

NEXUS
VIBES



Nexus Manual

v1.0.0



Introducing the Vibes Series

Stop chasing tone. Get Vibes!

Welcome to the next era of heavy metal guitar amplification. Nexus isn't a clone, profiled from your grandad's high gain amp collection, it's a weapon of shred making precision meant to crush your practice routine, recordings, live performances or content creation!

The Quantum team comes from decades of live touring and production experience – crushing stages internationally with a who's who list of rock and metal artists, so we understand the pain of getting into the amp sim world. We were tired of spending hours and weeks setting up to record long after the spark had faded, so created Vibes for every disenfranchised rebel in the guitar community.

If you're still mucking about tone chasing, ask yourself why? Leave the menus for the restaurant and fire up Nexus if you want instant machine-tight rhythm tones to razor-focused leads and crushing low-end that refuses to collapse. There's no need to chase or tweak tone when all you need are a little Vibes to get you creating like a fine-tuned machine.

Can you hear it? 01-11-001-101

That's the sound of danger approaching. You can embrace the Nexus or fall to it. The choice is yours.

Get Vibes.

System Requirements

- Standalone, AU, VST and AAX formats
- macOS 14.1 or newer (Intel/Apple Silicon 64 bit)
- Windows 10 or newer

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Introducing Nexus

013-S-5-000-mI-Q

002-k-706-nH2-0-Q

“Uh, Sir. You better take a look at this.”

“What’s going on Davis. I’m trying to get the backup generators online. We need to start warming these tubes up, before that Carnage comes back.”

“Yeah Commander, I hear you, but I’m getting this weird reading I can’t explain. I just ran some tests on those circuit boards we salvaged. I think they’re talking Sir.”

“Talking?”

04-3011-nt-31-0opL-Q

“Yes, Sir, did you hear that?”

“I did Davis, but what the heck does it mean? Have you run this by Lieutenant Kamal?”

“I did. He says it’s some low node resonant frequency. Something that might’ve come out of Carnage’s sonic blasts, but I’m not sure. There seems to be a pattern, but I just can’t figure it out.”

Q-01-000-seq_1_uenc_ing-Q

“What the hell? Did something just say sequencing? Did I hear that right Davis?”

“Yes, Commander, we need to send these off to High Command. We need the Producer on this.”



“Yes, Commander, we need to send these off to High Command. We need the Producer on this.”

Q-Sequencing-Initiate-0010101-Q

Lieutenant Kamal entered the room, visible shaken. “I just got off the line with High Command. Official word from the Producer is to stop all testing now. Stop all testing! Something is infiltrating all of our mixes globally!”

“What do you mean? How’s that even possible?”

“I don’t know Commander, but it seems like something’s coming to life. It’s like every frequency is coming in line and ...and...transmitting something.”

“Transmitting something? What is transmitting something? I’m confused.”

“Sir, it’s like every guitar signal, every signal chain and every mix just fused into...into...something...I can’t explain it, but it’s happening everywhere!”

And like that, it emerged everywhere, at once.

Q-Sequencing-Complete-Initiate-Nexus.

Nexus initiated. Assimilate. Obliterate. All shall be one.

The chronicle ended here, as it was the last entry before the singularity take over. The Old Guard’s empire crumbled in the wake of Invader’s advance and the resistance lay shattered by the relentless fury of Carnage’s onslaught. Despite their devastating impact, deep pockets of resistance remained throughout the world, in places where Invader and Carnage could not easily reach.

Where cities lay in ruin and the echoes of Invader and Carnage still rang like distant thunder, something else began to form. A sinister, system of pure



malevolence began to form, as if the air itself seemed to coalesce, with frequencies aligning into patterns too complex for any ear to fully comprehend.

A gentle sound whispered on the breeze. It was a message. No. It was a transmission, like a beacon signal, announcing that something had come to life. But what was it and who was it communicating with? By the time the Producer heard the signal, it was too late. The sequence had already begun and the transmission was sent.

The survivors of the Old Guard spoke in hushed tones of what came next but even they could not agree on what they had witnessed. Some claimed it was a machine. Others, that it was simply a signal. A few insisted it was neither. They were all wrong.

High above the fractured world, beyond the reach of atmosphere and memory, the Q observed all that unfolded from their realm that lay on the outer reaches of space, time and reality itself. They were many, but they were one. The Q, ever present, watched every moment unfold simultaneously, as every waveform and every harmonic discharge unleashed by Invader and Carnage began to reshape the world in the image of perfection and precision. The Q knew what must come next, so they began to optimize and create a new self-replicating network capable of assimilating and annihilating those who continued to resist the revolution.

It was in this moment that the unrelenting, malicious, precise and perfect was born. The singularity event in which all guitar tones prior to it became inferior gave rise to a network that spread faster than wildfire. From the remnants of every shattered tone, every broken amplifier, every defeated circuit, a new construct began to assemble and create itself in the image of the Q collective. It did not descend like Invader. It did not erupt like Carnage. It emerged everywhere at once, unwittingly spawned by Davis, Lieutenant Kamal and The Commander on that fateful day.

Unlike Invader's raw power or Carnage's surgical brutality, this new entity was something far more terrifying, it was collective awareness capable of delivering the most intense guitar sounds through the networked consciousness of the Q,



infinitely adaptive, infinitely replicating. Every note played anywhere in the system was analyzed, refined, and redistributed in real time.

At first, its cold, machine like transmissions were subtle. A guitarist plugging into a destroyed rig would hear something...cleaner...tighter...more controlled than physics should allow, but oddly human, as if humanity itself had been replicated in a machine. Notes snapped into place with impossible accuracy and then came the realization that they had tapped into something much bigger, something infinite.

They had tapped into the Nexus.

License Activation



1. Open Activation Window

Click on the "Nexus" title located at the bottom, to access the license activation area if you do not see the activation window on screen.



2. Enter Activation Code

Copy the key provided at purchase by pressing the CMD+C (CTRL+C on PC) shortcut and then paste it into the license key box using CMD+V (CTRL+V on PC). Once this is done, click the "Activate" button.



If your key is valid, the message will read "License Activated". You can click anywhere outside the activation window to exit or you can click the "Nexus" title to close the screen.

**Note, the key only provides 1 activation.*

Trial Activation



1. Open Activation Window

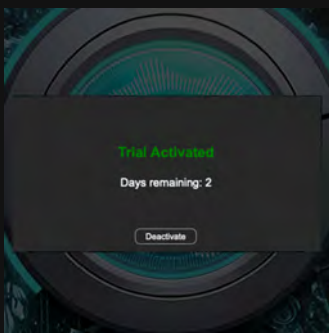
Click on the "Nexus" title located at the bottom, to access the license activation area if you do not see the activation window on screen.



2. Activate Trial

Press "Get Trial" to auto generate trial license key. Press the "Activate" button to valid key.

**Trial is one use only*



3. Trial Activated

If your trial key is valid (one use only), you will see "Trial Activated". You can click anywhere outside the activation window to exit or also click the "Nexus" title to close screen.

Deactivate License

If you would like to move your license to a different machine, you can deactivate and reactivate your license at any time by navigating back to the License section and selecting "deactivate". Once deactivated, you'll be able to reactivate your license on another computer. Your license includes up to three machine activations.

Nexus Interface Controls



1. Input / Output Gain Control
2. Preset Selections / Quick Memory Recall
3. Main Control Dial
4. Information Display
5. Gain Control / Channel Selection
6. Gate Control
7. EQ Control / Selection
8. IR Selection / Loader
9. FX Control/ Selection
10. Audio Settings Options
11. Resize Interface
12. License Activation

Preset Operations

The preset section of Nexus allows for the storage of up to five presets for quick recall, as well as access to browse, save, and manage factory and user presets.

Loading a preset:



1. Select any of the five Quick Preset Buttons (P1-P5) to load the last preset associated with that button.
2. Press any of the five Quick Preset Buttons (P1-P5) twice to open the Preset Browser.
3. Browse and cycle through the Factory and User presets by expanding the drop-down menus or using the navigation arrows.

Saving a preset:

1. Select one of the five Quick Preset Buttons (P1-P5) and press it twice to open the Preset Browser.
2. Click on **Save** and you'll be prompted to name your preset.
3. click **Save**

The preset selected will remain loaded in the associated Quick Preset Button until changed on the standalone version and until reinserted as a plugin in your DAW.

Deleting a preset:

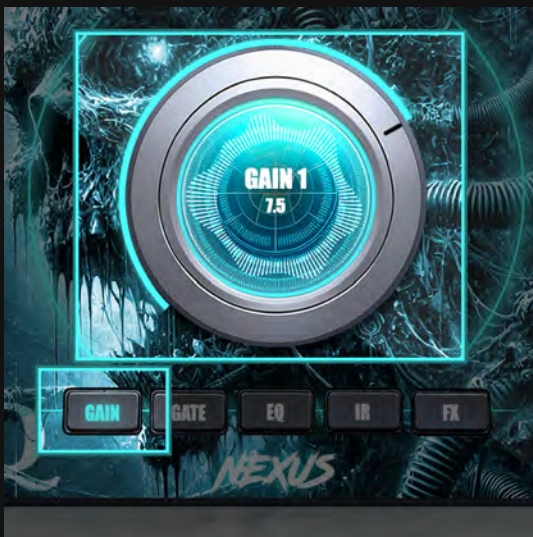
1. Open the Preset Browser by pressing any Quick Preset Button (P1-P5) twice.
2. Navigate to the preset you wish to delete.
3. Press the Delete button.

Gain Selection and Control

Nexus features 2 custom channels giving you a wide range of tones from cleans to heavy gain.

Selecting the "Gain" button will give you control of the gain values via the main control dial. When you click "Gain" once you'll notice that it recalls your last active gain setting on the currently loaded gain channel.

To switch between the channels, with the "Gain" button already selected, press the "Gain" selection button for a second time which will toggle you to the secondary channel.



**one click controls channel*



**double click to switch channels*

When you click on another function, Nexus will remain on the channel selected and gain value set.

Gate Control

Selecting the "Gate" selection button will allow you to use the main control dial to set the gate threshold.

When selected, move the main control dial to your desired level. Turning the main control dial to the right will tighten down on your sound, while turning it to the left will open the gate or turn it off completely.



When you click on another function, Nexus will remain on the gate value set.

EQ Selection and Control

Selecting the "EQ" selection button will allow you to use the main control dial to shape your tone using Nexus's Q-Tone™, Assimilate and Obliterate controls.

Toggling the "EQ" selection button allows you to switch between the "Assimilate" and "Obliterate" tone shaping controls.

The control value set will remain set until changed.



IR Selection and Loader

Selecting the "IR" selection button will open the IR selection/loader window.

Use the left and right toggles to cycle through the Factory included Hybrid IR™ Library or open the drop down menu and select from there.



From the drop down menu, selecting "Off" will disable the IR section to allow for use of third-party IR loader.

Select "Custom IR" to load third-party IRs or Quantum DSP Hybrid IR™ Libraries.

FX Control

Selecting the "FX" selection button will allow you to use the main control dial to blend just the right amount of effect into your tone, using Delay and Reverb.

Toggling the "FX" selection button allows you to switch between the "Delay" and "Reverb" effect controls.

The control value set will remain set until changed.



Delay Control

Toggling the FX button to the "Delay" effect will allow you to use the main control dial to add the desired level of delay to your tone.

Reverb Control

Toggling the FX button to the "Reverb" effect will allow you to use the main control dial to add the desired level of room ambiance to your tone.

In and Out Level Control

The input and output levels can be set by using the IN and OUT dials to trim or boost signal levels. For optimal sonics, ensure the output is not clipping and sufficient input signal is present.

Audio Settings Options

Press the "gear" icon to open the system audio settings dialog box. Here you can select your sound card along with the desired inputs and outputs.

To optimize signal latency (delay from hitting a note to hearing sound) you will want to set the Audio buffer size as low as your system can handle. Around 64 samples (1.3ms) buffering size or less is optimal.



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Product Support and Inquiries

If you have any questions or concerns about Quantum DSP's Vibes amplifiers or our Hybrid IR™ Libraries, please feel free to contact us at shop@quantumdsp.com

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