

● **FACTORY PRESET**

MEMORY NO. 00-99.....FACTORY PRESET 00-99USER-PROGRAMS

MEMORY NO.	MODE 0 HALL	MEMORY NO.	MODE 2 PLATE	MEMORY NO.	MODE 4 REVERSE/REVERSE	MEMORY NO.	MODE 6 PANNING DELAY	MEMORY NO.	MODE 8 REVERB/GATE
00.	LARGE HALL 1	20.	LEAD VOCAL PLATE	40.	REVERSE GATE	60.	STRING PANNER	80.	METAL VOCAL/METAL ROOM
01.	LARGE HALL 2 (HARD WALL)	21.	ROCK VOCAL	41.	STEREO BREATHE	61.	STEREO PANNING	81.	REVERB TO GATE
02.	LARGE HALL 3 (SOFT WALL)	22.	JAZZ VOCAL	42.	HI-HAT REVERSE	62.	DIMENSIONAL EL. PIANO	82.	HEAVY PLATE/GATE ROOM
03.	BRIGHT AMBIENCE	23.	FEMALE BACKUP VOCAL	43.	REVERSE SHADE	63.	DELAY PANNING 1	83.	VOCAL ROOM/TIGHT GATE
04.	DARK AMBIENCE	24.	CHURCH CHOIR	44.	DOUBLE HITS	64.	DELAY PANNING 2	84.	SNARE PLATE/KICK GATE
05.	LEAD VOCAL	25.	PERCUSSION PLATE	45.	PLATE REFLECTION	65.	HALL GATE	85.	SYNTH. PLATE
06.	INSTRUMENTS HALL	26.	TIGHT PLATE	46.	SMALL HOUSE	66.	FIRE WORKS	86.	BRASS PLATE
07.	STRINGS HALL	27.	STRING PLATE	47.	VOCAL PLATE	67.	SHORT FATTENNER	87.	VOCAL ECHO
08.	MID. HALL	28.	PIANO PLATE	48.	AIRPLANE HANGER	68.	CONVENTION HALL	88.	SMOOTH VOCAL
09.	ROTATING HALL	29.	GUITAR SOLO	49.	COMPACT PLATE	69.	EUROPIAN CHURCH	89.	GYMNASTICS
MEMORY NO.	MODE 1 ROOM	MEMORY NO.	MODE 3 GATE/GATE	MEMORY NO.	MODE 5 TAP DELAY/TAP DELAY	MEMORY NO.	MODE 7 REVERB/REVERB	MEMORY NO.	MODE 9 REVERB/TAP DELAY
10.	LOCKER ROOM	30.	COOL GATE 1	50.	HORN HIT	70.	MATCHED DUAL REVERB	90.	VOCAL/LEAD INSTRUMENTS
11.	SNARE ROOM	31.	COOL GATE 2	51.	CYMBAL FLANGE	71.	GUITAR SPRING/SPRING CLASH	91.	SYNTH. LEAD
12.	HAND CLAP EXPANDER	32.	TIGHT GATE	52.	STEREO TAP	72.	DUAL PERCUSSION REVERB	92.	SLAP BASS
13.	PERCUSSION BOOTH	33.	DARK GATE	53.	BASS DELAY	73.	SLAP/REFLECTIVE REVERB	93.	LEAD VOCAL ECHO
14.	BACKUP VOCAL	34.	AMBIENCE GATE (LIGHT)	54.	STEREO VOCAL	74.	CAVE	94.	TIGHT REVERB/LONG ECHO
15.	ROOM SLAP	35.	AMBIENCE GATE (HEAVY)	55.	ECHO REVERB	75.	DRUM ROOM/LEAD INSTRUMENTS	95.	BASEMENT 1
16.	CLUB (LARGE)	36.	ANALOG GATE	56.	ACOUSTIC GUITAR 1	76.	KICK/SNARE	96.	BASEMENT 2
17.	HORN ROOM	37.	FLANGE GATE (SOFT)	57.	ACOUSTIC GUITAR 2	77.	EXTRA DRUM	97.	PERCUSSION ROOM
18.	MEETING ROOM	38.	FLANGE GATE (HARD)	58.	PLATE SLAP	78.	60's REVERB	98.	BALL ROOM
19.	METAL WALL	39.	DOUBLE GATE	59.	ROCK D. J.	79.	BIG GARAGE	99.	SMALL ROOM

● PARAMETER CHART

MONO PARAMETER
 CH1, CH2 INDEPENDENT
 CH1,2,3,4 INDEPENDENT
 CH1 ONLY
 CH2 ONLY

EQ: LOW...100Hz(± 12dB), L.MID...400Hz(± 12dB), H.MID...1.6KHz(± 12dB), HIGH...6.4KHz(± 12dB) EFF.LEV....000-1.000
 CASCADE: OFF/1-2/2-1(MODE8,9)

NO.	MODE	REV. T	PRE-DELAY	E.REF.T	E.REF.LEV	RT.HIGH	SIZE	F.B.LEV	GATE T	TAP
0	HALL	0.3-99.0s	1-733ms	1-733ms	0-±.992	0.01-0.99	1-16			
1	ROOM	0.07-24.75s	1-733ms	1-733ms	0-±.992	0.01-0.99	1-16			
2	PLATE	0.3-99.0s	1-733ms	1-733ms	0-±.992	0.01-0.99	1-16			
3	GATE/GATE	0.1-99.0s	1-850ms	1-850ms	0-±.992		1-8		1-300ms	
4	REVERSE/ REVERSE	0.1-99.0s	1-850ms	1-850ms	0-±.992		1-8		1-300ms	
5	TAP DELAY/ TAP DELAY	1-1001ms (DELAY TIME)	0-255ms	1-256ms	0-±.992	0.01-0.99		0-+.992		0-20
6	PANNING DELAY	0-1001ms (DELAY TIME)	0-255ms			0.01-0.99		0-±.992	0-1.0 (DEPTH)	0.1-20.0Hz (SPEED)
7	REVERB/ REVERB	0.9-9.9s	1-572ms	1-572ms	0-±.992	0.01-0.99	1-16			
8	REVERB/ GATE	CH1	0.9-9.9s	1-572ms	1-572ms	0-±.992	1-16			
		CH2	0.1-99.0s	1-850ms	1-850ms	0-±.992	1-8		1-300ms	
9	REVERB/ DELAY	CH1	0.9-9.9s	1-572ms	1-572ms	0-±.992	1-16			
		CH2	1-1001ms (DELAY TIME)	0-255ms	1-256ms	0-±.992			0-±.992	0-20

● OPERATION GUIDE

