Orange Dreams 2

MANUAL

ZAK
sound

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Requirements

macOS Requirements

- RAM: 4GB or more
- macOS 10.11 or higher
- Intel & Native Apple Silicon

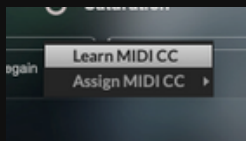## Windows Requirements

- RAM: 4GB or more
- Windows 7 or higher

Automation and MIDI CC

Automation

All plugin parameters are automatable. The graphic equalizer is the only parameter that cannot be automated.

MIDI CC

To assign a MIDI CC parameter to the plugin, simple right-click on the desired parameter, and you will have two options:

- **Learn MIDI CC**: Perform a movement with a control on your MIDI keyboard, and the plugin will automatically learn the corresponding MIDI CC for the parameter.
- **Assign MIDI CC**: Manually set a specific CC number for the desired parameter to establish a direct control link.

The MIDI CC is stored independently in each preset. If you want global MIDI CCs, it's best to assign a CC to the plugin automatable parameter in your DAW.

Home

1. Orange

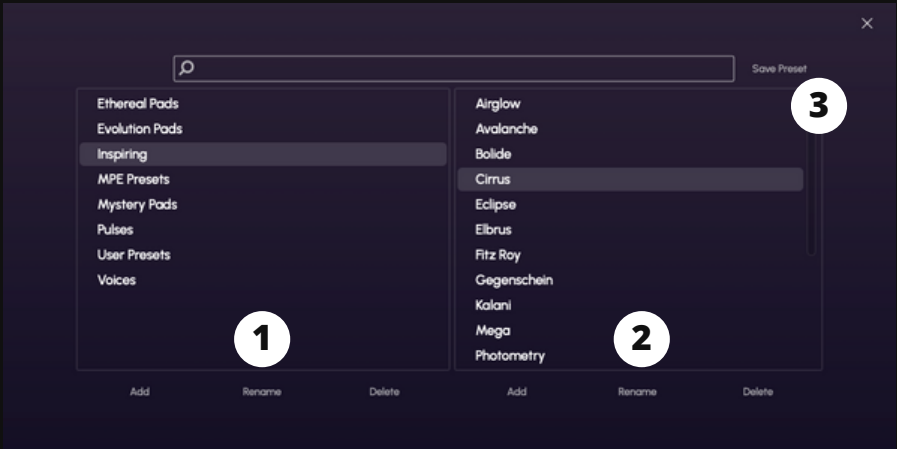A nice orange fruit. If you click it, there's a mixer.

2. Preset selector

3. Randomizer

Function to randomize most of the parameters.

4. Save new presets

Button to quickly save presets. They are stored in "User Presets".

Presets

Presets created with different plugin settings.
You can create or modify your own presets for future use.

1. Add/Rename/Delete

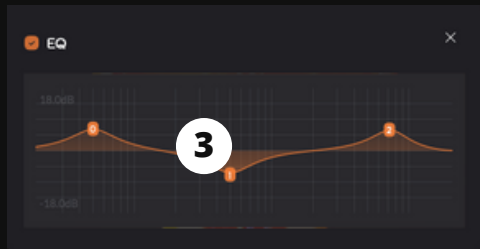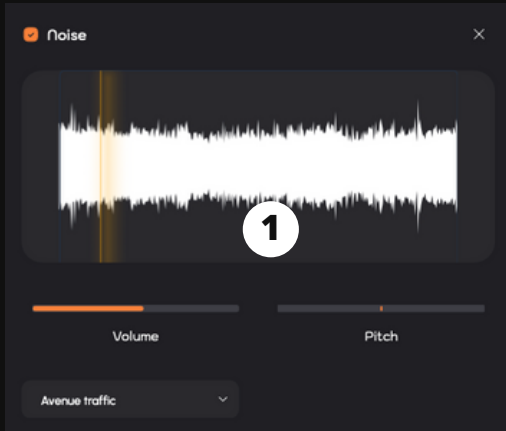Add, rename, or delete categories.

2. Add/Rename/Delete

Add, rename, or delete presets.

3. Save preset

This button is used to overwrite existing presets. It's not for saving new presets. To save new presets, you must click "Add".

Right Panel

1. Noise generator

A noise generator, ideal for experimenting with sounds that complement the instrument. For mixing, it's recommended to use the included WAV file directly in your DAW.

2. Filter

8 types of filters wth gain, frequency and Q controls.

3. Multipoint graphic EQ

Allows you to add or move points by leftclicking, and change their type or delete points by right-clicking.

Arpeggiator

1. Arpeggiator settings

Speed: Controls how fast or slow the arpeggiator plays the notes/chords.
Shuffle: Adds a rhythmic swing or groove to the arpeggiated sequence.
Mode: Sets the order in which the notes are played: up, down, up-down, down-up, random, or chords.
Steps: Determines the number of notes/chords played in one arpeggiator cycle.
Jump: Sets the distance between consecutive notes/chords in the arpeggiated sequence.
Octave: Defines the range of pitches the arpeggiator spans, in terms of octaves.

2. Arpeggiator steps

Layers

1. Randomize

Randomize the start point of the sample.

2. General layer settings

Volume, pan, pitch, lowpass, and highpass.

3. ADSR

Attack, decay, sustain, and release.

4. Loop
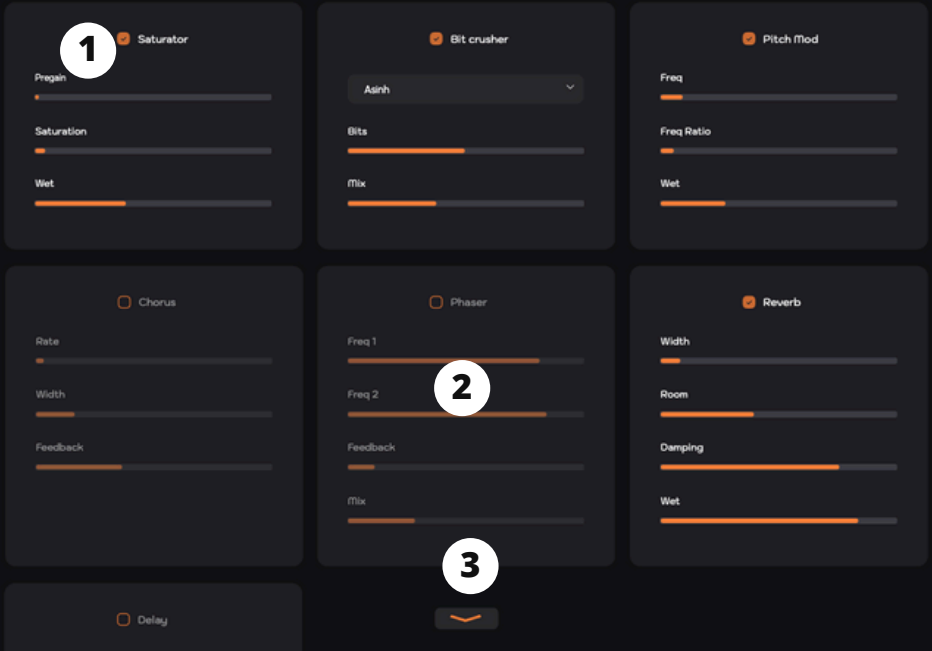
It loops the sample of the custom sampler.

5. Drop files

Drag your samples here. Double-click to remove a sample. When you create a preset, the sample's location will be saved.

6. Root note

It will automatically detect the root note of your sample. If it doesn't, you can manually select the correct root note.

FXs

1. On/Off Buttons
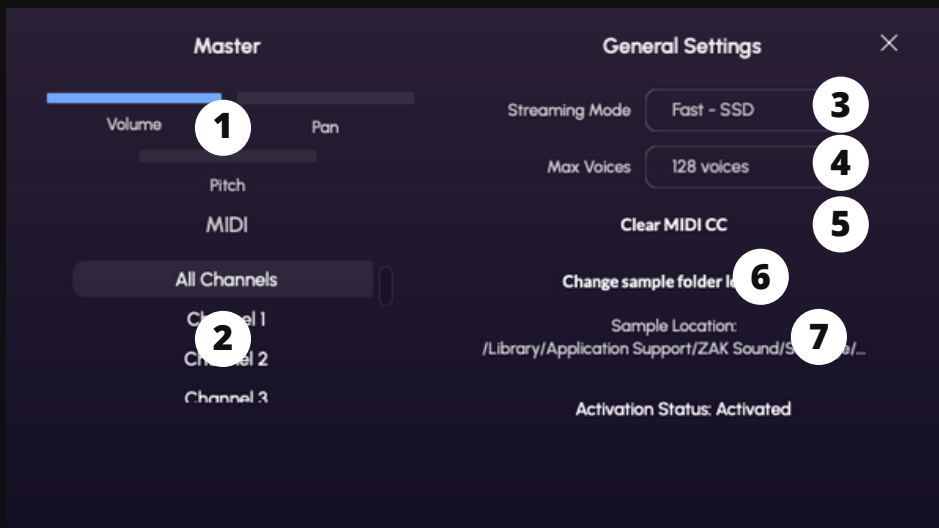
Toggle the effects on or off.

2. Sliders

Adjust parameters with classic sliders.

3. Hover

Hover your mouse to expand the FX section.

General Settings

1. Master settings
General volume and panning.

2. MIDI
Selects the MIDI channels.

3. Streaming mode
Select SSD or HDD.

4. Max Voices
Sets the maximum number of simultaneous voices.

5. Clear MIDI CC
Removes all assigned MIDI CC.

6. Change sample locations
If you change the location of the samples, make sure to update this folder.