

Presets ordered by Number

100 Mute_Series	155 ManifoldAlpha	215 BandtapsL/C/R	268 SoftSmallRoom	321 GatedCorrecter
101 Mute_Xfade	156 ManifoldBeta	216 BandtapsR/C/L	269 StMike&Room2	322 Gate V16
102 Thru_Series	157 VocalProcess	217 Choruspong	270 AcousticRoom2	323 RealRingmod
103 Thru_Xfade	158 AutoCorrect	218 Ticktock	271 EchoRoom	324 Choralspace
104 Banddelays	159 DualWammy	219 Ticktock2	272 StringRoom2	325 Moonlight Gtr
105 Bandtaps	160 4Detuners	220 Ringpong	273 BlackHole2	326 CJ's EchoFlange
106 Chorusdelays	161 ReverseCrystals	221 RingpongRoom	274 EchospaceOfGod	327 CJ's EchoPhase
107 Chorustaps	162 St Shifter	222 DualCompress	275 FlangeCanyon	328 TriangleFlange
108 Combdelays	163 DiatonicShift2	223 Flangerator	276 ChorusCanyon	329 CJ's Fugue
109 Combtaps	164 MultiShift2	224 ChorusSpace2	277 ReverseNonlin	330 NQ Phase
112 Ringdelays	165 DualDiatonic	225 Brown	278 Wormhole2	331 Megaphone
113 Ringtaps	166 DualMultishift	226 Browner	279 Diat+3rd+5th	332 DistortVoxFilt
114 Pandelays	167 DiatonicShift4	227 WIDE solo	280 Diat+5th+7th	333 SolsticeBells
115 St Chorus	168 MultiShift4	228 De-Bigulator	281 Diat+4th+6th	334 Solstice2
116 DuckedDelays	170 ModFreqShift	229 Detunedspace	282 Diat+5th+Oct	335 'Aarrhh
117 Ultratap 2	174 Reverb 8	230 WhiplashSnare	283 Diat-4th+5th	336 Rich Plate
118 Loop10	175 LongVerb8	231 Bob's Claps	284 Diat-Oct+5th	337 Shimmerish
119 Loop20	176 Reverb 16	232 Bob's Delay	285 Diat-Oct+Oct	338 FuzzySampleMe
120 DualLoop5	177 DenseRoom 8	233 Angelic Echos	286 Diat+5th+10th	339 Rainbow Drops
121 DualLoop10	178 DenseRoom16	234 ResonEchoes	287 E/R+Verb8	340 RingDelayWa
122 Reverse10	180 St Diffusor	235 CompressedRoom	288 Delays+Verb8	341 FilterEchos
123 Reverse20	181 Diffchorus	236 Dual Reverbs	289 Vibrato	342 Diamond Rain
124 DualReverse5	182 Tapdly+Diffchorus	237 Phaser+Verb	290 BuenosNotches	343 MiniMalism
125 DualReverse10	183 Chordlys+Verb8	238 TremmedVerb	291 DolphinTalk	344 Spaced Spaces
126 StereoComp	184 Mshift+Reverb8	239 LarynxDelays	292 Jimi James	345 Doubler Phased
127 DualGates	185 Dshift+Reverb8	240 Larynx 2	293 AcidReign	346 FiltaPongVerb
128 FM Panner	186 Stshift+Reverb8	241 LatinCathedral	294 AnalogDelays2	347 ChoralFlange
129 FM Trem	187 R+Dly+Reverb	242 LarynxVerb1	295 FatAsCanB	348 Eclipsed Delays
130 2BandXover	189 Vintage DDL	243 LarynxVerb2	296 Micropitchshift	349 Flangedown
131 Dual 4B Parametric	190 Dither	244 Biomec 3	297 MicropitchSlap	350 Trem-A-Phase
132 Dual8Band Eq	191 OSC440	245 ShiftedVerb1	298 DigDly+Wah	351 FritterpanVerb
133 Dual Filters	192 Tuner	246 ShiftedVerb2	299 Thick 700's	352 FuzzyFlange
134 Dual Modfilters	193 StereoExpander	247 ShiftedClusters	300 Thick -500's	353 Reson8Delayz
135 St Phaser	194 Vocode24	248 ArenaSound2	301 Thick 1200's	354 FiltaShiftVerb
136 StereoizePhaser	195 Tdelay4plex	249 Crystal Verb	302 Thick -1200's	355 BrillianceLoop
137 DualSamp/Hold	196 DistortPreamp	250 EarlyReflec1	303 ScaryMovie	356 PhasedRoom
138 VocalizedWa	197 St Distortion	251 EarlyReflec2	304 RicherChorus	357 4Evers Loop
139 Vocoder10	198 Stereo Simul	252 EarlyClust1	305 JustStereo2	358 Filters Nonstop
140 Delay8Plex	200 Biomec 1	253 EarlyClust2	306 EchoplexingPong	359 Quintilizer
141 LrgDelay8Plex	201 Biomec 2	254 BostonChamber	307 Micro-Verb2	360 Insta-Magic
142 Detune4Plex	202 FuzzPitch	255 MediumChamber	308 Steeplechase2	361 Vox-A-Verb
143 Reverse4Plex	203 Desert Gtr	256 ToonChamber2	309 WarmFlange	362 6th World
144 FuzzADSRPreamp	204 Wide Crunch	257 EMT Plate	310 Pandemonium	363 Octa-Fuzz
145 BassPreamp	205 Dominion	258 MetallicPlate	311 OpenVerb	364 PanVerbEcho
146 OverdrivePreamp	206 PolyCloudverb	259 StereoPlate	312 Backwards 1	365 RingerPhase
147 FuzzPreamp	207 LittleDemons	260 StPlate2&Chorus	313 Backwards 2	366 GhostingDelay
148 PolyDriver	208 Mountainrange	261 ReelRoom	314 Aliens	367 Ample Say
149 FuzzWaWammyPre	209 Hemispheres	262 UnreelRoom	315 Taps L>R	368 AmpliDetuner
150 EZPolyFuzz	210 ElementalBass	263 MediumBooth	316 DeathFlange2	369 AutoVox
151 PolyFuzz	211 GerrysBass+Tune	264 SweptBooth	317 Undulator 2	370 BalancingAct
152 FmFilterPan	212 OD VerbedDly	265 RMX Ambience	318 Phase/Plex	371 XtremeBalancing
153 LfoFilter+Pong	213 Bandpong	266 SpongeSpring	319 Chorus/Ring	372 DrumBreaker 2
154 S/HFilter+Pong	214 BandCenter&Pong	267 New Air 2	320 Crystal/Wash	373 DrumMangle

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374 DynaFat	400 BrittleVerb	426 Wide Notch	452 LoopKruncher	478 Avante-Garde
375 HardPolyTrem	401 CrazyPhazy	427 XoverGate	453 Mercury Cloud	479 Magic Air
376 IntelliReverse	402 CreeperShift	428 AmbientGtr 1	454 PLEX > LOOP	480 Voice Doubler
377 JitterPitchVerb	403 DiffusePhaser	429 AmbientGtr 2	455 Polyreverse2	481 Ambience
378 JitterPitchFwd	404 DrunkMusic	430 DesertPerc 1	456 Splatter GTR	482 Chorus Room
379 MagicPitchRing	405 DuckedRobot	431 DesertPerc 2	457 SRV	483 Dense Hall 2
380 MgcRingTalk	406 EnvHiLowShift	432 Distortion D	458 Venusian Girls	484 Tight & Bright
381 Malu Reverb	407 GargleTrem	433 Fifth Dominion	459 Big Snare1	485 Bob's Room 2
382 MicroReverse	408 HiLowFilterPan	434 Pulse Guitar	460 Big Snare 2	486 Northwest Hall
383 ParaRezoTap	409 LittleRadio	435 Swampy Guitar	461 Pcm70 Hall	487 Anti-Ambience
384 PitchModRinger	410 MadScientist	436 Wart Guitar	462 FrontOfHouse	488 E.Z. Chorus
385 PitchModTrem	411 ModNotch	437 Gravely Throat	463 FOH for HDM	489 Heaven
386 PolyPitchStep	412 NoiseMimic	438 Logan's Box	464 Wonderful Birds	490 Hell
387 ReversePosse	413 OpeningFilters	439 Soundwave	465 Eclipse Rocks	491 Mondo Chorus
388 RvsTapNVerb	414 OpeningFltrPan	440 Voder 13	466 Electrofilters	492 Outdoor Arena
389 Ring- A- Verb	415 PulseDelay	441 Allan Chorus	467 Fracture Loop	493 Ballerina
390 RythmRingers	416 RingMod	442 Alverman	468 Electronica	494 Behind Spaces
391 SeriesResoTap	417 RobotAttack	443 Atavachron	469 Verb Mayhem	495 Abyssal Filters
392 TouchPhase	418 RingTapsMod	444 Chrs/Dly/Verb	470 AmbiClouds	496 Sweet Taps
393 UglyRvsRezo	419 RubberWorldDly	445 Cumulonimbus2	471 Blues Room	497 Sax Plate
394 Anguish	420 ScratchIt	446 Earth Rise	472 Lead Gtr	498 Far Gitar
395 Artifacts	421 StereoFuzz	447 EtherHarp	473 NYC GtrTone	499 Mission Chorus
396 BandModFilters	422 Submerged	448 Fuzack	474 L.A. Blues	
397 BandPass	423 Swimmer	449 Gentle Giant	475 Crystal Echo 2	
398 BigBandTap	424 ReverbTrem	450 GTR rack	476 My Blood Val	
399 BouncingBall	425 Waves	451 Kaizeer	477 Watery Chorus	

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130 2BandXover	254 BostonChamber	167 DiatonicShift4	498 Far Gitar	207 LittleDemons
160 4Detuners	399 BouncingBall	181 Diffchorus	295 FatAsCanB	409 LittleRadio
357 4Evers Loop	355 BrillianceLoop	403 DiffusePhaser	433 Fifth Dominion	438 Logan's Box
362 6th World	400 BrittleVerb	298 DigDly+Wah	346 FiltaPongVerb	175 LongVerb8
335 'Aarrhh	225 Brown	196 DistortPreamp	354 FiltaShiftVerb	118 Loop10
495 Abyssal Filters	226 Browner	432 Distortion D	341 FilterEchos	119 Loop20
293 AcidReign	290 BuenosNotches	332 DistortVoxFilt	358 Filters Nonstop	452 LoopKruncher
270 AcousticRoom2	347 ChoralFlange	190 Dither	275 FlangeCanyon	141 LrgDelay8Plex
314 Aliens	324 Choralspace	291 DolphinTalk	349 Flangedown	410 MadScientist
441 Allan Chorus	183 Chordlys+Verb8	205 Dominion	223 Flangerator	479 Magic Air
442 Alverman	319 Chorus/Ring	345 Doubler Phased	128 FM Panner	379 MagicPitchRing
470 AmbiClouds	276 ChorusCanyon	372 DrumBreaker 2	129 FM Trem	381 Malu Reverb
481 Ambience	106 Chorusdelays	373 DrumMangle	152 FmFilterPan	155 ManifoldAlpha
428 AmbientGtr 1	217 Choruspong	404 DrunkMusic	463 FOH for HDM	156 ManifoldBeta
429 AmbientGtr 2	482 Chorus Room	185 Dshift+Reverb8	467 Fracture Loop	263 MediumBooth
367 Ample Say	224 ChorusSpace2	131 Dual 4B Parametric	351 FritterpanVerb	255 MediumChamber
368 AmpliDetuner	107 Chorustaps	133 Dual Filters	462 FrontOfHouse	331 Megaphone
294 AnalogDelays2	444 Chrs/Dly/Verb	134 Dual Modfilters	448 Fuzack	453 Mercury Cloud
233 Angelic Echos	326 CJ's EchoFlange	236 Dual Reverbs	144 FuzzADSRPreamp	258 MetallicPlate
394 Anguish	327 CJ's EchoPhase	132 Dual8Band Eq	202 FuzzPitch	380 MgcRingTalk
487 Anti-Ambience	329 CJ's Fugue	222 DualCompress	147 FuzzPreamp	296 Micropitchshift
248 ArenaSound2	108 Combdelays	165 DualDiatonic	149 FuzzWaWammyPre	297 MicropitchSlap
395 Artifacts	109 Combtaps	127 DualGates	352 FuzzyFlange	382 MicroReverse
443 Atavachron	235 CompressedRoom	121 DualLoop10	338 FuzzySampleMe	307 Micro-Verb2
158 AutoCorrect	445 Cumulonimbus2	120 DualLoop5	407 GargleTrem	343 MiniMalism
369 AutoVox	401 CrazyPhazy	166 DualMultishift	322 Gate V16	499 Mission Chorus
478 Avante-Garde	402 CreeperShift	125 DualReverse10	321 GatedCorrecter	170 ModFreqShift
312 Backwards 1	475 Crystal Echo 2	124 DualReverse5	449 Gentle Giant	411 ModNotch
313 Backwards 2	249 Crystal Verb	137 DualSamp/Hold	211 GerrysBass+Tune	491 Mondo Chorus
370 BalancingAct	320 Crystal/Wash	159 DualWammy	366 GhostingDelay	325 Moonlight Gtr
493 Ballerina	316 DeathFlange2	116 DuckedDelays	437 Gravely Throat	208 Mountainrange
214 BandCenter&Pong	228 De-Bigulator	405 DuckedRobot	450 GTR rack	184 Mshift+Reverb8
104 Banddelays	140 Delay8Plex	374 DynaFat	375 HardPolyTrem	164 MultiShift2
396 BandModFilters	288 Delays+Verb8	287 E/R+Verb8	489 Heaven	168 MultiShift4
397 BandPass	483 Dense Hall 2	252 EarlyClust1	490 Hell	100 Mute_Series
213 Bandpong	177 DenseRoom 8	253 EarlyClust2	209 Hemispheres	101 Mute_Xfade
105 Bandtaps	178 DenseRoom16	250 EarlyReflec1	408 HiLowFilterPan	476 My Blood Val
215 BandtapsL/C/R	203 Desert Gtr	251 EarlyReflec2	360 Insta-Magic	267 New Air 2
216 BandtapsR/C/L	430 DesertPerc 1	446 Earth Rise	376 IntelliReverse	412 NoiseMimic
145 BassPreamp	431 DesertPerc 2	306 EchoplexingPong	292 Jimi James	486 Northwest Hall
494 Behind Spaces	142 Detune4Plex	271 EchoRoom	378 JitterPitchFwd	330 NQ Phase
398 BigBandTap	229 Detunedspace	274 EchospaceOfGod	377 JitterPitchVerb	473 NYC GtrTone
459 Big Snare1	342 Diamond Rain	465 Eclipse Rocks	305 JustStereo2	363 Octa-Fuzz
460 Big Snare2	279 Diat+3rd+5th	348 Eclipsed Delays	451 Kaizeeer	212 OD VerbedDly
200 Biomec 1	281 Diat+4th+6th	210 ElementalBass	474 L.A. Blues	413 OpeningFilters
201 Biomec 2	286 Diat+5th+10th	466 Electrofilters	240 Larynx 2	414 OpeningFltrPan
244 Biomec 3	280 Diat+5th+7th	468 Electronica	239 LarynxDelays	311 OpenVerb
273 BlackHole2	282 Diat+5th+Oct	257 EMT Plate	242 LarynxVerb1	191 OSC440
471 Blues Room	283 Diat-4th+5th	406 EnvHiLowShift	243 LarynxVerb2	492 Outdoor Arena
231 Bob's Claps	284 Diat-Oct+5th	447 EtherHarp	241 LatinCathedral	146 OverdrivePreamp
232 Bob's Delay	285 Diat-Oct+Oct	488 E.Z. Chorus	472 Lead Gtr	114 Pandelays
485 Bob's Room 2	163 DiatonicShift2	150 EZPolyFuzz	153 LfoFilter+Pong	310 Pandemonium

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364 PanVerbEcho	123 Reverse20	245 ShiftedVerb1	422 Submerged	458 Venusian Girls
383 ParaRezoTap	143 Reverse4Plex	246 ShiftedVerb2	435 Swampy Guitar	469 Verb Mayhem
461 Pcm70 Hall	161 ReverseCrystals	337 Shimmerish	496 Sweet Taps	289 Vibrato
318 Phase/Plex	277 ReverseNonlin	268 SoftSmallRoom	264 SweptBooth	189 Vintage DDL
356 PhasedRoom	387 ReversePosse	334 Solstice2	423 Swimmer	138 VocalizedWa
237 Phaser+Verb	336 Rich Plate	333 SolsticeBells	182 Tapdly+Diffchorus	157 VocalProcess
384 PitchModRinger	304 RicherChorus	439 Soundwave	315 Taps L>R	194 Vocode24
385 PitchModTrem	389 Ring-A-Verb	344 Spaced Spaces	195 Tdelay4plex	139 Vocoder10
206 PolyCloudverb	112 Ringdelays	456 Splatter GTR	301 Thick 1200's	440 Voder 13
148 PolyDriver	340 RingDelayWa	266 SpongeSpring	302 Thick -1200's	480 Voice Doubler
151 PolyFuzz	365 RingerPhase	457 SRV	300 Thick -500's	361 Vox-A-Verb
386 PolyPitchStep	416 RingMod	115 St Chorus	299 Thick 700's	309 WarmFlange
455 Polyreverse2	220 Ringpong	180 St Diffusor	102 Thru_Series	436 Wart Guitar
454 PLEX > LOOP	221 RingpongRoom	197 St Distortion	103 Thru_Xfade	477 Watery Chorus
415 PulseDelay	113 Ringtaps	135 St Phaser	218 Ticktock	425 Waves
434 Pulse Guitar	418 RingTapsMod	162 St Shifter	219 Ticktock2	230 WhiplashSnare
359 Quintilizer	265 RMX Ambience	308 Steeplechase2	484 Tight & Bright	204 Wide Crunch
187 R+Dly+Reverb	417 RobotAttack	126 StereoComp	256 ToonChamber2	426 Wide Notch
339 Rainbow Drops	419 RubberWorldDly	193 StereoExpander	392 TouchPhase	227 WIDE solo
323 RealRingmod	388 RvsTapNVerb	421 StereoFuzz	350 Trem-A-Phase	464 Wonderful Birds
261 ReelRoom	390 RythmRingers	136 StereoizePhaser	238 TremmedVerb	278 Wormhole2
353 Reson8Delayz	154 S/HFilter+Pong	259 StereoPlate	328 TriangleFlange	427 XoverGate
234 ResonEchoes	497 Sax Plate	198 Stereo Simul	192 Tuner	371 XtremeBalancing
176 Reverb 16	303 ScaryMovie	269 StMike&Room2	393 UglyRvsRezo	
174 Reverb 8	420 ScratchIt	260 StPlate2&Chorus	117 Ultratap 2	
424 ReverbTrem	391 SeriesResoTap	272 StringRoom2	317 Undulator 2	
122 Reverse10	247 ShiftedClusters	186 Stshift+Reverb8	262 UnreelRoom	

- 106 Chorusdelays** _____ (Modulation, Delay)
xfade: *m_chorusdelays*
Slightly modulating delays that add "sweetness" to an overt delay effect. Use it when you want a delay with a little "separation" from the source material.
- 107 Chorustaps** _____ (Modulation, Delay)
xfade: *m_chorustaps*
Rhythmic and "sweet." Liven up rhythmic instruments in a way that "separates" the resultant taps from the source material.
- 108 Combdelays** _____ (Delay)
xfade: *m_combdelays*
A very "electronic" sound added to a standard delay effect. Use it to create new and interesting sounds.
- 109 Combtaps** _____ (Delay)
xfade: *m_combtaps*
Rhythmic and "electronic." Use it to create new rhythmic effects.
- 112 Ringdelays** _____ (Coloration, Delay, Pitchshift)
xfade: *m_ringdelays*
In large doses, bubbly and psychedelic. In small doses sweet and gentle. The kind of effect that makes your head swim. It's useful for "spacing" things out or adding a unique tremolo to guitars or keyboards.
- 113 Ringtaps** _____ (Coloration, Delay, Pitchshift)
xfade: *m_ringtaps*
Rhythmic and bubbly. Use it to add interesting rhythms to staccato instruments in a shimmering, shaking sort of way. A very unique sounding tap!
- 114 Pandelays** _____ (Dynamics, Delay)
xfade: *m_pandelays*
Add a stereo effect and delay in one fell swoop. The delays pan around to confuse would-be predators. Nice for "thickening up" a scrawny instrument.
- 115 St Chorus** _____ (Modulation, Delay)
xfade: *st_chorus_delays*
Classic shimmering beauty useful for making un-special instruments special. Voice or guitar needs more "richness"? Reach for the St. Chorus.
- 116 DuckedDelays** _____ (Dynamics, Delay)
xfade: *ducked_delays*
Delays that don't muck up the dry signal! When the dry signal is present, the delays are quiet (they "duck" out of the way). Only when the dry signal stops or gets quiet do the delays rise to full volume. Useful for trailing delays at the end of riffs or for filling in gaps.
- 117 Ultratap 2** _____ (Delay, Reverb)
xfade: *ultratap_2*
Another way to make unique rhythmic patterns that add to the timbre of the original instrument. Change the number of taps and the length to go from "robot" mode to "dream" mode.
- 118 Loop10** _____ (Delay)
xfade: *mono_loop_10*
A long, clean delay that's good for looping and general delay purposes. Manipulate the (SEND) parameter to create a loop and then play along with it.
- 119 Loop20** _____ (Delay)
xfade: *mono_loop_20*
A longer version of "Loop10" for lower sample rates only.

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- 120 **DualLoop5** _____ (Delay)
xfade: *dual loops (5)*
A stereo version of "Loop 10."
- 121 **DualLoop10** _____ (Delay)
xfade: *dual loops (10)*
A longer version of "DualLoop5" for lower sample rates only.
- 122 **Reverse10** _____ (Delay)
xfade: *mono reverse (10)*
Use this effect to decode satanic messages in your favorite album! Creates a very distinct backwards delay that sounds like an old Hendrix solo. Not for the faint of heart. Reverse length can be as long as 10 seconds.
- 123 **Reverse20** _____ (Delay)
xfade: *mono reverse (20)*
Like "Reverse 10," for lower sample rates only.
- 124 **DualReverse5** _____ (Delay)
xfade: *dual reverse (5)*
Like "Reverse 10," only shorter and in stereo.
- 125 **DualReverse10** _____ (Delay)
xfade: *dual reverse (10)*
Like "DualReverse5," for lower sample rates only.
- 126 **StereoComp** _____ (Dynamics)
xfade: *dual compressors*
A stereo compressor useful for smoothing and controlling your dynamics. This effect is almost always used on vocals and bass and finds frequent employment on guitars as well. By smoothing out variations in the dynamics of your instrument, you'll be able to achieve higher average levels, making whatever you record or play sound "louder" or punchier.
- 127 **DualGates** _____ (Dynamics)
xfade: *dual noisegates*
Cut out hiss or hum when an instrument isn't playing. When levels are below the selectable threshold, nothing gets through and you hear blissful silence. When levels are above the threshold, the instrument should mask the offending hiss or hum. Set the attack and release carefully for the best effect.
- 128 **FM Panner** _____ (Dynamics, Modulation)
xfade: *fm panner*
Pan signals between stereo speakers to baffle dogs. With (T_FMRATE) on, the signal pans faster the louder the music gets, for seriously disorienting psychedelia.
- 129 **FM Trem** _____ (Dynamics, Modulation)
xfade: *fm trem*
Add a "gated" rhythm to continuous tracks or sounds. With (T_FMRATE) on, the signal level varies faster the louder the music gets.
- 130 **2BandXover** _____ (EQ)
xfade: *two band x-over*
Use this effect if you need to send the high frequencies to one place and the low frequencies to another. Alternatively, this is a handy way to change levels between the high and low frequencies of a signal.
- 131 **Dual 4B Parametric** _____ (EQ)
xfade: *dual 4band para*
A four-band, fully parametric equalizer, useful for tweaking the timbre of a signal.

- 132 Dual8Band Eq** _____ (EQ)
xfade: dual 8 band eq
Like the "Dual 4B Parametric," except with eight bands and less control over each channel's width (Q).
- 133 Dual Filters** _____ (EQ)
xfade: dual filters
Nice, sharp filters for blocking off regions of a signal's spectrum wholesale. Use as a lowpass filter to dull out a sound (or to make it sound like it was recorded on low-fi equipment). Use as a highpass filter to blow out the low-end. This is especially useful when the low-end is serving little musical purpose. (Extraneous low-end quickly mucks up a mix!)
- 134 Dual Modfilters** _____ (Dynamics, EQ, Modulation)
xfade: dual modfilters
A radical effect that can sound like an analog keyboard or an envelope filter, depending on (MODE). Super-funky and never subtle.
- 135 St Phaser** _____ (EQ, Modulation)
xfade: stereo phaser
That classic milky sound that can sweeten instruments up in small amounts or can completely whack them out in large amounts. Moves around in stereo. Quite psychedelic...
- 136 StereoizingPhaser** _____ (EQ, Modulation)
xfade: stereoize phaser
A stronger version of "St. Phaser". It moves even more and has been known to knock the less-than-sober out of chairs.
- 137 DualSamp/Hold** _____ (EQ, Modulation)
xfade: dual sample/hold
Creates a random "melody" on top of the signal for a completely altered sound. Turn to this when you're looking for something rhythmic and very different. Use in small amounts in the background to give that twenty-third century feeling.
- 138 VocalizedWa** _____ (EQ, Modulation)
xfade: vocal wa
Ya! An effect that makes it sound like your music is being played in the stomach of a talkative, albeit repetitive little man. Not subtle at all, but quite "tasty" in the right context.
- 139 Vocoder10** _____ (Dynamics, EQ, Modulation)
xfade: 10 band vocoder
Impose the spectrum of one instrument (usually a voice) on the spectrum of noise. Alternatively, set (CARRIER) to "left in" to impose the spectrum of the right input (usually a voice) on the spectrum of the left input (usually a keyboard "pad"). Sometimes it pays to resist the urge to sing into the right input - it might work better if you just speak rhythmically.
- 140 Delay8Plex** _____ (Delay, Reverb)
xfade: delay 8 plex
A reverb with pronounced delays. Use it to give things space without pretense of being any real room.
- 141 LrgDelay8Plex** _____ (Delay, Reverb)
xfade: large dly8 plex
Like "Delay8Plex" but with significantly longer delays.
- 142 Detune4Plex** _____ (Delay, Reverb, Pitchshift)
xfade: detune 4 plex
A slightly detuned reverb-ish sort of delay. Stands nicely apart from the source material. With small amounts of detune, it creates a sweet reverb, but with large amounts of detune, you'll make your listeners worried that something really bad is about to happen.

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- 143 **Reverse4Plex** _____ (Delay, Reverb, Pitchshift)
xfade: *reverse 4 plex*
Much like “Detune4Plex”, but uses a reverse shifter.
- 144 **FuzzADSRPreamp** _____ (Dynamics, EQ, Coloration, Modulation)
xfade: *fuzzADSRpre*
Excellent guitar processing, complete with distortion, a funky envelope filter, and an ADSR that modifies the output level.
- 145 **BassPreamp** _____ (Dynamics, EQ, Coloration)
xfade: *bass pre*
Fine bass processing, with a bonus "thickener" added at no extra charge. For the meaner types, distortion is included.
- 146 **OverdrivePreamp** _____ (Dynamics, EQ, Coloration)
xfade: *overdrive preamp*
Distortion for your guitar, voice, or wimpy snare. Potentially subtle, but loads nasty. Compare with the timbre of “FuzzPreamp.”
- 147 **FuzzPreamp** _____ (Dynamics, EQ, Coloration)
xfade: *fuzz preamp*
Need distortion? You called the right program. Try it on guitar. If you like this one, you should also try “OverdrivePreamp.”
- 148 **PolyDriver** _____ (Dynamics, EQ, Coloration)
xfade: *polydriver*
A gritty sort of distortion for your guitar or worldview. It separates the signal into six frequency bands before processing to keep the notes separate.
- 149 **FuzzWaWammyPre** _____ (Dynamics, EQ, Coloration, Modulation, Pitchshift)
xfade: *fuzzpre wa/wammy*
Use with guitar and a pedal for distortion and volume or pitch control!
- 150 **EZPolyFuzz** _____ (Dynamics, EQ, Coloration)
xfade: *ez polyfuzz*
A stereo distortion that's warm and fuzzy (and easy)! Compresses before it distorts!
- 151 **PolyFuzz** _____ (Dynamics, EQ, Coloration)
xfade: *polyfuzz*
A stereo distortion that bites. Does not compress before it distorts!
- 152 **FmFilterPan** _____ (Dynamics, EQ, Modulation)
xfade: *fm modfilter/pan*
Two filters that pan for spaced out effects. Sounds like your favorite candy tastes. Entirely un-subtle. Use it to simultaneously "stereo-ize" and color keyboard or guitars.
- 153 **LfoFilter+Pong** _____ (EQ, Modulation, Delay)
xfade: *lfo filter+pingpong*
Modulating filters that feed into a ping-pong delay for a healthy helping of creamy resonance soup. Colors things with big, overbearing crayons. Quite beautiful in the right context (try keyboards).
- 154 **S/HFilter+Pong** _____ (EQ, Modulation, Delay)
xfade: *s/h filt+pingpong*
Crazy computers in space! Add rhythm, color, and depth to any sound. Creates random melodies in time with your music. Careful - only drown your source if it deserves it!

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- 155 **ManifoldAlpha** _____ (Delay, Pitchshift)
xfade: *manifold alpha*
A teeming mass of pitch-shifted delayed craziness in full stereo. Keep it quiet to hint at unspoken insanity. Turn it up for barking madness.
- 156 **ManifoldBeta** _____ (Delay, Pitchshift)
xfade: *manifold beta*
Make things swim in a stereoized ocean of tone. Like “ManifoldAlpha,” but with reverse delays. Insane, but paradoxically less so than its predecessor.
- 157 **VocalProcess** _____ (Dynamics, EQ)
xfade: *dual comp/de-ess*
A compressor with de-essing. Use it on vocals or any sssssignal with excccccive sssssibilanccccc. Gets the "ouch" out and smoothes dynamics in one fell swoop.
- 158 **AutoCorrect** _____ (Modulation, Pitchshift)
xfade: *auto correct*
Use on vocals, guitars, or other similarly pitched instruments to correct minor flaws in pitch. Use on whole mixes or un-pitched instruments for unpredictable madness.
- 159 **DualWammy** _____ (Modulation, Pitchshift)
xfade: *dual wammy*
Stereo pitch shifters conveniently tied to the foot pedal jack. Best used when you don't have techs to bring you freshly tuned guitars between songs.
- 160 **4Detuners** _____ (Pitchshift)
xfade: *4 detuners*
Slight detuning adds "sweetness" when combined with the source. Use it when something needs a touch of stereo "niceness." Increase (TIGHTNESS) to smear things out.
- 161 **ReverseCrystals** _____ (Delay, Pitchshift)
xfade: *reverse crystals*
Regal sounding reverse delays add a unique time-based timbre to your favorite track. Use in moderation for a swarmy, swimmy effect.
- 162 **St Shifter** _____ (Pitchshift)
xfade: *stereoshift*
A stereo coherent pitch shifter for doubling parts in fixed harmonies. Often used on guitars and vocals at low volume.
- 163 **DiatonicShift2** _____ (Modulation, Delay, Pitchshift)
xfade: *diatonic 2*
Use with a very pitched input to render key-sensitive pitch shifting (guitars or vocals). Use with a poorly pitched input for madness (your whole mix?). Also has an LFO for cyclic shifting (look under the PARAMETER key).
- 164 **MultiShift2** _____ (Modulation, Delay, Pitchshift)
xfade: *multishift 2*
Two voices of pitch shift for adding fixed harmonies. Also has an LFO for cyclic shifting (look under the PARAMETER key).
- 165 **DualDiatonic** _____ (Modulation, Delay, Pitchshift)
xfade: *dual diatonic*
Like “DiatonicShift2,” except applied to each channel independently with no LFO.
- 166 **DualMultishift** _____ (Modulation, Delay, Pitchshift)
xfade: *dual multishift*
Like “DualDiatonic,” only (wait for it ..) not diatonic.

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- 167 **DiatonicShift4** _____ (Delay, Pitchshift)
xfade: *diatonic 4*
Four voices of key-sensitive pitch shift.
- 168 **MultiShift4** _____ (Delay, Pitchshift)
xfade: *multishift 4*
Four voices of fixed interval pitch shift.
- 170 **ModFreqShift** _____ (Dynamics, Coloration, Modulation, Pitchshift)
xfade: *dual modfreqshift*
A very cool "3D-ish" effect that bubbles along with the dynamics of the input. Think of it as a unique tremolo effect. (Watch for mono compatibility!)
- 174 **Reverb 8** _____ (Reverb)
xfade: *reverb 8*
Reverb! Makes the source sound like it's being played in a big room. High end damped.
- 175 **LongVerb8** _____ (Delay, Reverb)
xfade: *long reverb 8*
Like "Reverb 8," but an even bigger room.
- 176 **Reverb 16** _____ (Reverb)
xfade: *reverb 16*
A slightly more articulated version of "Reverb 8" for lower sampling rates only.
- 177 **DenseRoom 8** _____ (Delay, Reverb)
xfade: *dense room 8*
A very reflective room with plenty of high-end reflection.
- 178 **DenseRoom16** _____ (Delay, Reverb)
xfade: *dense room 16*
A very smooth, large room.
- 180 **St Diffusor** _____ (Reverb)
xfade: *s_diffusor*
A nicely imaged small reverb.
- 181 **Diffchorus** _____ (Reverb)
xfade: *diffchorus*
A very smeared out reverb with slight detuning for added "sweetness." Sounds like the instrument is playing on the other side of the building in a gargantuan racquetball court.
- 182 **Tapdly+Diffchorus** _____ (Reverb, Delay, Modulation)
xfade: *delay_diffchorus*
Need description!
- 183 **Chordlys+Verb8** _____ (Modulation, Delay, Reverb)
xfade: *moddelays+verb 8*
Chorused delays into a nice reverb. Use on instruments that need "space" and some rhythmic excitement.
- 184 **Mshift+Reverb8** _____ (Modulation, Delay, Reverb, Pitchshift)
xfade: *multishift+verb8*
Pitch shifters into a reverb. Use it to add fixed harmonies to such instruments as guitar or voice and then use the reverb to smooth things out.
- 185 **Dshift+Reverb8** _____ (Modulation, Delay, Reverb)
xfade: *diatonic+verb8*
Diatonic pitch shifters into a reverb. Use it to add key-sensitive harmonies to such instruments as guitar or voice and then use the reverb to smooth things out.

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- 186 **Stshift+Reverb8** _____ (Modulation, Delay, Reverb)
xfade: *stereoshift+verb8*
Phase coherent fixed-interval pitch shifters into a reverb, preserving the stereo image.
- 187 **R+Dly+Reverb** _____ (Pitch, Reverb, Delay, Modulation)
[alg]xfade: *rev_taps_verb*
A reverse shifter into 2 tap delay and reverb. Classic Eventide FX array.
- 189 **Vintage DDL** _____ (Delay)
xfade: *Vintage Delay*
Early digital technology delays with steep lowcut and hicut filters in the feedback path and sound texture choice, introducing digital artifacts.
- 190 **Dither** _____
xfade: *dither*
Use dither to increase the signal quality when outputting to a 16 or 20 bit device. Many users load a program that only uses effects block A and then load "Dither" into effects block B in a series configuration.
- 191 **OSC440** _____
xfade: *oscillator (440)*
Use this to tune your instrument, or crank it up and leave the house to punish bad neighbors. Use the modulator (under the PARAMETER key) to sweep 20Hz to 20kHz for room or equipment tests.
- 192 **Tuner** _____
xfade: *chromatic tuner*
Tune your guitar or keyboard! Give your old tuner to the kid down the street!
- 193 **StereoExpander** _____ (Dynamics)
xfade: *dual expanders*
Stereo expansion for your dynamics processing.
- 194 **Vocode 24** _____ (Modulation, EQ, Dynamics)
xfade: *vocoder 24*
A full blown Predictive 24 bands real Vocoder, using a high-resolution physical model of the human vocal tract!
- 195 **Tdelay4Plex** _____ (Reverb, Delay)
xfade: *t delay 4 plex*
T_tempo delays into a Plex; allow generation of modulated & filtered rhythmic echoes, fading into verb. Classic Floyd stuff!
- 196 **DistortPreamp** _____ (Coloration, EQ, Dynamics)
xfade: *distortion preamp*
This preamp has compression, dynamic distortion, eq and gate. A selection of 10 curves is provided to cover many different kind of distortion types. By modeling analog distortion types based on a proprietary curve-fitting process, the Dynamic Distortion produces characteristics that are highly responsive to the input signal.
- 197 **St Distortion** _____ (Coloration, EQ, Dynamics)
xfade: *st_distortion*
Stereo version of #196 with curves morphing capability. Preset 2 different curves and use the Mod Block or pedal to morph between them!
- 198 **Stereo Simul** _____ (Dynamics)
xfade: *Stereo Simulator*
Converts mono signals into stereo ones, using all pass filters and split-band processing. It avoids thinness you get on individual channels with other simulators and doesn't change levels and tone. Fully mono-compatible.

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- 200 **Biomec 1** _____ (Dynamics, EQ, Coloration, Modulation, Delay)
series: *fuzz preamp* *lfo filter+pingpong*
A distorting, modulating sonic blanket. Use when only a heavy hand will do!
- 201 **Biomec 2** _____ (Dynamics, EQ, Coloration, Modulation, Delay)
series: *fuzz preamp* *s/h filt+pingpong*
A distorted, dreamy random melody played over your input. Free of annoying subtlety.
- 202 **FuzzPitch** _____ (Dynamics, EQ, Coloration, Pitchshift)
series: *fuzz preamp* *multishift 2*
A distortion with "feedback" effect - useful for guitars or anything else that needs to sound loud without actually being so.
- 203 **Desert Gtr** _____ (Dynamics, EQ, Coloration, Reverb)
series: *polydriver* *diffchorus*
A smooth, slightly distorted, 'reverberous' slice of heaven. Space things (like guitars!) out in a nice way. Certain frequencies distort more than others.
- 204 **Wide Crunch** _____ (Dynamics, EQ, Coloration, Pitchshift)
series: *overdrive preamp* *4 detuners*
Thick, deep and mean as hell. For guitars that bench 315 and hate everything.
- 205 **Dominion** _____ (Dynamics, EQ, Coloration, Modulation, Delay, Reverb, Pitchshift)
series: *fuzz preamp* *moddelays+verb 8*
A smeared out, thick distortion for guitars or that "Al Jourgensen vocals" sound.
- 206 **PolyCloudverb** _____ (Dynamics, EQ, Coloration, Delay, Reverb)
series: *ez polyfuzz* *long reverb 8*
A stereo-ized, fuzzy, feedback-y distortion.
- 207 **LittleDemons** _____ (Dynamics, EQ, Coloration, Pitchshift)
series: *fuzz preamp* *reverse crystals*
Thick, thick distortion with a head-swimming haze attached to any tones that hold out for a while.
- 208 **Mountainrange** _____ (Dynamics, EQ, Coloration, Delay, Reverb, Pitchshift)
series: *fuzz preamp* *ultratap 2*
Use on un-pitched instruments (e.g., drums) for a distorted, electronic sound.
- 209 **Hemispheres** _____ (Dynamics, EQ, Modulation, Delay)
series: *overdrive preamp* *st chorus delays*
A lumbering, low distortion that speaks softly but carries a big gun.
- 210 **ElementalBass** _____ (Dynamics, EQ, Coloration, Modulation, Delay)
series: *fuzz preamp* *m_pandelays*
A blurry high end distortion that moves around in a way that's hard to describe.
- 211 **GerrysBass+Tune** _____ (Dynamics, EQ)
parallel: *bass pre* *chromatic tuner*
Nice processing for your bass with a tuner "built in."
- 212 **ODV VerbedDly** _____ (Dynamics, EQ, Coloration, Modulation, Delay, Reverb)
series: *overdrive preamp* *moddelays+verb 8*
A washed out, thick distortion that hurls insults.
- 213 **Bandpong** _____ (Delay)
xfade: *m_bandtaps*
An unobtrusive delay with nice timbral color that doesn't separate from the source signal

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- 214 **BandCenter&Pong** _____ (Delay)
xfade: *m_bandtaps*
A pug-nosed, unobtrusive delay that, unlike "Bandpong," does manage to separate itself from the source signal.
- 215 **BandtapsL/C/R** _____ (Delay)
xfade: *m_bandtaps*
A more obvious delay that pans in a predictable left, center, right fashion. Filters separate it from the source.
- 216 **BandtapsR/C/L** _____ (Delay)
xfade: *m_bandtaps*
Similar to "BandtapsL/C/R," except it pans the other way and has a higher cutoff frequency.
- 217 **Choruspong** _____ (Modulation, Delay)
xfade: *m_chorustaps*
A ringy, stereo modulating delay that hints at comb filters. Use on anything that needs more rhythm or is too weak to stand on its own.
- 218 **Ticktock** _____ (Delay)
xfade: *m_combtaps*
A heavily comb-filtered delay that is perhaps best used on poorly pitched instruments (e.g., drums).
- 219 **Ticktock2** _____ (Delay)
xfade: *m_combtaps*
A variant on "Ticktock". Compare, you'll see.
- 220 **Ringpong** _____ (Coloration, Delay, Pitchshift)
xfade: *m_ringtaps*
A bubbling delay that adds a unique if slightly dissonant character to the input.
- 221 **RingpongRoom** _____ (Coloration, Delay, Reverb, Pitchshift)
series: *m_ringtaps* *reverb 8*
A hazy reverb. The ring modulators make it swarm like bees. Adds an interesting space when used in moderation.
- 222 **DualCompress** _____ (Dynamics)
xfade: *dual compressors*
Like the "Stereo Comp" except that the controls for each channel are separated for your convenience.
- 223 **Flangerator** _____ (Modulation, Delay, Reverb)
xfade: *large dly8 plex*
A reverbish delay that bends the pitch of the input in subtle and interesting ways. Use it to add a unique space that choruses unpredictably.
- 224 **ChorusSpace2** _____ (Modulation, Delay, Reverb)
series: *delay 8 plex* *st chorus delays*
A LONG delay/reverb that modulates to "sweeten" the input. One of the favorite effects from earlier products!
- 225 **Brown** _____ (Pitchshift)
xfade: *4 detuners*
A nicely articulated close reverb (or "ambiance") that uses subtle detuning to add "sweetness" and flanging to the input.
- 226 **Browner** _____ (Pitchshift)
xfade: *4 detuners*
A very flanged, very stereo version of "Brown".
- 227 **WIDE solo** _____ (Pitchshift)
parallel: *4 detuners* *4 detuners*
Stereoize and chorus your guitar in one (big) fell swoop. Oh so large!

- 228 **De-Bigulator** _____ (EQ)
xfade: *dual filters*
A bandpass filter that makes your input sound sixty years too late. Like playing over a telephone line. Lo-fi for the hi-fi age.
- 229 **Detunedspace** _____ (Reverb, Pitchshift)
xfade: *detune 4 plex*
A reverb that forever falls in pitch. Very worrisome. Great for "bad dream" sequences.
- 230 **WhiplashSnare** _____ (Modulation, Reverb)
series: *reverb 8* *dual modfilters*
Adds lovely noise to a dull snare. Increases the "crack" at no cost to you.
- 231 **Bob's Claps** _____ (Delay, Reverb)
xfade: *ultratap 2*
A dreamy, reversed delay to space out sharp instruments.
- 232 **Bob's Delay** _____ (Delay, Pitchshift)
series: *mono loop (10)* *multishift 4*
A panning flange that's apt to get water on your speakers. Very ghost-like and spooky. A lovely, if intense, delay for vocals.
- 233 **Angelic Echos** _____ (Modulation, Delay, Reverb, Pitchshift)
series: *st chorus delays* *multishift+verb8*
More gorgeous smear...
- 234 **ResonEchoes** _____ (Delay, Reverb)
series: *delay 8 plex* *dual loops (5)*
A long (long) singing delay, with plenty of feedback to overwhelm any last remnant of clarity.
- 235 **CompressedRoom** _____ (Delay, Reverb)
series: *dual compressors* *dense room 8*
Reverb for overly-dynamic instruments. Keeps the reverb at a consistent level.
- 236 **Dual Reverbs** _____ (Reverb)
dual: *reverb 8* *reverb 8*
One reverb for each input for when you need different reverbs on two mono instruments. The outputs of each reverb are mixed for stereo lushness.
- 237 **Phaser+Verb** _____ (Modulation, Reverb)
series: *stereo phaser* *reverb 8*
A smeared out phase for those times when a dry phaser is too heavy handed.
- 238 **TremmedVerb** _____ (Dynamics, Modulation, Reverb)
series: *reverb 8* *fm trem*
Tremolo on a reverb for guitar, vocals, or keyboards. The imposition of the very stark tremolo *after* the very smeared reverb makes for a neat reversal of the audio equivalent of entropy.
- 239 **LarynxDelays** _____ (Dynamics, Modulation, Delay)
series: *dual modfilters* *m_chorusdelays*
A dusty, scratchy reverb straight out of the last century (or maybe the one before that)! Add a nice, dynamic, muted color to any instrument.
- 240 **Larynx 2** _____ (Dynamics, Modulation, Delay)
series: *dual modfilters* *m_chorustaps*
A higher fidelity variation of "LarynxDelays."

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- 241 **LatinCathedral** _____ (Reverb, Pitchshift)
xfade: *reverse 4 plex*
A medium reverb with plenty of high-end energy.
- 242 **LarynxVerb1** _____ (Dynamics, Modulation, Reverb)
series: *dual modfilters* *diffchorus*
A more coherent variation of "LarynxDelays."
- 243 **LarynxVerb2** _____ (Dynamics, Modulation, Reverb)
series: *dual modfilters* *reverb 8*
A longer variation of "LarynxDelays."
- 244 **Biomec 3** _____ (Dynamics, EQ, Modulation, Delay)
series: *fuzz preamp* *lfo filter+pingpong*
Mad distortion and rapid filtering for altering sounds wholesale!
- 245 **ShiftedVerb1** _____ (Reverb, Pitchshift)
series: *stereoshift* *reverb 8*
Use when you need to blur out a fixed-interval, stereo-coherent pitch shift.
- 246 **ShiftedVerb2** _____ (Reverb, Pitchshift)
series: *stereoshift* *long reverb 8*
A variation on "ShiftedVerb1".
- 247 **ShiftedClusters** _____ (Delay, Reverb, Pitchshift)
series: *stereoshift* *long reverb 8*
Another variation on "ShiftedVerb1."
- 248 **ArenaSound2** _____ (Delay, Reverb)
xfade: *dense room 16*
A large and smooth reverb.
- 249 **Crystal Verb** _____ (Reverb, Pitchshift)
series: *reverse crystals* *reverb 16*
A reverb with an interesting tinge of reverse, pitch-shifted delay, giving a lovely, swimming effect that is suitable for any instrument that needs a well-colored space.
- 250 **EarlyReflec1** _____ (Delay, Reverb)
xfade: *ultratap 2*
Places the input in a small room.
- 251 **EarlyReflec2** _____ (Delay, Reverb)
dual: *ultratap 2* *ultratap 2*
Like "EarlyReflec1" but the room is larger and slightly duller.
- 252 **EarlyClust1** _____ (Delay, Reverb)
xfade: *ultratap 2*
A medium reverb with a pronounced, delayed "cluster" of echoes. Adds a nice reverb with a bit of rhythmical excitement.
- 253 **EarlyClust2** _____ (Delay, Reverb)
dual: *ultratap 2* *ultratap 2*
Like "EarlyClust1," but gets right in your face.
- 254 **BostonChamber** _____ (Delay, Reverb)
series: *ultratap 2* *dense room 8*
A beautiful, large reverb.

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- 255 **MediumChamber** _____ (Delay, Reverb)
series: *ultratap 2* *dense room 8*
A large reverb with reversed early reflections for a uniquely unnatural ambiance.
- 256 **ToonChamber2** _____ (Delay, Reverb, Pitchshift)
parallel: *4 detuners* *dense room 8*
A nice "stereoizing" reverb, with slight flanging and plenty of color.
- 257 **EMT Plate** _____ (Delay, Reverb)
series: *ultratap 2* *dense room 8*
Mimics a slightly-dry room with excellent imaging – in other words, a plate.
- 258 **MetallicPlate** _____ (Delay, Reverb)
series: *ultratap 2* *dense room 8*
An unusual sounding reverb with plenty of early reflection feedback.
- 259 **StereoPlate** _____ (Delay, Reverb)
xfade: *dense room 16*
An unassuming and clean reverb that won't get in the way.
- 260 **StPlate2&Chorus** _____ (Modulation, Delay, Reverb)
parallel: *dense room 8* *st chorus delays*
Smearred out modulated delays and a lush reverb run in parallel for minimum definition!
- 261 **ReelRoom** _____ (Delay, Reverb)
parallel: *dense room 8* *4 detuners*
A mild reverb that can place an input in "space" without including *any* of the dry signal.
- 262 **UnreelRoom** _____ (Delay, Reverb, Pitchshift)
parallel: *dense room 8* *4 detuners*
A wide, large room with a wealth of early reflections.
- 263 **MediumBooth** _____ (Delay, Reverb)
xfade: *delay 8 plex*
A small, full-frequency room with nice imaging.
- 264 **SweptBooth** _____ (Delay, Reverb)
xfade: *delay 8 plex*
A phasey, chorused medium space that adds considerable color when combined with the dry signal.
- 265 **RMX Ambience** _____ (Delay, Reverb)
series: *ultratap 2* *dense room 8*
A completely unrealistic reverb with pronounced and prolonged early reflections. Slightly reminiscent of a popular effect from the past.
- 266 **SpongeSpring** _____ (Delay, Reverb)
xfade: *delay 8 plex*
A sweet, mellow reverb that won't trip over your feet.
- 267 **New Air 2** _____ (Delay, Reverb)
series: *ultratap 2* *dense room 8*
An unnatural, mildly "gated-sounding" reverb.
- 268 **SoftSmallRoom** _____ (Delay, Reverb)
xfade: *dense room 16*
A small but wide room that keeps you out of trouble.

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- 269 **StMike&Room2** _____ (Modulation, Delay, Reverb)
series: *delay 8 plex* *st chorus delays*
A small room with an edge.
- 270 **AcousticRoom2** _____ (Delay, Reverb)
parallel: *dense room 16* *4 detuners*
A medium, dense room with a wealth of mid-range energy.
- 271 **EchoRoom** _____ (Modulation, Delay, Reverb)
series: *m_chorusdelays* *dense room 8*
A long reverb with pronounced "bumps" (i.e., echoes) of energy.
- 272 **StringRoom2** _____ (Reverb)
xfade: *reverb 16*
A luscious, long, smooth reverb for nice, well-behaved instruments.
- 273 **BlackHole2** _____ (Reverb)
series: *diffchorus* *diffchorus*
An insanely long and deep reverb that might be useful for dramatic endings or fadeouts. A popular effect from previous Eventide products.
- 274 **EchospaceOfGod** _____ (Modulation, Delay, Reverb)
series: *delay 8 plex* *st chorus delays*
An insanely long, but friendlier reverb than "BlackHole2." Everything ends up one happy smear.
- 275 **FlangeCanyon** _____ (Modulation, Delay, Reverb)
series: *st chorus delays* *delay 8 plex*
A very, very long reverb with flanging color for added value.
- 275 **ChorusCanyon** _____ (Modulation, Delay, Reverb)
series: *st chorus delays* *delay 8 plex*
A subdued version of "FlangeCanyon." Not subdued by any other measure!
- 277 **ReverseNonlin** _____ (Delay, Reverb)
series: *ultratap 2* *s_diffussor*
Plays things backwards! Adjust the (LENGTH) for rhythmically interesting results. Record the output and then bump the resulting tracks backward for easy "reverse reverb."
- 278 **Wormhole2** _____ (Delay, Reverb)
series: *ultratap 2* *dense room 8*
A "mega-insanely long" reverb that slowly pitches up and down like a drunken sailor.
- 279 **Diat +3rd+5th** _____ (Modulation, Pitchshift)
xfade: *diatonic 2*
Both inputs are combined and then shifted to 3rds and 5ths within a given key. Nice for adding subtle harmonies to well-pitched instruments.

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- 280 **Diat +5th+7th** _____ (Modulation, Pitchshift)
xfade: *diatonic 2*
- 281 **Diat +4th+6th** _____ (Modulation, Pitchshift)
xfade: *diatonic 2*
- 282 **Diat +5th+Oct** _____ (Modulation, Pitchshift)
xfade: *diatonic 2*
- 283 **Diat -4th+5th** _____ (Modulation, Pitchshift)
xfade: *diatonic 2*
- 284 **Diat -Oct+5th** _____ (Modulation, Pitchshift)
xfade: *diatonic 2*
- 285 **Diat -Oct+Oct** _____ (Modulation, Pitchshift)
xfade: *diatonic 2*
- 286 **Diat +5th+10th** _____ (Modulation, Pitchshift)
xfade: *diatonic 2*
- 287 **E/R+Verb8** _____ (Modulation, Delay, Reverb)
xfade: *moddelays+verb 8*
A medium reverb with a pronounced early reflection.
- 288 **Delays+Verb8** _____ (Modulation, Delay, Reverb)
xfade: *moddelays+verb 8*
Delays smoothed out by a medium reverb.
- 289 **Vibrato** _____ (Modulation, Pitchshift)
xfade: *multishift 2*
A subtle modulating pitch shift that adds color and beauty. Favorites include vocals, guitars, and keyboards.
- 290 **BuenosNotches** _____ (EQ, Modulation)
xfade: *stereoize phaser*
A radical, stereo phaser that drives straight through a listener's brain (in one ear and out the other). Hypnotic... hypnotic... hypnotic... hypnotic... hypn... hyp... h...
- 291 **DolphinTalk** _____ (Delay, Pitchshift)
xfade: *reverse crystals*
A choppy reverse delay that breaks the input into a hundred little pieces and then reassembles it in a way that's of special interest to cetaceans. A popular H3000 effect.
- 292 **Jimi James** _____ (Delay, Pitchshift)
xfade: *reverse crystals*
A nice, long reverse delay that flips those guitar solos around without touching the tape.
- 293 **AcidReign** _____ (Delay, Pitchshift)
xfade: *reverse crystals*
A subtle reverse delay that is particularly suitable for those instruments that need, uh, subtle reverse delay.
- 294 **AnalogDelays2** _____ (Delay, Pitchshift)
series: *multishift 2* *dual filters*
Analog? Don't you mean "frequency-challenged"? Dulled delays that add rhythmic intrigue without stealing the show.
- 295 **FatAsCan B** _____ (Delay, Pitchshift)
xfade: *multishift 2*
Slight detunes for increased stereo width and rich sonic texture. Very useful for "stereoizing" boringly mono signals.

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- 296 **Micropitchshift** _____ (Delay, Pitchshift)
xfade: *multishift 2*
This is the perfect effect to fatten up or widen a sound without adding any color. An H3000 favorite !
- 297 **MicropitchSlap** _____ (Delay, Pitchshift)
xfade: *multishift 2*
A stereo slap delay that incorporates a slight detune for separation.
- 298 **DigDly+Wah** _____ (Dynamics, Modulation, Delay)
series: *mono loop (10)* *dual modfilters*
A healthy loop modulated by lowpass filters for a fluid, low-end smear.
- 299 **ThickShft 700** _____ (Delay, Pitchshift)
xfade: *multishift 2*
A solid, fixed-interval pitch shift useful for adding subtle harmonies to guitars or vocals.
- 300 **ThickShft -500** _____ (Delay, Pitchshift)
xfade: *multishift 2*
- 301 **ThickShft 1200** _____ (Delay, Pitchshift)
xfade: *multishift 2*
- 302 **ThickShft -1200** _____ (Delay, Pitchshift)
xfade: *multishift 2*
- 303 **ScaryMovie** _____ (Delay, Pitchshift)
xfade: *reverse crystals*
Horrrifying pitch shifted, reversed madness. Useful for doing evil sonic things.
- 304 **RicherChorus** _____ (Modulation, Delay)
parallel: *m_chorusdelays* *m_chorusdelays*
A very pleasant chorus that's a champ at making "unspecial" instruments special.
- 305 **JustStereo2** _____ (Reverb, Pitchshift)
xfade: *detune 4 plex*
A very subtle, micro-pitch shift. Just enough to add a presence to an otherwise flat mono sound.
- 306 **EchoplexingPong** _____ (Delay)
series: *m_combtaps* *dual filters*
A fuzzy, loose delay.
- 307 **Micro-Verb2** _____ (Reverb, Pitchshift)
xfade: *detune 4 plex*
A small, thick reverb that almost "shimmies." Somewhat bass-heavy.
- 308 **Steeplechase2** _____ (Modulation, Delay, Pitchshift)
xfade: *multishift 2*
A maddening pitch shift that oscillates from quite low to quite high in the blink of an eye. Lock your enemies in a room with this one.
- 309 **WarmFlange** _____ (Modulation, Delay)
xfade: *m_chorusdelays*
A lush flange useful for "sweetening" deserving inputs. Candidates must be sonically pure and well-intentioned with no prior record of strident outbursts.
- 310 **Pandemonium** _____ (Dynamics, EQ, Coloration, Delay, Reverb, Pitchshift)
series: *fuzz preamp* *ultratap 2*
Distortion that only vaguely resembles the input.

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- 311 **OpenVerb** _____ (Reverb)
xfade: *reverb 16*
A medium reverb. Completely unassuming and harmless.
- 312 **Backwards 1** _____ (Delay, Pitchshift)
xfade: *reverse crystals*
A long and loud reverse to punish sonic miscreants.
- 313 **Backwards 2** _____ (Delay, Pitchshift)
xfade: *dual reverse(5)*
A variation on "Backwards 1".
- 314 **Aliens** _____ (Delay, Pitchshift)
xfade: *reverse crystals*
Crazy pitch shifts that sound like aliens. Need a sound for your Sci-fi movie? Here you go.
- 315 **Taps L>R** _____ (Delay)
xfade: *ultratap 2*
Straightforward taps that pan from left to right, from left to right, from left to right...
- 316 **DeathFlange2** _____ (Delay, Reverb)
xfade: *delay 8 plex*
A thick, somewhat grotesque flange that hangs like the Rancor Monster between your speakers, waiting to gobble up good little timbres.
- 317 **Undulator 2** _____ (Dynamics, Delay, Reverb)
series: *delay 8 plex* *fm trem*
A nice "gate" effect with a little bit of front-end haze to keep things consistent. Try this on guitars, vocals, or keyboards.
- 318 **Phase/Plex** _____ (Pitch, Reverb, Modulation)
parallel: *stereoize phaser* *reverse 4 plex*
This is a performance crossfade effect in that the two effects are controlled by an external control (typically pedal) to crossfade between them and alter specific parameters, giving a morph-like result. Goes from a rich deep phase shift to a thick octave up, reverse crystal reverberant field.
- 319 **Chorus/Ring** _____ (Pitch, Delay, Modulation, Coloration)
parallel: *m_chorusdelays* *dual modfreqshift*
Another performance crossfade effect. This one goes from a lush chorus effect to an offset ring modulation.
- 320 **Crystal/Wash** _____ (Pitch, Reverb, Delay)
parallel: *reverse crystals* *reverse 4 plex*
This is a performance xfade effect in that the two effects are controlled by an external control to xfade between them. This one sweeps from a reverse crystal delay effect to a tighter crystal reverberant wash.
- 321 **GatedCorrecter** _____ (Pitch, Modulation, Dynamics)
series: *dual noisegates* *auto correct*
This useful tool contains a pitch corrector fed from the output of a noise gate – ideal for cleaning up a less than pristine source.
- 322 **Gate V16** _____ (Reverb)
series: *dual noisegates* *reverb 16*
This smooth reverb is also fed from the output of a noise gate to help with messy sources. Unlike post gating of the reverb, as a special effect, this one stops the source from entering the reverb, preventing ringing of the gate transition.

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- 323 RealRingmod** _____ (Pitch, Modulation, Coloration, Dynamics)
xfade: *dual modfreqshift*
This ring modulator offsets the two channels for a natural beating effect as well as pulling them up at 100 Hz for a usable metallic effect. Good for guitar and percussion.
- 324 Choralspace** _____ (Pitch, Reverb, Modulation)
xfade: *detune 4 plex*
This detuned and staggered delay effect adds drama to sparse sources of any kind. Great for string pad enhancement.
- 325 Moonlight Gtr** _____ (Reverb, Coloration, EQ, Dynamics)
series: *fuzz preamp* *diffchorus*
This guitar texture derives lots of color and character from the amp simulation followed by the diffused chorus reverb. Without a specific delay queue nothing will get in the way of your phrasing – but try turning the drive up to 45 for a more pronounced lead sound. This has become one of our favorite members of our arsenal of guitar sonics.
- 326 CJ's EchoFlange** _____ (Delay, Modulation)
series: *st chorus delays* *st chorus delays*
A stereo delay effect into a deep flange dramatically colors the delays.
- 327 CJ's EchoPhase** _____ (Delay, Modulation)
series: *st chorus delays* *stereo phaser*
Similar to "CJ's EchoFlange," this one has a sine wave driven phaser.
- 328 TriangleFlange** _____ (Delay, Modulation)
xfade: *st chorus delays*
Smoothly driven deep flange with left and right channels sweeps synched giving a strong flange effect. Great on any material.
- 329 CJ's Fugue** _____ (Delay)
series: *m_chorustaps* *dual filters*
An instant fugue effect - play a line and, as it repeats, add new material on top. The slight feedback can be turned off to give two specific repeats. Great with any melodic source.
- 330 NQ Phase** _____ (Modulation, EQ)
xfade: *stereoize phaser*
A classic phaser effect with a fast 'wobble', similar to a Leslie rotating speaker effect. Stereoizes mono sources, producing a very wide field. Plays well with almost anything
- 331 Megaphone** _____ (EQ)
xfade: *dual filters*
A megaphone simulator that is great for voice-overs or to limit the bandwidth of a vocal.
- 332 DistortVoxFilt** _____ (Coloration, EQ)
series: *dual filters* *fuzz preamp*
This is “Megaphone”, feeding a fuzz preamp tweaked specifically with voice in mind to produce a fuzzed out voice, while retaining just the right amount of articulation.
- 333 SolsticeBells** _____ (Pitch, Delay, Modulation, Coloration)
xfade: *m_ringtaps*
Spreading delays and offset ring modulation at 440 Hz create a wonderful orchestral bells effect. Great on melodic and percussive material.
- 334 Solstice2** _____ (Pitch, Delay, Modulation, Coloration)
series: *m_ringtaps* *reverb 8*
This is “SolsticeBells” with a large smooth reverb added to help create a lush texture. This will work as its predecessor but is better for chordal sources as the bells are pushed further into the ambience.

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- 335 **'Aarrhh** _____ (Modulation, EQ)
xfade: *vocal wa*
This is a new tweak of our infamous vocalized wa effect giving a repeating 'R' sound. It can also be used with a pedal, instead of being driven with an LFO.
- 336 **Rich Plate** _____ (Reverb, Delay, Modulation)
xfade: *delay 8 plex*
Another H3000 favorite, this gently swept reverb gives a rich sound with a smooth tail.
- 337 **Shimmerish** _____ (Reverb, Delay, Modulation)
xfade: *delay 8 plex*
More from the ever-popular H3000, this re-circulating delay effect fades into a smooth reverb.
- 338 **FuzzySampleMe** _____ (Pitch, Coloration, Dynamics)
series: *fuzzpre wa/wammy dual sample/hold*
Gated heavy fuzz through a resonant, rhythmic sample and hold lowpass filter. Sounds great on percussive material like drums, chunk guitar etc.
- 339 **Rainbow Drops** _____ (Pitch, Reverb, Delay)
series: *reverse crystals stereoshift+verb8*
Long rising, reversed, shifted echoes through a nice chamber-like reverb. Sounds great on melodic instruments and repeating lines in time with the echo.
- 340 **RingDelayWa** _____ (Pitch, Delay)
series: *m_ringdelays vocal wa*
Long, slightly ring-modulated delay echoes through vocal format filters that sweep in time with the echo. Works well on staccato melodic lines from guitar and keyboards.
- 341 **FilterEchos** _____ (Reverb, Delay, EQ)
series: *large dly8 plex dual modfilters*
Large plex delay/echoes that decay into a reverb tail, sent through a modulating resonant low pass filter. Adds a nice sweep wash to all kinds of melodic sounds, chords and rhythms.
- 342 **Diamond Rain** _____ (Pitch, Reverb, Delay)
series: *reverse 4 plex detune 4 plex*
A beautiful high, shimmery crystal like echo verb that adds a transcendent quality to melodies, chords and single notes. Stunning!
- 343 **MiniMalism** _____ (Delay, Modulation)
series: *m_chorustaps mono reverse(20)*
Very long echo delays, flowing into a nice hall reverb, that reverse on themselves and feed back for a long long time. Play single notes, and wait for the reversed delays to get the tempo right. Ideal for creating complex sonic structures.
- 344 **Spaced Spaces** _____ (Pitch, Reverb, Delay, Modulation)
xfade: *multishift+verb8*
Alternate rhythmic, rising pitched echoes with feedback in a reverb space. Play in time with staccato melodic/rhythmic lines for total space coolness.
- 345 **Doubler Phased** _____ (Delay, Modulation)
series: *st chorus delays stereo phaser*
Dual slap back stereo chorused delays into a sweeping stereo phase shifter. Sounds great on all melodic and chord sounds.
- 346 **FiltaPongVerb** _____ (Reverb, Delay)
series: *dense room 8 lfo filter+pingpong*
A great effect - a repeating echo-like verb that is fed into an oddly sweeping filter in time with the echoes. Sounds great on rhythmic stuff.

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- 347 **ChoralFlange** _____ (Delay, Modulation)
series: *m_chorusdelays* *st chorus delays*
A shimmering stereo chorus slides into a nice sweeping resonant flanger. Great on all melodic sounds, as well as percussives. A studio favorite!
- 348 **Eclipsed Delays** _____ (Delay)
series: *m_bandtaps* *mono reverse (10)*
An Eventide original ! Watery sweeping synthetic filtered echoes with feedback create an unusual repeating figure. Sounds great on rhythm guitar !
- 349 **Flangedown** _____ (Pitch, Reverb)
series: *reverb 16* *stereoshift*
A medium reverb feeding into dual detuned resonant pitch shifters gives a downward bending flange on input. Sounds good on percussive and chunky rhythm material.
- 350 **Trem-A-Phase** _____ (Modulation, Dynamics)
series: *fm trem* *stereoize phaser*
A stereo tremolo running through a stereo phaser. Sounds great on all types of material, especially guitar and keyboards.
- 351 **FritterpanVerb** _____ (Pitch, Reverb, Dynamics)
series: *reverse 4 plex* *fm panner*
Sliding and modulated short echo-like delays that feed a strong variable rate FM tremolo whose speed is controlled by input signal strength. Good on melodic percussives.
- 352 **FuzzyFlange** _____ (Pitch, Delay, Modulation, Coloration)
series: *fuzzpre wa/wammy* *m_chorusdelays*
The name says it all. A nice heavy distortion into a stereo flanger. Grunge-ifies almost anything! Tap tempo controls flange speed.
- 353 **Reson8Delayz** _____ (Delay, Modulation)
series: *s/h filt+pingpong* *m_combtaps*
Multitap resonant delays play a nice melodic/rhythmic pattern. Sounds very cool on un-pitched percussive sounds.
- 354 **FiltaShiftVerb** _____ (Pitch, Reverb, Modulation)
series: *multishift+verb8* *dual modfilters*
Another Eclipse original! Long hall reverb feeds a rising octave up delayed and shifted echo through a sweeping filter. A mouthful to say, but certainly sounds cool !
- 355 **BrillianceLoop** _____ (Pitch, Delay)
series: *manifold beta* *stereoshift*
A very long echo loop with a strange pitch shifted quality. Sounds great on slow, melodic or staccato guitar sounds.
- 356 **PhasedRoom** _____ (Reverb, Delay, Modulation)
series: *dense room 16* *stereoize phaser*
Need we say more? A medium room verb into a resonant phase shifter. Works with everything.
- 357 **4Evers Loop** _____ (Reverb, Delay)
series: *reverb 8* *mono loop (20)*
A VERY long reverb with VERY long echo that decays and repeats into the dense reverb for a VERY long time. Play spaced out staccato notes and listen for the repeats !
- 358 **Filters Nonstop** _____ (Modulation, EQ)
series: *dual modfilters* *dual sample/hold*
Dual modulating semi-resonant filters that sound great on all material !

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- 359 Quintilizer** _____ (Pitch, Modulation)
series: *vocal wa multishift 2*
What it is, we don't know but it is REALLY cool and very strange. Spaced, filtered pitch shifted ascending mini echoes from another place. Good on percussive sounds.
- 360 Insta-Magic** _____ (Pitch, Reverb, Delay)
series: *dual reverse(5) reverse 4 plex*
Dual reverse shifters into dual reverse plex's create a shimmered echoverb in reverse. Good on melodic material.
- 361 Vox-A-Verb** _____ (Reverb, Modulation)
series: *reverb 8 vocal wa*
A big reverb into modulating vocal format filters. Sounds “trés neat” on all forms of sounds and unsounds. Tempo controls the sweep of the filters.
- 362 6th World** _____ (Pitch, Delay)
series: *multishift 2 4 detuners*
Dual multishifters set at unique intervals, feeding into 4 detuners. Sounds good on chordal and melodic lines.
- 363 Octa-Fuzz** _____ (Pitch, Coloration)
series: *dual multishift fuzz preamp*
An octave up shifted and delayed fuzz with slap back. Good on choppy melodic lines in rhythm with the slap.
- 364 PanVerbEcho** _____ (Reverb, Delay, Modulation, Dynamics)
series: *reverb 16 m_pandelays*
Reverb into multi echoes with panning. Play staccato chords in time with repeats.
- 365 RingerPhase** _____ (Delay, Modulation, Coloration, Dynamics)
series: *m_ringdelays stereoize phaser*
Ring modulated echoes feed into a highly resonant stereo phase shifter. Good for rhythmic sounds.
- 366 GhostingDelay** _____ (Reverb, Delay)
series: *ultratap 2 m_bandtaps*
Repeating multitap and feedback echo clusters with long multi-band delays sound like they will begin to get out of control - but they never do. Good on all types of material.
- 367 Ample Say** _____ (Delay, Modulation)
series: *mono reverse(10) dual sample/hold*
“Pig latin” long reverse shifted echoes with filtering. Play and listen for the long echo delay pattern, or work melodically in time with the echo.
- 368 AmpliDetuner** _____ (Pitch)
parallel: *4 detuners reverb 16*
Four detuners and a reverb. The detune amount is controlled by the amplitude of the incoming signal. The louder the signal, the less detuning.
- 369 AutoVox** _____ (Modulation, EQ, Dynamics)
parallel: *vocal wa vocal wa*
The amplitude of the incoming signal determines the vowel selection of two VocalWa algorithms. Try using the LFO or pedal to add additional control of the vowel selection.
- 370 BalancingAct** _____ (Pitch)
series: *reverse crystals reverb 16*
Two Reverse Pitch Shift Delays running into each other, one is set to +12 cents while the other is set to -12, forming a delicate balance. Be careful when adjusting the pitch of either one ... feedback is high and things get out of hand quickly. The output runs into a nice reverb. Beautiful and ugly pads and drones are quickly formed using this effect.

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- 371 **XtremeBalancing** _____ (Pitch)
series: *reverse crystals* *reverb 16*
Two Reverse Pitchshift Delays running into each other with extreme pitch settings. A very delicate balance is formed between the positive and negative forces. Great for metallic pads, keys, guitar or vocals.
- 372 **DrumBreaker 2** _____ (Delay, Modulation, Dynamics)
parallel: *fm trem* *4 detuners*
Destroy any drum sound with this combination of amplitude and frequency modulation running through resonant detuned delays.
- 373 **DrumMangle** _____ (Modulation, EQ, Dynamics)
parallel: *dual modfilters* *4 detuners*
Two extreme filters controlled by the amplitude of the incoming audio running in parallel to a set of resonant detuners also controlled by the incoming audio. This will do awful things to a previously nice drum sound.
- 374 **DynaFat** _____ (Pitch)
parallel: *4 detuners* *reverb 16*
Widen your sound out with this combination of detuners controlled by the amplitude of the incoming audio. The result feeds a sweet mid-sized reverb.
- 375 **HardPolyTrem** _____ (Modulation, Dynamics)
dual mono: *fm trem* *fm trem*
Two square wave tremolos running in time with your music. Create a new polyrhythm by setting the tremolo rate to divisions of the beat.
- 376 **IntelliReverse** _____ (Delay)
series: *dual reverse(5)* *dense room 8*
Synch-able repeating reverse delays into a reverb produce a wash of uncluttered lines behind your source.
- 377 **JitterPitchVerb** _____ (Pitch)
series: *reverse crystals* *reverb 16*
Reverse Crystals run into a reverb where the pitch of each delay is modulated by a square wave LFO. Wide range of audio mangling is possible by modifying just the hot parameters. Useful on drums or almost anything.
- 378 **JitterPitchFwd** _____ (Pitch, Modulation)
parallel: *multishift 2* *multishift 2*
Four modulating shifter voices jump between two values, throwing the voices in different directions.
- 379 **MagicPitchRing** _____ (Pitch)
parallel: *reverse crystals* *ultratap 2*
ULTRA short reversed delays with pitch shifting that is oscillating so fast it becomes audible. It ends up sounding a little like ring modulation, but try tweaking some of the hot parameters for great surprises.
- 380 **MgkRingTalk** _____ (Pitch, Delay)
parallel: *reverse crystals* *ultratap 2*
These extreme metallic resonances can be used to add space to almost anything.
- 381 **Malu Reverb** _____ (Reverb)
parallel: *diffchorus* *reverb 8*
A reverb that adjusts its high frequency content according to the amplitude of the incoming signal.
- 382 **MicroReverse** _____ (Pitch, Reverb)
series: *reverse crystals* *reverb 16*
Teeny tiny reverse delays run into a thickening reverb. Great for guitar, backing vocals, keyboard pads or woodwinds.... spooooky

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- 383 ParaRezoTap** _____ (Modulation, EQ, Dynamics)
parallel: *ultratap 2* *ultratap 2*
Two UltraTap algorithms running in parallel. Each has an extremely short delay time causing a resonant effect. Try altering the number of taps and *Ampshape* parameters to change the pitch of the resonance. Good on drums.
- 384 PitchModRinger** _____ (Pitch, Modulation)
parallel: *multishift 2* *multishift 2*
Four pitch shifts are modulated by a square-wave LFO so quickly that a new set of side frequencies is formed. Try it on drums, guitar, keys or even vocals.
- 385 PitchModTrem** _____ (Pitch, Modulation)
parallel: *multishift 2* *multishift 2*
Set the rate and pitch shift amount of four pitch shifters modulated by a square wave LFO. This is way better than a tremolo. Guitar, keys, even drums.
- 386 PolyPitchStep** _____ (Pitch, Modulation)
series: *multishift 2* *dense room 8*
Left and right each get their one octave pitch shifters modulated by a square wave LFO at divisions of the tempo. The result feeds into a reverb.
- 387 ReversePosse** _____ (Pitch)
parallel: *reverse crystals* *reverse crystals*
A gang of two pretty reverse pitch shifters set to nice, consonant intervals. Use for guitar, keys.
- 388 RvsTapNVerb** _____ (Reverb, Delay)
series: *ultratap 2* *reverb 16*
Semi resonant reverse tap delay with a fattening reverb. Try setting length so that the reverse tap is in time with your tempo.
- 389 Ring-A-Verb** _____ (Pitch, Delay, Modulation)
series: *reverb 8* *multishift 4*
The most metallic reverb you are likely to ever hear. Like running your signal through a transducer on a metal plate... And NOT pretty like an EMT plate.
- 390 RythmRingers** _____ (Pitch, Delay, Coloration)
series: *m_ringtaps* *reverb 8*
Ring Tap Delay run into a reverb. You can create complex and beautiful resonant rhythms by setting the delay and feedback parameters.
- 391 SeriesResoTap** _____ (Modulation, EQ, Dynamics)
series: *ultratap 2* *ultratap 2*
Two *UltraTap* algorithms run in parallel with each other. Each has extremely short delay time causing a resonant effect. Be sure to play with the number of taps and overall length of each of the *UltraTap* algorithms. Drums.
- 392 TouchPhase** _____ (Modulation, EQ)
parallel: *stereo phaser* *reverb 8*
Phase shifter which uses the incoming amplitude rather than a pedal or LFO to control the phase. Reverb included.
- 393 UglyRvsRezo** _____ (Pitch)
series: *reverse crystals* *reverb 16*
Metallic resonance enhanced by square wave modulated out of tune reverse pitch shifts. Simply beautiful.
- 394 Anguish** _____ (Modulation, EQ)
parallel: *vocal wa* *vocal wa*
Vowel filters make the input sound as if it's mortally wounded and crying in pain.

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- 395 **Artifacts** _____ (Pitch)
series: *stereoshift* *stereoshift*
Use this program to make something sound very digital and very processed without really changing it. It uses a super-high pitchshift compensated by an opposite super-low pitchshift. In the end, the pitch is the same, but artifacts of the process remain to torture the listener.
- 396 **BandModFilters** _____ (Modulation, EQ, Dynamics)
parallel: *dual modfilters* *dual modfilters*
A bandpass filter whose width increases as the input signal gets louder. Makes the input funky sounding and dynamic.
- 397 **BandPass** _____ (EQ)
series: *dual filters* *dual filters*
A simple band pass filter that uses separate low cutoff and high cutoff controls (it's actually a low pass filter followed by a high pass filter). This algorithm has a different sound and is more flexible than a simple bandpass filter with Q.
- 398 **BigBandTap** _____ (Delay, EQ)
xfade: *m_bandtaps*
Delay taps, each with their own band pass. Useful for creating new rhythms from simpler rhythmic sources.
- 399 **BouncingBall** _____ (Delay)
xfade: *ultratap 2*
A delay tap setup to sound like a bouncing ball: Bink.....Bink.....Bink....Bink..Bink.BinkBinBiBBBBBBBB
- 400 **BrittleVerb** _____ (Reverb, Coloration, EQ)
series: *dual filters* *dense room 16*
A reverb follows a distorting high pass filter, effectively removing all the low energy content from the reverb and causing a distorted high end. A nice program to use if you want a lot of reverb without mucking up the low end - pull down the filter's *gain* parameter.
- 401 **CrazyPhazy** _____ (Modulation, EQ)
series: *stereoize phaser* *stereoize phaser*
Over the top series connected phasers.
- 402 **CreeperShift** _____ (Pitch, Modulation)
series: *dual modfreqshift* *dual modfreqshift*
Series modulating frequency shifters get pulled into and out of ring modulation. Sort of creeping forward.
- 403 **DiffusePhaser** _____ (Reverb, Coloration, EQ)
series: *s_diffussor* *stereo phaser*
A phaser following a diffuser. Useful for accentuating the phase on instruments that don't have many harmonics (pipe organs and such). If a standard phaser isn't phase-y enough, try this one!
- 404 **DrunkMusic** _____ (Pitch, Modulation)
dual mono: *auto correct* *auto correct*
Wildly fluctuating pitch makes it feel as if the input signal is about to give the ol' heave-ho! Not very musical but good for a laugh or two at parties.
- 405 **DuckedRobot** _____ (Delay, Modulation, Dynamics)
xfade: *ducked delays*
A very short delay with lots of feedback makes your input sound like a robot - but only when the input signal is quiet. Get it? The robot *ducks* out of the way when your input signal is present!
- 406 **EnvHiLowShift** _____ (Pitch, Modulation, Dynamics)
series: *fm panner* *dual multishift*
Enveloped panner sends signal panning between a pair of shifters (-200 and +300 cents).

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- 407 **GargleTrem** _____ (Modulation, Dynamics)
xfade: *fm trem*
A super fast enveloped tremolo kills bacteria and keeps your input smelling fresh and inviting.
- 408 **HiLowFilterPan** _____ (Modulation, EQ)
series: *dual filters* *fm panner*
A panning filter that splits the signal into high and low components. Very spatial but slightly disorienting.
- 409 **LittleRadio** _____ (Coloration, EQ)
series: *fuzz preamp* *dual filters*
A slightly distorted, heavily band-passed algorithm makes whatever you put into it sound like it's being played on a little radio.
- 410 **MadScientist** _____ (Pitch)
xfade: *reverse crystals*
Tight reverse shifters create an eerie atmosphere.
- 411 **ModNotch** _____ (Modulation, EQ)
parallel: *dual modfilters* *dual filters*
A modulating low pass filter feeding a fixed high pass filter.
- 412 **NoiseMimic** _____ (Modulation)
xfade: *10 band vocoder*
Uses a vocoder modulating noise to effectively imprint the noise with the spectrum of the input. Works best with percussive sounds - it turns them into different instruments!
- 413 **OpeningFilters** _____ (Modulation, EQ, Dynamics)
series: *dual modfilters* *dual modfilters*
A panning filter that moves and breathes with the input level. Very spatial and rich!
- 414 **OpeningFltrPan** _____ (Modulation, EQ)
series: *fm modfilter/pan* *dual modfilters*
Filters that open with the input level make for a very dynamic output.
- 415 **PulseDelay** _____ (Delay, EQ)
series: *fm trem* *m_bandtaps*
A rhythmic panner into bandtap delays create a pulsing effect on the dry and delayed signal.
- 416 **RingMod** _____ (Pitch)
xfade: *m_ringdelays*
A simple ring modulator without any delays to imbue your dialog and whatnot with that THX1138 sound.
- 417 **RobotAttack** _____ (Delay, Modulation)
xfade: *st chorus delays*
Crazy feed-backing delays make the input seem as though its got something to say in its own robot language.
- 418 **RingTapsMod** _____ (Pitch, Delay, Modulation)
xfade: *m_ringtaps*
A ring modulator and tap delay that alters the ring modulation speed with the input level. Makes the effect breathe with the input.
- 419 **RubberWorldDly** _____ (Delay, Modulation)
xfade: *m_pandelays*
Heavily fed-back delays seem to pull the sound through the stereo field as if it was a rubber band.
- 420 **ScratchIt** _____ (Pitch, Modulation)
xfade: *st chorus delays*
Makes the input sound as if it's being scratched on a record.

- 421 **StereoFuzz** _____ (Coloration)
dual mono: overdrive preamp overdrive preamp
A dual fuzz algorithm that allows you to easily distort stereo signals such as keyboards and stereo guitar tracks.
- 422 **Submerged** _____ (Modulation, Coloration, EQ, Dynamics)
series: dual modfilters stereo phaser
Bubbly filters get phased into this liquid atmosphere.
- 423 **Swimmer** _____ (Modulation, EQ)
series: two band x-over fm panner
A dreamy little crossover panner puts your high and low frequencies into a swimsuit and sends it paddling along. Unlike “HilowFilterPan,” this uses a true crossover and adds FM modulation to the panner.
- 424 **ReverbTrem** _____ (Reverb, Modulation)
series: reverse 4 plex fm trem
A tremolo follows a reverb, making the reverb sound very special. Neat on guitars and keyboards and such.
- 425 **Waves** _____ (Delay, Modulation)
series: fm trem ducked delays
Trem effect into ducked delays creates a very strong ping pong-ing wave.
- 426 **Wide Notch** _____ (EQ)
parallel: dual filters dual filters
The opposite of a band pass filter. A low pass filter with a low cutoff and a high pass filter with a high cutoff in parallel allow you to knock out the middle frequencies (of course, raising the low pass cutoff frequency above the high pass cutoff frequency will render the algorithm useless).
- 427 **XoverGate** _____ (Modulation, Coloration, EQ, Dynamics)
xfade: polyfuzz
Non-overdriven polyfuzz used to create a multi band gate used to swell four independent frequencies. The result is more subtle than a modulating filter effect.
- 428 **AmbientGtr 1** _____ (Dynamics, EQ, Coloration)
series: distortion preamp t_delay 4 plex
Ambient rhythmic textures with slightly overdriven tone...from Floyds to Brook !
- 429 **AmbientGtr 2** _____ (Dynamics, EQ, Coloration)
series: distortion preamp t_delay 4 plex
Softer version of #428
- 430 **DesertPerc 1** _____ (Dynamics, Eq, Coloration, Reverb)
series: polydriver diffchorus
Great for giving snap and presence to a percussion track.
- 431 **DesertPerc 2** _____ (Dynamics, Eq, Coloration)
series: st_distortion diffchorus
Similar to “desertPerc 1” this one in true stereo and more of a distortion tool. Very colourful.
- 432 **Distortion D** _____ (Dynamics, Eq, Coloration)
series: distortion preamp delay_diffchorus
General purpose guitar tone. Very interactive with the instrument.

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- 433 **Fifth Dominion** _____ (Dynamics, Eq, Coloration)
series: `distortion preamp rev_taps_verb`
Serious reverse distortion effect. Play in time with the splice length.
- 434 **Pulse Guitar** _____ (Dynamics, Eq, Coloration)
series: `distortion preamp t_delay 4 plex`
Distorted delays pulse through giving a rhythmic drive.
- 435 **Swampy Guitar** _____ (Dynamics, Eq, Coloration)
series: `distortion preamp delay_diffchorus`
One of our favourite guitar tones. Lots of color in this overdriven texture. Great for so many styles of play...
- 436 **Wart Guitar** _____ (Dynamics, Eq, Coloration)
series: `distortion preamp delay_diffchorus`
A very aggressive tone with all the artifacts. Bit decimation at one bit and tuning of filters gives this lead sound a vocal presence.
- 437 **Gravely Throat** _____ (Dynamics, Eq, Modulation)
xfade: `vocoder 24`
Gravely and somewhat torn throat sound. Probably more useful as a vocal effect than as a typical melodic type vocoder.
- 438 **Logan's Box** _____ (Dynamics, Eq, Modulation)
xfade: `vocoder 24`
Run Logan 5 - Run ! Brighter and colder than "vocoder 13".
- 439 **Soundwave** _____ (Dynamics, Eq, Modulation)
xfade: `vocoder 24`
Tritone voice of the evil decepticon.
- 440 **Voder 13** _____ (Dynamics, Eq, Modulation)
xfade: `vocoder 24`
Smooth, general purpose vocoder tweak. A good place to start experimentation.
- 441 **Allan Chorus** _____ (Delay, Modulation)
parallel: `m_chorusdelays m_chorusdelays`
Reaching for the uncommon chord! Beautiful chordal work chorus delays.
- 442 **Alverman** _____ (Pitch, Delay, Reverb, Modulation)
xfade: `rev_taps_verb`
Cute Nordic mythology character...grunting low end.
- 443 **Atavachron** _____ (Dynamics, Eq, Coloration)
series: `distortion preamp reverb 8`
Fat tubey lead tone into verb. Use rear pick-up for best results.

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- 444 **Chrs/Dly/Verb** _____ (Modulation, Delay, Reverb)
xfade: *moddelays+verb 8*
Classic chorus fx with shuffling T-tempo delays into Verb.
- 445 **Cumulonimbus2** _____ (Reverb, Delay)
series: *long reverb 8* *long reverb 8*
His majesty...the Reverb. Immense texture with delays bouncing in the distance.
- 446 **Earth Rise** _____ (Pitch, Delay)
series: *reverse crystals* *m_chorusdelays*
Rinky spooky clanging delays of doom!
- 447 **EtherHarp** _____ (Pitch, Delay)
parallel: *multishift 4* *multishift 4*
The beauty of a minor 11 b 13 (H)arpeggio. Tap tempo sync.
- 448 **Fuzack** _____ (Dynamics, Eq, Coloration)
series: *distortion preamp* *delay_diffchorus*
Full blown preamp+fx setup...for those fusion leads...rear pick-up recommended.
- 449 **Gentle Giant** _____ (Pitch, Delay, Reverb, Modulation)
xfade: *multishift+verb8*
If you loved british progressive in the '70s...you know this! Play sparse to get rhythmic Counterpoint parts into a verb. Magic rhythms turn your playing into dancing Trolls.
- 450 **GTR rack** _____ (Dynamics, Eq, Distortion, Delay, Reverb)
series: *distortion preamp* *delay_diffchorus*
More GTR preamp+FX rack: adult squashed fuzzy tone w/shuffling echoes into verb.
- 451 **Kaizeeer** _____ (Dynamics, Eq, Coloration)
series: *distortion preamp* *reverse crystals*
One for gtr madness. Henry would be proud of it! Avantgarde "artifacts"...not a broken unit!
- 452 **LoopKruncher** _____ (Delay)
series: *dual loops (10)* *st_distortion*
Loop audio and mangle it thru a tempo modulated rectification and curve morphing Distortion. Mayhem Mix sets the balance. Use Tap Tempo for synced destruction.
- 453 **Mercury Cloud** _____ (Reverb, Delay)
series: *long reverb 8* *dual reverse (5)*
Crank your amp thru this! Reversed ambience unwraps instant magic...unearthly.
- 454 **PLEX > LOOP** _____ (Reverb, Delay)
series: *large dly8 plex* *dual loops (10)*
A long repeating cluster of echoes evolves into verb (Plex). Loop it into a stereo loop! Ext1 controls audio sent to Plex, Ext2 to Loop. Mixes are available for different combinations of the 2.

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- 455 **Polyreverse2** _____ (Dynamics, Eq, Coloration)
series: polyfuzz reverse crystals
Nasty and fast as light! That's the way to play! Your leads an octave up and double speed, dude.
- 456 **Splatter GTR** _____ (Dynamics, Eq, Coloration)
series: distortion preamp dual reverse (5)
Tweaked for squashed over the top cyber distortion. Very XXI century.
- 457 **SRV** _____ (Coloration, Eq, Dynamics)
series: distortion preamp reverb 8
Classic blues tones ! No better choice than your front single coil pick-up for this.
- 458 **Venusian Girls** _____ (Delay, Pitch)
parallel: reverse crystals reverse crystals
They talk to you backwards...in a celestial choir.
- 459 **Big Snare1** _____ (Reverb)
parallel: reverb 8 reverb 8
Punch enhancer for drums.
- 460 **Big Snare 2** _____ (Reverb)
parallel: reverb 8 reverb 8
Variaton on a theme : more punch for DA drums!
- 461 **Pcm70 Hall** _____ (Reverb, Delay)
series: m_combdelays reverb 16
Classic grand Hall reverb w/early reflections and tail fine tuning.
- 462 **FrontOfHouse** _____ (Pitch)
dual mono: 4 detuners reverb 8
FxA is three voice vocal thickener with a fourth voice as a dedicated echo effect controlled via a hotkey <echo>. This is therefore similar to an H3000 micropitchshift plus an Echo effect. FxB is a 2.2 second decay reverb used for lead and backup vocals.
- 463 **FOH for HDM** _____ (Pitch)
dual mono: 4 detuners reverb 8
Tweak of "FrontOfHouse" for Mr. Manitoba from NYC.
- 464 **Wonderful Birds** _____ (Dynamics, Eq, Coloration)
series: distortion preamp rev_taps_verb
Tweak of "Fifth Dominion" with shifter set up one octave. Great for an oriental twist.
- 465 **Eclipse Rocks** _____ (Delay, Modulation, Reverb)
series: ducked delays multishift+verb8
Eclipse Virtual Rack: stereo ducked delay > stereo chorus > stereo reverb, for '80s classic Rock sounds.

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- 466 **Electrofilters** _____ (Delay, Reverb, EQ, Modulation)
series: *ultratap 2* *dual modfilters*
cluster of 30 diffused delays processed thru 2 envelope swept filters. Electronica Textures!
- 467 **FractureLoop** _____ (Delay, EQ, Modulation)
series: *mono loop (10)* *dual modfilters*
A loop being panned and filtered in a strange way. ModBlock Lfo pans the loop and changes the filters type continuously. Input envelope follower reduces loop feedback to “kill” older layers in the loop, evolving into the newly added ones. The power of parameters modulation.
- 468 **Electronica** _____ (Delay, EQ)
xfade: *m_bandeddelays*
4 delays whose slightly offset filters get mirror-swept by the T_Tempo ModBlock Lfo. From aquatic to dense electronic textures...now on your Eclipse!
- 469 **Verb Mayhem** _____ (Reverb,Coloration, EQ, Dynamics)
series: *long reverb 8* *st_distortion*
Let’s crunch that nice verb! ModBlock Lfo modulates Flux parameter and Curves morphing. Distortion morphing affects reverb with pretty artifacts.
- 470 **AmbiClouds** _____ (Pitch, Reverb, Delay)
series: *ultratap 2* *reverse 4 plex*
Multitap clusters thru ambient detuned reverse reverb. Bursts of sounds...peaceful!
- 471 **Blues Room** _____ (Distortion, Delay, EQ, Dynamics)
series: *distortion preamp* *m_chorusdelays*
Blues crunch thru light chorus and ambience thickening. Best w/rear single coil pickup.
- 472 **Lead Gtr** _____ (Reverb, Distortion, EQ, Dynamics)
series: *distortion preamp* *reverb 16*
Rock tone into huge verb! For those intense inspired solos... Rear pickup is the way to go!
- 473 **NYC GtrTone** _____ (Distortion, Pitch, Delay, Reverb, EQ, Dynamics)
series: *distortion preamp* *rev_taps_verb*
NYC gtr tone w/attitude...thru delay, thickening and reverb. Play it hard. Rear pickup, folks!
- 474 **L.A.Blues** _____ (Distortion, Pitch, Delay, Reverb, EQ, Dynamics)
series: *distortion preamp* *rev_taps_verb*
Wanna play Blues w/West Coast classic tone? Use “in between” pickups positions and go!
- 475 **Crystal Echo2** _____ (Pitch, Delay)
xfade: *reverse crystals*
H3000 preset #163. Classic. A shimmering, hypnotic ambience.
- 476 **My Bloody Val** _____ (Pitch, Delay)
xfade: *reverse crystals*
H3000 preset #275. Evil, reversed and down shifted delays. Perfect for that scary solo sound.
- 477 **Watery Chorus** _____ (Pitch, Delay, Modulation)
xfade: *multishift 2*
preset #279. You heard this classic chorus on literally thousands of recordings....
- 478 **Avant-Garde** _____ (Pitch, Delay)
xfade: *reverse crystals*
H3000 preset #304. Produces a unique reverse pitch shifted effect. Dreamy!

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- 479 **Magic Air** _____ (Pitch, Delay, Modulation)
xfade: multishift 2
H3000 preset #515. This has 2 upward micro-shifts and 2 delays in a tight ambient. Use to liven & slightly raise flat vocals or to generally thicken sources.
- 480 **Voice Doubler** _____ (Pitch, Delay, Modulation)
xfade: multishift 2
H3000 preset #533. Sweeps 2 pitch shifters in opposite directions, giving a convincing doubling effect.
- 481 **Ambience** _____ (Reverb, Delay)
xfade: ultratap 2
H3000 preset #555. Use this to add ambience without muddying the mix.
- 482 **Chorus Room** _____ (Reverb, Delay, Modulation)
xfade: delay 8 plex
H3000 preset #558. Short reverb with chorus. Nice for instrument but perhaps not with drums.
- 483 **Dense Hall2** _____ (Reverb, Delay)
xfade: dense room 8
H3000 preset #382. Large, dense Hall reverb. Heard on many, many records!
- 484 **Tight & Bright** _____ (Reverb, Delay)
xfade: dense room 8
H3000 preset #573. Bright short room ambience, useful for any source.
- 485 **Bob's Room2** _____ (Reverb, Delay)
xfade: dense room 8
H3000 preset #578. A warm, long reverb, useful on lots of sources.
- 486 **Northwest Hall2** _____ (Reverb, Delay)
xfade: dense room 8
H3000 preset #585. Similar to a Concert Hall but ...somewhat more discrete.
- 487 **Anti-Ambience** _____ (Pitch, Delay)
xfade: reverse crystals
H3000 preset #631. This is a reverb-like sound created from REVERSE SHIFTERS. Sounds great on guitar!
- 488 **E.Z. Chorus** _____ (Pitch, Delay, Modulation)
xfade: multishift 2
H3000 preset #720. Instant stereo guitar w/gorgeous Eventide classic chorus!
- 489 **Heaven** _____ (Pitch, Delay)
xfade: reverse crystals
H3000 preset #723. Play anything into this. It will sound good.
- 490 **Hell** _____ (Pitch, Delay)
xfade: reverse crystals
H3000 preset #724. Another unearthly sound!
- 491 **Mondo Chorus** _____ (Pitch, Delay, Modulation)
xfade: multishift 2
H3000 preset #731. A wide clean guitar chorus that still keeps its punch.
- 492 **Outdoor Arena** _____ (Pitch, Delay)
xfade: reverse crystals
H3000 preset #734. Big stadium, backwards echoes.

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- 493 **Ballerina** _____ (Pitch, Delay)
xfade: *multishift 4*
An H3000 tweak: delays and intervals create a well known arpeggio...from a passionate 1990s guitar record.
- 494 **Behind Spaces** _____ (Pitch, Reverb, Modulation)
series: *reverse 4 plex* *rev_taps_verb*
Amazing fjords space shifted textures, growing from nothingness. Play sparsely!
- 495 **Abyssal Filters** _____ (Pitch, Delay, EQ, Modulation)
series: *4 detuners* *dual modfilters*
Autowah-style filtered detuned delays for ambient work. Detuning and filters sweep are modulated by input level.
- 496 **Sweetaps&Pans** _____ (Reverb, Delay)
series: *m_bandtaps* *dual modfreqshift*
Moody rhythmic delays, filtered and modulated...in a beautiful panning dance.
- 497 **Sax plate** _____ (Reverb, Delay)
series: *ultratap 2* *dense room 8*
Diffused delays and room ambience for that 'produced' delayed sax sound. Use TAP to control the verb decay. Remember that reggae song?
- 498 **Far Gitar** _____ (Reverb, Delay)
series: *ultratap 2* *dense room 8*
Diffused tones from the back of the room. For those sweet vibes on a clean gitar. Use moderated input levels.
- 499 **Mission Chorus** _____ (Delay, Modulation)
parallel: *st chorus delays* *st chorus delays*
An FM and dynamically modulated chorus. Adds color and builds a large sound for a lot of melodic instruments. Try it on organ or electric piano.