

INVADER

Q SERIES



Q Series Invader Manual
v1.0.0



Q SERIES

Introducing the Q Series

Quantum DSP's revolutionary Q Series line of digital guitar amplifiers revamps the amp sim plugin as we know it, presenting you with a streamlined approach for maximizing your creativity in a LivingAmpSim™ format that will evolve, transform and enhance your tone.

The Invader 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 and watch your recordings take on a new dimension.

System Requirements

- Standalone, AU, VST and AAX formats
- macOS 14.1 or newer (Intel/Apple Silicon 64 bit)
- Window 10 or newer
- 48khz, 24bit (current supported sample rate)

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Introducing the Q Series Invader

The darkness bent and shivered, swirling and seething with an ancient anger that bubbled deep within the mysterious Quantum. An ancient evil stirred, its mechanical systems warming, yet remaining on standby.

In the twilight of a distant world torn by conflict, where silence had reigned over broken lands and fractured spirits, a pulse began to stir—a low, resonant hum that thrummed through the remains of cities and vibrated across desolate plains. Its people looked to the skies, expecting the return of dread and destruction. But what arrived was something entirely different.

Sent by a force of pure guitar tone known as the Q, a squid-like figure descended from beyond, draped in a cloak of shadows and ominous glowing lights. The creature was holding a device – an amplifier - unlike any the world had known. It was The Invader, a sleek, ominous sonic weapon that pulsed with a fierce, otherworldly energy. As the figure connected its guitar to The Invader, an immense, searing tone shattered the silence, sending waves of raw sound through every corner of the planet. Time seemed to slow to a halt as glorious tones permeated every dried and broken crack. It was the sound of a new beginning, It was heavy, grinding, alive with both clarity and distortion—a tone that defied resistance.



Yet resistance came. The old guard of tone purists, relics of an age before the great silence, emerged from hidden studio laboratories and fortresses, determined to subdue the invader and silence this new force. They called forth their own machines, amplifiers steeped in vintage warmth and honed over years of reverence – once held in standby now roared to life.



They lined their defences with the ghosts of classic sounds, a wall of faithful tones they had vowed to protect – tones that would prove shrill, brittle and weak.

The Invader was relentless and as it surged forward, its tones shifted from heavy metal grind to shimmering clarity, then back to bone-crushing power. One by one, the defenders fell overwhelmed by the sheer magnitude of this new sound. The battle ensued; riffs wailed through shattered streets, and power chords split the very ground, scattering broken instruments like battlefield relics.

License Activation



1. Open Activation Window

Click on the "Invader" 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 "Invader" title to close the screen.

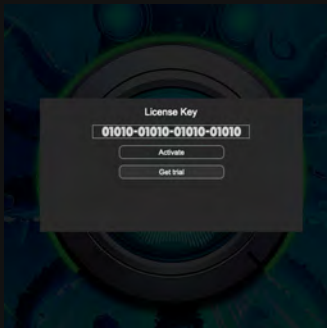
**Note, the key only provides 1 activation.*

Trial Activation



1. Open Activation Window

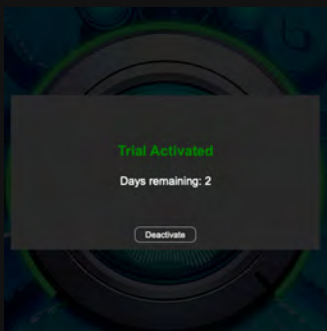
Click on the "Invader" title located at the bottom, to access the license activation area if you do not see the activation window on screen.



2. Activate Trial

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

**Trial is one use only*



3. Trial Activated

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

Deactivate Licence

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.

Invader Interface Controls

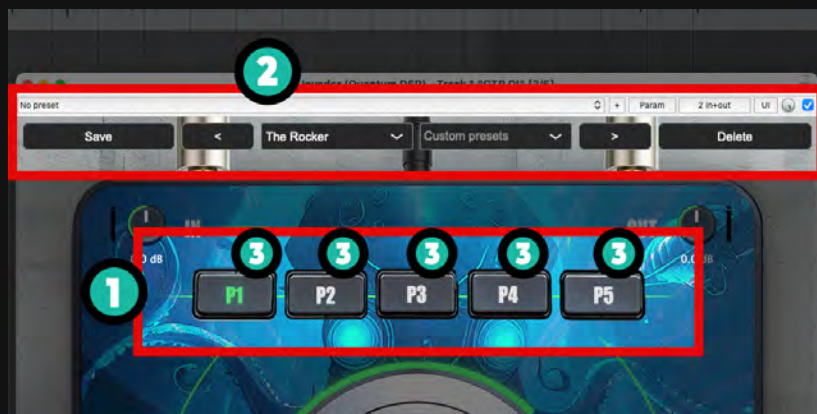


1. Input/Output Gain Control
2. Preset Selections / Quick Memory Recall
3. Main Control Dial
4. Information Display
5. Gain Control/ Channel Selection
6. Gate Control
7. EQ Control/ Selection
8. IR Selection/ Loader
9. Reverb Control
10. Audio Settings Options
11. Resize Interface
12. License Activation

Preset Operations

The preset section of the Invader 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 the Invader, 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

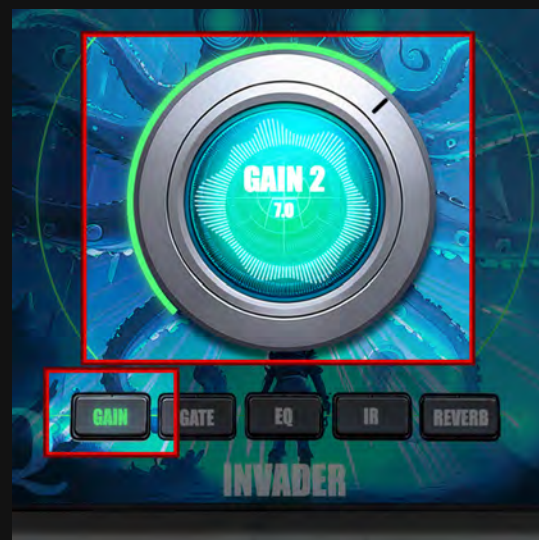
Invader features 2 custom channels giving you a wide range of tones from cleans to heavy gain.

Selecting the "Gain" selection button will give you control of the gain via the main control dial, for the channel currently loaded and recall the last gain setting.

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, Invader 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, Invader 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 the Invader's Q-Tone™, Neutralize and Vaporize controls.

Toggling the "EQ" selection button allows you to switch between the "Neutralize" and "Vaporize" 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 ambience 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 soundcard 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 Q-Series amplifiers or our Hybrid IR™ Libraries, please feel free to contact us at shop@quantumdsp.com

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