Sapphire Guitar 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

Linux Requirements

- RAM: 4GB or more
- Ubuntu 20.04 or higher

Automation and MIDI CC

Automation

All plugin parameters are automatable, including the XY pads. 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
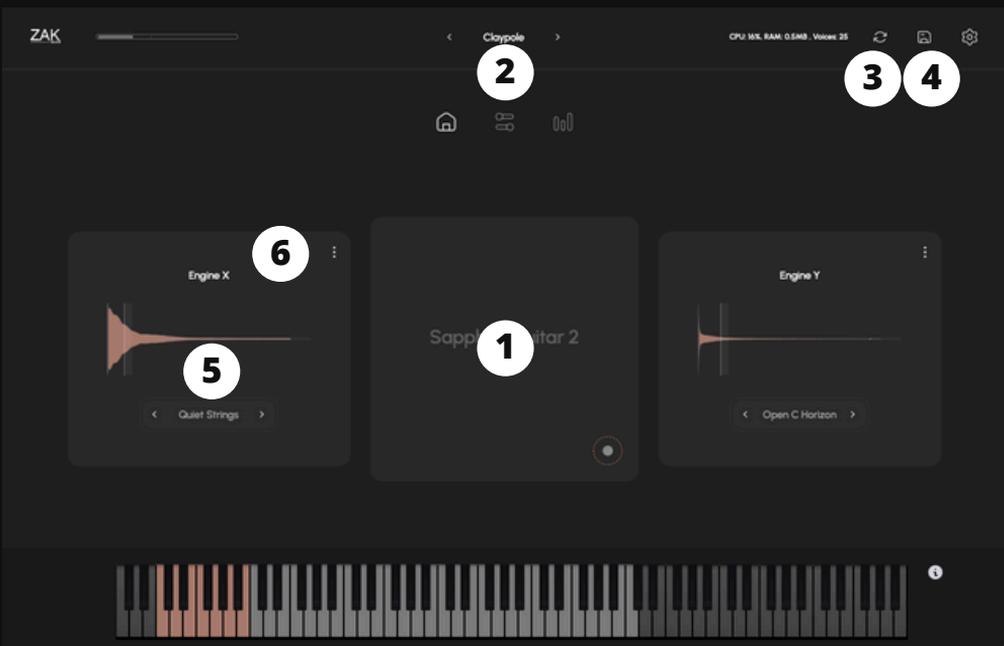
1. XY Pad Filters

It controls the volume of each engine.

2. Preset selector

3. Save presets

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

4. Randomizer

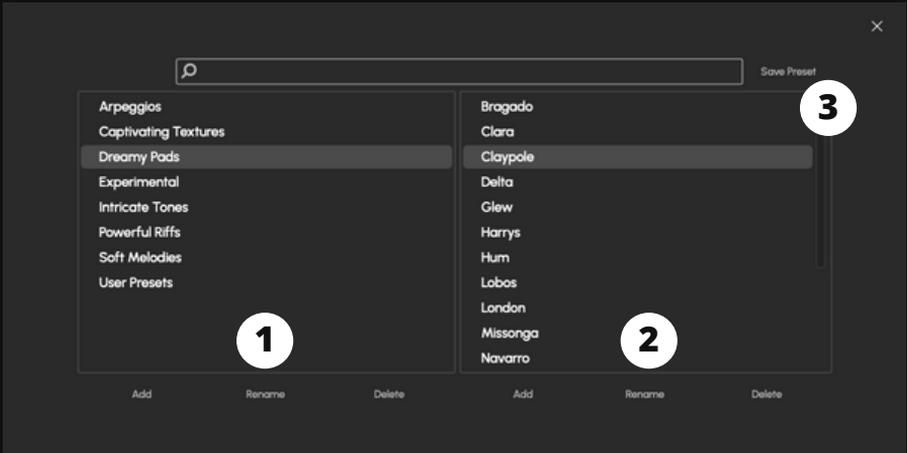Function to randomize the wavetables, waveforms and many of the parameters.

5. Engine settings

Click on the soundwave to open the settings of each engine.

6. Amp

Three types of amp simulators to boost the signal.

Presets

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

1. Add/Rename/Delete
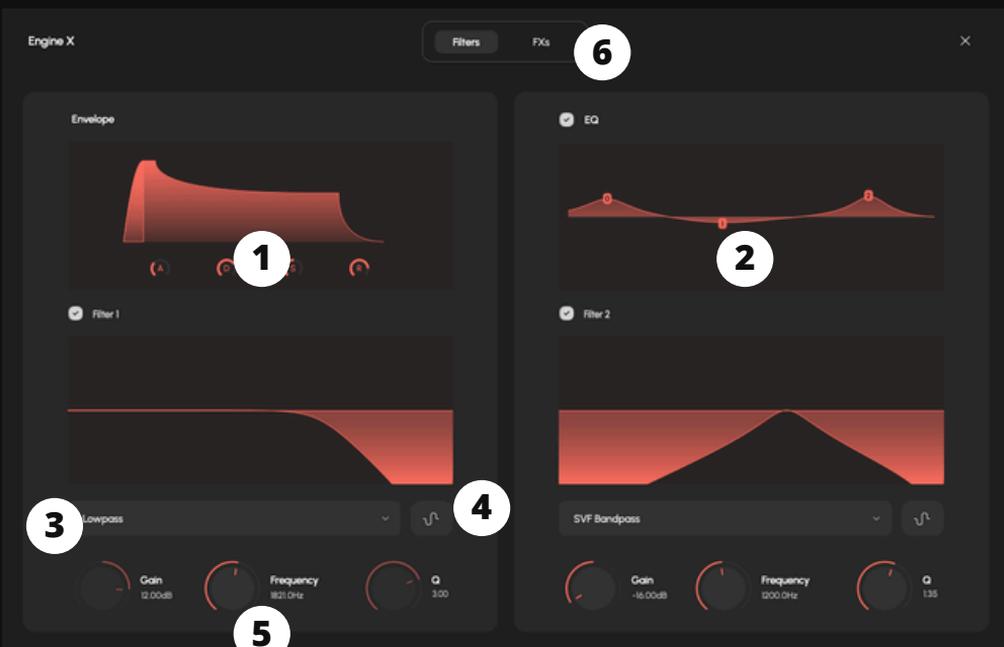
Add, rename, or delete categories.

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".

Engine settings

1. Envelope: ADSR

2. Multipoint graphic EQ

3. Filter selector

Select a filter from the list.

4. Filter modulation

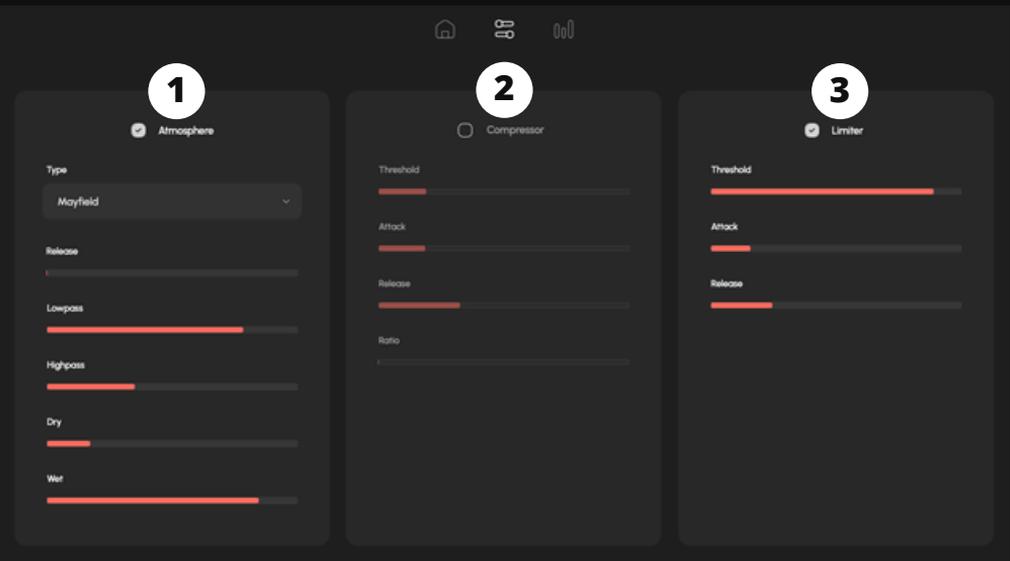Modulates the filter frequency with table, LFO or MPE.

5. Filter settings

Gain and Q (curve) are not available for all filter types.

6. FXs

Saturation, chorus, delay, phase and reverb effects.

Master racks

1. Atmosphere

A Sapphire Guitar 2 effect to generate atmospheres and incredible spaces.The release, lowpass and highpass controls only apply to the wet signal.
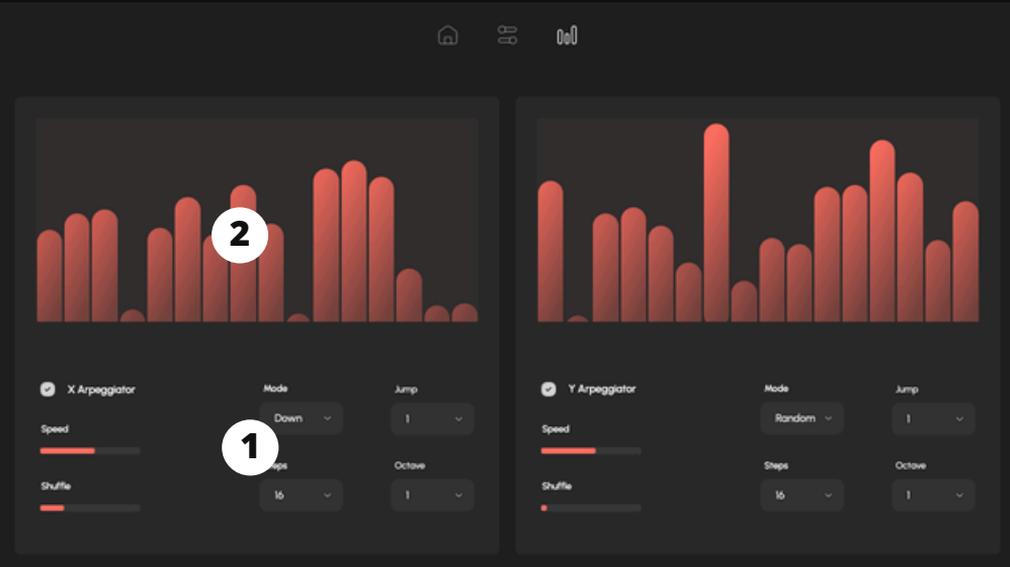
2. Compressor

Reduces the dynamic range of audio by attenuating louder signals and boosting quieter ones.

3. Limiter

Prevents audio signals from exceeding a set threshold, effectively capping the maximum level.

Arpeggiator

Each layer has an independent arpeggiator that can be turned on or off.

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

General Settings

1. Master settings
General volume, panning, and pitch.

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.