

16 PROGRAMS / EFFECTS INDEX

0 FAST ECHO Is basically a very short slap-back delay.

The PARAMETER control allows to change the delay time.

1 SLOW ECHO Again, but with longer delay times, hence a more 'spacious' flavor to it.

The PARAMETER control has the same function.

2 SMALL HALO A digital 'clone' of the effect built in the Montarbo reverb units of the sixties, a vintage classic that never went out of fashion.

The PARAMETER control allows to change the 'length' of the effect.

3 LARGE HALO Again the previous effect, but slightly more 'open'.
Same function for the PARAMETER control.

4 PING-PONG Basically an auto-panned delay, popular on many rock hits, the samples are being routed alternatively to full left and full right master.

The PARAMETER control allows to change the delay time, i.e. the length of the sample.

5 REVERSE REVERB Unmistakably a 'must' of many 80's records, starts at low level, builds up and quits abruptly. Usually served with percussion.

The PARAMETER control allows to change the reverb time, hence the duration of the effect.

6 EARLY REFLECTIONS Generates the initial part of the reverb without the decaying 'tail' of the effect. It makes for thicker and more aggressive sound without increasing its decay time. Usually it is used to colour vocals or horns solos in contemporary productions.

The PARAMETER control adjusts the time between early reflections.

7 ROOM REVERB The typical short reverb, great with percussions.
The PARAMETER control changes the room size.

8 HALL REVERB Simulates a much bigger space, as the name implies.
Again, the PARAMETER control changes the room size.

9 VOICE REVERB Specially tailored to support and enrich the lead vocals. *The PARAMETER control sets the ambient flavor to it.*

A FAST ECHO + REVERB A fast, short slap-back delay combined to a reverb in a vocal oriented patch.

The PARAMETER control sets the reverb time.

B SLOW ECHO + REVERB Similar to A, but delay time is longer, thus plays 'slower' and with longer samples.

C PITCH CHANGE Alters the pitch in real time.

The PARAMETER control selects one among four different transpose functions.

D DUAL PITCH CHANGE A real 'harmonizing' effect capable to add two further voices to a monophonic source, panned full left and full right.

E DETUNE 1 Slightly alters the source tuning to simulate a 'doubling' effect. *The PARAMETER control adjusts the frequency shift to make the effect subtler or more noticeable.*

F DETUNE 2 It is great with guitars, similar to a Chorus effect, but sometimes even more effective.

The PARAMETER control adjusts the frequency shift.

- **Mono input channels:**

Micro (sensitivity / impedance)
Line (sensitivity / impedance)
Insert-in (sensitivity / impedance)
Channel gain range

- **Stereo input channels:**

Micro (sensitivity / impedance)
Line L/R (sensitivity / impedance)
Channel gain range

- **All channels:**

Equalization

Equivalent input noise
Peak LED indicator
Fader (throw / attenuation)

- **Stereo digital effects processor**

A-D and D-A conversion
Internal DSP
Bandwidth
THD
SNR

- **External effect send**

Nominal level
Impedance
Max output level

- **External effect return**

Nominal level
Impedance
Max input level

- **Master outputs**

Nominal level
Output impedance
Max. output level
Min. load impedance
Insert-in/out: nominal level
Frequency response
THD
SNR

- **Aux output:**

Nom. level / Max. level

- **Tape in:** Nominal level

- **Tape out:** Nominal level

- **Headphones:** Load impedance

- **Dimensions (W x H x D):**

- **Weights:**

4

- 60dB / 2,2 kΩ
- 40dB / 10 kΩ
0dB / 10kΩ
30dB

4

- 60dB / 2,2 kΩ
- 46dB / 10kΩ
34dB

HF : ±15dB @ 15kHz (shelving)
MF : ±15dB @ 600Hz (peaking)
LF : 15dB @ 50Hz (shelving)
-126dB
+ 17dB, 6dB before clipping
60mm / 78dB

- **16 Presets / alterable parameters**

18 bit Delta/Sigma conversion
56 bit
40Hz ÷ 15kHz
< 0,04%
> 90dB

0dB
100 Ω
+ 22dB

-10dB
10kΩ
+ 22dB

0dB
100 Ω
+ 22dB
600 Ω
0dB
25Hz ÷ 30kHz ±(+0 / -2dB)
< 0,01%
80dB

2 (1 pre + 1 post)
0dB / + 22dB

- 20dB

- 10dB

200 ÷ 600Ω

49,5 x 10 x 41 cm

5,5 kg