

# CARNAGE

## Q-SERIES



Q-Series Carnage Manual  
v1.0.5



# Q-SERIES

## Introducing the Q-Series

Quantum DSP's revolutionary Q-Series line of digital guitar amplifiers rethinks the amplifier plugin as we know it, presenting you with a streamlined approach for maximizing your creativity with a simplified user interface crafted using the latest AI neural technologies, providing unparalleled playing feel and sonic expression. Spend more time doing what you love – playing guitar!

The Q Series line features a custom-crafted dual-gain mode amplifier with Q-Tone™ EQ technologies and onboard Hybrid IR™ libraries to help you stand out. Achieve mix-ready tones with the click of a button when you need to record, and “amp in the room” feel when you just want to rock, shred and jam!

## System Requirements

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

## Terms and Conditions

All Quantum DSP products are subject to our standard Terms and Conditions which can be viewed at <https://quantumdsp.com/pages/terms-of-service>

Copyright © 2025 Quantum DSP LTD. All rights reserved.





## Introducing the Q-Series Carnage

The clash of resonant energies continued, as resistance to the sonic devastation brought by the Invader began to mount. The Old Guard, with their unwavering faith in the vintage hum of their amplifiers, found unexpected strength. As The Invader's relentless waves of sound roared across the shattered cities, the purists' classic amplifiers responded with defiant bursts of raw, unpolished golden age tones that seemed to push back the invader's crushing power.

Without warning a deep rumble could be heard and the Old Guard's hearts immediately sank. It was a sonic message so deep and powerful – unlike anything they'd heard before.

The rumble heralded the arrival of a new force sent by the Q, from a realm beyond time and space. Emerging from the depths of the planet's fractured crust, an entity known as Carnage arrived, bringing with it utter devastation. Where The Invader's tones were broad and immersive, Carnage's sound was surgical, metallic, and unrelenting. Its tones slashed through the air with blistering speed - each note like a sonic blade tearing through the purists' defenses. Carnage's amplifier was a construct of otherworldly precision—its metallic chassis gleamed as if forged from the molten core of a star, with sharp angles and glowing red circuitry pulsating in time with its devastating riffs.

As the Old Guard rallied their vintage gear for one last stand, Carnage unleashed its full arsenal of hellfire. With each pick scrape, it generated bursts of sharp, staccato distortion carving through the defenders' brittle sonic shields. Its speed was unmatched; solos ripped through the battlefield at a pace that made the air itself shudder. Every note, every chugging riff, landed with the force of a meteor strike, creating fissures in the very ground beneath the resistance's feet. Tubes burst and chassis cracked, twisting useless transformers in Carnage's wake.



The Old Guard fell back, their cherished amplifiers crumbling under the combined might of The Invader's power and Carnage's precision. Their vintage tones, once thought to be untouchable, were drowned out by the sheer magnitude of this new sonic force. The few who survived spoke of Carnage's sound as a kind of metallic storm—impossibly fast, impossibly sharp, and impossibly powerful.

And so, as Carnage came to the Invader's aid, the tide of the battle turned irreversibly. The resistance, no matter how steadfast, could not stand against the relentless force of two amplifiers that redefined sound itself, but what would happen in the Aftermath of this conflict remained unclear for the moment...

## License Activation



### 1. Open Activation Window

Click on the "Carnage" 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.



### 3. License Activated

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 "Carnage" title to close the screen.

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

## Trial Activation



### 1. Open Activation Window

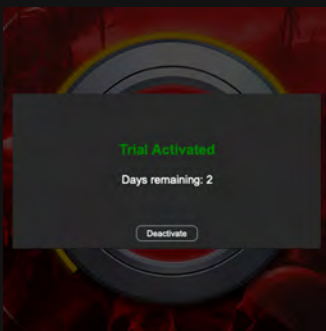
Click on the "Carnage" title located at the bottom, to access the license activation area if you do not see the activation window on screen.



### 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 "Carnage" 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.



## Carnage Interface Controls

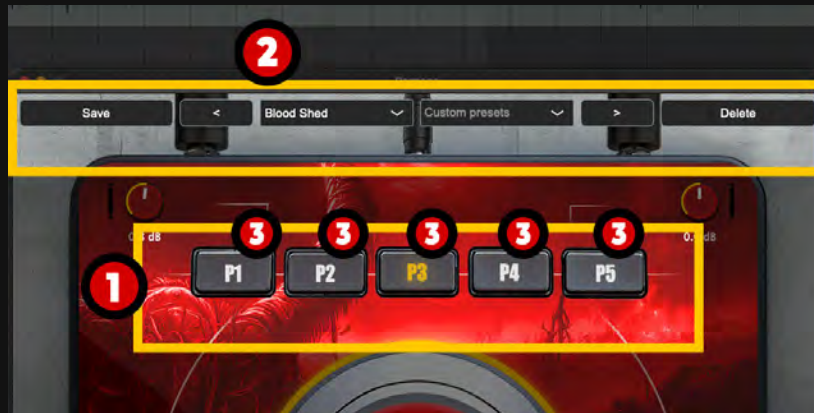


1. Input / Output Gain Control
2. Preset Selections / Quick Memory Recall
3. Main Control Dial
4. Information Display
5. Gain Control / Channel Selection
6. Gate Control
7. EQ Control / Selection
8. IR Selection / Loader
9. Reverb Control
10. Audio Settings Options
11. Resize Interface
12. License Activation

## Preset Operations

The preset section of Carnage 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.

*\*Note, it may be necessary to resize Carnage, depending on your screen resolution, to see the Quick Preset drop-down menus.*

### 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

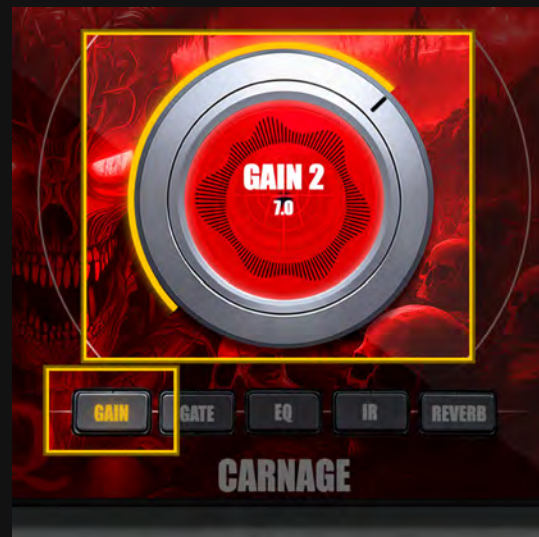
Carnage features 2 custom channels giving you a wide range of tones from cleans to heavy gain.

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, Carnage 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, Carnage 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 Carnage's Q-Tone™, Decimate and Scorch controls.

Toggling the "EQ" selection button allows you to switch between the "Decimate" and "Scorch" 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.

## Reverb Control

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



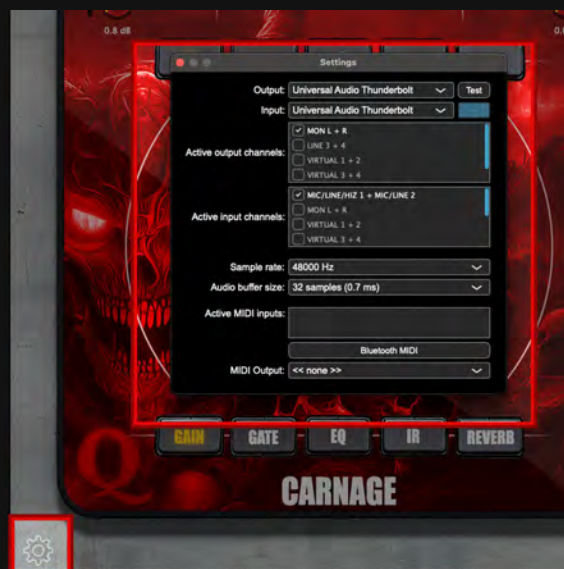
## In and Out Level Control

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.



## Connect with us:

You can connect with us on social media here:

Facebook - <https://www.facebook.com/quantumdsp>

YouTube - <https://www.youtube.com/@QuantumDSP>

Instagram - <https://www.instagram.com/quantumdsp/>

## Product Support and Inquiries

If you have any questions or concerns about Quantum DSP's Q-Series amplifiers or our Hybrid IR™ Libraries, please feel free to contact us at [shop@quantumdsp.com](mailto:shop@quantumdsp.com)

All rights are reserved. Copyright © 2025 Quantum DSP Ltd. “Hybrid IR™ Libraries”, “Q-Series”, “Q-Tone™” EQ technologies, and all Impulse Responses are copyright © 2025 Quantum DSP Ltd.