

2 x 160 PROGRAMS / EFFECTS INDEX

00 → 010 STEREO GEN. Adds a short delay to the signal to create a pseudo stereo effect out of mono sources.

011 → 030 HALO It's a digital recreation of the old magnetic Montarbo reverb. A typical 60s effect, with a real vintage character.

031 → 040 ECHO Classic multiplex effect. Delay time increases with program number.

041 → 050 ECHO + REV. Delay and reverb blended together make for the impressive effect you can listen on most contemporary productions).

051 → 060 VOICE REV. Reverbs specially tailored to enhance vocals' character.

061 → 070 PERCUSSION REV. Ambience effects that enrich both acoustic and electronic percussions.

071 → 080 HALO + REVERB Halo and reverb effects blended together.

081 → 089 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.

090 BOUNCE Repeats start widely spaced to become closer and closer.

091 → 100 EARLY REFLECTIONS Adds early reflections without the decaying reverb. Useful to thicken many different sounds.

101 → 110 STEREO FLANGER It may be considered as a very intense chorus, with two voices crossing their stereo image and with feedback acting as 'comb filter'. The frequencies corresponding to the filter's notches and peaks change continuously, thus producing the typical flanging sound.

111 → 120 STEREO CHORUS It produces a warm and rich sound. Three voices are derived from the input signal and are sent to the Left and Right channels and to the center. The result is that even the thinner voice will sound like an ensemble. It is ideal to enliven a guitar accompaniment and to 'fatten' a voice.

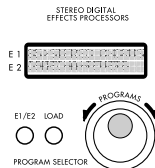
121 → 130 DETUNE Slightly alters the tuning of the source to simulate a 'doubling' effect with increased tuning alterations.

131 → 136 DUAL PITCH A wonderful 'harmonizer' with two voices trasposing the input signal pitch in real-time. Your voice will be automatically accompanied by a chorus.

137 → 140 SINGLE PITCH Harmonizer with one voice trasposing the input signal pitch in real-time.

141 → 150 PITCH CHANGE + REV. It's the combination of the two effects which most of all let your voice sound warmer and thicker. Beside your voice, the Pitch Change provides a voice in the center of the stereo image. To the resulting harmonizer effect a warm Plate type Reverb effect, particularly suited for voice, is added in cascade.

151 → 160 REVERSE REVERB Unmistakably a 'must' of many 80's records, starts at low level, builds up and quit abruptly. Usually served with percussion.



<ul style="list-style-type: none"> • Mono input channels: <ul style="list-style-type: none"> Micro (sensitivity / impedance) Line (sensitivity / impedance) Phantom power supply Channel gain range 	<p>6</p> <ul style="list-style-type: none"> - 60dB / 2,2 kΩ - 30dB / 10 kΩ 48 V 30dB
<ul style="list-style-type: none"> • Stereo input channels: <ul style="list-style-type: none"> Micro (sensitivity / impedance) Line L/R (sensitivity / impedance) Channel gain range 	<p>3</p> <ul style="list-style-type: none"> - 60dB / 2,2 kΩ - 42dB / 10KΩ 34dB
<ul style="list-style-type: none"> • All channels: <ul style="list-style-type: none"> Equalization 	<ul style="list-style-type: none"> HF : ±15dB @ 15kHz (shelving) MF: ±15dB @ 600Hz (peaking) LF : ±15dB @ 50Hz (shelving) -128dB + 16dB, 6dB before clipping 60mm / > 80dB
<ul style="list-style-type: none"> Equivalent input noise Peak LED indicator Fader (throw / attenuation) 	
<ul style="list-style-type: none"> • Dual Multieffect DSP <ul style="list-style-type: none"> A-D and D-A conversion Internal DSP Bandwidth THD SNR 	<ul style="list-style-type: none"> 24 bit Delta/Sigma conversion 56 bit 40Hz ÷ 15kHz < 0,1% > 98dB
<ul style="list-style-type: none"> • External effect send <ul style="list-style-type: none"> Nominal level Impedance Max level 	<ul style="list-style-type: none"> -10dB 600 Ω + 20dB
<ul style="list-style-type: none"> • External effect return <ul style="list-style-type: none"> Nominal level Impedance Max level 	<ul style="list-style-type: none"> -10dB 10kΩ + 20dB
<ul style="list-style-type: none"> • Master outputs <ul style="list-style-type: none"> Nominal level Impedance Max. level Min. load impedance Frequency response THD SNR Stereo graphic equalizer 	<p>L/R, Control room</p> <ul style="list-style-type: none"> 0dB 100 Ω + 22dB 600 Ω 25Hz ÷ 20kHz ±2dB < 0,03% 80dB 80-200-500 Hz 1,6-4-10kHz ±12dB
<ul style="list-style-type: none"> • Aux output: Nom. level / Max. level 	0dB / + 20dB
<ul style="list-style-type: none"> • L/R Insert outputs: Nom. level / Max. level 	0dB / +22dB
<ul style="list-style-type: none"> • Tape in: Nominal level 	- 20dB
<ul style="list-style-type: none"> • Tape out: Nominal level 	- 10dB
<ul style="list-style-type: none"> • Headphones: Load impedance 	200 ÷ 600Ω
<ul style="list-style-type: none"> • Dimensions: 	49,5 (W) x 10 (H) x 41 (D) cm
<ul style="list-style-type: none"> • Weights: 	6,5 kg