



PLUGMON  
GRAPHIC & SOUND DESIGN

# Massive Modular

Theme for Zebra<sup>2</sup>

u s e r g u i d e



*for version 2.3 (2018 Nov.)*

Installation (Mac) .....	3
Installation (Win) .....	4
Global Designs .....	5
OSC .....	9
Download & Update .....	10

# Installation (MacOS)

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## • Theme Installation

1. Go to "Macintosh HD/Library/Application Support/u-he/Themes" and drop the theme folder.
2. Open Zebra.
3. Click the cog icon (top-right) to open the preference.
4. Choose "Massive Modular" as the default skin.



※Putting many themes might increase the GUI loading time.

## • Patch Installation

1. Drop the folder to "~User/Library/Audio/Presets/u-he/Zebra2".
2. That's all. Patches will be shown in the preset pane.

## • Zebra HZ Theme Installation

1. Drop the folder to the same folder as normal Zebra2 — "Macintosh HD/Library/Application Support/u-he/Themes"  
A single folder can be used both for Zebra2 and ZebraHZ.

The Rest of the process is the same as Zebra2.

# Installation (Windows)

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## • Theme Installation

1. Find your Zebra folder. it may be on "C:\VSTPlugins\u-he:Zebra2.data"
2. Then move to "Support:Themes" and drop the theme folder there.  
Unless you're using high resolution PC,  
Ones with the name "SD - " should be rendered better.
3. Open Zebra.
4. Click the cog icon (top-right) to open the preference.
5. Choose "Massive Modular" as the default skin.



※Putting many themes might increase the GUI loading time.

## • Patch Installation

1. Drop the folder to "C:\VSTPlugins\u-he:Zebra2.data:Presets:Zebra2".
2. That's all. Patches will be shown in the preset pane.

## • Zebra HZ Theme Installation

1. Find your Zebra folder. it may be on "C:\VSTPlugins\u-he:ZebraHZ.data"
2. Then move to "Support:Themes" and drop the theme folder there.

The Rest of the process is the same as Zebra2.

# Global Designs

## • Modulation System

Massive Modular has its original modulation UI.



Make use of the text area to control mods. *You don't need to touch rings!*

## • Sequencer

Massive Modular has the **sequencer** pane. You can control almost all of the params, which is quite comfortable to handle. But the way of controlling is different. Especially note that the “Gate” param is a horizontal slider, while others are vertical.



Parameter	Control Style
Arp Sync	Drag (horizontal) or Click
Steps	Menu
Length	Drag (vertical)
Gate	Drag ( <b>horizontal</b> )
Voices	Drag (vertical)
Loop	Drag (horizontal) or Click
Transpose	Drag (vertical) or Click
Arp Mods	Drag (vertical) or Click

## \*Transpose -12 Issue

Due to the limitation of the theming system, Somehow Clicking “-12” or “-11” doesn’t work. You have to **drag** to set them to these values.



## • MINI XY

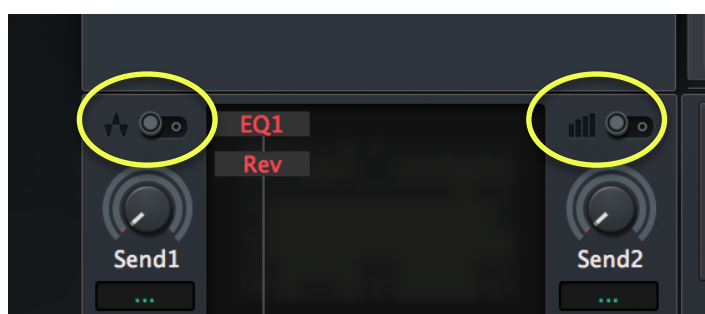
Mini XY doesn't do much but usable when you **assign** a new parameter. Orange means "already assigned". Drag from a hole and drop somewhere to assign.



## • Big OSC Editor & Key Scale Editor

These two buttons in the mixer panel activates the big OSC waveform editor & the key scale editor. You can also access wave editor via the toggle in OSC modules in OSC tab.

In wide version, these toggles are moved to the top bar.



- Mod Matrix



- Adopt Alternative Knob Design

You can change the knob design by replacing the image files in the following folder:

*(Theme folder)/Images/Controls/*

And the alternative designs are in this folder.

*(Theme folder)/Images/Knobs\_Alternatives/*

Copy & paste the files. For now, there're only 2 versions.

You can also change the logos. In the logo folder, there're alternative images.

*(Theme folder)/Images/Logos/*

Files starting with "alt" are not used in the theme. Replacing "ZebraLogo.png" and so on with alt images can change the logo. (You should backup the original ones.)

## • Activate ZebraHZ Modules

You can show / hide the “HZ Rack”. Click the switch on top-right to toggle the HZ Rack.



VCA Comps are always shown in this rack, while D-VCFs / D-HPFs are shown only when when active / hidden when inactive.

## ※Known Issue

Changing between M.M. themes may cause "wave knobs lost" and "all waveforms displays as SAW". In this case, just close & reopen GUI.





# OSC

OSCs have some tricky ideas so here's plain explanation.



## ① SMALL WAVE VIEW

Dragging this area just changes "wave" value. It's not a "wave form editor" because it's too tiny! If you want to edit waveforms, go to "OSC" tab or open the big OSC edit screen.

	Fundamental / Odd for Even.
	SFXs that usually exaggerate the sound by adding overtones or something.
	SFXs that usually make the sound thin e.g. Bandworks/ Fractalz / Wrap.
	SFXs related to phase distortion : Phase Root, Xfer, Dist and Trajector.
	SFXs similar to chorus. Only "Hyper Comb" has this color.
	SFXs similar to phaser. Only "Exophase" has this color.

## ② SFX LAMPS IN OSC MODULE

The colors of lamps imply what kind of SFX is inserted. So You can basically judge if the SFX strengthen the sound or weaken. By clicking a lamp, you can choose the SFX.

## ③ DETAIL TOGGLE

Clicking this small triangle can toggle the drawer for advanced editing.

## ④ HIDE INACTIVES

Inactive knobs are hidden. Click those knob silhouettes to toggle them.

## ⑤ OCTAVE TUNER

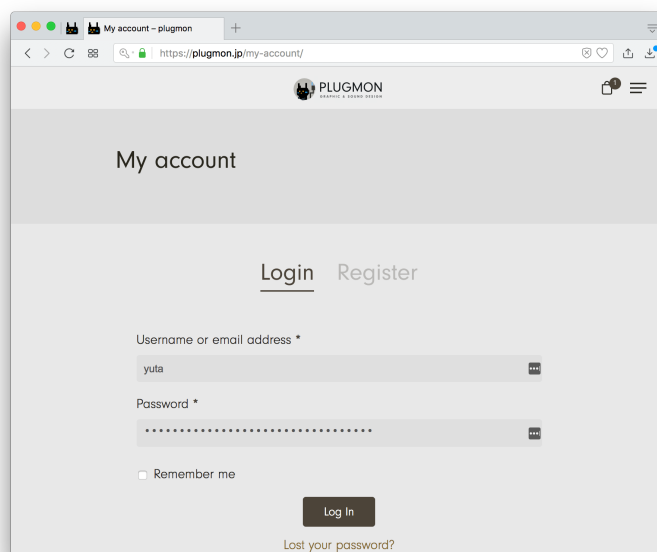
this red small arrow can adjust tune by octave.

# Download & Update

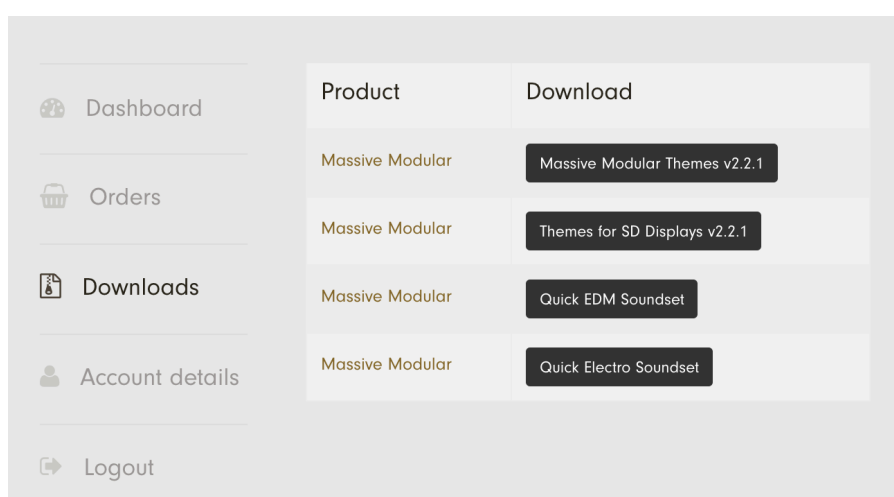
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