

No.	CATEGORY	EFFECT	DESCRIPTION	No.	CATEGORY	EFFECT	DESCRIPTION
0	HALL	SMALL HALL 1	approx. 1.0s reverb decay	50	DELAY	SHORT DELAY 1	Like a short shattering
1		SMALL HALL 2	approx. 1.2s reverb decay	51		SHORT DELAY 2	1-2 short impulse(s)
2		SMALL HALL 3	approx. 1.5s reverb decay	52		SHORT DELAY 3	1-2 short impulse(s)
3		MID HALL 1	approx. 1.8s reverb decay	53		MID DELAY 1	Classical Delay for up-tempo music (115-125 BPM)
4		MID HALL 2	approx. 2.0s reverb decay	54		MID DELAY 2	Classical Delay for mid-tempo music (105-115 BPM)
5		MID HALL 3	approx. 2.5s reverb decay	55		MID DELAY 3	Classical Delay for slow-tempo music (95-105 BPM)
6		BIG HALL1	approx. 2.8s reverb decay	56		LONG DELAY 1	Classical Delay for reggae-tempo music (85-95 BPM)
7		BIG HALL2	approx. 3.2s reverb decay	57		LONG DELAY 2	Classical Delay for dub-tempo music (75-85 BPM)
8		BIG HALL3	approx. 4s reverb decay	58		LONG DELAY 3	Extra long (nearly infinite) delay effect
9	CHURCH	approx. 7s reverb decay	59	LONG ECHO	Extra long canyon echo effect		
10	ROOM	SMALL ROOM 1	approx. 0.5s reverb decay	60	CHORUS	SOFT CHORUS 1	Unobtrusive effect
11		SMALL ROOM 2	approx. 0.8s reverb decay	61		SOFT CHORUS 2	Unobtrusive effect with different color
12		SMALL ROOM 3	approx. 1.0s reverb decay	62		WARM CHORUS 1	Analog sounding
13		MID ROOM 1	approx. 1.2s reverb decay	63		WARM CHORUS 2	Analog sounding with different color
14		MID ROOM 2	approx. 1.5s reverb decay	64		PHAT CHORUS 1	Pronounced chorus effect
15		MID ROOM 3	approx. 1.8s reverb decay	65		PHAT CHORUS 2	Pronounced chorus effect with different color
16		BIG ROOM 1	approx. 2.0s reverb decay	66		CLASSIC FLANGER	Standard flanger effect
17		BIG ROOM 2	approx. 2.2s reverb decay	67		WARM FLANGER	More analog touch
18		BIG ROOM 3	approx. 2.5s reverb decay	68		DEEP FLANGER	Deep modulation impression
19	CHAPEL	approx. 3s reverb decay	69	HEAVY FLANGER	Extremely pronounced effect		
20	PLATE	SHORT PLATE	approx. 1.0s reverb decay	70	PHASE/ PITCH	CLASSIC PHASER	Standard phaser effect
21		MID PLATE	approx. 1.5s reverb decay	71		WARM PHASER	More analog touch
22		LONG PLATE	approx. 2.2s reverb decay	72		DEEP PHASER	Deep modulation impression
23		VOCAL PLATE	approx. 1.2s reverb decay	73		HEAVY PHASER	Extreme strong effect
24		DRUMS PLATE	approx. 1.0s reverb decay	74		PITCH SHIFT DETUNE	2-3-times detune for a wider solo voice sound
25		GOLD PLATE 1	approx. 1.2s reverb decay	75		PITCH SHIFT +3	Minor third added voice
26		GOLD PLATE 2	approx. 2.0s reverb decay	76		PITCH SHIFT +4	Major third added voice
27		SHORT SPRING	approx. 1.0s reverb decay	77		PITCH SHIFT +7	Quint above added voice
28		MID SPRING	approx. 2.0s reverb decay	78		PITCH SHIFT -5	Fourth down added voice
29	LONG SPRING	approx. 2.5s reverb decay	79	PITCH SHIFT -12	1 octave down added voice		
30	GATED/ REVERSE	GATED REV SHORT	approx. 0.8s gate time	80	MULTI	CHORUS + REVERB 1	Soft chorus + medium-short reverb
31		GATED REV MID	approx. 1.2s gate time	81		CHORUS + REVERB 2	Deep chorus + medium-long reverb
32		GATED REV LONG	approx. 2.0s gate time	82		FLANGER + REVERB 1	Soft flanger + medium-short reverb
33		GATED REV XXL	approx. 3.0s gate time	83		FLANGER + REVERB 2	Deep flanger + medium-long reverb
34		GATED REV DRUMS 1	approx. 0.8s gate time	84		PHASER + REVERB 1	Soft phaser + medium-short reverb
35		GATED REV DRUMS 2	approx. 1.2s gate time	85		PHASER + REVERB 2	Deep phaser + medium-long reverb
36		REVERSE SHORT	approx. 0.8s reverb raise	86		PITCH + REVERB 1	Soft voice detuning + medium-short reverb
37		REVERSE MID	approx. 1.2s reverb raise	87		PITCH + REVERB 2	Fourth above interval + medium-long reverb
38		REVERSE LONG	approx. 2.0s reverb raise	88		DELAY + REVERB 1	Short delay + medium-short reverb
39	REVERSE XXL	approx. 3.0s reverb raise	89	DELAY + REVERB 2	Medium-long delay + medium-long reverb		
40	EARLY REFLECTIONS	EARLY REELECTION 1	Short	90	DELAY + GATED REV	Short delay + medium-long gated reverb	
41		EARLY REELECTION 2	Medium-short	91	DELAY + REVERSE	medium-short delay + medium-long reverse reverb	
42		EARLY REELECTION 3	Medium-long	92	DELAY + CHORUS 1	Short delay + soft chorus	
43		EARLY REELECTION 4	Long	93	DELAY + CHORUS 2	Medium-long delay + deep chorus	
44		SHORT AMBIENCE	Short	94	DELAY + FLANGER 1	Short delay + soft flanger	
45		MID AMBIENCE	Medium-short	95	DELAY + FLANGER 2	Medium-long delay + deep flanger	
46		LIVE AMBIENCE	Medium-short	96	DELAY + PHASER 1	Short delay + soft phaser	
47		BIG AMBIENCE	Medium-long	97	DELAY + PHASER 2	Medium-long delay + deep phaser	
48		STADIUM	Long	98	DELAY + PITCH 1	Short delay + fourth down interval	
49	GHOST AMBIENCE	Extra-long special FX	99	DELAY + PITCH 2	Medium-long delay + minor third above interval		