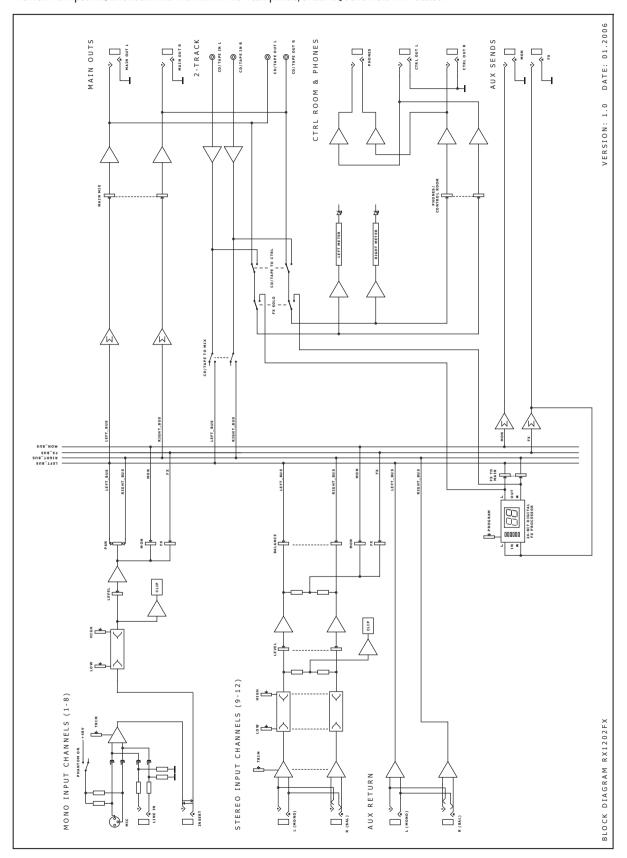
EURORACK PRO RX1202FX Block Diagram

Premium 12-Input Mic/Line Rack Mixer with XENYX Mic Preamplifiers, British EQ's and Multi-FX Processor





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Premium 12-Input Mic/Line Rack Mixer with XENYX Mic Preamplifiers, British EQ's and Multi-FX Processor

EFFECT PRESETS

14 MID ROOM 2 approx. 1.5s reverb decay 15 MID ROOM 3 approx. 1.8s reverb decay 16 BIG ROOM 1 approx. 2.0s reverb decay 17 BIG ROOM 2 approx. 2.0s reverb decay 18 BIG ROOM 3 approx. 2.5s reverb decay 19 CHAPEL approx. 3s reverb decay 20 SHORT PLATE approx. 1.0s reverb decay 21 MID PLATE approx. 1.5s reverb decay 22 LONG PLATE approx. 2.5s reverb decay 23 VOCAL PLATE approx. 1.0s reverb decay 24 DRUMS PLATE approx. 1.0s reverb decay 25 GOLD PLATE approx. 1.0s reverb decay 26 GOLD PLATE approx. 1.0s reverb decay 27 SHORT SPRING approx. 2.5s reverb decay 28 MID SPRING approx. 2.5s reverb decay 39 CLASSEIC PLANGER becay 40 CLASSIC FLANGER becay 51 DONG DELAY 2 Classical Delay for dub-tempo music (7 brown approx. 2.5s reverb decay 55 LONG DELAY 2 Extra long (nearly infinite) delay effect 56 LONG DELAY 3 Extra long (nearly infinite) delay effect 57 LONG DELAY 2 LONG PLATE approx. 1.0s reverb decay 58 LONG DELAY 3 Extra long (nearly infinite) delay effect 60 SOFT CHORUS 1 Unobtrusive effect 60 SOFT CHORUS 1 Unobtrusive effect 61 SOFT CHORUS 2 Unobtrusive effect with different color 62 WARM CHORUS 2 Unobtrusive effect with different color 63 WARM CHORUS 2 Analog sounding with different color 64 PHAT CHORUS 1 Analog sounding with different color 65 PHAT CHORUS 2 Pronounced chorus effect 66 CLASSIC FLANGER Standard flanger effect 77 SHORT SPRING approx. 2.0s reverb decay 78 HEAVY FLANGER Extremely pronounced effect 67 WARM FLANGER Deep modulation impression 69 HEAVY FLANGER Extremely pronounced effect 68 DEEP FLANGER Standard phaser effect 69 HEAVY FLANGER Extremely pronounced effect 60 LONG SPRING approx. 2.0s gate time 70 CLASSIC REARB Standard phaser effect 71 WARM PHASER More analog touch 72 DEEP PHASER Deep modulation impression 73 GATED REV SHORT approx. 0.8s gate time 74 PHICH SHIFT DETUNE 2-3-times detune for a wider solo voice	No. EFFECT	Description	No.	EFFECT	Description
SMALL HALL 3 approx. 1.2s reverb decay	HALL 00-09		EARLY	REFLECTIONS 40-49	
02 SMALL HALL 3 approx. 1.5s reverb decay 42 EARLY REFLECTION 3 Medium-long 03 MID HALL 1 approx. 2.5s reverb decay 43 EARLY REFLECTION 4 Long 04 MID HALL 2 approx. 2.5s reverb decay 44 SMORT AMBIBENCE Medium-short 05 MID HALL 3 approx. 2.5s reverb decay 45 MID AMBIENCE Medium-short 06 BIG HALL 1 approx. 2.5s reverb decay 46 LUYE AMBIENCE Medium-short 07 BIG HALL 2 approx. 3.2s reverb decay 47 BIG AMBIENCE Medium-short 08 BIG HALL 3 approx. 3.2s reverb decay 48 STADIUM Long 09 CHURCH approx. 7s reverb decay 49 GHOST AMBIENCE Extra-long special FX **ROOM 10-19*** 10 SMALL ROOM 1 approx. 7s reverb decay 50 SHORT DELAY 1.2s hort impulse(s) 11 SMALL ROOM 2 approx. 0.5s reverb decay 51 SHORT DELAY 2 1.2s hort impulse(s) 12 SMALL ROOM 3 approx. 1.0s reverb decay 52 SHORT DELAY 3 1.2s short impulse(s) 13 MID ROOM 1 approx. 1.5s reverb decay 53 MID DELAY 2 (Lassical Delay for up-tempo music (1) 14 MID ROOM 2 approx. 1.5s reverb decay 55 MID DELAY 3 Classical Delay for up-tempo music (1) 15 MID ROOM 3 approx. 1.5s reverb decay 55 MID DELAY 3 Classical Delay for up-tempo music (1) 16 BIG ROOM 1 approx. 2.5s reverb decay 55 MID DELAY 3 Classical Delay for up-tempo music (1) 17 BIG ROOM 2 approx. 2.5s reverb decay 57 LONG DELAY 3 Classical Delay for dub-tempo music (1) 18 BIG ROOM 2 approx. 2.5s reverb decay 57 LONG DELAY 3 Classical Delay for dub-tempo music (1) 19 CHAPEL approx. 3 reverb decay 58 LONG DELAY 3 Extra long (hearly infinite) delay effect the decay 59 LONG GELAY 3 Extra long canyon echo effect (1) 22 LONG PLATE approx. 2.5s reverb decay 59 LONG GELAY 3 Extra long canyon echo effect (1) 23 MID ROOM 3 approx. 2.5s reverb decay 59 LONG GELAY 3 Extra long canyon echo effect (1) 24 DRUMS PLATE approx. 1.5s reverb decay 59 LONG GELAY 3 Extra long canyon echo effect (1) 25 GOLD PLATE approx. 2.5s reverb decay 59 LONG GELAY 3 Extra long canyon echo effect (2) 26 SHORT PLATE approx. 1.5s reverb decay 60 SHORT PLATE approx 2.5s reverb decay 61 SHORT PLATE approx 2.5s reverb decay 61 SHORT PLATE approx 2.5s reverb deca	00 SMALL HALL 1	approx. 1.0s reverb decay	40	EARLY REFLECTION 1	Short
MID HALL 1 approx 2.0s reverb decay	01 SMALL HALL 2	approx. 1.2s reverb decay	41	EARLY REFLECTION 2	Medium-short
MID HALL 2 approx. 2.0s reverb decay 44 SHORT AMBIENCE Short	02 SMALL HALL 3	approx. 1.5s reverb decay	42	EARLY REFLECTION 3	Medium-long
MID HALL 3 approx. 2.5s reverb decay	03 MID HALL 1	approx. 1.8s reverb decay	43	EARLY REFLECTION 4	Long
A continue	04 MID HALL 2	approx. 2.0s reverb decay	44	SHORT AMBIENCE	Short
07 BIG HALL 2 approx. 3.2 reverb decay 48 STADIUM Long 09 CHURCH approx. 7.5 reverb decay 48 STADIUM Long 19 CHURCH approx. 7.5 reverb decay 49 GHOST AMBIENCE Extra-long special FX 10 SMALL ROOM 1 approx. 0.5 s reverb decay 50 SHORT DELAY 1 Like a short shattering 11 SMALL ROOM 2 approx. 0.8 s reverb decay 51 SHORT DELAY 2 1-2 short impulse(s) 12 SMALL ROOM 3 approx. 1.0 s reverb decay 53 MID DELAY 3 1-2 short impulse(s) 13 MID ROOM 1 approx. 1.5 s reverb decay 53 MID DELAY 1 Classical Delay for up-tempo music (11 MID ROOM 2 approx. 1.5 s reverb decay 54 MID DELAY 2 Classical Delay for roid-tempo music (11 MID ROOM 3 approx. 1.5 s reverb decay 55 MID DELAY 3 (Lassical Delay for solow-tempo music (11 MID ROOM 3 approx. 2.5 s reverb decay 55 MID DELAY 2 Classical Delay for roid-tempo music (11 MID ROOM 3 approx. 2.5 s reverb decay 55 MID DELAY 3 (Lassical Delay for roid-tempo music (11 MID ROOM 3 approx. 2.5 s reverb decay 55 MID DELAY 3 (Lassical Delay for roid-tempo music (11 MID ROOM 3 approx. 2.5 s reverb decay 55 LONG DELAY 1 Classical Delay for roid-tempo music (11 MID ROOM 3 approx. 2.5 s reverb decay 57 LONG DELAY 2 Classical Delay for dub-tempo music (11 MID ROOM 3 approx. 2.5 s reverb decay 57 LONG DELAY 2 Classical Delay for dub-tempo music (11 MID ROOM 3 approx. 2.5 s reverb decay 57 LONG DELAY 3 Extra long (nearly infinite) delay effect 59 LONG DELAY 2 Classical Delay for dub-tempo music (12 MID ROOM 3 approx. 2.5 s reverb decay 59 LONG ECHO Extra long (nearly infinite) delay effect 59 LONG ECHO Extra long cannyon echo effect 59 LONG ECHO Extra long cannyon echo effect 59 LONG ECHO Extra long cannyon echo effect 50 LONG ECHO Extra long cannyon echo effect	05 MID HALL 3	approx. 2.5s reverb decay	45	MID AMBIENCE	Medium-short
8 BIG HALL 3 approx. 4s reverb decay 49 GHOST AMBIENCE Extra-long special FX **POOM 10-19*** **DELAY 50-59*** **DELAY 50-59*** **SMALL ROOM 1 approx. 0.5s reverb decay 50 SHORT DELAY 2 1-2 short impulse(s) **SMALL ROOM 3 approx. 1.5s reverb decay 51 SHORT DELAY 3 1-2 short impulse(s) **SMALL ROOM 1 approx. 1.2s reverb decay 52 SHORT DELAY 3 1-2 short impulse(s) **SMALL ROOM 1 approx. 1.2s reverb decay 53 MID DELAY 1 Classical Delay for up-t-empo music (11 MID ROOM 1 approx. 1.2s reverb decay 54 MID DELAY 2 Classical Delay for up-t-empo music (11 SHORT DELAY 2 Classical Delay for mid-tempo music (11 SHORT DELAY 3 Classical Delay for reparatements of the BIG ROOM 1 approx. 2.5s reverb decay 55 MID DELAY 3 Classical Delay for regale-tempo music (11 SHORT DELAY 2 Classical Delay for regale-tempo music (11 SHORT DELAY 3 Classical Delay for regale-tempo music (11 SHORT DELAY 3 Classical Delay for regale-tempo music (11 SHORT DELAY 3 CHAPEL 3 SHORT DE	06 BIG HALL 1	approx. 2.8s reverb decay	46	LIVE AMBIENCE	Medium-short
CHURCH approx. 7s reverb decay SHORT DELAY 1 Like a short shattering	07 BIG HALL 2	approx. 3.2s reverb decay	47	BIG AMBIENCE	Medium-long
DELAY 50-59	08 BIG HALL 3	approx. 4s reverb decay	48	STADIUM	Long
10 SMALL ROOM 1 approx. 0.5s reverb decay 50 SHORT DELAY 1 Like a short shattering 11 SMALL ROOM 2 approx. 0.8s reverb decay 51 SHORT DELAY 2 1-2 short impulse(s) 51 SHORT DELAY 2 1-2 short impulse(s) 52 SHORT DELAY 3 1-2 short impulse(s) 52 SHORT DELAY 3 1-2 short impulse(s) 53 MID DELAY 1 Classical Delay for up-tempo music (11 MID ROOM 1 approx. 1.5s reverb decay 53 MID DELAY 2 Classical Delay for up-tempo music (11 SHORD DELAY 3 Classical Delay for sind-tempo music (11 SHORD DELAY 3 Classical Delay for sind-tempo music (11 SHORD DELAY 3 Classical Delay for sind-tempo music (17 SHORD DELAY 3 Classical Delay	09 CHURCH	approx. 7s reverb decay	49	GHOST AMBIENCE	Extra-long special FX
11 SMALL ROOM 2 approx. 0.8s reverb decay 51 SHORT DELAY 2 1-2 short impulse(s) 12 SMALL ROOM 3 approx. 1.0s reverb decay 52 SHORT DELAY 3 1-2 short impulse(s) 13 MID ROOM 1 approx. 1.2s reverb decay 53 MID DELAY 1 Classical Delay for up-t-empo music (11 14 MID ROOM 2 approx. 1.5s reverb decay 54 MID DELAY 2 Classical Delay for up-t-empo music (11 15 MID ROOM 3 approx. 1.5s reverb decay 55 MID DELAY 3 Classical Delay for rind-t-empo music (17 16 BIG ROOM 1 approx. 2.0s reverb decay 56 LONG DELAY 1 Classical Delay for rind-t-empo music (7 17 BIG ROOM 2 approx. 2.2s reverb decay 56 LONG DELAY 2 Classical Delay for dub-t-empo music (7 18 BIG ROOM 3 approx. 2.2s reverb decay 57 LONG DELAY 2 Classical Delay for dub-t-empo music (7 19 CHAPEL approx. 3 s reverb decay 59 LONG ELAY 3 Extra long (nearly infinite) delay effect 99 LONG ECHO Extra long canyon echo effect 90 LONG PLATE approx. 1.5s reverb decay 60 SOFT CHORUS 1 Unobtrusive effect with different color 22 LONG PLATE approx. 1.5s reverb decay 62 WARM CHORUS 2 Unobtrusive effect with different color 24 DRUMS PLATE approx. 1.2s reverb decay 62 WARM CHORUS 1 Analog sounding with different color 24 DRUMS PLATE approx. 1.2s reverb decay 63 WARM CHORUS 2 Analog sounding with different color 24 GOLD PLATE approx. 1.2s reverb decay 66 PHAT CHORUS 2 Pronounced chorus effect with different color 25 GOLD PLATE approx. 2.0s reverb decay 66 CLASSIC FLANGER Standard flanger effect 27 SHOTS SPRING approx. 2.0s reverb decay 66 PHAT CHORUS 2 Pronounced chorus effect with different color 28 MID SPRING approx. 2.0s reverb decay 67 WARM FLANGER More analog touch 29 LONG SPRING approx. 2.0s reverb decay 69 HEAVY FLANGER Extremely pronounced effect 67 WARM FLANGER More analog touch 20 GATED REV MID approx. 2.0s gate time 70 CLASSIC PLASSER Standard phaser effect 31 GATED REV MID approx. 2.0s gate time 71 WARM PHASER Extreme strong effect 34 GATED REV MID a	ROOM 10-19		DELAY	50-59	
12 SMALL ROOM 3 approx. 1.0s reverb decay 13 MID ROOM 1 approx. 1.2s reverb decay 14 MID ROOM 2 approx. 1.5s reverb decay 15 MID ROOM 3 approx. 1.5s reverb decay 16 BIG ROOM 1 approx. 2.0s reverb decay 17 BIG ROOM 3 approx. 2.5s reverb decay 18 BIG ROOM 3 approx. 2.5s reverb decay 19 CHAPEL approx. 2.5s reverb decay 20 SHORT PLATE approx. 1.0s reverb decay 21 MID PLATE approx. 1.5s reverb decay 22 LONG PLATE approx. 1.5s reverb decay 23 VOCAL PLATE approx. 1.5s reverb decay 24 DRUMS PLATE approx. 1.5s reverb decay 25 GOLD PLATE approx. 1.5s reverb decay 26 GOLD PLATE approx. 1.5s reverb decay 27 SHORT PLATE 28 GOLD PLATE approx. 1.5s reverb decay 29 LONG PLATE approx. 1.5s reverb decay 39 COLD PLATE approx. 2.5s reverb decay 40 DRUMS PLATE approx. 2.5s reverb decay 41 DRUMS PLATE approx. 2.5s reverb decay 42 DRUMS PLATE approx. 2.5s reverb decay 43 VOCAL PLATE approx. 2.5s reverb decay 44 DRUMS PLATE approx. 2.5s reverb decay 45 GOLD PLATE approx. 2.5s reverb decay 46 PHAT CHORUS 1 Pronounced chorus effect with different color decay 46 DRUMS PLATE approx. 2.5s reverb decay 47 SHORT PLATE approx. 2.5s reverb decay 48 DRUMS PLATE approx. 2.5s reverb decay 49 COLD PLATE approx. 2.5s reverb decay 40 DRUMS PLATE approx. 2.5s reverb decay 40 DRUMS PLATE approx. 2.5s reverb decay 41 DRUMS PLATE approx. 2.5s reverb decay 42 DRUMS PLATE approx. 2.5s reverb decay 43 GOLD PLATE approx. 2.5s reverb decay 44 DRUMS PLATE approx. 2.5s reverb decay 45 PHAT CHORUS 1 Pronounced chorus effect 46 PHAT CHORUS 2 Pronounced chorus effect 47 SHORT SPRING approx. 2.5s reverb decay 48 MID SPRING approx. 2.5s reverb decay 49 LONG SPRING approx. 2.5s reverb decay 40 DRUMS PLATE approx. 2.5s reverb decay 41 DRUMS PLATE approx. 2.5s reverb decay 42 DRUMS PLATE approx. 2.5s reverb decay 43 GATED REV SHORT approx. 2.5s reverb decay 44 DRUMS PLATE approx. 2.5s reverb decay 55 DRUMS PLATE Approx. 2.5s reverb decay 56 DLATE PHASER Standard flanger effect 57 SHORT SPRING approx. 2.5s reverb decay 58 DLATE PLASER BYTCH 70-79 50 CLASSIC PHASER STAN	10 SMALL ROOM 1	approx. 0.5s reverb decay	50	SHORT DELAY 1	Like a short shattering
MID ROOM 1 approx. 1.2s reverb decay 53 MID DELAY 1 Classical Delay for up-tempo music (11: 14 MID ROOM 2 approx. 1.5s reverb decay 54 MID DELAY 2 Classical Delay for mid-tempo music (11: 15 MID ROOM 3 approx. 2.0s reverb decay 55 MID DELAY 3 Classical Delay for rolov-tempo music (11: 16 BIG ROOM 1 approx. 2.0s reverb decay 56 LONG DELAY 1 Classical Delay for rolov-tempo music (11: 18 BIG ROOM 2 approx. 2.0s reverb decay 57 LONG DELAY 2 Classical Delay for edga-tempo music (11: 18 BIG ROOM 3 approx. 2.5s reverb decay 57 LONG DELAY 2 Classical Delay for dub-tempo music (7: 18 BIG ROOM 3 approx. 2.5s reverb decay 58 LONG DELAY 3 Extra long (nearly infinite) delay effect 19 CHAPEL approx. 3 s reverb decay 59 LONG ECHO Extra long canyon echo effect 19 CHORUS 60-69 C	11 SMALL ROOM 2	approx. 0.8s reverb decay	51	SHORT DELAY 2	1-2 short impulse(s)
14 MID ROOM 2 approx. 1.5s reverb decay 15 MID ROOM 3 approx. 1.8s reverb decay 16 BIG ROOM 1 approx. 2.0s reverb decay 17 BIG ROOM 2 approx. 2.0s reverb decay 18 BIG ROOM 3 approx. 2.2s reverb decay 19 CHAPEL approx. 3s reverb decay 20 SHORT PLATE approx. 1.0s reverb decay 21 MID PLATE approx. 1.5s reverb decay 22 LONG PLATE approx. 1.5s reverb decay 23 VOCAL PLATE approx. 1.0s reverb decay 24 DRUMS PLATE approx. 1.0s reverb decay 25 GOLD PLATE approx. 1.0s reverb decay 26 GOLD PLATE approx. 1.0s reverb decay 27 SHORT SPRING approx. 2.5s reverb decay 28 MID SPRING approx. 2.5s reverb decay 39 CHAPEL 40 SPRING approx. 2.5s reverb decay 40 CLASSIC FLANGER Standard flanger effect 41 MID PLATE approx. 1.0s reverb decay 42 DRUMS PLATE approx. 1.0s reverb decay 43 VOCAL PLATE approx. 1.0s reverb decay 44 DRUMS PLATE approx. 1.0s reverb decay 45 GOLD PLATE approx. 2.5s reverb decay 46 PHAT CHORUS 1 Pronounced chorus effect with different color approx. 2.5s reverb decay 46 PHAT CHORUS 2 Pronounced chorus effect with different color approx. 2.5s reverb decay 46 CLASSIC FLANGER Standard flanger effect 47 SHORT SPRING approx. 2.0s reverb decay 48 MID SPRING approx. 2.0s reverb decay 49 LONG SPRING approx. 2.0s reverb decay 59 LONG SPRING approx. 2.0s reverb decay 50 LONG SPRING approx. 2.0s reverb decay 51 LONG SPRING approx. 2.0s reverb decay 52 LONG SPRING approx. 2.0s reverb decay 54 LONG SPRING approx. 2.0s reverb decay 55 LONG DELAY 3 56 LONG DELAY 3 57 LONG DELAY 3 58 LONG DELAY 3 58 LONG DELAY 2 59 LONG SPRING approx. 2.0s reverb decay 59 LONG SPRING Approx. 2.0s reverb decay 59 LONG SPRING Approx. 2.5s reverb d	12 SMALL ROOM 3	approx. 1.0s reverb decay	52	SHORT DELAY 3	1-2 short impulse(s)
15 MID ROOM 3 approx. 1.8s reverb decay 56 LONG DELAY 3 Classical Delay for slow-tempo music (5 16 BIG ROOM 1 approx. 2.0s reverb decay 56 LONG DELAY 2 Classical Delay for reggae-tempo music (7 18 BIG ROOM 2 approx. 2.2s reverb decay 57 LONG DELAY 2 Classical Delay for dub-tempo music (7 18 BIG ROOM 3 approx. 2.5s reverb decay 58 LONG DELAY 3 Extra long (nearly infinite) delay effect 59 LONG ECHO 59 LONG PLATE 60 Approx. 1.0s reverb decay 60 SOFT CHORUS 1 Unobtrusive effect 61 SOFT CHORUS 2 Unobtrusive effect 62 WARM CHORUS 2 Unobtrusive effect 63 WARM CHORUS 2 Unobtrusive effect 64 PHAT CHORUS 1 Analog sounding 64 PHAT CHORUS 1 Pronounced chorus effect 64 PHAT CHORUS 1 Pronounced chorus effect 65 PHAT CHORUS 2 Pronounced chorus effect 66 CLASSIC FLANGER Standard flanger effect 67 WARM FLANGER Standard flanger effect 67 WARM FLANGER Deep modulation impression 68 DEEP FLANGER Deep modulation impression 69 HEAVY FLANGER Extremely pronounced effect 64 PHASEP PLANGER Deep modulation impression 64 PHASEP FLANGER Deep modulation impression 65 CLASSIC PHASER Standard phaser effect 65 CLASSIC PHASER Deep modulation impression 66 CLASSIC PHASER Deep modulation impression 67 WARM PHASER More analog touch 67 WARM PHASER Deep modulation impression 68 CATED REV DRUMS 1 approx. 2.0s gate time 70 CLASSIC PHASER Deep modulation impression 68 CATED REV DRUMS 1 approx. 3.0s gate time 74 PITCH SHIFT DETUNE 2-3-times detune for a wider solo voice 34 CATED REV DRUMS 1 approx. 3.0s gate time 74 PITCH SHIFT DETUNE 2-3-times detune for a wider solo voice 34 CATED REV DRUMS 1 approx. 3.0s gate time 74 PITCH SHIFT DETUNE	13 MID ROOM 1	approx. 1.2s reverb decay	53	MID DELAY 1	Classical Delay for up-tempo music (115-125 BPM)
16 BIG ROOM 1 approx. 2.0s reverb decay 56 LONG DELAY 1 Classical Delay for reggae-tempo music (7 BIG ROOM 2 approx. 2.2s reverb decay 57 LONG DELAY 2 Classical Delay for dub-tempo music (7 BIG ROOM 3 approx. 2.5s reverb decay 58 LONG DELAY 3 Extra long (nearly infinite) delay effect 59 LONG ECHO Extra long canyon echo effect 60 CHORUS 60-69	14 MID ROOM 2	approx. 1.5s reverb decay	54	MID DELAY 2	Classical Delay for mid-tempo music (105-115 BPM)
17 BIG ROOM 2 approx. 2.2s reverb decay 57 LONG DELAY 2 Classical Delay for dub-tempo music (7 18 BIG ROOM 3 approx. 2.5s reverb decay 58 LONG DELAY 3 Extra long (nearly infinite) delay effect 19 CHAPEL approx. 3s reverb decay 59 LONG ECHO Extra long canyon echo effect PLATE 20-29 20 SHORT PLATE approx. 1.0s reverb decay 60 SOFT CHORUS 1 Unobtrusive effect 21 MID PLATE approx. 1.5s reverb decay 61 SOFT CHORUS 2 Unobtrusive effect with different color 22 LONG PLATE approx. 2.2s reverb decay 62 WARM CHORUS 1 Analog sounding 23 VOCAL PLATE approx. 1.2s reverb decay 63 WARM CHORUS 2 Analog sounding with different color 24 DRUMS PLATE approx. 1.0s reverb decay 64 PHAT CHORUS 1 Pronounced chorus effect with different color 25 GOLD PLATE 1 approx. 1.2s reverb decay 65 PHAT CHORUS 2 Pronounced chorus effect with different color 26 GOLD PLATE 2 approx. 2.0s reverb decay 66 CLASSIC FLANGER Standard flanger effect 27 SHORT SPRING approx. 2.0s reverb decay 66 CLASSIC FLANGER Deep modulation impression 28 MID SPRING approx. 2.0s reverb decay 67 WARM FLANGER Deep modulation impression 29 LONG SPRING approx. 2.0s reverb decay 69 HEAVY FLANGER Extremely pronounced effect GATED/REVERSE30-39 30 GATED REV SHORT approx. 0.8s gate time 70 CLASSIC PHASER Standard phaser effect 31 GATED REV MID approx. 2.0s gate time 71 WARM PHASER More analog touch 32 GATED REV LONG approx. 2.0s gate time 72 DEEP PHASER Deep modulation impression 33 GATED REV DRUMS 1 approx. 3.0s gate time 74 PITCH SHIFT DETUNE 2-3-times detune for a wider solo voice	15 MID ROOM 3	approx. 1.8s reverb decay	55	MID DELAY 3	Classical Delay for slow-tempo music (95-105 BPM)
18 BIG ROOM 3 approx. 2.5s reverb decay 19 CHAPEL approx. 3s reverb decay 20 SHORT PLATE approx. 1.0s reverb decay 21 MID PLATE approx. 1.5s reverb decay 22 LONG PLATE approx. 1.5s reverb decay 23 VOCAL PLATE approx. 1.2s reverb decay 24 DRUMS PLATE approx. 1.2s reverb decay 25 GOLD PLATE approx. 1.0s reverb decay 26 GOLD PLATE approx. 1.0s reverb decay 27 SHORT PRING approx. 2.0s reverb decay 28 MID SPRING approx. 2.0s reverb decay 29 LONG PLATE approx. 2.5s reverb decay 29 LONG PLATE approx. 2.5s reverb decay 20 SHORT PLATE approx. 2.5s reverb decay 21 MID PLATE approx. 2.5s reverb decay 22 LONG PLATE approx. 2.5s reverb decay 23 VOCAL PLATE approx. 2.0s reverb decay 24 DRUMS PLATE approx. 2.0s reverb decay 25 GOLD PLATE 1 approx. 2.0s reverb decay 26 GOLD PLATE 2 approx. 2.0s reverb decay 27 SHORT SPRING approx. 2.0s reverb decay 28 MID SPRING approx. 2.0s reverb decay 29 LONG SPRING approx. 2.0s reverb decay 30 GATED REV SHORT approx. 2.2s reverb decay 31 GATED REV SHORT approx. 2.2s gate time 32 GATED REV SHORT approx. 2.0s gate time 33 GATED REV SHORT approx. 3.0s gate time 34 GATED REV DRUMS 1 approx. 3.0s gate time 35 REXTRA long (nearly infinite) delay effect 46 SOFT CHORUS 1 LONG Extra long canyon echo effect 46 SOFT CHORUS 2 Unobtrusive effect with different color 46 WARM CHORUS 2 Analog sounding with different color 46 PHAT CHORUS 2 Pronounced chorus effect 46 PHAT CHORUS 2 Pronounced chorus effect 46 CLASSIC FLANGER Standard flanger effect 46 CLASSIC FLANGER Deep modulation impression 46 DEEP FLANGER Extremely pronounced effect 47 WARM PHASER More analog touch 48 DEEP PHASER Deep modulation impression 49 LONG SPRING approx. 2.0s gate time 40 CLASSIC PHASER Extreme strong effect 41 WARM PHASER Extreme strong effect 42 DEEP PHASER Deep modulation impression 43 GATED REV DRUMS 1 approx. 0.8s gate time 44 PITCH SHIFT DETUNE 2-3-times detune for a wider solo voice	16 BIG ROOM 1	approx. 2.0s reverb decay	56	LONG DELAY 1	Classical Delay for reggae-tempo music (85-95 BPM)
19 CHAPEL approx. 3s reverb decay 20 SHORT PLATE approx. 1.0s reverb decay 21 MID PLATE approx. 1.5s reverb decay 22 LONG PLATE approx. 2.2s reverb decay 23 VOCAL PLATE approx. 1.2s reverb decay 24 DRUMS PLATE approx. 1.2s reverb decay 25 GOLD PLATE approx. 1.2s reverb decay 26 WARM CHORUS 1 Analog sounding 27 WARM CHORUS 2 Analog sounding 28 WARM CHORUS 2 Analog sounding with different color 29 DRUMS PLATE approx. 1.2s reverb decay 30 GOLD PLATE approx. 1.2s reverb decay 40 DRUMS PLATE approx. 1.2s reverb decay 41 DRUMS PLATE approx. 1.2s reverb decay 42 DRUMS PLATE approx. 1.2s reverb decay 43 PHAT CHORUS 1 Pronounced chorus effect 44 PHAT CHORUS 2 Pronounced chorus effect 45 PHAT CHORUS 2 Pronounced chorus effect with different color 46 CLASSIC FLANGER Standard flanger effect 47 WARM FLANGER More analog touch 48 DEEP FLANGER Deep modulation impression 48 DEEP FLANGER Extremely pronounced effect 48 DEEP FLANGER Extremely pronounced effect 49 HEAVY FLANGER Standard phaser effect 40 CLASSIC PHASER Standard phaser effect 41 WARM PHASER More analog touch 42 DEEP PHASER Deep modulation impression 43 GATED REV LONG approx. 2.0s gate time 45 DEEP PHASER Deep modulation impression 46 DEEP PHASER Extreme strong effect 47 DEEP PHASER Extreme strong effect 48 PHAT CHORUS 1 Pronounced effect 49 DRUMS 1 Approx. 3.0s gate time 40 CLASSIC PHASER Extreme strong effect	17 BIG ROOM 2	approx. 2.2s reverb decay	57	LONG DELAY 2	Classical Delay for dub-tempo music (75-85 BPM)
PLATE 20-29 20 SHORT PLATE approx. 1.0s reverb decay 60 SOFT CHORUS 1 Unobtrusive effect 21 MID PLATE approx. 1.5s reverb decay 61 SOFT CHORUS 2 Unobtrusive effect with different color 22 LONG PLATE approx. 2.2s reverb decay 62 WARM CHORUS 1 Analog sounding 23 VOCAL PLATE approx. 1.2s reverb decay 63 WARM CHORUS 2 Analog sounding with different color 24 DRUMS PLATE approx. 1.0s reverb decay 64 PHAT CHORUS 1 Pronounced chorus effect 25 GOLD PLATE 1 approx. 1.2s reverb decay 65 PHAT CHORUS 2 Pronounced chorus effect with different 26 GOLD PLATE 2 approx. 2.0s reverb decay 66 CLASSIC FLANGER Standard flanger effect 27 SHORT SPRING approx. 1.0s reverb decay 67 WARM FLANGER More analog touch 28 MID SPRING approx. 2.0s reverb decay 68 DEEP FLANGER Deep modulation impression 29 LONG SPRING approx. 2.5s reverb decay 69 HEAVY FLANGER Extremely pronounced effect GATED/REVERSE 30-39 PHASE/PITCH 70-79 30 GATED REV SHORT approx. 0.8s gate time 70 CLASSIC PHASER Standard phaser effect 31 GATED REV MID approx. 1.2s gate time 71 WARM PHASER More analog touch 32 GATED REV LONG approx. 2.0s gate time 72 DEEP PHASER Deep modulation impression 33 GATED REV XXL approx. 3.0s gate time 73 HEAVY PHASER Extreme strong effect 34 GATED REV XXL approx. 3.8s gate time 74 PITCH SHIFT DETUNE 2-3-times detune for a wider solo voice	18 BIG ROOM 3	approx. 2.5s reverb decay	58	LONG DELAY 3	Extra long (nearly infinite) delay effect
20 SHORT PLATE approx. 1.0s reverb decay 21 MID PLATE approx. 1.5s reverb decay 22 LONG PLATE approx. 2.2s reverb decay 23 VOCAL PLATE approx. 1.2s reverb decay 24 DRUMS PLATE approx. 1.0s reverb decay 25 GOLD PLATE approx. 1.0s reverb decay 26 PHAT CHORUS 1 27 Pronounced chorus effect 28 PHAT CHORUS 2 29 Pronounced chorus effect 29 PHAT CHORUS 2 20 Pronounced chorus effect 20 PHAT CHORUS 2 21 Pronounced chorus effect 22 Pronounced chorus effect 23 PHAT CHORUS 2 24 PHAT CHORUS 2 25 GOLD PLATE 1 26 GOLD PLATE 2 27 SHORT SPRING approx. 2.0s reverb decay 28 MID SPRING approx. 2.0s reverb decay 29 LONG SPRING approx. 2.0s reverb decay 30 GATED REV SHORT approx. 2.0s severb decay 31 GATED REV MID 32 GATED REV LONG approx. 2.0s gate time 33 GATED REV XXL approx. 3.0s gate time 34 GATED REV VXL approx. 3.0s gate time 35 SOLD PLATE 2 4 DRUMS 91 Unobtrusive effect 40 SOFT CHORUS 2 4 Unobtrusive effect 41 SOFT CHORUS 2 4 Unobtrusive effect with different color 42 WARM CHORUS 2 4 Analog sounding 46 PHAT CHORUS 2 4 PHAT CHORUS 2 5 Pronounced chorus effect with different color 6 PHAT CHORUS 2 6 PHA	19 CHAPEL	approx. 3s reverb decay	59	LONG ECHO	Extra long canyon echo effect
21 MID PLATE approx. 1.5s reverb decay 22 LONG PLATE approx. 2.2s reverb decay 23 VOCAL PLATE approx. 1.2s reverb decay 24 DRUMS PLATE approx. 1.0s reverb decay 25 GOLD PLATE approx. 1.2s reverb decay 26 GOLD PLATE approx. 1.2s reverb decay 27 SHORT SPRING approx. 2.0s reverb decay 28 MID SPRING approx. 2.0s reverb decay 29 LONG SPRING approx. 2.0s reverb decay 30 GATED REV SHORT approx. 2.5s reverb decay 31 GATED REV VXLL approx. 0.8s gate time 32 GATED REV VXLL approx. 3.0s gate time 33 GATED REV VXLL approx. 3.0s gate time 34 GATED REV VRUMS 1 approx. 3.0s gate time 36 WARM CHORUS 2 Analog sounding with different color 46 WARM CHORUS 2 Pronounced chorus effect with different color 46 PHAT CHORUS 1 Pronounced chorus effect with different color 46 PHAT CHORUS 2 Pronounced chorus effect with different color 46 PHAT CHORUS 2 Pronounced chorus effect with different color 46 PHAT CHORUS 2 Pronounced chorus effect with different color 46 PHAT CHORUS 2 Pronounced chorus effect with different color 46 PHAT CHORUS 1 Pronounced chorus effect with different color 46 PHAT CHORUS 2 Pronounced chorus effect with different color 46 PHAT CHORUS 2 Pronounced chorus effect with different color 46 PHAT CHORUS 2 Pronounced chorus effect with different color 46 PHAT CHORUS 2 Pronounced chorus effect with different color 46 PHAT CHORUS 2 Pronounced chorus effect with different color 46 PHAT CHORUS 2 Pronounced chorus effect with different color 46 PHAT CHORUS 2 Pronounced chorus effect with different color 46 PHAT CHORUS 2 Pronounced chorus effect with different color 46 PHAT CHORUS 2 Pronounced chorus effect with different color 46 PHAT CHORUS 2 Pronounced chorus effect with different color 46 PHAT CHORUS 2 Pronounced chorus effect with different color 46 PHAT CHORUS 2 Pronounced chorus effect with different color 46 PHAT CHORUS 2 Pronounced chorus effect with different color 47 PHASE/PITCH 70-79 48 PHASE/PITCH 70-79 49 PHASE/PITCH 70-79 40 PHASE/	PLATE 20-29		CHORU	S 60-69	
22 LONG PLATE approx. 2.2s reverb decay 23 VOCAL PLATE approx. 1.2s reverb decay 24 DRUMS PLATE approx. 1.0s reverb decay 25 GOLD PLATE 1 approx. 1.2s reverb decay 26 GOLD PLATE 1 approx. 2.0s reverb decay 27 SHORT SPRING approx. 1.0s reverb decay 28 MID SPRING approx. 2.0s reverb decay 29 LONG SPRING approx. 2.0s reverb decay 30 GATED REV SHORT approx. 0.8s gate time 31 GATED REV MID approx. 1.2s gate time 32 GATED REV LONG approx. 2.0s gate time 33 GATED REV XLL approx. 3.0s gate time 34 GATED REV XLL approx. 3.0s gate time 35 WARM CHORUS 1 Analog sounding 46 WARM CHORUS 2 Analog sounding with different color 46 PHAT CHORUS 2 Pronounced chorus effect with different color 46 PHAT CHORUS 2 Pronounced chorus effect 46 CLASSIC FLANGER Standard flanger effect 46 WARM FLANGER More analog touch 46 DEEP FLANGER Deep modulation impression 47 CLASSIC PHASER Standard phaser effect 48 MORE PHASER More analog touch 49 PHASE/PITCH 70-79 40 CLASSIC PHASER Deep modulation impression 40 CLASSIC PHASER Standard phaser effect 41 WARM PHASER More analog touch 42 DEEP PHASER Deep modulation impression 43 GATED REV XXL approx. 3.0s gate time 44 PHAT CHORUS 2 Analog sounding with different color 45 WARM CHORUS 2 Analog sounding with different color 46 PHAT CHORUS 2 Pronounced chorus effect 47 WARM FLANGER Extremely pronounced effect 48 DEEP FLANGER 48 DEEP FLANGER 50 DEEP PHASER Deep modulation impression 51 WARM PHASER Extreme strong effect 52 DEEP PHASER Extreme strong effect 53 WARM CHORUS 2 Analog sounding with different color approx. 2.0s gate time 54 PHAT CHORUS 2 Pronounced chorus effect 55 PHAT CHORUS 2 Pronounced chorus effect 66 CLASSIC FLANGER 67 WARM FLANGER 68 DEEP FLANGER 68 DEEP FLANGER 69 HEAVY FLANGER 69 HEAVY FLANGER 69 HEAVY FLANGER 69 HEAVY FLANGER 60 CLASSIC FLANGER 60 CLASSIC FLANGER 60 CLASSIC FLANGER 61 PRONOUNCED 60 CLASSIC FLANGER 61 PRONOUNCED 61 PRONOUNCED 61 PRONOUNCED 61 PRONOUN	20 SHORT PLATE	approx. 1.0s reverb decay	60	SOFT CHORUS 1	Unobtrusive effect
VOCAL PLATE approx. 1.2s reverb decay 24 DRUMS PLATE approx. 1.0s reverb decay 25 GOLD PLATE 1 approx. 1.2s reverb decay 26 GOLD PLATE 2 approx. 2.0s reverb decay 27 SHORT SPRING approx. 2.0s reverb decay approx. 2.0s reverb decay BID SPRING approx. 2.0s reverb decay approx. 2.5s reverb decay approx. 2.	21 MID PLATE	approx. 1.5s reverb decay	61	SOFT CHORUS 2	Unobtrusive effect with different color
24 DRUMS PLATE approx. 1.0s reverb decay 25 GOLD PLATE 1 approx. 1.2s reverb decay 26 GOLD PLATE 2 approx. 2.0s reverb decay 27 SHORT SPRING approx. 1.0s reverb decay 28 MID SPRING approx. 2.0s reverb decay 29 LONG SPRING approx. 2.5s reverb decay 30 GATED REV SHORT approx. 2.5s gate time 31 GATED REV LONG approx. 1.2s gate time 32 GATED REV XXL approx. 3.0s gate time 33 GATED REV XXL approx. 3.0s gate time 34 GATED REV DRUMS 1 approx. 3.0s gate time 36 PHAT CHORUS 1 Pronounced chorus effect 37 Pronounced chorus effect with differer decay 38 PHASE/PLANGER Standard flanger effect 48 DEEP FLANGER Deep modulation impression 49 HEAVY FLANGER Extremely pronounced effect 49 EXTREMELY FLANGER Standard phaser effect 40 CLASSIC PHASER Standard phaser effect 41 WARM PHASER More analog touch 42 DEEP PHASER Deep modulation impression 43 GATED REV XXL approx. 3.0s gate time 44 PITCH SHIFT DETUNE 2-3-times detune for a wider solo voice	22 LONG PLATE	approx. 2.2s reverb decay	62	WARM CHORUS 1	Analog sounding
GOLD PLATE 1 approx. 1.2s reverb decay 65 PHAT CHORUS 2 Pronounced chorus effect with different approx. 2.0s reverb decay 66 CLASSIC FLANGER Standard flanger effect 67 WARM FLANGER More analog touch 68 DEEP FLANGER Deep modulation impression 69 HEAVY FLANGER Extremely pronounced effect 69 HEAVY FLANGER Extremely pronounced effect 60 CLASSIC PHASER Standard phaser effect 60 PHEAVY FLANGER Extremely pronounced effect 60 PHEAVY FLANGER Extremely pronounced effect 60 PHEAVY FLANGER Standard phaser effect 60 PHEAVY PHASER Standard phaser effect 60 PHEAVY PHASER Deep modulation impression 60 PHEAVY PHASER Deep modulation impression 61 PHEAVY PHASER STANDARD PHASER DEEP PHASER DEEP PHASER STANDARD PHASER DEEP PHASER DEEP PHASER DEEP PHASER DEEP PHASER STANDARD PHASER Extreme strong effect 61 PHEAVY PHASER Extreme strong effect 61 PHEAVY PHASER PHASER STANDARD PH	23 VOCAL PLATE	approx. 1.2s reverb decay	63	WARM CHORUS 2	Analog sounding with different color
26 GOLD PLATE 2 approx. 2.0s reverb decay 27 SHORT SPRING approx. 1.0s reverb decay 28 MID SPRING approx. 2.0s reverb decay 29 LONG SPRING approx. 2.5s reverb decay 30 GATED REV SHORT approx. 0.8s gate time 31 GATED REV LONG approx. 1.2s gate time 32 GATED REV LONG approx. 2.0s gate time 33 GATED REV XXL approx. 3.0s gate time 34 GATED REV DRUMS 1 approx. 3.0s gate time 36 CLASSIC PHASER Standard phaser effect 37 WARM PHASER More analog touch 38 DEEP FLANGER Extremely pronounced effect 49 HEAVY FLANGER Extremely pronounced effect 50 CLASSIC PHASER Standard phaser effect 51 WARM PHASER More analog touch 52 DEEP PHASER Deep modulation impression 53 GATED REV XXL approx. 3.0s gate time 54 PITCH SHIFT DETUNE 2-3-times detune for a wider solo voice	24 DRUMS PLATE	approx. 1.0s reverb decay	64	PHAT CHORUS 1	Pronounced chorus effect
27 SHORT SPRING approx. 1.0s reverb decay 28 MID SPRING approx. 2.0s reverb decay 29 LONG SPRING approx. 2.5s reverb decay 30 GATED/REVERSE 30-39 30 GATED REV SHORT approx. 0.8s gate time 31 GATED REV LONG approx. 2.0s gate time 32 GATED REV LONG approx. 2.0s gate time 33 GATED REV LONG approx. 3.0s gate time 34 GATED REV XXL approx. 3.0s gate time 35 GATED REV XXL approx. 3.0s gate time 36 WARM FLANGER Deep modulation impression 37 CLASSIC PHASER Standard phaser effect 38 WARM PHASER More analog touch 39 DEEP PHASER Deep modulation impression 30 DEEP PHASER Deep modulation impression 31 GATED REV LONG approx. 3.0s gate time 32 DEEP PHASER Extreme strong effect 33 HEAVY PHASER Extreme strong effect	25 GOLD PLATE 1	approx. 1.2s reverb decay	65	PHAT CHORUS 2	Pronounced chorus effect with different color
MID SPRING approx. 2.0s reverb decay 29 LONG SPRING approx. 2.5s reverb decay 68 DEEP FLANGER Deep modulation impression 69 HEAVY FLANGER Extremely pronounced effect 69 HEAVY FLANGER Standard phaser effect 70 CLASSIC PHASER Standard phaser effect 71 WARM PHASER More analog touch 72 DEEP PHASER Deep modulation impression 73 GATED REV LONG approx. 2.0s gate time 74 PITCH SHIFT DETUNE 75 2-3-times detune for a wider solo voice	26 GOLD PLATE 2	approx. 2.0s reverb decay	66	CLASSIC FLANGER	Standard flanger effect
29 LONG SPRING approx. 2.5s reverb decay GATED/REVERSE 30-39 30 GATED REV SHORT approx. 0.8s gate time 31 GATED REV MID approx. 1.2s gate time 32 GATED REV LONG approx. 2.0s gate time 33 GATED REV LONG approx. 2.0s gate time 34 GATED REV XXL approx. 3.0s gate time 35 GATED REV XXL approx. 3.0s gate time 36 HEAVY FLANGER Extremely pronounced effect 77 CLASSIC PHASER Standard phaser effect 78 WARM PHASER More analog touch 79 DEEP PHASER Deep modulation impression 70 DEEP PHASER Extreme strong effect 71 WARM PHASER Extreme strong effect 72 DEEP PHASER Extreme strong effect 73 HEAVY PHASER Extreme strong effect 74 PITCH SHIFT DETUNE 75 2-3-times detune for a wider solo voice	27 SHORT SPRING	approx. 1.0s reverb decay	67	WARM FLANGER	More analog touch
GATED/REVERSE 30-39 30 GATED REV SHORT approx. 0.8s gate time 70 CLASSIC PHASER Standard phaser effect 31 GATED REV MID approx. 1.2s gate time 71 WARM PHASER More analog touch 32 GATED REV LONG approx. 2.0s gate time 72 DEEP PHASER Deep modulation impression 33 GATED REV XXL approx. 3.0s gate time 73 HEAVY PHASER Extreme strong effect 34 GATED REV DRUMS 1 approx. 0.8s gate time 75 PITCH SHIFT DETUNE 2-3-times detune for a wider solo voice	28 MID SPRING	approx. 2.0s reverb decay	68	DEEP FLANGER	Deep modulation impression
30 GATED REV SHORT approx. 0.8s gate time 70 CLASSIC PHASER Standard phaser effect 31 GATED REV MID approx. 1.2s gate time 71 WARM PHASER More analog touch 32 GATED REV LONG approx. 2.0s gate time 72 DEEP PHASER Deep modulation impression 33 GATED REV XXL approx. 3.0s gate time 73 HEAVY PHASER Extreme strong effect 34 GATED REV DRUMS 1 approx. 0.8s gate time 74 PITCH SHIFT DETUNE 2-3-times detune for a wider solo voice	29 LONG SPRING	approx. 2.5s reverb decay	69	HEAVY FLANGER	Extremely pronounced effect
31 GATED REV MID approx. 1.2s gate time 71 WARM PHASER More analog touch 32 GATED REV LONG approx. 2.0s gate time 72 DEEP PHASER Deep modulation impression 33 GATED REV XXL approx. 3.0s gate time 73 HEAVY PHASER Extreme strong effect 34 GATED REV DRUMS 1 approx. 0.8s gate time 74 PITCH SHIFT DETUNE 2-3-times detune for a wider solo voice	GATED/REVERSE 30-39		PHASE	/PITCH 70-79	
32 GATED REV LONG approx. 2.0s gate time 72 DEEP PHASER Deep modulation impression 33 GATED REV XXL approx. 3.0s gate time 73 HEAVY PHASER Extreme strong effect 34 GATED REV DRUMS 1 approx. 0.8s gate time 74 PITCH SHIFT DETUNE 2-3-times detune for a wider solo voice	30 GATED REV SHORT	T approx. 0.8s gate time	70	CLASSIC PHASER	Standard phaser effect
33 GATED REV XXL approx. 3.0s gate time 73 HEAVY PHASER Extreme strong effect 34 GATED REV DRUMS 1 approx. 0.8s gate time 74 PITCH SHIFT DETUNE 2-3-times detune for a wider solo voice	31 GATED REV MID	approx. 1.2s gate time	71	WARM PHASER	More analog touch
34 GATED REV DRUMS 1 approx. 0.8s gate time 74 PITCH SHIFT DETUNE 2-3-times detune for a wider solo voice	32 GATED REV LONG	approx. 2.0s gate time	72	DEEP PHASER	Deep modulation impression
	33 GATED REV XXL	approx. 3.0s gate time	73	HEAVY PHASER	Extreme strong effect
25 CATED DEVIDENCE 2 Servey 12 crate time 75 DITCH CHIET 12 Mises third add a servery 12 crate time	34 GATED REV DRUMS	IS 1 approx. 0.8s gate time	74	PITCH SHIFT DETUNE	2-3-times detune for a wider solo voice sound
25 GRIED NEV DNOWS Z APPROX. 1.25 GALE LITTLE 75 PTICH SHIFT +5 MITTOT LATER AGGED VOICE	35 GATED REV DRUMS	MS 2 approx. 1.2s gate time	75	PITCH SHIFT +3	Minor third added voice
36 REVERSE SHORT approx. 0.8s reverb raise 76 PITCH SHIFT +4 Major third added voice				PITCH SHIFT +4	Major third added voice
37 REVERSE MID approx. 1.2s reverb raise 77 PITCH SHIFT +7 Quint above added voice	37 REVERSE MID	approx. 1.2s reverb raise	77		Quint above added voice
38 REVERSE LONG approx. 2.0s reverb raise 78 PITCH SHIFT -5 Fourth down added voice	38 REVERSE LONG				Fourth down added voice
39 REVERSE XXL approx. 3.0s reverb raise 79 PITCH SHIFT -12 1 octave down added voice	39 REVERSE XXL		79		1 octave down added voice



EURORACK PRO RX1202FX Block Diagram

Premium 12-Input Mic/Line Rack Mixer with XENYX Mic Preamplifiers, British EQ's and Multi-FX Processor

No.	EFFECT	Description			
MULT	l 1 80-89				
80	CHORUS + REVERB 1	Soft chorus + medium-short reverb			
81	CHORUS + REVERB 2	Deep chorus + medium-long reverb			
82	FLANGER + REVERB 1	Soft flanger + medium-short reverb			
83	FLANGER + REVERB 2	Deep flanger + medium-long reverb			
84	PHASER + REVERB 1	Soft phaser + medium-short reverb			
85	PHASER + REVERB 2	Deep phaser + medium-long reverb			
86	PITCH + REVERB 1	Soft voice detuning + medium-short reverb			
87	PITCH + REVERB 2	Fourth above interval + medium-long reverb			
88	DELAY + REVERB 1	Short delay + medium-short reverb			
89	DELAY + REVERB 2	Medium-long delay + medium-long reverb			
MULT	MULTI 2 90-99				
90	DELAY + GATED REV	Short delay + medium-long gated reverb			
91	DELAY + REVERSE	medium-short delay + medium-long reverse reverb			
92	DELAY + CHORUS 1	Short delay + soft chorus			
93	DELAY + CHORUS 1	Medium-long delay + deep chorus			
94	DELAY + FLANGER 1	Short delay + soft flanger			
95	DELAY + FLANGER 2	Medium-long delay + deep flanger			
96	DELAY + PHASER 1	Short delay + soft phaser			
97	DELAY + PHASER 2	Medium-long delay + deep phaser			
98	DELAY + PITCH 1	Short delay + fourth down interval			
99	DELAY + PITCH 2	Medium-long delay + minor third above interval			

