

DPS-V77 Preset Memory Catalog

Class	Memory No.	Preset Name	Algorithm			Description
			Block-A	Block-B	Struct	
Special Select	Bank1 1	Crystal Plate	Plate SEQ	DyFIL SEQ	S1 IL	An extremely bright plate with smooth expansion, matches a wide variety of sources.
	Bank1 2	Tight Chamber	Room	SEQ Room	S1 IL	A dual room configuration for a tight and powerful reflective ambience. Great for drums!
	Bank1 3	Boston Hall	MdDLY SEQ	Hall SEQ	S1 IL	Bright and rich sounding orchestra hall with medium decay, good for percussive instruments.
	Bank1 4	Room Distance	SpAMB	—	S1 IL	Provides a sense of room depth. Convenient for conveying the size of a room.
	Bank1 5	Mastering	SEQ LIMIT	DAL SEQ	S1 IL	Settings often used in CD mastering to add sound pressure and brightness.
	Bank1 6	London Symphony	MtPCH SEQ	Hall SEQ	S2 IL	Creates a heavy orchestral sound by pitchshifting feedback loops in octaves and unisons.
	Bank1 7	12-Stg Chorus	CHORS SEQ	Plate SEQ	S1 IL	Applies a short delay to emulate the sound of a 12 string guitar. Good for acoustic guitar or synth piano.
	Bank1 8	Crystal Keys	SEQ COMP	BdFLN SEQ	S2 IL	Sparkling band flanger for electric piano. Processes each frequency at a different rate, phase and level.
	Bank1 9	Panning Phaser	PHASR	HsPAN	S2 IL	This effect creates a sound that moves slowly with a fat and expansive phaser.
	Bank1 10	Pwr Amp Panner	PAN	AMP	S1 IL	A powerful panning effect using the amp simulator. Excellent for electric guitar or electric piano.
Hall Reverb	Bank1 11	Large Hall	MdDLY	Hall	S2 IL	Smooth, bright and subtle large hall with slow reverb and low level early reflections.
	Bank1 12	Small Hall	MdDLY	Hall	S2 IL	Similar to No. 11, but simulates a hall of smaller physical size.
	Bank1 13	Concert Hall	Hall	DmDLY	S1 IL	Uses dimension delay to create a dark hall with a 3D effect, ideal for orchestral sounds.
	Bank1 14	3D Church	Hall SEQ	DmDLY SEQ	S1 IL	Simulates a bright sounding church with a high ceiling and rich stone wall reflections.
	Bank1 15	3D Cathedral	Hall SEQ	DmDLY SEQ	S1 IL	Simulates a large, deep and dark cathedral. Particularly suitable for voices or organ.
	Bank1 16	Clr Cathedral	Hall SEQ	MdDLY SEQ	S2 IL	Large cathedral hall designed for ensembles, also good for chorus and organs.
	Bank1 17	Flyby Reverb	DeCHO	Hall	S2 IL	A slightly bizarre sound created by sending only the reverb to the Deca Chorus for panning.
	Bank1 18	Canyon Hall	Hall SEQ	Hall	S1 IL	Reverb with long echoes. For instruments with a slow attack, like flute, slow strings, or soft vocals.
	Bank1 19	Clear & Mellow	SEQ Plate	SEQ Hall	P IL	Combination of a clear plate to reduce low frequency resonance and a deep long hall reverb.
	Bank1 20	Back Stage	Hall CEQ	—	S1 IL	"Clouded" hall reverb, similar to being back stage at a concert.
Room Reverb	Bank1 21	NarrATe Booth	SEQ	SEQ Room	S1 IL	An incredibly transparent yet powerful room for narration, drums and rhythm sections.
	Bank1 22	Drum Booth	SEQ	SEQ Room	S1 IL	A powerful room with a slightly different character than No. 21.
	Bank1 23	Board Room	—	Room	S1 IL	A room constructed of wood and glass especially for drums. Gives a "drum booth" sound.
	Bank1 24	Power Room	—	SEQ Room	S1 IL	Deep and rich room reverb for drums.
	Bank1 25	Track A Room	Delay SEQ	Room	S1 IL	A large recording room with a deep and boomy analog tape sound, for guitars or drums.

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Class	Memory No.	Preset Name	Algorithm			Description
			Block-A	Block-B	Struct	
Room Reverb	Bank1 26	Tight 3D Room	Room	DmDLY	S1 IL	Room reverb with dimension delay, for a "rock band" sound, drums, and other instruments.
	Bank1 27	Power Chamber	Room	SEQ Room	S1 IL	A mix of 2 room ambiances for tight and powerful reflections.
	Bank1 28	Warehouse	ENS	Room SEQ	S1 IL	A very large rehearsal warehouse with a sense of depth, good for drums and electric guitar.
	Bank1 29	Hardwood Room	—	Room CEQ	S1 IL	Simulates a large wooden room. Ideal for narration.
	Bank1 30	Analog Room	Delay PEQ	Room	S1 IL	Room reverb with a warm "round" sound similar to sound recorded on an analog tape.
Plate Reverb	Bank1 31	Marble Plate	CHORS	Plate SEQ	S1 IL	A smooth plate with minimal reflections and chorus, for "spotlighting" solos or slow attack instruments.
	Bank1 32	Platinum Plate	MdDLY	Plate SEQ	S1 IL	A smooth and expansive plate with subtle modulation, great for sax and acoustic guitar.
	Bank1 33	Gem Plate	Plate SEQ	DyFIL SEQ	S1 IL	Extremely bright plate reverb that can be used with a variety of sources.
	Bank1 34	Gold Plate	—	Plate SEQ	S1 IL	Basic plate reverb, good for drums.
	Bank1 35	2 Gold Plate	Plate	Plate SEQ	P IL	Dual plate reverbs in parallel, especially good for vocals.
	Bank1 36	Iron Plate	—	Plate SEQ	S1 IL	Basic medium sized plate reverb for any instrument, has a wide variety of uses.
	Bank1 37	Large Plate	—	Plate SEQ	S1 IL	A slightly larger version of No. 36.
	Bank1 38	Dark Plate	—	Plate SEQ	S1 IL	A dark plate with low reflections, and fast high end decay. Retains the openness of a plate.
	Bank1 39	Sml Brt Plate	—	Plate SEQ	S1 IL	A small but bright plate.
	Bank1 40	C4 Filter Plate	Plate SEQ	DyFIL	S1 IL	A plate reverb that lets you control high frequency resonance with MIDI control change #4.
	Bank1 41	Richy \$toneS	SEQ Hall	Plate SEQ	P IL	Uses Hall reverb to control spacial characteristics and Plate reverb to add heavy reverberation.
Gated Reverb	Bank1 42	Vanilla Gate	—	GtREV	S1 IL	A standard gate for drums.
	Bank1 43	Tight Gate	—	GtREV	S1 IL	A tight drum gate with high frequency resonance.
	Bank1 44	Drum Stretcher	GtREV SEQ	Plate SEQ	S1 IL	Reverse gate sound with a long, drawn out attack.
	Bank1 45	Slam Gate	—	GtREV	S1 IL	A bright and thin resonant gate.
	Bank1 46	Echo Gate	—	GtREV	S1 IL	Gate reverb with a reverse envelope.
Ducking Reverb	Bank1 47	Dynamic Reverb	DcREV	—	S1 IL	A ducking reverb for creating ambience without clouding the source. Especially good for sax.
	Bank1 48	Gated Plate	DcREV	—	S1 IL	Gated reverb sound for drums. Do not input signals from other instruments at the same time.
	Bank1 49	Duckereverb	DcREV	—	S1 IL	Activates a deep reverb when the signal goes below -25 dB. Good for breaks.
	Bank1 50	Frnt-Back Hall	SpAMB SEQ	Hall SEQ	S1 IL	Lets you control the front to back depth. You can use MIDI control change #4 to adjust the depth.

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Class	Memory No.	Preset Name	Algorithm			Description
			Block-A	Block-B	Struct	
Spacious Ambience	Bank1 51	Location Hall	SpAMB SEQ	Hall SEQ	P IL	Lets you control front to back movement using MIDI control change #4 and #10. Use for ambience.
	Bank1 52	Room Location	SpAMB SEQ	Room SEQ	P IL	Provides a slightly smaller ambience than number 51.
	Bank1 53	Off Mic'ing	SpAMB	—	S1 IL	Makes On-Mic recordings sound Off-Mic. For adjusting distance perception during a mix.
Delay	Bank1 54	Bermuda Delay	Delay	Hall	S1 IL	An expansive triangle delay (left – center – right) for brass ensembles or trumpets.
	Bank1 55	Icicle Delay	SEQ Delay	Room	S1 IL	Bright top-end delay sheen. Good for synthesizers.
	Bank1 56	Ripple Magic	MdDLY	SEQ DbDLY	S1 IL	Gently and evenly spreads arpeggio out to the left and right edges, for acoustic guitar and syth. piano.
	Bank1 57	Idle Echo	DbDLY	Room SEQ	S1 IL	Adds a mellow echo to delicate sounding synthesizers, etc.
	Bank1 58	L to R rolling	MtDLY	SEQ Hall	S1 IL	If you input a cymbal into Ch1, it will roll the sound back and forth from left to right.
	Bank1 59	Tempo Triangle	TmDLY	Plate	S1 IL	120 bpm triangle delay with ambient reverb, for a special acoustic guitar delay sound.
	Bank1 60	L/R-Dly + Plate	LgDLY	Plate	S1 IL	Long (L/R) delay with feedback and plate reverb, for electric guitar solos.
	Bank1 61	Compu Meditate	MtDLY	MtDLY	S2 IL	Uses 2 multi tap delays to create a spacy sound from long cyclic panning. No dry sound at all.
	Bank1 62	NY City Lights	MdDLY	Plate	S1 IL	Long out-of-phase modulated echoes create a tranquil ambient feel. Good for sax.
	Bank1 63	Bendin Echo	MdDLY	Plate SEQ	S2 IL	Modulated plate creating a unique ambient space for solo sax or acoustic guitar.
	Bank1 64	Reflection	MdDLY	—	S1 IL	Delay that reflects the sound around in various directions. Give it a try with elec. guitar arpeggios.
	Bank1 65	Melting Delay	Plate	MdDLY	S2 IL	The sound of the delay changes to reverb and fades away... A technique used at mixdown.
	Bank1 66	Velocity Delay	PpDLY	Plate	S1 IL	Uses MIDI key velocity to trigger ping pong delay. Echoes become stronger the harder you play.
	Bank1 67	Ping Pong Delay	PpDLY	—	S1 IL	Standard Ping Pong Delay. Adjust the time parameter to match the tempo.
	Bank1 68	Multi Ping Pong	MtDLY	CH+RV	S1 IL	Multi tap ping pong delay with tap repetition and volume change parameters set as active parameters.
	Bank1 69	Hold Delay	HdDLY	CH+RV	S1 IL	Holds the sound according to the timing with which you press FUNCTION [A] or Pedal 1.
	Bank1 70	Star Tinkler	PtDLY	CHORS SEQ	S1 IL	An interesting animated synth echo ambience. Give it a try with both staccato notes and chords.
	Bank1 71	Mute Flybys	PtDLY	FLNGR SEQ	S1 IL	Delay that creates vocoder-like muted guitar flyby echoes.
Chorus	Bank1 72	Presence Chorus	CHORS	Plate SEQ	S1 IL	A chorus effect with a clear attack.
	Bank1 73	Vintage Chorus	CHORS PEQ	Room SEQ	S1 IL	A mellow round sounding chorus ideal for acoustic guitar or piano.
	Bank1 74	Maple Chorus	CHORS SEQ	Plate SEQ	S2 IL	A rich chorus with no delay. Works great for a wide variety of sources.
	Bank1 75	Clarity Chorus	CHORS	Plate SEQ	S1 IL	Filters out high frequency sounds from the chorus, but not the source sound, for a clear sound.

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Chorus	Bank1 76	3D Chorus	SEQ BdCHO	DmDLY	S1 IL	An expansive and rich multiband chorus with different settings for each frequency band.
	Bank1 77	Lush Chorus	BdCHO SEQ	Plate SEQ	S1 IL	A rich chorus for electric piano.
	Bank1 78	Midrange Chorus	BdCHO SEQ	Plate SEQ	S1 IL	This effect combines midrange chorus and plate reverb, especially good for electric guitar.
	Bank1 79	Bass Chorus	BdCHO SEQ	SEQ	S1 IL	Designed for bass, concentrates chorus effect on the harmonics of the mid and high frequency bands.
	Bank1 80	Decadent Chor	DeCHO SEQ	PHASR SEQ	S1 IL	Strong early reflection delays with a light phaser effect for an expansive semi-dry ambience.
	Bank1 81	Deca Pan Delay	SEQ DeCHO	PHASR SEQ	S1 IL	Left to right echo panning. Good for synthesizer or electric guitar.
	Bank1 82	Crystal Chorus	SEQ DeCHO	COMP SEQ	S1 IL	Very short delays with compression. Great for electric piano.
	Bank1 83	Mini Sparkler	DeCHO SEQ	PHASR SEQ	S1 IL	Very short delays with phasing. This chorus is also primarily for electric piano.
	Bank1 84	Ensemble Groove	ENS	PT+CH	S1 IL	A heavy ensemble effect for synth. strings and guitar.
	Bank1 85	Ensemble Chorus	ENS	Room SEQ	S1 IL	Ensemble effect for instruments other than strings.
Flanger	Bank1 86	3D Zero Flang	MdDLY	MdDLY	P IL	Uses two delay lines for true zero-crossing phase cancellation flanging.
	Bank1 87	Bass Flng+Comp	FLNGR	COMP SEQ	S1 IL	A flanger with compression, designed for electric bass.
	Bank1 88	Flanger + Hall	FLNGR	Hall	P IL	Spacious flange hall without warping, excellent for voices or sythesizer.
	Bank1 89	Flanger Delay	FLNGR	MdDLY	S2 IL	An unusual effect using a flanger to warp the sound of the delay.
	Bank1 90	Flanger Platz	SpFLN	Plate	S2 IL	An effect with heavy step flanging.
	Bank1 91	Triger Flanger	TgFLN	—	S1 IL	Press FUNCTION [A] to turn the triggered flanging ON/OFF. Use for mixing, etc...
Phaser	Bank1 92	MegaII Phaser	PHASR	PHASR	P IL	Dual phasers with heavy swirl. Good for electric piano, synthesizers, acoustic or electric guitar.
	Bank1 93	Water Wonder	PHASR	SEQ PtDLY	S1 IL	Step phaser with cross feedback delay to create left-to-right expansion. Turn Delay Off as desired.
	Bank1 94	Tricera Phaser	Delay	PHASR	S1 IL	Three point (left - center - right) delay panning with a strong phaser swirl.
	Bank1 95	Mega Phaser	PHASR	CH+RV	S1 IL	Stereo phasing with just a slight amount of room reverb for a close-mic ambient sound.
	Bank1 96	Phasing Drums	TgPHS	Room	S1 IL	Adds phasing to drum reverberation. Particularly good modulation can be achieved from snare drums.
Panning	Bank1 97	HaaSlow Steps	HsPAN	CH+RV SEQ	S2 IL	Smooth slow panning sound from Haas panning. Especially good for acoustic guitar.
	Bank1 98	Deca Panner	PAN	SEQ DeCHO	S2 IL	A powerful panning effect. Adjust the panning speed with the Active Parameter tempo control.
	Bank1 99	3D Space Pan	SEQ TgPAN	Hall SEQ	P IL	A large panning effect with a sense of spaciousness. Good for synthesizers, etc...

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Morphing	Bank2 1	Hall Morphing	Hall SEQ	—	M _{IL}	Lets you change the sound with morphing.
	Bank2 2	DeCHO Morphing	DeCHO SEQ	—	M _{IL}	
	Bank2 3	Plate Morphing	Plate SEQ	—	M _{IL}	
	Bank2 4	Flngr Morphing	FLNGR SEQ	—	M _{IL}	
	Bank2 5	DI+Rv Morphing	DL+RV SEQ	—	M _{IL}	
	Bank2 6	Ch+DI Morphing	CH+DL SEQ	—	M _{IL}	
	Bank2 7	Pt+DI Morphing	PT+DL-SEQ	—	M _{IL}	
	Bank2 8	Pt+Ch Morphing	PEQ PT+CH	—	M _{IL}	
	Bank2 9	Ch+Rv Morphing	CH+RV SEQ	—	M _{IL}	
	Bank2 10	Break Morphing	PEQ Break	—	M _{IL}	
Pitchshifter	Bank2 11	Pitch Myst Echo	Pitch	CH+RV	S1 _{IL}	Employs micro-pitch shifting to produce a thicker sound, for synthesizer or electric piano.
	Bank2 12	Whole Tone Gliss	Pitch	DeCHO	S1 _{IL}	This effect raises the pitch a whole tone with each successive echo.
	Bank2 13	Pitch Crystals	MtPCH SEQ	Plate SEQ	S1 _{IL}	Scattered delay and pitchshifting to create a rich chorus effect. Excellent with electric piano.
	Bank2 14	Metalic Attack	MtPCH PEQ	CEQ MdDLY	S1 _{IL}	Creates metallic sounds from percussive instruments
	Bank2 15	Pitched Delay	MtPCH	MdDLY	S2 _{IL}	Slight pitchshifting added to feedback delay to create a chorus effect.
	Bank2 16	A's Beethoven	MtPCH	Hall	S1 _{IL}	Try this effect with synth strings or when playing staccatto.
	Bank2 17	Harmonic 3rds	ItPCH	CH+RV	S1 _{IL}	Adds 3rds that are slightly detuned on each channel. Set parameters according to the key and scale of the tune.
	Bank2 18	Chord Shift	ItPCH	DeCHO	S1 _{IL}	Adds a 3rd above and a 4th below. Set parameters according to the key and scale of the tune.
	Bank2 19	Dgtl Tape -PDL1	TgFLN	REVRS	S2 _{IL}	Use Pedal 1 to control this effect. Give it a try using the sound from a CD or DAT.
	Bank2 20	Rewind Tape	REVRS CEQ	—	S1 _{IL}	An special effect that produces a sound similar to a tape player being rewind.
Dynamics	Bank2 21	Total Limiter	LIMIT	—	S1 _{IL}	Creates sound pressure by compressing all of the mixed source.
	Bank2 22	Doctor CD1	PEQ M PEQ	DAL PEQ	S1 _{IL}	For mixdown. Use PEQ to adjust the top and bottom caps and M PEQ for additional fine adjustments.
	Bank2 23	Doctor CD2	PEQ M PEQ	DAL	S1 _{IL}	Slightly more bottom boost than No. 22.
	Bank2 24	Doctor CD3	PEQ M PEQ	Room	S1 _{IL}	Adds atmosphere to overly dry master tapes.
	Bank2 25	Drum Compressr	COMP	Gate	S1 _{IL}	Uses a short attack time and low sensitivity level to tame unwanted drum peaks, good for Bass too.

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Dynamics	Bank2 26	Comp Leveler	COMP	Gate	S1 IL	Lets you use the compressor without destroying the attack bite. Great for electric piano, etc...
	Bank2 27	Dynamic Drive	SEQ DRIVE	AMP SEQ	S1 IL	Provides a clean sound when you play soft, and mild distortion when you play hard.
	Bank2 28	Power Grunge	SEQ COMP	SEQ DRIVE	S2 IL	A different feel than No. 27, Dynamic Drive. Levels are controlled by the EQ to provide a mild distortion.
	Bank2 29	Power Drive	DRIVE SEQ	AMP SEQ	S1 IL	Heavy distortion. Adjust the gain according to the source being input.
	Bank2 30	NR Dyna Drive	DRIVE	SEQ DyFIL	S1 IL	Heavy distortion using the dynamic filter EQ and noise reduction. For electric guitar of course!
Filter, Gate	Bank2 31	Contra Bandus	M PEQ	—	S1 IL	Lets you create a wider frequency band at mixdown by adding low and high band signals.
	Bank2 32	Harmonic Sprkl	Plate SEQ	EXCIT	S1 IL	High end sizzly plate exciter. Adds high end boost only when the signal exceeds a certain level.
	Bank2 33	Auto Cry Wah	Wah PEQ	—	S1 IL	Audio level triggers the wah effect, for electric guitar.
	Bank2 34	CutMe BoostMe?	—	DyFIL SEQ	S1 IL	Uses the dynamic filter to cut the noise level when there is no signal.
	Bank2 35	Amp + DryPlate	AMP	SEQ Plate	S1 IL	Amp fed into a relatively dry plate for a minimum ambient effect. Great for electric guitar.
	Bank2 36	SubAtomicDrums	SEQ SbGEN	BtAMB SEQ	S1 IL	Low-end frequency enhancement and Bottom Ambience pitch warping for drums.
	Bank2 37	Lyt Hiccups	SEQ DeCHO	BtAMB SEQ	S1 IL	An unusual pitch warping effect for drums. Give it a try!
	Bank2 38	Ns Gate + VCA	—	Gate	S1 IL	Cuts line noise and uses MIDI control change #7 for VCA control, long release preserves reverb decay tails.
	Bank2 39	SloTransChords	SIATK	CH+DL	S1 IL	Very slow attack followed by a strong "mod" chorus and reverb for an extremely relaxed sound.
FX, Others	Bank2 40	Mother Ship	TgFLN	DOPLR	S1 IL	Extremely slow Doppler shift and flange. Hold a synth string cord. Also try with drums.
	Bank2 41	EP ThunderClap	RING SEQ	Hall	S1 IL	Use the palm of your hand to strike the keys of an elctric piano (or guitar) to create a thunderclap.
	Bank2 42	Voc+Pitch+Chor	SEQ VOC	PT+CH	S1 IL	Voice vocoder processsed with chorus and pitch shifting. Input synth. strings, oran or synth. brass to ch2.
	Bank2 43	3rd World Order	Break	—	S1 IL	A bizarre sound effect similar to a synth drum. This effect is not defective.
	Bank2 44	PDL1-4 Pwr Trip	SEQ DeCHO	ROLLR	S1 IL	Use FUNCTION [A] to simulate the effect of a power failure on a multitrack recorder.
	Bank2 45	Heavy Rotor	ROTRY SEQ	SEQ Room	S1 IL	A powerful and hard rotary speaker sound with noise and distortion.
	Bank2 46	Clean Rotor	ROTRY SEQ	SEQ Room	S1 IL	A clean rotary speaker sound without distortion.
	Bank2 47	Vocal Cancel	PEQ VoCNL	Pitch	S1 IL	Lets you change the pitch of the notes in FxB after removing the vocal.
	Bank2 48	Stereo Freeze	FREEZ	—	S1 IL	Standard stereo freeze settings. Use [REC] to record and [Ready] to playback the recorded portion.
	Bank2 49	Laurido	VB/TR	Room	S1 IL	A fast tremolo with added room ambience for electric guitar.
	Bank2 50	Roller Ring	RING	ROLLR	S1 IL	Provides light ring modulation when you play soft, and larger modulation when you play hard.

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Vocal	Bank2 51	Voice Processr	SEQ LIMIT	Gate	S1 _{IL}	A complete voice processor with sibilance suppressor. Adjust the threshold, compression, and filters as required.
	Bank2 52	Vocal DeESSer	—	LIMIT	S1 _{IL}	Vocal sibilance suppressor. Adjust the threshold, compression, and filters as required to clip sibilant sounds.
	Bank2 53	Female Vo Comp	COMP	—	S1 _{IL}	Lets you bring out a fatter sound, for ballads and soft vocals.
	Bank2 54	VocRoom Ducker	DcREV	—	S1 _{IL}	Adds reverb directly to vocals without becoming muddy.
	Bank2 55	Vocal Chamber	CHORS	Room SEQ	S1 _{IL}	A vocal echo chamber.
	Bank2 56	New Age Vox	SEQ ENS	CEQ Room	S1 _{IL}	A clear vocal effect with suppressed reverb. Also good for UK pop style drums or string ensembles.
	Bank2 57	Vocal Platz II	Plate	Plate	P _{IL}	Dual plate reverbs in parallel, for vocals.
	Bank2 58	Xp Vocal Platz	Plate	Plate	P _{IL}	Dual plate reverb with a slightly different character than No. 57. Also good for non-vocal sources.
	Bank2 59	Vocal Comp Rev	PEQ COMP	Plate	S1 _{IL}	Compression and EQ eliminate vocal fluctuation and blowing for a natural sounding vocal reverb.
	Bank2 60	Male Plate	PEQ Plate	—	S1 _{IL}	Standard plate reverb for male vocals. Use free block to obtain the sound you desire.
	Bank2 61	Wide Plate	PEQ Plate	—	S1 _{IL}	Dramatic left-to-right expansion allowing you to adjust the weight of the vocal, adjust the EQ to use with other sources.
	Bank2 62	Magic Reverb+	PEQ Plate	Pitch SEQ	S2 _{IL}	Corrects flat sounding vocals with pitchshifting and reverb. Use the pitchshifter for fine adjustments.
	Bank2 63	Sustain Castle	CEQ LIMIT	PEQ Hall	S2 _{IL}	Adds sustain to reverb. Try it with solo female vocals or stringed instruments.
	Bank2 64	Vocal Elektra	PHASR	PEQ Plate	S2 _{IL}	Adds phaser to reverb, for pop vocals or chorus. Use with guitar or piano for an "oldies" flavor.
	Bank2 65	Visual Vox	SpAMB PEQ	PEQ Delay	S2 _{IL}	Mixes both near and far vocal reflections. Use the Delay Time and SpAMB to achieve the proper balance.
Standard Selection	Bank2 66	Stereo Delay	Delay	—	S1 _{IL}	Standard delay with a maximum delay time of 1300 msec.
	Bank2 67	Long Delay	LgDLY	—	S1 _{IL}	Standard delay with a maximum delay time of 2730 msec.
	Bank2 68	2 Mono Delay	MnDLY	MnDLY	S1 _{IL}	Monaural delay used in both FxA and FxB to provide up to 10.92 seconds of delay.
	Bank2 69	Feedback Delay	Delay	—	S1 _{IL}	Standard feedback delay. Use the Active Parameters to edit the effect.
	Bank2 70	Triggerd Pan	TgPAN	—	S1 _{IL}	Determine the speed with [Tempo] and [Cycle] and use [TRIG] to start the panning.
	Bank2 71	NTSC 1~3 Frame	Delay	Delay	S1 _{IL}	TV NTSC signal frame unit delay. FxA ON=1 frame, FxB ON=2 frames, FxA+FxB ON=3 frames.
	Bank2 72	NTSC 1~3 Field	Delay	Delay	S1 _{IL}	TV NTSC signal field unit delay. FxA ON=1 field, FxB ON=2 fields, FxA+FxB ON=3 fields.
	Bank2 73	PAL/SCM 1~3 Frm	Delay	Delay	S1 _{IL}	TV PAL/SECAM signal frame unit delay. FxA ON=1 frame, FxB ON=2 frames, FxA+FxB ON=3 frames.
	Bank2 74	PAL/SCM 1~3 Fld	Delay	Delay	S1 _{IL}	TV PAL/SECAM signal field unit delay. FxA ON=1 field, FxB ON=2 fields, FxA+FxB ON=3 fields.
	Bank2 75	Pitch Shift	Pitch	—	M _{IL}	A standard 2 channel pitch shifter. Use Active Parameter [B] to adjust the pitch of both channels.

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Hall (Send-Return)	Bank2 76	Boston Hall	MdDLY SEQ	Hall SEQ	S1 SR	Bright and rich sounding orchestra hall with medium decay, good for percussive instruments.
	Bank2 77	Large Hall	MdDLY	Hall	S2 SR	Smooth, bright and subtle large hall with slow reverb and low level early reflections.
	Bank2 78	Small Hall	MdDLY	Hall	S2 SR	Similar to No. 77, but simulates a hall of smaller physical size.
	Bank2 79	Concert Hall	Hall	DmDLY	S1 SR	Uses dimension delay to create a dark hall with a 3D effect ideal for orchestral sounds.
	Bank2 80	3D Church	Hall SEQ	DmDLY SEQ	S1 SR	Simulates a bright sounding church with a high ceiling and rich stone wall reflections.
	Bank2 81	3D Cathedral	Hall SEQ	DmDLY SEQ	S1 SR	Simulates a large, deep and dark cathedral. Particularly suitable for voices or organ.
	Bank2 82	Clr Cathedral	Hall SEQ	MdDLY SEQ	S2 SR	Large cathedral hall designed for ensembles. Also good for chorus and organs.
	Bank2 83	Flyby Reverb	DeCHO	Hall	S2 SR	A slightly bizarre sound created by sending only the reverb to the Deca Chorus for panning.
Plate (Send-Return)	Bank2 84	Marble Plate	CHORS	Plate SEQ	S1 SR	A smooth plate with minimal reflection and chorus for "spotlighting" solos or slow attack instruments.
	Bank2 85	Platinum Plate	MdDLY	Plate SEQ	S1 SR	A smooth and expansive plate with subtle modulation, great for sax and acoustic guitar.
	Bank2 86	Gem Plate	Plate SEQ	DyFIL SEQ	S1 SR	An extremely bright plate with smooth expansion, matches a wide variety of sources.
	Bank2 87	Gold Plate	—	Plate SEQ	S1 SR	Basic plate reverb, good for drums.
	Bank2 88	2 Gold Plate	Plate	Plate SEQ	P SR	Dual plate reverbs in parallel, especially good for vocals.
	Bank2 89	Iron Plate	—	Plate SEQ	S1 SR	Basic medium sized plate reverb for any instrument, has a wide variety of uses.
	Bank2 90	Large Plate	—	Plate SEQ	S1 SR	A slightly larger version of No. 89.
	Bank2 91	Dark Plate	—	Plate SEQ	S1 SR	A dark plate with reduced wall presence, and fast high end decay. Retains the openness of a plate.
	Bank2 92	Crystal Plate	Plate SEQ	DyFIL SEQ	S1 SR	Extremely bright plate with smooth expansion, great for sax and acoustic guitar.
	Bank2 93	Sizzle Plate	—	Plate SEQ	S1 SR	A bright and sizzly special plate for a variety of sources.
	Bank2 94	Dry Ambient	—	Plate SEQ	S1 SR	A heavily muted special plate for drums and other instruments.
Vocal, Others (Send-Return)	Bank2 95	Plate & DeCHO	SEQ Plate	DeCHO	P SR	A mix of chorus and reverb that provides both expansion and depth.
	Bank2 96	Vocal Platz II	Plate	Plate	P SR	Dual plate reverbs in parallel for vocals.
	Bank2 97	Xp Vocal Platz	Plate	Plate	P SR	Dual plate reverb with a slightly different character than No. 96. Also good for non-vocal sources.
	Bank2 98	Vocal Comp Rv2	PEQ COMP	Plate	S1 SR	A slightly different version of Bank 2 effect No.59
	Bank2 99	Gentle Delay	FLNGR	MdDLY	S1 SR	Softens the delay sound to produce a gentle effect, for piano and acoustic guitar.

Note : Block-A = EQ-A, FX-A Block-B = EQ-B, FX-B S1 = serial1 S2 = serial2 P = parallel

D = dual M = morphing IL = for Insert Use SR = for Send-Return Use

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