H7600

Presets Manual

for software version 5.0

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The H7600 Family Preset Collection - Contents

Introduction

The H7600 has well over one thousand hundred presets, covering the whole range of audio effects.

The best way to quickly find the best effect for a given application is to make use of the powerful real-time database features on the PROGRAM page, as described in the separate User Manual.

To get an overview, as well as a feel for the wide selection of effects the H7600 offers, a stroll through this manual is recommended. The presets are grouped by *bank* and placed in numerical order. Any numbered preset can be quickly found by using its top two digits (one digit for a 3 digit number) as the Bank Number in the Contents section.

A given preset may be identified by its name or its number. Many presets are supplied in several versions with the same name and number - they can be further distinguished by the number of channels they process and the audio sample rates they can handle, as well as whether they are *monolithic*, meaning that they occupy both of the H7600's two processing *machines*, or whether they fit in one machine, allowing another effect to be used simultaneously in the other machine.

Sometimes, a number of presets may share the same basic structure or *algorithm*. Different versions of this structure will be provided, with their parameter values carefully tuned to produce a desired effect - these variants are popularly known as *tweaks*.

Each preset will be labeled either 48, meaning that it can only operate up to 48kHz sampling, or 96, meaning that it can operate at all the H7600's supported sample rates. In many cases with larger presets, two versions are supplied - a *monolithic* version that runs at 96kHz and a *single machine* version that runs at 48kHz. Two single machine presets may be run at the same time.

A given preset may have from 0 to 8 *inputs* and from 0 to 8 *outputs*. A preset with no inputs is typically an oscillator or other generator, whereas a preset with no outputs is usually a display-only device. Some utility calculators have neither inputs or outputs – these will block any signal routed through them.

The H7600 Preset Collection

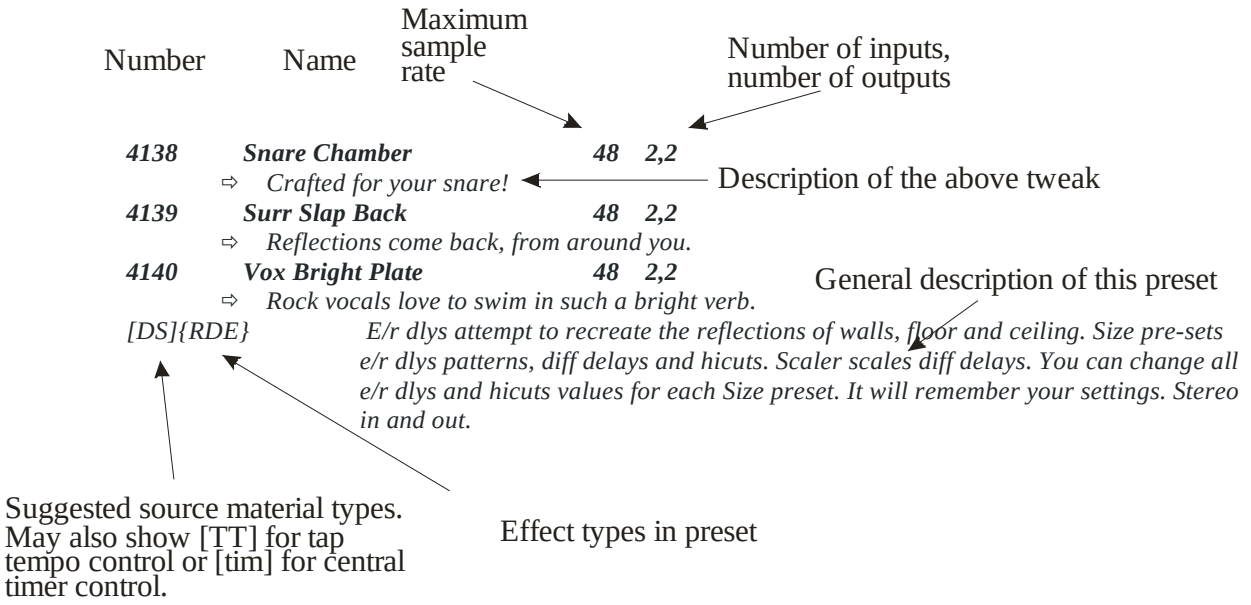
Many presets are flagged with recommended source material or application types:

- **V** - vocal
- **G** - guitar
- **D** - drums
- **S** - surround
- **K** - keyboard
- **X** - Special Effects

The H7600 offers the following effect types - any given preset may have a combination of some or all of them:

- **P** - Pitch: Eventide invented the concept of the pitch shifting effect and is the leader in the field. The pitch shifters offered include *Diatonic* shifters, which shift by a musical interval within a specified key and *Ultrashifter*, a formant-corrected vocal shifter. There are also *Reverse* and *Custom Scales* shifters, as well as the more familiar *Chromatic* variety.
- **R** - Reverb: A reverb may range from an emulation of a spring line to a grand canyon.
- **D** - Delay: Digital delays ranging from a few samples up to several minutes at 48kHz sampling.
- **E** - EQ: The equalization offered by the H7600 ranges from simple "high cut" tone controls to 32 band multi-channel parametric equalizers.
- **M** - Modulation: The way a parameter of the effect may be controlled or swept by a slow-running oscillator or other signal source. This allows a range of effects including auto-panners, tremolos and vibratos, as well as flangers and phasers when modulation is applied to delay or filter elements.
- **Y** - Dynamics: A general term describing a range of amplitude-sensitive effects, covering the field from compressors to envelope followers.

Key to Preset Entries



Information on the the Tap Tempo and Timer features can be found under "Tempo and the H7600." on page 89.

H7600 Presets by Number

10	H7600 Banks
11	Mute
12	Thru
13	Oscillator (440)
14	Note Oscillator
210	Amp-u-lation
211	AMS DMX Guitar
212	AMS Lucky Man
213	BackwardGarden3
214	BadBadThing
215	Big Muff W/ Dead 9v
216	Enhancer
217	Garden Halo
218	Gorgeous Delay
219	ImpWave
220	Jan's ResoChords
221	JP Em +3rd
222	JP Em +3rd/+6th
223	JP Em +6th
224	Kill The Guy
225	Little Man
226	Mandel Worlds
227	Maniac Filterpan
228	Old Valve
229	Panner Delays
230	Random Verb Long
231	Satchelope Filter
232	SatelliteSax
233	Seethy Two Reverb
234	SonicDisorderVerb
235	Treys Filter
236	Vai Shift 1
237	Vai Shift 2
238	W-I-D-E Solo
239	Water-like
240	Whirly Mellow
241	Wicked
310	2 Diatonicshifts
311	2 Pitchshifters
312	Basic Room
313	Compressor_2
314	Compressor_S
315	Diatonicshift_S
316	Dual Delays
317	Simple Moddelays
318	Stereo Delays
319	Stereo Filter
320	Stereoshift
321	TweakVerb
322	Dual*10 Grafic Eq
323	Stereo*10 Grafic Eq
329	Simple Sampler
411	Gaspodes Dly_M
412	Gaspodes Dly_S
414	Gaspodes Pndly_M
415	General Informations
510	Delaytaps
512	Demondelay
513	Ducked Delays
514	DuellingDualDlys
515	Envelope Taps
516	Four Delays
519	LongDelay
520	MonoDelay
521	Multitap Delay
522	Parallel Delays
524	Pingpong
525	Polyrhythm 5/4
526	Precision Delays
527	Reverse Delay
528	Ribbon Delay
529	SimpleDelays
530	SimplePingPong
531	Smear
532	SuperDuckedDelays
533	Two Delays
534	TruePhase Delay
535	Two Reversedelays
536	Video Delay
610	Banddelays
612	Bandtaps
615	Centering Echoes
616	ChordRezonator
617	Clearmntn Claps
618	Clearmntn Delays
619	Combdelays
621	Combtaps
623	Detuned Band Delay
624	Down Banddelay
625	Latticework
628	Mess With Stereo
629	PanningDelays
631	ParticleAccelerator
632	Pingcombpong
633	Pingringpong
634	Ringdelays
636	Ringtaps
639	Samp/Hold Smear
640	Trem + Delay
642	Up Banddelay
651	Filtered Dlys
654	Vintage Delay
655	Vintage St DuckDlys
662	Reso>Verb
668	Mangling_Dlys
670	Easy TT Dlys&Filters
671	Stereo Diffechorus
672	Resonant Chords
710	Fractal Vortex
711	Helix Loops
712	HelixManifold
713	Levitation Alpha
714	Levitation Beta
715	Levitation Gamma
716	Loop_timesqueeze
717	Manifold Alpha
718	Manifold Beta
721	LongPanningDelays
722	PhaseRefraction1
723	PhaseRefraction2
724	Reich Loops 1
725	Reich Loops 2
729	Skew Loop 1
730	Skew Loop 2
731	Undo Manifold
732	Undoloop
733	YourHarmonyDevice
734	4 Tracker#3
735	4 Tracker#4
736	LongDelay_M
737	Two Longelays
810	'Static' Flanger
811	Allan's Chorus
812	Auto Tape Flanger
813	Band Flanger
814	Chordal Swell
815	Chorusdelays
817	Chorused Cabinet
818	Chorused Delays
819	Chorustaps
821	Detune Chorus
822	Drew'sThroatflange
824	DualChorus
825	DualChorusDelays
826	Envelope Flanger
828	Flange Echoes
829	Flanged Delays
830	Hiccup Chorus
832	Leslie Simulator
833	Pan Chorus's
834	Panning Delays
835	Pingchoruspong
836	Polymod Chorus
837	Polymod Delay
838	Pure St Comb Flange
840	QuantizedDelays
841	Real Chorus
842	Real Chorus TNG
844	Serial Delays
845	Stereo Chorus
846	Stereo Flange
847	Stereo Flange 1968
848	StringPadFlanger
850	Swirl Flanges
851	Tri Band Chorus
852	Undulate
862	St Detuned Echoes
871	Dual 2taps Chorus
872	Dual 2taps Delay
873	Dual 2taps Echorus
874	Stereo Chorus
875	Lucy In The Sky
876	Flanged Space 1
877	EchoMatic
878	Delays Matrix
879	AmbiClouds 2
880	Vibropad
901	Factory
910	Factory Init
910	DesertPercussion1
911	DesertPercussion2
912	Neutralizer
913	St BitDecimator
914	St DistortionTwo
915	St_Distortion
916	Comb Distortion
1011	Band Dlys4>Ambience
1012	Dly>Phsr>Ambience
1014	DShif>Hall
1015	Dtune>Hall
1017	DynoMyPiano>VintDlys
1019	FltDlys>Rich Chamber
1024	Vox Pro>VintDly
1041	6 V Dlys & Verb
1042	Brass Plate//2vHarmo
1043	ClrmntnDlys//EMTplt
1044	Detune//VintageDlys
1045	Drum Plate//Top40Com
1046	DuckDlys//AMSDMXgtr
1047	Large Room//TapeEcho
1048	Midi Mpitch//Verb12
1049	Piano Hall//ChrsDlys
1050	Snare Plate//Inverse
1051	St.Undulator//AmsDmx
1052	StTremolo//St10GrEQ
1053	TC2290//TC1210
1110	Amplitude Follower
1111	Auto V/O Ducker
1112	Bigger Is Wider
1113	Fm Trem
1114	Dual Compressors
1115	Dual Noisegates
1116	Omnipressor (R)
1117	Perfect Trem
1119	Dual Expanders
1120	Bpm FM Trem
1121	Ramp Up/Ramp Down
1122	SemiClassic Squeeze
1123	Top 40 Compressor
1124	Tremolo Lux
1125	Comp(3bandFIR)_S
1127	Comp(4bandFIR)_S
1128	Comp(5bandFIR)_M
1133	St HyperTremolo
1134	OffsetTrem
1140	Dual Comp>3band Eq
1141	Stereo Comp>3band Eq
1142	DI Compress
1212	FilterBank15
1213	FilterBank20
1214	St*10 Grafic Eq
1216	Stereo*16 Grafic Eq
1217	Stereo*8 Grafic Eq
1219	Stereo*32 Grafic Eq
1220	2*32 Grafic Eq
1224	Dual*8 Grafic Eq
1226	Dual*16 Grafic Eq
1227	St*5 Band EQ
1228	Dual*32 Grafic Eq
1311	BeyondTheStars
1315	Galaxy Borders
1320	Singularity
1321	Stratospherics
1411	Cup Mute

H7600 Presets by Number

1412 Dual Modfilters
1413 EZ Leslie
1416 Dual Filters
1417 Harmonic Enhance
1418 Mouth-a-lator Two
1420 OrganicAnimation
1421 Perpetual Motion
1422 Sample/hold
1425 Simple Samp/Hold
1426 Sweep Filter
1427 Synthlike Filter
1428 Tight Bandpass Mod
1429 Two Band Crossover
1430 Dual Env Filters
1431 Dual Wa Pedals
1510 Auto Pitch Correct
1511 Clrmtn's NemWhipper
1512 External Correct
1513 NemWhipper Dual
1514 NemWhipper Stereo
1610 Character Shift 1>2
1611 Eq & Comp + Timer
1613 KG's ColorHall
1614 L<->R Long
1615 L>detune / R>reverb
1616 L_C_R Long
1617 L_C_R Short
1618 MicroPitch (+/-)
1619 Saxomaniac
1620 2 Voice Vox Reverse
1622 2 Softknee Comps
1710 Acoustic Gtr Rack
1711 Bass Rack
1712 Biomechanica
1713 CleanPreamp
1714 Fermilab
1715 Gerrys Bass 99
1716 Hexentanz
1717 In Ovo
1718 Jinn
1719 Parallel Pedalboard
1720 Piano (sustenudo)
1721 Series Pedalboard
1722 Serpentine
1723 The Gyre
1724 Tom's Acoustic Gtr
1725 Twang Guitar
1726 Virtual Pedalboard
1727 White Queen
1810 Arkham Distortion
1811 Atavachron
1812 Bejing Dragons D
1813 Bejing Dragons V
1814 Biomechanica Three
1815 British Smash
1816 Carsultyal Steel
1817 Cyber Twang
1818 Desert Oboe
1819 DesertDemon
1820 DesertMorpher
1821 Distortion Preamp
1822 Dunwich Distortion
1823 Electronica Gtr
1824 Fifth Dominion
1825 Flange + Verb
1826 Fuzack
1827 Fuzz 2002
1828 GodSaveTheQueen
1829 Gothic
1830 Harpshift
1831 Jeff Thing
1832 Mercury Cloud
1833 Multishift + Verb
1834 Polychorus
1835 Ptime Displacement
1836 Rshift Displacement
1837 Splatter Guitar
1838 Square Tubes
1839 SRV
1840 Swamp Guitar
1841 TarantulaSlap
1842 TarantulaTrem
1843 Timesqueeze Gtr
1844 Timestretch Gtr
1845 Trevor's Gtr
1846 Tribal Bass
1847 Will-o-the-wisp
1848 WonderfulBirds
1910 Biomechanica Two
1911 Bit Desert 1
1912 Bit Desert 2
1913 BitDecimationPreamp
1914 Bits Cruncher
1915 Bits Smasher
1916 Black Queen
1917 Chorus Smear
1918 Cloudfuzz
1919 Eel Guitar
1920 First Dominion
1921 FuzzPreamp
1922 Grieving Tube
1923 Grundulator
1924 Harmonicon
1925 Larynxfuzz
1927 OverdrivePreamp
1928 Pandemonium
1929 Paradigm Shift
1930 Pedal Shift
1931 Ringworld
1932 Satellites
1933 Second Dominion
1934 Siderialfuzz
1935 Squiggle Guitar
1936 Third Dominion
1937 Turbulence
1938 Wideshift
2010 DesertVoices
2011 Eurhetemec
2012 EZPolyfuzzBandelay
2013 GobiGuitar
2014 Horrormonics
2015 Hyperstrings
2016 Polyonyx
2017 PolyReverse
2018 PolyRingPre
2019 QuadPolyfuzz
2020 SlidingOnRazors
2021 Surgery
2022 WaPolyReverse
2110 AcousticAmbience1
2111 AcousticAmbience2
2112 Ambient Guitar 1
2113 Ambient Guitar 2
2114 ColorSlapGuitar
2115 Crafty Ensemble
2116 Crafty Ensemble2
2117 DesertDistortion
2118 Jhaniikest
2119 Octalchorus
2120 Octalswell
2121 Oobleck
2122 Outer Reaches
2123 Pianistick
2124 PolytonalSurround
2125 Pulse Guitar
2126 RoundRobin
2127 Solid Traveller
2128 TexturalGuitar
2129 WitchesDance
2130 With Warts In
2210 Bad Acid Jumble
2211 Evil Distortion
2212 Gerrys Mangler
2213 Growl
2215 DigiDegrader
2216 Dist-o-rt Maniac
2310 Bigger And Brighter
2311 Class A Distortion4
2312 Compress & De-ess
2313 Compress Highs Only
2314 Dirty Master Box 4
2315 Fatten The Bass
2316 Grunge Compress
2317 Manual Tape Flange2
2318 Masderring Lab 22
2319 Radio Check
2320 Radio Compress
2410 Midi Harmony
2411 MIDI Monitor
2412 Midi Pitch Delay
2414 Midi Sine Ring Mod
2415 MIDI Tremolo
2416 MidiHarmonixExtract
2417 MidiWaveformImpose
2611 LMS Filter
2612 Mixer's Toolbox #1
2613 Mixer's Toolbox #2
2614 Mixer's Toolbox #3
2615 Mixer's Toolbox #4
3011 BB Delayz
3012 Big Squeezolo
3014 Dervish
3015 Detune & Reverb
3017 Easternizer
3018 FatFunkVocalFilter
3019 Glitterous Verb
3020 Guitar Mania
3021 GunnShift
3022 Inst Process
3023 L=verb R=pitch
3024 Larynx Delay
3025 Mods/comps/filters
3026 Moon Solo
3027 Pickers Paradise
3028 Roey's Delay + Shift
3029 Roey's Verb + Rack
3031 Space Station
3032 St Delayed Flanger
3033 St.Phaser & Reverb
3034 Texture 47
3035 ToneCloud
3036 Treatment Two
3037 Trem + RingPong
3038 Tremolo Rack
3039 Waterized
3040 5th Place
3051 6 Vox Flanger & Verb
3052 Comb Room
3053 Comp/Eq/Micro/Verb
3054 Guitar Magic
3055 Sax Eq_Cmpr_VintDly
3056 Vox Channel Strip
3313 Man's Pan
3316 FM Panner
3317 FM Panner_S
3319 Gyroscope
3322 Octave Panner
3323 PsychoGyroscope
3324 PsychoPanner
3327 Simple Panner
3329 Stereo Panner
3330 3D CircleDelay
3410 808 Rumble Tone
3411 Beatbox Reverb
3412 Drum Chamber
3413 Drum Filter
3414 Drum Flanger
3415 Drum Flutters
3416 Firecracker Snare
3417 Group Claps
3418 Liquid Toms
3419 Nerve Drums
3420 NoizSnareBrightener
3421 Nonlinear#1
3422 PercussBoingverb
3423 Ring Snareverb
3424 Small Drumspace
3425 Sonar Room
3426 Stereo Delays
3427 Swept Band Delay
3428 Techno Clank
3429 The Ambience Kit
3430 Tight Snare Verb
3431 Vibra Pan
3432 WeKnowBeetBoxTrtMe
3433 Wide Room
3434 4 Your Toms Only
3510 'Pure Phase' Phaser

H7600 Presets by Number

3511 'Static' Phaser
3512 Band Phaser
3513 CBM Phaser
3514 Envelope Phaser
3515 ManualPhasers
3517 One Way Phaser
3519 Random Phaser
3520 Samp & Hold Phaser
3521 Sci-Fi Phaser
3522 Sci-Fi Phaser A
3523 Sci-Fi Phaser B
3524 StereoizingPhaser
3525 Techno Phaser
3526 TrueStereoPhaser
3527 Stereo Phaser
3610 Broadcast Delay
3611 EZ Ptimesqueeze
3615 St Framerate Conv
3616 PitchtimeSqueeze
3619 PitchtimeStretch
3810 Bell Constr. Kit
3811 Digi Cell Phone
3812 Headphone Filter
3813 Noise Canceller
3814 TimeSqueeze(R)
3815 Walkie Talkie
3816 Woosh Maker
3817 16mm Projector
3818 Scratchy 33 RPM
3910 Drums-o-Tronica
3912 GrooveSync Delay
3913 Plex-o-tronica
3915 Swing Pong Delay
3918 TrigLFO St Flanger
3919 TrigLFO Pan, Trem
3920 TrigLFO St ModFilter
3921 TrigLFO St Phaser
3932 Freeze 2 Beats
3933 Freeze The Beat
4208 3B X-over Hall 96
4210 Ambience
4211 Brass Plate
4212 Deep Space
4213 Drum Plate
4214 Drums Room
4215 Gated Inverse Snare
4216 Gated Plate
4217 Hall > Bandpass
4218 Inverse Snare
4219 Inverse
4220 Inverse > Bandpass
4221 Large Room
4222 Living In The Past
4223 Living Room
4224 L/C/R Mics Room
4225 Piano Hall
4226 Plate > BandPass
4227 Rich Chamber
4228 Room > Bandpass
4229 Sax Chamber
4230 Sax Plate
4231 Slap Plate
4232 Snare Plate
4233 Tiled Room
4234 Vocal Chamber
4235 Vocal Hall
4236 Vox Plate
4237 Wide Hall
4240 Hall_Peaking Fltr
4241 Chamber>Glide Dlys
4242 Flanged EchoVerb
4243 Large Room2
4244 Loneliness
4245 Really Large Room
4246 Reverb Suite
4247 Sharp Verb
4248 Small Chamber
4249 Strings Room
4310 Barking Chamber
4311 Boston Chamber
4312 Chamber2
4313 Dream Chamber
4314 Italo's Chamber
4315 Medium Chamber
4316 MetallicChamber
4317 Toonchamber
4410 Arena Soundcheck
4411 Beeg Garage
4412 Big Hall 2
4413 Environment#28
4414 Masterverb Hall
4415 Masterverb Hall 1
4416 Masterverb Hall 2
4419 Matt's Fat Room
4420 Roomy Hall
4421 SplashVerb
4422 3B X-over Hall
4431 Environment#32
4432 Masterverb(post)
4433 Masterverb(pre)
4510 Chorus & Plate
4511 EMT-style Plate
4512 Metallic Plate
4513 Reverb A2
4514 Sizzler Plate
4515 Springverb
4516 St.Plate+Chorus
4517 Stereo Plate
4518 Swept Plate
4610 EarlyRefections
4611 LatticeArray
4612 Preverberator
4613 SimpleDiffusor
4614 Slap Nonlinear
4615 StereoDiffusor
4616 Ultratap 1
4617 Ultratap 2
4710 Big Room
4711 Blue Box Verb
4712 Bob's New Room
4713 Denny's Echoroom
4714 Der Verb
4715 Drews Dense Room
4716 Funny Gated Room
4717 Gated Water Snare
4718 LatticeVerb
4719 LRMS Reverb
4720 Masterverb Room 2
4721 ReelRoom
4722 Ridiculous Room
4723 Room#24
4724 Slight ChorusRoom
4725 UK Ambience
4726 UK Bright
4727 UK Nonlinear
4728 Unreelroom
4729 Wooden Mens Room
4731 EchoRoom
4732 MonkRoom
4733 StringRoom
4810 Bass Space
4811 Close Nonlinear
4812 Drew's Double Closet
4813 Drew'sSmallRoom
4814 FIR Glass Shower
4815 Gym Shower
4816 ImpWaveVerb
4817 MasterverbRoom1
4818 Medium Booth
4819 New Air
4820 Pantry
4821 Shifting Booth
4822 Small Ambience
4823 Soft'n Small Room
4824 Stereo Mic's W/Room
4910 AcousticRoom
4912 Catacomb
4914 Cumulo-nimbus
5010 Adaptive Reverb
5011 AlienShiftVerb
5012 Black Hole
5013 ChoralWindVerb
5014 ChoruspaceO'Brien
5015 Echospace Of God
5016 Flutter Booth
5017 Gated Gong Verb
5018 Ghost Air
5019 GloriousChrsCanyon
5020 GloriousFlngCanyon
5021 Horrors
5022 Jurassic Space
5023 Kickback
5024 Phantom & Reverb
5025 PillowVerb
5026 Pop Up
5027 Ramp Verb
5028 Resonechos
5029 Reverse Nonlinear
5030 Reverserize Hall
5031 Sizzle Verb
5032 SplashVerb Maxsweep
5033 Square Tremolo Verb
5034 Swell Verb 9
5035 Tremolo Reverb
5036 Wormhole
5037 Zipper Up
5038 Verb>ArpResonators
5110 Bell Ringer
5111 Envelope Ring Mod
5112 Evil Ring Dist
5115 One Way Ring Mod
5210 Digi Timesqueeze(R)
5212 MIDITrig Reverse
5213 Multi Trigger
5214 Panning Sampler
5215 PlaybackOnlySampler
5216 Reverse Sampler
5217 Sample Curver
5218 SAMPLER (midikeys)
5219 SAMPLER (multi)
5220 SAMPLER (single)
5221 Sampler Filter Trig
5222 SAMPLER(multi)VERB
5223 SamplerAudioSwitch
5224 Simple Sampler
5225 StudioSampler_M
5226 StudioSampler_S
5227 Triggered Reverse
5228 Varispeed Sampler
5229 Vocalflyer_M
5230 Vocalflyer_S
5310 Kick/SnareReplacer2
5311 Small Sampler
5313 Four Samplers_M
5314 Four Samplers_S
5410 4_Detuners
5411 4_PitchShift
5412 4_ReverseShift
5413 4_ReverseTetra
5414 4_IntervalShifts
5421 ReverseTetra
5422 Shifted Echoes
5423 ChordConstruct'nKit
5424 10v Arpegg Thick
5427 120BPM ShifterDelay
5428 5ths&Oct Multiply
5429 Dual H910s
5430 4 IntervalShifts
5431 Dubbler
5432 Etherharp
5434 IntervalicShift_S
5435 Large Poly Shift
5436 LevitationShift
5437 MultiShift_4
5438 MultiShift_8mod
5439 Organizer
5440 PolytonalRythym
5441 Stereo Backwards
5442 Vibrato_S
5443 Wammy_s
5444 Warm Shift
5510 4_DiatonicShift
5517 Diatonic +3rd+5th
5518 Diatonic +3rd+7th
5519 Diatonic +4th+6th
5520 Diatonic +5th+Oct
5521 Diatonic +5th-4th
5522 Diatonic +5th-oct

H7600 Presets by Number

5523 Diatonic +/- Oct
5524 Diatonic Thesaurus
5525 Diatonic Trio
5526 DiatonicShift_8
5527 Diatonic_8mod
5528 M_4DiatonicShift
5529 Stepped Dshifter
5541 2v CustShift&Verb
5542 4v Custom Shifter
5610 Robot Voice
5611 Ultra AutoCorrect
5612 Ultra Cents
5613 Ultra Cents 2
5614 Ultra Diatonic
5615 Ultra Diatonic 2
5616 Ultra Diatonic 3
5617 Ultra Interval
5618 Ultra Interval 2
5619 Ultra Interval 3
5620 Ultra UserScales
5621 Ultra UserScales 2
5622 Ultra UserScales 3
5709 Aliens
5710 Angelic Echos
5712 Chim-Chiminee
5713 Crystal 5th Caves
5714 Crystal Caves
5715 Crystal Heaven
5716 Crystal Oct & 5ths
5717 Crystal Octaves
5718 Crystal Orbits
5719 Crystal Pad 2
5720 Crystal Sevenths
5721 Crystal Worlds 2
5722 CrystalGyroscope
5723 Dinosaurs
5725 DuckedCrystals
5726 Fake Pitch Shift II
5727 FreqShift W/Delay
5729 Genesis II
5730 Latin Cathedral
5731 ReverseTetra
5732 Shift To Nowhere
5733 Steeplechase
5734 StringTrio
5735 Scary Movie & Verb
5736 Ominous Morphing
5737 Lunatics
5809 ResoMachine
5810 Alert (401)
5811 Doorbell (403)
5812 Flintlock
5813 Himalayan Heights
5814 Jet Fly By
5815 Jettison (405)
5816 Locomotive
5817 Mortar Shells
5818 Sonar (409)
5819 Stereocopter (410)
5820 Stormwatch
5821 TankAttack (411)
5822 Tesla Generator
5823 Ufo (413)
5824 Wavelab
5910 Bass Balls
5912 Mess With Stereo
5916 TruePhase Delay
6109 Arabian Collangette
6110 Eel Drums 2
6111 External Hats
6112 FM TimbreFactory
6113 Heen
6114 Jan&Jeff
6115 Rise Or Fall Osc
6116 Samp/Hold FM Lab
6117 Timbre Factory
6210 Audio Test Set
6212 Dig Sig Gen 4
6213 Dual Scope
6214 Phase Test
6215 SpectrumAnalyzer
6216 Oscillator 1k 0vu
6217 20>20 Audio Sweep
6310 Choir+Diffchorus
6312 Choir+Verb
6314 Colortaps+Verb
6315 Combtap+Diffchorus
6316 Diffchorus+Delay
6318 Mercury Cloud 2
6321 Tapdelay Plex
6324 Tapdelay+Diffchorus
6325 Tapdelay+Verb
6326 Tapring Plex
6409 St Metered Thru'
6410 ChromaticTuner
6411 Dither
6412 Metronome
6413 Midi Modulator
6414 Midi Remote Cntrller
6415 Musicians' Calc
6419 Universal Matrix
6420 Verb Tester
6421 White Noise
6510 140 EMT Plate
6511 893 Undulator
6512 AMS DMX 1580S
6513 DynoMyPiano1380S
6514 H3000 Verby Chorus
6515 H3000BreathingCanyon
6516 Hand Flanger
6517 Omnipressor (R)
6518 Pcm70 Concert Hall
6519 Pcm70 Sax Hall
6520 RMX Simu Ambience
6521 Stereo Undulator
6522 Tape Echo
6523 TC2290
6524 TC2290 Dyn Chorus
6525 TC2290 Dyn Flanger
6526 TC2290 Dyn Long Dly
6527 Univibe
6528 1210 Chorus
6530 Dimension D
6610 Blues Heart
6611 Clean Chords
6612 Dream Strings
6613 Drums Treatment
6614 Electric Ladyland
6615 Fjord Guitar
6616 In Yer Face Vocals
6617 LA Studio Axe
6618 Lead Tone Poem
6619 Metal Fatigue
6620 Monster RACK !
6621 One Time Rhyno
6622 Pentatonic Delight
6623 Psychedelic Vocals
6624 Rock Vocals Rack
6625 Searing Lead
6626 Smpled Drums Rack
6627 Tablas Baba
6628 Tale From The Bulge
6629 1980s Rack
6641 Midi Compressor
6642 Midi Diatonic Shift
6643 Midi Dual TT Delay
6644 Midi FM Tremolo
6645 Midi Reverb 12
6646 Midi Reverb 8
6647 Midi Reverse Shift
6648 Midi Ring Mod
6649 Midi Shifter_Whammy
6651 Midi St Micropitch
6652 Midi St Phaser
6653 Midi Custom Shifter
6661 Midi VirtRack #2
6662 Midi VirtRack #3
6663 Midi VirtRack #4
6664 Midi VirtRack #5
6665 Midi VirtRack #6
6666 Midi VirtRack #7
6667 Midi VirtRack #8
6710 B-vox Delays+verb
6711 B-vox Pitch+verb
6712 DualVoxProcess
6713 Phased Voxverb
6714 Proximityverb
6715 Vocal Chorusdelays
6716 VocalverbTwo
6717 Voice Disguise
6718 Voice Processor
6719 Vox Double+Slap
6720 Vox Shimmer
6721 Voxplate / Chorus
6722 VoxProcess_S
6810 CreamyVocoderAlpha
6811 CreamyVocoderBeta
6812 GravelInMyThroat
6813 Logan's Box
6814 Mobius8translate
6815 Soundwave
6816 Voder 13
6910 80s Guitar Rig
6911 Asbakwards
6912 Brain Loops
6913 Dynamic Worm
6914 Flaedermaus
6915 Ghosties
6916 Liquid Sky
6917 PolySwirl Tap
6918 September Canons
6919 SmearCoder
6920 ToddsPedalShiftVerb
7010 Empty Program
7013 Interface Modules
7015 Tempo Dly_Lfo Jig
7016 Tempo_Verb Jig
7017 TimerDly Jig
7110 Airplane Background
7111 Clock Radio
7112 Fries With That?
7113 Office Intercom
7114 Sound Truck
7115 Talking Dashboard
7210 Bullhorn
7211 CB Radio
7212 Cellular Phone
7213 Crazy Dialer
7214 Long Distance
7215 Megaphone
7216 More's Code
7217 Off Hook!
7218 Public Address
7219 Real Dialer
7220 Shortwave Radio
7221 Traffic Report
7310 Ducked Delays
7311 Easy Chorus
7312 Easy Phaser
7313 Long Delay W/ Loop
7410 Basic Stereo Echo
7411 Big Church
7412 Classroom
7413 Crypt Echo
7414 Infinite Corridor
7415 Kitchen Reverb
7416 Plate Reverb
7417 Tape Reverb
7418 Tile Men's Room
7419 Union Station Verb
7510 Big Movie
7511 Boom Box
7512 Fake Call-in
7513 Page Three!
7514 Real Call-in
7515 TV In Next Room
7516 45 RPM Oldie
7610 Cousin It
7611 Cussing It
7612 Elves
7613 Fantasy Backgrounds
7614 Magic Echo
7615 Morph To Magic
7616 Singing Mouse
7617 Trolls
7710 Backwards
7711 Can't Carry Tune
7712 Dynamic Stereo

H7600 Presets by Number

7713 Go Crazy
7714 Plug Puller Pro
7715 Round & Round
7716 Solo Zapper Pro
7810 Awfultones
7811 Brightener
7812 Easy Timesqueeze
7813 Hiss Eliminator
7814 Hum Eliminator
7815 Sfx Filter/Compress
7816 Simple Compressor
7817 Simple Equalizer
7818 Stereo Simulator
7819 Stereo Spreader
7820 Super Punch
7821 1 KHz Oscillator
7822 Three Band Compress
7910 Artoo Chatter
7911 C3P-Yo!
7912 Lasers!
7913 Martian Rock Band
7914 Robot Band
7915 Theremin
7916 Tribbles
8010 `Max' Stutter
8011 Big Voice Pro
8012 Chipmunks
8013 Doubletalk
8014 Fast Voice Process
8015 Mega-Dragway
8016 Nervous Talker
8017 Triplets
8018 Voice Process Pro
8019 We're A Big Crowd
8020 We're A Small Crowd
8110 Aerobics Teacher
8111 Voice Cracker
8112 Funny Voices
8113 GenderBender
8114 General Robotics
8115 Heartbeat
8116 Hoarse Whisperer
8117 Manic Depressive
8118 Monster Chorale
8119 Split Personality
8120 The Buzz
8121 Vocal Sweeper
8122 Whispering Crowd
8210 Bubbles
8211 Computer Room
8212 Digital Hell
8213 Droning Spaces
8214 Echoes Of Doom
8215 Room Tones
8216 Stereo Next Door
8217 Swinging Reverb
8310 Bass Enhance Kit
8311 Big Woosh
8312 Brightener
8313 Delay Kit
8314 Dialog Cleaner
8315 Dizzy
8316 Dynamic Flanger
8317 Dynamic Shifter
8318 Emotion Meter
8319 Flattener
8320 Harmonic Mangler
8321 Help Assym Clipping
8322 Humdinger
8323 Split Delays
8324 Swept Resonance
8410 16mm Projectr II
8411 33 RPM (new)
8412 45 RPM New
8413 Early 78 Record
8414 Laptop Speaker
8415 Line Extender
8416 Lousy MP3
8417 Mandolin
8418 Medical Monitor
8419 Puppy Blender
8420 Speaking Harp
8421 Telephone Suite
8422 TV Suite
8423 Universal Radio
8510 Broken Mic
8511 Car Window
8512 Cave Echoes
8513 Concrete Place
8514 Endless Oddity
8515 EqEcho & Verb
8516 Fantasy
8517 In/Out Room
8518 Next Room
8519 P.A. Echo
8520 Radio Mic
8521 Reflections
8522 Room/Phone
8523 Sci-Fiction Dlys
8524 Tape Echo/Deep Hall
8525 Thick Ambience
8526 Thru AM Airwaves
8527 Thru Phone 1
8528 Thru Phone 2
8529 Tomb/TV Speaker
8530 Waves Place

H7600 Presets by Name

10	33 RPM (new)	519	Arena Soundcheck	731	Brass Plate//2vHarmo	1011	Compress Highs Only
11	`Max' Stutter	520	Arkham Distortion	732	Brightener	1012	Compressor_2
12	1 KHz Oscillator	521	Artoo Chatter	733	Brightener	1014	Compressor_S
13	10v Arpegg Thick	522	Asbakwards	734	British Smash	1015	Computer Room
14	120BPM ShifterDelay	524	Atavachron	735	Broadcast Delay	1017	Concrete Place
210	1210 Chorus	525	Audio Test Set	736	Broken Mic	1019	Cousin It
211	140 EMT Plate	526	Auto Pitch Correct	737	Bubbles	1024	Crafty Ensemble
212	16mm Projector	527	Auto Tape Flanger	810	Bullhorn	1041	Crafty Ensemble2
213	16mm Projectr II	528	Auto V/O Ducker	811	B-vox Delays+verb	1042	Crazy Dialer
214	1980s Rack	529	Awfultones	812	B-vox Pitch+verb	1043	CreamyVocoderAlpha
215	2 Diatonicshifts	530	BackwardGarden3	813	C3P-Yo!	1044	CreamyVocoderBeta
216	2 Pitchshifters	531	Backwards	814	Can't Carry Tune	1045	Crypt Echo
217	2 Softknee Comps	532	Bad Acid Jumble	815	Car Window	1046	Crystal 5th Caves
218	2 Voice Vox Reverse	533	BadBadThing	817	Carsultyal Steel	1047	Crystal Caves
219	2*32 Grafic Eq	534	Band Dlys4>Ambience	818	Catacomb	1048	Crystal Heaven
220	20>20 Audio Sweep	535	Band Flanger	819	Cave Echoes	1049	Crystal Oct & 5ths
221	2v CustShift&Verb	536	Band Phaser	821	CB Radio	1050	Crystal Octaves
222	3B X-over Hall	610	Banddelays	822	CBM Phaser	1051	Crystal Orbits
223	3B X-over Hall 96	612	Bandtaps	824	Cellular Phone	1052	Crystal Pad 2
224	3D CircleDelay	615	Barking Chamber	825	Centering Echoes	1053	Crystal Sevenths
225	4 IntervalShifts	616	Basic Room	826	Chamber>Glide Dlys	1110	Crystal Worlds 2
226	4 Tracker#3	617	Basic Stereo Echo	828	Chamber2	1111	CrystalGyroscope
227	4 Tracker#4	618	Bass Balls	829	Character Shift 1>2	1112	Cumulo-nimbus
228	4 Your Toms Only	619	Bass Enhance Kit	830	Chim-Chiminee	1113	Cup Mute
229	4_Detuners	621	Bass Rack	832	Chipmunks	1114	Cussing It
230	4_DiatonicShift	623	Bass Space	833	Choir+Diffchorus	1115	Cyber Twang
231	4_IntervalShifts	624	BB Delayz	834	Choir+Verb	1116	Deep Space
232	4_PitchShift	625	Beatbox Reverb	835	ChoralWindVerb	1117	Delay Kit
233	4_ReverseShift	628	Beeg Garage	836	Chordal Swell	1119	Delays Matrix
234	4_ReverseTetra	629	Bejing Dragons D	837	ChordConstruct'nKit	1120	Delaytaps
235	45 RPM New	631	Bejing Dragons V	838	ChordRezonator	1121	Demondelay
236	45 RPM Oldie	632	Bell Constr. Kit	840	Chorus & Plate	1122	Denny's Echoroom
237	4v Custom Shifter	633	Bell Ringer	841	Chorus Smear	1123	Der Verb
238	5th Place	634	BeyondTheStars	842	Chorusdelays	1124	Dervish
239	5ths&Oct Multiply	636	Big Church	844	Chorused Cabinet	1125	Desert Oboe
240	6 V Dlys & Verb	639	Big Hall 2	845	Chorused Delays	1127	DesertDemon
241	6 Vox Flanger & Verb	640	Big Movie	846	ChoruspaceO'Brien	1128	DesertDistortion
310	808 Rumble Tone	642	Big Muff W/ Dead 9v	847	Chorustaps	1133	DesertMorpher
311	80s Guitar Rig	651	Big Room	848	ChromaticTuner	1134	DesertPercussion1
312	893 Undulator	654	Big Squeezolo	850	Class A Distortion4	1140	DesertPercussion2
313	Acoustic Gtr Rack	655	Big Voice Pro	851	Classroom	1141	DesertVoices
314	AcousticAmbience1	662	Big Woosh	852	Clean Chords	1142	Detune & Reverb
315	AcousticAmbience2	668	Bigger And Brighter	862	CleanPreamp	1212	Detune Chorus
316	AcousticRoom	670	Bigger Is Wider	871	Clearmntn Claps	1213	Detune//VintageDlys
317	Adaptive Reverb	671	Biomechanica	872	Clearmntn Delays	1214	Detuned Band Delay
318	Aerobics Teacher	672	Biomechanica Three	873	Clock Radio	1216	DI Compress
319	Airplane Background	710	Biomechanica Two	874	Close Nonlinear	1217	Dialog Cleaner
320	Alert (401)	711	Bit Desert 1	875	Cloudfuzz	1219	Diatonic +/- Oct
321	Aliens	712	Bit Desert 2	876	ClrmntnDlys//EMTplt	1220	Diatonic +3rd+5th
322	AlienShiftVerb	713	BitDecimationPreamp	877	Clrmtn's NemWhipper	1224	Diatonic +3rd+7th
323	Allan's Chorus	714	Bits Cruncher	878	ColorSlapGuitar	1226	Diatonic +4th+6th
329	AmbiClouds 2	715	Bits Smasher	879	Colortaps+Verb	1227	Diatonic +5th+Oct
411	Ambience	716	Black Hole	880	Comb Distortion	1228	Diatonic +5th-4th
412	Ambient Guitar 1	717	Black Queen	901	Comb Room	1311	Diatonic +5th-oct
414	Ambient Guitar 2	718	Blue Box Verb	910	Combdelays	1315	Diatonic Thesaurus
415	Amplitude Follower	721	Blues Heart	910	Combtap+Diffchorus	1320	Diatonic Trio
510	Amp-u-lation	722	Bob's New Room	911	Combtaps	1321	Diatonic_8mod
512	AMS DMX 1580S	723	Boom Box	912	Comp(3bandFIR)_S	1411	DiatonicShift_8
513	AMS DMX Guitar	724	Boston Chamber	913	Comp(4bandFIR)_S	1412	Diatonicshift_S
514	AMS Lucky Man	725	Bpm FM Trem	914	Comp(5bandFIR)_M	1413	Diffchorus+Delay
515	Angelic Echos	729	Brain Loops	915	Comp/Eq/Micro/Verb	1416	Dig Sig Gen 4
516	Arabian Collangette	730	Brass Plate	916	Compress & De-ess	1417	Digi Cell Phone

H7600 Presets by Name

1418 Digi Timesqueeze(R)
1420 DigiDegrader
1421 Digital Hell
1422 Dimension D
1425 Dinosaurs
1426 Dirty Master Box 4
1427 Dist-o-rt Maniac
1428 Distortion Preamp
1429 Dither
1430 Dizzy
1431 Dly>Phsr>Ambience
1510 Doorbell (403)
1511 Doubletalk
1512 Down Banddelay
1513 Dream Chamber
1514 Dream Strings
1610 Drews Dense Room
1611 Drew's Double Closet
1613 Drew'sSmallRoom
1614 Drew'sThroatflange
1615 Droning Spaces
1616 Drum Chamber
1617 Drum Filter
1618 Drum Flanger
1619 Drum Flutters
1620 Drum Plate
1622 Drum Plate//Top40Com
1710 Drums Room
1711 Drums Treatment
1712 Drums-o-Tronica
1713 DShif>Hall
1714 Dtune>Hall
1715 Dual 2taps Chorus
1716 Dual 2taps Delay
1717 Dual 2taps Echorus
1718 Dual Comp>3band Eq
1719 Dual Compressors
1720 Dual Delays
1721 Dual Env Filters
1722 Dual Expanders
1723 Dual Filters
1724 Dual H910s
1725 Dual Modfilters
1726 Dual Noisegates
1727 Dual Scope
1810 Dual Wa Pedals
1811 Dual*10 Grafic Eq
1812 Dual*16 Grafic Eq
1813 Dual*32 Grafic Eq
1814 Dual*8 Grafic Eq
1815 DualChorus
1816 DualChorusDelays
1817 DualVoxProcess
1818 Dubbler
1819 DuckDlys//AMSDMXgtr
1820 Ducked Delays
1821 Ducked Delays
1822 DuckedCrystals
1823 DuellingDualDlys
1824 Dunwich Distortion
1825 Dynamic Flanger
1826 Dynamic Shifter
1827 Dynamic Stereo
1828 Dynamic Worm
1829 DynoMyPiano>VintDlys
1830 DynoMyPiano1380S
1831 Early 78 Record
1832 EarlyRefections
1833 Easternizer
1834 Easy Chorus
1835 Easy Phaser
1836 Easy Timesqueeze
1837 Easy TT Dlys&Filters
1838 Echoes Of Doom
1839 EchoMatic
1840 EchoRoom
1841 Echospace Of God
1842 Eel Drums 2
1843 Eel Guitar
1844 Electric Ladyland
1845 Electronica Gtr
1846 Elves
1847 Emotion Meter
1848 Empty Program
1910 EMT-style Plate
1911 Endless Oddity
1912 Enhancer
1913 Envelope Flanger
1914 Envelope Phaser
1915 Envelope Ring Mod
1916 Envelope Taps
1917 Environment#28
1918 Environment#32
1919 Eq & Comp + Timer
1920 EqEcho & Verb
1921 Etherharp
1922 Eurhetemec
1923 Evil Distortion
1924 Evil Ring Dist
1925 External Correct
1927 External Hats
1928 EZ Leslie
1929 EZ Ptimesqueeze
1930 EZPolyfuzzBandelay
1931 Factory
1932 Factory Init
1933 Fake Call-in
1934 Fake Pitch Shift II
1935 Fantasy
1936 Fantasy Backgrounds
1937 Fast Voice Process
1938 FatFunkVocalFilter
2010 Fatten The Bass
2011 Fermilab
2012 Fifth Dominion
2013 FilterBank15
2014 FilterBank20
2015 Filtered Dlys
2016 FIR Glass Shower
2017 Firecracker Snare
2018 First Dominion
2019 Fjord Guitar
2020 Flaedermaus
2021 Flange + Verb
2022 Flange Echoes
2110 Flanged Delays
2111 Flanged EchoVerb
2112 Flanged Space 1
2113 Flattener
2114 Flintlock
2115 FltDlys>Rich Chamber
2116 Flutter Booth
2117 FM Panner
2118 FM Panner_S
2119 FM TimbreFactory
2120 Fm Trem
2121 Four Delays
2122 Four Samplers_M
2123 Four Samplers_S
2124 Fractal Vortex
2125 Freeze 2 Beats
2126 Freeze The Beat
2127 FreqShift W/Delay
2128 Fries With That?
2129 Funny Gated Room
2130 Funny Voices
2210 Fuzack
2211 Fuzz 2002
2212 FuzzPreamp
2213 Galaxy Borders
2215 Garden Halo
2216 Gaspodes Dly_M
2310 Gaspodes Dly_S
2311 Gaspodes Pndly_M
2312 Gated Gong Verb
2313 Gated Inverse Snare
2314 Gated Plate
2315 Gated Water Snare
2316 GenderBender
2317 General Informations
2318 General Robotics
2319 Genesis II
2320 Gerrys Bass 99
2410 Gerrys Mangler
2411 Ghost Air
2412 Ghosties
2414 Glitterous Verb
2415 GloriousChrsCanyon
2416 GloriousFlngCanyon
2417 Go Crazy
2611 GobiGuitar
2612 GodSaveTheQueen
2613 Gorgeous Delay
2614 Gothic
2615 GravelInMyThroat
3011 Grieving Tube
3012 GrooveSync Delay
3014 Group Claps
3015 Growl
3017 Grundulator
3018 Grunge Compress
3019 Guitar Magic
3020 Guitar Mania
3021 GunnShift
3022 Gym Shower
3023 Gyroscope
3024 H3000 Verby Chorus
3025 H3000BreathingCanyon
3026 H7600 Banks
3027 Hall > Bandpass
3028 Hall_Peaking Fltr
3029 Hand Flanger
3031 Harmonic Enhance
3032 Harmonic Mangler
3033 Harmonicon
3034 Harpshift
3035 Headphone Filter
3036 Heartbeat
3037 Heen
3038 Helix Loops
3039 HelixManifold
3040 Help Assym Clipping
3051 Hexentanz
3052 Hiccup Chorus
3053 Himalayan Heights
3054 Hiss Eliminator
3055 Hoarse Whisperer
3056 Horrormonics
3313 Horrors
3316 Hum Eliminator
3317 Humdinger
3319 Hyperstrings
3322 ImpWave
3323 ImpWaveVerb
3324 In Ovo
3327 In Yer Face Vocals
3329 In/Out Room
3330 Infinite Corridor
3410 Inst Process
3411 Interface Modules
3412 IntervalicShift_S
3413 Inverse
3414 Inverse > Bandpass
3415 Inverse Snare
3416 Italo's Chamber
3417 Jan&Jeff
3418 Jan's ResoChords
3419 Jeff Thing
3420 Jet Fly By
3421 Jettison (405)
3422 Jhaniikest
3423 Jinn
3424 JP Em +3rd
3425 JP Em +3rd/+6th
3426 JP Em +6th
3427 Jurassic Space
3428 KG's ColorHall
3429 Kick/SnareReplacer2
3430 Kickback
3431 Kill The Guy
3432 Kitchen Reverb
3433 L/C/R Mics Room
3434 L_C_R Long
3510 L_C_R Short
3511 L<->R Long
3512 L=verb R=pitch
3513 L>detune / R>reverb
3514 LA Studio Axe

H7600 Presets by Name

3515 Laptop Speaker
3517 Large Poly Shift
3519 Large Room
3520 Large Room//TapeEcho
3521 Large Room2
3522 Larynx Delay
3523 Larynxfuzz
3524 Lasers!
3525 Latin Cathedral
3526 LatticeArray
3527 LatticeVerb
3610 Latticework
3611 Lead Tone Poem
3615 Leslie Simulator
3616 Levitation Alpha
3619 Levitation Beta
3810 Levitation Gamma
3811 LevitationShift
3812 Line Extender
3813 Liquid Sky
3814 Liquid Toms
3815 Little Man
3816 Living In The Past
3817 Living Room
3818 LMS Filter
3910 Locomotive
3912 Logan's Box
3913 Loneliness
3915 Long Delay W/ Loop
3918 Long Distance
3919 LongDelay
3920 LongDelay_M
3921 LongPanningDelays
3932 Loop_timesqueeze
3933 Lousy MP3
4208 LRMS Reverb
4210 Lucy In The Sky
4211 Lunatics
4212 M_4DiatonicShift
4213 Magic Echo
4214 Mandel Worlds
4215 Mandolin
4216 Mangling_Dlys
4217 Maniac Filterpan
4218 Manic Depressive
4219 Manifold Alpha
4220 Manifold Beta
4221 Man's Pan
4222 Manual Tape Flange2
4223 ManualPhasers
4224 Martian Rock Band
4225 Masderring Lab 22
4226 Masterverb Hall
4227 Masterverb Hall 1
4228 Masterverb Hall 2
4229 Masterverb Room 2
4230 Masterverb(post)
4231 Masterverb(pre)
4232 MasterverbRoom1
4233 Matt's Fat Room
4234 Medical Monitor
4235 Medium Booth
4236 Medium Chamber
4237 Mega-Dragway
4240 Megaphone
4241 Mercury Cloud
4242 Mercury Cloud 2
4243 Mess With Stereo
4244 Mess With Stereo
4245 Metal Fatigue
4246 Metallic Plate
4247 MetallicChamber
4248 Metronome
4249 MicroPitch (+/-)
4310 Midi Compressor
4311 Midi Custom Shifter
4312 Midi Diatonic Shift
4313 Midi Dual TT Delay
4314 Midi FM Tremolo
4315 Midi Harmony
4316 Midi Modulator
4317 MIDI Monitor
4410 Midi Mpitch//Verb12
4411 Midi Pitch Delay
4412 Midi Remote Cntrller
4413 Midi Reverb 12
4414 Midi Reverb 8
4415 Midi Reverse Shift
4416 Midi Ring Mod
4419 Midi Shifter_Whammy
4420 Midi Sine Ring Mod
4421 Midi St Micropitch
4422 Midi St Phaser
4431 MIDI Tremolo
4432 Midi VirtRack #2
4433 Midi VirtRack #3
4510 Midi VirtRack #4
4511 Midi VirtRack #5
4512 Midi VirtRack #6
4513 Midi VirtRack #7
4514 Midi VirtRack #8
4515 MidiHarmonixExtract
4516 MIDITrig Reverse
4517 MidiWaveformImpose
4518 Mixer's Toolbox #1
4610 Mixer's Toolbox #2
4611 Mixer's Toolbox #3
4612 Mixer's Toolbox #4
4613 Mobius8translate
4614 Mods/comps/filters
4615 MonkRoom
4616 MonoDelay
4617 Monster Chorale
4710 Monster RACK !
4711 Moon Solo
4712 More's Code
4713 Morph To Magic
4714 Mortar Shells
4715 Mouth-a-lator Two
4716 Multi Trigger
4717 Multishift + Verb
4718 MultiShift_4
4719 MultiShift_8mod
4720 Multitap Delay
4721 Musicians' Calc
4722 Mute
4723 NemWhipper Dual
4724 NemWhipper Stereo
4725 Nerve Drums
4726 Nervous Talker
4727 Neutralizer
4728 New Air
4729 Next Room
4731 Noise Canceller
4732 NoizSnareBrightener
4733 Nonlinear#1
4810 Note Oscillator
4811 Octalchorus
4812 Octalswell
4813 Octave Panner
4814 Off Hook!
4815 Office Intercom
4816 OffsetTrem
4817 Old Valve
4818 Ominous Morphing
4819 Omnipressor (R)
4820 Omnipressor (R)
4821 One Time Rhyno
4822 One Way Phaser
4823 One Way Ring Mod
4824 Oobleck
4910 OrganicAnimation
4912 Organizer
4914 Oscillator (440)
5010 Oscillator 1k 0vu
5011 Outer Reaches
5012 OverdrivePreamp
5013 P.A. Echo
5014 Page Three!
5015 Pan Chorus's
5016 Pandemonium
5017 Panner Delays
5018 Panning Delays
5019 Panning Sampler
5020 PanningDelays
5021 Pantry
5022 Paradigm Shift
5023 Parallel Delays
5024 Parallel Pedalboard
5025 ParticleAccelerator
5026 Pcm70 Concert Hall
5027 Pcm70 Sax Hall
5028 Pedal Shift
5029 Pentatonic Delight
5030 PercussBoingverb
5031 Perfect Trem
5032 Perpetual Motion
5033 Phantom & Reverb
5034 Phase Test
5035 Phased Voxverb
5036 PhaseRefraction1
5037 PhaseRefraction2
5038 Pianistick
5110 Piano (sustenudo)
5111 Piano Hall
5112 Piano Hall//ChrsDlys
5115 Pickers Paradise
5210 PillowVerb
5212 Pingchoruspong
5213 Pingcombpong
5214 Pingpong
5215 Pingringpong
5216 PitchtimeSqueeze
5217 PitchtimeStretch
5218 Plate > BandPass
5219 Plate Reverb
5220 PlaybackOnlySampler
5221 Plex-o-tronica
5222 Plug Puller Pro
5223 Polychorus
5224 Polymod Chorus
5225 Polymod Delay
5226 Polyonyx
5227 PolyReverse
5228 Polyrhythm 5/4
5229 PolyRingPre
5230 PolySwirl Tap
5310 PolytonalRythym
5311 PolytonalSurround
5313 Pop Up
5314 Precision Delays
5410 Preverberator
5411 Proximityverb
5412 Psychedelic Vocals
5413 PsychoGyroscope
5414 PsychoPanner
5421 Ptime Displacement
5422 Public Address
5423 Pulse Guitar
5424 Puppy Blender
5427 'Pure Phase' Phaser
5428 Pure St Comb Flange
5429 QuadPolyfuzz
5430 QuantizedDelays
5431 Radio Check
5432 Radio Compress
5434 Radio Mic
5435 Ramp Up/Ramp Down
5436 Ramp Verb
5437 Random Phaser
5438 Random Verb Long
5439 Real Call-in
5440 Real Chorus
5441 Real Chorus TNG
5442 Real Dialer
5443 Really Large Room
5444 ReelRoom
5510 Reflections
5517 Reich Loops 1
5518 Reich Loops 2
5519 Reso>Verb
5520 ResoMachine
5521 Resonant Chords
5522 Resonechos
5523 Reverb A2
5524 Reverb Suite
5525 Reverse Delay
5526 Reverse Nonlinear

H7600 Presets by Name

5527	Reverse Sampler
5528	Reverserize Hall
5529	ReverseTetra
5541	ReverseTetra
5542	Ribbon Delay
5610	Rich Chamber
5611	Ridiculous Room
5612	Ring Snareverb
5613	Ringdelays
5614	Ringtaps
5615	Ringworld
5616	Rise Or Fall Osc
5617	RMX Simu Ambience
5618	Robot Band
5619	Robot Voice
5620	Rock Vocals Rack
5621	Roey's Delay + Shift
5622	Roey's Verb + Rack
5709	Room > Bandpass
5710	Room Tones
5712	Room#24
5713	Room/Phone
5714	Roomy Hall
5715	Round & Round
5716	RoundRobin
5717	Rshift Displacement
5718	Samp & Hold Phaser
5719	Samp/Hold FM Lab
5720	Samp/Hold Smear
5721	Sample Curver
5722	Sample/hold
5723	SAMPLER (midikeys)
5725	SAMPLER (multi)
5726	SAMPLER (single)
5727	Sampler Filter Trig
5729	SAMPLER(multi)VERB
5730	SamplerAudioSwitch
5731	Satchelope Filter
5732	Satellites
5733	SatelliteSax
5734	Sax Chamber
5735	Sax Eq_Cmpr_VintDly
5736	Sax Plate
5737	Saxomaniac
5809	Scary Movie & Verb
5810	Sci-Fi Phaser
5811	Sci-Fi Phaser A
5812	Sci-Fi Phaser B
5813	Sci-Fiction Dlys
5814	Scratchy 33 RPM
5815	Searing Lead
5816	Second Dominion
5817	Seethy Two Reverb
5818	SemiClassic Squeeze
5819	September Canons
5820	Serial Delays
5821	Series Pedalboard
5822	Serpentine
5823	Sfx Filter/Compress
5824	Sharp Verb
5910	Shift To Nowhere
5912	Shifted Echoes
5916	Shifting Booth
6109	Shortwave Radio
6110	Siderialfuzz
6111	Simple Compressor
6112	Simple Equalizer
6113	Simple Moddelays
6114	Simple Panner
6115	Simple Samp/Hold
6116	Simple Sampler
6117	Simple Sampler
6210	SimpleDelays
6212	SimpleDiffusor
6213	SimplePingPong
6214	Singing Mouse
6215	Singularity
6216	Sizzle Verb
6217	Sizzler Plate
6310	Skew Loop 1
6312	Skew Loop 2
6314	Slap Nonlinear
6315	Slap Plate
6316	SlidingOnRazors
6318	Slight ChorusRoom
6321	Small Ambience
6324	Small Chamber
6325	Small Drumspace
6326	Small Sampler
6409	Smear
6410	SmearCoder
6411	Smpled Drums Rack
6412	Snare Plate
6413	Snare Plate//Inverse
6414	Soft'n Small Room
6415	Solid Traveller
6419	Solo Zapper Pro
6420	Sonar (409)
6421	Sonar Room
6510	SonicDisorderVerb
6511	Sound Truck
6512	Soundwave
6513	Space Station
6514	Speaking Harp
6515	SpectrumAnalyzer
6516	SplashVerb
6517	SplashVerb Maxsweep
6518	Splatter Guitar
6519	Split Delays
6520	Split Personality
6521	Springverb
6522	Square Tremolo Verb
6523	Square Tubes
6524	Squiggle Guitar
6525	SRV
6526	St BitDecimator
6527	St Delayed Flanger
6528	St Detuned Echoes
6530	St DistortionTwo
6610	St Framerate Conv
6611	St HyperTremolo
6612	St Metered Thru'
6613	St*10 Grafic Eq
6614	St*5 Band EQ
6615	St.Phaser & Reverb
6616	St.Plate+Chorus
6617	St.Undulator//AmsDmx
6618	St_Distortion
6619	'Static' Flanger
6620	'Static' Phaser
6621	Steeplechase
6622	Stepped Dshifter
6623	Stereo Backwards
6624	Stereo Chorus
6625	Stereo Chorus
6626	Stereo Comp>3band Eq
6627	Stereo Delays
6628	Stereo Delays
6629	Stereo Diffechorus
6641	Stereo Filter
6642	Stereo Flange
6643	Stereo Flange 1968
6644	Stereo Mic's W/Room
6645	Stereo Next Door
6646	Stereo Panner
6647	Stereo Phaser
6648	Stereo Plate
6649	Stereo Simulator
6651	Stereo Spreader
6652	Stereo Undulator
6653	Stereo*10 Grafic Eq
6661	Stereo*16 Grafic Eq
6662	Stereo*32 Grafic Eq
6663	Stereo*8 Grafic Eq
6664	Stereocopter (410)
6665	StereoDiffusor
6666	StereoizingPhaser
6667	Stereoshift
6710	Stormwatch
6711	Stratospherics
6712	StringPadFlanger
6713	StringRoom
6714	Strings Room
6715	StringTrio
6716	StTremolo//St10GrEQ
6717	StudioSampler_M
6718	StudioSampler_S
6719	Super Punch
6720	SuperDuckedDelays
6721	Surgery
6722	Swamp Guitar
6810	Sweep Filter
6811	Swell Verb 9
6812	Swept Band Delay
6813	Swept Plate
6814	Swept Resonance
6815	Swing Pong Delay
6816	Swinging Reverb
6910	Swirl Flanges
6911	Synthlike Filter
6912	Tablas Baba
6913	Tale From The Bulge
6914	Talking Dashboard
6915	TankAttack (411)
6916	Tapdelay Plex
6917	Tapdelay+Diffchorus
6918	Tapdelay+Verb
6919	Tape Echo
6920	Tape Echo/Deep Hall
7010	Tape Reverb
7013	Tapring Plex
7015	TarantulaSlap
7016	TarantulaTrem
7017	TC2290
7110	TC2290 Dyn Chorus
7111	TC2290 Dyn Flanger
7112	TC2290 Dyn Long Dly
7113	TC2290//TC1210
7114	Techno Clank
7115	Techno Phaser
7210	Telephone Suite
7211	Tempo Dly_Lfo Jig
7212	Tempo_Verb Jig
7213	Tesla Generator
7214	TexturalGuitar
7215	Texture 47
7216	The Ambience Kit
7217	The Buzz
7218	The Gyre
7219	Theremin
7220	Thick Ambience
7221	Third Dominion
7310	Three Band Compress
7311	Thru
7312	Thru AM Airwaves
7313	Thru Phone 1
7410	Thru Phone 2
7411	Tight Bandpass Mod
7412	Tight Snare Verb
7413	Tile Men's Room
7414	Tiled Room
7415	Timbre Factory
7416	TimerDly Jig
7417	Timesqueeze Gtr
7418	TimeSqueeze(R)
7419	Timestretch Gtr
7510	ToddsPedalShiftVerb
7511	Tomb/TV Speaker
7512	Tom's Acoustic Gtr
7513	ToneCloud
7514	Toonchamber
7515	Top 40 Compressor
7516	Traffic Report
7610	Treatment Two
7611	Trem + Delay
7612	Trem + RingPong
7613	Tremolo Lux
7614	Tremolo Rack
7615	Tremolo Reverb
7616	Trevor's Gtr
7617	Treys Filter
7710	Tri Band Chorus
7711	Tribal Bass
7712	Tribbles
7713	Triggered Reverse
7714	TrigLFO Pan, Trem
7715	TrigLFO St Flanger
7716	TrigLFO St ModFilter

H7600 Presets by Name

7810 TrigLFO St Phaser
7811 Triplets
7812 Trolls
7813 TruePhase Delay
7814 TruePhase Delay
7815 TrueStereoPhaser
7816 Turbulence
7817 TV In Next Room
7818 TV Suite
7819 Twang Guitar
7820 TweakVerb
7821 Two Band Crossover
7822 Two Delays
7910 Two Longelays
7911 Two Reversedelays
7912 Ufo (413)
7913 UK Ambience
7914 UK Bright
7915 UK Nonlinear
7916 Ultra AutoCorrect
8010 Ultra Cents
8011 Ultra Cents 2
8012 Ultra Diatonic
8013 Ultra Diatonic 2
8014 Ultra Diatonic 3
8015 Ultra Interval
8016 Ultra Interval 2
8017 Ultra Interval 3
8018 Ultra UserScales
8019 Ultra UserScales 2
8020 Ultra UserScales 3
8110 Ultratap 1
8111 Ultratap 2
8112 Undo Manifold
8113 Undoloop
8114 Undulate
8115 Union Station Verb
8116 Universal Matrix
8117 Universal Radio
8118 Univibe
8119 Unreelroom
8120 Up Banddelay
8121 Vai Shift 1
8122 Vai Shift 2
8210 Varispeed Sampler
8211 Verb Tester
8212 Verb>ArpResonators
8213 Vibra Pan
8214 Vibrato_S
8215 Vibropad
8216 Video Delay
8217 Vintage Delay
8310 Vintage St DuckDlys
8311 Virtual Pedalboard
8312 Vocal Chamber
8313 Vocal Chorusdelays
8314 Vocal Hall
8315 Vocal Sweeper
8316 Vocalflyer_M
8317 Vocalflyer_S
8318 VocalverbTwo
8319 Voder 13
8320 Voice Cracker
8321 Voice Disguise
8322 Voice Process Pro
8323 Voice Processor
8324 Vox Channel Strip
8410 Vox Double+Slap
8411 Vox Plate
8412 Vox Pro>VintDly
8413 Vox Shimmer
8414 Voxplate / Chorus
8415 VoxProcess_S
8416 Walkie Talkie
8417 Wammy_s
8418 WaPolyReverse
8419 Warm Shift
8420 Waterized
8421 Water-like
8422 Wavelab
8423 Waves Place
8510 WeKnowBeetBoxTrtMe
8511 We're A Big Crowd
8512 We're A Small Crowd
8513 Whirly Mellow
8514 Whispering Crowd
8515 White Noise
8516 White Queen
8517 Wicked
8518 Wide Hall
8519 Wide Room
8520 W-I-D-E Solo
8521 Wideshift
8522 Will-o-the-wisp
8523 WitchesDance
8524 With Warts In
8525 WonderfulBirds
8526 Wooden Mens Room
8527 Woosh Maker
8528 Wormhole
8529 YourHarmonyDevice
8530 Zipper Up

Banks and Presets

The H7600 does not use banks in the same way as the DSP4000 and Orville. However, the presets are arranged in such a way that the first two of the four digits of the preset number may be thought of as a bank number. Presets sharing this bank number will be similar in type or function. When the preset is selected on the Program screen, the bank name will be briefly displayed to give a clue as to the preset's genre.

1 Simple

List of banks and also basic Mute, Thru and Oscillator presets.

10 ***H7600 Banks*** ***96 2,2***

11 ***Mute*** ***96 0,0***
Nothing in, nothing out. That's all.

12 ***Thru*** ***96 2,2***
The preset's input is electronically connected to the output. Stereo in and out.

13 ***Oscillator (440)*** ***96 0,2***
{M} *General-purpose oscillator. On loading it is set to a 440 Hz sine wave for tuning. LFO (fm) allows addition of an offset and modulation. Output will clip above +12dB. Aliasing will be audible on triangular and square waves at higher frequencies. Nothing in, dual mono out.*

14 ***Note Oscillator*** ***96 2,2***
{Y} *A simple oscillator whose frequency is that of the chosen note. Stereo in, stereo out.*

2 Artist Bank

This bank includes some of the classic presets written by and for artists, using Eventide effects units.

210 ***Amp-u-lation*** ***96 2,2***
{EY} *Tube power amp/speaker emulation. This little guy can really do the trick of cleaning up harsh fuzz or to feed a P.A. Stereo in and out.*

211 ***AMS DMX Guitar*** ***96 2,2***
{PM}[G] *AMS emulation with parameters set for 'thickening' effect. Stereo in and out.*

212 ***AMS Lucky Man*** ***96 2,2***
{PDM}[K] *Vintage AMS type pitch and delay. Tweaked for the vocal performance. Stereo in and out.*

213 ***BackwardGarden3*** ***48 2,2***
{RDE}[GK] *Reverse 'type' sound via multitap and verb. Nice atmosphere. Summed in, stereo out.*

214 ***BadBadThing*** ***96 2,2***
{RDMCEY} *Vintage preamp >trem>delay>diffuse verb. Summed in, stereo out.*

215 ***Big Muff W/ Dead 9v*** ***96 2,2***
{E}[G] *As used by Mr. S.Vai. This preset has been modified with an attenuation so that speakers and ears are safe. To get the original quality of sound with all the gurgles, turn down your listening amp WAY DOWN !!! and put the 'atten' parameter all the way up. This is ADC converter overload. Sounds like its time to change that 9-volt battery in your distortion pedal. Distortion and EQ. Mono in, mono out.*

216 ***Enhancer*** ***96 2,2***
{RDE} *As used by Mr. Satriani. Slow chorus-like rotation and tight reverb effect. Full and warm. A very smooth and rich shimmer is added to your sound. This will not get in your way and adds a lot. Summed in, stereo out.*

217 ***Garden Halo*** ***48 2,2***
{RD}[G] *Reverse 'type' sound via multitap and verb. Nice atmosphere. Summed in, stereo out.*

218 Gorgeous Delay 96 2,2
{DE}[GV] Warm echoes provided by low pass filters. Stereo in and out.

219 ImpWave 96 2,2
{RD} A short lived impulse wave. Used as a thickener and imager. Summed in, stereo out.

220 Jan's ResoChords 48 2,2
{RDE}(TT) Resonant Chords feeding Hall verb. Door controls input level. 'Reso' sensitivity adjusts input level to resonators. Watch clipping. Dry level, verb sends from Dry and Resonators available. Each resonator has 2.4 sec delay and rhythmic subdivisions. Summed in, stereo out.

221 JP Em +3rd 96 2,2
222 JP Em +3rd/+6th 96 2,2
223 JP Em +6th 96 2,2
{P}[G](TT) Two voice diatonic shift. Summed in, stereo out.

224 Kill The Guy 96 2,2
{ME}[G] An extreme vocal wa effect. Summed in, stereo out.

225 Little Man 96 2,2
{PRE}[G] A plex loop with reverse shifters and filters inside. I think this little man is trying to say something. Summed in, stereo out.

226 Mandel Worlds 96 2,2
{PDM} Series crystals and sinuous chorused delay. Summed in, stereo out.

227 Maniac Filterpan 96 2,2
{MEY} Peak detection modulates an LFO > filter and panner. Stereo in and out.

228 Old Valve 96 2,2
{DEY}[GV] Valve simulation. Summed in, stereo out.

229 Panner Delays 96 2,2
{DM} Subtle modulation make these panning delays rich and smooth. Stereo in and out.

230 Random Verb Long 96 2,2
{P} Like the title says. This is one that you need to experience. Summed in, stereo out.

231 Satchelope Filter 96 2,2
{EY}[G] Dual envelope following filters. Summed in, stereo out.

232 SatelliteSax 96 2,2
{DM} Four delay lines, each panned by its own LFO. Also, each has another LFO modulating its delay. Stereo in and out.

233 Seethy Two Reverb 96 2,2
{REY} Envelope filters into reverb. Try it with bass and guitar. Stereo in and out.

234 SonicDisorderVerb 96 2,2
{PRD} This wild atmosphere is both unusual and extreme. A must listen. Summed in, stereo out.

235 Treys Filter 96 2,2
{EY}[G] Three parallel envelope filters and stereo mixing give a subtle effect. Summed in, stereo out.

236 Vai Shift 1 96 2,2
237 Vai Shift 2 96 2,2
{P}[G] Two independent pitch shifters, one for each channel. Stereo in and out.

238 W-I-D-E Solo 48 2,2
{P}[GV] Uses a lot of very small pitch shifts to widen the stereo image. Summed in, stereo out.

239 Water-like 96 2,2
{RDE}[GV] Basic rotating speaker effect with a little reverb. There's actually two speakers (high and low) and you can alter each to your taste. When you load this preset, the settings are for what we believe to be most natural. Summed in, stereo out.

240 Whirly Mellow 96 2,2
{DM} Smooth and swirling. Panning dry and delayed signals (tied to delay modulation) into a stereo flange. Stereo in and out.

241 Wicked 96 2,2
{REY} Clean preamp to reverb. Summed in, stereo out.

3 Basics

A collection of presets showing the fundamental effects capabilities of the unit. Delays, pitch shifters, reverbs, compressors, filters, equalizers… ready for any task.

310 ***2 Diatonicshifts*** ***96 2,2***
{PD} *A simple two channel two voice diatonic shifter. Stereo in and out.*

311 ***2 Pitchshifters*** ***96 2,2***
{P} *Simple pitchshifters. Stereo in and out.*

312 ***BasicRoom*** ***96 2,2***
{R} *Basic stereo reverb. Stereo in, stereo out.*

313 ***Compressor_2*** ***96 2,2***
{Y} *Two independent mono compressors. Dual mono in and out.*

314 ***Compressor_S*** ***96 2,2***
{Y} *Simple compressors. Stereo in and out.*

315 ***Diatonicshift_S*** ***48 2,2***
{PD} *Single parameter control of this two voice diatonic shifter. Stereo in and out..*

316 ***Dual Delays*** ***96 2,2***
{D} *Simple delays with separate params.. Stereo in and out.*

317 ***Simple Moddelays*** ***96 2,2***
{DM} *Two modulating delay lines. Stereo in and out.*

318 ***Stereo Delays*** ***96 2,2***
[D] *A stereo multitap, simple to control. Summed in, stereo out.*

319 ***Stereo Filter*** ***96 2,2***
{E} *Two filters with common controls. Stereo in and out.*

320 ***Stereoshift*** ***96 2,2***
{P} *Simple pitchshifters. Stereo in and out.*

321 ***TweakVerb*** ***96 2,2***
{R} *<diff>, <decay>,<rsize>, <hicut>, <depth> + <rate> are controlled by the <tweak> knob to select between 4 verb sounds the last being a 'User' slot with zero defaults. Stereo in and out.*

322 ***Dual*10 Grafic Eq*** ***96 2,2***
{E} *Dual 10 band EQ with separate controls. Choose freq, bandwidth (in octaves), as well as levels (in dB). Mast is an offset added to the boost. Stereo in and out.*

323 ***Stereo*10 Grafic Eq*** ***96 2,2***
{E} *Stereo 10 Band. Choose freq, bandwidth (in octaves), as well as levels (in dB)<mast> is an offset added to the boost. Stereo in and out.*

329 ***Simple Sampler*** ***96 2,2***
{S} *Basic single-take 85 second sampler. Stereo in and out.*

4 Beatcounter

These presets are based on a beat counter algorithm. Feed the left channel with the source you want to delay and the right channel with the time setting source, e.g. a snare drum. The unit will calculate the timing and ignore all figures like rolls and fills played in between. For panners and choruses the calculated time is converted into a frequency rate.

411 ***Gaspodes Dly_M*** ***96 2,2***
⇒ *mono*

412 ***Gaspodes Dly_S*** ***96 2,2***
⇒ *stereo*

{DME} *Simple delays, based on beat counter math.- see also in 'general descriptions. 1st input is used for trigger 2nd input feeds 1st delay - out1. 3rd input feeds 2nd delay - out2. Start hitting 'expert' menu, 'out status' switches the trigger channel to first output so you can monitor and adjust the gate. Stereo out.*

414 ***Gaspodes Pndly_M*** ***96 2,2***
{DME} *1st input is used for trigger 2nd input feeds delay - out 1,2 Mono delay with synched panner, based on beat counter math.- see also in general descriptions. Start hitting 'expert' menu, 'out status' switches the trigger channel to right output so you can monitor and adjust the gate. 'timing' parameter on the panner page relates to 'counted time' value. Dual mono in, stereo out.*

415 ***General Informations*** ***96 0,0***
General information on the "Beatcounter" suite of presets. Nothing in, nothing out.

5 Delays

This bank offers many useful delay based presets. Whether used for imaging effects, doubling, or long delay and poly-rhythms, there's something for all applications, including Eventide classic Reverse Delays.

Historical note: the first Eventide Digital Delay Line, the 1745 model, appeared in 1971, offering an impressive 200 ms of delay time in its expanded version, using a total of 980 shift register chips to achieve this. The H7600, in contrast, offers almost 260 seconds of storage at a 48KHz sampling rate !!

510 ***Delaytaps*** ***96 2,2***
{D}(TT) *Series delays. Summed in, stereo out.*

512 ***Demondelay*** ***96 2,2***
{D}(TT) *Very controllable multitap preset. Tweaked here as a reverse effect. Summed in, stereo out.*

513 ***Ducked Delays*** ***96 2,2***
{DY}[V](TT) *Repeating echoes that get out of the way for the input. Adjust `Delay' for rhythm, and `Duck' for sensitivity. Tunable version is `Dual Ducked Delay'. Switchable in, stereo out.*

514 ***DuellingDualDlys*** ***96 2,2***
{D} *Inputs are summed to mono then sent to four delays in parallel. Create your own polyrhythms. Stereo in and out.*

515 ***Envelope Taps*** ***48 2,2***
{D}(TT) *The tap envelope is formed from an attack multitap and a decay multitap. Summed in, stereo out.*

516 ***Four Delays*** ***96 2,2***
{DE}(tim) *Four delays (5 sec) with hicut filters. <master> params override individual channels. Stereo in and out.*

519 ***LongDelay*** ***96 2,2***
{DE}(tim) *Single 85 second delay line. Summed in, stereo out.*

520 ***MonoDelay*** ***48 2,2***
{DE}(tim) *Single 22 second delay line. Summed in, stereo out.*

521 ***Multitap Delay*** ***96 2,2***
{D} *A single delay line with many taps, each one with individual controls. Summed in, stereo out.*

522 ***Parallel Delays*** ***96 2,2***
{D}(TT) *Parallel delays. Stereo in and out.*

524 Pingpong 96 2,2
{D}(TT) Series delays. Summed in, stereo out.

525 Polyrhythm 5/4 48 2,2
{D}(TT) Lets you play with true polyrhythmic figures. Choose BPM, note values and # of repeats. Play a note get 5 against 4 out. Stereo in, stereo out.

526 Precision Delays 96 2,2
{D} Allows you to adjust delay in microsecond increments. One delay per channel. Stereo in and out.

527 Reverse Delay 96 2,2
{DE}(tim) Single 20 second reverse delay line. Summed in, stereo out.

528 Ribbon Delay 96 2,2
{D} Inputs are summed then sent to four delays in series. Nigel says 'they intertwine like a ribbon'. Independent control of delay times. Summed in, stereo out.

529 SimpleDelays 96 2,2
{D}(TT) Basic stereo delay line. Stereo in and out.

530 SimplePingPong 96 2,2
{D}(TT) Simple 'ping-pong' delay. Summed in, stereo out.

531 Smear 96 2,2
{D} -= Smear Filter =- Acts as a complex comb filter, but with no feedback to tank things up. Great for widening a mono source. Eight delay lines in series. Summed in, stereo out.

532 SuperDuckedDelays 96 2,2
{DEY}(TT) Dual ducked delays and EQ with plenty of control and visual feedback. Stereo in and out.

533 Two Delays 48 2,2
{DEY}(tim) Two delays (10 sec) with hicut filters. <master> params override individual channels. Stereo in, stereo out.

534 TruePhase Delay 96 2,2
{D} A variable amount of 'phase shift'. This is real phase shift in degrees and it applies to each frequency. You also have precision delay and feedback. Stereo in and out.

535 Two Reversedelays 96 2,2
{DE}(tim) Two reverse delays (10 sec) with hicut filters. <master> params override individual channels. Stereo in and out.

536 Video Delay 96 2,2
{D} This program will delay the input by a fixed number of video frame times. It can be used to, for example, compensate for the delay introduced by a Standards Converter or other video effects unit. Dual mono in, dual mono out.

6 Delays – Effected

Delays in this bank are enriched by many different effect types; you'll find combinations of delays and filters (Band Delays), resonators, combs, ring modulators, detuners and tremolos. Panning delays and ping-pong are here as well, together with some Vintage style echoes and ducking delays.

610 Banddelays 96 2,2
{DE}(TT) Parallel delays with filters. Stereo in and out.

612 Bandtaps 96 2,2
{DE}(TT) Series delays with filters. Summed in, stereo out.

615 Centering Echoes 96 2,2
{RDE} Multitap echoes that start at edges of the stereo field and move progressively closer to center as they decay. Mono in, stereo out.

616 ChordRezonator 96 2,2
Four Rezonant delays. The rezonant frequency of each one is set using the Note parameters. Create any chord you wish,or set all rezonators to the same value. Transpose notes by octave using the Octave parameter to create wider chord voicings. The freq parameter displays the fundamental frequency of each of the resonators.Use the Output parameters to set the quad panning position of each of the rezonators. Use the Input parameter to switch from stereo to Stereo input. Stereo in and out.

617 Clearmntn Claps 96 2,2
{D} A multitap specifically adjusted for claps. Summed in, stereo out.

618 Clearmntn Delays 96 2,2
{PDME}[GVDK](TT) More than your usual echoes. Has subtle filtering and shifting going on. Mono in, stereo out.

619 Combdelays 96 2,2
{D}(TT) Parallel delays with resonators.

621 Combtaps 96 2,2
{D}(TT) Series delays with resonators. Summed in, stereo out.

623 Detuned Band Delay 96 2,2
{PE} Eight bands of delay and detuner built in. Stereo in and out.

624 Down Banddelay 96 2,2
{DE} Twelve bands, each with a delay. Set for high frequencies first. Stereo in and out.

625 Latticework 96 2,2
Stereo in and out.

628 Mess With Stereo 96 2,2
{PDME}[V] The left/right input is converted to sum/difference. then, a number of modifiers act upon the signal. finally It is converted back to left/right. This gives some interesting stereo enhancements. Note: There is a slight delay in processing. Stereo in and out.

629 PanningDelays 96 2,2
{DMEY} Ten second delays with separate auto-panning. Envelope detection can be used to modulate the LFO. Output switch selects final routing. Stereo in and out.

631 ParticleAccelerator 96 2,2
{DME}(TT) Phaser and multitap create rapid fire delays that pan left to right. Summed in, stereo out.

632 Pingcombpong 96 2,2
{D}[GK](TT) Series delays with resonators. Summed in, stereo out.

633 Pingringpong 96 2,2
{PD}[GK](TT) Series delays with ringmods. Summed in, stereo out.

634 Ringdelays 96 2,2
{PD}[GK](TT) Parallel delays with ringmods. Stereo in and out.

636 Ringtaps 96 2,2
{PD}[GK](TT) Series delays with ringmods. Summed in, stereo out.

639 Samp/Hold Smear 96 2,2
{DM} -= Sample / Hold =- A cool Sample / Hold effect, but instead of a filter, we use 'Smear', some delay lines that act as a complex comb filter. Summed in, stereo out.

640 Trem + Delay 96 2,2
{PDM}[GK](TT) Combination Trem and RingPong. Summed in, stereo out.

642 Up Banddelay 96 2,2
{DE} Twelve bands, each with a delay. Set for low frequencies first. Stereo in and out.

651 Filtered Dlys 96 2,2
{DME}[VK](TT) Two delay lines with modfilters in their feedback paths. Stereo in and out.

654 Vintage Delay 96 2,2
{DME}(TT) Two vintage-sounding delay lines. Some modern control features are added. Stereo in and out.

655 Vintage St DuckDlys 96 2,2
{DMEY}(TT) Stereo Vintage Delays with ducking. Stereo in and out.

662 Reso>Verb 96 2,2
{RDE}(TT) Stereo Resonant Chords > Reverb. Door controls input level. Reso sensitivity adjusts input level toresonators. Watch clipping. Each resonator has 2.4 sec delay and rhythmic subdivisions. ResoLooping is also possible. Stereo in and out.

668 Mangling_Dlys 48 2,2
{DME}(TT) Four stereo pretaps delays > 2 moddelays >2 modfilters > 2 distort preamps. Lots of Tap Tempo syncs available. A great tool for all sort of spectacular delays alterations. Stereo in and out.

670 Easy TT Dlys&Filters 96 2,2
{DE}(TT) Simple Tap Tempo dual delay with bypassable post filters Stereo in and out.

671 Stereo Diffchorus 96 2,2
{RDE}(TT) Diffchorus >TT delays > hicut filters. Many combinations of diffused dlys with verb and modulation are possible. Stereo in and out.

672 Resonant Chords 96 2,2
{DE}(TT) Stereo Resonant Chords. Door controls input level. Reso sensitivity adjusts input level toresonators. Watch clipping. Each resonator has 2.4 sec delay and rhythmic subdivisions. ResoLooping is also possible. Stereo in and out.

7 Delays - Loops

This bank contains a number of looping presets based on the longdelay module. This module is only available in DSP A; the presets using it will thus only be loadable on DSP A.

This is a truly amazing collection really unique in the audio industry. You would need an array of several looping, processing and mixing units to try to achieve what some of these presets can do ! Others are not even possible outside of the Eventide platform. Here are some examples: pre and post loop pitch shifters, 4 speakers panning, rotating or reflecting loops, multi-track loopers, polyrhythmic and "canon" style loops, criss-cross feedback loops, real-time timesqueeze processed loops, reverb/delay post-processed loops, harmony shiftable loops.

A note on use:

Loops have Assign 2 patched to loop input level (volume pedal) by default. Make sure you have a volume pedal connected to rear panel Pedal 1 or 2 inputs or any midi real time controller patched to Assign 2.

710 Fractal Vortex 96 2,2
{DMY}[GVKX](tim) Cascade looper with envelope control of the looper's input mix. Its output is fed into a panner which sprays the effect into a stereo glide, fed also directly by dry input. Envelope bias adjusts sensitivity of modulation for the input/feedback mix of the looper. Loud signals add new audio to loop, decreasing level of old layers. Soft signals keep both in the loop. Echo balance: when set at min, the mix is all Echo 1, at max. it's all Echo 2. In between settings produce echo rhythm that change over time. Assign 2: floor door. Set feedback at 90/95%. Summed in, stereo out.

711 Helix Loops 48 2,2
{DY}[GVKXS](tim) Four 20 sec stereo loops. <loop#> chooses which pair sees input. Stereo in and out.

712 HelixManifold 48 2,2
{PRDCY}[GVKX](TT)(tim) 'helix loops' + effects. pitch>4 loops>verb>delays. Stereo in and out.

713 Levitation Alpha 48 2,2
{PRDMCY}[GVKXS](TT) BPM loop + effects. Stereo pitchshift (2 sec)>loop (80 sec) >verb>slap(2 sec). Pitch: has envelope shaping and is bypassable. Loop: vol pedal <mod2> is door to loop,so set <mod2> to high if you do not want this performance feature. Choose BPM, meter and # of measures forloop length. Slap: has source selection. Stereo in and out.

714 Levitation Beta 48 2,2
[GVKXS]{PRDMCY}(TT) BPM loop + effects Stereo reverseshift(10 sec)>loop(80 sec)>verb >slap(2 sec). Pitch: if mix is set to 0% then input to pitch is muted so youare not filling it with undesired data. Loop: vol pedal (mod2) is door to loop,so set mod2 to high if you do not want this performance feature. Choose BPM, meter and # of measures for loop length. Slap: has source selection. Stereo in and out.

715 Levitation Gamma 48 2,2
{PRDMCY}[GVKXS](TT) BPM loop + effects Sums (1+3 and 2+4) feed stereo diatonic shift >(2 sec)>loop (80 sec) >verb>slap(2 sec). Pitch: has envelope shaping external modulation <mod1>and is bypass-able. Loop: vol pedal <mod2> is door to loop, so set <mod2> to high if you do not want this performance feature. Choose BPM, meter and # of measures for loop length. Slap: has source selection. Stereo in and out.

716 Loop_timesqueeze 48 2,2
{PRDCY}[GVKX](TT)(tim) St loops > timesqueeze > verb. Loops crisscross feedback. Timesqueeze allows independent duration and pitch control. Stereo in and out.

717 Manifold Alpha 48 2,2
{PD}[GVKX] Non-sampler looping preset, this one has a shifter+32 sec loop+4sec slap. <door> is feed level to effect. <inmix> to Pitch 0=input, 100=Loop. <inmix> to Loop 0=input, 100=Pitch. Loop has a volume pedal before it set to mod2. Heel= no input, toe= <door> level. in+loop+pitch feed slap loop+pitch output left. slap output right. Summed in, stereo out.

718 Manifold Beta 48 2,2

{PD}[GVKX] Non-sampler looping preset, This one has a reverse shifter, 32 sec loop + 4 sec slap. <door> is feed level to effect. <inmix> to Pitch 0=Input, 100=Loop. <inmix> to Loop 0=Input, 100=Pitch. Loop has a volume pedal before it set to mod2. Heel= no input, toe= <door> level. in+loop+pitch feed slap loop+pitch output left. slap output right. Summed in, stereo out.

721 LongPanningDelays 48 2,2

{DMEY} Four long delays (43 sec) with separate auto-panning.Envelope detection can be used to modulate the LFO. input#1 feeds 1+3 input#2 feeds 2+4. Will load in DSP A only ! Stereo in and out.

722 PhaseRefraction1 48 2,2

{DY}[GVKXS](TT)(tim) Refracts left and right timing within this multitap loop. <skew> is added and subtracted to loop length. This alternates the phase of the left and right loop as: after/with/before/with etc. Stereo in and out

723 PhaseRefraction2 48 2,2

{DY}[GVKXS](tim) Refracts left and right timing within this multitap loop. <skew> is a multiplier of loop length. With a loop length of 4 sec and a <skew1> at 125 % the left loop plays back in time, but the right loop plays back at 5 sec then at 3 sec, then at 3 sec then at 5 sec. This alternates the phase of the left and right loop as: after/with/before/with etc. Stereo in and out.

724 Reich Loops 1 48 2,2

{DY}[GVKXS](tim) Four mono 35 sec loops + delays. Post loop delays 8 sec max. <loop#> chooses which loop sees input <timer equals> param selects how the math of the <t_delay> parameters work. Summed in, stereo out.

725 Reich Loops 2 48 2,2

{DY}[GVKXS](tim) Four mono 40 sec loops + delays. Post loop delays 8 sec max. <loop#> chooses which loop sees input <timer equals> param selects how the math of the <t_delay> parameters work. <ramp> parameters set speed and direction of ramps. Summed in, stereo out.

729 Skew Loop 1 48 2,2

⇒ *Skew is set in seconds.*

730 Skew Loop 2 48 2,2

⇒ *Skew is set as a percentage of loop length.*

{DY}[GVKX](tim) Stereo loops. Right loop has a <skew> amount parameter which adds that amount to its loop length. Max delay is 80 sec on left and 90 sec on right. Stereo in and out.

731 Undo Manifold 48 2,2

{PRD}[GVKX](TT)(tim) 'Undo Loop' + effects. pitch>loops>verb>delays. Stereo in and out.

732 Undoloop 48 2,2

{D}[GVKX](tim) Signal feeds a stereo 30 sec loop used as a buffer. If you like what you hear hit <merge>, If you don't hit <clear>. During the 'event' no new data can be input. Event duration equal to loop length. Stereo in and out.

733 YourHarmonyDevice 96 2,2

{PRDM}[GVX] Mono loop (max 10 sec) >3 shifters with pre-settable values>autopanner >verb. Build a sequence of chords with tune 1/2/3 parameters & step thru it with triggers or ext. triggers(Tip 2 & Ring 2). <assign1> is volume pedal to loop. <assign2> is loop feedback. Great 4 E-BOW pads!!! Loop a C Root tone & step thru chords while you solo on top. Summed in, stereo out.

734 4 Tracker#3 48 2,2

735 4 Tracker#4 48 2,2

⇒ *with pitches for each track.*

{DME}[G](TT) Choose between the four loops by hand or via <external1>. Simple displays help in this four track loop/recorder. Summed in, stereo out.

736 LongDelay_M 96 2,2

{DE} Single 85 second delay line. Summed in, stereo out.

737 Two Longelays 96 2,2

{DE} Two delays (40 sec) with hicut filters. <master> params override individual channels. Stereo in and out.

8 Delays – Modulated

A Bank offering a wide variety of modulated delays. Sophisticated stereo, multi-channel and 5.1 manipulations are also included. Here is where you'll find mono, stereo and multi-channel choruses, flangers, Leslie simulators, panning moddelays and many of their variations and enhancements, including some clever emulations of old favorites.

810 'Static' Flanger 96 2,2
{DM}[VK] Eight flangers modulated such that at any time four are going 'up' and 4 are going 'down'. The result is a flanger that doesn't really go anywhere... it just sounds 'flangey'. The effect takes a few seconds to kick in. The 'dry' signal is also delayed 1/2 the value of 'Depth'. Summed in, stereo out.

811 Allan's Chorus 96 2,2
{DME}[GK] Here's a rack with 8 digital delays with filtering, modulation, levels and panning for each of them. Dry sound is parallel to them. One of the secrets to a great chorus/delay sound is the random interactivity in their sweep patterns. A volume pedal is placed at the input of the structure. A very flexible algorithm. Summed in, stereo out.

812 Auto Tape Flanger 96 2,2
{DM}(TT) The real deal. This pup can sound like you're rocking the reels. Sweep delays parallel to fixed delays so you can go through zero. Stereo in and out.

813 Band Flanger 48 2,2
{DME}[VK] Input is divided into octaves and each octave is flanged separately. Decrease input gain to avoid distortion and increase output gain to compensate. Summed in, stereo out.

814 Chordal Swell 96 2,2
{DME}[G] Use your Assign1 as volume pedal for chords swells thru' this rack of 8 digital delays with filtering, modulation, levels and panning for each of them. Dry sound is parallel to them. A very flexible algorithm. Mono in, stereo out.

815 Chorusdelays 96 2,2
{DM}[GK](TT) Parallel delays with LFOs. Stereo in and out.

817 Chorused Cabinet 96 2,2
{RDME}[K] The sound of a miked speaker cabinet with a touch of modulating chorus. Summed in, stereo out.

818 Chorused Delays 96 2,2
{DM}[GVK](TT) Simple stereo chorus/delays. Left and right modulation mirror each other. When left mods up, right mods down. Stereo in and out.

819 Chorustaps 96 2,2
{DM}[GVK](TT) Series delays with LFOs. Summed in, stereo out.

821 Detune Chorus 96 2,2
{P}[GVK] Similar to 'Real Chorus' with lots of detuned echoes. Summed in, stereo out.

822 Drew'sThroatflange 96 2,2
{RDME}(TT) A deep negative resonant flange that adds a throaty quality to sounds. Sounds cool on drums as well. Summed in, stereo out.

824 DualChorus 96 2,2
{DM}(TT) Simple stereo chorus. Tweaked as chorus. Stereo in and out.

825 DualChorusDelays 96 2,2
{DM}(TT) Simple stereo chorus. Tweaked as sweeping delays. Stereo in and out.

826 Envelope Flanger 96 2,2
{DY} A flanger that is controlled by the level of the input. <attack> and <decay> control the response time. For something different, try LONG <depth>'s. Stereo in and out.

828 Flange Echoes 96 2,2
{DME}[VD](TT) Each of four flangers are panned and then feed a stereo echo.. Stereo in and out.

829 Flanged Delays 96 2,2
{DM} Two delays in which the echoes are flanged. Stereo in and out.

830 Hiccup Chorus 96 2,2
{DM} Eight chorusing delays into a stuttering tremolo effect. You can engage an external control to change the trem rate. Summed in, stereo out.

832 Leslie Simulator 96 2,2
{RDE}[K] Basic rotating speaker effect with a little reverb. There's actually two speakers (high and low) and you can alter each to your taste. When you load this preset, the settings are for what we believe to be most natural. Summed in, stereo out.

833 Pan Chorus's 96 2,2
{DM} Four delays are panned and swept with eight oscillators, creating a rich but tight field of voices. Stereo in and out.

834 Panning Delays 96 2,2
{DM} Four delay lines. Each is panned by its own LFO. Also, each has another LFO modulating its delay. Stereo in and out.

835 Pingchoruspong 96 2,2
{DM}(TT) Series delays with LFO's. Summed in, stereo out.

836 Polymod Chorus 96 2,2
{DM}[GK] Three sets of stereo delays with FM modulation of each set. This allows very rich modulation while smearing the sense of sweep patterns. Stereo in and out.

837 Polymod Delay 96 2,2
{DM} Tweak of 'polymod chorus' set for chorus and delays with subtle modulation patterns. Stereo in and out.

838 Pure St. Comb Flange 96 4,4
{DY} A flange modulated by the level of the input. Attack and Decay control response. Flange controls depth. The Flange is recombined with the INVERSE of the original signal. All that remains are the combs. Stereo in and out.

840 QuantizedDelays 96 2,2
{DM} These four parallel delays have user selectable bit paths to allow emulation of older style gear. 24 bit all the way down to one. Summed in, stereo out.

841 Real Chorus 48 2,2
{P} A simulation of having eight more of the input. Summed in, stereo out.

842 Real Chorus TNG 96 2,2
{PDMCEY} A simulation of additional musicians. Tuning*: How well they are in tune.* Timing*: How tight they are.* Hunting*: How fast they find the note. Best on single-note instruments. Note: some instruments don't hunt. (Keyboard, drums, etc..) Summed in, stereo out.*

844 Serial Delays 96 2,2
{DM}(TT) Stereo serial delays. Delay#1 represents a ganged stereo pair with opposing modulation directions. Ditto for #2. Stereo in and out.

845 Stereo Chorus 96 2,2
{DM}[GK] Eight moddelays, each with an LFO. Stereo in and out.

846 Stereo Flange 96 2,2
{DM}(TT) Two flangers with a common LFO. Run your sound through this preset for the proper mix. Stereo in and out.

847 Stereo Flange 1968 96 2,2
{DM}[GVDK](TT) Nice, stereo flange. There are separate delay controls but a common LFO. Stereo in and out.

848 StringPadFlanger 96 2,2
{DM}[G](TT) Flanger built from allpass modules. LFO modulates predelay time. Works well on midrange instruments such as string sections and synth pads. Dual mono in, dual mono out.

850 Swirl Flanges 96 2,2
{DM}(TT) Four flangers that also pan around you. Stereo in and out.

851 Tri Band Chorus 96 2,2
{DME}(TT) Just what the title says. Gives very rich and full chorusing and image as each frequency has its own fx path. Stereo in and out.

852 Undulate 96 2,2
{RDME}[GVK] A shimmery undulating delay constructed from 6 amplitude modulated delays and a complex feedback matrix. Summed in, stereo out.

862 St Detuned Echoes 96 2,2
{DME}(TT) Stereo delay lines with lowcut & hicut filters in the feedback paths. M_lowcut & M_hicut at 100% use the delays lowcut & hicut settings. Complex filtered polyrhythms and modulations are possible. Stereo in and out.

871 Dual 2taps Chorus 96 2,2
872 Dual 2taps Delay 96 2,2
873 Dual 2taps Echorus 96 2,2
{RDME}[GVK](TT) Each input feeds a diffusor (master) which feeds 2 parallel moddelays with filters and another diffusor in their feedback paths. Thick diffused polyrhythms are possible. Pre-delays diffusors parameters are in the master menu. Feedback diffusors are in the taps menus. Reduce input trim to -6/10dB with high feedback settings! Vintage sound for the connoisseur. Stereo in and out.

874 Stereo Chorus 96 2,2
{DM}[GK](TT) Classic stereo chorus with phase inverted sweep and TTempo mod rate. Stereo in and out.

875 Lucy In The Sky 96 2,2
876 Flanged Space 1 96 2,2
877 EchoMatic 96 2,2
878 Delays Matrix 96 2,2
879 AmbiClouds 2 96 2,2
880 Vibropad 96 2,2
{DME}(TT) Eight moddelays matrix with filters in their routable feedback paths. High feedback settings and matrix configurations can produce runaway feedback. Be careful. Summed in/stereo out.

9 Distortion Tools

One-of-a-kind distortion effects for just about any program material. Bit decimation, distortion preamps with curve morphing capabilities, multi-band distortion, hard filtering…

910 DesertPercussion1 96 2,2
{RDCEY}[GD] Polydriver>diffussion>delay. Delay lets you choose output path. Summed in, stereo out.

911 DesertPercussion2 48 2,2
{REY}[GD] St distortion> Diffchorus. Stereo in and out.

912 Neutralizer 48 2,2
{MEY}[G] St compressors > distortion > comb filter > gates > post EQ > modfilter. Stereo mixes mangler. Stereo in and out.

913 St BitDecimator 96 2,2
{E}[GKX] Bit decimation>filter>gate. Stereo in and out.

914 St DistortionTwo 48 2,2
{EY}[GKX] St comp>EQ>distortion>EQ. Stereo in and out.

915 St_Distortion 48 2,2
{EY}[GKX] St compressors > distortion > gates. Stereo in and out.

916 Comb Distortion 48 2,2
{DEY}[G] Comp>Eq>Comb>Distortion>Comb>Eq>Gate. Definitive distortion tool with: -pre and post 5 bands parametric eq -curves manual and remote morphing -pre comb for distortion character -post comb for alternate coloration Summed in/Mono out.

10 Dual Machines

Every preset in this bank contains two full blown stereo processors, ready for your tracking, mixing or FoH work.

1011 Band Dlys 4_Ambience 48 2,2
{RDE}[VK](TT) Four Band delays in parallel to reverb. Feeds from dry and dlys to verb are available. Stereo in and out.

1012 Dly>Phsr_Ambience 48 2,2
{RDMCEY}[GVK](TT) Vint DuckDlys> Phaser in parallel to reverb. Feeds from dry and dlys to verb are available.Stereo in and out.

1015 Dtune>Hall 48 4,4
{PRDMCE} Detuner in parallel to Vocal Hall. Feeds from dry and detuner to verb are available. Stereo in and out.

1017 DynoMyPiano>VintDlys 48 2,2
{DME}[GK](TT) Songbird/DyTronics Dyno My Piano Tri Stereo Chorus 1380 S replica in parallel to Vintage Delays. Sum I/Stereo O. Very popular chorus unit in early 80s. The 3 L/C/R LFO faders control progressive waveshaping of the modulation. <pullouts>: here are controls for the original knobs pullouts that enhance the spatial perception of each chorus line and engage feedback for flanging.

1019 FltDlys_Rich Chamber 48 2,2
{RDME}(TT) Filtered Dlys in parallel to Rich Chamber. Feeds from dry and dlys to verb are available. Stereo in and out.

1024 Vox Pro>VintDly 48 2,2
{PRDMCEY}[V](TT) Compr>eq>micropitch in parallel to verb. Vintage Dlys in parallel to post compr/eq signal and micropitch. Don't mix dry in. Use dry level as post compressor and eq level. Summed in, stereo out.

*These dual fx can store 10 tweaks. All params marked with a * are remembered by each tweak, which can be remotely recalled with a MIDI cc message and the tweak# knob. Set your pedalboard 10 switches to send the same MIDI cc#, with values 1 to10 to recall tweaks 1>10. A router selects dual mono or stereo input and trimming. Selectable mono-stereo in, stereo out*

1041 6 V Dlys & Verb 48 2,2
{RDME}[GVDK](TT) Six V Dlys & Reverb in parallel.

1042 Brass Plate//2vHarmo 48 2,2
{PRDCE}(TT) Brass Plate & 2v Harmonizer in parallel.

1043 ClrmntnDlys//EMTplt 48 2,2
{PRDMCE}(TT) Clearmountain Dlys & EMT Plate in parallel.

1044 Detune//VintageDlys 48 2,2
{PDME}(TT) Detune & Vintage Delays in parallel.

1045 Drum Plate//Top40Com 96 2,2
{RDCEY}[D](TT) Drum Plate & Top 40 St Compressor in parallel.

1046 DuckDlys//AMSDMXgtr 96 2,2
{PDMY}[G](TT) Ducked Delays & AMS DMX Guitar in parallel.

1047 Large Room//TapeEcho 96 2,2
{RDME}(TT) Large Room & Tape Echo in parallel.

1048 Midi Mpitch//Verb12 48 2,2
{PRM}(TT) MIDI St Micropitch & MIDI Reverb 12 in parallel.

1049 Piano Hall//ChrsDlys 48 2,2
{RDME}[K](TT) Piano Hall & Chorused Delays in parallel.

1050 Snare Plate//Inverse 48 2,2
{RDE}[D](TT) Snare Plate & Inverse Snare in parallel.

1051 St.Undulator//AmsDmx 48 2,2
{PDMY}(TT) Stereo Undulator & AMS DMX 1580S in parallel.

1052 StTremolo//St10GrEQ 96 2,2
{MEY}(TT) St Tremolo Lux & St 10 Graphic EQ in parallel.

1053 TC2290//TC1210 96 2,2
{DMY}(TT) 2290 & 1210 in parallel.

11 Dynamics

Fine tuned compressors, expanders, tremolos, noisegates, amplitude followers, mastering quality multiband compressors … all here in this bank.

1110 Amplitude Follower 96 2,2
{Y} Modulates the amplitude of one signal with another. The result is much like a triggered gate, except that the level of the modulated signal is ALWAYS proportional to the level of the modulator. Dual mono in, stereo out.

1111 Auto V/O Ducker 96 2,2
{DY} Smoothly fades music (or sfx) before voice or other 'priority' signal. No pumping, unaffected by input level over threshold. Includes one-second delay. Switchable in, mono out.

1112 Bigger Is Wider 96 2,2

{REY}[VD] Energy below 200 Hz (bass notes and male voices) triggers stereo width enhancement. Completely compatible: mono listeners hear original signal. Stereo in and out.

1113 Fm Trem 96 2,2

{MY}[GK](TT) Fm version tremolo. <sens> is fm sensitivity, triggered by a sum of input 1&2. <polarity> selects trem direction. Stereo in and out.

1114 Dual Compressors 96 2,2

{Y} Dual compressors. <master> params override all individual compressors. Stereo in and out.

1115 Dual Noisegates 96 2,2

Dual gates. Select the sidechain/trigger inputs at <master> menu. <master> params override individual gates. Stereo in and out.

1116 Omnipressor (R) 96 2,2

{DEY} This 'vintage' emulation comes directly from the source. Richard would be happy to share with you his foray into 'Vsig', our graphics editing package. His journey 'The Anatomy of a Preset', as well as Vsig itself, may be down loaded from our web site at eventide.com. Mono in, mono out.

1117 Perfect Trem 96 2,2

{MY}[GVK](TT) Retriggerable fm tremolo. Audio can retrigger the LFO so downbeats can set angle of waveform. Audio can also modulate the LFO to allow a faster or slower rate during decay. Stereo in and out.

1119 Dual Expanders 96 2,2

{Y} Stereo/dual mono expanders. <master> parameters control all channels simultaneously. Individual channel controls override masters. Stereo in and out.

1120 Bpm FM Trem 96 2,2

{MY} Bpm Version of Fm Trem. Sync or oppose L and R trems. Stereo in and out.

1121 Ramp Up/Ramp Down 96 2,2

{E} This preset gives you the ability to create audio fades in & out, either exponentially, linearly, or define your own envelope. Stereo in and out.

1122 SemiClassic Squeeze 96 2,2

⇒ *Has a knee and considerable overshoot.*

1123 Top 40 Compressor 96 2,2

{Y}[VD] A classic compressor topology is used in this algorithm. You can overload a little without harsh clipping. Dual mono in, dual mono out.

1124 Tremolo Lux 96 2,2

{MY}[GK] Tremolo with some envelope modulation. Has rate and tremolo depth. Stereo in and out.

1125 Comp(3bandFIR)_S 48 2,2

⇒ *Master parameters <m_> offset all bands as seen in graph.*

1127 Comp(4bandFIR)_S 48 2,2

⇒ *Note that crossover frequencies are bound to each other.*

1128 Comp(5bandFIR)_M 48 2,2

⇒ *Fixed at 2 octave bands. Summed in, mono out.*

{DEY} Through the use of FIR filters these multiband compressors keep phase coherent.

1133 St HyperTremolo 96 2,2

{D}[S](TT) Use LFO rate lower settings for standard trem effects, higher rates for lo-fi, psudo ring modulated, distorted sound. Change the relative phase of the 4 trems using the 'offset' control. This will give a wider effect. Stereo in and out.

1134 OffsetTrem 96 2,2

{D} Two Tremolo modules using the same LFO, whose Rate can be set between 0 and 20KHz! Use lower settings for standard trem effects, higher rates for lo-fi distorted sound. Change the relative phase of the trems using the TimeOffset control. This will give a wider effect. Create your own LFO shape using the Custom Waveform designer. Stereo in and out.

1140 Dual Comp>3band Eq 96 2,2

{EY} Dual mono Compr>3band Eq. Dual mono I/O.

1141 Stereo Comp>3band Eq 96 2,2

{EY} Stereo Compr>3band Eq. Stereo in and out.

1142 DI Compress 96 2,2
{DEY} A stereo compressor is followed by a compressor that limits a band or a shelving response. Use as a de-esser or other versatile frequency-conscious processor. The left two faders on the Main page are separate left & right input levels. First meter is compression, second is H.F. limiting. Output level adjust is on the right. Duplicate controls and meters are found on different pages for convenience. They will always match. 12dB of internal headroom is allowed for processing of full scale signals. Often you can just adjust the input levels to drive into compression. Press Parameter key for more info -> Stereo in and out.

12 Equalizers

This bank offers a wide selection of parametric and graphic equalizers, in mono and stereo. These presets are particularly useful in the digital domain, where pristine sonic clarity and sophisticated EQ control are often hard to achieve.

1212 FilterBank15 48 2,2
{E} Stereo Filter Bank. 15 4th order filters (24dB/oct) with up to -100 dB cut per band. Stereo in and out.

1213 FilterBank20 48 2,2
{E} Stereo Filter Bank. 20 2nd order filters (12 dB/oct) with up to -100 dB cut per band. Stereo in and out.

1214 St*10 Grafic Eq 96 2,2
{E} Stereo 10 band equalizer, with ganged controls for each band. Choose freq, bandwidth (in octaves), as well as levels (in dB) <Mast> is an offset added to the boost. Stereo in and out.

1216 Stereo*16 Grafic Eq 96 2,2
{E} Stereo 16 band equalizer. Choose freq, bandwidth (in octaves), as well as levels. <Mast> is an offset added to the boost. Stereo in and out.

1217 Stereo*8 Grafic Eq 96 2,2
{E} Stereo 8 band equalizer, with ganged controls for each band. Choose freq, bandwidth (in octaves), as well as levels (in dB) <Mast> is an offset added to the boost. Stereo in and out.

1219 Stereo*32 Grafic Eq 48 2,2
{E} Stereo 32 band equalizer, with ganged controls for each band. Choose freq, bandwidth (in octaves), as well as levels (in dB) <Mast> is an offset added to the boost. Stereo in and out.

1220 2*32 Grafic Eq 48 2,2
⇒ *<Mode> selects between stereo and dual mono operation*
{E} A dual channel 32 band equalizer. Choose freq, bandwidth (in octaves), as well as levels (in dB). <Mast> increases the overall level. Stereo in, stereo out.

1224 Dual*8 Grafic Eq 96 2,2
{E} Dual 8 band equalizer, with separate level controls for each band. Choose freq, bandwidth (in octaves), as well as levels (in dB). <Mast> is an offset to the boost. Stereo in and out.

1226 Dual*16 Grafic Eq 96 2,2
{E} Dual 16 band equalizer, with separate controls for each band. Choose freq, bandwidth (in octaves), as well as levels (in dB). <Mast> is an offset added to the boost. Stereo in and out.

1227 St*5 Band EQ 96 2,2
{E} This is a stereo five-band, fully parametric EQ with common controls. Stereo in and out.

1228 Dual*32 Grafic Eq 48 2,2
{E} Dual 32 band equalizer, with separate level controls for each band. Choose freq, bandwidth (in octaves), as well as levels (in dB). <mast> is an offset to the boost. Dual mono in, dual mono out.

13 Film – Atmospheres

A bank of magic sounds! Here's where imagination and sound design meet. Great "noise" or musical landscapes achieved through complex networks of multi-tap delays, ring modulators, long delays, EQ, reverse shifters, reverbs, clever multi-channel panning and imaging… from industrial via the space age to delicate "reverie" textures.

1311 BeyondTheStars 96 2,2
{PR}[XS] Ringmods>8detuners/plexverb. Unusual texture. Stereo in and out.

1315 Galaxy Borders 48 2,2
{PRE}[XS](TT) Starship Argon 576KWX gets out of Nebula 415, reaching the Galaxy Border... EQ > reverse shifters(10 sec) > verb. Try with longer delay settings. Stereo in and out.

1320 Singularity 96 2,2
{PR}[XS] Eight detuners set as a continuously downward atmosphere. Great for sparce source material. Stereo in and out.

1321 Stratospherics 96 2,2
{DM}[XS] Strange oscillating delays with modulation. Unusual rhythmic effect or ambiance if used with volume swells. Summed in, stereo out.

14 Filters

This bank offers a collection of static and modulated filters: was, formant "mouth-a-lators", harmonic enhancers, sample & hold filters, sweeps and synth-style filters, bandpass and crossovers. We have included many of our favorite effects here.

1411 Cup Mute 96 2,2
{DE} Simulates the sound of a trumpet-like bell with a cup mute. A generalized mod input is accepted to modulate the input on the fly. Hit parameter to get second page of parameters. Mono in, stereo out.

1412 Dual Modfilters 96 2,2
{MEY}[GVDK](TT) Dual envelope filters/wa/auto wa pedals. <masters> override individual channels. Env normally=lowpass, Wa normally=bandpass. Stereo in and out.

1413 EZ Leslie 96 2,2
{DMEY}[K] Leslie simulator with simple controls. Summed in, stereo out.

1416 Dual Filters 96 2,2
{E} <master> parameters override individual channels.

1417 Harmonic Enhance 96 2,2
{E} Brightens up signals when missing high end. Adds even harmonics above `Tune' frequency. Tap the Tune button to hear just enhancement. Dual mono in, dual mono out.

1418 Mouth-a-lator Two 96 2,2
{ME}[G](TT) Enhanced and optimized version of this classic Eventide preset. Select LFO or pedal as modulation source to feed this vocal wa effect. Summed in, stereo out.

1420 OrganicAnimation 96 2,2
{EY} Peak detection slightly modulates a bandpass filter to make vocals sound closer and more up front. <sens> adds gain to the detection circuit, adjust as needed. Mix in only enough to feel the effect when removed. Stereo in and out.

1421 Perpetual Motion 96 1,2
{DME} Many filter lines are modulated such that you always hear rising or falling resonance. Because of the mechanisms involved, the program distorts upon loading (sorry!). Mono in, mono out.

1425 Simple Samp/Hold 96 2,2
{ME}(TT) Simple stereo Samp/Hold filter. Stereo in and out.

1426 Sweep Filter 96 2,2
{ME}(TT) Simple stereo 'wa' filter. Stereo in and out.

1427 Synthlike Filter 96 2,2

{ME}[GVK] This is a resonant filter much like the ones found on analog synths. CUT & Q PAGE: The cutoff frequency of the filter can be adjusted as well as the resonance or Q. LFO PAGE: This page contains a knob to adjust the level of the LFO signal and a knob to adjust the frequency of the wave. The 2nd page is used to adjust the waveform type and duty cycle. ENVELOPE PAGE: This is a simple decay envelope tied to freq. cutoff. Threshold sets the input level at which it begins to decay, Decay sets the length of the decay and Level sets the amplitude of the env signal. FLT&GAIN PAGE: Enables a choice between lowpass or highpass mode, the order of the filter and control over the I/O gain. Stereo in and out.

1428 Tight Bandpass Mod 48 2,2

{DME} A very tight bandpass modulated by an LFO. Taps controls timbre. Summed in, stereo out.

1429 Two Band Crossover 96 2,2

{E} Two-band crossover Stereo in, stereo hi and low bands out. Stereo in, stereo out.

1430 Dual Env Filters 96 2,2

{MEY} Dual envelope filters/wa/auto wa pedals. <masters> override individual channels. Env normally=lowpass, Wa normally=bandpass. Stereo in and out.

1431 Dual Wa Pedals 96 2,2

{MEY}[G] Dual envelope filters/wa/auto wa pedals. <masters> override individual channels. Env normally=lowpass, Wa normally=bandpass. Stereo in and out.

15 Fix Tools

This bank includes presets to correct out-of-tune vocals and "Nem Whippers" created for Bob Clearmountain, used to precisely correct pitch in vocal tracks.

1510 Auto Pitch Correct 96 2,2

{P}[V] Automatically corrects any vocal that is within half a semitone of the correct pitch. Outside of this range it will pull to the next note. Note that this process will quantize the pitch of the signal (you do have control over the quantize factor) so be careful, as you may loose slides and inflection. Summed in, stereo out.

1511 Clrmtn's NemWhipper 96 2,2

⇒ *Summed in, mono out.*

1513 NemWhipper Dual 96 2,2

⇒ *Dual mono in, dual mono out.*

1514 NemWhipper Stereo 96 2,2

⇒ *Stereo in and out.*

{P}[V] This is a pitch shifter set up to allow precise correction of out-of-tune notes. Each of four selectable settings permits specifying of a maximum and minimum pitch shift limit, so the engineer can 'whip' the knob quickly to the desired degree of correction. without fear of overshooting.

1512 External Correct 96 2,2

{P}[V] Pitch shifter set up to enable the 'fix it in the mix' engineer to ride flat vocals with the pitch wheel of a MIDI keyboard, modulating the shifter +/- 100 cents. Summed in, stereo out.

16 Front Of House

A great group of presets crafted for "Front-of-the-House" work, including multi-fx networks, classic Eventide "Micropitch" thickeners, reverbs, delays, detuners, compressors…all you might need on your live mixing boards.

1610 Character Shift 1>2 96 2,2

{PM} A simple two voice detuner/shifter with a feedback loop feeding each voice back to the mono put.Each feedback loop has an integrated slew filter as an effective tool for characterization. Mono in, stereo out.

1611 Eq & Comp + Timer 96 2,2

{EY} A special live preset, designed for conferences with a close time schedule: 2 channels of EQ and compression with an independent timer function: Enter the desired amount of speech time and hit the 'start' soft key. When the time is over the back panel relays are switched. (see 'hookup' SOFT KEY) IMPORTANT:Timer has NO effect on audio! Audio chain includes two bands of parametric EQ plus sweep-able locut filter and linkable soft knee compressor for each channel. Switchable in, stereo out.

1613 KG's ColorHall 96 2,2
{RE}[VK] Unusual percussion reverb. designed special for live sound most features are self-descriptive. There are just two specials: 1: 3 different earlyrefl. times 2: <diffusion\colour>and<microdly> can color the sound of your verb HAVE FUN !!! Stereo in and out.

1614 L<->R Long 96 2,2
{DY} L<->R tap tempo delay, optional switchable to R<->L entered delay time (max 3000 mS) is the same for each channel, feedback controlis located at the end of the L-C-R chain. Optional ducker reduces the output level when input occurs, when the input stops the full effect occurs. Mono in, stereo out.

1615 L>detune / R>reverb 96 2,2
{PRDM} Left input : 2 voice shifter right input: tap tempo reverb size relation refers to early reflection density in relation to the reverb decay shifter is also summed to the rev input. Dual mono in, stereo out.

1616 L_C_R Long 96 2,2
⇒ *Optional ducker reduces the output level when input occurs, when the input stops the full effect occurs.*

1617 L_C_R Short 96 2,2
⇒ *. Optional gate reduces the output level when no input occurs, at short delay times great to thicken up a voice e.g.. for reverb.*
{D} Typical L-C-R delay, optional switchable to L-R entered delay is the amount for each channel, feedback control is located at the end of the L-C-R chain. Mono in, stereo out.

1618 MicroPitch (+/-) 96 2,2
{PM} Four voice micropitch grouped in sets of two, plus and minus the cents value & spread in stereo. Stereo in and out.

1619 Saxomaniac 48 2,2
{PME} One reverse shifter and a phaser in series per channel - tuned for sax A feedback loop allows you to create weird delays that can be panned as well. The phaseshifter at the end of the signal chain might add even more craziness than you are looking for- so switch it on ! ! Stereo in and out.

1620 2 Voice Vox Reverse 96 2,2
{PME}[V] Two reverse shifters with a feedback loop feeding each voice back to the mono input. Tuned for vocals. There is also a phase shifter at the end of the signal chain, modulated by two LFOs. Mono in, stereo out.

1622 2 Softknee Comps 96 2,2
{Y} Two soft knee compressors, linkable to a stereo pair. Stereo in and out.

17 Inst - Clean

Clean Preamp simulations with effects. We have used a guitar to set parameter values, particularly the EQ settings - feel free to adjust them to your needs. Preamp, compression, EQ and gate form the basic structure.

Volume Pedal is patched to Assign 1 as a default.

1710 Acoustic Gtr Rack 96 2,2
1711 Bass Rack 96 2,2
{PRDMCEY}[G] EQ>Compression>Chorus>Delay>Reverb followed by a stereo out mixer. DLY>VRB knob controls input to the reverb section. Mono in, stereo out.

1712 Biomechanica 96 2,2
{RDMCEY}[GVDKXS] Preamp>sample/hold filter>delay>verb. Summed in, stereo out.

1713 CleanPreamp 96 2,2
{EY}[GV] Clean preamp simulation. comp>EQ>vol pedal>gate. Summed in, dual mono out.

1714 Fermilab 96 2,2
{DMEY}[X] Preamp>phased multitaps. Summed in, stereo out.

1715 Gerrys Bass 99 96 2,2
{EY}[G] Bass rig : compressor into Eq, feeding a thickener and a fuzz. Tuner helps keeping life 'in tune.' Summed in, mono out.

1716 Hexentanz 96 2,2
{RDCEY}[GKS] Preamp>combtaps>reverb. Reverb has output selection. Summed in, stereo out.

1717 In Ovo 96 2,2
{PRDCEY}[GKS] Preamp>pingringpong>verb. Summed in, stereo out.

1719 Parallel Pedalboard 96 2,2
{PRDMCEY}[G] Parallel pedalboard Compressor >, pitch+ flanger +echo+reverb with pan controls. Summed in, stereo out.

1720 Piano (sustenudo) 96 2,2
{RDCEY}[K] Preamp>multitap>verb. Emulates the sustain pedal of a piano. <mod1> is the sostenuto pedal. Summed in, stereo out.

1721 Series Pedalboard 96 2,2
{PRDMCEY}[G] Series pedal board. Compressor>pitch> flanger>echo>reverb with pan control. Summed in, stereo out.

1722 Serpentine 96 2,2
{RDMCEY}[GKS] Preamp>fm chorus>verb. Output selection of the reverb, front, rear or both. Summed in, stereo out.

1723 The Gyre 96 2,2
{RDCEY}[GKS] Preamp>bandtaps>verb. Summed in, stereo out.

1724 Tom's Acoustic Gtr 96 2,2
{PDMCEY}[G] Subtle enrichment effect. As the name implies try it with acoustic guitar or guitar played with an acoustic feel. Summed in, stereo out.

1725 Twang Guitar 96 2,2
{RDMCEY}[G] Preamp>FM Trem>delay>reverb. Summed in, stereo out.

1726 Virtual Pedalboard 96 2,2
{PDME}[G] Rather than lug your pedalboard and rack into the studio, try this emulation. Six separate effects, each with individual controls. Mono in, mono out.

1727 White Queen 96 2,2
{PRCEY}[G] Preamp>dual crystals>diffusors. Summed in, stereo out.

18 Inst - Distortion

Our award winning Distortion module shows its many powers in this bank. By modelling analog distortion types based on a proprietary curve-fitting process, this module produces characteristics that are highly responsive to the input signal. Here a full blown preamp is coupled to many different fx variation, including modulateable filters, delays, choruses, ring modulators, reverbs, diffusors, shifters, inverse reverbs, time compression and tremolos. A great collection of unique textures and distortion tones.

Volume Pedal is patched to Assign 1 as a default.

1810 Arkham Distortion 48 2,2
1811 Atavachron 96 2,2
⇒ *Tweaked for distorted legato lines.*
{RDCEY}[G](TT) Preamp>tapdelay>reverb. Summed in, stereo out.

1814 Biomechanica Three 96 2,2
{DMEY}[G](TT) Pre>modfilter>pingpong. Summed in, stereo out.

1815 British Smash 48 2,2
{PRCEY}[G](TT) Preamp>crystals>diffusion. Summed in, stereo out.

1816 Carsultyal Steel 48 2,2
{PRDMCEY}[G](TT) Preamp>ringmod>tapdelay>diffchorus. Summed in, stereo out.

1817 Cyber Twang 48 2,2
{PRCEY}[G](TT) Preamp>crystals>reverb. Tweaked for over the top cyber gtr crunch. Summed in, stereo out.

1818 Desert Oboe 48 2,2
{RDCEY}[G](TT) Preamp>tapdelay>diffchorus. Summed in, stereo out.

1819 DesertDemon 48 2,2
{RDCEY}[G](TT) Preamp>demondelays>diffchorus. Summed in, stereo out.

1820 DesertMorpher 48 2,2
{RDMCEY}[G](TT) Preamp>tapdelay>diffchorus. Summed in, stereo out.

1821 Distortion Preamp 96 2,2
{EY}[G] Comp>dynamic distortion>EQ>vol ped>gate. Summed in, mono out.

1822 Dunwich Distortion 96 2,2
{RDCEY}[G](TT) Preamp>tapdelay>reverb. Summed in, stereo out.

1823 Electronica Gtr 48 2,2
{PRDMCEY}[G](TT) Preamp>loop/univibe/filtpan/verb. Summed in, stereo out.

1824 Fifth Dominion 48 2,2
{PRDCEY}[G](TT) Preamp>reverse shift>2tapdelay>verb. Summed in, stereo out.

1825 Flange + Verb 48 2,2
{RDMCEY}[G](TT) Preamp>flanger>reverb. Summed in, stereo out.

1826 Fuzack 96 2,2
⇒ *Tweaked for classic fusion gtr leads.*

1827 Fuzz 2002 96 2,2
{RDCEY}[G](TT) Preamp>tapdelay>reverb. Summed in, stereo out.

1828 GodSaveTheQueen 48 2,2
{PRCEY}[G](TT) Distortion>dshift>verb. Summed in, stereo out.

1829 Gothic 48 2,2
{RDCEY}[G](TT) Preamp>tapdelay>reverb. Summed in, stereo out.

1830 Harpshift 48 2,2
{PRDCEY}[G](TT) Preamp>multishift>verb Feedback from non shifted delay. Summed in, stereo out.

1831 Jeff Thing 96 2,2
{RDCEY}[G](TT) Preamp>tapdelay>reverb. Summed in, stereo out.

1832 Mercury Cloud 48 2,2
{RDCEY}[G](TT) Preamp>multitap delay>ducked reverb. Summed in, stereo out.

1833 Multishift + Verb 48 2,2
1833 Multishift + Verb 96 2,2
{PRCEY}[G](TT) Distortion>shift>verb Summed in, stereo out.

1834 Polychorus 48 2,2
{PEY}[G] Preamp>polychorus emulation. Summed in, stereo out.

1835 Ptime Displacement 48 2,2
{PRCEY}[G] Preamp>random pitchtime. Summed in, stereo out.

1836 Rshift Displacement 96 2,2
{PRCEY}[G](TT) Distortion>random shift>verb Summed in, stereo out.

1837 Splatter Guitar 48 2,2
{PRCEY}[G](TT) Preamp>crystals>reverb. Tweaked for over the top cyber guitar crunch. Summed in, stereo out.

1838 Square Tubes 96 2,2
{RDCEY}[G](TT) Preamp>tapdelay>reverb. Summed in, stereo out.

1839 SRV 96 2,2
{RDCEY}[G](TT) Preamp>tapdelay>reverb. Tweaked for those soulful front pickup blues tones. Summed in, stereo out.

1840 Swamp Guitar 48 2,2
{RDMCEY}[G](TT) Preamp>tapdelay>reverb. Summed in, stereo out.

1841 TarantulaSlap 96 2,2
{RDMCEY}[G](TT) Preamp>delay>reverb. Summed in, stereo out.

1842 TarantulaTrem 48 2,2
{RDMCEY}[G](TT) Pre/fm trem/taps/diffusion/slap. Summed in, stereo out.

1843 Timesqueeze Gtr 48 2,2
{PRCEY}[G](TT) Preamp>pitchtime>verb. Summed in, stereo out.

1844 Timestretch Gtr 48 2,2
{PRCEY}[G](TT) Preamp>pitchtime>verb. Summed in, stereo out.

1845 Trevor's Gtr 96 2,2
{RDCEY}[G](TT) Preamp>tapdelay>reverb. Summed in, stereo out.

1846 Tribal Bass 48 2,2
{PRDMCEY}[G](TT) Distortion preamp>shift>verb. Summed in, stereo out.

1847 Will-o-the-wisp 96 2,2
{RDCEY}[G](TT) Preamp>tapdelay>reverb. Summed in, stereo out.

1848 WonderfulBirds 48 2,2
{PRDCEY}[G](TT) Preamp>reverse shift>2tapdelay>verb. Summed in, stereo out.

19 Inst - Fuzz

Fuzz type distortion achieved with different techniques from the presets in the previous bank. As with all Eventide processors, you can easily generate several dozens of effects from any one of these presets. Here you'll find just about any paradigm and variation of fx processed fuzz, being able to project this classic sound into the future, creating tones not available on any other product.

Volume Pedal is patched to Assign 1 as a default.

1910 Biomechanica Two 96 2,2
{DMEY}[G] Fuzzpre>modfilter>pingpong. Deep modulating filter sweeps between <freq> and <fmod>with a 2nd LFO ramping the depth to get this synth like filter effect. Control as rhythmic values as well as Hz/mS. Stereo in and out.

1911 Bit Desert 1 96 2,2
1912 Bit Desert 2 96 2,2
{RDMCEY}[G](TT) Bit decimation preamp > tdelay>diffchorus. Summed in, stereo out.

1913 BitDecimationPreamp 96 2,2
{EY}[G] Compressor> bit decimation>EQ>volume pedal>gate. Bit decimation down to one bit. Summed in, mono out.

1914 Bits Cruncher 96 2,2
1915 Bits Smasher 96 2,2
{RDCEY}[G] Quantizing fuzz pre > diffusion/delays. Summed in, stereo out.

1916 Black Queen 96 2,2
{PRCEY}[G] Fuzz pre>dual crystals>diffusors. Summed in, stereo out.

1917 Chorus Smear 96 2,2
{RDMCEY}[G] Overdrive preamp>four moddelays>verb. Summed in, stereo out.

1918 Cloudfuzz 96 2,2
{RDCEY}[G] Fuzz pre>pingpong>simple diffusor. Summed in, stereo out.

1919 Eel Guitar 96 2,2
{DMEY}[G] Overdrive>fm chorus. Summed in, stereo out.

1920 First Dominion 96 2,2
{RDCEY}[G] Fuzz preamp>2tapdelay>verb. Summed in, stereo out.

1921 FuzzPreamp 96 2,2
{EY}[G] Fuzz preamp simulation. comp>EQ>fuzz>EQ>vol pedal>gate. Summed in, dual mono out.

1922 Grieving Tube 96 2,2
{DMEY}[G] Wa>fuzz pre>2 tap delay. <Assign1> is the wa pedal. Summed in, stereo out.

1923 Grundulator 96 2,2
{PDMCEY}[G](TT) Bit decimation preamp > undulator. Summed in, stereo out.

1924 Harmonicon 48 2,2
{PRDCEY}[G] Fuzzpreamp>wammy>2tapdelay>verb. With its long delay settings and short wammy this is great for creating long washes and overlaps. Summed in, stereo out.

1925 Larynxfuzz 96 2,2
{DEY}[G] Fuzzpre>env filter >pingpong. Summed in, stereo out.

1927 OverdrivePreamp 96 2,2
{EY}[G] This preamp simulation is more reactive to the dynamics of your playing than "FuzzPreamp." Summed in, mono out.

1928 Pandemonium 48 2,2
{DEY}[G] Combination of fuzz preamp and demon delay. An aggressive reverse type sound. Summed in, stereo out.

1929 Paradigm Shift 96 2,2
{PEY}[G] Fuzz preamp>dual shifter. Summed in, stereo out.

1930 Pedal Shift 96 2,2
{PRCEY}[G] Overdrive preamp>shift>verb. Pedal crossfade between preamp and shifted signal. Verb <output> selectable front, rear or both. Summed in, stereo out.

1931 Ringworld 96 2,2
{PRCEY}[G] Fuzzpreamp>simple ringmods>verb. Great for non-delay ringmod sounds. Summed in, stereo out.

1932 Satellites 96 2,2
{PDCEY}[G] Fuzzpre with 'circle ringtaps'. Summed in, stereo out.

1933 Second Dominion 48 2,2
{PRDCEY}[G] Fuzzpreamp>wammy>2tapdelay>verb. Summed in, stereo out.

1934 Siderialfuzz 96 2,2
{DMEY}[G] Combination of "FuzzPre" and "SerialDelays." Summed in, stereo out.

1935 Squiggle Guitar 48 2,2
{PRCEY}[G] Fool' em with your newfound dexterity forward or backwards. Fuzz preamp>speed changer effect>verb. Summed in, stereo out.

1936 Third Dominion 48 2,2
{PRDCEY}[G] Fuzz preamp with wa+wammy> reverse shifter (20 sec)>slap (2 sec)>verb. Select verb out to front, rear or both. Summed in, stereo out.

1937 Turbulence 96 2,2
{DMEY}[G] Fuzz preamp>fm chorus. Output selection of the second set of delays, front, rear or both. Summed in, stereo out.

1938 Wideshift 96 2,2
{PEY}[G] Overdrive>multishift. Set as a widening detuner. Summed in, stereo out.

20 Inst - Polyfuzz

Multiband distortion manipulation yields such intriguing results that you really need to spend some time on this path. Aside from sounding good by themselves, the results one gets by combining these presets with auxiliary equipment can't be stressed enough. As with all harmonic manipulations, your ears alone can lead you. The combination of playing style, source material, direct vs. post-preamp, headphones vs. monitors or guitar cabinets, etc. all play a major role in the perception of these sounds. Chordal work sounds incredibly differently here, thanks to separated bands of distortion and multi-channel panning enhancements.

Volume Pedal is patched to Assign 1 as a default.

2010 DesertVoices 96 2,2
{REY}[G] Combination of 'GobiGuitar' and 'ChoralWindVerb'. Summed in, stereo out.

2011 Eurhetemec 48 2,2
{REY}[G] E-z polyfuzz>verb. <Assign1> is volume pedal.. Verbs output selectable. Summed in, stereo out.

2012 EZPolyfuzzBandelay 96 2,2
{DE}[G] Ez version of 'PolyfuzzBandelay.' Summed in, stereo out.

2013 GobiGuitar 96 2,2
{RDCEY}[G] Polydriver>diffussion>delay. Delay lets you choose output path. Summed in, stereo out.

2014 Horrormonics 96 2,2
{DMEY}[G] Great for harmonics. Summed in, stereo out.

2015 Hyperstrings 96 2,2
{REY}[G] Ez polyfuzz with diffusors set to 'imply' a bowed attack. Summed in, stereo out.

2016 Polyonyx 48 2,2
{DMEY}[G] Comp>polyfuzz>delays. With several ganged parameters this one gives a lot of flexibility while still being (relatively) easy to handle. Gates on the fuzz as well as on the delays allow lots of enveloping possibilities. Lets you really fill the space. Summed in, stereo out.

2017 PolyReverse 48 2,2
{PRCEY}[G] Polyfuzz>reverse shift>verb. Output switching on verb. Summed in, stereo out.

2018 PolyRingPre 48 2,2
{PEY}[G] Compression, PolyFuzz and ringmods. Summed in, stereo out.

2019 QuadPolyfuzz 96 2,2
{E}[G] Polyfuzz with gates for each band. Summed in, stereo out.

2020 SlidingOnRazors 48 2,2
{PRCEY}[G] Wammy, Wa, PolyFuzz, detuners and Verb. Pre and effects out 1/2, verb out 3/4. Stereo in, stereo out.

2021 Surgery 48 2,2
{DMEY}[G] A four band (poly) process with: filter/ comp/ fuzz/ filter/ volume pedal/ gate/ delay/ mixer. Allows precise tonal coloration for each band. Summed in, stereo out.

2022 WaPolyReverse 48 2,2
{PRCEY}[G] Polyfuzz(with wa)>reverse shift>verb. Output switching on verb. Summed in, stereo out.

21 Inst - Surround

A magic guitar sounds collection that without doubt demands the use of "quad" speakers. This bank offers different takes of our Distortion preamp, coupled with classic Eventide effects spread in the listening space around you. From intense rhythmic delays and shifters to ambient diffusors, delays and reverbs. Such is the beauty pouring out of your speakers!

Volume Pedal is patched to Assign 1 as default.

2110 AcousticAmbience1 48 2,2
{PRDMCEY}[GS](TT) Preamp>choir>reverb. Summed in, stereo out.

2111 AcousticAmbience2 48 2,2
{PRDMCEY}[GS](TT) Preamp>choir>diffusion. Summed in, stereo out.

2112 Ambient Guitar 1 48 2,2
2113 Ambient Guitar 2 48 2,2
{PRDCEY}[GS](TT) Pre > t_ring plex. Summed in, stereo out.

2114 ColorSlapGuitar 48 2,2
{PDMCEY}[GS](TT) Preamp > color delays. Summed in, stereo out.

2115 Crafty Ensemble 48 2,2
2116 Crafty Ensemble2 48 2,2
{PDCEY}[S](TT) Preamp>diatonicshift. Summed in, stereo out.

2117 DesertDistortion 96 2,2
{RDCEY}[GS](TT) Preamp > diffusion/delays Summed in, stereo out.

2118 Jhaniikest 96 2,2
{RDMCEY}[S](TT) Preamp > t_delay plex. Summed in, stereo out.

2119 Oobleck 48 2,2
{PDMCEY}[S](TT) Preamp > colortap delays. Summed in, stereo out.

2120 Outer Reaches 48 2,2
{PRCEY}[S](TT) Preamp>diffchorus>reverseshifts. Summed in, stereo out.

2121 Pianistick 48 2,2
{RDCEY}[GS](TT) Preamp>sostenuto>reverb. Summed in, stereo out.

2122 PolytonalSurround 48 2,2
{PDCEY}[S](TT) Preamp>polytonal rhythm. Summed in, stereo out.

2123 Pulse Guitar 96 2,2
{RDMCEY}[GS](TT) Preamp > t_delay plex. Summed in, stereo out.

2124 Octalchorus 96 2,2
{DMEY}[S] Preamp > 8 parallel moddelays. Summed in, stereo out.

2126 Octalswell 96 2,2
{DMEY}[S] Preamp > 8 parallel moddelays. Use the volume pedal to swell these chorusing delays. Summed in, stereo out.

2127 RoundRobin 48 2,2
{PDCEY}[S](TT) Preamp> long diatonic shifters. Summed in, stereo out.

2128 Solid Traveller 48 2,2
{PRCEY}[GS](TT) Preamp>diffchorus>reverseshifts. Summed in, stereo out.

2130 TexturalGuitar 96 2,2
{DMEY}[GS](TT) Preamp > chorustap delays. Summed in, stereo out.

2131 WitchesDance 96 2,2
{DEY}[S](TT) Preamp>combtaps. Summed in, stereo out.

2132 With Warts In 96 2,2
{RDCEY}[S](TT) Distortion pre > diffusion/delays Summed in, stereo out.

22 Manglers

When you need something to seriously alter the audio quality and other aspects of your tracks…this is the bank where you should look !!

2210 Bad Acid Jumble 96 2,2
{D} Messes up the input signal. Delay *controls how frequently Jumble changes.* Disjoint *controls how incomprehensible the result is. Try it out on spoken word for laughs. Stereo in and out.*

2211 Evil Distortion 96 2,2
{E}[G] Distorts the holy hell out of your input by folding the negative portion of the signal to the positive side, readjusting the 'Process' *gain to make part of the signal negative again, and repeating the foldover process.* 'Sections' *determines how many times this happens. Use the filters to zero in on cool sounds. Summed in, mono out.*

2212 Gerrys Mangler 96 2,2
{M}[GS](TT) Four channel 'hard' trem effect. Stereo in and out.

2213 Growl 96 1,2
{MY} An old favorite from modular synthesizer days. An envelope follower modulates the speed of an LFO that is chopping the signal. Mono in, stereo out.

2215 DigiDegrader 96 2,2
{MEY}(TT) An LFO driven 24 steps programmable look-up table changes bit depth & sample rate. Dithering is also available. For personal programming set t_rate *to off and use the step# knob to program the tables for sample rate and output bits. A stereo modfilter, swept by input env, LFO or* pedal1, *completes the nasty job. Watch levels and extremely low bit depth. Stereo in and out.*

2216 Dist-o-rt Maniac 48 2,2
{PRDCEY}(TT) Comp>Eq>Comb>Distortion>Comb>Eq>Gate> Crystals>Diffusor. Tweaked with single coil rear pickup. Definitive distortion tool with -pre and post 5 bands parametric eq -curves manual and remote morphing -pre comb for distortion character -post comb for alternate coloration. Summed in/Stereo out.

23 Mastering Suite

These sophisticated dynamics programs come from the "Masderring Lab" Library, created by the inventor of the "Distressor™." They are designed for stereo digital I/O and set for your two track mixes as well as being very useful for individual sources. These presets will often allow complex mastering operations to be performed on the H7600 alone, saving the expense of otherwise little-used outboard equipment.

2310 Bigger And Brighter 96 2,2
{EY} NOTE: Cut low freq to prevent pumping. The left two faders are separate left and right input levels. First meter is compression, the 2nd is limiting. An output level adjust is on the right. A stereo compressor is preceded by a selectable EQ, followed by a limiter and 5 section EQ. The compressor can be frequency conscious using expert parameters. Stereo in and out.

2311 Class A Distortion4 96 2,2
{EY}[G] This is a 2nd harmonic generator. A Low Pass circuit must be used to limit input bandwidth to distortion cell to prevent aliasing. The left two faders are separate left and right input levels. The fader on right is output level. Meter 1 indicates left distortion (THD) meter 2 the right Use amt fader to control 2nd harmonic distortion. Stereo in and out.

2312 Compress & De-ess 96 2,2
2313 Compress Highs Only 96 2,2
2314 Dirty Master Box 4 96 2,2
2315 Fatten The Bass 96 2,2
2316 Grunge Compress 96 2,2
2320 Radio Compress 96 2,2

{DEY} A stereo compressor is followed by a compressor that limits a band or a shelving response. Use as a de-esser or other versatile (turn knob right) frequency conscious processor. The left two faders on the Main page are separate left & right input levels. First meter is compression, the 2nd is H.F. limiting. Output level adjust is on the right. Duplicate controls & meters are found on different pages for convenience. They will always match. 12dB of internal headroom is allowed for processing of full scale signals. Often you can just adjust the input levels to drive into compression.

The unit must be 100% wet or in Studio (no mix) mode for proper, comb free operation. Designed for use in digital domain. This preset is set up so the first compressor gently works on the source while the D-S part does its job limiting the high frequency in a band centered on 9 kHz.

For Dat to Dat mastering. Hook output of source dat (either AES or SP/DIF) to system's Digital inputs. Hit Setup to change audio mode (turn knob right->) to the desired AES/EBU or S/P DIF inputs and outputs. Connect digital output of system to destination Dat with unit in record pause. System will indicate it is receiving digital input under setup/audio page.

For Hard Disks Editors. After editing, it is usually more flexible to go from HD through the system back to destination Dat. 44.1 or 48kHz. This EQ is before compression. Fader to right of De-Essing> is high freq balance. Stereo in and out.

2317 Manual Tape Flange2 96 2,2

{D}[GVDK] Rock the Knob to get the flange. Old style flanger. Dual mono in, dual mono out.

2318 Masderring Lab 22 96 2,2
2319 Radio Check 96 2,2

{EY} NOTE: Cut low freq to prevent pumping. The left two faders are separate left and right input levels. First meter is compression, the 2nd is limiting. An output level adjust is on the right. A stereo compressor is preceded by a selectable EQ, followed by a limiter and 5 section EQ. The compressor can be frequency conscious using expert parameters. Stereo in and out.

24 MIDI Keyboard

A bank of MIDI keyboard controlled FX - from harmony to resonance, tremolo, harmonics extraction…

2410 Midi Harmony 96 2,2

{PM}[K] Four pitch shifters into a stereo mixer. Can play 4 part harmony when used with MIDI keyboard. Full ADSR. Mono in, stereo out.

2411 MIDI Monitor 96 0 ,0

MIDI Note Number Translator and Display. This displays the last MIDI note received by the H7600 in several useful ways: As MIDI Note Number, Cents (above MIDI note 0), frequency and Period. Use this module when creating presets which use MIDI note input to control Parameters. Use Cents to control Pitch modules, use frequency to set values for modulation effects use Period to set values for delay times (useful for resonant delays) In some cases, you may wish to multiply the values coming from this module in order to get them into a useful range for your purposes. Nothing in, nothing out.

2412 Midi Pitch Delay 96 2,2

{D}[KS] Makes inharmonic sounds harmonic! Notes controlled from a MIDI keyboard. ADSR controls dynamics. Speed controls how fast notes change. Fb controls feedback. Stereo in and out.

2414 Midi Sine Ring Mod 96 2,2

[KS] Ring mods the input signal with a sine wave controlled from a MIDI keyboard. Speed controls how quickly the sine wave changes freq. Stereo in and out.

2415 MIDI Tremolo 96 2,2

[KS] Four Tremolo modules. The rate of each one is set by the pitch of the incoming MIDI note(s). This preset requires incoming MIDI notes. The tremolo rate will be the same as the fundamental frequency of the incoming MIDI note. Use the TremRate *display to view the rate of the tremolos. If you find that the incoming MIDI notes are setting your tremolo rates too fast, use the* freqMult *parameter to scale the LFO rates up or down to your liking. High* freqMult *settings and high MIDI notes yield a distorted LoFi sound while lower notes and lower settings give more typical Tremolo effects. Use various MIDI intervals to create musically interesting tremolo effects: Playing an octave yields two Tremolos with a 2:1 ratio between their rates. Perfect fourths yield a 3:4 ratio. Create your own LFO shapes for each Tremolo using the Tremolo parameters. Change how MIDI notes are assigned to the Tremolo speeds using the* MIDI Mode *parameter. Use output panners to set the panning of the 4 tremolos. Use the Input parameter to switch from stereo to Stereo input. Stereo in and out.*

2416 MidiHarmonixExtract 48 1,2

[KS] Extracts the harmonic content of a note played on a MIDI keyboard from the input signal. Speed *controls how fast the 'extracting' note changes. Mono in, stereo out.*

2417 MidiWaveformImpose 96 2,2

{E}[KS] Sets the center freqs of 24 bandpass filters to the first 24 harmonics of a note played on a MIDI keyboard. MIDI parameter sets channel. Speed controls how fast notes change. Increase PeakQ *to highten 'note' effect. Mono in, stereo out.*

2418 QuadOffsetTrem 96 2,2

{D}[KS] Four tremolo modules. All use the same LFO. LFO Rate can be set between 0 and 20KHz! Use lower settings for standard trem effects, higher rates for lo-fi distorted sound. Change the relative phase of the 4 trems using the TimeOffset *control. This will give a wider effect. Create your own LFO shape using the Custom Waveform designer. On the In/Out page you can set the output panning of each of the Tremolos and select from either Stereo or Stereo input. Stereo in and out.*

2419 SetNoteRezon 96 2,2

[KS] Four Resonant delays. The resonant frequency of each one is set by the incoming MIDI notes. This preset requires incoming MIDI in order to function properly. Use the panners to set the quad pan position of each of the resonators. Use the Input parameter to switch from stereo to Stereo input. The MIDI mode parameter changes the way in which incoming MIDI notes are assigned to the four resonators. Stereo in and out.

26 Mix Tools

Useful mixer tools, including the Mixer's Toolbox presets - sophisticated structures that include multi-effects arrays.

2611 LMS Filter 96 2,2

{D} Adaptive filter. Signal goes in left, noise goes in right. There is a delay for the noise input. Signal minus noise comes out left. Noise from signal comes out right. Check out the LMS module in the manual. Dual mono in, dual mono out.

2612 Mixer's Toolbox #1 96 2,2

2613 Mixer's Toolbox #2 96 2,2

2614 Mixer's Toolbox #3 96 2,2

⇒ *Uses a reverse pitch shifter.*

2615 Mixer's Toolbox #4 96 2,2

⇒ *Uses a reverse pitch shifter.*

{PRDMCE}(TT) Input tone control into pitch shifter, reverb, and delay (chorus). Pitch shifter also feeds the reverb & delay. Final output EQ. Summed in, stereo out.

30 Multi Effects

A set of great multi-effects algorithms, again showing just some of the many possibilities of our open architecture. From multi-voice delays, choruses, pitch shifters, tremolos, coupled with verbs, to full blown mixer channels strips dedicated to vocal or instrument sources.

3011 BB Delayz 96 2,2

{RDME}(TT) Very fast and close feedback delays in the center of the stereo field, with long echo repeating/panning delays on the outside of the stereo field. Interesting on percussives as well as tuned instruments. Mono in, stereo out.

3012 Big Squeezolo 96 2,2

{PM} Pitch-shifts with a slight modulation. Squish! Summed in, stereo out.

3014 Dervish 96 2,2
{DM}(TT) Smooth swirling delays via enveloped series chorus delays and stereo flanging. Summed in, stereo out.

3015 Detune & Reverb 96 2,2
{PR} Micro pitch-shift into reverb. Stereo in and out.

3017 Easternizer 96 2,2
{PRDMCE} Input tone control into pitch shifter, reverb, and delay (chorus). Pitch shifter also feeds the reverb & delay. Final output EQ. Summed in, stereo out.

3018 FatFunkVocalFilter 96 2,2
{RE}[V](TT) Vocal filter after a reverb. The sweep of the vocal filter is triggered by your sound. The reverb makes your sound hang on while being swept by the filter. Mono in, mono out.

3019 Glitterous Verb 96 2,2
{PRDCE}(TT) A shifted echo and your sound go through a reverb. Stereo in and out.

3020 Guitar Mania 96 2,2
{PDME}[G](TT) Tone, shift, phaser, chorus, and delay. The almost everything rack. Summed in, mono out.

3021 GunnShift 96 2,2
{PDM}(TT) Pitchshift > moddelays. Summed in, stereo out.

3022 Inst Process 96 2,2
{PDME}(TT) This preset gives you a pitch shift, phaser, chorus, and delay rack. Summed in, mono out.

3023 L=verb R=pitch 96 2,2
{PR} Left input feeds a reverb. Right input feeds a four output multi-shifter. Outputs are then summed to stereo. Dual mono in, stereo out.

3024 Larynx Delay 96 2,2
{DMEY}(TT) Throaty envelope filters and modulating ping-pong delays. Stereo in and out.

3025 Mods/comps/filters 96 2,2
{DMEY}(TT) Moddelays>compressors>filters. Stereo in and out.

3026 Moon Solo 96 2,2
{PDME}(TT) Unique combination of EQ, pitch-shift, phaser, chorus and delay. Summed in, mono out.

3027 Pickers Paradise 96 2,2
{RDMCEY}[G] This rack has compressor, EQ, delay chorus, reverb and tremolo. Summed in, stereo out.

3028 Roey's Delay + Shift 96 2,2
{PDME}[GVK](TT) The delayed left input and straight right input are summed and feed a four output multishift. Dual mono in, stereo out.

3029 Roey's Verb + Rack 96 2,2
{RDME}[GVK] Left input feeds a reverb. Right input feeds a rack consisting of a delay a flanger and two filters. Outputs of both chains summed to stereo. Dual mono in, stereo out.

3031 Space Station 96 2,2
{PRDMCE}[GK] Big, thick echo-ey reverb, but there's a lot more going on here. Summed in, stereo out.

3032 St Delayed Flanger 96 2,2
{DM}(TT) With this preset, each channel has a delay that goes into a flanger. Stereo in and out.

3033 St.Phaser & Reverb 96 2,2
{RME}[K](TT) Stereo phase shifter with reverb. Stereo in and out.

3034 Texture 47 96 2,2
{PRD}[G](TT) Pingpong with resonators and ringmods>verb. Rings mixed in with pedal (mod1). Verb out 3+4. Summed in, stereo out.

3035 ToneCloud 96 2,2
{PRDM}(TT) Combination of multishift, dual delay and reverb. Stereo in and out.

3036 Treatment Two 96 2,2
{RDME} Dual band chorus>verb. tweak hi and lo chorus separate for both input channels. Verb has output selection. Stereo in, stereo out.

3037 Trem + RingPong 96 2,2
{PDM}(TT) Combination Trem and RingPong. Summed in, stereo out.

3038 Tremolo Rack 96 2,2
{RDMCEY}[G] This rack has compressor, EQ, delay chorus, reverb and tremolo. Summed in, stereo out.

3039 Waterized 96 2,2
{PRDM} An underwater reverb. Summed in, stereo out.

3040 5th Place 96 2,2
{PRDCE}[GK] The perfect fifth effect in stereo with color.. Stereo in and out.

3050 6 Chorusdlys & Verb 48 2,2
3051 6 Vox Flanger & Verb 48 2,2
3052 Comb Room 48 2,2
3054 Guitar Magic 48 2,2
{RDME}[VD](TT) Six dly lines with pre diffusor, modulation & hicut, in parallel to verb with early reflections, echoes & diffusor. Verb has an additional hicut at the output stage. Stereo in and out.

3053 Comp/Eq/Micro/Verb 48 2,2
{PRDMCEY}[V](TT) Compressor> 3 band eq > micropitch > diffusor/early refl >verb. Complete vocal processing tools rack. Summed in, stereo out.

3055 Sax Eq_Cmpr_VintDly 96 2,2
{DMEY}(TT) Compressor > 3 band param EQ > Vintage ducking Delay. Delays are parallel to Comp>Eq. Great to process sax leads. Summed I/Stereo O.

3056 Vox Channel Strip 48 2,2
{RDMCEY}[V](TT) Comp>3B Eq > Filtered Dlys in parallel to Plate reverb. Complete vocal channel strip. Sum I/Stereo O.

33 Panners

A rich collection of stereo and multi-channel panning tricks. Look in here to move your audio source through space if not time.

3313 Man's Pan 96 2,2
{DM} Pans input with an LFO. Four waveforms available. At 60 percent full pan will occur. Above 60 and you will engage 3-d effect. Summed in, stereo out.

3316 FM Panner 96 2,2
⇒ *Summed in.*
{M}(TT) FM Modulated panner. Summed in, stereo out.

3317 FM Panner_S 96 2,2
⇒ *Stereo in.*
{M}(TT) Stereo version of FM Panner. Stereo out.

3319 Gyroscope 96 2,2
{DM} Gyroscopic panning. Pans to two 'little' fields. Precess rotates the 'big' field. Stereo in and out.

3322 Octave Panner 48 2,2
{DME}[S] Divides signal into octaves and pans each octave in turn. Lower values of 'XOvr' overlap the octave pans. 'Dir' controls whether high bands progress to low bands or vice versa. Rate controls how long it takes to cycle through all the bands. Decrease the input gain to avoid distortion, then use output gain to compensate. Mono in, stereo out.

3323 PsychoGyroscope 96 2,2
{DM} Tweak of 'Gyroscope.' Stereo in and out.

3324 PsychoPanner 96 2,2
{DM} Variation of 'ChorusDelays.' Stereo in and out.

3327 Simple Panner 96 2,2
{M}(TT) Simple mono to stereo panner. Summed in, stereo out.

3329 Stereo Panner 96 2,2
{M}(TT) Simple stereo panner. Stereo in and out.

3330 3D CircleDelay 48 2,2
{RDME}(TT) A pseudo 3-D circle out of just two speakers! Dry signal and Delay go into circle, Reverb floats in background. Filters and coordinated change in signal level give illusion of circle. Also, signal is out of phase when it is in 'front'. Mono in, stereo out.

34 Percussion

A large variety of now-classic-Eventide delays and reverbs set up for percussion. These include rooms and ambience processes, as well as some unusual effects that will usefully color and alter your source material. Among these are a number of "gated" reverbs and "non linear" effects, where the reverb reflections get louder as they decay.

3410 808 Rumble Tone 96 2,2
{Y}[D] Adds sub-harmonics to a kick drum. An oscillator is gated until triggered. Summed in, mono out.

3411 Beatbox Reverb 96 2,2
{RE}[D](TT) A one of a kind talking reverb with adjustable vowels and words. Stereo in and out.

3412 Drum Chamber 96 2,2
{RDE}[D] A really 'bitey' snare ambience with EQ. Summed in, stereo out.

3413 Drum Filter 96 2,2
{EY}[D] Dual stereo triggered filters. Has sweep rate and envelope parameters. Stereo in and out.

3414 Drum Flanger 96 2,2
{DM}[D] Another flanger tweaked for drums. Stereo in and out.

3415 Drum Flutters 96 2,2
{RDE}[D] Unusual fluttery, gated-sounding thing. Sampled industrial dishwasher? Summed in, stereo out.

3416 Firecracker Snare 96 2,2
{REY}[D] A versatile reverb with gate & dynamic filter built in. The filter is controlled by an envelope follower, unlike Dynamic Reverb whose filter is controlled by a less dynamic gate envelope. TURN MONITOR VOLUME DOWN WHILE ADJUSTING FILTER since instabilities & overload may occur with low q's and wide sweep widths. Try adjusting sweep-width to a negative number! You can disable gate by turning thresh to -100 or ungated level to 100%. Summed in, stereo out.

3417 Group Claps 48 2,2
{P}[D] A useful clap thickener built from 8 pitch shifters with delays.1~4 from left and 5~8 from right input. Stereo in and out.

3418 Liquid Toms 96 2,2
{PE}[D] Watery band delays. Tweaked for toms. Summed in, stereo out.

3419 Nerve Drums 96 2,2
{RDME}[D](TT) Ringy, close delay taps. Summed in, stereo out.

3420 NoizSnareBrightener 96 2,2
{EY}[D] This effect is very useful for brightening up dull snare drums. White noise is effectively gated by DSP input 1. Attack and Decay control the response time. Use the EQ to modify the sound of the noise. Summed in, mono out.

3421 Nonlinear#1 96 2,2
{RDE}[D] A little non-linear ambience. Has gated effect, nice on snare. Summed in, stereo out.

3422 PercussBoingverb 96 2,2
{RDE}[D](TT) Bizarre boingy verb. Need a new color for that off-color song? Summed in, stereo out.

3423 Ring Snareverb 96 2,2
{RDE}[D](TT) Very pitchy reverb. Emphasizes ring frequencies. Maybe use in conjunction with other snare reverb. Summed in, stereo out.

3424 Small Drumspace 96 2,2
{RDE}[D](TT) Nice ambience reminiscent of long unfinished basement room. Stereo in and out.

3425 Sonar Room 96 2,2
{RE}[D] A dynamic reverb with headroom, gate & envelope filter built in. The dynamic envelope filter offers possibilities found in no other reverb units. Try adjusting sweepwidth *to a negative number! You can effectively disable gate by turning* thresh *to -100 and* holdtime *to 9 seconds. Summed in, stereo out.*

3426 Stereo Delays 96 2,2
{D}[D] A stereo multitap, simple to control. Summed in, stereo out.

3427 Swept Band Delay 96 2,2
{DE}[D] Rhythmic up-sweeping band delays. Very high tech. Summed in, stereo out.

3428 Techno Clank 96 2,2
{RE}[D] Shaky metallic resonance, with vowel-shaping. This can be truly indefinable. Kind of like... you know... the..sound...of..a dropped coffee pot triggered. Summed in, stereo out.

3429 The Ambience Kit 96 2,2
{RDE}[D] Cute little FIR-type ambience. Try on snare. Summed in, stereo out.

3430 Tight Snare Verb 96 2,2
{R}[D](TT) Very ringy reverb, meant for snares. Summed in, stereo out.

3431 Vibra Pan 48 2,2
{RD}[D] This uses panning delays from left to right, to form an FIR panning ambience. Summed in, stereo out.

3432 WeKnowBeetBoxTrtMe 96 2,2
{RE}[D](TT) This is something between a choir and a washing machine. Summed in, stereo out.

3433 Wide Room 96 2,2
{RD}[D](TT) Complex reverb that sounds much the size of some recording studio rooms. Summed in, stereo out.

3434 4 Your Toms Only 96 2,2
{RDME}[D](TT) Tom ambience with a little verb, a little chorus, a little EQ, a little anchovy sauce. Summed in, stereo out.

35 Phasers

Any kind of phaser belongs here! From vintage sounds to sample & hold and science fiction…

3510 'Pure Phase' Phaser 96 2,2
{DEY}[S] A phaser modulated by the level of the input. Attack *and* Decay *control response. The phaser is recombined with the INVERSE of the original signal. All that remain are the out of phase partials. Stereo in and out.*

3511 'Static' Phaser 96 2,2
{ME}[VD](TT) Eight phasers modulated such that at any time 4 are going 'up' and 4 are going 'down'. The result is a phaser that doesn't really go anywhere... it just sounds 'phasey'. Positive feedback introduces bass distortion & so it isn't offered. The effect takes a few seconds to kick in. Summed in, mono out.

3512 Band Phaser 48 2,2
{DME}[VD](TT) Input is divided into octaves and each octave is phased separately. Decrease input gain to avoid distortion and output gain to compensate. Summed in, stereo out.

3513 CBM Phaser 96 2,2
{M}[GVK](TT) This is a six stage phase shifter that has a global resonance control as well as a PResonance *that controls the resonance of the individual stages. I'm no longer sorry that I sold that Bi-Phase. Summed in, stereo out.*

3514 Envelope Phaser 96 2,2
{EY}[GVDKS] A phaser that is controlled by the level of the input. 'Attack' *and* 'Decay' *control the response time.*

3515 ManualPhasers 96 2,2
{E} Manual sweep of phasers.

3517 One Way Phaser 96 2,2
{DME} Eternal upward or downward phaser. Because of the mechanisms involved, the program distorts upon loading (sorry!). Summed in, stereo out.

3519 Random Phaser 96 2,2
{ME} Randomly phases and pans input for a silky sort of psychosis. Stereo in, Stereo out (1 = 4, 2 = 3). Stereo in, stereo out.

3520 Samp & Hold Phaser 96 2,2
{ME}(TT) Phaser modulated via Sample and Hold 'circuit'.

3521 Sci-Fi Phaser 96 2,2
3522 Sci-Fi Phaser A 96 2,2
3523 Sci-Fi Phaser B 96 2,2
{ME} 20-pole phase shifter. Mono in, mono out.

3524 StereoizingPhaser 96 2,2
{ME}(TT) This flavor gives 9 notches out left, and 12 notches out right. Summed in, stereo out.

3525 Techno Phaser 96 2,2
{ME} 17-pole phase shifter. Move the MANUAL knob for stepping effect. Stereo in and out.

3526 TrueStereoPhaser 96 2,2
{ME}(TT) User selectable poles. Sync parameter lets you invert the mod direction i.e. while left channel rises, right channel descends. Stereo in and out.

3527 Stereo Phaser 96 2,2
{ME} 15-pole phase shifter. Stereo in and out.

36 Pitchtime

Another Eventide first!

PitchTime™ is a powerful new algorithm for manipulating the pitch and duration of audio in real-time with very low latency. Based on a multi-channel Pitch Shifter and Time Scaler module, it allows for up to 8 channels of phase-coherent pitch shifting and time change. Pitch may be increased or decreased by up to four octaves, while duration may be sped up by 400% and slowed down indefinitely. Common applications are in frame rate conversion of video and film, synchronizing audio delays, and real-time tempo modification. Many other very creative applications are also available in the H7600 in the Loop Delays and Instrument Distortion banks.

3610 Broadcast Delay 48 2,2
{P} Soft version of our broadcast profanity delay line. This device allows you to 'dump' a chunk of audio if someone swears on air. The presence of the inherent delay line is why they ask you to turn your tv/radio down if you are talking on air. Stereo in and out.

3611 EZ Ptimesqueeze 96 2,2
{P} Load two presets:. "EZ Ptimesqueeze" for audio. '"EZTime_delay" for the timecode channel. Set proper 'routing.' Enter the current and desired lengths and set your deck's varispeed to match the <PCT> or <SPEED> displays.The <audio> menu is an optional fine-tune process, and will set BOTH presets <delay> parameters. These <delay> parameters are bidirectional (either preset will reflect changes).

3615 St Framerate Conv 96 2,2
{P} Stereo framerate converter. Enter the present and desired frame rates. Pitch will be adjusted accordingly. Stereo in and out.

3616 PitchtimeSqueeze 48 2,2
3619 PitchtimeStretch 48 2,2
{P} Timesqueeze allows independent duration and pitch control.

38 Post Suite

Post/Broadcast type effects, simple to use, great fun and very useful! From Timesqueeze® to telephone filters, walkie-talkie and cinema projectors replicas…

A wider range of this type of effects can be found in banks 71 to 85.

3810 Bell Constr. Kit 96 0,2
{ME}[X] Create any telephone or beeper 'chirp' with complete control. <Ring> or an external trigger toggles the ring... bounce a bunch together for ambience. Nothing in, mono out.

3811 Digi Cell Phone 96 2,2
{SDCEY}[X] Choose your cell phone manufacturer, service provider, and location. Dial in echo and change the type and frequency of dropouts. Everything from decent cell phone connection to ridiculous. Play and have fun. Summed in, mono out.

3812 Headphone Filter 96 1,2
{EY}[X] Makes left input sound like a set of headphones on the floor. Mono in, mono out.

3813 Noise Canceller 96 2,2
[X] Proper adjustment should allow one to subtract out noise from a signal. You must put the noise source into right channel and with proper alignment, that noise should be eliminated from the source to be fixed (on the left input). Dual mono in, dual mono out.

3814 TimeSqueeze(R) 96 2,2
{P}[X] Stereo shift with a percentage pitch change. Have the math done for you to re-pitch to a varispeed source. Note the range control in the <expert> menu instead of the usual min/max pitch limits. Stereo in and out.

3815 Walkie Talkie 96 2,2
{MEY}[X] An attractive lo-fi band passed tone with background noise and interferences ducked by the incoming signal. Makes your cell phone sound good ! Summed in, mono out.

3816 Woosh Maker 96 0,2
{PME}[X] Turns your Eventide into analog synth, for classic 'woosh' sound effects. Fine-tune the sound from the EXPERT menu while using an external trigger. Nothing in, stereo out.

3817 16mm Projector 96 2,2
{PDME}[X] Makes the sound of a school film projector (remember those?), including gate noise, loop flutter, reel wow, hiss, and exciter lamp hum. Switchable in, mostly, except stereo reverb in large auditorium. Switchable in, stereo out.

3818 Scratchy 33 RPM 96 2,2
{ME}[X] Bandwidth limiting, stereo blend, and scratches! Use 'Quality' settings, or grab sliders for a custom effect. Ticks have 33 1/3 RPM rhythm. Stereo in and out.

39 Re-mix Tools

This bank features a collection of tools for re-mix and DJ applications: BPM or MIDI clock synched delays, sample & hold panning filters, tremolos, choruses and flangers, phasers and modulateable filters.

3910 Drums-o-Tronica 96 2,2
⇒ *Tweaked here as a polyrhythms drums mangler. Feed an 85 BPM drum loop in to get the feel of it.*

3912 GrooveSync Delay 96 2,2
{DE}[GDK](TT) Cascade mode takes the output of the left delay (including feedback) and feeds the input of the right delay. Stereo in and out.

3913 Plex-o-tronica 96 2,2
{RDME}[GK](TT) Plex verb with modfilters embedded in its structure. A very flexible structure tweaked here as an interesting rhythmic TT delay evolving into distant verb. Choose TT switch in the system menu. Summed in, stereo out.

3915 Swing Pong Delay 48 2,2
{DE}(TT) Ping pong delay with swing factor. Stereo in and out.

3918 TrigLFO St Flanger 48 2,2
⇒ *A stereo flanger with feedback.*

3919 TrigLFO Pan, Trem 48 2,2
⇒ *A synch-able panner, trem, or circle.*
{DMEY}(TT) Chan#1 triggers the LFO to jump to a specific point in its waveform. 'Thresh' adjusts the threshold for triggering. 'TPhase' specifies where in the waveform it will start. 'Wave' and 'Duty' select the waveform. One cycle is equal to the 'Note' value for the given 'BPM'. Great for synching FX to a song. Interesting results if the note value for your trigger does not coincide with the 'Note' parameter. The time you spend figuring out this triggered LFO will be well worth it. Look for other 'TrigLFO' FX for the same mechanism. Dual mono in, stereo out.

3920 TrigLFO St ModFilter 48 2,2
⇒ *A stereo 'mod' filter.*

3921 TrigLFO St Phaser 48 2,2
⇒ *A stereo phaser with feedback.*
{DMEY}(TT) Chan#1 triggers the LFO to jump to a specific point in its waveform. 'Thresh' adjusts the threshold for triggering. 'TPhase' specifies where in the waveform it will start. 'Wave' and 'Duty' select the waveform. One cycle is equal to the 'Note' value for the given 'BPM'. Great for synching FX to a song. Interesting results if the note value for your trigger does not coincide with the 'Note' parameter. The time you spend figuring out this triggered LFO will be well worth it. Look for other 'TrigLFO' FX for the same mechanism. Dual mono in, stereo out.

3932 Freeze 2 Beats 48 2,2
3933 Freeze The Beat 48 2,2
{D}(TT) Remix tool! Tap tempo or set BPM value or sync to MIDI clock, choose note values and trap the beat with front panel trigger or external trigger. You can sample a polyrhythm variation, switching back & forth between it & the straight beat. Big fun with drums loops!!!

42 Reverbs – H7600

This bank offers a set of classic reverb structures, enhanced by early reflection echoes with feedback paths and post reverb EQ. Ambience and a nice design interaction between the actual delays and reverb tail of any space are given great attention here, providing what we believe to be a powerful group of presets and a great tool to design your own.

This group also includes some post-processed reverbs.

4208 3B X-over Hall 96 96 2,2
{RE} Multiband stereo x-over sends audio to parallel verbs. Master decay and band ratios are available. These decay controls can also be fully independent. Modulation parameters are separate for each verb. Output level for each band & hicut on master output available. Stereo in and out.

4210 Ambience 96 2,2
{RE}[VD](TT) Ambience reverb. Stereo in and out.

4211 Brass Plate 96 2,2
{RDE}[K](TT) Stereo diffusor > verb + 4 parallel delay lines. 1st set of delays (1sec) has no feedback, 2nd set of delays (2.8sec) has feedback. A post hicut filters the whole processing path. Stereo in and out.

4212 Deep Space 48 2,2
{RDE}[VK](TT) Stereo diffusor > verb + 2 parallel delay lines (1sec) to simulate walls reflections. Post low and high shelving EQs filter the whole processing path. Stereo in and out.

4213 Drum Plate 96 2,2

4214 Drums Room 96 2,2
{RDE}[D](TT) Stereo diffusor > verb + 4 parallel delay lines. 1st set of delays (1sec) has no feedback, 2nd set of delays (2.8sec) has feedback. A post hicut filters the whole processing path. Stereo in and out.

4215 Gated Inverse Snare 96 2,2
{D}[D] Inverse gated reverb tweaked for snare drums. Use level to tame it. Sum input/Stereo output.

4216 Gated Plate 96 2,2
{RDE}[D](TT) Plate verb thru gate. Un-gated verb level also available. Stereo in and out.

4217 Hall > Bandpass 48 2,2
{RDE}[VX](TT) Post processed verb: stereo diffusor > verb + 2 parallel delay lines (1sec) to simulate walls reflections. Post low and high shelving EQs filter the verb/delays > band pass filter with automatic & manual adjustable spread in octaves. Stereo in and out.

4218 Inverse Snare 96 2,2
⇒ *tweaked for snare drums.*

4219 Inverse 96 2,2
{D}[D] Inverse reverb. Use level to tame it. Summed in, stereo out.

4220 Inverse > Bandpass 96 2,2
{DE}[DX] Post processed inverse reverb > band pass filter with automatic & manual adjustable spread in octaves. Use level to tame it. Summed in, stereo out.

4221 Large Room 96 2,2

4223 Living Room 96 2,2
{RDE}[GVD](TT) Stereo diffusor > verb + 4 parallel delay lines. 1st set of delays (1sec) has no feedback, 2nd set of delays (2.8sec) has feedback. A post hicut filters the whole processing path. Stereo in and out.

4222 Living In The Past 96 2,2
{RDE}[X] Non linear (reverse) reverb with dry delay. You can delay the dry sound and anticipate its reversed reverb...for special fx. Panning, levels and reverse EQ are available. Dry sound signal path is full stereo. Summed in, stereo out.

4224 L/C/R Mics Room 48 2,2
{RDE}[GVDK](TT) Chamber Verb > 4 Band Delays. This preset simulates one near, and two far microphones in a medium sized room. Do not mix any dry signal. The near microphone is panned to the center. The two far microphones are panned full left and right. Stereo in and out.

4225 Piano Hall 48 2,2
{RDE}[K](TT) Stereo diffusor > verb + 2 parallel delay lines (1sec) to simulate walls reflections. Post low and high shelving eqs filter the whole processing path. Stereo in and out.

4226 Plate > BandPass 96 2,2
4228 Room > Bandpass 96 2,2
{RDE}[DX](TT) Post processed verb: stereo diffusor > verb + 4 parallel delay lines. 1st set of delays (1sec) has no feedback, 2nd set of delays (2.8sec) has feedback. A post hicut filters the whole processing path > band pass filter with automatic & manual adjustable spread in octaves. Stereo in and out.

4227 Rich Chamber 96 2,2
4229 Sax Chamber 96 2,2
4230 Sax Plate 96 2,2
4231 Slap Plate 96 2,2
4232 Snare Plate 96 2,2
4233 Tiled Room 96 2,2
4234 Vocal Chamber 96 2,2
4235 Vocal Hall 48 2,2
4236 Vox Plate 96 2,2
{RDE}(TT) Stereo diffusor > verb + 4 parallel delay lines. 1st set of delays (1sec) has no feedback, 2nd set of delays (2.8sec) has feedback. A post hicut filters the whole processing path. Stereo in and out.

4237 Wide Hall 48 2,2
{RDE}[GVK](TT) Stereo diffusor > verb + 2 parallel delay lines (1sec) to simulate walls reflections. Post low and high shelving EQs filter the whole processing path. Stereo in and out.

4240 Hall_Peaking Fltr 96 2,2
{RDME}(TT) Stereo diffusor > verb + 2 parallel delay lines (1sec) to simulate walls reflections. Peaking filter follows. Use Sync for pseudo panning. Use Character and Polarity for dramatic filter changes. Stereo in and out.

4241 Chamber>Glide Dlys 96 2,2
{RDME}(TT) Stereo diffusor > verb + 2 reflections delays + 2 echo lines > gliding delays. 1st set of delays (1sec) has no feedback, 2nd set of delays (2.8sec) has feedback. Glide delays add verb post processing. Stereo in and out.

4242 Flanged EchoVerb 96 2,2
{RDME}(TT) Flanged post delays and verb. The '70s are back! Stereo in and out.

4243 Large Room2 96 2,2
{RDME}(TT) Just in case you need a large room with some extended verb tail... Stereo in and out.

4244 Loneliness 96 2,2
{RE} Ambient Verb. Input EQ > Diff > Verb. EQ shapes sound prior to entering diff/verb network. Stereo in and out.

4245 Really Large Room 96 2,2
{RDME}(TT) A really, really large room. Stereo in and out.

4246 Reverb Suite 48 2,2
{RDE} A highly specialized space simulator. The TYPE parameter selects from 5 different reverbs. It remotes value changes for all parameters in the Verb menu and for levels in the Delay menu. You can create 5 different verbs and switch between them. Has pre & post 3 band EQ. Stereo in and out.

4247 Sharp Verb 96 2,2
{RDME}(TT) Diffused and long pre-delay chamber verb with lots of high freq. for special FX. Stereo in and out.

4248 Small Chamber 96 2,2
{RDME}(TT) Small chamber reverb with a colored character. Stereo in and out.

4249 Strings Room 96 2,2
{RDME}(TT) Great for your strings and choir tracks. Places them in the right space. Stereo in and out.

43 Reverbs - Chambers

Early reflection delays between diffusors and reverbs are the trick to design these relatively colored spaces. Many possibilities are offered to create your own "chambers," including some different variations-on-a-theme algorithms.

4310 Barking Chamber 96 2,2
{RDE}[VDK](TT) Severely EQ'd verb with midrange bark. Summed in, stereo out.

4311 Boston Chamber 96 2,2
{RD}[VDK](TT) This is a large warm room or small hall. Summed in, stereo out.

4312 Chamber2 96 2,2
{RDME}[VDK](TT) Plex verb into stereo chorus. Summed in, stereo out.

4313 Dream Chamber 96 2,2
{RD}[VDK](TT) Chamber effect (delays between diffusion and verb). Stereo in and out.

4314 Italo's Chamber 96 2,2
{RDE}[VDK](TT) Stereo diffusor > verb + 4 parallel delay lines. 1st set of delays (1sec) have no feedback, 2nd set of delays (2.8sec) have feedback. A 6dB/octave low-pass filter attenuates the whole processing path. Stereo in and out.

4315 Medium Chamber 96 2,2
{RD}[VDK](TT) This is a bright, reflective room, with built in pre-delay. Summed in, stereo out.

4316 MetallicChamber 96 2,2
{PR}[VD](TT) Detuners, a large diffusor and reverb. Summed in, stereo out.

4317 Toonchamber 96 2,2
{PR}[V](TT) Diffusion > e/r > verb. Stereo in and out.

44 Reverbs - Halls

Halls being more reverberant than rooms, these presets offer a wide variety of large reverb spaces and some unusual effects. A hall reverb, as the name suggests, usually has a more profound reverb effect, often with distinct echoes and reflections. These presets are ideal when a noticeable reverberant background is desired.

4410 Arena Soundcheck 96 2,2
{RD}[GVDK](TT) Sounds like a huge arena. Testing 1,2,3... Stereo in and out.

4411 Beeg Garage 96 2,2
{RDE}[GVDK](TT) This sounds like a huge city parking garage. Summed in, stereo out.

4412 Big Hall 2 96 2,2
{RDE}[GVDK](TT) A newer version of 'Big Hall' with extra accessibility. Summed in, stereo out.

4413 Environment#28 96 2,2
{R}[VK](TT) Similar to 'Room#24' this one has 28 delays, making it very smooth and dense. Stereo in and out.

4414 Masterverb Hall 96 2,2
{RDE}[VDK](TT) Big, warm concert hall with both input and output EQ. Stereo in and out.

4415 Masterverb Hall 1 96 2,2
{RDE}[VDK](TT) Large VFW type room, with input and output EQ. Stereo in and out.

4416 Masterverb Hall 2 96 2,2
{RDE}[VDK](TT) Warm medium hall. Larger version of 'Masterverb Hall 1.' Stereo in and out.

4419 Matt's Fat Room 96 2,2
{RDE}[VDK] Warm, slightly chorusy room with input and output EQ. Switchable mono/stereo in, stereo out.

4420 Roomy Hall 96 2,2
{RDE}[VDK] Nice room with a warm hall body and a touch of chorus. Stereo in and out.

4421 SplashVerb 96 2,2
{R}[VDK] A very long, tunnel-like hall with gate-able inputs. Stereo in and out.

4422 3B X-over Hall 48 2,2
{RE}[GVDKX] A three band stereo crossover sends audio to three parallel verbs with low & high decay scaling ratios according to mid decay. These decay controls can also be fully independent. Pitch modulation parameters are separate for each verb. Output level for each band & hicut on master output available. Stereo in and out.

4430 ChoralEchoVerb 96 2,2
{RD} RandomChorusEchos + Verb. At load put <cycles> to 0, then back to 30 to settlechorus. Stereo in, stereo out.

4431 Environment#32 96 2,2
{R}(TT) Similar to 'Room#24' this one has 32 delays, making it very smooth and dense. Stereo in and out.

45 Reverbs - Plates

This bank includes plate and spring emulations for all occasions. Some are smooth, others are metallic or swept; plates are dense and colored, great for percussion, vocals and brass. They are particularly popular among vocalists, who want a diffuse background without recognisable reflections or placement clues.

4510 Chorus & Plate 96 2,2
{RDM}[GVDK](TT) Nice, tight ambience with some built-in chorusing. Stereo in and out.

4511 EMT-style Plate 96 2,2
{RDE}[GVDK] Warm emulation of a big plate with childproof controls. Summed in, stereo out.

4512 Metallic Plate 96 2,2
{RDE}[VD](TT) Bright, dense and metallic, as the name says. Summed in, stereo out.

4513 Reverb A2 96 2,2
{RDM}[GVDK] Modulated allpass filters in front of a reverb. Stereo in and out.

4514 Sizzler Plate 96 2,2
{RDE}[D](TT) Sizzly-sounding plate-like reverb. Summed in, stereo out.

4515 Springverb 96 2,2
{RDME}[G] Boinky, ringy, cheapo-spring, reverb sound. Summed in, stereo out.

4516 St.Plate+Chorus 96 2,2
{RDM}[GVDK](TT) Stereo chorus in parallel with a plate-like reverb. Stereo in and out.

4517 Stereo Plate 96 2,2
{RD}[GVDK](TT) Dense, midrangy plate. A little like most plates but somehow different. Stereo in and out.

4518 Swept Plate 96 2,2
{RDE}[GVDK](TT) Plate with built in EQ's. Summed in, stereo out.

46 Reverbs - Preverb

Useful reverbs and spaces design tools are offered here. Diffusors, early reflections and multi-tap delays are available here to show off many of the structures used in the reverb presets. Use them in your personal algorithm building experiments.

4610 EarlyRefections 96 2,2
{D} Although they are delays only, these four parallel delays can be used to place a source in space. Stereo in and out.

4611 LatticeArray 96 2,2
[S] Stereo lattice array. Positive and negative outs create wide field. Here set up as a tonal diffusor. Stereo in and out.

4612 Preverberator 96 2,2
{RDY} Input is delayed.5 to 1.2 sec while repeats grow and echo. All fx fade out once input hits threshold. Good pre- echo for sound effects or music. Switchable in, stereo out.

4613 SimpleDiffusor 96 2,2
{RE} Stereo diffusion with simple controls. Stereo in and out.

4614 Slap Nonlinear 96 2,2
{RDE} A slapback where the echo is really a clump of diffused echoes with EQ. Mono in, stereo out.

4615 StereoDiffusor 96 2,2
{R} Diffusion is the spatter pattern prior to reverb. This is a good place to experiment with room and imaging issues, without the complexity of a full verb. Stereo in and out.

4616 Ultratap 1 96 2,2
4617 Ultratap 2 96 2,2
{RD}[S] Extended ultratap. Summed in, stereo out.

47 Reverbs - Rooms

Larger than small spaces and yet curiously smaller than halls, this bank offers rooms and some chambers. These are emulations of real and imaginary environments. Room reverbs are typically used when more ambience is needed than the "small rooms" can offer and where a natural sound is wanted, without a distinct "reverb" effect being audible. These reverbs are also useful for adding a stereo depth-of-field to a mono source.

4710 Big Room 96 2,2
{R}(TT) Sounds pretty close to a large recording studio room. Stereo in and out.

4711 Blue Box Verb 96 2,2
{PR}(TT) Medium size, and medium-bright room. Stereo in and out.

4712 Bob's New Room 96 2,2
{RDE} Large, warm hall built of discrete delays, diffusors, and plexes. Summed in, stereo out.

4713 Denny's Echoroom 96 2,2
{RD}(TT) With two discrete delay lines we cause interesting reflections in this dense room. Stereo in and out.

4714 Der Verb 96 2,2
{RD}(TT) Basic designed room. Stereo in and out.

4715 Drews Dense Room 96 2,2
{RD}[VDK](TT) Warm example of a straightforward stereo reverb. Stereo in and out.

4716 Funny Gated Room 96 2,2
{RE} A dynamic reverb with headroom, gate & envelope filter built in. Summed in, stereo out.

4717 Gated Water Snare 96 2,2
{RE}[D] A dynamic reverb with headroom, gate & envelope filter built in. Summed in, stereo out.

4718 LatticeVerb 96 2,2
{R} Stereo lattice array into reverb. Stereo in and out.

4719 LRMS Reverb 48 2,2
{RDE} The left/right input is converted to sum/difference. Each of the four signals then go through a reverb. The reverberated sum/difference is converted back to left/right and mixed with the reverberated left/right. You get echo-y reverb with an interesting space quality. Stereo in and out.

4720 Masterverb Room 2 96 2,2
{R}(TT) Small wooden room. Stereo in and out.

4721 ReelRoom 96 2,2
{RD}(TT) This verb has 4 early reflection delays parallel to the diffusor/reverb network. This allows the room 'feel' to be easily established. Stereo in and out.

4722 Ridiculous Room 96 2,2
{R} An over-the-top room program. Huge, low end. Summed in, stereo out.

4723 Room#24 96 2,2
{R}[VDK](TT) With 24 delays this is a lush environment. Stereo in and out.

4724 Slight ChorusRoom 96 2,2
{RDME}(TT) Deep room with a dash of chorus. Goes well with white meat. Summed in, stereo out.

4725 UK Ambience 96 2,2
{RD}[VD](TT) Short & bright, this 'gatey' type reverb has input and output tone controls. Summed in, stereo out.

4726 UK Bright 96 2,2
{RD}[VD](TT) A short and bright room. Watch your levels. Summed in, stereo out.

4727 UK Nonlinear 96 2,2
{RD}[VD](TT) An FIR-type filter with a short, gated sound. Summed in, stereo out.

4728 Unreelroom 96 2,2
{PR}(TT) Detuners/ early reflections parallel with diffusion>verb. Stereo in and out.

4729 Wooden Mens Room 96 2,2
{RDME}[V] Effective emulation of one of those big old hotel bathrooms. Has a slow sweep added. Summed in, stereo out.

48 Reverbs - Small

This bank of reverb effects replicate tight ambience. Great for "enhancement", when all that is needed is a little "air" around your source. These more subtle effects are particularly useful to give a more natural sound to synths and other "dry" signal sources.

Also great to warm up drums or DI guitar and bass without adding muddiness.

4810 Bass Space 96 2,2
{RDME}[G] Slight ambience with an adjustable delay, initially set very small. Sounds good on bass, too. Summed in, stereo out.

4811 Close Nonlinear 96 2,2
{RDE}[D] Bright, small, non-real, non-linear decaying space. Great on drums and all types of pitched sounds. Summed in, stereo out.

4812 Drew's Double Closet 96 2,2
{RDME} A semi-closed-in space like a large closet with a touch of slap delay adds presence but has very short decay time. Stereo in and out.

4813 Drew'sSmallRoom 96 2,2
{RDE}(TT) A warm small room, like an old conference room with 15 foot ceilings. Stereo in and out.

4814 FIR Glass Shower 96 2,2
{RD}[S] Bright and evened, this is an FIR filter (Finite Impulse Response, the engineering term for a filter that uses fixed amount of delay taps). Gated type reverb sound. Summed in, stereo out.

4815 Gym Shower 96 2,2
{RDE}[V] Really big tiled shower. Built from discrete delays and diffusors. Summed in, stereo out.

4816 ImpWaveVerb 96 2,2
{RD}(TT) Dynamic impulse wave and reverb. Great for image and thickening. Stereo in and out.

4817 MasterverbRoom1 96 2,2
{RDE}(TT) Sounds like someone down the hall in the living room playing. Natural, tight ambience. Stereo in and out.

4818 Medium Booth 96 2,2
{RDME} Small and square, like an old classmate of mine. Ringy, reflective space. Summed in, stereo out.

4819 New Air 96 2,2
{RD} Very small, ambient space that stereoizes a a signal and adds a bit of 'air' around instruments. Summed in, stereo out.

4820 Pantry 96 2,2
{RDME} Muted space. Cans, cupboards and towels are probably deadening it. Summed in, stereo out.

4821 Shifting Booth 96 2,2
{RDME}(TT) This little booth is not quite rectangular and one wall is on wheels, slightly shifting its size. Summed in, stereo out.

4822 Small Ambience 96 2,2
{RD}[VD](TT) Small, office sized reverb/ambience. Stereo in and out.

4823 Soft'n Small Room 96 2,2
{RD}[VD](TT) Self descriptive. Stereo in and out.

4824 Stereo Mic's W/Room 96 2,2
{RDME}[VD] Stereoizes a mono signal and adds a close-miked air and ambience, something sounding like a little room leakage. Summed in, stereo out.

49 Reverbs – 7500

A number of popular reverbs from the DSP7500, being the stereo equivalent of the H8000's surround reverbs.

4910 AcousticRoom 96 2,2
{RD}[GS](TT) Tweaked for acoustic instruments. Stereo in, stereo out.

4912 Catacomb 96 2,2
{RDM}[S](TT) Long ambient decay of reverb kept animated via sophisticated delay lines. Note long decay time but low hicut filter frequency. Output switching on verb. Stereo in, stereo out.

4914 Cumulo-nimbus 48 2,2
{R}[S](TT) Using some extremely long delay times, this effect is somewhere between a delay and reverb. Be careful with decay/feedback which is a function of the <hicut>, <lowcut> and <rdecay> parameters. Stereo in, stereo out.

4916 DiffuseRoom#24 96 2,2
{R}[S](TT) 'SurroundRoom 24' with switchable diffusion added to the structure. Stereo in, stereo out.

4917 EchoRoom 96 2,2
{RDM}[S](TT) This verb has four early reflection delays into the diffusor/reverb network. Stereo in, stereo out.

4925 MonkRoom 96 2,2
{RDM}[S](TT) Modulating reflections and a 24 tap surround reverb. Tweaked for lots of texture. Think gregorian monks in an echo-cathedral. Stereo in, stereo out.

4931 StringRoom 96 2,2
{R}[GS](TT) Similar to 'MonkRoom' without the early reflections. This room is tweaked for strings. Stereo in, stereo out.

50 Reverbs - Unusual

These presets show off some of the more creative and unusual possibilities in our modular architecture. With effects combined and/or embedded inside the reverbs themselves, new and exciting sounds are possible.

This bank offers a range from the unusual to the absurd, giving a number of effects not found on any other signal processing platform, whether rack-mounted or computer based.

5010 Adaptive Reverb 96 2,2
{RD}[GVS] The delays of a reverb follow the pitch of your input. Make sure you have a good, strong input for the pitch detect. Mono in, stereo out.

5011 AlienShiftVerb 96 2,2
{PRD}[GVS] You won't hear this anywhere else. It is a UFO taking off from a giant canyon. Might be a great effect to end a song with. Summed in, stereo out.

5012 Black Hole 96 2,2
{RE}[GVS] An abnormally large reverb, sucking everything into a bottomless chamber. Try setting the diffuser *to 68 and the* size *to 91 for a reverse hole. Summed in, stereo out.*

5013 ChoralWindVerb 96 2,2
{RE} With complex input material, the preverb modulating diffusors can sound like voices, especially at 100 % wet. Stereo in and out.

5014 ChoruspaceO'Brien 96 2,2
{RDME}[GVS](TT) Huge plexverb into chorus delays. Good for slow attack sounds. Summed in, stereo out.

5015 Echospace Of God 96 2,2
{RDME}[GVS](TT) Massively verbed echos that give you that \awe\ sound. Mono in, stereo out.

5016 Flutter Booth 96 2,2
{RDME}(TT) Try to find this sound elsewhere! A deeply fluttering ambience. Summed in, stereo out.

5017 Gated Gong Verb 96 2,2
{REY}[VDS] Input#1 is the envelope for the filter and the trigger for the gate. Input#2 gets verb'd. Dual mono in, stereo out.

5018 Ghost Air 96 2,2
{RE} A deep backwards, breathing reverb. Summed in, stereo out.

5019 GloriousChrsCanyon 96 2,2
{RDME}[GDS](TT) Friggin huge canyon verb with adjustable EQ and chorus. Mono in, stereo out.

5020 GloriousFlngCanyon 96 2,2
{RDME}[GDS](TT) Huge canyons with flange on reverb. Summed in, stereo out.

5021 Horrors 96 2,2
{PRDM}[S](TT) Squeaking and squelching, this big cave reverb is aptly named. The program is actually a multi-effects patch with a pitch shifter going into a delay set, and finally a reverb. The overall effect is a really weird reverb. Summed in, stereo out.

5022 Jurassic Space 96 2,2
{RE}[S] It's almost a delay, yet it's thick like a reverb. Has EQ, too. Summed in, stereo out.

5023 Kickback 96 2,2
{RDE}[D] An early reflection type effect with a large, adjustable pre-delay. Summed in, stereo out.

5024 Phantom & Reverb 96 2,2
{PRDMCE} Unusual sliding harmony mixed with input and thrown into an airy reverb. Try on moody vocals. Never sounds same twice. Summed in, stereo out.

5025 PillowVerb 48 2,2
{RDE} All this for a put reverb? Well, yeah, but at least it's flexible. CBM. Mono in, stereo out.

5026 Pop Up 96 2,2
{RDE} A multitude of soft delays that can be radically manipulated. Try going to expert and on the taps controls page, scroll to delays and hit select button (while listening). Summed in, stereo out.

5027 Ramp Verb 48 2,2
{RDE} A weird little reverse-reverb-like thing constructed from two multi-tap delays followed by a verb. Not much good on percussion. Summed in, stereo out.

5028 Resonechos 96 2,2
{RDME}[GVDS](TT) Echos that blur into a verb. Summed in, stereo out.

5029 Reverse Nonlinear 96 2,2
{RDE}[D] Another version of a non-linear reverb, with extreme predelay. Summed in, stereo out.

5030 Reverserize Hall 96 2,2
{RDE}[DS] Multitap with linearly increasing levels, feeding a large hall reverb. Gives you a backwards sound even while the words are forward. Summed in, stereo out.

5031 Sizzle Verb 96 2,2
{DE} Large, alternative, sizzly verb. Easy to control. Summed in, stereo out.

5032 SplashVerb Maxsweep 96 2,2
{R} A unique swept reverb with some unusual gating options on the input. Stereo in and out.

5033 Square Tremolo Verb 96 2,2
{RMY}[S] This reverb has a hard edged tremolo after the verb which cuts the sound into pieces. With slow source material this can give a cool shimmer, on faster material you might get seasick. Stereo in and out.

5034 Swell Verb 9 96 2,2
{RE} A dynamic reverb with headroom, gate & envelope filter built in. The dynamic envelope filter offers possibilities found in no other reverb units. Try adjusting <fmod> to a negative number! Lower your monitor volume while carefully adjusting filter since instabilities will occur with extreme settings and low <q>'s. Envelope filter has a bypass switch at lower right. Disable gate by turning thresh to -100 or ungated level to 100. Summed in, stereo out.

5035 Tremolo Reverb 96 2,2
{RMY} A reverb followed by a tremolo. The tremolo rate is modified by the input level. Stereo in and out.

5036 Wormhole 96 2,2
{RDE}[S] Mega-sized, tilting reverb. Summed in, stereo out.

5037 Zipper Up 96 2,2
{RD} Fast, increasing, diffused echoes with reverb. Summed in, stereo out.

5038 Verb>ArpResonators 96 2,2
{RM} [TT] Tap Tempo LFO sweeps stereo resonators thru preset tunings (note & octave). To tune each step and set its octave, set mode to manual and use <manstep> trigger to go thru each step and tune L&R resonators. Repeat to set octaves. Great on percussive or generic harmonics/transient rich material. Stereo I/O.

51 Ring-mods

If you are looking for a ring modulator effect, go no further !

5110 Bell Ringer 48 2,2
{PDE}[GK] Reverse echoes build into a ring modulator. Boing followed by a Bailing tail. Strange, but true. Mono in, stereo out.

5111 Envelope Ring Mod 96 2,2
{Y}[GKS] Input signal is ring modded with a sine wave whose freq is controlled by the envelope of the input. Sounds cool on percussion. Stereo in and out.

5112 Evil Ring Dist 96 2,2
{E}[GKS] A very evil ring-ish sounding distortion. No warm analog sounds here. The effect actually takes the cosine of your input signal. Higher <distort> values work well for sparse signals but sound rough on fuller sounds. Use the filters to pick out the good stuff. Stereo in and out.

5115 One Way Ring Mod 96 2,2
{DM} Ring modulation with perpetually falling or rising sine waves. Because of the mechanisms involved, the program distorts upon loading (sorry!). Stereo in and out.

52 Sampler - Large

The Sampler module is featured here. This is a group of effects showcasing its real-time editing and versatility, worth exploring for your preset writing.

5210 Digi Timesqueeze(R) 96 2,2
{S}[V] An easy to use TimeSqueeze program. Record a sample, then set the desired playback time or ratio. Top and tail can be trimmed, and fades can be added on the edit menu. After scrub editing, be sure to hit <stop> or <play>. Stereo in and out.

5212 MIDITrig Reverse 96 2,2
{S}[K] Plays back in reverse, controllable via MIDI. Stereo in and out.

5213 Multi Trigger 96 2,2
{S} A multi-take sampler with the first four sounds being available on front panel soft keys (play1-4) for easy triggering. Editing facilities are supplied on a separate menu. Note that there is no ability to save edit values or sampled sounds. If loop is on it affects all samples. Stereo in and out.

5214 Panning Sampler 96 2,2
{S} Multi-sampler with adjustable pan position for each of four outputs using rotating playback. Can record up to four samples. Stereo in and out.

5215 PlaybackOnlySampler 96 2,2
{S} Record has been disabled ! You have your data in the Harmonizer and don't want to worry about an improper button press! No input. Stereo in and out.

5216 Reverse Sampler 96 2,2
{S}[S] Simple sampler that plays back(wards). Stereo in and out.

5217 Sample Curver 96 2,2
{SE}[S] Single take sampler with time-varying parameters. Curves can be set up for time, pitch, level, pan and EQ, so that these values change as desired over the length of the playback. To edit a curve, select the first numeric value of each pair to position the cursor, then the other value to set the curve at that point. Repeat as necessary. Stereo in and out.

5218 SAMPLER (midikeys) 96 2,2
{S}[K] Multitake Sampler. Panel and 'keyboard style' record and playback. Stereo in and out.

5219 SAMPLER (multi) 96 2,2
{S} A multi-take Sampler. Panel, audio or MIDI triggering. When enabled, audio trig for rec and play is on left input. Stereo in and out.

5220 SAMPLER (single) 96 2,2
{S} Single take Sampler. Panel, audio or MIDI triggering. When enabled, audio trigger for record and play is on left input IMPORTANT ! Recording with this preset will clear all previous recordings !!! Stereo in and out.

5221 Sampler Filter Trig 96 2,2
{SEY} Sampler with filtered trigger input and level meter for sophisticated triggering control. Stereo in and out.

5222 SAMPLER(multi)VERB 96 2,2
{SR} Multi-take Sampler with full reverb. Panel, audio or MIDI triggering. When enabled, audio triggered record and play is from left input. Stereo in and out.

5223 SamplerAudioSwitch 96 2,2
{SDY} Sophisticated rotating playback sampler with choice of playback sample determined by input level. Stereo in and out.

5224 Simple Sampler 96 2,2
{S} Basic single-take 85 second sampler. Stereo in, stereo out.

5225 StudioSampler_M 96 2,2
5226 StudioSampler_S 96 2,2
{SEY} Select config parameters to adjust mono/stereo operation, scrubmode and trigger delays. Press trig EQ to make play trigger frequency conscious. Pressing trig EQ again will bring up main trigger page found under main menus. Use middle SELECT key to toggle controls ON/OFF. A MIDI keyboard can be used to emulate a keyboard sampler - disabling input monitor will speed up response. This preset allows one 87 second stereo sample, or one 174 second mono sample at 48k.

5227 Triggered Reverse 96 2,2
{S} Hit trigger once to record again to play back in reverse. Stereo in and out.

5228 Varispeed Sampler 96 2,2
{S}[VS] This preset gives a very high quality simulation of a varispeed tape recorder, with a range from 15% to 400%. For those applications where tempo and duration are flexible, it maybe used as a higher quality alternative to a pitch shifter. Fine speed and pitch controls are provided. It allows one 87 second stereo sample at 48k. Stereo in and out.

5229 Vocalflyer_M 96 2,2
{SEY}[V] Single take Sampler with post sample dynamics + EQ package (Comp/De-ess/EQ). IMPORTANT ! Recording with this preset will clear sample memory. Summed in, mono out.

5230 Vocalflyer_S 96 2,2
{SEY}[V] Single take Sampler with post sample dynamics package (Comp/De-ess). IMPORTANT ! Recording with this preset will clear sample memory. Stereo in and out.

53 Sampler - Small

The small delay-based sampler module is featured here. This is a small mono sampler that uses delay memory rather than sampler memory, meaning that it can be used in either (or both) machine A or machine B.

5310 Kick/SnareReplacer2 96 2,2
{SDCEY}[D] All the tools you need for kick & snare replacement when mixing. This one uses DLYSAMP and can be loaded in either (H7600 DSP engine). Load your samples via Input#1(kick) & input#2 (snare). After editing your samples, use trigger sources from the 'sync' head and adjust <predelay> to synchronize sample playback with track, adjusting to account for the difference in time between sync and repro heads. Delay feeds the pre-trig filter to refine the input to a noisegate, which feeds the playback trigger. When dynamics switch is set to on, adjust peak detect and dynamics parameters to have sample playback follow input dynamics. Dual mono in, dual mono out.

5311 Small Sampler 96 2,2
{S} This is a simple re-triggerable sampler.

5313 Four Samplers_M 96 2,2
{S} This preset contains four independent mini-samplers. Each can record up to ten seconds. Summed in, stereo out.

5314 Four Samplers_S 48 2,2
{S} This preset contains four independent stereo mini-samplers. Each can record up to five seconds. Stereo in, stereo out.

54 Shifters

This bank offers a large array of general purpose pitch shifting presets. From mono to stereo, to quad, octal, 10 voice and 5.1 configurations! Including detuners, arpeggiators, multi-shifters, envelope controlled shifters, reverse shifters, wammy and vibrato fx.

Eventide introduced digital pitch shifting to a waiting world with the H910 Harmonizer™ in 1975. Since then, the power of these instruments has grown significantly, as you can see here…

These pitch shifters work best with a clean monophonic input, with a clearly defined pitch; they will be less successful on chords or heavily distorted signals. Note that all pitch shifters introduce a small delay.

5410 4_Detuners 96 2,2
{P}[GVK] A simple four channel four voice detuner. Stereo in and out.

5411 4_PitchShift 96 2,2
{PM}[GVK](TT) Four independent shifters with master and individual parameters. Each voice may be controlled via externals or an LFO for smooth modulation effects. Stereo in and out.

5412 4_ReverseShift 48 2,2
5413 4_ReverseTetra 96 2,2
{P}[GVKS](TT) Four channel reverse shifters with independent and master controls. Stereo in and out.

5414 4_IntervalShifts 96 2,2
{P} Simple four voice shifter by interval with global fine tune adjust. Stereo in, stereo out.

5422 Shifted Echoes 96 2,2
{PM}[S](TT) Two high quality pitch shifters with tap tempo delays (max 2 sec) and modulation. 5.1 in and out.

5423 ChordConstruct'nKit 96 2,2
{P}[GV](TT) Simple four voice shifter by interval. Global fine tune adjust. Summed in, stereo out.

5424 10v Arpegg Thick 48 2,2
{P}[GV] Two four-voice multishifters, each being fed by one of the ins. Chan1=pitch1~5, chan2=pitch6~10. Stereo in and out.

5427 120BPM ShifterDelay 96 2,2
{PM}(TT) Play a note, get a riff. The output of each shifted voice is delayed 125 mS from the previous voice. Summed in, stereo out.

5428 5ths&Oct Multiply 96 2,2
{PM}(TT) Fifth and octave pitch shifts. Summed in, stereo out.

5429 Dual H910s 96 2,2
{P}[V] Two of our classic H910 pitch shifters, one for each channel. Dual mono in, dual mono out.

5430 4 IntervalShifts 96 2,2
{P}(TT) Simple four voice shifter by interval with global fine tune adjust. Stereo in and out.

5431 Dubbler 96 2,2
{PM}[GVDK](TT) Doubles up your signal with four micro pitch shifts. Summed in, stereo out.

5432 Etherharp 48 2,2
{PR}[G](TT) Eight pitch shifters with TT delays melt into an elegant minor modal chord from an ethereal Harp. Try on parallel 5ths. Dark tone. Set TT switch in the system menu. Summed in, stereo out.

5433 IntervalicQuad 96 2,2
{P}(TT) Quad shifter by interval. All channels are phase accurate via PITCHTIME module set up as a straight ahead shifter. 'Interval' and 'FineTune' parameters allow all possible values. Stereo in and out.

5434 IntervalicShift_S 96 2,2
{P}(TT) Stereo shifter by interval. Stereo in and out.

5435 Large Poly Shift 96 2,2
{PD} A kind of pitch shifter you use with chords. Like Poly Shift but now you can shift up and down by octaves. Summed in, mono out.

5436 LevitationShift 96 2,2
{P}(TT) Enveloped stereo shifter gives a distinctive string-type second voice. Stereo in and out.

5437 MultiShift_4 96 2,2
{P}(TT) Four voice intervalic multishift with selectable feedback. Great for arpeggiated effects. Each voice may be controlled via externals for choosing intervals. Summed in, stereo out.

5438 MultiShift_8mod 48 2,2
{P} Eight voice multishifter. Voice 1~4 fed from input#1, voice 5~8 fed from input#2. Independent external mods for each voice. Stereo in and out.

5439 Organizer 96 2,2
{PM}[GK] Turns any line into an organ solo. Pure tones gets you a Hammond, Complex tones get you a pipe. Summed in, stereo out.

5440 PolytonalRythym 96 2,2
{PD}(TT) Polyrhythmic pitched delays. Play a note, get a 6 note line back plus a delaytap of the original. Summed in, stereo out.

5441 Stereo Backwards 96 2,2
{P} Breaks input into little pieces and plays them backwards. Adjust optional pitch shift in 'Expert' menu. Uses m/s processing to maintain stereo image. Stereo in and out.

5442 Vibrato_S 96 2,2
{PM}(TT) Simple vibrato effect. Stereo in and out.

5443 Wammy_s 96 2,2
{P}[G] Simple wammy pedal. Stereo in and out.

5444 Warm Shift 96 2,2
{PE}[GVK] One pitch shifter per channel. Each has a gentle lowpass in the feedback loop. Dual mono in, dual mono out.

55 Shifters - Diatonic

A diatonic shifter will keep its shifted output(s) within a key and scale type, related to a root note and chosen intervals. You define key, scale and intervals you want and the algorithm does the rest. Notice that each shifter voice has two second soft delay available which can be used to separate the voices from each other and the input. These presets are System Tempo or Midi Clock synch-able to give rhythmic arpeggios.

This bank also features our new multi-voice Custom Scales Pitch Shifter, a truly powerful music tool for the melodic and harmonic adventurous musician; it allows per-note user scale selectable intervals, covering chromatic, hybrid and ethnic harmonies, counterpoint and poly-tonality.

5510 4_DiatonicShift 96 2,2
{P}(TT) A four channel four voice diatonic shifter. Stereo in and out.

5517 Diatonic +3rd+5th 96 2,2
5518 Diatonic +3rd+7th 96 2,2
5519 Diatonic +4th+6th 96 2,2
5520 Diatonic +5th+Oct 96 2,2
5521 Diatonic +5th-4th 96 2,2
5522 Diatonic +5th-oct 96 2,2
5523 Diatonic +/- Oct 96 2,2
{P}[GV](TT) A two voice diatonic shifter. Summed in, stereo out.

5524 Diatonic Thesaurus 96 2,2
{P}[GV](TT) This is what you've been dreaming of... Set 8 steps for 2v diatonic shifters intervals, keys and scales. Summed in, stereo out.

5525 Diatonic Trio 48 2,2
{PRY}[GV](TT) Diatonic interactive shifters>verb. Choose 3 intervals for each of two shifts which are triggered by source level and randomly chosen. envelope control of shifts and source to help emulate strings. Verb can output front, rear or both. Stereo in, stereo out.

5526 DiatonicShift_8 48 2,2
{P}[S](TT) Simple 4 channel 8 voice diatonic shifter. Each input feeds 2 consecutive voices, input #1=voices1&2, in#2=v3&4 etc. Stereo in and out.

5527 Diatonic_8mod 48 2,2
{P}(TT) Eight voice diatonic shifter. Voice 1~4 is fed from input#1, while voice 5~8 is fed from input#2 with independent external mods for each voice. Stereo in and out.

5528 M_4DiatonicShift 96 2,2
{P}(TT) Four channel four voice diatonic shifter with master parameters. Stereo in and out.

5529 Stepped Dshifter 96 2,2
{P}[GVS](TT) Four voice diatonic shift with <step#> parameters. These allow you to preset a sequence of values for each voice of each step value. Step#0=unison. Summed in, stereo out.

For more information on the following, see Custom Scales Pitch Shifters on page 83.

5540 2v Custom Shifter 96 2,2
⇒ *Two voice.*
5541 2v CustShift&Verb 96 2,2
⇒ *Two voice with reverb.*
5542 4v Custom Shifter 96 2,2
⇒ *Four voice*

56 Shifters - Ultra

The UltraShifter™ can pitch shift a vocal two octaves up or one octave down while maintaining a natural vocal quality. It can also alter the overall formant structure of a vocal signal independently of any pitch shift. UltraShifter is optimized for vocal signals although it may be suitable for other monophonic source material.

Real-time adaptive resynthesis makes the UltraShifter the most natural sounding vocal shifter ever created. The UltraShifter can modify or maintain pitch and spectral content over a four octave range.

5610 Robot Voice 96 2,2
{PD}[V] Formant corrective shifter with robotic parameter. Choose shift amount as cent value. Summed in, stereo out.

5611 Ultra AutoCorrect 96 2,2
{P}[V] Chromatic AutoCorrect UltraShifter. Summed in, stereo out.

5612 Ultra Cents 96 2,2

5613 Ultra Cents 2 96 2,2
{PD}[V] Formant correct pitch shifting. Adjust formant for a different sound. Set source for better pitch tracking. Summed in, stereo out.

5614 Ultra Diatonic 96 2,2

5615 Ultra Diatonic 2 96 2,2
⇒ *Manual formant parameter.*
{PD}[V] Formant corrective Diatonic shifter. Included is ability to use non equal-tempered scales. Summed in, stereo out.

5616 Ultra Diatonic 3 96 2,2
{PD}[V] Formant corrective Diatonic shifter. <form#> gives you a value for each possible interval. This lets you pre-select the perfect formant per interval. This gets added to <formant> which is global, and displayed as <value>. Summed in, stereo out.

5617 Ultra Interval 96 2,2
⇒ *self-adjusting formant scaling.*

5618 Ultra Interval 2 96 2,2
⇒ *with manual formant.*
{PD}[V] Formant corrective shift Choose shift by interval. Summed in, stereo out.

5619 Ultra Interval 3 96 2,2
{PD}[V] Formant corrective shift selected as interval. <form #> and <tune #> gives you a value for each possible interval 'click' over the 3 octave range. You may pre-select the perfect formant and tuning for each interval. global formant and tune parameters get added to the <#>. The final sum is then displayed as <value>. Summed in, stereo out.

5620 Ultra UserScales 96 2,2
⇒ *auto formant parameter.*

5621 Ultra UserScales 2 96 2,2
⇒ *manual formant parameter.*
{PD}[V] Formant corrective diatonic shifter. This one is for user generated scales. Summed in, stereo out.

5622 Ultra UserScales 3 96 2,2
{PD}[V] Formant corrective diatonic shifter. This one is for user generated scales <form#> gives you a value for each possible interval. This lets you pre-select the perfect formant per interval. This gets added to <formant> which is global, and displayed as <value>. Summed in, stereo out.

57 Shifters - Unusual

This bank offers the most creative pitch shifting applications in the industry: classic Eventide "crystals", interactive shifters, pads, polyrhythmic modulatable shifters… all very imaginative and offering musical tools for just about any source.

5709 Aliens 96 2,2
{PE}(TT) Two reverse shifts. Stereo in and out.

5710 Angelic Echos 48 2,2
{PRDMCE}[GVS](TT) Angelic echoes with chorus and reverb. Delay parallel to pitch>verb. Stereo in and out.

5712 Chim-Chiminee 96 2,2
{P}(TT) Nice, arpeggiated shifts with octaves and fifths. Summed in, stereo out.

5713 Crystal 5th Caves 96 2,2
{PR}[GVS](TT) Simpler, pitched echoes with reverb. Try different shift amounts. Summed in, stereo out.

5714 Crystal Caves 96 2,2
{PRE}[GVS] Pitch and reverb. Pitch has <level> param and a <mix to verb> param. Stereo in and out.

5715 Crystal Heaven 96 2,2
{PRDMCE}[GVS](TT) Octaves chorused and reverb-ed. Stereo shift, delay and reverb. Stereo in and out.

5716 Crystal Oct & 5ths 96 2,2

5717 Crystal Octaves 96 2,2

5720 Crystal Sevenths 96 2,2
⇒ *some fifths are thrown in for a more organ-like effect*
{PRE}[GVS](TT) Octave echoes build upon each other to add a crystalline string sound to your instrument. Summed in, stereo out.

5718 Crystal Orbits 48 2,2
{PRDCE}[GVS](TT) Crystals > ringdelays > reverb. Huge textural bed is created. Stereo in and out.

5719 Crystal Pad 2 96 2,2
{PRE}[GVS](TT) Shimmering, squeaky fields. Summed in, stereo out.

5721 Crystal Worlds 2 96 2,2
{PRDMCE}[GVS](TT) Crystals > st delays > reverb. Like "Crystal Orbits" but this one has the crystals in series. Stereo in and out.

5722 CrystalGyroscope 96 2,2
{PM}[GVS] Dual shifters into a gyroscopic panner. Pan makes little circles while Precess rotates them. Stereo in and out.

5723 Dinosaurs 96 2,2
{PRDMCE}[GVS](TT) Look out behind you... Stereo in and out.

5724 Doppler Pass 96 2,2
{P}[GVS] Pans and pitchshifts inputs to create a Doppler pass effect. Trigger makes effect happen. Select direction of movement with 1st param on Main menu. Stereo in, stereo out.

5725 DuckedCrystals 96 2,2
{PEY}[GVS](TT) Two voice ducked reverse shifters. 'Thresh' is ducking sensitivity. Summed in, stereo out.

5726 Fake Pitch Shift II 48 2,2
{DM} Pitch Shifts signal by selectively sampling modulating delay lines. Not neat and tidy at all, but unique. It takes a minute for parameter changes to take effect. Summed in, mono out.

5727 FreqShift W/Delay 96 2,2
{PD} Simple freq shifter with delay. Stereo in and out.

5729 Genesis II 96 2,2
{PRDMCE}[GVS](TT) Crystals > moddelays > reverb. Like 'crystal orbits' this one has the crystals in series and in a 'forward' direction. Stereo in and out.

5730 Latin Cathedral 96 2,2
{PR}[GVS](TT) An interesting reverb made by using reverse delays. Summed in, stereo out.

5731 ReverseTetra 96 2,2
{P} Four parallel reverse shifters with independent controls. Summed in, stereo out.

5732 Shift To Nowhere 48 2,2
{PE} Divides input into octaves and 'switches' them. Signal is shifted, but it doesn't go anywhere! Decrease input gain to avoid distortion. Use output gain to compensate. Increase Delay and Length for more interesting effect. Summed in, mono out.

5733 Steeplechase 96 2,2
{PM}(TT) Polyrhythmic shifted delays. Modulation of the shifters will have you wondering who's chasing who. Summed in, stereo out.

5734 StringTrio 48 2,2
{PRY}[G](TT) Non-diatonic interactive shifter with verb. Choose three intervals for each of two shifts which are triggered by source level and randomly chosen. Envelope control of shifts and source helps to emulate strings. Stereo in, stereo out.

5735 Scary Movie & Verb 96 2,2
{PRE}(TT) H3000 Scary Movie into verb. Stereo in and out.

5736 Ominous Morphing 48 2,2
{PRD}(TT) Morphs a vocal track into an ominous verb-ed one. You can preset morph times and 2 shifters and feedback settings (A/B). Reverse/Forward is also available. Stereo in and out.

5737 Lunatics 96 2,2
{PM} This guy has a problem... DEFINITELY! Use dialogue thru this algorithm. All sort of personality splits, sweeps, moods.... he'll never be the same again. Stereo in and out.

58 Sound Effects

This is a collection of sound effects, some based on the numbered presets on the 3000B, others from the H7600. In most cases they should be used 100 percent 'wet.'

5809 ResoMachine 48 0,2
{RDME}[XS](TT) Noise triggers Resonant Chords. Reso sensitivity adjusts input level to resonators. Watch clipping. Each resonator has 2.4 sec delay and rhythmic subdivisions. Nothing in, Stereo out.

5810 Alert (401) 96 0,2
{PDME}[X] This program produces a harsh sound: <rate> *controls the alarm sweep rate,* <tone> *controls the tone of the sound. Ahooga! Nothing in, stereo out.*

5811 Doorbell (403) 96 0,2
{PDE}[X] This program generates a familiar doorbell sound when triggered: <ring> *will ring the doorbell* <tone> *adjusts the tone <tune> controls the pitch. Nothing in, stereo out.*

5812 Flintlock 96 0,2
{PE}[X] This is a careful simulation of an antique flintlock rifle. If you listen carefully, you will hear the fine quality of the engraving on the beautiful rosewood handle. Nothing in, stereo out.

5813 Himalayan Heights 48 0,2
{PRME}[X] Karplus/Strong synthesis.This patch uses noise generators thru crazy oscillating filters that can be tuned to specific notes. Here they are tuned to a random pulsing A minor pentatonic arpeggio. Wind is also available to design a winter Tibetan landscape. Filters sound almost like gamelans. Tuning menu sets on/off rate and tuning for each filter. Great patch for songs intros & endings.... Nothing in, stereo out.

5814 Jet Fly By 96 2,2
{PDE}[X] Hit the <fly by> *param and the jet will do it, left to right. User warning: the jet will fly by on loading preset ! Nothing in, stereo out.*

5815 Jettison (405) 96 0,2
{DE}[X] Similar to 'jet', this sound is reminiscent of rocket stages being jettisoned, or perhaps a spaceship blasting off. <jettison> *triggers the jet sound* <speed> *controls the speed* <whine> *adds complaints. Stereo in and out.*

5816 Locomotive 96 0,2
{PDME}[X] Those of us of advanced years can dimly remember the sound of a steam engine. Here is a jog for the memory. <roll out> *puts it in gear and ramps between low speed and top speed. Nothing in, stereo out.*

5817 Mortar Shells 96 0,2
{PDE}[X] War has broken out in the next street (again). Here are a few sound effects to complete the picture. Nothing in, stereo out.

5818 Sonar (409) 96 0,2
{DE}[X] This simulates the sound of a submarine's sonar: <ping> *does it. Nothing in, stereo out.*

5819 Stereocopter (410) 96 0,2
{PDME}[X] Use this if you need an easy helicopter sound: <speed> *controls the rotors. Nothing in, stereo out.*

5820 Stormwatch 96 2,2
{PDME}[X] Asymmetric modulations give this collection of nature at work an animated feel. Howling wind, driving rain plus distant thunder via the <bolt> parameter. Great background effect. Nothing in, stereo out.

5821 TankAttack (411) 96 0,2
{PDE}[X] This has the familiar sound of an arcade tank game: <fire> *goes boom* <rumble> *tunes the explosion* <range> *controls implied distance. Nothing in, stereo out.*

5822 Tesla Generator 96 0,2
{MEY}[X] Tesla Power Generator Electricity generator engine from XIX century...watch your speakers!!! Nothing in, mono out.

5823 Ufo (413) 96 0,2
{PDE}[X] This is an authentic (according to all local observers) version of a spaceship lifting off: <Take Off> will make it happen. Press it again to land. Nothing in, stereo out.

5824 Wavelab 96 0,2
{ME}[X] An oscillator or an editable waveform oscillator thru a modfilter, swept by an LFO. Choose filter kind or bypass it. Scope & spectrum show tweak results. Nothing in, mono out.

59 Spatialization

Some cool psycho-acoustic and clever spatialization presets.

5910 Bass Balls 96 2,2
{E}[G] Makes speakers seem bigger than they really are by creating second harmonic of sound below a turnover frequency you set. A little goes a long way. Stereo in and out.

5912 Mess With Stereo 96 2,2
{PDME}[V] The left/right input is converted to sum/difference. then a number of modifiers act upon the signal. Finally it is converted back to left/right. This gives some interesting stereo enhancements. Note: There is a slight delay in processing. Stereo in and out.

5916 TruePhase Delay 96 2,2
{D} A variable amount of 'phase shift'. This is real phase shift in degrees and it applies to each frequency. You also have precision delay and feedback. Stereo in and out.

61 Synthesis

This bank shows the H7600 synthesis powers - from FM to audio input driven synths and analog style oscillators!

6109 Arabian Collangette 96 0,2
{PRDMCE}(TT) An oscillator tone is the Root of a sequence tuned to the Arabian `Collangettes' scale. Filter, modfilter, panning delay and verb process the oscillator. Nothing in, stereo out.

*More about the Arabian scale?... It has 25 steps from G to G 1200 cents above. Very microtonal. Here it is: G:0c. G#:48c. G##:90c. G###:149c. A:204c. A#:253c. A##:294c. A###:355c. B:408c. B#:456c. C:498c. C#:547c. C##:588c. C###:694c. D:702c. D#:751 D##:792c. D###:852c. E:906c. E#:953c. F:996c. F#:1045c. F##:1110c. F###:1147c. G:1200c....and the names... YAK-GAH*Nim Qarar Hisar*Qarar Hisar* Tik Qarar Hisar*USAYRAN*Nim Ayam Usayra*Ayam Usayran*`IRAQ*GAVAST*Tik Gavast *Rast*Nim Zirgulah*Zirgulah*Tik Zirgulah*DU GAH*Nim Kurdi*Kurdi* SAH-GAH*BUSALIK*Tik Busalik*TSAHAR-GAH*Nim Hijaz*HIJAZ*Tik Hijaz*NAWA.*

6110 Eel Drums 2 48 2,2
{PRDMCEY}[D] Kick drum sub harmonic generator and noise snare generators with envelopes, feeding a filtered stereo chorus, filtered backwards shifters and diffusion. Summed in, stereo out.

6111 External Hats 96 2,2
{MEY}[D] Inputs 1&2 trigger synthetic 'hats'. Use short, sharp trigger sounds. 2 LFOs and/or envelope of sound can mod phasers. The envelope of sound itself can mod the LFOs! Each 'hat' is output though a LP & HP filter that is modulated by the envelope of the sound. Tweak away! 2 in, 2 completely different out. Stereo in and out.

6112 FM TimbreFactory 96 0,2
{E}[X] A four operator FM timbre generator suitable for sampling. At fund of 55Hz (A1), loops should be (1/4 samp rate) number of samples. Each operator can be modulated by the other three operators and itself (if you're clever, you can create any parallel or series combination you like). Each operator is sent to the Mixer. The outputs of the Mixer are filtered. Nothing in, stereo out.

6113 Heen 96 0,2
{M}[X] Sample and hold effect. A sequence of random notes. Try playing with the sample freq and droop. Nothing in, mono out.

6114 Jan&Jeff 96 2,2
{RY}[G] As in, Hammer and Beck. Synth will follow your input guitar line... sorta. If you don't understand it, you're too young. Summed in, stereo out.

6115 Rise Or Fall Osc 96 0,2
{DM}[X] A series of oscillators perpetually rises or falls. Gives you that uplifting or sinking feeling. Because of the mechanisms involved, the program distorts upon loading (sorry!). Nothing in, mono out.

6116 Samp/Hold FM Lab 96 0,2
{MEY}[X] A sample and hold 'circuit' is triggered by the LFO. The output from the s/h modulates an oscillator dubbed 'modulator' according to 'S/H mod'. The output from the 'modulator' Osc then modulates a 'carrier' Osc according to 'fm mod'. The output from the 'Carrier' Osc is panned between two speakers by the S/H 'circuit'. Finally, the output from the panner is filtered. The setup just described is repeated for both the front and rear speakers. The LFO can be triggered to sync with music. Mono in, stereo out.

6117 Timbre Factory 48 0,4
[X] Create a timbre with additive synthesis. Useful for sampling. At fund of 110Hz (A2), loops should be (1/2 sample rate) number of samples. Try panning the harmonics. Nothing in, stereo out.

62 Test Tools

Audio test tools you will always need!

6210 Audio Test Set 96 2,2
{MEY} Audio Distortion Test Set. Can be used to test the performance of the H7600 or another piece of equipment connected between i/p and o/p. Stereo in and out.

6212 Dig Sig Gen 4 96 0,2
{M} A full-blown oscillator with modulation. Nothing in, mono out.

6213 Dual Scope 96 2,2
This is a stereo oscilloscope display of the input signal. Adjust the <ygain> *and* <xgain> *controls for the best signal. Both selected channels are summed to provide a trigger. Stereo in and out.*

6214 Phase Test 96 2,2
This preset drives all outputs with an oscillator, and then compares the (assumed looped-back) inputs against each other. This will detect any inter-channel phase or gain errors, as well as any clicks. Due to the precision of the comparison, it is unlikely to be useful with analog signals. Stereo in, mono out.

6215 SpectrumAnalyzer 96 2,2
This is a single channel 512 band spectrum analyzer, with selectable linear or log amplitude scales. The frequency scale is linear, set at about 50Hz/pixel when xscale *is 1. The input may be selected from channels 1-4 or an oscillator. Stereo in, stereo out.*

6216 Oscillator 1k 0vu 96 0,2
{M} General-purpose oscillator. On loading it is set to a 1 KHz sine wave. LFO (fm) allows addition of an offset and modulation. Output will clip above +12dB. Aliasing will be audible on triangular and square waves at higher frequencies. Nothing in, mono out.

6217 20>20 Audio Sweep 96 0,2
{M} A general-purpose oscillator. On loading it is set to a 20>20 kHz sweeping sine wave. The output will clip above +12dB. Aliasing will be audible on triangular and square waves at higher frequencies. Nothing in, mono out.

63 Textures

Here you'll find some very evocative delay, pitch and reverb based effects. Often highly colored by chorused diffusors and imaginative plex-verbs or combs and ring modulators, these static or rhythmic sounds are a true delight for your ears, especially if used with multi-speaker setups.

6310 Choir+Diffchorus 96 2,2
{PRDM}[G](TT) Choir>diffusion. Stereo in, stereo out.

6312 Choir+Verb 96 2,2
{PRDM}[G](TT) Choir>reverb. Stereo in and out.

6314 Colortaps+Verb 48 2,2
{PRDM}[G](TT) Colortap delays + reverb. Stereo in and out.

6315 Combtap+Diffchorus 96 2,2
{RD}[G](TT) Combtaps > diffchorus. Stereo in and out.

6316 Diffchorus+Delay 96 2,2
{RD}[G](TT) Diffchorus > delays. Stereo in and out.

6318 Mercury Cloud 2 96 2,2
{RDY}[G](TT) A wild reversed verb into a ducked texture verb. Play thru this patch with a very distorted & loud tone, without dry signal. Assign 1 is volume pedal to the verbs. Nice dynamic tricks are possible using the vol. pedal while monitoring ducking on display. Summed in, stereo out.

6321 Tapdelay Plex 96 2,2
{RDME}[G](TT) T_delay plex. Summed in, stereo out.

6324 Tapdelay+Diffchorus 96 2,2
{RDM}[G](TT) Tapdelay>diffchorus. Stereo in and out.

6325 Tapdelay+Verb 96 2,2
{RDM}[G](TT) Tapdelay>reverb. Stereo in and out.

6326 Tapring Plex 96 2,2
{PRD}[G](TT) T_ring plex. Summed in, stereo out.

64 Utilities

A bank of useful programs… from accurate chromatic tuner to metronome, MIDI real-time controllers and test tools.

6409 5.1 Metered Thru' 96 2,2
{M}[S] This preset meters the inputs with adjustable attack and decay ballistics. <Reset> button zeroes the current maximum. A convenient <Mute> button is always available. Brought to you by: Chris Fraley www.FraleyMusic.com.

6410 ChromaticTuner 96 2,2
[GV] Chromatic Tuner - will pass in to out. Summed in, dual mono out.

6411 Dither 96 2,2
This preset allows the user to change the number of output bits in the signal The user can choose between rectangular (uniform) or triangular distribution. Triangular distribution being more common, it is set by default. Rectangular noise distribution can be used for audio streams that have already been processed with a rectangular dither noise. Stereo in and out.

6412 Metronome 96 0,2
{ME} Bpm metronome. Pick BPM, time signature and # of Bars. Visual+audio references. Nothing in, mono out.

6413 Midi Modulator 96 0 ,0
{M}(TT) Eventide morphs itself into a powerful MIDI remote controller for external FX processors. Some old or cheap units don't support internal LFOs/pedals/ switches. This program fixes the problem. Set MIDI cc# & channel, match them on ext. units, choose parameters to control set +\- scaling &...GO!!! Time ramps allow precise fade ins & outs of controllers. They can also turn a switch into a continuous controller. When using LFO, set both ramps to 0. TTempo sync available. Nothing in, nothing out.

6414 Midi Remote Cntrller 96 0 ,0
Your EVENTIDE turns into a MIDI remote controller, with MIDI 1>16 cc and MIDI 65, 70, 71 & 72 momentary controllers. Connect MIDI out to ext units MIDI in. Nothing in, nothing out.

6415 Musicians' Calc 96 0,0
A few helpful conversions. No need to run for the calculator.. Nothing in, nothing out.

6419 Universal Matrix 96 2,2
M/S (mid/side) recording lets you air stereo events with complete mono compatibility. This setting decodes M/S recordings & controls their stereo width. It also lets you fix mono and stereo routing. Stereo in and out.

6420 Verb Tester 96 2,2
{M} Tool for assistance in creating reverb presets. Load this preset into DSP A, do reverb work in DSP B (routing B in series with A). Select 'external' or 'impulse' as a source. For 'external' use a CD or other source. The LFO will crossfade your source with dead air at the rate selected. For 'impulse' a pulse train of one sample width will hit the output at the selected rate. Stereo in and out.

6421 White Noise 96 0,2
A single noise source is output on both channels. Nothing in, dual mono noise out.

65 Vintage Gear

An amazing collection of classic analog and digital vintage units replicas, showing other aspects of this open system. If you know how it was made, you could re-build it here! Look for your oldies in this bank…

6510 140 EMT Plate 96 2,2
{RDE} A plate reverb with simple parameter layout. Switchable in, stereo out.

6511 893 Undulator 96 2,2
{PDMY}[GK](TT) Dynamic tremolo from 2 delays and 2 detuners in a mixed series/parallel configuration. BIAS sets how the LFO dynamically reacts to input level. An ethereal texture from H3000 days. Written by ITALO DE ANGELIS..but don't let that scare you. Mono in, stereo out.

6512 AMS DMX 1580S 96 2,2
{PM} AMS emulation with parameters at null settings. Switchable in, stereo out.

6513 DynoMyPiano1380S 48 2,2
{DM}[GK] Songbird/DyTronics Dyno My Piano Tri Stereo Chorus 1380 S replica. Very popular chorus unit in early 80s. The 3 L/C/R LFO faders control progressive wave shaping of the modulation. <pullouts>: here are controls for the original knobs pullouts that enhance the spatial perception of each chorus line and engage feedback for flanging. Sum mono in/Stereo out.

6514 H3000 Verby Chorus 96 2,2
{RDM} H3000 #384 VERBY CHORUS patch, built with SWEPT REVERB algorithm. Summed in, stereo out.

6515 H3000BreathingCanyon 96 2,2
{RDM} H3000 #579 BREATHING CANYON patch, built with SWEPT REVERB algorithm. Summed in, stereo out.

6516 Hand Flanger 96 2,2
{D} Through the use of fixed delays in parallel with a 'manual' delays. You can rock through zero time as happens by 'flanging' tape reels. <mix> is a mix of the fixed and manual delay lines. For full effect no source should be mixed in. Stereo in and out.

6517 Omnipressor (R) 96 2,2
{DEY} This 'vintage' emulation comes directly from the source. Richard would be happy to share with you his foray into 'Vsig', our graphics editing package. His journey 'The Anatomy of a Preset', as well as Vsig itself, may be downloaded from our web site at eventide.com. Mono in, mono out.

6518 Pcm70 Concert Hall 48 2,2
6519 Pcm70 Sax Hall 48 2,2
⇒ *Tweak for moody Blade Runner style sax lines.*
{RDE} Pcm70 original Concert Hall algorithm. Left & right reflections are available. Diffusors and Verbs delays are available to shape different environments. Set expert parameter to 1to access them. Summed in, stereo out.

6520 RMX Simu Ambience 96 2,2
{RD} That AMS Gated room kinda sound. Nice on kick drums and other percussion. Summed in, stereo out.

6521 Stereo Undulator 96 2,2
{PDMY}[GK](TT) True stereo version of H3000 'undulator' effect. Stereo in and out.

6522 Tape Echo 96 2,2
{DME}[GVK] Analog style tape echo with filtering, tape flutter & wear out simulations. Summed in, mono out.

6523 TC2290 96 2,2
6524 TC2290 Dyn Chorus 96 2,2
6525 TC2290 Dyn Flanger 96 2,2
6526 TC2290 Dyn Long Dly 96 2,2
{DMEY}[GVK](TT) TC2290 Dynamic Delay. Delay can be tapped in with an ext switch. Set it in the system menu. Delay modulation and level can be dynamically controlled. Dly and Dry panning can be dynamically controlled too. Dly/dyn/pan mod switches enable dynamics controlled modulations. Tweaked for dyn panning/ducking/detuning echo. Summed in/stereo out.

6527 Univibe 96 2,2
{PDM}[GK](TT) Update on a univibe replication. Tempo based tremolo/vibrato/chorus effect. Stereo in and out.

6528 1210 Chorus 96 2,2
{DM}[GK] 1210 Stereo Chorus/Flanger replicant. 2 full stereo units in parallel, one tweaked for chorus, the other for flanger. Stereo in/Stereo out.

6530 Dimension D 96 2,2
{DME} This preset emulates the Dimension D chorus with the four buttons, with some added parameters. Stereo in and out.

66 Virtual Racks

This is a bank with massive racks! 4 full blown processors are arranged in each preset, including on/off MIDI switching of each effect. Dry and wet portions of the signals are already properly routed through ... run these presets with the unit in 100% wet mode.

Attentively crafted for guitar, vocals, drums, percussion and general use samples, we suggest you try any possible audio source through these masterpieces.

The MIDI Virtual Racks presets allow the user to switch between different parameters values that can be tweaked and stored internally in the algorithm core structure, using the front panel of the unit. Recalling any of the 10 tweaks is possible by using your favorite MIDI controller, be it a pedalboard, a desktop unit or your computer MIDI/Audio sequencing software. See A note about the Midi Virtual Racks presets (Bank 66) on page 87 for to find out more.

6610 Blues Heart 96 2,2
6611 Clean Chords 96 2,2
{RDMCEY}[G](TT) Comp>TT dly>st chorus>verb with pre/post compression parallel dry signal. Set wet/dry balance to 100% wet. Ext 4,5,6,7 control on/off MIDI switching. Dly and verb spill over switching. Tweaked for clean guitar chordal work. Set TT switch in the system menu. Summed in, stereo out.

6612 Dream Strings 96 2,2
{PRDMCE}[G](TT) Reverse shift>st TT dly>st chorus> verb. Set wet/dry balance to 100% wet. Ext 4,5,6,7 control on/off MIDI switching. Dly and verb spill over switching. Tweaked for clean guitar string pads. Set TT switch in the system menu. Summed in, stereo out.

6613 Drums Treatment 96 2,2
{RDMCEY}[GD](TT) St comp>st TT dly>st chorus>verb, with pre/post compression dry parallel signal. Set wet/dry balance to 100% wet. Assign 4,5,6,7 control on/off MIDI switching. Delay and verb spill over switching. Tweaked for stereo drums effects. Set TT switch in the system menu. Stereo in and out.

6614 Electric Ladyland 96 2,2
{RDMCEY}[G](TT) Comp>TT dly>stereo flanger>verb, with pre/post compression parallel dry signal. Set wet/dry balance to 100% wet. Ext 4,5,6,7 control on/off MIDI switching. Delay and verb spill over switching. Tweaked for crunch lead or chordal work. Set TT switch in the system menu. Summed in, stereo out.

6615 Fjord Guitar 48 2,2
{PRDMCE}[G](TT) MultiShift>st TT dly>st chorus > verb. Set wet/dry balance to 100% wet. Ext 4,5,6,7 control on/off switching. Delay and verb spill over switching. Tweaked for lonesome front pickup tones. Set TT switch in the system menu. Summed in, stereo out.

6616 In Yer Face Vocals 96 2,2
{RDMCEY}[GV](TT) Comp>TT dly>st flanger>verb, with pre/post compression parallel dry signal. Set wet/dry balance to 100% wet. Ext 4,5,6,7 control on/off MIDI switching. Delay and verb spill overswitching.Tweaked for vocals. Set TT switch in the system menu. Summed in, stereo out.

6617 LA Studio Axe 96 2,2
{RDMY}[G](TT) 2290 TT dynamic dly+pan+duck > 1210 st chrs/flanger > Classic verb. Ext4,5,6 control MIDI switching. Set wet/dry balance to 100% wet. Delay and verb spill over switching. Tweaked for front pickup clean tones. Set TT switch in the system menu. Summed in, stereo out.

6618 Lead Tone Poem 48 2,2
{PRDMCEY}[G](TT) H3000 dual Shift > 2290 TT dynamic dly+pan+duck > 1210 st chrs/flanger > PCM70 Hall. Ext4,5,6,7 control MIDI switching. Set wet/dry balance to 100% wet. Delay and verb spill over switching. Tweaked for rear pickup leadtones. Set TT switch in the system menu. Summed in, stereo out.

6619 Metal Fatigue 48 2,2
{PRDMCE}[G](TT) MultiShift>st TT dly>st chorus> verb. Set wet/dry balance to 100% wet. Ext 4,5,6,7 control on/off switching. Delay and verb spill over switching. Tweaked for lead tones. Set TT switch in the system menu. Summed in, stereo out.

6620 Monster RACK ! 48 2,2

{PRDMCY}[G](TT) H3000 Diatonic Shift > 2290 TT dyn dly+pan+duck > 1210 st chrs/flanger > Classic verb. Ext 4,5,6,7 control MIDI switching. Set wet/dry balance to 100% wet. Delay and verb spill over switching. Tweaked for lead tones in C Major. Set TT switch in the system menu. Summed in, stereo out.

6621 One Time Rhyno 96 2,2

{PRDMCE}[G](TT) Reverse shift>st TT dly>st chorus> verb. Set wet/dry balance to 100% wet. Ext 4,5,6,7 control on/off MIDI switching. Delay and verb spill over switching. Tweaked for clean dreamy chordal work. Set TT switch in the system menu. Summed in, stereo out.

6622 Pentatonic Delight 48 2,2

{PRDMCY}[G](TT) H3000 Diatonic Shift > 2290 TT dyn dly+pan+duck > 1210 st chrs/flanger > Classic verb. Ext 4,5,6,7 control MIDI switching. Set wet/dry balance to 100% wet. Delay and verb spill over switching. Tweaked for lead tones in G min Pent. Set TT switch in the system menu. Summed in, stereo out.

6623 Psychedelic Vocals 96 2,2

{RDMCEY}[GV](TT) Comp>TT/BPM dly>st flanger>verb, with pre/post compression parallel dry signal. Set wet/dry balance to 100% wet. Assign 4,5,6,7 control on/off MIDI switching. Delay and verb spill over switching. Tweaked for dreamy vocals. Set TT switch in the system menu. Summed in, stereo out.

6624 Rock Vocals Rack 48 2,2

{PRDMCEY}[GV](TT) H3000 dual Shift > 2290 TT dynamic dly+pan+duck > 1210 st chrs/flanger > PCM70 Hall. Ext 4,5,6,7 control MIDI switching. Set wet/dry balance to 100% wet. Delay and verb spill over switching. Tweaked for rock singers. Set TT switch in the system menu. Summed in, stereo out.

6625 Searing Lead 96 2,2

{RDMCEY}[G](TT) Comp>TT dly>stereo flanger>verb, with pre/post compression parallel dry signal. Set wet/dry balance to 100% wet. Ext 4,5,6,7 control on/off MIDI switching. Delay and verb spill over switching. Tweaked for rear pick up distortion tones. Set TT switch in the system menu. Summed in, stereo out.

6626 Smpled Drums Rack 48 2,2

{PRDMCEY}[GD](TT) H3000 dual Shift > 2290 TT dynamic dly+pan+duck > 1210 st chrs/flanger > PCM70 Hall. Ext 4,5,6,7 control MIDI switching. Set wet/dry balance to 100% wet. Delay and verb spill over switching. Tweaked for drums samples. Set TT switch in the system menu. Summed in, stereo out.

6627 Tablas Baba 96 2,2

{RDMCEY}[GD](TT) St comp>st TT dly>st chorus>verb, with pre/post compression dry parallel signal. Set wet/dry balance to 100% wet. Assign 4,5,6,7 control on/off MIDI switching. Delay and verb spill over switching. Tweaked for percussions treatment. Set TT switch in the system menu. Stereo in and out.

6628 Tale From The Bulge 48 2,2

{PRDMCEY}[G](TT) H3000 dual Shift > 2290 TT dynamic dly+pan+duck > 1210 st chrs/flanger > PCM70 Hall. Ext 4,5,6,7 control MIDI switching. Set wet/dry balance to 100% wet. Delay and verb spill over switching. Tweaked for clean and lead Landau tones. Set TT switch in the system menu. Summed in, stereo out.

6629 1980s Rack 96 2,2

{RDMY}[G](TT) 2290 TT dynamic dly+pan+duck > 1210 st chrs/flanger > Classic verb. Externals 4,5,6 control MIDI switching. Set wet/dry balance to 100% wet. Delay and verb spill over switching. Tweaked for crunchy chords. Set the TT switch in the system menu. Summed in, stereo out.

6640 Midi Chorus_Flanger 96 2,2
6641 Midi Compressor 96 2,2
6642 Midi Diatonic Shift 96 2,2
6643 Midi Dual TT Delay 96 2,2
6644 Midi FM Tremolo 96 2,2
6645 Midi Reverb 12 96 2,2
6646 Midi Reverb 8 96 2,2
6647 Midi Reverse Shift 96 2,2
6648 Midi Ring Mod 96 2,2
6649 Midi Shifter_Whammy 96 2,2
6650 Midi St Dynamic Dly 96 2,2
6651 Midi St Micropitch 96 2,2
6652 Midi St Phaser 96 2,2
6653 Midi Custom Shifter 96 2,2

*(TT) MIDI tweaks ! MIDI Virtual Racks building block. This preset can store 10 tweaks. All parameters marked with a * are remembered by each tweak, which can be remotely recalled with a MIDI cc message and the tweak# knob. Set your pedalboard 10 switches to send the same MIDI cc#, with values 1 to 10 to recall tweaks 1>10. Summed in, stereo out.*

6660 Midi VirtRack #1 48 2,2
⇒ *Compressor > 2v shifter with whammy > st TT ducking dly > st chorus/flanger > reverb.*

6661 Midi VirtRack #2 48 2,2
⇒ *Compressor > 2v reverse shifter > fm trem > ringmod > reverb.*

6662 Midi VirtRack #3 48 2,2
⇒ *Fm tremolo > chorus > dual delay > phaser > reverb.*

6663 Midi VirtRack #4 48 2,2
⇒ *Compr > 2v micropitchshifter > ringmod >st dyn delay > reverb.*

6664 Midi VirtRack #5 48 2,2
⇒ *Compressor > 2v reverse shifter > chorus/flanger > ringmod > reverb.*

6665 Midi VirtRack #6 48 2,2
⇒ *Compressor > diatonic shifter > st TT dly > st chorus/flanger > reverb.*

6666 Midi VirtRack #7 48 2,2
⇒ *Compr> 2v micropitchshifter > dyn delay> chorus/flanger > reverb.*

6667 Midi VirtRack #8 48 2,2
⇒ *Two voice custom shifter > st TT dly > st chorus/flanger > reverb.*

*{PRDMCEY}[G](TT) Series routing. Set H7600 wet/dry to 100% wet. These presets can store 10 tweaks. All parameters marked with a * are remembered by each tweak, which can be remotely recalled with a MIDI cc message and the tweak# knob. Set your pedalboard 10 switches to send the same MIDI cc#, with values 1 to 10 to recall tweaks 1>10. Summed in, stereo out.*

67 Vocals

A bank dedicated to the singer! Multi-effect arrays, complete vox channel strips, cool verbs and vocal enhancers.

6710 B-vox Delays+verb 96 2,2
{RDMCEY}[V] Ducked delays and reverb. Delays ducked in feedback path, triggered by sum of l+r inputs. Uncluttered verb for open airy atmosphere. Great for backing vocal tracks. Stereo in and out.

6711 B-vox Pitch+verb 48 2,2
{PR}[V] Dual stereo shifters and verb for one-pass backround vocals. Simple control. Stereo in and out.

6712 DualVoxProcess 96 2,2
{EY}[V] Great 'pre-tape' vocal processor. Comp/de-ess/EQ. Dual mono in, dual mono out.

6713 Phased Voxverb 96 2,2
{RME}[V] Not much of a challenge to figure out what 'Phased Vocal Reverb' does. It has smooth slow sweep pattern on the phase, and then a basic reverb. Stereo in and out.

6714 Proximityverb 48 2,2
{PRY}[V] Vocal process and two verbs. Sing louder and open the second verb. Stereo comp>diffusion>detuners into verb1 and into stereo gates>verb2. Processed source + detuners out 1/2, verbs out 3/4. Stereo in, stereo out.

6715 Vocal Chorusdelays 96 2,2
{DMEY}[V] Simple stereo chorus/delays with ducked feedback paths. Thresh is ducker sensitivity and triggered by sum of l+r. Stereo in and out.

6716 VocalverbTwo 96 2,2
{PRCEY}[V] Stereo comp/EQ + unreelroom. A complete vocal chain front to back, perfect for those comp-ed vocals. Stereo in and out.

6717 Voice Disguise 96 2,2
{PE}[V] Disquises voice for stool pigeon to appear on '60 Minutes'. Pitch shifts up and down using random lengths and random directions. Mono in, mono out.

6718 Voice Processor 96 2,2
{DMEY}[V] Make voice tracks more compelling. Accomodates wide range of mic techniques, adds upward level, full EQ, de-ess, and compress. WARNING: adds 2/3 sec. delay. Switchable in, mono out.

6719 Vox Double+Slap 96 2,2
{PRDMCE}[V] This is a doubler and a slap echo. Good for vocals. You can add reverb by turning up the verb level and decay time. Summed in, stereo out.

6720 Vox Shimmer 96 2,2
{PRDMCE}[V] A beautiful, complex, multi-effect vocal processor. This is a tweak of 'Voxplate/Chorus,' featuring shift, delay and verb. Summed in, stereo out.

6721 Voxplate / Chorus 96 2,2
{PRDMCE}[V] An excellent one-stop vocal treatment. It has EQ for left and right inputs, a pitch shifter for thickening, a reverb, and a delay with modulation capabilities. Summed in, stereo out.

6722 VoxProcess_S 96 2,2
{EY}[V] Stereo vocal process. Comp/de-ess/EQ. Stereo in and out.

68 Vocoders

The Predictive Vocoder creates a vocoder effect using a high-resolution physical model of the human vocal tract. Use these presets as they are…ready to go!

6810 CreamyVocoderAlpha 48 2,2
{EY}[V] 20 band (20~20k) vocoder. Left In = Carrier (often instrument) Right In = Modulator (often voice) Switchable carrier (input or noise) Not what you are used to in a vocoder as this goes well beyond the range of voice. Dual mono in, stereo out.

6811 CreamyVocoderBeta 48 2,2
{EY}[V] 20 band (70~8k) vocoder. Left In = Carrier (often instrument) Right In = Modulator (often voice) Switchable carrier (input or noise) Tweaked for tighter frequencies in the range of human voice. Dual mono in, stereo out.

6812 GravelInMyThroat 96 2,2
{ME}[V] Dual mono in, mono out.

6813 Logan's Box 96 2,2
{ME}[V] Vocoder. Dual mono in, mono out.

6814 Mobius8translate 96 2,2
{PDME}[V] Two LFOs, noise and MIDIkeys exite this vocoder. The voice of Mobius 8. The inclusion of ring modulation, sample/hold and comb filtering gives a very strange twist. Stereo in and out.

6815 Soundwave 96 2,2

6816 Voder 13 96 2,2
{ME}[V] Vocoder Dual mono in, mono out.

69 Eventide Users

A collections of cool presets sent us from many of our world-wide friends. Another example of creativity on this powerful open-architecture processing platform.

6910 80s Guitar Rig 48 2,2
{DMEY}[G] Classic 80's guitar effects, --> : Input Trim with Gate Two channels: Clean / Distortion both with lots of EQ Tremolo Ring Modulator Octaver with Tremolo Chorus Phaser (12-stage) Wah (LFO, Pedal, or Envelope) Modulation sources include: Dedicated LFO for each effect Two external pedals Peak/Envelope follower LFO modulated by Peak Filtered Noise S&H Brought to you by: Chris Fraley www.FraleyMusic.com. Summed in, mono out.

6911 Asbakwards 96 2,2
{PR}[S](TT) Backwards texture. Full lush and well as backwards ! Summed in, stereo out.

6912 Brain Loops 48 2,2
{DEY}[G](TT)(tim) Four 40 second mono loops. <input>#> chooses which loop(s) sees input. <timer>#> locks and activates loops to the system timer so you may tap multiple and arbitrary lengths via the 'timer'. BE CAREFUL if you are going back to a loop previously set. If <timer> is different, go and set timer back BY HAND BEFORE you re-choose that loop# as it will DEFAULT loop to what ever number it sees. Metronome gives visual and/or sonic reference to tempo (NOT TO TIMER !). Summed in, stereo out.

6913 Dynamic Worm 48 2,2
{RDME}[G](TT) Mutitap and reverb swept through a filter. Extreme tail and lots of motion. Summed in, stereo out.

6914 Flaedermaus 96 2,2
{PM} Sequenced pitchshifter sounds like bats chasing you around in octaves and leading tones. Summed in, stereo out.

6915 Ghosties 96 2,2
{R} And other things that go bump in the night. Summed in, stereo out.

6916 Liquid Sky 96 2,2
{DME} Doppler alternating up and down without splicing: What goes up must come down! Free of glitches on any audio. Slow LFO makes a beat, fast makes a tremolo. Trippy after a reverb. Dual mono in, stereo out.

6917 PolySwirl Tap 48 2,2
{RDME}(TT) A Vanilla Rack, but vanilla can be delicious, too. Switchable in, stereo out.

6918 September Canons 48 2,2
{RDM}[GK](TT) Built for performance of the title. Three parallel ping-pong delays > chorus/flanger >verb. The first two delays are configured as a 'set' with only delay times independently controlled. Tempo monitor as well as external control of inputs and feedbacks of the 'two' sets of delays asist in performance. Stereo in and out.

6919 SmearCoder 48 2,2
{REY}[G] Swirly clouds surround you. A new twist on gated reverb. A signal is Vocoded with a Smeared version of itself. The Vocoder can be fed with a clean or distorted signal, as can the Smearverb. Summed in, stereo out.

6920 ToddsPedalShiftVerb 96 2,2
{PR}[G](TT) Shift>verb <assign 1> controls both voices. <pitch#> sets heel position. <pmod> sets mod amount (toe position). <pitch> + <pmod> = shift at 'toe' <real #> shows actual value. Preset tweaked for 'thick fifths up' to 'thick octaves up'. Summed in, stereo out.

70 Programming

Great learning tools for those willing to build their own personal algorithms.

7010 Empty Program 96 0,0
An empty program, to be used as a starting point when using the Patch Editor. Nothing in, nothing out.

7013 Interface Modules 96 0,0
Tutorial patch showing Interface modules work. Learn the use of knobs, faders, monitors, meters and gangs. Nothing in, nothing out.

7015 Tempo Dly_Lfo Jig 96 2,2
{DM}(TT) This patch shows the use of the system Tempo (Setup). Notice MIDIclock module and its internal settings, needed to sync dly time and LFO rate. Summed in, mono out.

7016 Tempo_Verb Jig 96 2,1
{R}(TT) This patch shows the use of System Tempo (Setup). Notice the MIDIclock module and its internal settings, needed to sync reverb decay time. Summed in, mono out.

7017 TimerDly Jig 96 2,2
{D}(tim) This patch shows the use of system Timer (Setup). Notice the C_DTIMER module and its connections, needed to control long delay/looping applications. Summed in, mono out.

71 Px - Commerce

*The loudspeaker and intercom effects aren't just variations of a single program, and there's a lot of different algorithms generating them. Try them all - what we think is a **soundtruck** might be your ideal **radio-on-the-porch** ...*

The effects in this bank should in general be used 100 percent "wet", as they incorporate their own mixing.

7110 Airplane Background 96 0,2
{DE}[X] This generates a complex machine hum that's great in stereo. With a little extra filtering, it can be just about any background from a tank interior to a starship. The <Throttle> button makes the engines speed up and slow down, while <Bong> gives you a realistic flight-attendant call. <Accel> controls how quickly <Throttle> does its thing. The tourist cabin is noisier because someone left a window open back there. Nothing in, stereo out.

7111 Clock Radio 96 2,2
{ME}[X] What does your morning show really sound like to the listeners? Here's an authentic-sounding tiny speaker in a plastic box, with some annoying alarm-clock beeps, so you can find out. Summed in, mono out.

7112 Fries With That? 96 2,2
{PEY}[X] A typical drive-through's outdoor speaker, with adjustable distortion and muffle. Quality and intelligibility varies with your choice of restaurant The Ritz, MacBurger, or Road Kill Unlimited. The <Distrt> (distortion) and <Muffle> settings are slightly interactive, so, if you decide to customize one, you should also adjust the other. Mono in, mono out.

7113 Office Intercom 96 2,2
{RE}[X] This is a traditional squawk box - it beeps when you call someone, and there's some reverb thrown in to make the speaker sound natural. Select the kind of office, which influences the quality of the sound and also the reverb. The input is muted until you hit the <Call> button. Mono in, stereo out.

7114 Sound Truck 96 2,2
{RDCEY}[X] Truck speakers plus realistic city echoes and the ability to pan the whole thing across the stereo image. The Candidates Office knob selects how good a speaker system they could afford: choose President, Governor, or Dogcatcher. Mono in, stereo out.

7115 Talking Dashboard 96 2,2
{DE}[X] Makes your voice sound badly digitized, mixes it with warning beep, and adds a stereo car-interior slap... just like a seat belt or burglar alarm warning. The distortion, band limiting, and stereo diffusion also makes this great for simulating a pair of open headphones. Mono in, stereo out.

72 Px - Communication

***Bullhorn** and **Megaphone** are totally different.The first one simulates the distortion and metallic ring of a hand-held electronic amplifier echo.The second is a rolled-cardboard thing, with lots of resonance but no distortion. It's often used by cheerleaders and old-time big band singers.*

The effects in this bank should in general be used 100 percent "wet", as they incorporate their own mixing.

7210 Bullhorn 96 2,2
{RDE}[X] Bullhorn simulates the distortion and metallic ring of a hand-held electronic amplifier the kind the cops use when they surround a hideout. There's also an adjustable big-city slap echo. Move the <Dist> slider to bring it from far away to in-your-face. Mono in, stereo out.

7211 CB Radio 96 2,2
{PEY}[X] Like the popular H3000 program, only we've also added a <Pickup> switch - <Direct> gives you the sound as broadcast - <Speaker> adds distortion and some room echo, so it sounds more like a radio set. The <Bzzap!> button does exactly what you'd think. Mono in, stereo out.

7212 Cellular Phone 96 2,2
{DEY}[X] Sound quality varies from almost-good on the open highway, to unintelligible when you press the <Tunnel> button. Or advance the <Random> slider for automatic tunneling. Mono in, mono out.

7213 Crazy Dialer 96 0,2
{MEY}[X] Rapid random dialing, with real phone company tones, to use as a sound effect. Or hook it up to your phone... who knows where you'll end up calling. Nothing in, mono out.

7214 Long Distance 96 2,2
{PDCEY}[X] The filter and noise sliders do exactly what you'd expect. <SideT> controls the electronic echoes you often hear on long distance phone lines. <Crosstalk> simulates weird foreign-language jabbering in the background. (It's actually your own voice raised higher, flipped, and delayed but it sounds like crossed wires). Mono in, mono out.

7215 Megaphone 96 2,2
{PDE}[X] In contrast to 'Bullhorn,' this is a rolled-cardboard thing, with lots of resonance but no distortion. It's often used by cheerleaders and old-time big band singers. Use it to add more Macho when you're leading a racing-boat crew. Mono in, stereo out.

7216 More's Code 96 0,2
{E}[X] It's not Morse code, since the beeps are totally random. But it sure sounds convincing. The operator sounds a little nervous...maybe the Secret Police are closing in. Nothing in, mono out.

7217 Off Hook! 96 0,2
{ME}[X] This is the annoying breep-breep-breep the phone company sends when your cat knocks over the handset. Use it for production, or let it play softly out of a cue speaker and watch the Operations Manager go nuts... Nothing in, mono out.

7218 Public Address 96 2,2

{RDCEY}[X] This is an enhanced version of 'Public Address' from the DSP4000. We've added a <Panic> button to kill feedback quickly, and a <Tap Mic> button that does just what it implies 'Hey, is this thing on?' <Feedback Disabled> shows after you hit <Panic>. Hit it again to re-enable. Mono in, stereo out.

7219 Real Dialer 96 0,2

{EY}[X] Similar to the DSP4000 version, but much faster and easier to use. Numbers can be spun in, or entered directly from the 10-key pad. Use the knob or type with the keypad and then hit Enter to set the numbers. Enter the first three digits, then press the < cursor to set the last four. <Tap> to advance through the dialing sequence. (Try stepping though a clients number in time with their jingle!). Nothing in, mono out.

7220 Shortwave Radio 96 2,2

{PMEY}[X] Bad reception. Program includes the heterodyning that's typical of an SSB radio (adjust it with the <Manual> slider). You can add an automatic shift with the <Drift> slider. The <Gate> slider acts like a squelch control. Takes a good signal and turns it into 'London Calling', or makes it sound like your competition. Mono in, dual mono out.

7221 Traffic Report 96 2,2

{MEY}[X] Adds a classic helicopter warble to the input, much less painfully than hitting your throat. There's also a pretty good blade and engine simulation. Input and engine are keyed on and off when you press the button, just like the switched mic in a real chopper. If you want just the shaky voice, turn the engine volume down. If you want only the engine sound effect, uh, don't talk. Mono in, mono out.

73 Px - Delays

Production Delays. The effects in this bank should in general be used 100 percent "wet", as they incorporate their own mixing.

7310 Ducked Delays 96 2,2

{DY}[V] Repeating echoes that get out of the way for the input. Adjust `Delay' for rhythm, and `Duck' for sensitivity. Tunable version is `Dual Ducked Delay'. Switchable in, stereo out.

7311 Easy Chorus 96 2,2

{DM}[V] Classic pop-music effect uses multiple vibratos to turn one sound into many. Adds thickness, richness, and widening. Use with mono or stereo inputs - matrixing is added to stereo to preserve the image. Switchable in, stereo out.

7312 Easy Phaser 96 2,2

{ME}[V] Adds deep whooshing effect to any sound, but it's particularly good on broadband signals (full mixes, voices, and synthesizers). Make the effect sharper with the <Depth> control. Choose <Spin> mode for manual effects while you rotate the front-panel knob, or <Automatic> for continuous phasing with adjustable <Speed>. Switchable in, stereo out.

7313 Long Delay W/ Loop 96 2,2

{D} Mono inputs are delayed up to five seconds. Adjusting <Delay> while a sound is being processed adds interesting pitch effects. Press <Trap> to record up to five seconds and have it repeat forever. You can mix repeating output with live input. Switchable in, mono out.

74 Px - Echoes

*Each of these effects has a **<Mute Inp>** button to turn off the input suddenly, so you can check the echo decay. You can also use this button to end a sound while adding a smooth ringout. All echoes have selectable right/left/mono input switch and stereo output. Those with additional "Stereo" input selection have true stereo processing. The effects in this bank should in general be used 100 percent "wet", as they incorporate their own mixing.*

7410 Basic Stereo Echo 96 2,2

{RD} Big rich room echo, for use with mono or Use `Mute Inp' button to test echo characteristic. A tunable version of this patch is `Big Hall'. Switchable in, stereo out.

7411 Big Church 96 2,2

{RDE}[VK] Very large room with warm sound. Use `Mute Input' to test or for ringouts. For a tunable version, see `Big Hall'. Switchable in, stereo out.

7412 Classroom 96 2,2
{RDE}[V] Tight, warm echo with wooden walls and floor. Use `Mute Inp' to test. This is a version of `Black Hole'. Switchable in, stereo out.

7413 Crypt Echo 96 2,2
{RDE} Deep, long echo for voice or sfx. Use `Mute Input' to test or for ringouts. Based on `Boston Chamber'. Switchable in, stereo out.

7414 Infinite Corridor 96 2,2
{RDE} Big and bright with medium-long decay. Use `Mute Input' to test or for ringouts. For a tunable version, see `Hallway Verb'. Switchable in, stereo out.

7415 Kitchen Reverb 96 2,2
{RD} Tight real room for voice or sfx. Use `Mute Input' to test or for ringouts. For a tunable version, see `Medium Booth'. Switchable in, stereo out.

7416 Plate Reverb 96 2,2
{R} Tight, dense echo good for voice and music. Use `Mute Inp' button to test character and for ringouts. A tunable version is `Drew's Stereo Plate'. Switchable in, stereo out.

7417 Tape Reverb 96 2,2
{DE} Back in the days when a production room meant two tape recorders and a cart machine, we sometimes added echo by mixing the tape output of a deck with its input signal. (Sometimes this was the unintentional effect of a bad power supply filter.) This preset emulates that effect, including the cumulative high-end loss and tape noise, tuned for studio-deck head spacing and with selectable speed. Mono or stereo in, each output is processed separately. Truly retro, man. Switchable in, dual mono out.

7418 Tile Men's Room 96 2,2
{R}[V] Tight, dense echo. Use `Mute Input' to test echo. A tunable version of this patch is 'Empty Swimming Pool'. Switchable in, stereo out.

7419 Union Station Verb 96 2,2
{R}[V] Big, BIG warm room. (It's even bigger than its name, but we couldn't fit Grand Central Station in the display). Summed in, stereo out.

75 Px - Entertainment

The effects in this bank should in general be used 100 percent ‘wet’, as they incorporate their own mixing.

7510 Big Movie 96 2,2
{PDE}[X] Did you ever notice how movie theaters sound like nothing else on earth? Program lets you control the room size, speaker quality... and even add the rumbling bass notes that leak from other theaters in the cineplex. (The leakage is actually your input, modified and delayed. But it sounds real). Stereo in and out.

7511 Boom Box 96 2,2
{DEY}[X] Simulates a cheap tape deck with plenty midrange distortion and a false bottom. `Awful' gradually restricts bandwidth. `Pan' moves entire stereo image. Just listen to that bass, man! And that awful distortion. Includes <H-Bass> button to make it even boomier. Stereo in and out.

7512 Fake Call-in 96 2,2
{REY}[X] Feed it two clean voice signals - one for the host, and one for the guest - and they'll turn into a complete call-in show. Includes telephone effect on the guest mic, automatic ducking, so the host overrides the guest, and an optional studio echo overall. It sounds okay if there's a little leakage between mics when you record, but works best when the inputs are isolated or cleaned up in a DAW... particularly if the voices interrupt each other. Caller number four, you're on the air.. Dual mono in, stereo out.

7513 Page Three! 96 2,2
{PE}[X] There's a famous syndicated radio personality who likes to speed up or slow down at random while reading the news. He's on a lot of stations, so it must be a good idea. Feed in a voice and press <Do It!> to change the pacing when you want to, or select Automatic for totally random changes. The Drag meter indicates how much memory is left for the voice to slow down into. When it gets full, the buffer empties and the voice speeds up. Stereo in and out.

7514 Real Call-in 96 2,2

{REY}[X] This preset is designed for use with a live mic on one input and a phone patch on the other. The program is similar to the one in the DSP4000, but adds switchable processing and tone controls on the phone input, along with the automatic ducking and adjustable reverb. (You can also use it to process just the phone signal to clean up telephone interviews.) The Eventide shouldn't be connected directly to a telephone line. You'll need a transformer, phone patch, hybrid, or QHT coupler to provide the necessary electrical isolation. Dual mono in, stereo out.

7515 TV In Next Room 96 2,2

{PDE}[X] There's a similarly named program in the H3000B, but this one sounds a lot more authentic. The <Tinniness> knob cuts the lows and adds a slight pitch shift - <Distance> adds house-like reflections. It sounds most convincing at a low volume, panned to one side. Mono in, stereo out.

7516 45 RPM Oldie 96 2,2

{DMEY}[X] Sheer Torture. Use the sliders to adjust how badly the record was cut. Sliders adjust bandwidth, overcut distortion and bad center-hole placement (warp). Or select a preset: AM includes some awful transmitter processing. Amazing, what we used to listen to. Stereo in and out.

76 Px – Fantasy

***Cousin It** and **Cussing It** are both monsters, but the first one is friendly and the second one is angry. The effects in this Bank should in general be used 100 percent 'wet', as they incorporate their own mixing.*

7610 Cousin It 96 2,2

{PDE}[X] Turns input voice into little chattering fellow. synthetic stereo out (fully mono compatible). Does strange, foreign things to pop music. Mono in, stereo out.

7611 Cussing It 96 2,2

{PDE}[X] This is a big guy, and now he's angry. Extra harmonics are added for energy, and a stereo simulator to make him bigger. If you rewind a voice track through 'Cussing It', the results are positively freaky. Adjust <Width> for compatible stereo out. Mono in, stereo out.

7612 Elves 96 2,2

{PME}[X] This program turns your voice into a flock of munchkins. The <Ragged> slider appears in a number of voice multiplier presets. It lets you control how much in unison the group is when it speaks: think of the difference between a trained choir, a group singing 'Happy Birthday', and a bunch of drunks. Mono in, stereo out.

7613 Fantasy Backgrounds 96 0,2

{RDME}[X] Generates a rich stereo background for magic or science fiction scenes. In Xanadu did Kubla Khan a stately pleasure-dome decree: where Alph, the sacred river, ran through caverns measureless to men... (Coleridge, 1797). Nothing in, stereo out.

7614 Magic Echo 96 2,2

{PD}[X] Tuned repeats climb up or down at various intervals and speeds. Try different presets on voice, or select one of the scale settings and manually adjust the speed to fit a piece of music. Stereo in and out.

7615 Morph To Magic 96 2,2

{PRDCE}[X] These magicians have deep, echoed voices with mysterious chanting overtones. This is a true morphing, not a crossfade. Morph manually or use button. <Chant> adds bell-like resonances, <shift> adjusts pitch, <echo> adjusts... you know. Good on voices or music. If the chant fader is very high, faster morph speeds might develop a clicking sound. Slow down to eliminate the clicks. Mono in, stereo out.

7616 Singing Mouse 96 2,2

{PDME}[X] Mickey Unplugged! Raises the midrange an octave or more, but keeps the bass in place. It works best with songs that have a soloist over a low bass line. Try it on Billy Joel's 'Still Rock n Roll' or almost anything of Johnny Cash's. A schmaltzy vibrato can be added, if desired. Stereo in and out.

7617 Trolls 96 2,2

{PME}[X] Your voice gets converted to your choice of one, two, or many low-pitched talkers (trolls can't count higher than two). They get even more menacing as you advance <Ragged>. *Also, neat on sfx. Mono in, stereo out.*

77 Px - Gimmix

The effects in this Bank should in general be used 100 percent 'wet', as they incorporate their own mixing.

7710 Backwards 96 2,2
{P}[X] This is like the popular H3000 effect, only it's matrixed to stay in true stereo and is more controllable. Breaks the input up into little pieces, and then plays each of them backwards. Try it on voice, mixed music and on solo instruments like violin. Switchable in, stereo out.

7711 Can't Carry Tune 96 2,2
{PE}[X] Play a song into it: whenever the soloist takes a breath, the whole thing changes key. Funniest on well-known songs or if you record the boss singing. Press <Tune> and adjust the slider to pick out the melody. Then adjust <Key Mangle> for any setting from 'Slight' to 'Yike!' If you pick 'Tin Ear', it'll shift the melody in exact half-steps. This program looks for the rhythm, and applies pitch shifts to the whole band in time with the music. Stereo in and out.

7712 Dynamic Stereo 96 2,2
{REY}[X] A manual or automatic width enhancer for stereo signals. Dynamic mode lets you adjust the <Dynam> slider until the width pulses with the rhythm. Fully compatible - doesn't add flanging or artifacts for mono listeners. Stereo in and out.

7713 Go Crazy 96 2,2
{PD}[X] They're coming to take you away! Press the <Go> button to send voice to never-never land, press it again for sanity. Think of it as 'Anti-Zac'. Switchable in, stereo out.

7714 Plug Puller Pro 96 2,2
{P}[X] Make CDs and DATs slow down, stop, and run up to speed again on cue. Add <Grease> to make the 'turntable' run longer after you pull the plug. This is similar to the DSP4000 version, but sounds better and is more controllable. Stereo in and out.

7715 Round & Round 96 2,2
{DM}[X] This autopanner uses volume and delay effect to rock stereo or mono signals from side to side. Mono inputs and tight stereo vocals can handle more of the delay effect (Precedence) without obvious flanging - you might have to use more <Level> effect on stereo inputs. Stereo in and out.

7716 Solo Zapper Pro 96 2,2
{RE}[X] This enhanced version of the DSP4000's Solo Zapper lets you automatically fade the soloist, add reverb, or even redo a mix. The karaoke kids will love it. Adjust <locate> for minimum soloist, then slowly raise <Solo Bottom> to preserve bass. <Width> restores stereo (but is mono compatible). Use <Instant> to switch soloists in or out without changing the stereo image. Adjust <Amount> to control how much soloist appears in the mix. The algorithm expects the solo to be centered in the stereo field and occupy the mid-band. Live and acoustic recordings won't zap very well, but most studio pop songs will. If the original mix includes a stereo echo, some of it might remain - but this echo is usually covered by the new vocal or song parody lyrics you add. Add extra reverb to help hide these ghosts. The program won't work correctly unless the input channels are balanced. Make sure the pan or balance pots on your board are adjusted, and check the Level screen to make sure both channels match. Some original mixes may develop an artificial bass - if this happens, lower <Solo Bottom>. Stereo in and out.

78 Px - Mix Tools

A set of useful mix and enhancement tools. The effects in this Bank should in general be used 100 percent 'wet', as they incorporate their own mixing.

7810 Awfultones 96 2,2
{E}[X] Need some `real-world' speakers for checking a mix? They don't get any worse than these doggies. It's also a handy production effect, any time you want a quick, lousy sound (portable radios, jukeboxes, etc.). Distortion, Honking, Bandlimit, and Mono/Stereo are separately switchable. Stereo in, switchable out.

7811 Brightener 96 2,2
{PEY}[V] Adds clean second harmonic to signals above the <Tuning> *frequency, like the popular 'Enhancer' efx... only silkier. Like perfume, a little goes a long way. Stereo in and out.*

7812 Easy Timesqueeze 96 2,2

{P}[V] *Easier and better-sounding than an H3000B, and with perfect pitch accuracy! Enter the current length and the desired length. Then set your deck's varispeed to match the PCT or SPEED display. The [Audio] page is for fine-tuning quality. More delay, or higher lowest sound, does a smoother job. <Manual Pitch> lets you tweak the pitch determined by the [Timings] page - sometimes, setting it a little lower than normal helps make squeezed voices more natural. Switchable in, stereo out.*

7813 Hiss Eliminator 96 2,2

{DEY} *This is a single-ended, high-frequency noise reducer. You can use it to reduce tape hiss without having to record through an encoder, and also to cut down sync whine, air conditioner or computer noises, and other high frequencies. Bring <Gate> all the way down, then adjust <Highs> until the filter opens on the desired sound but closes when the sound goes away. Then advance <Gate> and <Bypass> for additional broadband reduction. Stereo in and out.*

7814 Hum Eliminator 96 2,2

{DEY} *Uses three different processes to fix noisy bottoms. <Notch> gives a sharp dip every 60 Hz, using a comb filter - it's useful for powerline hum and dimmer noise. <DeHum> is a sliding lo-cut filter for low-level noises: adjust it to pass the desired signal and close on the junk. <LoCut> is a sharp filter useful for pure waves. Since low frequencies often have harmonics throughout the spectrum, they're harder to remove. Experiment with different combinations of the three until you get the best results... and don't expect miracles on particularly noisy signals. The Notch filter depends on system timing. It'll work properly when the Eventide is set to a precise 44.1 kHz or 48 kHz sample rate, but may have problems at other frequencies. (If you want to accommodate other hum or sample frequencies, set C_CONSTANT Tune in the Patch editor). Stereo in and out.*

7815 Sfx Filter/Compress 96 2,2

{EY}[X] *Extremely sharp hi/lo cutoff filter followed by a stereo compressor. Use the Presets (Table Radio / Pocket Radio / The Shadow) as effects or as starting points for your own settings. If you want just the filter, set the compressors <Threshold> to 0 dB. To use just the compressor, set <LoCut> and <HiCut> to 40 Hz and 19 kHz. Switchable in, stereo out.*

7816 Simple Compressor 96 2,2

{DY}[V] *Basic, tight little one-knob stereo compressor with compression meter and channel linking. Adjust <More> until you've got enough. The processing takes three thousandths of a second - not enough to be noticeable, but it'll cause flanging if the output is mixed with the input. Stereo in and out.*

7817 Simple Equalizer 96 2,2

{E} *Anything but simple. While it looks like a four-band graphic, you can change any frequency as well as the bandwidth of the two midranges. The O`LOAD indicator samples the level at various points, and bounces if your settings drive the signal into clipping. If this happens, lower the input level. Stereo in and out.*

7818 Stereo Simulator 96 2,2

{E}[V] *Makes mono signals into stereo, using allpass filters and split-band processing to keep the individual outputs sounding good. It avoids the doorspring and thinness you get on individual channels with other simulators, and is fully mono-compatible. Switchable in, stereo out.*

7819 Stereo Spreader 96 2,2

{Y}[V] *Makes stereo wider, with two separate processes. <Center Suppress> adds a static widening by reducing the center - it's most useful for acoustic recordings. <Dynamic Pan> brings up the louder side, good for pop music with a bass or drum on one side. Of course, you can mix the two effects in any proportion. Extreme combinations of settings will warn you to check mono compatibility. There's a <Test> button to make checking easier. Stereo in and out.*

7820 Super Punch 96 2,2

{DEY}[V] *Here's a general-purpose mix maximizer, with lots of tunability for advanced production gurus. The author has used it as the final processing on just about every mix for the past year, and saves differently-tuned versions for different clients and media. Left and right inputs are de-essed separately, then matrixed and sent through a gentle compressor and hard limiter. The result is de-matrixed, equalized and gated. Stereo in and out.*

7821 1 KHz Oscillator 96 0,2

Lineup tone. Default level is -18 dBfs, for digital use. If your studio uses a different standard level, adjust and save a new version. The <On/Off> button does what you'd suspect. Nothing in, mono out.

7822 Three Band Compress 96 2,2

{EY}[V] *Call it `classic 3-band mix processor with matrix-stabilized stereo'... or just call it `magic'. Whatever. Most useful on music, to make the mix fuller. Set the <Tweaks> by ear or by watching the three meters, and then adjust <Output>, so the overall level matches when you press <Bypass>. If you add too much high-end processing you might bring up hiss from the original recording. If this happens raise the <HF Gate>. Stereo in and out.*

79 Px - Science Fiction

Artoo Chatter and C3P-Yo are totally different kinds of robots (well, C3's an android). R2 turns a voice or rhythmic music signal into sliding tones and whistles; C3 has a metallic ring and staccato beeps.

The effects in this bank should in general be used 100 percent 'wet', as they incorporate their own mixing.

7910 Artoo Chatter 96 2,2
{EY}[X] Tracks spoken input and turns it into swept tones. Now you can sound like a famous (metallic) Hollywood star. Use <Smooth> to adjust how much the tones slide, and <Deep> to set their pitch. Switchable in, mono out.

7911 C3P-Yo! 96 2,2
{MEY}[X] <Metal> adjusts the twanginess of the voice, <Beeps> changes the pitch of the computer tones. Artoo Chatter and C3P-Yo are totally different kinds of robots (well, C3's an android). R2 turns a voice or rhythmic music signal into sliding tones and whistles: C3 has a metallic ring and staccato beeps. Mono in, mono out.

7912 Lasers! 96 0,2
{RMEY}[X] Press <Zap>, <Bzoop>, and <Thhup> for everything from an outer-space war to a video game. Nothing in, stereo out.

7913 Martian Rock Band 96 2,2
{PM}[X] It's impossible to describe this effect. Plug something rhythmic with a strong melody - a rock song with a male vocalist - and let it fly. You'll get an unrecognizable set of instruments playing random lines based on the original melody... but hey, you might like it. Doesn't work very well on piano or classical music - it's best on basic guitar/male voice/drums rock. Adjust <Weird> until you're satisfied. Note that 'Martian Rock Band' is totally different from 'Robot Band' - uh, no robots. Stereo in and out.

7914 Robot Band 96 2,2
{DMEY}[X] Attempts to analyze the input melody, add a harmonically related bass line, and a new melody based on the rhythm. <Groove> controls how well the robots stay with the input. The normal output is a mix of the input and those jamming robots. Press <Solo> to let the bots take a few bars on their own. Since the program has to analyze the melody in real time, it works best with simple lines and worst with chords. Try it with a variety of different inputs. Stereo in and out.

7915 Theremin 96 2,2
{EY}[X] Leo Theremin created one of the first synthesizers in the 1920s, played by waving your hands in front of an antenna. For the technical, it used two RF oscillators beating together to produce the heterodyne tone... While a few composers put it to work as a serious instrument (including the Beach Boys in Good Vibrations), it received more acceptance from science fiction producers. This is the classic 'ooh-wee-ooh' sound of a bad flick, or accompaniment to a late lamented chanteuse. It works best with solo, not chords. Pick up a microphone and sing into it. Adjust <Shift> to put the sound in its proper octave - Theremins are much higher than most singing voices. <Mute> keeps it from responding to background sounds. Mono in, mono out.

7916 Tribbles 96 2,2
{PDME}[X] Breaks up input into random animal- sounding squeals. Easy to use - no controls. Just voice in = thingies out. Some people have trouble with these. Summed in, stereo out.

80 Px - Vox

This is a bank of basic vocal enhancers and tools. It includes presets to change the pitch for effects, as well as others to correct out-of-tune vocals. In addition are a number of unusual reverbs, particularly suitable for vocal use.

The effects in this Bank should in general be used 100 percent 'wet', as they incorporate their own mixing.

8010 `Max' Stutter 96 2,2
{PD}[V] <Width> sets length of each stutter, <Repeat> is how long it keeps stuttering, <Pitch> makes them rise up or down. If <Width>and <Repeat> are less than half, output will try to catch up after the effect. Switchable in, mono out.

8011 Big Voice Pro 96 2,2
{PRDCY}[V] This is a downward pitch shifter with serious reverb and slap on the ends of words only. Small amounts add depth to an announcer, while large amounts are Oz-like. It's similar to 'Big Voice', but a lot more versatile and with additional processing. <Reverb> is the open, spacious effect you get in a large hall. <Slap> is a repeating echo (echo... echo...). Choose either or both, and make them duck out of the way with the <Sense> slider. Switchable in, stereo out.

8012 Chipmunks 96 2,2

{PE}[V] A small rodent of eastern North America (Tasmias striatus), or any of similar rodent of western N America, N Asia, or pop stars singing solo, duo or-- ALVIN!! Turn your voice into furry little guys who like to sing harmony. Go from solo to duo to trio by hitting the <Add Munk> button. Switchable in, stereo out.

8013 Doubletalk 96 2,2

{PDE}[V] Automatically turns parts of words inside out, or use softkeys to do it on cue. Great on comic effects, obscuring lyrics, campaign speeches... no, wait, they're already full of doubletalk. Use it in the foreground as a trick effect, and it's also useful to keep background voices from interfering. Automatic switches from normal speech to doubletalk at random. Manual lets you tap <Garble> and <Normal> on cue. Why two buttons? So you can use two fingers and cue the effect more tightly. Stereo in and out.

8014 Fast Voice Process 96 2,2

{MEY}[V] This is a zero-delay version of 'Voice Process Pro.' Because it has to react in real-time, you may hear clicks on sharp transients. If so, lower the input level. Switchable in, mono out.

8015 Mega-Dragway 96 2,2

{PRD}[V] All the screaming excitement of a 'SUNDAY...' racetrack spot. Like the H3000B effect, but cleaner and with an optional third voice and echo. Adjust <Pitch> to make them more macho, and press <Classic> or <Mega> to select two or three announcers. Switchable in, stereo out.

8016 Nervous Talker 96 2,2

{PDM}[V] Put a voice in, and it'll repeat itself nervously, at random. Great on your next aircheck... The input voice is essentially unchanged, except it repeats words at random. Slide <Nerves> to make it repeat more often. Switchable in, mono out.

8017 Triplets 96 2,2

{PM}[V] If you need just three voices, this works better than 'Were a Small Crowd.' All three voices speak in unison, but with random variations so it doesn't sound mechanical. Adjust <Timing> to control how well the highest voice keeps up with the others. Use less <Pitch> on high voices. Switchable in, stereo out.

8018 Voice Process Pro 96 2,2

{DMEY}[V] Instant mike technique with upward gain leveling, compress, de-ess, lo-cut, equalize, and noise gate. Microphone technique in a box! Almost any voice will sound better through this program, which includes upward gain leveling, rolloff, equalization, compression, de-essing, and a noise gate. Tighter and more powerful than the version in the DSP4000. The <Hold> indicator shows when leveling is frozen during pauses, so background noises aren't boosted. Adjust <Thresh>, so it responds to the voice: this slider also has a locking position fully right, which instantly freezes the gain. WARNING: this program delays the audio by two thirds of a second to catch transients and maximize level without sounding limited. If you're working in video, use a -20 frame offset. If you need a non-delay version (for headphones or live broadcast), use 'Fast Voice Process.'

8019 We're A Big Crowd 96 2,2

{PE}[V] Smooth variation from 2 to 100 people. Press <Auto> to make the group grow or shrink on cue, or dial a desired sound. The Small and Big Crowd effects are totally different. 'We're a Small Crowd' adds individuals until you have eight distinct voices at different pitches and timings. 'We're a Big Crowd' flows smoothly from a small crowd party to a stadium, but as an effect rather than as individual voices. Switchable in, stereo out.

8020 We're A Small Crowd 48 2,2

{PM}[V] Adjust <Ragged> to control how well the voices keep up with each other: the more people in the crowd, or faster the copy, the less you should use. To add or subtract people on cue ('I told one friend, and she told two friends...'), select <Size> and tap the up- or down-arrow keys. Switchable in, stereo out.

8020 We're A Small Crowd 48 2,2

{PM}[V] Adjust <Ragged> to control how well the voices keep up with each other: the more people in the crowd, or faster the copy, the less you should use. To add or subtract people on cue ('I told one friend, and she told two friends...'), select <Size> and tap the up- or down-arrow keys. Switchable in, stereo out.

81 Px-Characters

These presets will turn your vocal track into a different character...sometimes VERY different! From general robotics to a split personality.

8110 Aerobics Teacher 48 2,2
{RDCEY} Around here, at least, they use these cheap belly-pack amplifiers with head mics. Of course this patch can also be any other small PA system. Mono in, stereo out.

8111 Voice Cracker 96 2,2
{PY} Think teenager whose voice is changing, except capable of much more radical voice mangling. Not wonderful on music. Mono in, mono out.

8112 Funny Voices 96 2,2
{PDCEY} Adds nasality, growls, and whistles by changing the relationship between fundamentals and harmonics. Also includes simplified version of 'Doubletalk' pre. Introduces some heterodyne whine and 20 ms delay. Mono in, mono out.

8113 GenderBender 96 2,2
{PE} Formant-corrected pitch shifting, where we've done all the hard work. Dialup the character of your choice... or make your own, and save as new program. Selectable in, mono out.

8114 General Robotics 96 2,2
{PDMCEY} Turns input into robot, adds optional 'robot-thinking' (R2D2 style or classic sample and hold) in sync with voice. It helps to talk in a monotone, then tune TINNY to voice. Mono in, mono out.

8115 Heartbeat 96 0,2
{E} Simple and to the point. Use Wave:Pure for media with good bass (theatrical), add harmonics for broadcast or web. Blood and oxygen in, mono out.

8116 Hoarse Whisperer 96 2,2
Removes the basic buzz from voice, Turning everything into hoarse whisper. Good on solo talking. Can also be used on music, if there's a strong soloist. RESON adds a sense of pitch, tuned by TUNING Mono in, mono out.

8117 Manic Depressive 96 2,2
{PY} Pitch subtly rises (manic) or falls (depressive), but resets whenever input pauses. Adjust Threshold to specific input level while watching Action. Selectable in, stereo out.

8118 Monster Chorale 48 2,2
{DE} Modulates input signal on a very twisted version of itself. The effect is a bunch of strange voices in almost unison. Designed for voice, use also on music. Selectable in, stereo out.

8119 Split Personality 96 2,2
{PE} Swaps high and low bands. Try the first2 presets on voice

8120 The Buzz 48 2,2
{MEY} Pitch-detecting and formant-shifting vocoder. Okay, what that really means: it creates a buzz that takes human vocal characteristics from the speech input. Adjust pitch detector on EXPERT page for the narrowest range that still tracks input. Selectable in, mono out.

8121 Vocal Sweeper 48 2,2
{EY} Pitch-detecting and formant-shifting vocoder. Okay, what that really means: it creates a buzz that takes human vocal characteristics from the speech input. Selectable in, mono out.

8122 Whispering Crowd 48 2,2
{PRE} Turns a single voice into a muttering crowd. Ideal for that shocked reaction when Perry Mason makes the surprise witness confess. Mono in, stereo out.

82 Px-Places

Droning Spaces or Room Spaces ? Digital Hell and Echoes of Doom! A visit to these wild places tells you more than a thousand words!

8210 Bubbles 96 2,2
{RMEY} Generates string of underwater bubbles when you tap <Bubble>. Or run a voice through it for underwater muffling and echoes, then adjust the Threshold so it bubbles after each line of copy. Mono in, stereo out.

8211 Computer Room 96 0,2
{DM} Welcome to early '70s sci-fi computer rooms! Play with the Speed and Vari sliders in real time to give machines 'emotions' as they think about stuff. Nothing in, stereo out.

8212 Digital Hell 96 2,2
{ME} The things we used to put up with! Loss of highs from low sample rate, aliasing because of bad filters and 1x sampling, noise and distortion from short word lengths, clipping because of bad ADC. Re-live those glorious sounds. Hey, retro is in, no? Stereo in and out.

8213 Droning Spaces 96 0,2
{RMEY} Big, electromechanical environments. Caution: output may static briefly when changing preset. Nothing in, stereo out.

8214 Echoes of Doom 48 2,2
{PRDCY} Deep, large reverb whose pitch is modulated by input, and swings back to 'Normal' after input stops. Good with voice and music. Adjust Sense so meter bounces nicely. Stereo in and out.

8215 Room Tones 96 0,2
{PRDCE} Big empty spaces. Mix at low level under dialog to fill holes"

8216 Stereo Next Door 96 2,2
{E} Cuts everything but the lows, then adds artificial harmonics [Bright] so there's still a signal. Be careful that Gain doesn't go into distortion. Stereo in and out.

8217 Swinging Reverb 48 2,2
{PRDMCY} Rich echo with vibrato and modulated by input. Check the presets to get an idea what it does -- don't forget to check Reverb page on each -- and then play with the settings. Voice or music. Stereo in and out.

83 Px-Production Tools

A collection of useful tools for digital mangling, from delays to shifters...and hum and clipping restoration applications. Includes an Emotion Meter as well!

8310 Bass Enhance Kit 48 2,2
{PE} Two separate processes, use either or both. To bypass a section, turn OUTPUT counterclockwise to 'Input'. SUB HARM generates 2 extra bass lines, 1 and 2 octaves below original bass. Use if you've got very good speakers that can carry deep bass. SPEAKER COMPENSATE takes the existing bass, which might not pass through a small speaker, and adds a harmonic. This can fool the ear to hearing more bass than a speaker actually carries, without muddying things for people with good speakers. TIP: Turn one section's OUTPUT to 'input' while you tune the other. Stereo in and out.

8311 Big Woosh 96 0,2
{RDME} Let the presets give you an idea of what each slider does, then go wild. Longer wooshes have slight randomness"

8312 Brightener 96 2,2
{E} Brightens up signal by adding even harmonics above the Tuning freq. You can set Rolloff to be -lower- than Tuning freq to get rid of harmonic distortion or noise, then add synthetic harmonics. Stereo in and out, voice, music or sound effects.

8313 Delay Kit 96 2,2
{DE} Two independently-settable delays with feedback and cross-channel feedback. Very nice on voice or fx (particularly ones that stop, so you can hear tails). Can be tuned to rhythm of music. Caution: if Filter, Feedbk, and Cross are all high, can go into oscillation. Selectable in, stereo out.

8314 Dialog Cleaner 96 2,2
{EY} Universal cleaner for noisy interviews and other location recordings. To use, turn Monitor knob all the way CCW, then step through the circuit, changing Monitor knob to tune each section: 1. Low Cut - adjust Low Cut knob to remove room rumble. 2. Node 1 - Set Node 1 mode to Tune, adj Mode 1 Hz until room resonance jumps out, then set mode to desired amount of cut. 3. Node 2 - adjust as you did Node 1, usually about twice as high a freq. 4. Gates 1 to 4 - adjust thresholds (on Gates page) to pass voice and cut background noise and echo. 5. Set Monitor to Main Out for full processing. Or press Up and Down arrows (on Numeric Pad) to compare input with processing. Mono in, mono out.

8315 Dizzy 96 2,2
{DM} Simulate the drug experience of your dreams. Does things to polarity, stereo spread, diffusion. Try adding some verb, also. Definitely not mono compatible. Selectable in, stereo out.

8316 Dynamic Flanger 96 2,2
{EY} Swirling flanges, but controlled by the input envelope instead of an oscillator. Hard to describe but interesting on voice or music. Try turning Stereo Link to Dual Channel on stereo music. Stereo in and out.

8317 ***Dynamic Shifter*** ***96 2,2***
{PY} *This is weird. Changes pitch in response to envelope. Range = very low for subtle detuning of music. = very high to add pitch variation to voice. Stereo in and out.*

8318 ***Emotion Meter*** ***96 2,2***
{E} *The meters keep moving, but there's no- body home. Totally random, but can be driven by input. Keep your clients puzzled for hours. Output = input.*

8319 ***Flattener*** ***96 2,2***
{PDY} *Flattens out a too expressive reading; adds dynamics to flat reading. Comp / expander followed by pitch tracker and shifter. The presets are extremes to show what it can do... subtle changes are better. Swing controls amount of input's pitch variation that's let through. Comp slider is zero compress in the middle, more compress to the right, expansion to left. Meter shows amount of automatic gain change. Mono speech in, dual out.*

8320 ***Harmonic Mangler*** ***96 2,2***
{P} *Changes the relationship between fundamental and harmonics in interesting ways. Can also be used as a pitch shifter, but that's less fun. Selectable in, stereo out.*

8321 ***Help Assym Clipping*** ***96 2,2***
{D} *When an op amp's power supply fries, positive or negative parts of a wave can get seriously clipped. This process may help... Stereo in and out.*

8322 ***Humdinger*** ***96 2,2***
{D} *Clobbers hum and dimmer noise better than a notch filter. Uses precise delay to create comb filter, with dozens of harmonically-related notches. Too much Depth may produce an artifact that sounds like room echo, but it sure beats hearing those annoying buzzes. Selectable in, stereo out.*

8323 ***Split Delays*** ***96 2,2***
{DE} *Input is split into 3 bands. Lows get panned left, mids delayed and centered, highs more delayed and panned right. And then there's feedback... Calls attention to voice in promos, enhances (destroys?) music. Stereo in and out.*

8324 ***Swept Resonance*** ***96 2,2***
{MEY} *Everything from a subtle sweep (Source:LFO, Range: Low) to extreme (Source: Envelope +, Range: High, Reson: High, Left Out: Notch, Right Out: Band). Experiment! Tips: Input selector can be set to Noise for wooshes. Try Stereo Link: Off (on Output page) for material with wide separation. Selectable in, stereo out.*

84 Px-Things

Simulators of all sorts! Your laptop speakers, TV sets, radios, phones, records, lousy MP3s.... and a … puppy blender ...

8410 ***16mm Projectr II*** ***48 2,2***
{PDME} *Makes the sound of various film projectors: gate noise, flutter, reel wow, hiss, exciter lamp hum, and clicking splices. Splices can optionally jump track 1/2 second ahead (because torn film was thrown away). Or to jump with o click, switch from 'might skip' to 'don't skip'. Motor condition deter- mines how quickly unit gets up to speed. Mono in, mono out except big auditorium has stereo echo.*

8411 ***33 RPM (new)*** ***96 2,2***
{DME} *Bandwidth limiting, stereo blend, and scratches! Use 'Quality' settings, or grab sliders custom effect. Ticks have 33 1/3 RPM rhythm, or set Quan to 0 and trigger manually. Stereo in and out.*

8412 ***45 RPM New*** ***96 2,2***
{DMEY} *This is why the world switched to CD. Warp and ticks are at 45 rpm. Broadcast stations have compression, home players don't. Qual knob controls bandwidth. FM Station and Living Room are stereo, other presets collapse the signal to mono.*

8413 ***Early 78 Record*** ***96 2,2***
{ME} *The first phono records were acoustic: performers would shout into a horn that directly moved the cutting needle. Electric recordings -- with microphones and mixers -- didn't happen until more than a decade later. This patch has slightly different algorithms for the two, so it -does- matter whether you've selected Acoustic or Electric, even after you've moved the on-screen sliders. Warp controls how much the sound is modulated by the 78 RPM movement. Stereo or mono in, mono out... you just can't find a good stereo Edison record these days.*

8414 ***Laptop Speaker*** ***96 2,2***
{DEY} *Bandwidth limiting, compression, and incredible harmonic distortion. Actually, could be any cheap speaker, cellphone, open headset lying on floor... Selectable in, stereo out.*

8415 Line Extender 96 2,2
{PEY} Long before we had digital codecs, you could help the bass performance of a phone line by using handy 'line extenders'. These shifted the voice up 250 Hz before going through the line, and shifted it back down at the receiver, effectively moving the line's 350 Hz cutoff to 100 Hz. (It also moved the top from 3.5 kHz down to 3.25 kHz, but that's only a few notes... sound is logarithmic.) Enough history and physics. You can use this program to simulate a remote broadcast, or use it to encode or decode a real phone connection that has a real line extender on the other end. Mono in, mono out.

8416 Lousy MP3 96 2,2
{DME} Okay, maybe it's not as authentic as actually saving an mp3 at low settings, but it's a reasonable simulation and a heck of a lot faster. Stereo in and out.

8417 Mandolin 96 2,2
{PDM} Alternates input signal with a version that's been raised to a higher pitch. Default values turn a smooth guitar strum into a mandolin. Try slower or faster on sound effects. Selectable in, stereo out.

8418 Medical Monitor 96 0,2
{RDME}(TT) If you haven't heard this in real life, you've been lucky. The last preset probably doesn't belong in a hospital. Nothing in, stereo out.

8419 Puppy Blender 96 2,2
{PM} What's it like doing a remote broadcast from inside a kitchen appliance? Twists pitch up and down while rotating left and right. Puppy not included. Selectable I/O.

8420 Speaking Harp 96 2,2
{EY} Adds a harpist, playing chords in sync with input signal. You can tune the chords manually, have them auto-change in time with the input, or change them by tapping a button. NOTES: 1) Mono in, mono out. 2) Actually derives the harp sound from the input signal. So a complex signal - voice or mixed music - will work better than a tone or solo voice 3) Bender control works in all modes.

8421 Telephone Suite 96 2,2
{MEY} 16 real telco tones plus voice process and local ringer. For TouchTone numbers 0-9, plug in MIDI keyboard. Middle C is 0, D is 1, etc... B below Mid C is dial tone. If you don't have a keyboard, use the PX patch 'RealDialer'. Don't forget to mess with settings on the Voice page. Mono in, mono out.

8422 TV Suite 96 2,2
{PDME} All the technical sounds of television, plus processing. Includes a stereo version of 'TV in Next Room'. Tones slider controls their volume. All the tones, plus the input, are affected by the sliders on right side. Remote Beep isn't affected, since the remote's here in the room with you. Selectable in, stereo out.

8423 Universal Radio 96 2,2
{DEY} This is what your wonderful production has to suffer through... Stereo in, mono or stereo out depending on WIDE *knob.*

85 Px-Environments

Space simulators, fantasy sounds, inside and outside morphers, sounds from broken things and some wild spaces. A place for worldly things and space oddities.

8510 Broken Mic 96 2,2
Simulates a mic with broken cable. Needs some re-soldering work. 2 different settings for bad and worst artifacts. Summed in/mono out.

8511 Car Window 96 2,2
{E} Hip hop music with fat bass content sounds like it's coming from inside the car. Hit the trigger key to open the window. You can program filter A & B values and rise/fall time between them. Stereo in and out.

8512 Cave Echoes 96 2,2
{RDE} Diffused distant echoes from unsafe places. Stereo in and out.

8513 Concrete Place 96 2,2
{RDE}(TT) Dual diffused and filtered TT delays. Places a spoken dialog in a highly reflective medium space.. Stereo in and out.

8514 Endless Oddity 96 2,2
{RDCEY}(TT) Strange indeed! Long echoed reverb being filtered by input signal loudness. If you stop the incoming signal the verb tail darkens into an almost infinite decay... Adjust filter sens to audio level. Stereo in and out.

8515 EqEcho & Verb 96 2,2
{RDE} Type chooses colorized echoes or a diffused & verbed version of them. Stereo in and out.

{RDE} Type chooses colorized echoes or a diffused & verbed version of them. Stereo in and out.

8516 Fantasy 96 2,2
{RDME}(TT) Magic echoes bounce back from the reverb. Stereo in and out.

8517 In/Out Room 96 2,2
{RDE} Type toggles between inside room reverb and outside of it. You are listening to a conversation inside a room and a click puts you off the place, listening... Stereo in and out.

8518 Next Room 96 2,2
{E} Stereo bandpass filter. Set low frequency and octave spread. Hi frequency is calculated according to spread or can be manually set. Stereo in and out.

8519 P.A. Echo 48 2,2
{RDE}(TT) When you need a stadium-like announcement, this will deliver all the classic reflections and tonal aspects of the real thing. Stereo in and out.

8520 Radio Mic 48 2,2
{RDE}(TT) Simulates a radio microphone with a close-up sound character. Stereo in and out.

8521 Reflections 96 2,2
{RDE} For when you need reflections...and tonal coloration for them. Stereo in and out.

8522 Room/Phone 96 2,2
{RDE} Type toggles between room reverb and thru phone speaker sound. You can simulate a dialog between somebody in a room and another person talking on the phone. Stereo in and out.

8523 Sci-Fiction Dlys 96 2,2
{RDE} Old style sci-fiction movie delays. All sort of diffused & filtered delays effects are possible Stereo in and out.

8524 Tape Echo/Deep Hall 96 2,2
{RDE} Type toggles between a nice stereo tape delay and a deep warm ambient reverb. Very analog sounding... Stereo in and out.

8525 Thick Ambience 96 2,2
{RDE} Anything processed thru this preset sounds just thicker...bigger. Stereo in and out.

8526 Thru AM Airwaves 96 2,2
{E} Stereo bandpass filter. Music or dialog thru old style AM waves. Stereo in and out.

8527 Thru Phone 1 96 2,2
8528 Thru Phone 2 96 2,2
{E} Stereo bandpass filter. Helps simulating telephone tonal characteristics. Great for music or dialog. 2 is brighter than 1. Stereo in and out.

8529 Tomb/TV Speaker 96 2,2
{RDE} Type selects between 2 very different places... a tomb ambience or a TV speaker sound. Stereo in and out.

8530 Waves Place 96 2,2
{RDE}(TT) Dual diffused and filtered TT delays. Nice on slowly spoken dialog. Stereo in and out.

Custom Scales Pitch Shifters

Pitch Shifting traditionally falls into two main categories known as *Chromatic* and *Diatonic*. Eventide, the inventor of digital pitch shifting, now brings back a third type, Custom Scales Pitch Shifting, which was introduced to the market for the very first time by the H3000, back in the 1980s.

Our current products H7600, H8000, H8000A and ECLIPSE now offer this classic effect, developed and powered to a high level of flexibility and musical creativity never available before on any effects processor in the market.

Chromatic Pitch Shifting is a simple effect that allows the user to set a specific amount of pitch detuning or a musical interval (+/- maj 3^{rd}/4^{th}/5^{th}/.../octave/etc.) that will always and consistently be applied to any note, regardless of musical structure such as Keys, Tonalities, Scales or Harmonies.
It can be very useful for non-musical content processing, special FX or for symmetric scales that actually have consistent intervals, like Whole Tone, Chromatic or Diminished scales.

Diatonic Pitch Shifting takes care of musical applications. It offers a wide selection of pre-made scales (Major and its modes, Minor, Pentatonics, Harmonic Minor, Hungarian, etc...) that can be selected according to the musical Key and Scale in which we are playing. Within this selected harmony, we are able to specify the interval to which we want to transpose any note we play while remaining within the chosen scale.

As a simple example covering both Chromatic and Diatonic pitch shifting, let's take a C Major scale (C, D, E, F, G, A, B). If we use a Chromatic pitch shifter and set it to + 400 cents (100 cents is a half step or semitone), we have chosen to consistently shift any note + 2 whole tones, a major third.

If we play the C Major scale we get the following:

C > E D > F# E > G# F > A G > B A > C#B > D#

The F#, G#, C# and D# clearly are "outside" notes, as they do not belong to our C Major scale. Unless desired for a specific musical reason, most of the times this would create a harmonic/melodic conflict within the selected scale.

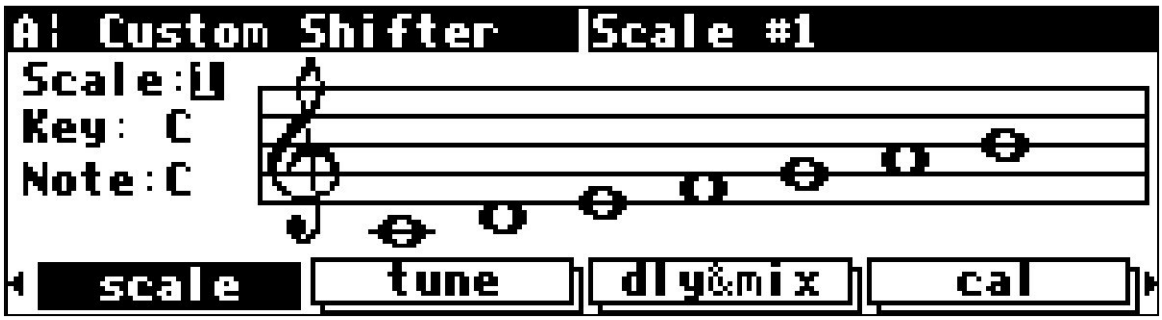
Diatonic Pitch Shifting will treat our C Major Scale according to its inner interval structure. In fact, after having selected the root and the scale in which we are playing and the interval by which we want all our notes to be shifted, everything will stay inside the scale. If our chosen interval is a third, we'll get the following musical results:

C > E (maj 3rd) D > F (min 3rd) E > G (min 3rd) F > A (maj 3rd)
G > B (maj 3rd) A > C (min 3rd) B > D (min 3rd)

This is strictly Diatonic, that is to say all played notes and the shifted ones belong to the same scale. A much more musical approach than the Chromatic shifter !

Custom Scale Pitch Shifting fills the gap - it overrides the strict math rules of Chromatic Shifting and expands the musical ones, allowed by the Diatonic version. You can create your own scale, made of 5, 6, 7, 8, 9, 10, 11 or 12 notes. You can choose the exact amount of pitch shifting applied to each single note in your custom scale, opening up territories like Counterpoint, Hybrid Harmonies, Poly-Tonality, Ethnic Harmonies and more... much more!
Here's a description of our H7600 algorithm, with some examples of the unit's displayed *menupages* and parameters along with an explanation of their functions:

Let's say we want to create a Contrary Motion type of counterpoint in C Maj Scale; we want to go up the scale, while the pitch shifter will go down. This is an interesting musical technique which is at the foundation of Bach and Western music as we today know it and is impossible to achieve with other types of pitch shifters.

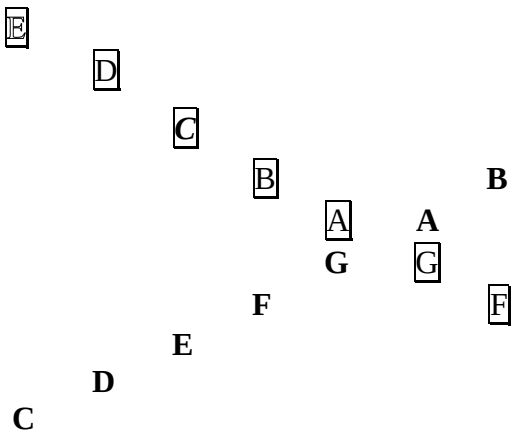


We have created a C major Scale on the music stave, a nice touch from our UI engineers.
The algorithm can store up to 12 scales and you'll be able to select any of them with the ***Scale*** parameter. ***Key*** allows to transpose the selected scale to any of the 12 tones. ***Note*** is a simple text monitor for the selected note on the stave.

Our desired Contrary Motion counterpoint goes as follows:

C > E up a maj 10th D > D up an octave E > C up a min 6th
F > B up an augmented 4th G > A up a major 2nd A > G down a major 2nd
B > F down an augmented 4th

And the nice contrary motion effect we get is the following:

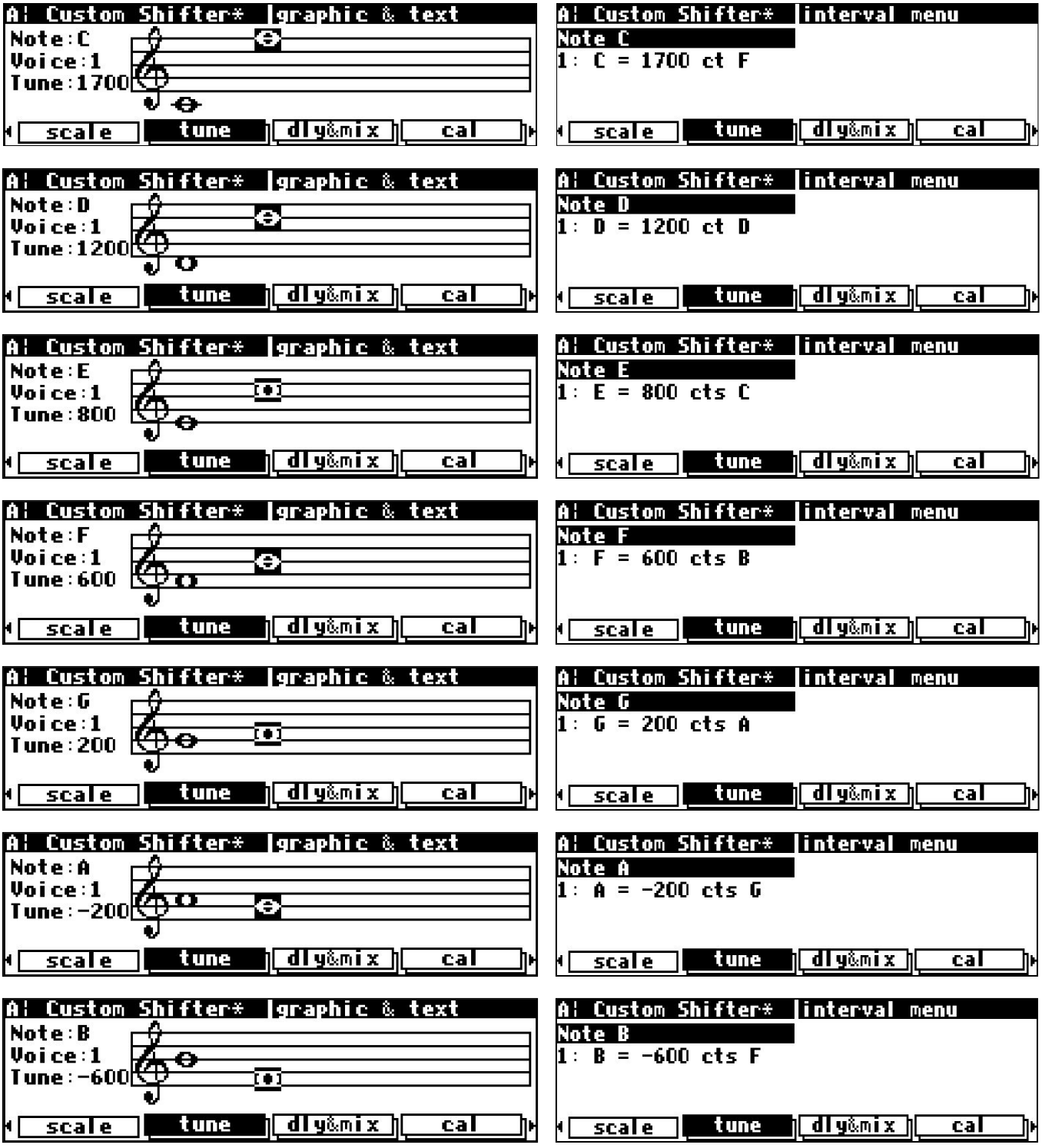


The normal notes (**C**, **D** ..)are the ones we play, while the boxed ones are those we get back from our Custom Scales Pitch Shifter. We are ascending on the C major Scale and the pitch shifter is descending, in contrary motion! Nice....

But how do we get to this ? Read on …

The TUNE menupage gives us 2 nice interfaces, a musical stave (graphic UI) and a textual one, useful for those who don't read music on the stave...yet! We show you both.
Here's how we set the intervals for each single note of the scale (the highlighted note on the staves is the pitch shifted one) in both interfaces:

GRAPHIC USER INTERFACE ***TEXTUAL USER INTERFACE***



The CALIBRATION menupage offers all the parameters needed to optimize pitch shifting accuracy:

The ***Key*** and ***Scale*** parameters are useful for MIDI control. You'll be able to transpose the current selected scale to any of 12 keys and you can recall any of up to 12 internally set and stored scales.

Tuning sets different temperaments (Equal, Just, Pythagorean, etc.) useful for different tuning experiments. Keep it on Equal for all "mainstream" music applications.

Tune will actually add/subtract a set amount of cents to the whole scale and its shifted notes. Useful when some extra fine tuning is needed.

Quantize enables notes quantization; the Harmonizer(R) will quantize any incoming note to its correct value. It is useful if any of the input notes may be slightly sharp or flat. A pop up window (not shown) allows quantization to be enabled or disabled for every note in the scale.

Bend optimizes pitch shifter tracking with "bent" notes... guitarists love this when they bend their strings... also singers or reed instruments can get some help with glissandos.

Lownote needs to be set to the lowest note the unit should expect to process. This optimizes pitch shifting accuracy.

Glide sets the amount of time for the pitch shifter to go from an interval to another. Keep it low for neat staccato or a bit higher for a glissando effect. The above is the recommended setting.

Besides these parameters, our H7600 Custom Scales Pitch Shifter offers up to 8 voices, each one with 2 seconds delay. Imagine what a complexity of intervals/chords you can achieve ... by programming each voice separately! Imagine playing a single note and get 8 intervals out of it, all at the same time as a chord or nicely dispersed by different delay times...as an arpeggio!

Delay times can be set in absolute time (milliseconds) or in rhythmic values (1/8 note, quarter note, dotted half note, etc.....) and Tap tempo or Midi Clock synched up.

This is a true musical instrument put at your full creativity power. You can now custom tune your musical universe and create never-heard-before scales and harmonies.... reaching for the uncommon chord!

Midi Virtual Racks presets (Bank 66)

These new algorithms were created to allow the user to switch between different parameters values that can be tweaked and stored internally, in the algorithm core structure, **using the front panel of the unit**. Recalling any of these tweaks is possible by using your favorite Midi controller, being it a pedalboard, a desktop unit or your computer Midi/Audio sequencing software.

A <<<tweak #>>> knob acts as a master control for up to 50 parameters, all marked with an asterisk symbol *. These parameters include single fx on/off status and more. Simply
set your <<<tweak #>>> on value 1 and adjust all fx parameters to your liking. Then proceed to <<<tweak #2>>>...up to <<<tweak #10>>>. You now have 10 fully configured and stored presets for your rack! The tweak parameter is patched to system Assign #3. You can change tweak manually or patching Assign #3 to a midi CC message You'll need a midi controller capable of sending a CC message with a specific value of 1, 2, 3, 4, 5, 6, 7, 8, 9 or 10, to recall the same numbered tweak.

If your midi pedalboard gives you the option to program 10 switches to send the same midi CC message with one of these 10 numerical values, you'll be able to call any tweak by just using the switch with the same number. Most mid-range and professional midi pedalboards can do this today.

This means that your able to recall 10 different presets within a single one, without using program change, thus avoiding program-loading time, which somebody out there doesn't appreciate too much. Zero-latency switching!

Example:

First you need to configure your Midi pedalboard. Please carefully check its user documentation to proceed. Let's say we will use Midi CC message #22; set your unit so that:

Switch #1 sends out Midi CC #22 with value 1
Switch #2 sends out Midi CC #22 with value 2
Switch #3 sends out Midi CC #22 with value 3
Switch #4 sends out Midi CC #22 with value 4
Switch #5 sends out Midi CC #22 with value 5
Switch #6 sends out Midi CC #22 with value 6
Switch #7 sends out Midi CC #22 with value 7
Switch #8 sends out Midi CC #22 with value 8
Switch #9 sends out Midi CC #22 with value 9
Switch #10 sends out Midi CC #22 with value 10

Enter the H7600 system pressing the SETUP key 3 times; now press the <external> soft key 3 times...highlight "Capture Midi" and press the SELECT key. Hit any switch on your pedalboard...and the assign 3 mode: xxxxxx will show the Midi CC message # sent from your pedalboard. Assign 3 is now patched to MIDI CC#22.

Now reach for the Midi Virtual Racks presets in bank 66. Load any of them. Build your own 10 tweaks..store the preset. Hit any of your pedalboard switches and you'll see the <<<tweak #>>>

setting itself to the matching switch number. Done! Your rack is ready to be managed in a brilliant professional style.

The Presets

Midi Virtual Racks dwell in the H7600 Bank #66 !

8 Midi Racks are available from #6660 to #6667. They are different collections of up to 5 carefully programmed high quality stereo and/or multi-voice fx algorithms, in serial routing, with dry sound in parallel, pretty much like a full rack of 5 dedicated units. The H7600's massive DSP resources allow to create this number of dedicated units in a single preset, without any quality compromise. You get a top notch professional structure, ready for 96KHz sampling frequency.

In each Virtual Rack we have created the first 5 tweaks with clean sound and the next 5 tweaks with distortion, using a guitar and an external preamplifier.

In addition to the full racks, we have also included their single fx building blocks algorithms, from #6640 to 6653. These are offered to you as tools to assemble your own Midi Virtual Racks, using Eventide Vsigfile Graphical Preset Design Editor.

Other examples of midi remotable tweaks in a preset are available in Bank #10, Dual Machines. Midi Dual Fx #1, #2, #3 and #4 offer 2 stereo fx blocks, routed in parallel, using 4 inputs and outputs (2 of them for each fx block). These presets are similar to Midi Virtual Racks in their functionalities; they have been tweaked for more generic audio tasks.

Tempo and the H7600.

The delay time, lfo rate and reverb decay of an H7600 preset can in most cases be synchronized to Tap Tempo or external MIDI Clock. This useful feature allows you to keep many aspects of your effects in time with music or any kind of rhythmic events or master track in your sequencing hardware or software.

Let's take a look at a couple of related important system parameters first. Press the SETUP key until you see the [tempo] and the [timer] menupages. Press the [tempo] softkey, under the display, to access its parameters; this is the system general Tempo counter, used to tap tempo sync delay times, lfo rates and reverb decays. You will notice that the Soft Key has turned into a <tap> key on accessing this menupage. Set "Source: Internal" and "Average: 2 Taps" and the <tap> key can be now tapped twice to set a desired Tempo. It will be monitored by the "Tempo: xxx BPM" read out and by the "Beat" bar.

Most presets using delays, LFOs and reverbs have a specific parameter to tie their values to this system Tempo counter. For Delays you will see a t_delay parameter; when this is set to off, the delay time will not be synced to Tap Tempo. Your only choice will thus be to set delay time in absolute values, normally milliseconds. If want to sync your delay to Tap Tempo, choose a musical rhythmic value for the t_delay parameter, such as 1/4 note (as appropriate). Remember that the H7600 sees the time lag between the 2 taps as a quarter note; so all subdivisions will be relative to that time interval. LFO rates have a similar parameter, named "t_rate", while reverb decays have "t_decay" to achieve the same results.

Back to the [tempo] menupage in the System: your "Source" parameter allows you to choose the controller used to Tap Tempo. Internal is the choice for the <tap> softkey while other choices are offered for footswitches connected to the rear panel Pedal 1/2 inputs (Tip1/2), MidiClock for incoming midi clock messages and Ext1 to 8 for any midi CC message set in the System [external] menupage.

The [timer] softkey is only used for a small number of presets, using very long delay times, mostly for looping applications, where rhythmic divisions in bars are desired (Bank 7, Delays-Loops). As soon as you hit this soft key, it will turn into a <run> key; if "Source : soft key", tapping it twice will start/stop the Timer and you'll see the tapped actual time value on the display (Time). The Mode parameter sets the Timer behaviour: if set on "restart", counting will restart from 0 seconds at the next trigger event, after Timer has been triggered and stopped already. If set on "continue", counting will resume from the last time value (in seconds) that was previously triggered and stopped. The "Source" parameter offers the same choices for the trigger controller as in the Timer description.

VSIGFILE programmers who would like to learn how the System Tempo and Timer work and how they should be used in the creation of algorithms might want to refer to presets 7015 Tempo Dly_Lfo Jig and 7016 Tempo_Verb Jig as well as preset 7017 TimerDly Jig. Studying the contruction of these presets will provide insights into the use of the Tempo and Timer features.

H7600 Factory User Group

An H7600 *Usergroup* may be used as a MIDI map, allowing the 128 MIDI Program Change values to select any one of the 1000+ H7600 programs. On the H7600, Usergroup #1 is defined as a pre-programmed Factory Usergroup, allowing direct loading of these popular programs via MIDI program change without further programming. The list below shows these programs and their associated Program Change values. For example, sending a Program Change of 7 will load "Vai Shift 1". See the H7600 Operating manual for more information on MIDI maps and Usergroups

0 Thru
1 Gorgeous Delay
2 Kill The Guy
3 Mandel Worlds
4 Old Valve
5 SonicDisorderVerb
6 Treys Filter
7 Vai Shift 1
8 W-I-D-E Solo
9 Delaytaps
10 Ducked Delays
11 LongDelay
12 Two Reversedelays
13 Polyrhythm 5/4
14 Filtered Dlys
15 Vintage Delay
16 Banddelays
17 4v Custom Shifter
18 Clearmntn Delays
19 Combtaps
20 ParticleAccelerator
21 Ringdelays
22 Filtered Dlys
23 Fractal Vortex
24 Reich Loops 1
25 YourHarmonyDevice
26 Allan's Chorus
27 Chorusdelays
28 Flange Echoes
29 Leslie Simulator
30 Stereo Flange 1968
31 Undulate
32 Lucy In The Sky
33 AmbiClouds 2
34 DesertPercussion1
35 Neutralizer
36 St BitDecimator
37 DuckDlys//AMSDMXgtr
38 DynoMyPiano>VintDlys
39 Piano Hall//ChrsDlys
40 Comp(4bandFIR)_S
41 Omnipressor (R)
42 St HyperTremolo
43 FilterBank20
44 Stereo Comp>3band Eq
45 Stereo*32 Grafic Eq
46 Dual*16 Grafic Eq
47 BeyondTheStars
48 Galaxy Borders
49 Dual Modfilters
50 Mouth-a-lator Two
51 Sample/hold
52 Synthlike Filter
53 MicroPitch (+/-)
54 L_C_R Long
55 Bass Rack
56 Biomechanica
57 Arkham Distortion
58 Bejing Dragons V
59 Electronica Gtr
60 Mercury Cloud
61 Ptime Displacement
62 Cloudfuzz
63 First Dominion
64 Turbulence
65 PolyReverse
66 Biomechanica Two
67 Grunge Compress
68 Masderring Lab 22
69 Pickers Paradise
70 ToneCloud
71 5th Place
72 6 Chorusdlys & Verb
73 Vox Channel Strip
74 Comp/Eq/Micro/Verb
75 Midi VirtRack #2
76 FM Panner_S
77 808 Rumble Tone
78 TrueStereoPhaser
79 PitchtimeSqueeze
80 16mm Projector
81 General Robotics
82 Digital Hell
83 Harmonic Mangler
84 Laptop Speaker
85 Telephone Suite
86 Lousy MP3
87 Universal Radio
88 Car Window
89 Endless Oddity
90 Tape Echo/Deep Hall
91 Thru AM Airwaves
92 Hall > Bandpass
93 Living In The Past
94 L/C/R mics Room
95 Sax Plate
96 Dream Chamber
97 Masterverb Hall 2
98 3B X-over Hall
99 EMT-style Plate
100 4_PitchShift
101 Echospace Of God
102 Really Large Room
103 Reverb Suite
104 Etherharp
105 SAMPLER (multi)
106 Ultra Cents
107 Angelic Echos
108 Genesis II
109 StringTrio
110 Himalayan Heights
111 Tapdelay Plex
112 Tape Echo
113 TC2290
114 Midi VirtRack #1
115 Lead Tone Poem
116 Monster RACK !
117 Tale From The Bulge
118 Vocal Chorusdelays
119 CreamyVocoderAlpha
120 Airplane Background
121 Real Dialer
122 45 RPM Oldie
123 Fantasy Backgrounds
124 Morph To Magic
125 Plug Puller Pro
126 Stereo Simulator
127 We're A Big Crowd