

Sol Vibes Manual

v1.0.0



Introducing the Vibes Series

Looks like you just picked up the Vibes we were laying down!

Real music isn't dead. It's just been buried beneath endless menus, complicated software, and people telling you guitar tone should be engineered instead of played. We beg to differ...

Our Vibes plugins were built for every player who's ever lost the spark while chasing "the perfect setting." We come from decades of writing records, touring stages, and standing in front of loud amplifiers and even louder audiences. We know the magic doesn't happen staring at waveforms or scrolling through presets.

Sol Vibes is the amp for players who know that sometimes the notes you don't play are just as important as the ones you do. Unless you're a jazz guitarist, in which case you play all of them, including a few that haven't been invented yet.

And if you happen to hit a wrong note? Don't panic, mate. Play it again, call it jazz, and charge double for the gig, but don't let the sophistication fool you because Sol Vibes is a proper tone machine, delivering gorgeous, glassy cleans from Neo Soul grooves to that glorious edge-of-breakup grit that'll make your guitar sing, cry, and occasionally question its life choices.

Get Vibes.

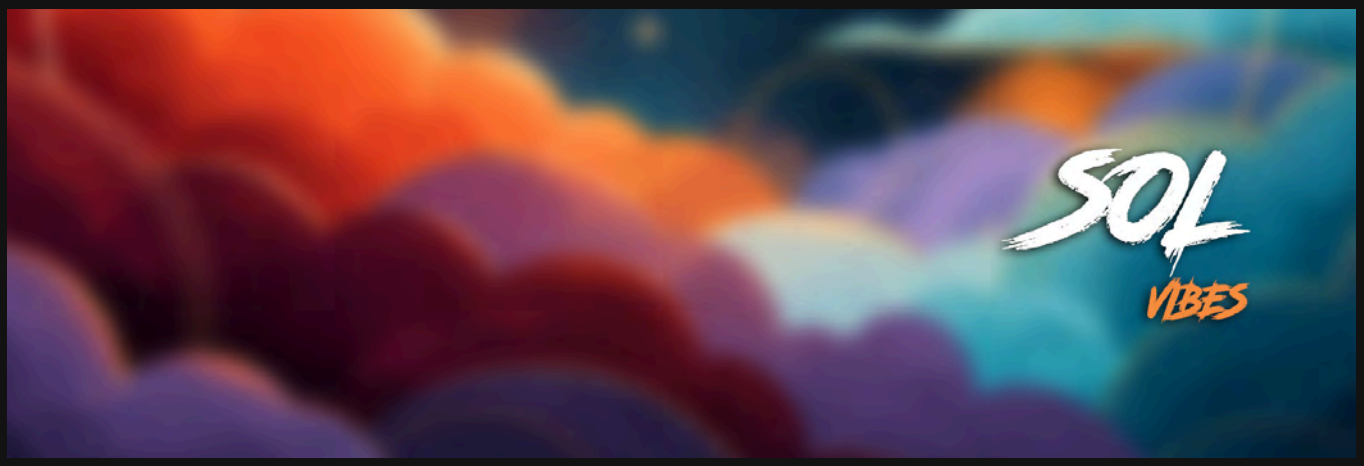
System Requirements

- Standalone, AU, VST and AAX formats
- macOS 11 or newer (Apple Silicon 64 bit)
- Windows 10 or newer

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Introducing Sol

Chronical Entry 8821-Φ

Archive Classification: Primordial Sonic Entity
Origin: Unknown
Allegiance: None

Archival Note: Recovered documents repeatedly reference an object designated "Guitar." Its exact military function remains unclear, although surviving evidence suggests it was capable of producing considerable distress among neighbouring populations.

Ancient Stirrings

In the aftermath of the invasion, the universe had become a rather different place. The Quantum had arrived, Invader had shattered the Old Guard's defences, Carnage had reduced their sonic fortifications to smouldering ruins, and Nexus had begun connecting liberated worlds through frequencies the High Command had spent centuries declaring impossible. For the first time in generations, the planets were discovering what it meant to truly make noise. Proper noise. The sort that rattled windows, upset neighbours, and made the High Command question its entire existence.

But while the Old Guard busied itself with the administrative complexities of losing a war, something extraordinary was happening far beyond the known worlds. Deep within a forgotten region of space, where the oldest stars had long since surrendered their light, a mysterious transmission emerged. It contained no language, no coordinates, and no demands. Only music. Beautiful, impossibly complex harmonies beyond the known spectrum of sound.

The transmissions travelled across the liberated worlds through the Quantum's sonic networks, growing stronger with every passing moment. The Q was the first to recognize something unusual. These frequencies existed in perfect harmonic balance yet violated nearly every known principle of sonic physics. Stranger still, they responded to music. A single note could alter their resonance, a chord could change their direction, and when an enthusiastic guitarist on the outer rim attempted a particularly ambitious jazz improvisation, three nearby moons briefly changed orbit. Nobody was entirely certain whether he'd played the wrong notes or discovered several new ones.



The Q ordered an investigation, but the High Command had also detected the transmissions and recognized something within them. Buried inside the Old Guard's ancient archives was a single classified reference: **SOL.** No explanations, no technical specifications, no surviving records of its origin. Just an ancient warning: **DO NOT AWAKEN.**

The Producer was summoned, and for the first time in recorded history, the mysterious figure behind the curtain appeared genuinely concerned. He listened carefully and ordered the High Command to cease all sonic activity across its remaining worlds. Unfortunately, the order required approval from the Department of Harmonic Compliance, recently dissolved following an unfortunate incident involving Carnage and several thousand decibels of unauthorized distortion. The resulting administrative confusion ensured absolutely nothing was accomplished.

Meanwhile, the Q traced the transmissions to a region of space believed destroyed thousands of years earlier. An expedition discovered something extraordinary. Suspended among the ruins of a dead solar system was a world that should not have existed. One hemisphere glowed beneath an eternal golden sunrise, the other beneath endless violet twilight. Its skies shimmered with impossible colours, its oceans moved in perfect rhythm, and its forests breathed with frequencies emanating from beneath the surface. At its centre stood an immense celestial structure, neither machine nor monument, neither instrument nor temple, but something far older than anything in the Quantum archives.

Then came a voice, or more accurately a resonance that passed through every living thing aboard the vessel, carrying a melody none had ever learned, yet somehow all remembered. The Q understood that this was no forgotten technology. Sol was alive and it possessed an intelligence that existed before the first civilizations discovered sound, before the High Command, before the Quantum, perhaps even before the first stars. For millennia it had remained dormant in perfect harmonic equilibrium, untouched by the conflicts of lesser beings. But the Quantum's invasion had disturbed the fabric of existence. Its liberated frequencies had travelled farther than anyone imagined, reaching beyond known space to awaken something ancient.

News spread rapidly, although the factions reached predictably different conclusions. The Q believed Sol held the key to unlocking the ultimate potential of sound. The High Command saw an opportunity to restore its authority, immediately drawing up plans for an enormous containment device with a budget capable of bankrupting several planetary systems. The Producer remained strangely silent. He recognized Sol and its ancient warning, understanding something nobody else could explain. When pressed, he instructed the High Command to destroy several thousand years of historical records and refrain from asking stupid questions. For once, they followed his instructions perfectly.

But Sol had already begun to move. Dormant stars flickered back to life, forgotten worlds stirred beneath ancient oceans, and strange harmonies emerged from instruments silent for centuries. The High Command declared an emergency, the Q declared a new age of discovery, and the Producer declared that everyone should remain perfectly calm, which generally meant things were considerably worse than anyone suspected.

Without warning, every sound in the known universe ceased. For precisely seven seconds there was simply nothing, an event which was widely regarded later as the most productive seven seconds in the High Command's history. In that impossible stillness, a golden light appeared upon the horizon of every inhabited world. Not the light of their own stars, but something older, warmer, and infinitely more powerful.

Sol had returned, bringing the promise of extraordinary creation and unimaginable destruction, something which the Q and the Old Guard foolishly believed that they could command. Sol's power was not in its allegiances, but in the simple fact that it existed and that it had awakened. The same sun that gives life can burn a world to ashes. Sol paused, its golden halo of eternal light beginning to flare before unleashing its great, resonant message.

You cannot command the sun to rise, nor tell it when to set.

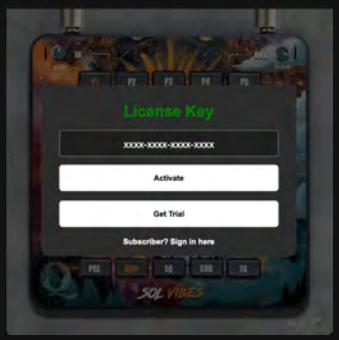
END TRANSMISSION.

Perpetual License Activation



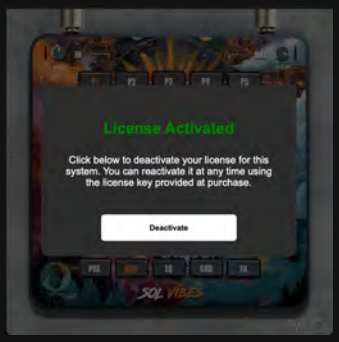
1. Open Activation Window

Click on the "Nexus Vibes" 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

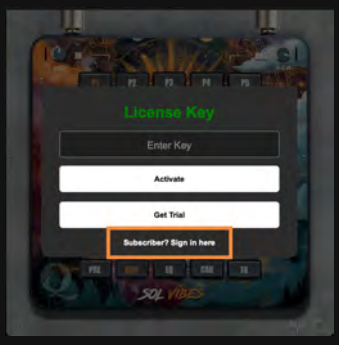
If your key is valid, the message will read "License Activated". You can click anywhere outside the activation window to exit or you can click the "Nexus" title to close the screen.

Subscription License Activation



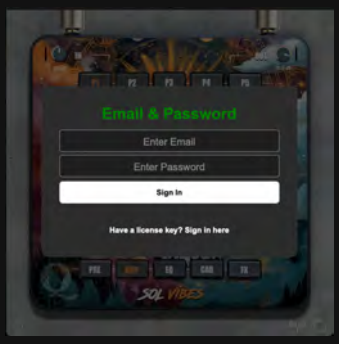
1. Open Activation Window

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



2. Open User Login Section

Click on the "Subscriber? Sign in here" link located under the "Get Trial" button, to access the subscription license activation area.



3. Enter User Email and Password

Enter the email and default password 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 “Sign In” button.

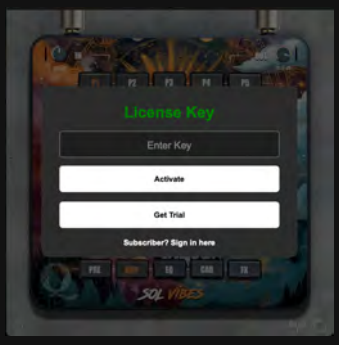
Once your subscription has been activated, you can change/update your user password by visiting the customer dashboard by either clicking on the link in the email provided with your password during purchase or by logging into your Quantum customer account here: https://account.quantumdsp.com/authentication/login

Trial Activation



1. Open Activation Window

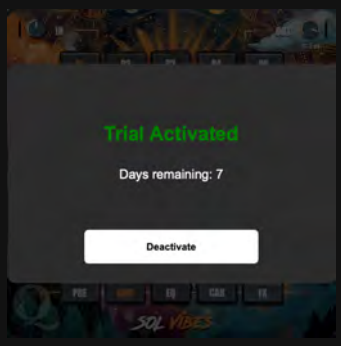
Click on the "Nexus" title located at the bottom, to access the license activation area if you do not see the activation window on screen.



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.

Sol Interface Controls

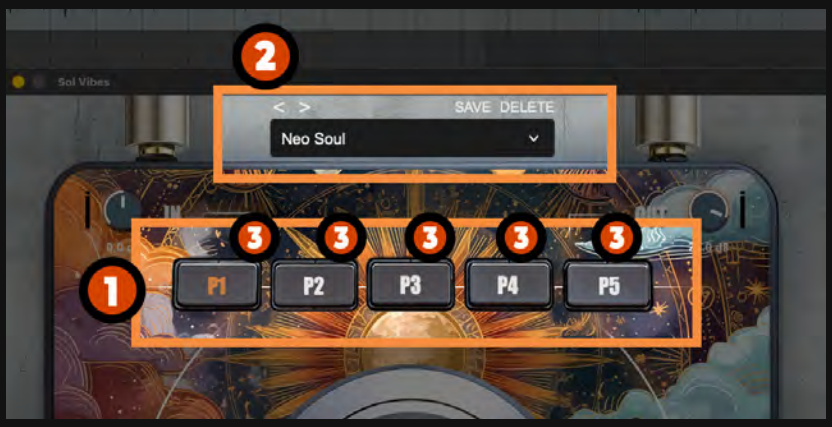


1. Input / Output Gain Control
2. Preset Selections / Quick Memory Recall
3. Main Control Dial
4. Information Display
5. Compressor & Gate Control
6. Amp Control / Channel Selection
7. EQ Control / Selection
8. Cab Selection / IR Loader
9. FX Control / Selection
10. Audio Settings Options
11. License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

Preset Operations

The preset section of Sol 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.

Pre-FX Selection and Control

The "PRE" button lets you control the Compressor or Gate before your guitar signal reaches the amplifier.

Press the "PRE" button to switch between "Compressor" and "Gate". Use the main control dial to adjust the selected effect.





Compressor

Turn the main control dial to the right to increase compression. This helps even out your playing dynamics, giving you a smoother, more consistent sound.

Gate

Turn the main control dial to the right to increase the gate strength, reducing unwanted noise and tightening your sound. Turn it to the left to open the gate, allowing more of your natural signal to pass through.

Amp Selection and Control

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

Selecting the “AMP” button will give you control of the gain values via the main control dial. When you click “AMP” once you’ll notice that it recalls your last active gain setting on the currently loaded amp channel.

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



**one click controls channel*



**double click to switch channels*

When you click on another function, Sol will remain on the channel selected and gain 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 Sol's Q-Tone™, Undertow and Shimmer controls.

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

The control value set will remain set until changed.





Cab Selection and IR Loader

Selecting the "CAB" selection button will open the Cab selection and impulse response (IR) loader dialog box.

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 Cab section to allow for use of third-party IR loader.

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

Once loaded open the drop down menu and navigate to the custom IR sub menu to browse and select custom loaded IRs within the folder selected.

FX Selection and 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 Chorus, Delay and Reverb.

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

The control value set will remain set until changed.







Chorus Control

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

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 Trim 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.

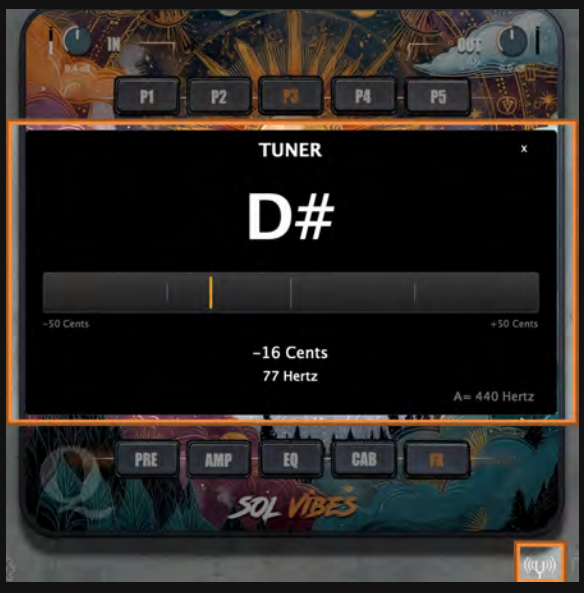


Tuner

Click the Tuner icon to open the tuner window. The guitar signal is muted by default while the tuner is active.

Play a single string, and the tuner will display the detected note and indicate whether the pitch is sharp, flat, or in tune.

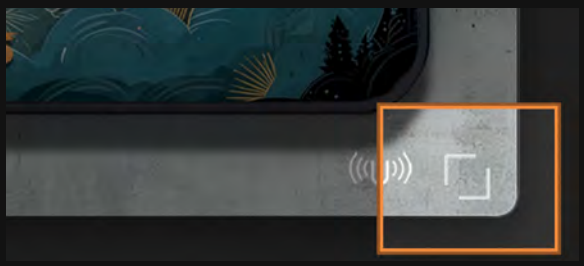
The tuning reference is set to A = 440 Hz by default. To change it, click the reference value and enter your desired frequency.



Resize Graphic Interface

Click the Resize icon to toggle between the smaller and larger interface sizes.

Click it again at any time to return to the previous size.



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Product Support and Inquiries

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