



H7600

Presets Manual

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The H7600 Preset Collection

Introduction

The H7600 has well over one thousand hundred presets, covering the whole range of audio effects.

The best way to quickly find the best effect for a given application is to make use of the powerful real-time database features on the PROGRAM page, as described in the separate User Manual.

To get an overview, as well as a feel for the wide selection of effects the H7600 offers, a stroll through this manual is recommended. The presets are grouped by *bank* and placed in numerical order. Any numbered preset can be quickly found by using its top two digits (one digit for a 3 digit number) as the Bank Number in the Contents section.

A given preset may be identified by its name or its number. Many presets are supplied in several versions with the same name and number - they can be further distinguished by the number of channels they process and the audio sample rates they can handle, as well as whether they are *monolithic*, meaning that they occupy both of the H7600's two processing *machines*, or whether they fit in one machine, allowing another effect to be used simultaneously in the other machine.

Sometimes, a number of presets may share the same basic structure or *algorithm*. Different versions of this structure will be provided, with their parameter values carefully tuned to produce a desired effect - these variants are popularly known as *tweaks*.

Each preset will be labeled either 48, meaning that it can only operate up to 48kHz sampling, or 96, meaning that it can operate at all the H7600's supported sample rates. In many cases with larger presets, two versions are supplied - a *monolithic* version that runs at 96kHz and a *single machine* version that runs at 48kHz. Two single machine presets may be run at the same time.

A given preset may have from 0 to 8 *inputs* and from 0 to 8 *outputs*. A preset with no inputs is typically an oscillator or other generator, whereas a preset with no outputs is usually a display-only device. Some utility calculators have neither inputs or outputs - these will block any signal routed through them.

The H7600 Preset Collection

Many presets are flagged with recommended source material or application types:

- **V** - vocal
- **G** - guitar
- **D** - drums
- **S** - surround
- **K** - keyboard
- **X** - Special Effects

The H7600 offers the following effect types - any given preset may have a combination of some or all of them:

- **P** - Pitch: Eventide invented the concept of the pitch shifting effect and is the leader in the field. The pitch shifters offered include *Diatonic* shifters, which shift by a musical interval within a specified key and *Ultrashifter*, a formant-corrected vocal shifter. There are also *Reverse* and *Custom Scales* shifters, as well as the more familiar *Chromatic* variety.
- **R** - Reverb: A reverb may range from an emulation of a spring line to a grand canyon.
- **D** - Delay: Digital delays ranging from a few samples up to several minutes at 48kHz sampling.
- **E** - EQ: The equalization offered by the H7600 ranges from simple “high cut” tone controls to 32 band multi-channel parametric equalizers.
- **M** - Modulation: The way a parameter of the effect may be controlled or swept by a slow-running oscillator or other signal source. This allows a range of effects including auto-panners, tremolos and vibratos, as well as flangers and phasers when modulation is applied to delay or filter elements.
- **Y** - Dynamics: A general term describing a range of amplitude-sensitive effects, covering the field from compressors to envelope followers.

Key to Preset Entries

Number	Name	Maximum sample rate	Number of inputs, number of outputs	
4138	Snare Chamber	48	2,2	
	⇒ <i>Crafted for your snare!</i>			← Description of the above tweak
4139	Surr Slap Back	48	2,2	
	⇒ <i>Reflections come back, from around you.</i>			
4140	Vox Bright Plate	48	2,2	
	⇒ <i>Rock vocals love to swim in such a bright verb.</i>			General description of this preset
[DS]{RDE}		<i>E/r dlys attempt to recreate the reflections of walls, floor and ceiling. Size pre-sets e/r dlys patterns, diff delays and hicuts. Scaler scales diff delays. You can change all e/r dlys and hicuts values for each Size preset. It will remember your settings. Stereo in and out.</i>		

Suggested source material types. May also show [TT] for tap tempo control or [tim] for central timer control.

Effect types in preset

Information on the the Tap Tempo and Timer features can be found under “Tempo and the H7600.” on page 90.

H7600 Presets by Number

10	H7600 Banks	516	Four Delays	729	Skew Loop 1	914	St DistortionTwo
11	Mute	519	LongDelay	730	Skew Loop 2	915	St_Distortion
12	Thru	520	MonoDelay	731	Undo Manifold	916	Comb Distortion
13	Oscillator (440)	521	Multitap Delay	732	Undoloop	1011	Band Dlys4>Ambience
14	Note Oscillator	522	Parallel Delays	733	YourHarmonyDevice	1012	Dly>Phsr>Ambience
210	Amp-u-lation	524	Pingpong	734	4 Tracker#3	1014	DShif>Hall
211	AMS DMX Guitar	525	Polyrhythm 5/4	735	4 Tracker#4	1015	Dtune>Hall
212	AMS Lucky Man	526	Precision Delays	736	LongDelay_M	1017	DynoMyPiano>VintDlys
213	BackwardGarden3	527	Reverse Delay	737	Two Longelays	1019	FltDlys>Rich Chamber
214	BadBadThing	528	Ribbon Delay	810	'Static' Flanger	1024	Vox Pro>VintDly
215	Big Muff W/ Dead 9v	529	SimpleDelays	811	Allan's Chorus	1041	6 V Dlys & Verb
216	Enhancer	530	SimplePingPong	812	Auto Tape Flanger	1042	Brass Plate//2vHarmo
217	Garden Halo	531	Smear	813	Band Flanger	1043	ChlrmntnDlys//EMTplt
218	Gorgeous Delay	532	SuperDuckedDelays	814	Chordal Swell	1044	Detune//VintageDlys
219	ImpWave	533	Two Delays	815	Chorusdelays	1045	Drum Plate//Top40Com
220	Jan's ResoChords	534	TruePhase Delay	817	Chorused Cabinet	1046	DuckDlys//AMSDMXgtr
221	JP Em +3rd	535	Two Reversedelays	818	Chorused Delays	1047	Large Room//TapeEcho
222	JP Em +3rd/+6th	536	Video Delay	819	Chorustaps	1048	Midi Mpitch//Verb12
223	JP Em +6th	610	Banddelays	821	Detune Chorus	1049	Piano Hall//ChrsDlys
224	Kill The Guy	612	Bandtaps	822	Drew'sThroatflange	1050	Snare Plate//Inverse
225	Little Man	615	Centering Echoes	824	DualChorus	1051	St.Undulator//AmsDmx
226	Mandel Worlds	616	ChordRezonator	825	DualChorusDelays	1052	StTremolo//St10GrEQ
227	Maniac Filterpan	617	Clearmntn Claps	826	Envelope Flanger	1053	TC2290//TC1210
228	Old Valve	618	Clearmntn Delays	828	Flange Echoes	1110	Amplitude Follower
229	Panner Delays	619	Combdelays	829	Flanged Delays	1111	Auto V/O Ducker
230	Random Verb Long	621	Combtaps	830	Hiccup Chorus	1112	Bigger Is Wider
231	Satchelope Filter	623	Detuned Band Delay	832	Leslie Simulator	1113	Fm Trem
232	SatelliteSax	624	Down Banddelay	833	Pan Chorus's	1114	Dual Compressors
233	Seethy Two Reverb	625	Latticework	834	Panning Delays	1115	Dual Noisegates
234	SonicDisorderVerb	628	Mess With Stereo	835	Pingchoruspong	1116	Omnipressor (R)
235	Treys Filter	629	PanningDelays	836	Polymod Chorus	1117	Perfect Trem
236	Vai Shift 1	631	ParticleAccelerator	837	Polymod Delay	1119	Dual Expanders
237	Vai Shift 2	632	Pingcombpong	838	Pure St Comb Flange	1120	Bpm FM Trem
238	W-I-D-E Solo	633	Pingringpong	840	QuantizedDelays	1121	Ramp Up/Ramp Down
239	Water-like	634	Ringdelays	841	Real Chorus	1122	SemiClassic Squeeze
240	Whirly Mellow	636	Ringtaps	842	Real Chorus TNG	1123	Top 40 Compressor
241	Wicked	639	Samp/Hold Smear	844	Serial Delays	1124	Tremolo Lux
310	2 Diatonicshifts	640	Trem + Delay	845	Stereo Chorus	1125	Comp(3bandFIR)_S
311	2 Pitchshifters	642	Up Banddelay	846	Stereo Flange	1127	Comp(4bandFIR)_S
312	Basic Room	651	Filtered Dlys	847	Stereo Flange 1968	1128	Comp(5bandFIR)_M
313	Compressor_2	654	Vintage Delay	848	StringPadFlanger	1133	St HyperTremolo
314	Compressor_S	655	Vintage St DuckDlys	850	Swirl Flanges	1134	OffsetTrem
315	Diatonicshift_S	662	Reso>Verb	851	Tri Band Chorus	1140	Dual Comp>3band Eq
316	Dual Delays	668	Mangling_Dlys	852	Undulate	1141	Stereo Comp>3band Eq
317	Simple Moddelays	670	Easy TT Dlys&Filters	862	St Detuned Echoes	1142	DI Compress
318	Stereo Delays	671	Stereo Diffechorus	871	Dual 2taps Chorus	1212	FilterBank15
319	Stereo Filter	672	Resonant Chords	872	Dual 2taps Delay	1213	FilterBank20
320	Stereoshift	710	Fractal Vortex	873	Dual 2taps Echorus	1214	St*10 Grafic Eq
321	TweakVerb	711	Helix Loops	874	Stereo Chorus	1216	Stereo*16 Grafic Eq
322	Dual*10 Grafic Eq	712	HelixManifold	875	Lucy In The Sky	1217	Stereo*8 Grafic Eq
323	Stereo*10 Grafic Eq	713	Levitation Alpha	876	Flanged Space 1	1219	Stereo*32 Grafic Eq
329	Simple Sampler	714	Levitation Beta	877	EchoMatic	1220	2*32 Grafic Eq
411	Gaspodes Dly_M	715	Levitation Gamma	878	Delays Matrix	1224	Dual*8 Grafic Eq
412	Gaspodes Dly_S	716	Loop_timesqueeze	879	AmbiClouds 2	1226	Dual*16 Grafic Eq
414	Gaspodes Pndly_M	717	Manifold Alpha	880	Vibropad	1227	St*5 Band EQ
415	General Informations	718	Manifold Beta	901	Factory	1228	Dual*32 Grafic Eq
510	Delaytaps	721	LongPanningDelays	910	Factory Init	1240	DP_St.EQ45
512	Demondelay	722	PhaseRefraction1	910	DesertPercussion1	1241	DP_St.EQ65
513	Ducked Delays	723	PhaseRefraction2	911	DesertPercussion2	1242	DP Stereo8 Grafic Eq
514	DuellingDualDlys	724	Reich Loops 1	912	Neutralizer	1311	BeyondTheStars
515	Envelope Taps	725	Reich Loops 2	913	St BitDecimator	1315	Galaxy Borders

H7600 Presets by Number

1320	Singularity	1820	DesertMorpher	2015	Hyperstrings	3017	Easternizer
1321	Stratospherics	1821	Distortion Preamp	2016	Polyonyx	3018	FatFunkVocalFilter
1411	Cup Mute	1822	Dunwich Distortion	2017	PolyReverse	3019	Glitterous Verb
1412	Dual Modfilters	1823	Electronica Gtr	2018	PolyRingPre	3020	Guitar Mania
1413	EZ Leslie	1824	Fifth Dominion	2019	QuadPolyfuzz	3021	GunnShift
1416	Dual Filters	1825	Flange + Verb	2020	SlidingOnRazors	3022	Inst Process
1417	Harmonic Enhance	1826	Fuzack	2021	Surgery	3023	L=verb R=pitch
1418	Mouth-a-lator Two	1827	Fuzz 2002	2022	WaPolyReverse	3024	Larynx Delay
1420	OrganicAnimation	1828	GodSaveTheQueen	2110	AcousticAmbience1	3025	Mods/comps/filters
1421	Perpetual Motion	1829	Gothic	2111	AcousticAmbience2	3026	Moon Solo
1422	Sample/hold	1830	Harpshift	2112	Ambient Guitar 1	3027	Pickers Paradise
1425	Simple Samp/Hold	1831	Jeff Thing	2113	Ambient Guitar 2	3028	Roey's Delay + Shift
1426	Sweep Filter	1832	Mercury Cloud	2114	ColorSlapGuitar	3029	Roey's Verb + Rack
1427	Synthlike Filter	1833	Multishift + Verb	2115	Crafty Ensemble	3031	Space Station
1428	Tight Bandpass Mod	1834	Polychorus	2116	Crafty Ensemble2	3032	St Delayed Flanger
1429	Two Band Crossover	1835	Ptime Displacement	2117	DesertDistortion	3033	St.Phaser & Reverb
1430	Dual Env Filters	1836	Rshift Displacement	2118	Jhaniikest	3034	Texture 47
1431	Dual Wa Pedals	1837	Splatter Guitar	2119	Octalchorus	3035	ToneCloud
1510	Auto Pitch Correct	1838	Square Tubes	2120	Octalswell	3036	Treatment Two
1511	Clrmtn's NemWhipper	1839	SRV	2121	Oobleck	3037	Trem + RingPong
1512	External Correct	1840	Swamp Guitar	2122	Outer Reaches	3038	Tremolo Rack
1513	NemWhipper Dual	1841	TarantulaSlap	2123	Pianistick	3039	Waterized
1514	NemWhipper Stereo	1842	TarantulaTrem	2124	PolytonalSurround	3040	5th Place
1610	Character Shift 1>2	1843	Timesqueeze Gtr	2125	Pulse Guitar	3051	6 Vox Flanger & Verb
1611	Eq & Comp + Timer	1844	Timestretch Gtr	2126	RoundRobin	3052	Comb Room
1613	KG's ColorHall	1845	Trevor's Gtr	2127	Solid Traveller	3053	Comp/Eq/Micro/Verb
1614	L<->R Long	1846	Tribal Bass	2128	TexturalGuitar	3054	Guitar Magic
1615	L>detune / R>reverb	1847	Will-o-the-wisp	2129	WitchesDance	3055	Sax Eq_Cmpr_VintDly
1616	L_C_R Long	1848	WonderfulBirds	2130	With Warts In	3056	Vox Channel Strip
1617	L_C_R Short	1910	Biomechanica Two	2210	Bad Acid Jumble	3313	Man's Pan
1618	MicroPitch (+/-)	1911	Bit Desert 1	2211	Evil Distortion	3316	FM Panner
1619	Saxomaniac	1912	Bit Desert 2	2212	Gerrys Mangler	3317	FM Panner_S
1620	2 Voice Vox Reverse	1913	BitDecimationPreamp	2213	Growl	3319	Gyroscope
1622	2 Softknee Comps	1914	Bits Cruncher	2215	DigiDegrader	3322	Octave Panner
1710	Acoustic Gtr Rack	1915	Bits Smasher	2216	Dist-o-rt Maniac	3323	PsychoGyroscope
1711	Bass Rack	1916	Black Queen	2310	Bigger And Brighter	3324	PsychoPanner
1712	Biomechanica	1917	Chorus Smear	2311	Class A Distortion4	3327	Simple Panner
1713	CleanPreamp	1918	Cloudfuzz	2312	Compress & De-ess	3329	Stereo Panner
1714	Fermilab	1919	Eel Guitar	2313	Compress Highs Only	3330	3D CircleDelay
1715	Gerrys Bass 99	1920	First Dominion	2314	Dirty Master Box 4	3410	808 Rumble Tone
1716	Hexentanz	1921	FuzzPreamp	2315	Fatten The Bass	3411	Beatbox Reverb
1717	In Ovo	1922	Grieving Tube	2316	Grunge Compress	3412	Drum Chamber
1718	Jinn	1923	Grundulator	2317	Manual Tape Flange2	3413	Drum Filter
1719	Parallel Pedalboard	1924	Harmonicon	2318	Masderring Lab 22	3414	Drum Flanger
1720	Piano (sustenido)	1925	Larynxfuzz	2319	Radio Check	3415	Drum Flutters
1721	Series Pedalboard	1927	OverdrivePreamp	2320	Radio Compress	3416	Firecracker Snare
1722	Serpentine	1928	Pandemonium	2410	Midi Harmony	3417	Group Claps
1723	The Gyre	1929	Paradigm Shift	2411	MIDI Monitor	3418	Liquid Toms
1724	Tom's Acoustic Gtr	1930	Pedal Shift	2412	Midi Pitch Delay	3419	Nerve Drums
1725	Twang Guitar	1931	Ringworld	2414	Midi Sine Ring Mod	3420	NoizSnareBrightener
1726	Virtual Pedalboard	1932	Satellites	2415	MIDI Tremolo	3421	Nonlinear#1
1727	White Queen	1933	Second Dominion	2416	MidiHarmonixExtract	3422	PercussBoingverb
1810	Arkham Distortion	1934	Siderialfuzz	2417	MidiWaveformImpose	3423	Ring Snareverb
1811	Atavachron	1935	Squiggle Guitar	2611	LMS Filter	3424	Small Drumspace
1812	Bejing Dragons D	1936	Third Dominion	2612	Mixer's Toolbox #1	3425	Sonar Room
1813	Bejing Dragons V	1937	Turbulence	2613	Mixer's Toolbox #2	3426	Stereo Delays
1814	Biomechanica Three	1938	Wideshift	2614	Mixer's Toolbox #3	3427	Swept Band Delay
1815	British Smash	2010	DesertVoices	2615	Mixer's Toolbox #4	3428	Techno Clank
1816	Carsultyal Steel	2011	Eurhetemec	3011	BB Delayz	3429	The Ambience Kit
1817	Cyber Twang	2012	EZPolyfuzzBandelay	3012	Big Squeezolo	3430	Tight Snare Verb
1818	Desert Oboe	2013	GobiGuitar	3014	Dervish	3431	Vibra Pan
1819	DesertDemon	2014	Horrormonics	3015	Detune & Reverb	3432	WeKnowBeetBoxTrtMe

H7600 Presets by Number

3433	Wide Room	4229	Sax Chamber	4714	Der Verb	5035	Tremolo Reverb
3434	4 Your Toms Only	4230	Sax Plate	4715	Draws Dense Room	5036	Wormhole
3510	'Pure Phase' Phaser	4231	Slap Plate	4716	Funny Gated Room	5037	Zipper Up
3511	'Static' Phaser	4232	Snare Plate	4717	Gated Water Snare	5038	Verb>ArpResonators
3512	Band Phaser	4233	Tiled Room	4718	LatticeVerb	5110	Bell Ringer
3513	CBM Phaser	4234	Vocal Chamber	4719	LRMS Reverb	5111	Envelope Ring Mod
3514	Envelope Phaser	4235	Vocal Hall	4720	Masterverb Room 2	5112	Evil Ring Dist
3515	ManualPhasers	4236	Vox Plate	4721	ReelRoom	5115	One Way Ring Mod
3517	One Way Phaser	4237	Wide Hall	4722	Ridiculous Room	5210	Digi Timesqueeze(R)
3519	Random Phaser	4240	Hall_Peaking Fltr	4723	Room#24	5212	MIDITrig Reverse
3520	Samp & Hold Phaser	4241	Chamber>Glide Dlvs	4724	Slight ChorusRoom	5213	Multi Trigger
3521	Sci-Fi Phaser	4242	Flanged EchoVerb	4725	UK Ambience	5214	Panning Sampler
3522	Sci-Fi Phaser A	4243	Large Room2	4726	UK Bright	5215	PlaybackOnlySampler
3523	Sci-Fi Phaser B	4244	Loneliness	4727	UK Nonlinear	5216	Reverse Sampler
3524	StereoizingPhaser	4245	Really Large Room	4728	Unreelroom	5217	Sample Curver
3525	Techno Phaser	4246	Reverb Suite	4729	Wooden Mens Room	5218	SAMPLER (midikeys)
3526	TrueStereoPhaser	4247	Sharp Verb	4731	EchoRoom	5219	SAMPLER (multi)
3527	Stereo Phaser	4248	Small Chamber	4732	MonkRoom	5220	SAMPLER (single)
3610	Broadcast Delay	4249	Strings Room	4733	StringRoom	5221	Sampler Filter Trig
3611	EZ Ptimesqueeze	4310	Barking Chamber	4810	Bass Space	5222	SAMPLER(multi)VERB
3615	St Framerate Conv	4311	Boston Chamber	4811	Close Nonlinear	5223	SamplerAudioSwitch
3616	PitchtimeSqueeze	4312	Chamber2	4812	Drew's Double Closet	5224	Simple Sampler
3619	PitchtimeStretch	4313	Dream Chamber	4813	Drew'sSmallRoom	5225	StudioSampler_M
3810	Bell Constr. Kit	4314	Italo's Chamber	4814	FIR Glass Shower	5226	StudioSampler_S
3811	Digi Cell Phone	4315	Medium Chamber	4815	Gym Shower	5227	Triggered Reverse
3812	Headphone Filter	4316	MetallicChamber	4816	ImpWaveVerb	5228	Varispeed Sampler
3813	Noise Canceller	4317	Toonchamber	4817	MasterverbRoom1	5229	Vocalflyer_M
3814	TimeSqueeze(R)	4410	Arena Soundcheck	4818	Medium Booth	5230	Vocalflyer_S
3815	Walkie Talkie	4411	Beeg Garage	4819	New Air	5310	Kick/SnareReplacer2
3816	Woosh Maker	4412	Big Hall 2	4820	Pantry	5311	Small Sampler
3817	16mm Projector	4413	Environment#28	4821	Shifting Booth	5313	Four Samplers_M
3818	Scratchy 33 RPM	4414	Masterverb Hall	4822	Small Ambience	5314	Four Samplers_S
3910	Drums-o-Tronica	4415	Masterverb Hall 1	4823	Soft'n Small Room	5410	4_Detuners
3912	GrooveSync Delay	4416	Masterverb Hall 2	4824	Stereo Mic's W/Room	5411	4_PitchShift
3913	Plex-o-tronica	4419	Matt's Fat Room	4910	AcousticRoom	5412	4_ReverseShift
3915	Swing Pong Delay	4420	Roomy Hall	4912	Catacomb	5413	4_ReverseTetra
3918	TrigLFO St Flanger	4421	SplashVerb	4914	Cumulo-nimbus	5414	4_IntervalShifts
3919	TrigLFO Pan, Trem	4422	3B X-over Hall	5010	Adaptive Reverb	5421	ReverseTetra
3920	TrigLFO St ModFilter	4431	Environment#32	5011	AlienShiftVerb	5422	Shifted Echoes
3921	TrigLFO St Phaser	4432	Masterverb(post)	5012	Black Hole	5423	ChordConstruct'nKit
3932	Freeze 2 Beats	4433	Masterverb(pre)	5013	ChoralWindVerb	5424	10v Arpegg Thick
3933	Freeze The Beat	4510	Chorus & Plate	5014	ChoruspaceO'Brien	5427	120BPM ShifterDelay
4208	3B X-over Hall 96	4511	EMT-style Plate	5015	Echospace Of God	5428	5ths&Oct Multiply
4210	Ambience	4512	Metallic Plate	5016	Flutter Booth	5429	Dual H910s
4211	Brass Plate	4513	Reverb A2	5017	Gated Gong Verb	5430	4 IntervalShifts
4212	Deep Space	4514	Sizzler Plate	5018	Ghost Air	5431	Dubbler
4213	Drum Plate	4515	Springverb	5019	GloriousChrsCanyon	5432	Etherharp
4214	Drums Room	4516	St.Plate+Chorus	5020	GloriousFlingCanyon	5434	IntervalicShift_S
4215	Gated Inverse Snare	4517	Stereo Plate	5021	Horrors	5435	Large Poly Shift
4216	Gated Plate	4518	Swept Plate	5022	Jurassic Space	5436	LevitationShift
4217	Hall > Bandpass	4610	EarlyRefections	5023	Kickback	5437	MultiShift_4
4218	Inverse Snare	4611	LatticeArray	5024	Phantom & Reverb	5438	MultiShift_8mod
4219	Inverse	4612	Preverberator	5025	PillowVerb	5439	Organizer
4220	Inverse > Bandpass	4613	SimpleDiffusor	5026	Pop Up	5440	PolytonalRythm
4221	Large Room	4614	Slap Nonlinear	5027	Ramp Verb	5441	Stereo Backwards
4222	Living In The Past	4615	StereoDiffusor	5028	Resonechos	5442	Vibrato_S
4223	Living Room	4616	Ultratap 1	5029	Reverse Nonlinear	5443	Wammy_s
4224	L/C/R Mics Room	4617	Ultratap 2	5030	Reverserize Hall	5444	Warm Shift
4225	Piano Hall	4710	Big Room	5031	Sizzle Verb	5510	4_DiatonicShift
4226	Plate > BandPass	4711	Blue Box Verb	5032	SplashVerb Maxsweep	5517	Diatonic +3rd+5th
4227	Rich Chamber	4712	Bob's New Room	5033	Square Tremolo Verb	5518	Diatonic +3rd+7th
4228	Room > Bandpass	4713	Denny's Echoroom	5034	Swell Verb 9	5519	Diatonic +4th+6th

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5520	Diatonic +5th+Oct	5820	Stormwatch	6528	1210 Chorus	6911	Asbakwards
5521	Diatonic +5th-4th	5821	TankAttack (411)	6530	Dimension D	6912	Brain Loops
5522	Diatonic +5th-oct	5822	Tesla Generator	6610	Blues Heart	6913	Dynamic Worm
5523	Diatonic +/- Oct	5823	Ufo (413)	6611	Clean Chords	6914	Flaedermaus
5524	Diatonic Thesaurus	5824	Wavelab	6612	Dream Strings	6915	Ghosties
5525	Diatonic Trio	5910	Bass Balls	6613	Drums Treatment	6916	Liquid Sky
5526	DiatonicShift_8	5912	Mess With Stereo	6614	Electric Ladyland	6917	PolySwirl Tap
5527	Diatonic_8mod	5916	TruePhase Delay	6615	Fjord Guitar	6918	September Canons
5528	M_4DiatonicShift	6109	Arabian Collangette	6616	In Yer Face Vocals	6919	SmearCoder
5529	Stepped Dshifter	6110	Eel Drums 2	6617	LA Studio Axe	6920	ToddsPedalShiftVerb
5541	2v CustShift&Verb	6111	External Hats	6618	Lead Tone Poem	7010	Empty Program
5542	4v Custom Shifter	6112	FM TimbreFactory	6619	Metal Fatigue	7013	Interface Modules
5610	Robot Voice	6113	Heen	6620	Monster RACK !	7015	Tempo Dly_Lfo Jig
5611	Ultra AutoCorrect	6114	Jan&Jeff	6621	One Time Rhyno	7016	Tempo_Verb Jig
5612	Ultra Cents	6115	Rise Or Fall Osc	6622	Pentatonic Delight	7017	TimerDly Jig
5613	Ultra Cents 2	6116	Samp/Hold FM Lab	6623	Psychedelic Vocals	7110	Airplane Background
5614	Ultra Diatonic	6117	Timbre Factory	6624	Rock Vocals Rack	7111	Clock Radio
5615	Ultra Diatonic 2	6210	Audio Test Set	6625	Searing Lead	7112	Fries With That?
5616	Ultra Diatonic 3	6212	Dig Sig Gen 4	6626	Smpled Drums Rack	7113	Office Intercom
5617	Ultra Interval	6213	Dual Scope	6627	Tablas Baba	7114	Sound Truck
5618	Ultra Interval 2	6214	Phase Test	6628	Tale From The Bulge	7115	Talking Dashboard
5619	Ultra Interval 3	6215	SpectrumAnalyzer	6629	1980s Rack	7210	Bullhorn
5620	Ultra UserScales	6216	Oscillator 1k 0vu	6641	Midi Compressor	7211	CB Radio
5621	Ultra UserScales 2	6217	20>20 Audio Sweep	6642	Midi Diatonic Shift	7212	Cellular Phone
5622	Ultra UserScales 3	6310	Choir+Diffchorus	6643	Midi Dual TT Delay	7213	Crazy Dialer
5709	Aliens	6312	Choir+Verb	6644	Midi FM Tremolo	7214	Long Distance
5710	Angelic Echos	6314	Colortaps+Verb	6645	Midi Reverb 12	7215	Megaphone
5712	Chim-Chiminee	6315	Combtap+Diffchorus	6646	Midi Reverb 8	7216	More's Code
5713	Crystal 5th Caves	6316	Diffchorus+Delay	6647	Midi Reverse Shift	7217	Off Hook!
5714	Crystal Caves	6318	Mercury Cloud 2	6648	Midi Ring Mod	7218	Public Address
5715	Crystal Heaven	6321	Tapdelay Plex	6649	Midi Shifter_Whammy	7219	Real Dialer
5716	Crystal Oct & 5ths	6324	Tapdelay+Diffchorus	6651	Midi St Micropitch	7220	Shortwave Radio
5717	Crystal Octaves	6325	Tapdelay+Verb	6652	Midi St Phaser	7221	Traffic Report
5718	Crystal Orbits	6326	Tapring Plex	6653	Midi Custom Shifter	7310	Ducked Delays
5719	Crystal Pad 2	6409	St Metered Thru'	6661	Midi VirtRack #2	7311	Easy Chorus
5720	Crystal Sevenths	6410	ChromaticTuner	6662	Midi VirtRack #3	7312	Easy Phaser
5721	Crystal Worlds 2	6411	Dither	6663	Midi VirtRack #4	7313	Long Delay W/ Loop
5722	CrystalGyroscope	6412	Metronome	6664	Midi VirtRack #5	7410	Basic Stereo Echo
5723	Dinosaurs	6413	Midi Modulator	6665	Midi VirtRack #6	7411	Big Church
5725	DuckedCrystals	6414	Midi Remote Cntrller	6666	Midi VirtRack #7	7412	Classroom
5726	Fake Pitch Shift II	6415	Musicians' Calc	6667	Midi VirtRack #8	7413	Crypt Echo
5727	FreqShift W/Delay	6419	Universal Matrix	6710	B-vox Delays+verb	7414	Infinite Corridor
5729	Genesis II	6420	Verb Tester	6711	B-vox Pitch+verb	7415	Kitchen Reverb
5730	Latin Cathedral	6421	White Noise	6712	DualVoxProcess	7416	Plate Reverb
5731	ReverseTetra	6510	140 EMT Plate	6713	Phased Voxverb	7417	Tape Reverb
5732	Shift To Nowhere	6511	893 Undulator	6714	Proximityverb	7418	Tile Men's Room
5733	Steeplechase	6512	AMS DMX 1580S	6715	Vocal Chorusdelays	7419	Union Station Verb
5734	StringTrio	6513	DynoMyPiano1380S	6716	VocalverbTwo	7510	Big Movie
5735	Scary Movie & Verb	6514	H3000 Verby Chorus	6717	Voice Disguise	7511	Boom Box
5736	Ominous Morphing	6515	H3000BreathingCanyon	6718	Voice Processor	7512	Fake Call-in
5737	Lunatics	6516	Hand Flanger	6719	Vox Double+Slap	7513	Page Three!
5809	ResoMachine	6517	Omnipressor (R)	6720	Vox Shimmer	7514	Real Call-in
5810	Alert (401)	6518	Pcm70 Concert Hall	6721	Voxplate / Chorus	7515	TV In Next Room
5811	Doorbell (403)	6519	Pcm70 Sax Hall	6722	VoxProcess_S	7516	45 RPM Oldie
5812	Flintlock	6520	RMX Simu Ambience	6810	CreamyVocoderAlpha	7610	Cousin It
5813	Himalayan Heights	6521	Stereo Undulator	6811	CreamyVocoderBeta	7611	Cussing It
5814	Jet Fly By	6522	Tape Echo	6812	GravellnMyThroat	7612	Elves
5815	Jettison (405)	6523	TC2290	6813	Logan's Box	7613	Fantasy Backgrounds
5816	Locomotive	6524	TC2290 Dyn Chorus	6814	Mobius8translate	7614	Magic Echo
5817	Mortar Shells	6525	TC2290 Dyn Flanger	6815	Soundwave	7615	Morph To Magic
5818	Sonar (409)	6526	TC2290 Dyn Long Dly	6816	Voder 13	7616	Singing Mouse
5819	Stereocopter (410)	6527	Univibe	6910	80s Guitar Rig	7617	Trolls

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7710	Backwards	8313	Delay Kit
7711	Can't Carry Tune	8314	Dialog Cleaner
7712	Dynamic Stereo	8315	Dizzy
7713	Go Crazy	8316	Dynamic Flanger
7714	Plug Puller Pro	8317	Dynamic Shifter
7715	Round & Round	8318	Emotion Meter
7716	Solo Zapper Pro	8319	Flattener
7810	Awfultones	8320	Harmonic Mangler
7811	Brightener	8321	Help Assym Clipping
7812	Easy Timesqueeze	8322	Humdinger
7813	Hiss Eliminator	8323	Split Delays
7814	Hum Eliminator	8324	Swept Resonance
7815	Sfx Filter/Compress	8410	16mm Projectr II
7816	Simple Compressor	8411	33 RPM (new)
7817	Simple Equalizer	8412	45 RPM New
7818	Stereo Simulator	8413	Early 78 Record
7819	Stereo Spreader	8414	Laptop Speaker
7820	Super Punch	8415	Line Extender
7821	1 KHz Oscillator	8416	Lousy MP3
7822	Three Band Compress	8417	Mandolin
7910	Artoo Chatter	8418	Medical Monitor
7911	C3P-Yo!	8419	Puppy Blender
7912	Lasers!	8420	Speaking Harp
7913	Martian Rock Band	8421	Telephone Suite
7914	Robot Band	8422	TV Suite
7915	Theremin	8423	Universal Radio
7916	Tribbles	8510	Broken Mic
8010	`Max' Stutter	8511	Car Window
8011	Big Voice Pro	8512	Cave Echoes
8012	Chipmunks	8513	Concrete Place
8013	Doubletalk	8514	Endless Oddity
8014	Fast Voice Process	8515	EqEcho & Verb
8015	Mega-Dragway	8516	Fantasy
8016	Nervous Talker	8517	In/Out Room
8017	Triplets	8518	Next Room
8018	Voice Process Pro	8519	P.A. Echo
8019	We're A Big Crowd	8520	Radio Mic
8020	We're A Small Crowd	8521	Reflections
8110	Aerobics Teacher	8522	Room/Phone
8111	Voice Cracker	8523	Sci-Fiction Dlvs
8112	Funny Voices	8524	Tape Echo/Deep Hall
8113	GenderBender	8525	Thick Ambience
8114	General Robotics	8526	Thru AM Airwaves
8115	Heartbeat	8527	Thru Phone 1
8116	Hoarse Whisperer	8528	Thru Phone 2
8117	Manic Depressive	8529	Tomb/TV Speaker
8118	Monster Chorale	8530	Waves Place
8119	Split Personality		
8120	The Buzz		
8121	Vocal Sweeper		
8122	Whispering Crowd		
8210	Bubbles		
8211	Computer Room		
8212	Digital Hell		
8213	Droning Spaces		
8214	Echoes Of Doom		
8215	Room Tones		
8216	Stereo Next Door		
8217	Swinging Reverb		
8310	Bass Enhance Kit		
8311	Big Woosh		
8312	Brightener		

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8010	`Max' Stutter	4410	Arena Soundcheck	1042	Brass Plate//2vHarmo	2313	Compress Highs Only
7821	1 KHz Oscillator	1810	Arkham Distortion	7811	Brightener	313	Compressor_2
5424	10v Arpegg Thick	7910	Artoo Chatter	8312	Brightener	314	Compressor_S
5427	120BPM ShifterDelay	6911	Asbakwards	1815	British Smash	8211	Computer Room
6528	1210 Chorus	1811	Atavachron	3610	Broadcast Delay	8513	Concrete Place
6510	140 EMT Plate	6210	Audio Test Set	8510	Broken Mic	7610	Cousin It
3817	16mm Projector	1510	Auto Pitch Correct	8210	Bubbles	2115	Crafty Ensemble
8410	16mm Projectr II	812	Auto Tape Flanger	7210	Bullhorn	2116	Crafty Ensemble2
6629	1980s Rack	1111	Auto V/O Ducker	6710	B-vox Delays+verb	7213	Crazy Dialer
310	2 Diatonicshifts	7810	Awfultones	6711	B-vox Pitch+verb	6810	CreamyVocoderAlpha
311	2 Pitchshifters	213	BackwardGarden3	7911	C3P-Yo!	6811	CreamyVocoderBeta
1622	2 Softknee Comps	7710	Backwards	7711	Can't Carry Tune	7413	Crypt Echo
1620	2 Voice Vox Reverse	2210	Bad Acid Jumble	8511	Car Window	5713	Crystal 5th Caves
1220	2*32 Grafic Eq	214	BadBadThing	1816	Carsultyal Steel	5714	Crystal Caves
6217	20>20 Audio Sweep	1011	Band Dlys4>Ambience	4912	Catacomb	5715	Crystal Heaven
5541	2v CustShift&Verb	813	Band Flanger	8512	Cave Echoes	5716	Crystal Oct & 5ths
8411	33 RPM (new)	3512	Band Phaser	7211	CB Radio	5717	Crystal Octaves
4422	3B X-over Hall	610	Banddelays	3513	CBM Phaser	5718	Crystal Orbits
4208	3B X-over Hall 96	612	Bandtaps	7212	Cellular Phone	5719	Crystal Pad 2
3330	3D CircleDelay	4310	Barking Chamber	615	Centering Echoes	5720	Crystal Sevenths
5430	4 IntervalShifts	312	Basic Room	4241	Chamber>Glide Dlys	5721	Crystal Worlds 2
734	4 Tracker#3	7410	Basic Stereo Echo	4312	Chamber2	5722	CrystalGyroscope
735	4 Tracker#4	5910	Bass Balls	1610	Character Shift 1>2	4914	Cumulo-nimbus
3434	4 Your Toms Only	8310	Bass Enhance Kit	5712	Chim-Chiminee	1411	Cup Mute
5410	4_Detuners	1711	Bass Rack	8012	Chipmunks	7611	Cussing It
5510	4_DiatonicShift	4810	Bass Space	6310	Choir+Diffchorus	1817	Cyber Twang
5414	4_IntervalShifts	3011	BB Delayz	6312	Choir+Verb	4212	Deep Space
5411	4_PitchShift	3411	Beatbox Reverb	5013	ChoralWindVerb	8313	Delay Kit
5412	4_ReverseShift	4411	Beeg Garage	814	Chordal Swell	878	Delays Matrix
5413	4_ReverseTetra	1812	Bejing Dragons D	5423	ChordConstruct'nKit	510	Delaytaps
8412	45 RPM New	1813	Bejing Dragons V	616	ChordRezonator	512	Demondelay
7516	45 RPM Oldie	3810	Bell Constr. Kit	4510	Chorus & Plate	4713	Denny's Echoroom
5542	4v Custom Shifter	5110	Bell Ringer	1917	Chorus Smear	4714	Der Verb
3040	5th Place	1311	BeyondTheStars	815	Chorusdelays	3014	Dervish
5428	5ths&Oct Multiply	7411	Big Church	817	Chorused Cabinet	1818	Desert Oboe
1041	6 V Dlys & Verb	4412	Big Hall 2	818	Chorused Delays	1819	DesertDemon
3051	6 Vox Flanger & Verb	7510	Big Movie	5014	ChoruspaceO'Brien	2117	DesertDistortion
3410	808 Rumble Tone	215	Big Muff W/ Dead 9v	819	Chorustaps	1820	DesertMorpher
6910	80s Guitar Rig	4710	Big Room	6410	ChromaticTuner	910	DesertPercussion1
6511	893 Undulator	3012	Big Squeezolo	2311	Class A Distortion4	911	DesertPercussion2
1710	Acoustic Gtr Rack	8011	Big Voice Pro	7412	Classroom	2010	DesertVoices
2110	AcousticAmbience1	8311	Big Woosh	6611	Clean Chords	3015	Detune & Reverb
2111	AcousticAmbience2	2310	Bigger And Brighter	1713	CleanPreamp	821	Detune Chorus
4910	AcousticRoom	1112	Bigger Is Wider	617	Clearmntn Claps	1044	Detune//VintageDlys
5010	Adaptive Reverb	1712	Biomechanica	618	Clearmntn Delays	623	Detuned Band Delay
8110	Aerobics Teacher	1814	Biomechanica Three	7111	Clock Radio	1142	DI Compress
7110	Airplane Background	1910	Biomechanica Two	4811	Close Nonlinear	8314	Dialog Cleaner
5810	Alert (401)	1911	Bit Desert 1	1918	Cloudfuzz	5523	Diatonic +/- Oct
5709	Aliens	1912	Bit Desert 2	1043	ClrmntnDlys//EMTplt	5517	Diatonic +3rd+5th
5011	AlienShiftVerb	1913	BitDecimationPreamp	1511	Clrmtn's NemWhipper	5518	Diatonic +3rd+7th
811	Allan's Chorus	1914	Bits Cruncher	2114	ColorSlapGuitar	5519	Diatonic +4th+6th
879	AmbiClouds 2	1915	Bits Smasher	6314	Colortaps+Verb	5520	Diatonic +5th+Oct
4210	Ambience	5012	Black Hole	916	Comb Distortion	5521	Diatonic +5th-4th
2112	Ambient Guitar 1	1916	Black Queen	3052	Comb Room	5522	Diatonic +5th-oct
2113	Ambient Guitar 2	4711	Blue Box Verb	619	Combdelays	5524	Diatonic Thesaurus
1110	Amplitude Follower	6610	Blues Heart	6315	Combtap+Diffchorus	5525	Diatonic Trio
210	Amp-u-lation	4712	Bob's New Room	621	Combtaps	5527	Diatonic_8mod
6512	AMS DMX 1580S	7511	Boom Box	1125	Comp(3bandFIR)_S	5526	DiatonicShift_8
211	AMS DMX Guitar	4311	Boston Chamber	1127	Comp(4bandFIR)_S	315	Diatonicshift_S
212	AMS Lucky Man	1120	Bpm FM Trem	1128	Comp(5bandFIR)_M	6316	Diffchorus+Delay
5710	Angelic Echos	6912	Brain Loops	3053	Comp/Eq/Micro/Verb	6212	Dig Sig Gen 4
6109	Arabian Collangette	4211	Brass Plate	2312	Compress & De-ess	3811	Digi Cell Phone

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5210	Digi Timesqueeze(R)	1822	Dunwich Distortion	6615	Fjord Guitar	3021	GunnShift
2215	DigiDegrader	8316	Dynamic Flanger	6914	Flaedermaus	4815	Gym Shower
8212	Digital Hell	8317	Dynamic Shifter	1825	Flange + Verb	3319	Gyroscope
6530	Dimension D	7712	Dynamic Stereo	828	Flange Echoes	6514	H3000 Verby Chorus
5723	Dinosaurs	6913	Dynamic Worm	829	Flanged Delays	6515	H3000BreathingCanyon
2314	Dirty Master Box 4	1017	DynoMyPiano>VintDlys	4242	Flanged EchoVerb	10	H7600 Banks
2216	Dist-o-rt Maniac	6513	DynoMyPiano1380S	876	Flanged Space 1	4217	Hall > Bandpass
1821	Distortion Preamp	8413	Early 78 Record	8319	Flattener	4240	Hall_Peaking Fltr
6411	Dither	4610	EarlyRefections	5812	Flintlock	6516	Hand Flanger
8315	Dizzy	3017	Easternizer	1019	FltDlys>Rich Chamber	1417	Harmonic Enhance
1012	Dly>Phsr>Ambience	7311	Easy Chorus	5016	Flutter Booth	8320	Harmonic Mangler
5811	Doorbell (403)	7312	Easy Phaser	3316	FM Panner	1924	Harmonic
8013	Doubletalk	7812	Easy Timesqueeze	3317	FM Panner_S	1830	Harpshift
624	Down Banddelay	670	Easy TT Dlys&Filters	6112	FM TimbreFactory	3812	Headphone Filter
1240	DP_St.EQ45	8214	Echoes Of Doom	1113	Fm Trem	8115	Heartbeat
1241	DP_St.EQ65	877	EchoMatic	516	Four Delays	6113	Heen
1242	DP Stereo8 Grafic Eq	4731	EchoRoom	5313	Four Samplers_M	711	Helix Loops
4313	Dream Chamber	5015	Echospace Of God	5314	Four Samplers_S	712	HelixManifold
6612	Dream Strings	6110	Eel Drums 2	710	Fractal Vortex	8321	Help Assym Clipping
4715	Drews Dense Room	1919	Eel Guitar	3932	Freeze 2 Beats	1716	Hexentanz
4812	Drew's Double Closet	6614	Electric Ladyland	3933	Freeze The Beat	830	Hiccup Chorus
4813	Drew'sSmallRoom	1823	Electronica Gtr	5727	FreqShift W/Delay	5813	Himalayan Heights
822	Drew'sThroatflange	7612	Elves	7112	Fries With That?	7813	Hiss Eliminator
8213	Droning Spaces	8318	Emotion Meter	4716	Funny Gated Room	8116	Hoarse Whisperer
3412	Drum Chamber	7010	Empty Program	8112	Funny Voices	2014	Horrormonics
3413	Drum Filter	4511	EMT-style Plate	1826	Fuzack	5021	Horrors
3414	Drum Flanger	8514	Endless Oddity	1827	Fuzz 2002	7814	Hum Eliminator
3415	Drum Flutters	216	Enhancer	1921	FuzzPreamp	8322	Humdinger
4213	Drum Plate	826	Envelope Flanger	1315	Galaxy Borders	2015	Hyperstrings
1045	Drum Plate//Top40Com	3514	Envelope Phaser	217	Garden Halo	219	ImpWave
4214	Drums Room	5111	Envelope Ring Mod	411	Gaspodes Dly_M	4816	ImpWaveVerb
6613	Drums Treatment	515	Envelope Taps	412	Gaspodes Dly_S	1717	In Ovo
3910	Drums-o-Tronica	4413	Environment#28	414	Gaspodes Pndly_M	6616	In Yer Face Vocals
1014	DShif>Hall	4431	Environment#32	5017	Gated Gong Verb	8517	In/Out Room
1015	Dtune>Hall	1611	Eq & Comp + Timer	4215	Gated Inverse Snare	7414	Infinite Corridor
871	Dual 2taps Chorus	8515	EqEcho & Verb	4216	Gated Plate	3022	Inst Process
872	Dual 2taps Delay	5432	Etherharp	4717	Gated Water Snare	7013	Interface Modules
873	Dual 2taps Echorus	2011	Eurhetemec	8113	GenderBender	5434	IntervalicShift_S
1140	Dual Comp>3band Eq	2211	Evil Distortion	415	General Informations	4219	Inverse
1114	Dual Compressors	5112	Evil Ring Dist	8114	General Robotics	4220	Inverse > Bandpass
316	Dual Delays	1512	External Correct	5729	Genesis II	4218	Inverse Snare
1430	Dual Env Filters	6111	External Hats	1715	Gerrys Bass 99	4314	Italo's Chamber
1119	Dual Expanders	1413	EZ Leslie	2212	Gerrys Mangler	6114	Jan&Jeff
1416	Dual Filters	3611	EZ Ptimesqueeze	5018	Ghost Air	220	Jan's ResoChords
5429	Dual H910s	2012	EZPolyfuzzBandelay	6915	Ghosties	1831	Jeff Thing
1412	Dual Modfilters	901	Factory	3019	Glitterous Verb	5814	Jet Fly By
1115	Dual Noisegates	910	Factory Init	5019	GloriousChrsCanyon	5815	Jettison (405)
6213	Dual Scope	7512	Fake Call-in	5020	GloriousFngCanyon	2118	Jhanielkest
1431	Dual Wa Pedals	5726	Fake Pitch Shift II	7713	Go Crazy	1718	Jinn
322	Dual*10 Grafic Eq	8516	Fantasy	2013	GobiGuitar	221	JP Em +3rd
1226	Dual*16 Grafic Eq	7613	Fantasy Backgrounds	1828	GodSaveTheQueen	222	JP Em +3rd/+6th
1228	Dual*32 Grafic Eq	8014	Fast Voice Process	218	Gorgeous Delay	223	JP Em +6th
1224	Dual*8 Grafic Eq	3018	FatFunkVocalFilter	1829	Gothic	5022	Jurassic Space
824	DualChorus	2315	Fatten The Bass	6812	GravelInMyThroat	1613	KG's ColorHall
825	DualChorusDelays	1714	Fermilab	1922	Grieving Tube	5310	Kick/SnareReplacer2
6712	DualVoxProcess	1824	Fifth Dominion	3912	GrooveSync Delay	5023	Kickback
5431	Dubbler	1212	FilterBank15	3417	Group Claps	224	Kill The Guy
1046	DuckDlys//AMSDMXgtr	1213	FilterBank20	2213	Growl	7415	Kitchen Reverb
513	Ducked Delays	651	Filtered Dlys	1923	Grundulator	4224	L/C/R Mics Room
7310	Ducked Delays	4814	FIR Glass Shower	2316	Grunge Compress	1616	L_C_R Long
5725	DuckedCrystals	3416	Firecracker Snare	3054	Guitar Magic	1617	L_C_R Short
514	DuellingDualDlys	1920	First Dominion	3020	Guitar Mania	1614	L<->R Long

H7600 Presets by Name

3023	L=verb R=pitch	4419	Matt's Fat Room	5437	MultiShift_4	1720	Piano (sustenido)
1615	L>detune / R>reverb	8418	Medical Monitor	5438	MultiShift_8mod	4225	Piano Hall
6617	LA Studio Axe	4818	Medium Booth	521	Multitap Delay	1049	Piano Hall//ChrsDlys
8414	Laptop Speaker	4315	Medium Chamber	6415	Musicians' Calc	3027	Pickers Paradise
5435	Large Poly Shift	8015	Mega-Drumway	11	Mute	5025	PillowVerb
4221	Large Room	7215	Megaphone	1513	NemWhipper Dual	835	Pingchoruspong
1047	Large Room//TapeEcho	1832	Mercury Cloud	1514	NemWhipper Stereo	632	Pingcombpong
4243	Large Room2	6318	Mercury Cloud 2	3419	Nerve Drums	524	Pingpong
3024	Larynx Delay	628	Mess With Stereo	8016	Nervous Talker	633	Pingringpong
1925	Larynxfuzz	5912	Mess With Stereo	912	Neutralizer	3616	PitchtimeSqueeze
7912	Lasers!	6619	Metal Fatigue	4819	New Air	3619	PitchtimeStretch
5730	Latin Cathedral	4512	Metallic Plate	8518	Next Room	4226	Plate > BandPass
4611	LatticeArray	4316	MetallicChamber	3813	Noise Canceller	7416	Plate Reverb
4718	LatticeVerb	6412	Metronome	3420	NoizSnareBrightener	5215	PlaybackOnlySampler
625	Latticework	1618	MicroPitch (+/-)	3421	Nonlinear#1	3913	Plex-o-tronica
6618	Lead Tone Poem	6641	Midi Compressor	14	Note Oscillator	7714	Plug Puller Pro
832	Leslie Simulator	6653	Midi Custom Shifter	2119	Octalchorus	1834	Polychorus
713	Levitation Alpha	6642	Midi Diatonic Shift	2120	Octalswell	836	Polymod Chorus
714	Levitation Beta	6643	Midi Dual TT Delay	3322	Octave Panner	837	Polymod Delay
715	Levitation Gamma	6644	Midi FM Tremolo	7217	Off Hook!	2016	Polyonyx
5436	LevitationShift	2410	Midi Harmony	7113	Office Intercom	2017	PolyReverse
8415	Line Extender	6413	Midi Modulator	1134	OffsetTrem	525	Polyrhythm 5/4
6916	Liquid Sky	2411	MIDI Monitor	228	Old Valve	2018	PolyRingPre
3418	Liquid Toms	1048	Midi Mpitch//Verb12	5736	Ominous Morphing	6917	PolySwirl Tap
225	Little Man	2412	Midi Pitch Delay	1116	Omnipressor (R)	5440	PolytonalRythm
4222	Living In The Past	6414	Midi Remote Cntrller	6517	Omnipressor (R)	2124	PolytonalSurround
4223	Living Room	6645	Midi Reverb 12	6621	One Time Rhyno	5026	Pop Up
2611	LMS Filter	6646	Midi Reverb 8	3517	One Way Phaser	526	Precision Delays
5816	Locomotive	6647	Midi Reverse Shift	5115	One Way Ring Mod	4612	Preverberator
6813	Logan's Box	6648	Midi Ring Mod	2121	Oobleck	6714	Proximityverb
4244	Loneliness	6649	Midi Shifter_ Whammy	1420	OrganicAnimation	6623	Psychedelic Vocals
7313	Long Delay W/ Loop	2414	Midi Sine Ring Mod	5439	Organizer	3323	PsychoGyroscope
7214	Long Distance	6651	Midi St Micropitch	13	Oscillator (440)	3324	PsychoPanner
519	LongDelay	6652	Midi St Phaser	6216	Oscillator 1k Ovu	1835	Ptime Displacement
736	LongDelay_M	2415	MIDI Tremolo	2122	Outer Reaches	7218	Public Address
721	LongPanningDelays	6661	Midi VirtRack #2	1927	OverdrivePreamp	2125	Pulse Guitar
716	Loop_timesqueeze	6662	Midi VirtRack #3	8519	P.A. Echo	8419	Puppy Blender
8416	Lousy MP3	6663	Midi VirtRack #4	7513	Page Three!	3510	'Pure Phase' Phaser
4719	LRMS Reverb	6664	Midi VirtRack #5	833	Pan Chorus's	838	Pure St Comb Flange
875	Lucy In The Sky	6665	Midi VirtRack #6	1928	Pandemonium	2019	QuadPolyfuzz
5737	Lunatics	6666	Midi VirtRack #7	229	Panner Delays	840	QuantizedDelays
5528	M_4DiatonicShift	6667	Midi VirtRack #8	834	Panning Delays	2319	Radio Check
7614	Magic Echo	2416	MidiHarmonixExtract	5214	Panning Sampler	2320	Radio Compress
226	Mandel Worlds	5212	MIDITrig Reverse	629	PanningDelays	8520	Radio Mic
8417	Mandolin	2417	MidiWaveformImpose	4820	Pantry	1121	Ramp Up/Ramp Down
668	Mangling_Dlys	2612	Mixer's Toolbox #1	1929	Paradigm Shift	5027	Ramp Verb
227	Maniac Filterpan	2613	Mixer's Toolbox #2	522	Parallel Delays	3519	Random Phaser
8117	Manic Depressive	2614	Mixer's Toolbox #3	1719	Parallel Pedalboard	230	Random Verb Long
717	Manifold Alpha	2615	Mixer's Toolbox #4	631	ParticleAccelerator	7514	Real Call-in
718	Manifold Beta	6814	Mobius8translate	6518	Pcm70 Concert Hall	841	Real Chorus
3313	Man's Pan	3025	Mods/comps/filters	6519	Pcm70 Sax Hall	842	Real Chorus TNG
2317	Manual Tape Flange2	4732	MonkRoom	1930	Pedal Shift	7219	Real Dialer
3515	ManualPhasers	520	MonoDelay	6622	Pentatonic Delight	4245	Really Large Room
7913	Martian Rock Band	8118	Monster Chorale	3422	PercussBoingverb	4721	ReelRoom
2318	Masderring Lab 22	6620	Monster RACK !	1117	Perfect Trem	8521	Reflections
4414	Masterverb Hall	3026	Moon Solo	1421	Perpetual Motion	724	Reich Loops 1
4415	Masterverb Hall 1	7216	More's Code	5024	Phantom & Reverb	725	Reich Loops 2
4416	Masterverb Hall 2	7615	Morph To Magic	6214	Phase Test	662	Reso>Verb
4720	Masterverb Room 2	5817	Mortar Shells	6713	Phased Voxverb	5809	ResoMachine
4432	Masterverb(post)	1418	Mouth-a-lator Two	722	PhaseRefraction1	672	Resonant Chords
4433	Masterverb(pre)	5213	Multi Trigger	723	PhaseRefraction2	5028	Resonechos
4817	MasterverbRoom1	1833	Multishift + Verb	2123	Pianistick	4513	Reverb A2

H7600 Presets by Name

4246	Reverb Suite	4247	Sharp Verb	6409	St Metered Thru'	5821	TankAttack (411)
527	Reverse Delay	5732	Shift To Nowhere	1214	St*10 Grafic Eq	6321	Tapdelay Plex
5029	Reverse Nonlinear	5422	Shifted Echoes	1227	St*5 Band EQ	6324	Tapdelay+Diffchorus
5216	Reverse Sampler	4821	Shifting Booth	3033	St.Phaser & Reverb	6325	Tapdelay+Verb
5030	Reverserize Hall	7220	Shortwave Radio	4516	St.Plate+Chorus	6522	Tape Echo
5421	ReverseTetra	1934	Siderialfuzz	1051	St.Undulator//AmsDmx	8524	Tape Echo/Deep Hall
5731	ReverseTetra	7816	Simple Compressor	915	St_Distortion	7417	Tape Reverb
528	Ribbon Delay	7817	Simple Equalizer	810	'Static' Flanger	6326	Tapring Plex
4227	Rich Chamber	317	Simple Moddelays	3511	'Static' Phaser	1841	TarantulaSlap
4722	Ridiculous Room	3327	Simple Panner	5733	Steeplechase	1842	TarantulaTrem
3423	Ring Snareverb	1425	Simple Samp/Hold	5529	Stepped Dshifter	6523	TC2290
634	Ringdelays	329	Simple Sampler	5441	Stereo Backwards	6524	TC2290 Dyn Chorus
636	Ringtaps	5224	Simple Sampler	845	Stereo Chorus	6525	TC2290 Dyn Flanger
1931	Ringworld	529	SimpleDelays	874	Stereo Chorus	6526	TC2290 Dyn Long Dly
6115	Rise Or Fall Osc	4613	SimpleDiffusor	1141	Stereo Comp>3band Eq	1053	TC2290/TC1210
6520	RMX Simu Ambience	530	SimplePingPong	318	Stereo Delays	3428	Techno Clank
7914	Robot Band	7616	Singing Mouse	3426	Stereo Delays	3525	Techno Phaser
5610	Robot Voice	1320	Singularity	671	Stereo Diffechorus	8421	Telephone Suite
6624	Rock Vocals Rack	5031	Sizzle Verb	319	Stereo Filter	7015	Tempo Dly_Lfo Jig
3028	Roey's Delay + Shift	4514	Sizzler Plate	846	Stereo Flange	7016	Tempo_Verb Jig
3029	Roey's Verb + Rack	729	Skew Loop 1	847	Stereo Flange 1968	5822	Tesla Generator
4228	Room > Bandpass	730	Skew Loop 2	4824	Stereo Mic's W/Room	2128	TexturalGuitar
8215	Room Tones	4614	Slap Nonlinear	8216	Stereo Next Door	3034	Texture 47
4723	Room#24	4231	Slap Plate	3329	Stereo Panner	3429	The Ambience Kit
8522	Room/Phone	2020	SlidingOnRazors	3527	Stereo Phaser	8120	The Buzz
4420	Roomy Hall	4724	Slight ChorusRoom	4517	Stereo Plate	1723	The Gyre
7715	Round & Round	4822	Small Ambience	7818	Stereo Simulator	7915	Theremin
2126	RoundRobin	4248	Small Chamber	7819	Stereo Spreader	8525	Thick Ambience
1836	Rshift Displacement	3424	Small Drumspace	6521	Stereo Undulator	1936	Third Dominion
3520	Samp & Hold Phaser	5311	Small Sampler	323	Stereo*10 Grafic Eq	7822	Three Band Compress
6116	Samp/Hold FM Lab	531	Smear	1216	Stereo*16 Grafic Eq	12	Thru
639	Samp/Hold Smear	6919	SmearCoder	1219	Stereo*32 Grafic Eq	8526	Thru AM Airwaves
5217	Sample Curver	6626	Smpled Drums Rack	1217	Stereo*8 Grafic Eq	8527	Thru Phone 1
1422	Sample/hold	4232	Snare Plate	5819	Stereocopter (410)	8528	Thru Phone 2
5218	SAMPLER (midikeys)	1050	Snare Plate//Inverse	4615	StereoDiffusor	1428	Tight Bandpass Mod
5219	SAMPLER (multi)	4823	Soft'n Small Room	3524	StereoizingPhaser	3430	Tight Snare Verb
5220	SAMPLER (single)	2127	Solid Traveller	320	Stereoshift	7418	Tile Men's Room
5221	Sampler Filter Trig	7716	Solo Zapper Pro	5820	Stormwatch	4233	Tiled Room
5222	SAMPLER(multi)VERB	5818	Sonar (409)	1321	Stratospherics	6117	Timbre Factory
5223	SamplerAudioSwitch	3425	Sonar Room	848	StringPadFlanger	7017	TimerDly Jig
231	Satchelope Filter	234	SonicDisorderVerb	4733	StringRoom	1843	Timesqueeze Gtr
1932	Satellites	7114	Sound Truck	4249	Strings Room	3814	TimeSqueeze(R)
232	SatelliteSax	6815	Soundwave	5734	StringTrio	1844	Timstretch Gtr
4229	Sax Chamber	3031	Space Station	1052	StTremolo//St10GrEQ	6920	ToddsPedalShiftVerb
3055	Sax Eq_Cmpr_VintDly	8420	Speaking Harp	5225	StudioSampler_M	8529	Tomb/TV Speaker
4230	Sax Plate	6215	SpectrumAnalyzer	5226	StudioSampler_S	1724	Tom's Acoustic Gtr
1619	Saxomaniac	4421	SplashVerb	7820	Super Punch	3035	ToneCloud
5735	Scary Movie & Verb	5032	SplashVerb Maxsweep	532	SuperDuckedDelays	4317	Toonchamber
3521	Sci-Fi Phaser	1837	Splatter Guitar	2021	Surgery	1123	Top 40 Compressor
3522	Sci-Fi Phaser A	8323	Split Delays	1840	Swamp Guitar	7221	Traffic Report
3523	Sci-Fi Phaser B	8119	Split Personality	1426	Sweep Filter	3036	Treatment Two
8523	Sci-Fiction Dlys	4515	Springverb	5034	Swell Verb 9	640	Trem + Delay
3818	Scratchy 33 RPM	5033	Square Tremolo Verb	3427	Swept Band Delay	3037	Trem + RingPong
6625	Searing Lead	1838	Square Tubes	4518	Swept Plate	1124	Tremolo Lux
1933	Second Dominion	1935	Squiggle Guitar	8324	Swept Resonance	3038	Tremolo Rack
233	Seethy Two Reverb	1839	SRV	3915	Swing Pong Delay	5035	Tremolo Reverb
1122	SemiClassic Squeeze	913	St BitDecimator	8217	Swinging Reverb	1845	Trevor's Gtr
6918	September Canons	3032	St Delayed Flanger	850	Swirl Flanges	235	Treys Filter
844	Serial Delays	862	St Detuned Echoes	1427	Synthlike Filter	851	Tri Band Chorus
1721	Series Pedalboard	914	St DistortionTwo	6627	Tablas Baba	1846	Tribal Bass
1722	Serpentine	3615	St Framerate Conv	6628	Tale From The Bulge	7916	Tribbles
7815	Sfx Filter/Compress	1133	St HyperTremolo	7115	Talking Dashboard	5227	Triggered Reverse

H7600 Presets by Name

3919	TrigLFO Pan, Trem	5616	Ultra Diatonic 3	654	Vintage Delay	239	Water-like
3918	TrigLFO St Flanger	5617	Ultra Interval	655	Vintage St DuckDlys	5824	Wavelab
3920	TrigLFO St ModFilter	5618	Ultra Interval 2	1726	Virtual Pedalboard	8530	Waves Place
3921	TrigLFO St Phaser	5619	Ultra Interval 3	4234	Vocal Chamber	3432	WeKnowBeetBoxTrtMe
8017	Triplets	5620	Ultra UserScales	6715	Vocal Chorusdelays	8019	We're A Big Crowd
7617	Trolls	5621	Ultra UserScales 2	4235	Vocal Hall	8020	We're A Small Crowd
534	TruePhase Delay	5622	Ultra UserScales 3	8121	Vocal Sweeper	240	Whirly Mellow
5916	TruePhase Delay	4616	Ultratap 1	5229	Vocalflyer_M	8122	Whispering Crowd
3526	TrueStereoPhaser	4617	Ultratap 2	5230	Vocalflyer_S	6421	White Noise
1937	Turbulence	731	Undo Manifold	6716	VocalverbTwo	1727	White Queen
7515	TV In Next Room	732	Undoloop	6816	Voder 13	241	Wicked
8422	TV Suite	852	Undulate	8111	Voice Cracker	4237	Wide Hall
1725	Twang Guitar	7419	Union Station Verb	6717	Voice Disguise	3433	Wide Room
321	TweakVerb	6419	Universal Matrix	8018	Voice Process Pro	238	W-I-D-E Solo
1429	Two Band Crossover	8423	Universal Radio	6718	Voice Processor	1938	Wideshift
533	Two Delays	6527	Univibe	3056	Vox Channel Strip	1847	Will-o-the-wisp
737	Two Longelays	4728	Unreelroom	6719	Vox Double+Slap	2129	WitchesDance
535	Two Reversedelays	642	Up Banddelay	4236	Vox Plate	2130	With Warts In
5823	Ufo (413)	236	Vai Shift 1	1024	Vox Pro>VintDly	1848	WonderfulBirds
4725	UK Ambience	237	Vai Shift 2	6720	Vox Shimmer	4729	Wooden Mens Room
4726	UK Bright	5228	Varispeed Sampler	6721	Voxplate / Chorus	3816	Woosh Maker
4727	UK Nonlinear	6420	Verb Tester	6722	VoxProcess_S	5036	Wormhole
5611	Ultra AutoCorrect	5038	Verb>ArpResonators	3815	Walkie Talkie	733	YourHarmonyDevice
5612	Ultra Cents	3431	Vibra Pan	5443	Wammy_s	5037	Zipper Up
5613	Ultra Cents 2	5442	Vibrato_S	2022	WaPolyReverse		
5614	Ultra Diatonic	880	Vibropad	5444	Warm Shift		
5615	Ultra Diatonic 2	536	Video Delay	3039	Waterized		

The H7600 Preset Collection

Banks and Presets

The H7600 does not use banks in the same way as the DSP4000 and Orville. However, the presets are arranged in such a way that the first two of the four digits of the preset number may be thought of as a bank number. Presets sharing this bank number will be similar in type or function. When the preset is selected on the Program screen, the bank name will be briefly displayed to give a clue as to the preset's genre.

1 Simple

List of banks and also basic Mute, Thru and Oscillator presets.

- | | | | |
|-----------|---|-----------|------------|
| 10 | H7600 Banks | 96 | 2,2 |
| 11 | Mute | 96 | 0,0 |
| | <i>Nothing in, nothing out. That's all.</i> | | |
| 12 | Thru | 96 | 2,2 |
| | <i>The preset's input is electronically connected to the output. Stereo in and out.</i> | | |
| 13 | Oscillator (440) | 96 | 0,2 |
| {M} | <i>General-purpose oscillator. On loading it is set to a 440 Hz sine wave for tuning. LFO (fm) allows addition of an offset and modulation. Output will clip above +12dB. Aliasing will be audible on triangular and square waves at higher frequencies. Nothing in, dual mono out.</i> | | |
| 14 | Note Oscillator | 96 | 2,2 |
| {Y} | <i>A simple oscillator whose frequency is that of the chosen note. Stereo in, stereo out.</i> | | |

2 Artist Bank

This bank includes some of the classic presets written by and for artists, using Eventide effects units.

- | | | | |
|------------|--|-----------|------------|
| 210 | Amp-u-lation | 96 | 2,2 |
| {EY} | <i>Tube power amp/speaker emulation. This little guy can really do the trick of cleaning up harsh fuzz or to feed a P.A. Stereo in and out.</i> | | |
| 211 | AMS DMX Guitar | 96 | 2,2 |
| {PM}[G] | <i>AMS emulation with parameters set for 'thickening' effect. Stereo in and out.</i> | | |
| 212 | AMS Lucky Man | 96 | 2,2 |
| {PDM}[K] | <i>Vintage AMS type pitch and delay. Tweaked for the vocal performance. Stereo in and out.</i> | | |
| 213 | BackwardGarden3 | 48 | 2,2 |
| {RDE}[GK] | <i>Reverse 'type' sound via multitap and verb. Nice atmosphere. Summed in, stereo out.</i> | | |
| 214 | BadBadThing | 96 | 2,2 |
| {RDMCEY} | <i>Vintage preamp >trem>delay>diffuse verb. Summed in, stereo out.</i> | | |
| 215 | Big Muff W/ Dead 9v | 96 | 2,2 |
| {E}[G] | <i>As used by Mr. S.Vai. This preset has been modified with an attenuation so that speakers and ears are safe. To get the original quality of sound with all the gurgles, turn down your listening amp WAY DOWN !!! and put the 'atten' parameter all the way up. This is ADC converter overload. Sounds like its time to change that 9-volt battery in your distortion pedal. Distortion and EQ. Mono in, mono out.</i> | | |
| 216 | Enhancer | 96 | 2,2 |
| {RDE} | <i>As used by Mr. Satriani. Slow chorus-like rotation and tight reverb effect. Full and warm. A very smooth and rich shimmer is added to your sound. This will not get in your way and adds a lot. Summed in, stereo out.</i> | | |
| 217 | Garden Halo | 48 | 2,2 |
| {RD}[G] | <i>Reverse 'type' sound via multitap and verb. Nice atmosphere. Summed in, stereo out.</i> | | |

The H7600 Preset Collection

- 218** **Gorgeous Delay** **96 2,2**
{DE}[GV] Warm echoes provided by low pass filters. Stereo in and out.
- 219** **ImpWave** **96 2,2**
{RD} A short lived impulse wave. Used as a thickener and imager. Summed in, stereo out.
- 220** **Jan's ResoChords** **48 2,2**
{RDE}(TT) Resonant Chords feeding Hall verb. Door controls input level. 'Reso' sensitivity adjusts input level to resonators. Watch clipping. Dry level, verb sends from Dry and Resonators available. Each resonator has 2.4 sec delay and rhythmic subdivisions. Summed in, stereo out.
- 221** **JP Em +3rd** **96 2,2**
- 222** **JP Em +3rd/+6th** **96 2,2**
- 223** **JP Em +6th** **96 2,2**
{P}[G](TT) Two voice diatonic shift. Summed in, stereo out.
- 224** **Kill The Guy** **96 2,2**
{ME}[G] An extreme vocal wa effect. Summed in, stereo out.
- 225** **Little Man** **96 2,2**
{PRE}[G] A plex loop with reverse shifters and filters inside. I think this little man is trying to say something. Summed in, stereo out.
- 226** **Mandel Worlds** **96 2,2**
{PDM} Series crystals and sinuous chorused delay. Summed in, stereo out.
- 227** **Maniac Filterpan** **96 2,2**
{MEY} Peak detection modulates an LFO > filter and panner. Stereo in and out.
- 228** **Old Valve** **96 2,2**
{DEY}[GV] Valve simulation. Summed in, stereo out.
- 229** **Panner Delays** **96 2,2**
{DM} Subtle modulation make these panning delays rich and smooth. Stereo in and out.
- 230** **Random Verb Long** **96 2,2**
{P} Like the title says. This is one that you need to experience. Summed in, stereo out.
- 231** **Satchelope Filter** **96 2,2**
{EY}[G] Dual envelope following filters. Summed in, stereo out.
- 232** **SatelliteSax** **96 2,2**
{DM} Four delay lines, each panned by its own LFO. Also, each has another LFO modulating its delay. Stereo in and out.
- 233** **Seethy Two Reverb** **96 2,2**
{REY} Envelope filters into reverb. Try it with bass and guitar. Stereo in and out.
- 234** **SonicDisorderVerb** **96 2,2**
{PRD} This wild atmosphere is both unusual and extreme. A must listen. Summed in, stereo out.
- 235** **Treys Filter** **96 2,2**
{EY}[G] Three parallel envelope filters and stereo mixing give a subtle effect. Summed in, stereo out.
- 236** **Vai Shift 1** **96 2,2**
- 237** **Vai Shift 2** **96 2,2**
{P}[G] Two independent pitch shifters, one for each channel. Stereo in and out.
- 238** **W-I-D-E Solo** **48 2,2**
{P}[GV] Uses a lot of very small pitch shifts to widen the stereo image. Summed in, stereo out.
- 239** **Water-like** **96 2,2**
{RDE}[GV] Basic rotating speaker effect with a little reverb. There's actually two speakers (high and low) and you can alter each to your taste. When you load this preset, the settings are for what we believe to be most natural. Summed in, stereo out.
- 240** **Whirly Mellow** **96 2,2**
{DM} Smooth and swirling. Panning dry and delayed signals (tied to delay modulation) into a stereo flange. Stereo in and out.
- 241** **Wicked** **96 2,2**
{REY} Clean preamp to reverb. Summed in, stereo out.

The H7600 Preset Collection

3 Basics

A collection of presets showing the fundamental effects capabilities of the unit. Delays, pitch shifters, reverbs, compressors, filters, equalizers... ready for any task.

- 310** **2 Diatonicshifts** **96 2,2**
{PD} *A simple two channel two voice diatonic shifter. Stereo in and out.*
- 311** **2 Pitchshifters** **96 2,2**
{P} *Simple pitchshifters. Stereo in and out.*
- 312** **BasicRoom** **96 2,2**
{R} *Basic stereo reverb. Stereo in, stereo out.*
- 313** **Compressor_2** **96 2,2**
{Y} *Two independent mono compressors. Dual mono in and out.*
- 314** **Compressor_S** **96 2,2**
{Y} *Simple compressors. Stereo in and out.*
- 315** **Diatonicshift_S** **48 2,2**
{PD} *Single parameter control of this two voice diatonic shifter. Stereo in and out..*
- 316** **Dual Delays** **96 2,2**
{D} *Simple delays with separate params.. Stereo in and out.*
- 317** **Simple Moddelays** **96 2,2**
{DM} *Two modulating delay lines. Stereo in and out.*
- 318** **Stereo Delays** **96 2,2**
{D} *A stereo multitap, simple to control. Summed in, stereo out.*
- 319** **Stereo Filter** **96 2,2**
{E} *Two filters with common controls. Stereo in and out.*
- 320** **Stereoshift** **96 2,2**
{P} *Simple pitchshifters. Stereo in and out.*
- 321** **TweakVerb** **96 2,2**
{R} *<diff>, <decay>, <rsize>, <hicut>, <depth> + <rate> are controlled by the <tweak> knob to select between 4 verb sounds the last being a 'User' slot with zero defaults. Stereo in and out.*
- 322** **Dual*10 Grafic Eq** **96 2,2**
{E} *Dual 10 band EQ with separate controls. Choose freq, bandwidth (in octaves), as well as levels (in dB). Mast is an offset added to the boost. Stereo in and out.*
- 323** **Stereo*10 Grafic Eq** **96 2,2**
{E} *Stereo 10 Band. Choose freq, bandwidth (in octaves), as well as levels (in dB)<mast> is an offset added to the boost. Stereo in and out.*
- 329** **Simple Sampler** **96 2,2**
{S} *Basic single-take 85 second sampler. Stereo in and out.*

The H7600 Preset Collection

4 Beatcounter

These presets are based on a beat counter algorithm. Feed the left channel with the source you want to delay and the right channel with the time setting source, e.g. a snare drum. The unit will calculate the timing and ignore all figures like rolls and fills played in between. For panners and choruses the calculated time is converted into a frequency rate.

- 411** **Gaspodes Dly_M** **96 2,2**
⇒ mono
- 412** **Gaspodes Dly_S** **96 2,2**
⇒ stereo
- {DME} *Simple delays, based on beat counter math.- see also in 'general descriptions. 1st input is used for trigger 2nd input feeds 1st delay - out1. 3rd input feeds 2nd delay - out2. Start hitting 'expert' menu, 'out status' switches the trigger channel to first output so you can monitor and adjust the gate. Stereo out.*
- 414** **Gaspodes Pndly_M** **96 2,2**
{DME} *1st input is used for trigger 2nd input feeds delay - out 1,2 Mono delay with synched panner, based on beat counter math.- see also in general descriptions. Start hitting 'expert' menu, 'out status' switches the trigger channel to right output so you can monitor and adjust the gate. 'timing' parameter on the panner page relates to 'counted time' value. Dual mono in, stereo out.*
- 415** **General Informations** **96 0,0**
 General information on the "Beatcounter" suite of presets. Nothing in, nothing out.

5 Delays

This bank offers many useful delay based presets. Whether used for imaging effects, doubling, or long delay and poly-rhythms, there's something for all applications, including Eventide classic Reverse Delays.

Historical note: the first Eventide Digital Delay Line, the 1745 model, appeared in 1971, offering an impressive 200 ms of delay time in its expanded version, using a total of 980 shift register chips to achieve this. The H7600, in contrast, offers almost 260 seconds of storage at a 48KHz sampling rate !!

- 510** **Delaytaps** **96 2,2**
{D}(TT) *Series delays. Summed in, stereo out.*
- 512** **Demondelay** **96 2,2**
{D}(TT) *Very controllable multitap preset. Tweaked here as a reverse effect. Summed in, stereo out.*
- 513** **Ducked Delays** **96 2,2**
{DY}[V](TT) *Repeating echoes that get out of the way for the input. Adjust `Delay' for rhythm, and `Duck' for sensitivity. Tunable version is `Dual Ducked Delay'. Switchable in, stereo out.*
- 514** **DuellingDualDlys** **96 2,2**
{D} *Inputs are summed to mono then sent to four delays in parallel. Create your own polyrhythms. Stereo in and out.*
- 515** **Envelope Taps** **48 2,2**
{D}(TT) *The tap envelope is formed from an attack multitap and a decay multitap. Summed in, stereo out.*
- 516** **Four Delays** **96 2,2**
{DE}(tim) *Four delays (5 sec) with hicut filters. <master> params override individual channels. Stereo in and out.*
- 519** **LongDelay** **96 2,2**
{DE}(tim) *Single 85 second delay line. Summed in, stereo out.*
- 520** **MonoDelay** **48 2,2**
{DE}(tim) *Single 22 second delay line. Summed in, stereo out.*
- 521** **Multitap Delay** **96 2,2**
{D} *A single delay line with many taps, each one with individual controls. Summed in, stereo out.*
- 522** **Parallel Delays** **96 2,2**
{D}(TT) *Parallel delays. Stereo in and out.*

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- 524 Pingpong** 96 2,2
{D}(TT) Series delays. Summed in, stereo out.
- 525 Polyrythm 5/4** 48 2,2
{D}(TT) Lets you play with true polyrhythmic figures. Choose BPM, note values and # of repeats. Play a note get 5 against 4 out. Stereo in, stereo out.
- 526 Precision Delays** 96 2,2
{D} Allows you to adjust delay in microsecond increments. One delay per channel. Stereo in and out.
- 527 Reverse Delay** 96 2,2
{DE}(tim) Single 20 second reverse delay line. Summed in, stereo out.
- 528 Ribbon Delay** 96 2,2
{D} Inputs are summed then sent to four delays in series. Nigel says 'they intertwine like a ribbon'. Independent control of delay times. Summed in, stereo out.
- 529 SimpleDelays** 96 2,2
{D}(TT) Basic stereo delay line. Stereo in and out.
- 530 SimplePingPong** 96 2,2
{D}(TT) Simple 'ping-pong' delay. Summed in, stereo out.
- 531 Smear** 96 2,2
{D} -= Smear Filter -= Acts as a complex comb filter, but with no feedback to tank things up. Great for widening a mono source. Eight delay lines in series. Summed in, stereo out.
- 532 SuperDuckedDelays** 96 2,2
{DEY}(TT) Dual ducked delays and EQ with plenty of control and visual feedback. Stereo in and out.
- 533 Two Delays** 48 2,2
{DEY}(tim) Two delays (10 sec) with hicut filters. <master> params override individual channels. Stereo in, stereo out.
- 534 TruePhase Delay** 96 2,2
{D} A variable amount of 'phase shift'. This is real phase shift in degrees and it applies to each frequency. You also have precision delay and feedback. Stereo in and out.
- 535 Two Reversedelays** 96 2,2
{DE}(tim) Two reverse delays (10 sec) with hicut filters. <master> params override individual channels. Stereo in and out.
- 536 Video Delay** 96 2,2
{D} This program will delay the input by a fixed number of video frame times. It can be used to, for example, compensate for the delay introduced by a Standards Converter or other video effects unit. Dual mono in, dual mono out.

6 Delays – Effected

Delays in this bank are enriched by many different effect types; you'll find combinations of delays and filters (Band Delays), resonators, combs, ring modulators, detuners and tremolos. Panning delays and ping-pong are here as well, together with some Vintage style echoes and ducking delays.

- 610 Banddelays** 96 2,2
{DE}(TT) Parallel delays with filters. Stereo in and out.
- 612 Bandtaps** 96 2,2
{DE}(TT) Series delays with filters. Summed in, stereo out.
- 615 Centering Echoes** 96 2,2
{RDE} Multitap echoes that start at edges of the stereo field and move progressively closer to center as they decay. Mono in, stereo out.
- 616 ChordRezonator** 96 2,2
Four Rezonant delays. The resonant frequency of each one is set using the Note parameters. Create any chord you wish, or set all rezonators to the same value. Transpose notes by octave using the Octave parameter to create wider chord voicings. The freq parameter displays the fundamental frequency of each of the rezonators. Use the Output parameters to set the quad panning position of each of the rezonators. Use the Input parameter to switch from stereo to Stereo input. Stereo in and out.

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- 617 Clearmntn Claps** 96 2,2
{D} A multitap specifically adjusted for claps. Summed in, stereo out.
- 618 Clearmntn Delays** 96 2,2
{PDME}[GVDK](TT) More than your usual echoes. Has subtle filtering and shifting going on. Mono in, stereo out.
- 619 Combdelays** 96 2,2
{D}(TT) Parallel delays with resonators.
- 621 Combtaps** 96 2,2
{D}(TT) Series delays with resonators. Summed in, stereo out.
- 623 Detuned Band Delay** 96 2,2
{PE} Eight bands of delay and detuner built in. Stereo in and out.
- 624 Down Banddelay** 96 2,2
{DE} Twelve bands, each with a delay. Set for high frequencies first. Stereo in and out.
- 625 Latticework** 96 2,2
Stereo in and out.
- 628 Mess With Stereo** 96 2,2
{PDME}[V] The left/right input is converted to sum/difference. then, a number of modifiers act upon the signal. finally It is converted back to left/right. This gives some interesting stereo enhancements. Note: There is a slight delay in processing. Stereo in and out.
- 629 PanningDelays** 96 2,2
{DMEY} Ten second delays with separate auto-panning. Envelope detection can be used to modulate the LFO. Output switch selects final routing. Stereo in and out.
- 631 ParticleAccelerator** 96 2,2
{DME}(TT) Phaser and multitap create rapid fire delays that pan left to right. Summed in, stereo out.
- 632 Pingcombpong** 96 2,2
{D}[GK](TT) Series delays with resonators. Summed in, stereo out.
- 633 Pingringpong** 96 2,2
{PD}[GK](TT) Series delays with ringmods. Summed in, stereo out.
- 634 Ringdelays** 96 2,2
{PD}[GK](TT) Parallel delays with ringmods. Stereo in and out.
- 636 Ringtaps** 96 2,2
{PD}[GK](TT) Series delays with ringmods. Summed in, stereo out.
- 639 Samp/Hold Smear** 96 2,2
{DM} -= Sample / Hold -= A cool Sample / Hold effect, but instead of a filter, we use 'Smear', some delay lines that act as a complex comb filter. Summed in, stereo out.
- 640 Trem + Delay** 96 2,2
{PDM}[GK](TT) Combination Trem and RingPong. Summed in, stereo out.
- 642 Up Banddelay** 96 2,2
{DE} Twelve bands, each with a delay. Set for low frequencies first. Stereo in and out.
- 651 Filtered Dlys** 96 2,2
{DME}[VK](TT) Two delay lines with modfilters in their feedback paths. Stereo in and out.
- 654 Vintage Delay** 96 2,2
{DME}(TT) Two vintage-sounding delay lines. Some modern control features are added. Stereo in and out.
- 655 Vintage St DuckDlys** 96 2,2
{DMEY}(TT) Stereo Vintage Delays with ducking. Stereo in and out.
- 662 Reso>Verb** 96 2,2
{RDE}(TT) Stereo Resonant Chords > Reverb. Door controls input level. Reso sensitivity adjusts input level to resonators. Watch clipping. Each resonator has 2.4 sec delay and rhythmic subdivisions. ResoLooping is also possible. Stereo in and out.
- 668 Mangling_Dlys** 48 2,2
{DME}(TT) Four stereo pretaps delays > 2 moddelays > 2 modfilters > 2 distort preamps. Lots of Tap Tempo syncs available. A great tool for all sort of spectacular delays alterations. Stereo in and out.
- 670 Easy TT Dlys&Filters** 96 2,2
{DE}(TT) Simple Tap Tempo dual delay with bypassable post filters Stereo in and out.

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- 671 Stereo Diffchorus 96 2,2**
{RDE}(TT) Diffchorus >TT delays > hicut filters. Many combinations of diffused dlys with verb and modulation are possible. Stereo in and out.
- 672 Resonant Chords 96 2,2**
{DE}(TT) Stereo Resonant Chords. Door controls input level. Reso sensitivity adjusts input level to resonators. Watch clipping. Each resonator has 2.4 sec delay and rhythmic subdivisions. ResoLooping is also possible. Stereo in and out.

7 Delays - Loops

This bank contains a number of looping presets based on the longdelay module. This module is only available in DSP A; the presets using it will thus only be loadable on DSP A.

This is a truly amazing collection really unique in the audio industry. You would need an array of several looping, processing and mixing units to try to achieve what some of these presets can do! Others are not even possible outside of the Eventide platform. Here are some examples: pre and post loop pitch shifters, 4 speakers panning, rotating or reflecting loops, multi-track loopers, polyrhythmic and "canon" style loops, criss-cross feedback loops, real-time timesqueeze processed loops, reverb/delay post-processed loops, harmony shiftable loops.

A note on use:

Loops have Assign 2 patched to loop input level (volume pedal) by default. Make sure you have a volume pedal connected to rear panel Pedal 1 or 2 inputs or any midi real time controller patched to Assign 2.

- 710 Fractal Vortex 96 2,2**
{DMY}{GVKX}(tim) Cascade looper with envelope control of the looper's input mix. Its output is fed into a panner which sprays the effect into a stereo glide, fed also directly by dry input. Envelope bias adjusts sensitivity of modulation for the input/feedback mix of the looper. Loud signals add new audio to loop, decreasing level of old layers. Soft signals keep both in the loop. Echo balance: when set at min, the mix is all Echo 1, at max. it's all Echo 2. In between settings produce echo rhythm that change over time. Assign 2: floor door. Set feedback at 90/95%. Summed in, stereo out.
- 711 Helix Loops 48 2,2**
{DY}{GVKXS}(tim) Four 20 sec stereo loops. <loop#> chooses which pair sees input. Stereo in and out.
- 712 HelixManifold 48 2,2**
{PRDCY}{GVKX}(TT)(tim) 'helix loops' + effects. pitch>4 loops>verb>delays. Stereo in and out.
- 713 Levitation Alpha 48 2,2**
{PRDMCY}{GVKXS}(TT) BPM loop + effects. Stereo pitchshift (2 sec)>loop (80 sec) >verb>slap(2 sec). Pitch: has envelope shaping and is bypassable. Loop: vol pedal <mod2> is door to loop, so set <mod2> to high if you do not want this performance feature. Choose BPM, meter and # of measures for loop length. Slap: has source selection. Stereo in and out.
- 714 Levitation Beta 48 2,2**
{GVKXS}{PRDMCY}(TT) BPM loop + effects Stereo reverseshift(10 sec)>loop(80 sec)>verb >slap(2 sec). Pitch: if mix is set to 0% then input to pitch is muted so you are not filling it with undesired data. Loop: vol pedal (mod2) is door to loop, so set mod2 to high if you do not want this performance feature. Choose BPM, meter and # of measures for loop length. Slap: has source selection. Stereo in and out.
- 715 Levitation Gamma 48 2,2**
{PRDMCY}{GVKXS}(TT) BPM loop + effects Sums (1+3 and 2+4) feed stereo diatonic shift >(2 sec)>loop (80 sec) >verb>slap(2 sec). Pitch: has envelope shaping external modulation <mod1> and is bypass-able. Loop: vol pedal <mod2> is door to loop, so set <mod2> to high if you do not want this performance feature. Choose BPM, meter and # of measures for loop length. Slap: has source selection. Stereo in and out.
- 716 Loop_timesqueeze 48 2,2**
{PRDCY}{GVKX}(TT)(tim) St loops > timesqueeze > verb. Loops crisscross feedback. Timesqueeze allows independent duration and pitch control. Stereo in and out.
- 717 Manifold Alpha 48 2,2**
{PD}{GVKX} Non-sampler looping preset, this one has a shifter+32 sec loop+4sec slap. <door> is feed level to effect. <inmix> to Pitch 0=input, 100=Loop. <inmix> to Loop 0=input, 100=Pitch. Loop has a volume pedal before it set to mod2. Heel= non input, toe= <door> level. in+loop+pitch feed slap loop+pitch output left. slap output right. Summed in, stereo out.

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8 Delays – Modulated

A Bank offering a wide variety of modulated delays. Sophisticated stereo, multi-channel and 5.1 manipulations are also included. Here is where you'll find mono, stereo and multi-channel choruses, flangers, Leslie simulators, panning moddelays and many of their variations and enhancements, including some clever emulations of old favorites.

- 810 'Static' Flanger 96 2,2**
{DM}[VK] *Eight flangers modulated such that at any time four are going 'up' and 4 are going 'down'. The result is a flanger that doesn't really go anywhere... it just sounds 'flangey'. The effect takes a few seconds to kick in. The 'dry' signal is also delayed 1/2 the value of 'Depth'. Summed in, stereo out.*
- 811 Allan's Chorus 96 2,2**
{DME}[GK] *Here's a rack with 8 digital delays with filtering, modulation, levels and panning for each of them. Dry sound is parallel to them. One of the secrets to a great chorus/delay sound is the random interactivity in their sweep patterns. A volume pedal is placed at the input of the structure. A very flexible algorithm. Summed in, stereo out.*
- 812 Auto Tape Flanger 96 2,2**
{DM}(TT) *The real deal. This pup can sound like you're rocking the reels. Sweep delays parallel to fixed delays so you can go through zero. Stereo in and out.*
- 813 Band Flanger 48 2,2**
{DME}[VK] *Input is divided into octaves and each octave is flanged separately. Decrease input gain to avoid distortion and increase output gain to compensate. Summed in, stereo out.*
- 814 Chordal Swell 96 2,2**
{DME}[G] *Use your Assign1 as volume pedal for chords swells thru' this rack of 8 digital delays with filtering, modulation, levels and panning for each of them. Dry sound is parallel to them. A very flexible algorithm. Mono in, stereo out.*
- 815 Chorusdelays 96 2,2**
{DM}[GK](TT) *Parallel delays with LFOs. Stereo in and out.*
- 817 Chorused Cabinet 96 2,2**
{RDME}[K] *The sound of a miked speaker cabinet with a touch of modulating chorus. Summed in, stereo out.*
- 818 Chorused Delays 96 2,2**
{DM}[GVK](TT) *Simple stereo chorus/delays. Left and right modulation mirror each other. When left mods up, right mods down. Stereo in and out.*
- 819 Chorustaps 96 2,2**
{DM}[GVK](TT) *Series delays with LFOs. Summed in, stereo out.*
- 821 Detune Chorus 96 2,2**
{P}[GVK] *Similar to 'Real Chorus' with lots of detuned echoes. Summed in, stereo out.*
- 822 Drew'sThroatflange 96 2,2**
{RDME}(TT) *A deep negative resonant flange that adds a throaty quality to sounds. Sounds cool on drums as well. Summed in, stereo out.*
- 824 DualChorus 96 2,2**
{DM}(TT) *Simple stereo chorus. Tweaked as chorus. Stereo in and out.*
- 825 DualChorusDelays 96 2,2**
{DM}(TT) *Simple stereo chorus. Tweaked as sweeping delays. Stereo in and out.*
- 826 Envelope Flanger 96 2,2**
{DY} *A flanger that is controlled by the level of the input. <attack> and <decay> control the response time. For something different, try LONG <depth>'s. Stereo in and out.*
- 828 Flange Echoes 96 2,2**
{DME}[VD](TT) *Each of four flangers are panned and then feed a stereo echo.. Stereo in and out.*
- 829 Flanged Delays 96 2,2**
{DM} *Two delays in which the echoes are flanged. Stereo in and out.*
- 830 Hiccup Chorus 96 2,2**
{DM} *Eight chorusing delays into a stuttering tremolo effect. You can engage an external control to change the trem rate. Summed in, stereo out.*

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- 832 Leslie Simulator 96 2,2**
{RDE}[K] Basic rotating speaker effect with a little reverb. There's actually two speakers (high and low) and you can alter each to your taste. When you load this preset, the settings are for what we believe to be most natural. Summed in, stereo out.
- 833 Pan Chorus's 96 2,2**
{DM} Four delays are panned and swept with eight oscillators, creating a rich but tight field of voices. Stereo in and out.
- 834 Panning Delays 96 2,2**
{DM} Four delay lines. Each is panned by its own LFO. Also, each has another LFO modulating its delay. Stereo in and out.
- 835 Pingchoruspong 96 2,2**
{DM}(TT) Series delays with LFO's. Summed in, stereo out.
- 836 Polymod Chorus 96 2,2**
{DM}[GK] Three sets of stereo delays with FM modulation of each set. This allows very rich modulation while smearing the sense of sweep patterns. Stereo in and out.
- 837 Polymod Delay 96 2,2**
{DM} Tweak of 'polymod chorus' set for chorus and delays with subtle modulation patterns. Stereo in and out.
- 838 Pure St. Comb Flange 96 4,4**
{DY} A flange modulated by the level of the input. Attack and Decay control response. Flange controls depth. The Flange is recombined with the INVERSE of the original signal. All that remains are the combs. Stereo in and out.
- 840 QuantizedDelays 96 2,2**
{DM} These four parallel delays have user selectable bit paths to allow emulation of older style gear. 24 bit all the way down to one. Summed in, stereo out.
- 841 Real Chorus 48 2,2**
{P} A simulation of having eight more of the input. Summed in, stereo out.
- 842 Real Chorus TNG 96 2,2**
{PDMCEY} A simulation of additional musicians. Tuning: How well they are in tune. Timing: How tight they are. Hunting: How fast they find the note. Best on single-note instruments. Note: some instruments don't hunt. (Keyboard, drums, etc..) Summed in, stereo out.
- 844 Serial Delays 96 2,2**
{DM}(TT) Stereo serial delays. Delay#1 represents a ganged stereo pair with opposing modulation directions. Ditto for #2. Stereo in and out.
- 845 Stereo Chorus 96 2,2**
{DM}[GK] Eight moddelays, each with an LFO. Stereo in and out.
- 846 Stereo Flange 96 2,2**
{DM}(TT) Two flangers with a common LFO. Run your sound through this preset for the proper mix. Stereo in and out.
- 847 Stereo Flange 1968 96 2,2**
{DM}[GVDK](TT) Nice, stereo flange. There are separate delay controls but a common LFO. Stereo in and out.
- 848 StringPadFlanger 96 2,2**
{DM}[G](TT) Flanger built from allpass modules. LFO modulates predelay time. Works well on midrange instruments such as string sections and synth pads. Dual mono in, dual mono out.
- 850 Swirl Flanges 96 2,2**
{DM}(TT) Four flangers that also pan around you. Stereo in and out.
- 851 Tri Band Chorus 96 2,2**
{DME}(TT) Just what the title says. Gives very rich and full chorusing and image as each frequency has its own fx path. Stereo in and out.
- 852 Undulate 96 2,2**
{RDME}[GVK] A shimmering undulating delay constructed from 6 amplitude modulated delays and a complex feedback matrix. Summed in, stereo out.
- 862 St Detuned Echoes 96 2,2**
{DME}(TT) Stereo delay lines with lowcut & hicut filters in the feedback paths. M_lowcut & M_hicut at 100% use the delays lowcut & hicut settings. Complex filtered polyrhythms and modulations are possible. Stereo in and out.

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871 **Dual 2taps Chorus** 96 2,2
872 **Dual 2taps Delay** 96 2,2
873 **Dual 2taps Echorus** 96 2,2

{RDME}[GVK](TT) Each input feeds a diffusor (master) which feeds 2 parallel moddelays with filters and another diffusor in their feedback paths. Thick diffused polyrhythms are possible. Pre-delays diffusors parameters are in the master menu. Feedback diffusors are in the taps menus. Reduce input trim to -6/10dB with high feedback settings! Vintage sound for the connoisseur. Stereo in and out.

874 **Stereo Chorus** 96 2,2

{DM}[GK](TT) Classic stereo chorus with phase inverted sweep and TTempo mod rate. Stereo in and out.

875 **Lucy In The Sky** 96 2,2

876 **Flanged Space 1** 96 2,2

877 **EchoMatic** 96 2,2

878 **Delays Matrix** 96 2,2

879 **AmbiClouds 2** 96 2,2

880 **Vibropad** 96 2,2

{DME}(TT) Eight moddelays matrix with filters in their routable feedback paths. High feedback settings and matrix configurations can produce runaway feedback. Be careful. Summed in/stereo out.

9 Distortion Tools

One-of-a-kind distortion effects for just about any program material. Bit decimation, distortion preamps with curve morphing capabilities, multi-band distortion, hard filtering...

910 **DesertPercussion1** 96 2,2

{RDCEY}[GD] Polydriver>diffussion>delay. Delay lets you choose output path. Summed in, stereo out.

911 **DesertPercussion2** 48 2,2

{REY}[GD] St distortion> Diffchorus. Stereo in and out.

912 **Neutralizer** 48 2,2

{MEY}[G] St compressors > distortion > comb filter > gates > post EQ > modfilter. Stereo mixes mangler. Stereo in and out.

913 **St BitDecimator** 96 2,2

{E}[GKX] Bit decimation>filter>gate. Stereo in and out.

914 **St DistortionTwo** 48 2,2

{EY}[GKX] St comp>EQ>distortion>EQ. Stereo in and out.

915 **St_Distortion** 48 2,2

{EY}[GKX] St compressors > distortion > gates. Stereo in and out.

916 **Comb Distortion** 48 2,2

{DEY}[G] Comp>Eq>Comb>Distortion>Comb>Eq>Gate. Definitive distortion tool with: -pre and post 5 bands parametric eq - curves manual and remote morphing -pre comb for distortion character -post comb for alternate coloration Summed in/Mono out.

10 Dual Machines

Every preset in this bank contains two full blown stereo processors, ready for your tracking, mixing or FoH work.

1011 **Band Dlys 4_Ambience** 48 2,2

{RDE}[VK](TT) Four Band delays in parallel to reverb. Feeds from dry and dlys to verb are available. Stereo in and out.

1012 **Dly>Phsr_Ambience** 48 2,2

{RDMCEY}[GVK](TT) Vint DuckDlys> Phaser in parallel to reverb. Feeds from dry and dlys to verb are available. Stereo in and out.

1015 **Dtune>Hall** 48 4,4

{PRDMCE} Detuner in parallel to Vocal Hall. Feeds from dry and detuner to verb are available. Stereo in and out.

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- 1017 DynoMyPiano>VintDlys 48 2,2**
{DME}[GK](TT) Songbird/DyTronics Dyno My Piano Tri Stereo Chorus 1380 S replica in parallel to Vintage Delays. Sum I/Stereo O. Very popular chorus unit in early 80s. The 3 L/C/R LFO faders control progressive waveshaping of the modulation. <pullouts>: here are controls for the original knobs pullouts that enhance the spatial perception of each chorus line and engage feedback for flanging.
- 1019 FltDlys_Rich Chamber 48 2,2**
{RDME}(TT) Filtered Dlys in parallel to Rich Chamber. Feeds from dry and dlys to verb are available. Stereo in and out.
- 1024 Vox Pro>VintDly 48 2,2**
{PRDMCEY}[V](TT) Compr>eq>micropitch in parallel to verb. Vintage Dlys in parallel to post compr/eq signal and micropitch. Don't mix dry in. Use dry level as post compressor and eq level. Summed in, stereo out.

These dual fx can store 10 tweaks. All params marked with a * are remembered by each tweak, which can be remotely recalled with a MIDI cc message and the tweak# knob. Set your pedalboard 10 switches to send the same MIDI cc#, with values 1 to 10 to recall tweaks 1>10. A router selects dual mono or stereo input and trimming. Selectable mono-stereo in, stereo out

- 1041 6 V Dlys & Verb 48 2,2**
{RDME}[GVDK](TT) Six V Dlys & Reverb in parallel.
- 1042 Brass Plate//2vHarmo 48 2,2**
{PRDCE}(TT) Brass Plate & 2v Harmonizer in parallel.
- 1043 ClrmntnDlys//EMTplt 48 2,2**
{PRDMCE}(TT) Clearmountain Dlys & EMT Plate in parallel.
- 1044 Detune//VintageDlys 48 2,2**
{PDME}(TT) Detune & Vintage Delays in parallel.
- 1045 Drum Plate//Top40Com 96 2,2**
{RDCEY}[D](TT) Drum Plate & Top 40 St Compressor in parallel.
- 1046 DuckDlys//AMSDMXgtr 96 2,2**
{PDMY}[G](TT) Ducked Delays & AMS DMX Guitar in parallel.
- 1047 Large Room//TapeEcho 96 2,2**
{RDME}(TT) Large Room & Tape Echo in parallel.
- 1048 Midi Mpitch//Verb12 48 2,2**
{PRM}(TT) MIDI St Micropitch & MIDI Reverb 12 in parallel.
- 1049 Piano Hall//ChrsDlys 48 2,2**
{RDME}[K](TT) Piano Hall & Chorused Delays in parallel.
- 1050 Snare Plate//Inverse 48 2,2**
{RDE}[D](TT) Snare Plate & Inverse Snare in parallel.
- 1051 St.Undulator//AmsDmx 48 2,2**
{PDMY}(TT) Stereo Undulator & AMS DMX 1580S in parallel.
- 1052 StTremolo//St10GrEQ 96 2,2**
{MEY}(TT) St Tremolo Lux & St 10 Graphic EQ in parallel.
- 1053 TC2290//TC1210 96 2,2**
{DMY}(TT) 2290 & 1210 in parallel.

11 Dynamics

Fine tuned compressors, expanders, tremolos, noisegates, amplitude followers, mastering quality multiband compressors ... all here in this bank.

- 1110 Amplitude Follower 96 2,2**
{Y} Modulates the amplitude of one signal with another. The result is much like a triggered gate, except that the level of the modulated signal is ALWAYS proportional to the level of the modulator. Dual mono in, stereo out.
- 1111 Auto V/O Ducker 96 2,2**
{DY} Smoothly fades music (or sfx) before voice or other 'priority' signal. No pumping, unaffected by input level over threshold. Includes one-second delay. Switchable in, mono out.

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- 1112 Bigger Is Wider** 96 2,2
{REY}[VD] Energy below 200 Hz (bass notes and male voices) triggers stereo width enhancement. Completely compatible: mono listeners hear original signal. Stereo in and out.
- 1113 Fm Trem** 96 2,2
{MY}[GK](TT) Fm version tremolo. <sens> is fm sensitivity, triggered by a sum of input 1&2. <polarity> selects trem direction. Stereo in and out.
- 1114 Dual Compressors** 96 2,2
{Y} Dual compressors. <master> params override all individual compressors. Stereo in and out.
- 1115 Dual Noisegates** 96 2,2
Dual gates. Select the sidechain/trigger inputs at <master> menu. <master> params override individual gates. Stereo in and out.
- 1116 Omnipressor (R)** 96 2,2
{DEY} This 'vintage' emulation comes directly from the source. Richard would be happy to share with you his foray into 'Vsig', our graphics editing package. His journey 'The Anatomy of a Preset', as well as Vsig itself, may be down loaded from our web site at eventide.com. Mono in, mono out.
- 1117 Perfect Trem** 96 2,2
{MY}[GVK](TT) Retriggerable fm tremolo. Audio can retrigger the LFO so downbeats can set angle of waveform. Audio can also modulate the LFO to allow a faster or slower rate during decay. Stereo in and out.
- 1119 Dual Expanders** 96 2,2
{Y} Stereo/dual mono expanders. <master> parameters control all channels simultaneously. Individual channel controls override masters. Stereo in and out.
- 1120 Bpm FM Trem** 96 2,2
{MY} Bpm Version of Fm Trem. Sync or oppose L and R trem. Stereo in and out.
- 1121 Ramp Up/Ramp Down** 96 2,2
{E} This preset gives you the ability to create audio fades in & out, either exponentially, linearly, or define your own envelope. Stereo in and out.
- 1122 SemiClassic Squeeze** 96 2,2
⇒ Has a knee and considerable overshoot.
- 1123 Top 40 Compressor** 96 2,2
{Y}[VD] A classic compressor topology is used in this algorithm. You can overload a little without harsh clipping. Dual mono in, dual mono out.
- 1124 Tremolo Lux** 96 2,2
{MY}[GK] Tremolo with some envelope modulation. Has rate and tremolo depth. Stereo in and out.
- 1125 Comp(3bandFIR)_S** 48 2,2
⇒ Master parameters <m_> offset all bands as seen in graph.
- 1127 Comp(4bandFIR)_S** 48 2,2
⇒ Note that crossover frequencies are bound to each other.
- 1128 Comp(5bandFIR)_M** 48 2,2
⇒ Fixed at 2 octave bands. Summed in, mono out.
{DEY} Through the use of FIR filters these multiband compressors keep phase coherent.
- 1133 St HyperTremolo** 96 2,2
{D}[S](TT) Use LFO rate lower settings for standard trem effects, higher rates for lo-fi, psudo ring modulated, distorted sound. Change the relative phase of the 4 trem. This will give a wider effect. Stereo in and out.
- 1134 OffsetTrem** 96 2,2
{D} Two Tremolo modules using the same LFO, whose Rate can be set between 0 and 20KHz! Use lower settings for standard trem effects, higher rates for lo-fi distorted sound. Change the relative phase of the trem. This will give a wider effect. Create your own LFO shape using the Custom Waveform designer. Stereo in and out.
- 1140 Dual Comp>3band Eq** 96 2,2
{EY} Dual mono Compr>3band Eq. Dual mono I/O.
- 1141 Stereo Comp>3band Eq** 96 2,2
{EY} Stereo Compr>3band Eq. Stereo in and out.

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- 1142** **DI Compress** **96** **2,2**
{DEY} *A stereo compressor is followed by a compressor that limits a band or a shelving response. Use as a de-esser or other versatile frequency-conscious processor. The left two faders on the Main page are separate left & right input levels. First meter is compression, second is H.F. limiting. Output level adjust is on the right. Duplicate controls and meters are found on different pages for convenience. They will always match. 12dB of internal headroom is allowed for processing of full scale signals. Often you can just adjust the input levels to drive into compression. Press Parameter key for more info -> Stereo in and out.*

12 Equalizers

This bank offers a wide selection of parametric and graphic equalizers, in mono and stereo. These presets are particularly useful in the digital domain, where pristine sonic clarity and sophisticated EQ control are often hard to achieve. Consider especially the Double Precision presets 1240-2.

- 1212** **FilterBank15** **48** **2,2**
{E} *Stereo Filter Bank. 15 4th order filters (24dB/oct) with up to -100 dB cut per band. Stereo in and out.*
- 1213** **FilterBank20** **48** **2,2**
{E} *Stereo Filter Bank. 20 2nd order filters (12 dB/oct) with up to -100 dB cut per band. Stereo in and out.*
- 1214** **St*10 Grafic Eq** **96** **2,2**
{E} *Stereo 10 band equalizer, with ganged controls for each band. Choose freq, bandwidth (in octaves), as well as levels (in dB) <Mast> is an offset added to the boost. Stereo in and out.*
- 1216** **Stereo*16 Grafic Eq** **96** **2,2**
{E} *Stereo 16 band equalizer. Choose freq, bandwidth (in octaves), as well as levels. <Mast> is an offset added to the boost. Stereo in and out.*
- 1217** **Stereo*8 Grafic Eq** **96** **2,2**
{E} *Stereo 8 band equalizer, with ganged controls for each band. Choose freq, bandwidth (in octaves), as well as levels (in dB) <Mast> is an offset added to the boost. Stereo in and out.*
- 1219** **Stereo*32 Grafic Eq** **48** **2,2**
{E} *Stereo 32 band equalizer, with ganged controls for each band. Choose freq, bandwidth (in octaves), as well as levels (in dB) <Mast> is an offset added to the boost. Stereo in and out.*
- 1220** **2*32 Grafic Eq** **48** **2,2**
⇒ *<Mode> selects between stereo and dual mono operation*
{E} *A dual channel 32 band equalizer. Choose freq, bandwidth (in octaves), as well as levels (in dB). <Mast> increases the overall level. Stereo in, stereo out.*
- 1224** **Dual*8 Grafic Eq** **96** **2,2**
{E} *Dual 8 band equalizer, with separate level controls for each band. Choose freq, bandwidth (in octaves), as well as levels (in dB). <Mast> is an offset to the boost. Stereo in and out.*
- 1226** **Dual*16 Grafic Eq** **96** **2,2**
{E} *Dual 16 band equalizer, with separate controls for each band. Choose freq, bandwidth (in octaves), as well as levels (in dB). <Mast> is an offset added to the boost. Stereo in and out.*
- 1227** **St*5 Band EQ** **96** **2,2**
{E} *This is a stereo five-band, fully parametric EQ with common controls. Stereo in and out.*
- 1228** **Dual*32 Grafic Eq** **48** **2,2**
{E} *Dual 32 band equalizer, with separate level controls for each band. Choose freq, bandwidth (in octaves), as well as levels (in dB). <mast> is an offset to the boost. Dual mono in, dual mono out.*
- 1240** **DP_St.EQ45** **48** **2,2**
{E}[] *Double precision 48 bit powerful tone shaping tool. 3 overlapping bands, 1 multiband covering the full audio spectrum, hi and low cut Butterworth filter sections w/12dB/Oct attenuation. Stereo in and out.*
- 1241** **DP_St.EQ65** **48** **2,2**
{E}[] *The EQ65 is a two-band notch/band pass filter set that allows you to adeptly deemphasize or eliminate completely selected frequencies in an audio recording. This is accomplished through its dual notch and band pass peak filters, which can be precisely configured using the fine tuning control. Designated frequencies also may be attenuated in gradations by using the notch filters in conjunction with the depth controls. Stereo in and out.*

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- 1242 DP Stereo8 Grafic Eq 48 2,2**
{E}[] Double Precision stereo 8 band equalizer, with ganged controls for each band. Choose freq, bandwidth (in octaves), as well as levels (in dB) <Mast> is an offset added to the boost. Stereo in and out.

13 Film – Atmospheres

A bank of magic sounds! Here's where imagination and sound design meet. Great "noise" or musical landscapes achieved through complex networks of multi-tap delays, ring modulators, long delays, EQ, reverse shifters, reverbs, clever multi-channel panning and imaging... from industrial via the space age to delicate "reverie" textures.

- 1311 BeyondTheStars 96 2,2**
{PR}[XS] Ringmods>8detuners/plexverb. Unusual texture. Stereo in and out.
- 1315 Galaxy Borders 48 2,2**
{PRE}[XS](TT) Starship Argon 576KWX gets out of Nebula 415, reaching the Galaxy Border... EQ > reverse shifters(10 sec) > verb. Try with longer delay settings. Stereo in and out.
- 1320 Singularity 96 2,2**
{PR}[XS] Eight detuners set as a continuously downward atmosphere. Great for sparce source material. Stereo in and out.
- 1321 Stratospherics 96 2,2**
{DM}[XS] Strange oscillating delays with modulation. Unusual rhythmic effect or ambiance if used with volume swells. Summed in, stereo out.

14 Filters

This bank offers a collection of static and modulated filters: was, formant "mouth-a-lators", harmonic enhancers, sample & hold filters, sweeps and synth-style filters, bandpass and crossovers. We have included many of our favorite effects here.

- 1411 Cup Mute 96 2,2**
{DE} Simulates the sound of a trumpet-like bell with a cup mute. A generalized mod input is accepted to modulate the input on the fly. Hit parameter to get second page of parameters. Mono in, stereo out.
- 1412 Dual Modfilters 96 2,2**
{MEY}[GVDK](TT) Dual envelope filters/wa/auto wa pedals. <masters> override individual channels. Env normally=lowpass, Wa normally=bandpass. Stereo in and out.
- 1413 EZ Leslie 96 2,2**
{DMEY}[K] Leslie simulator with simple controls. Summed in, stereo out.
- 1416 Dual Filters 96 2,2**
{E} <master> parameters override individual channels.
- 1417 Harmonic Enhance 96 2,2**
{E} Brightens up signals when missing high end. Adds even harmonics above `Tune' frequency. Tap the Tune button to hear just enhancement. Dual mono in, dual mono out.
- 1418 Mouth-a-lator Two 96 2,2**
{ME}[G](TT) Enhanced and optimized version of this classic Eventide preset. Select LFO or pedal as modulation source to feed this vocal wa effect. Summed in, stereo out.
- 1420 OrganicAnimation 96 2,2**
{EY} Peak detection slightly modulates a bandpass filter to make vocals sound closer and more up front. <sens> adds gain to the detection circuit, adjust as needed. Mix in only enough to feel the effect when removed. Stereo in and out.
- 1421 Perpetual Motion 96 1,2**
{DME} Many filter lines are modulated such that you always hear rising or falling resonance. Because of the mechanisms involved, the program distorts upon loading (sorry!). Mono in, mono out.

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- 1425 Simple Samp/Hold** 96 2,2
{ME}{TT} Simple stereo Samp/Hold filter. Stereo in and out.
- 1426 Sweep Filter** 96 2,2
{ME}{TT} Simple stereo 'wa' filter. Stereo in and out.
- 1427 Synthlike Filter** 96 2,2
{ME}{GVK} This is a resonant filter much like the ones found on analog synths. CUT & Q PAGE: The cutoff frequency of the filter can be adjusted as well as the resonance or Q. LFO PAGE: This page contains a knob to adjust the level of the LFO signal and a knob to adjust the frequency of the wave. The 2nd page is used to adjust the waveform type and duty cycle. ENVELOPE PAGE: This is a simple decay envelope tied to freq. cutoff. Threshold sets the input level at which it begins to decay, Decay sets the length of the decay and Level sets the amplitude of the env signal. FLT&GAIN PAGE: Enables a choice between lowpass or highpass mode, the order of the filter and control over the I/O gain. Stereo in and out.
- 1428 Tight Bandpass Mod** 48 2,2
{DME} A very tight bandpass modulated by an LFO. Taps controls timbre. Summed in, stereo out.
- 1429 Two Band Crossover** 96 2,2
{E} Two-band crossover Stereo in, stereo hi and low bands out. Stereo in, stereo out.
- 1430 Dual Env Filters** 96 2,2
{MEY} Dual envelope filters/wa/auto wa pedals. <masters> override individual channels. Env normally=lowpass, Wa normally=bandpass. Stereo in and out.
- 1431 Dual Wa Pedals** 96 2,2
{MEY}{G} Dual envelope filters/wa/auto wa pedals. <masters> override individual channels. Env normally=lowpass, Wa normally=bandpass. Stereo in and out.

15 Fix Tools

This bank includes presets to correct out-of-tune vocals and "Nem Whippers" created for Bob Clearmountain, used to precisely correct pitch in vocal tracks.

- 1510 Auto Pitch Correct** 96 2,2
{P}{V} Automatically corrects any vocal that is within half a semitone of the correct pitch. Outside of this range it will pull to the next note. Note that this process will quantize the pitch of the signal (you do have control over the quantize factor) so be careful, as you may lose slides and inflection. Summed in, stereo out.
- 1511 Clrmtn's NemWhipper** 96 2,2
⇒ Summed in, mono out.
- 1513 NemWhipper Dual** 96 2,2
⇒ Dual mono in, dual mono out.
- 1514 NemWhipper Stereo** 96 2,2
⇒ Stereo in and out.
{P}{V} This is a pitch shifter set up to allow precise correction of out-of-tune notes. Each of four selectable settings permits specifying of a maximum and minimum pitch shift limit, so the engineer can 'whip' the knob quickly to the desired degree of correction. without fear of overshooting.
- 1512 External Correct** 96 2,2
{P}{V} Pitch shifter set up to enable the 'fix it in the mix' engineer to ride flat vocals with the pitch wheel of a MIDI keyboard, modulating the shifter +/- 100 cents. Summed in, stereo out.

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16 Front Of House

A great group of presets crafted for “Front-of-the-House” work, including multi-fx networks, classic Eventide “Micropitch” thickeners, reverbs, delays, detuners, compressors...all you might need on your live mixing boards.

- 1610** **Character Shift 1>2** **96 2,2**
{PM} A simple two voice detuner/shifter with a feedback loop feeding each voice back to the mono put. Each feedback loop has an integrated slew filter as an effective tool for characterization. Mono in, stereo out.
- 1611** **Eq & Comp + Timer** **96 2,2**
{EY} A special live preset, designed for conferences with a close time schedule: 2 channels of EQ and compression with an independent timer function: Enter the desired amount of speech time and hit the 'start' soft key. When the time is over the back panel relays are switched. (see 'hookup' SOFT KEY) IMPORTANT: Timer has NO effect on audio! Audio chain includes two bands of parametric EQ plus sweep-able locut filter and linkable soft knee compressor for each channel. Switchable in, stereo out.
- 1613** **KG's ColorHall** **96 2,2**
{RE}[VK] Unusual percussion reverb. designed special for live sound most features are self-descriptive. There are just two specials: 1: 3 different earlyrefl. times 2: <diffusion\colour>and<microdly> can color the sound of your verb HAVE FUN !!! Stereo in and out.
- 1614** **L<->R Long** **96 2,2**
{DY} L<->R tap tempo delay, optional switchable to R<->L entered delay time (max 3000 mS) is the same for each channel, feedback control is located at the end of the L-C-R chain. Optional ducker reduces the output level when input occurs, when the input stops the full effect occurs. Mono in, stereo out.
- 1615** **L>detune / R>reverb** **96 2,2**
{PRDM} Left input : 2 voice shifter right input: tap tempo reverb size relation refers to early reflection density in relation to the reverb decay shifter is also summed to the rev input. Dual mono in, stereo out.
- 1616** **L_C_R Long** **96 2,2**
⇒ Optional ducker reduces the output level when input occurs, when the input stops the full effect occurs.
- 1617** **L_C_R Short** **96 2,2**
⇒ . Optional gate reduces the output level when no input occurs, at short delay times great to thicken up a voice e.g.. for reverb.
- {D} Typical L-C-R delay, optional switchable to L-R entered delay is the amount for each channel, feedback control is located at the end of the L-C-R chain. Mono in, stereo out.
- 1618** **MicroPitch (+/-)** **96 2,2**
{PM} Four voice micropitch grouped in sets of two, plus and minus the cents value & spread in stereo. Stereo in and out.
- 1619** **Saxomaniac** **96 2,2**
{PME} One reverse shifter and a phaser in series per channel - tuned for sax A feedback loop allows you to create weird delays that can be panned as well. The phaseshifter at the end of the signal chain might add even more craziness than you are looking for- so switch it on !! Stereo in and out.
- 1620** **2 Voice Vox Reverse** **96 2,2**
{PME}[V] Two reverse shifters with a feedback loop feeding each voice back to the mono input. Tuned for vocals. There is also a phase shifter at the end of the signal chain, modulated by two LFOs. Mono in, stereo out.
- 1622** **2 Sofiknee Comps** **96 2,2**
{Y} Two soft knee compressors, linkable to a stereo pair. Stereo in and out.

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17 Inst - Clean

Clean Preamp simulations with effects. We have used a guitar to set parameter values, particularly the EQ settings - feel free to adjust them to your needs. Preamp, compression, EQ and gate form the basic structure.

Volume Pedal is patched to Assign 1 as a default.

1710 Acoustic Gtr Rack 96 2,2

1711 Bass Rack 96 2,2

{PRDMCEY}[G] EQ>Compression>Chorus>Delay>Reverb followed by a stereo out mixer. DLY>VRB knob controls input to the reverb section. Mono in, stereo out.

1712 Biomechanica 96 2,2

{RDMCEY}[GVDKXS] Preamp>sample/hold filter>delay>verb. Summed in, stereo out.

1713 CleanPreamp 96 2,2

{EY}[GV] Clean preamp simulation. comp>EQ>vol pedal>gate. Summed in, dual mono out.

1714 Fermilab 96 2,2

{DMEY}[X] Preamp>phased multitaps. Summed in, stereo out.

1715 Gerrys Bass 99 96 2,2

{EY}[G] Bass rig : compressor into Eq, feeding a thickener and a fuzz. Tuner helps keeping life 'in tune.' Summed in, mono out.

1716 Hexentanz 96 2,2

{RDCEY}[GKS] Preamp>combtaps>reverb. Reverb has output selection. Summed in, stereo out.

1717 In Ovo 96 2,2

{PRDCEY}[GKS] Preamp>pingringpong>verb. Summed in, stereo out.

1719 Parallel Pedalboard 96 2,2

{PRDMCEY}[G] Parallel pedalboard Compressor >, pitch+ flanger +echo+reverb with pan controls. Summed in, stereo out.

1720 Piano (sustenido) 96 2,2

{RDCEY}[K] Preamp>multitap>verb. Emulates the sustain pedal of a piano. <modI> is the sostenuto pedal. Summed in, stereo out.

1721 Series Pedalboard 96 2,2

{PRDMCEY}[G] Series pedal board. Compressor>pitch> flanger>echo>reverb with pan control. Summed in, stereo out.

1722 Serpentine 96 2,2

{RDMCEY}[GKS] Preamp>fm chorus>verb. Output selection of the reverb, front, rear or both. Summed in, stereo out.

1723 The Gyre 96 2,2

{RDCEY}[GKS] Preamp>bandtaps>verb. Summed in, stereo out.

1724 Tom's Acoustic Gtr 96 2,2

{PDMCEY}[G] Subtle enrichment effect. As the name implies try it with acoustic guitar or guitar played with an acoustic feel. Summed in, stereo out.

1725 Twang Guitar 96 2,2

{RDMCEY}[G] Preamp>FM Trem>delay>reverb. Summed in, stereo out.

1726 Virtual Pedalboard 96 2,2

{PDME}[G] Rather than lug your pedalboard and rack into the studio, try this emulation. Six separate effects, each with individual controls. Mono in, mono out.

1727 White Queen 96 2,2

{PRCEY}[G] Preamp>dual crystals>diffusors. Summed in, stereo out.

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18 Inst - Distortion

Our award winning Distortion module shows its many powers in this bank. By modelling analog distortion types based on a proprietary curve-fitting process, this module produces characteristics that are highly responsive to the input signal. Here a full blown preamp is coupled to many different fx variation, including modulateable filters, delays, choruses, ring modulators, reverbs, diffusors, shifters, inverse reverbs, time compression and tremolos. A great collection of unique textures and distortion tones.

Volume Pedal is patched to Assign 1 as a default.

- 1810 Arkham Distortion** 48 2,2
1811 Atavachron 96 2,2
⇒ Tweaked for distorted legato lines.
{RDCEY}[G](TT) Preamp>tapdelay>reverb. Summed in, stereo out.
- 1814 Biomechanica Three** 96 2,2
{DMEY}[G](TT) Pre>modfilter>pingpong. Summed in, stereo out.
- 1815 British Smash** 48 2,2
{PRCEY}[G](TT) Preamp>crystals>diffusion. Summed in, stereo out.
- 1816 Carsultyal Steel** 48 2,2
{PRDMCEY}[G](TT) Preamp>ringmod>tapdelay>diffchorus. Summed in, stereo out.
- 1817 Cyber Twang** 48 2,2
{PRCEY}[G](TT) Preamp>crystals>reverb. Tweaked for over the top cyber gtr crunch. Summed in, stereo out.
- 1818 Desert Oboe** 48 2,2
{RDCEY}[G](TT) Preamp>tapdelay>diffchorus. Summed in, stereo out.
- 1819 DesertDemon** 48 2,2
{RDCEY}[G](TT) Preamp>demon delays>diffchorus. Summed in, stereo out.
- 1820 DesertMorpher** 48 2,2
{RDMCEY}[G](TT) Preamp>tapdelay>diffchorus. Summed in, stereo out.
- 1821 Distortion Preamp** 96 2,2
{EY}[G] Comp>dynamic distortion>EQ>vol ped>gate. Summed in, mono out.
- 1822 Dunwich Distortion** 96 2,2
{RDCEY}[G](TT) Preamp>tapdelay>reverb. Summed in, stereo out.
- 1823 Electronica Gtr** 48 2,2
{PRDMCEY}[G](TT) Preamp>loop/univibe/filtpan/verb. Summed in, stereo out.
- 1824 Fifth Dominion** 48 2,2
{PRDCEY}[G](TT) Preamp>reverse shift>2tapdelay>verb. Summed in, stereo out.
- 1825 Flange + Verb** 48 2,2
{RDMCEY}[G](TT) Preamp>flanger>reverb. Summed in, stereo out.
- 1826 Fuzack** 96 2,2
⇒ Tweaked for classic fusion gtr leads.
- 1827 Fuzz 2002** 96 2,2
{RDCEY}[G](TT) Preamp>tapdelay>reverb. Summed in, stereo out.
- 1828 GodSaveTheQueen** 48 2,2
{PRCEY}[G](TT) Distortion>dshift>verb. Summed in, stereo out.
- 1829 Gothic** 48 2,2
{RDCEY}[G](TT) Preamp>tapdelay>reverb. Summed in, stereo out.
- 1830 Harpshift** 48 2,2
{PRDCEY}[G](TT) Preamp>multishift>verb Feedback from non shifted delay. Summed in, stereo out.
- 1831 Jeff Thing** 96 2,2
{RDCEY}[G](TT) Preamp>tapdelay>reverb. Summed in, stereo out.
- 1832 Mercury Cloud** 48 2,2
{RDCEY}[G](TT) Preamp>multitap delay>ducked reverb. Summed in, stereo out.

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- 1833 Multishift + Verb 48 2,2**
{PRCEY}[G](TT) Distortion>shift>verb Summed in, stereo out.
- 1834 Polychorus 48 2,2**
{PEY}[G] Preamp>polychorus emulation. Summed in, stereo out.
- 1835 Ptime Displacement 48 2,2**
{PRCEY}[G] Preamp>random pitchtime. Summed in, stereo out.
- 1836 Rshift Displacement 96 2,2**
{PRCEY}[G](TT) Distortion>random shift>verb Summed in, stereo out.
- 1837 Splatter Guitar 48 2,2**
{PRCEY}[G](TT) Preamp>crystals>reverb. Tweaked for over the top cyber guitar crunch. Summed in, stereo out.
- 1838 Square Tubes 96 2,2**
{RDCEY}[G](TT) Preamp>tapdelay>reverb. Summed in, stereo out.
- 1839 SRV 96 2,2**
{RDCEY}[G](TT) Preamp>tapdelay>reverb. Tweaked for those soulful front pickup blues tones. Summed in, stereo out.
- 1840 Swamp Guitar 48 2,2**
{RDMCEY}[G](TT) Preamp>tapdelay>reverb. Summed in, stereo out.
- 1841 TarantulaSlap 96 2,2**
{RDMCEY}[G](TT) Preamp>delay>reverb. Summed in, stereo out.
- 1842 TarantulaTrem 48 2,2**
{RDMCEY}[G](TT) Pre/fm trem/taps/diffusion/slap. Summed in, stereo out.
- 1843 Timesqueeze Gtr 48 2,2**
{PRCEY}[G](TT) Preamp>pitchtime>verb. Summed in, stereo out.
- 1844 Timestretch Gtr 48 2,2**
{PRCEY}[G](TT) Preamp>pitchtime>verb. Summed in, stereo out.
- 1845 Trevor's Gtr 96 2,2**
{RDCEY}[G](TT) Preamp>tapdelay>reverb. Summed in, stereo out.
- 1846 Tribal Bass 48 2,2**
{PRDMCEY}[G](TT) Distortion preamp>shift>verb. Summed in, stereo out.
- 1847 Will-o-the-wisp 96 2,2**
{RDCEY}[G](TT) Preamp>tapdelay>reverb. Summed in, stereo out.
- 1848 WonderfulBirds 48 2,2**
{PRDCEY}[G](TT) Preamp>reverse shift>2tapdelay>verb. Summed in, stereo out.

19 Inst - Fuzz

Fuzz type distortion achieved with different techniques from the presets in the previous bank. As with all Eventide processors, you can easily generate several dozens of effects from any one of these presets. Here you'll find just about any paradigm and variation of fx processed fuzz, being able to project this classic sound into the future, creating tones not available on any other product.

Volume Pedal is patched to Assign 1 as a default.

- 1910 Biomechanica Two 96 2,2**
{DMEY}[G] Fuzzpre>modfilter>pingpong. Deep modulating filter sweeps between <freq> and <fmod>with a 2nd LFO ramping the depth to get this synth like filter effect. Control as rhythmic values as well as Hz/mS. Stereo in and out.
- 1911 Bit Desert 1 96 2,2**
- 1912 Bit Desert 2 96 2,2**
{RDMCEY}[G](TT) Bit decimation preamp > tdelay>diffchorus. Summed in, stereo out.
- 1913 BitDecimationPreamp 96 2,2**
{EY}[G] Compressor> bit decimation>EQ>volume pedal>gate. Bit decimation down to one bit. Summed in, mono out.

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- 1914 Bits Cruncher** 96 2,2
{RDCEY}[G] Quantizing fuzz pre > diffusion/delays. Summed in, stereo out.
- 1915 Bits Smasher** 96 2,2
{RDCEY}[G] Quantizing fuzz pre > diffusion/delays. Summed in, stereo out.
- 1916 Black Queen** 96 2,2
{PRCEY}[G] Fuzz pre>dual crystals>diffusors. Summed in, stereo out.
- 1917 Chorus Smear** 96 2,2
{RDMCEY}[G] Overdrive preamp>four moddelays>verb. Summed in, stereo out.
- 1918 Cloudfuzz** 96 2,2
{RDCEY}[G] Fuzz pre>pingpong>simple diffusor. Summed in, stereo out.
- 1919 Eel Guitar** 96 2,2
{DMEY}[G] Overdrive>fm chorus. Summed in, stereo out.
- 1920 First Dominion** 96 2,2
{RDCEY}[G] Fuzz preamp>2tapdelay>verb. Summed in, stereo out.
- 1921 FuzzPreamp** 96 2,2
{EY}[G] Fuzz preamp simulation. comp>EQ>fuzz>EQ>vol pedal>gate. Summed in, dual mono out.
- 1922 Grieving Tube** 96 2,2
{DMEY}[G] Wa>fuzz pre>2 tap delay. <Assign1> is the wa pedal. Summed in, stereo out.
- 1923 Grundulator** 96 2,2
{PDMCEY}[G](TT) Bit decimation preamp > undulator. Summed in, stereo out.
- 1924 Harmonicon** 48 2,2
{PRDCEY}[G] Fuzzpreamp>wammy>2tapdelay>verb. With its long delay settings and short wammy this is great for creating long washes and overlaps. Summed in, stereo out.
- 1925 Larynxfuzz** 96 2,2
{DEY}[G] Fuzzpre>env filter >pingpong. Summed in, stereo out.
- 1927 OverdrivePreamp** 96 2,2
{EY}[G] This preamp simulation is more reactive to the dynamics of your playing than "FuzzPreamp." Summed in, mono out.
- 1928 Pandemonium** 48 2,2
{DEY}[G] Combination of fuzz preamp and demon delay. An aggressive reverse type sound. Summed in, stereo out.
- 1929 Paradigm Shift** 96 2,2
{PEY}[G] Fuzz preamp>dual shifter. Summed in, stereo out.
- 1930 Pedal Shift** 96 2,2
{PRCEY}[G] Overdrive preamp>shift>verb. Pedal crossfade between preamp and shifted signal. Verb <output> selectable front, rear or both. Summed in, stereo out.
- 1931 Ringworld** 96 2,2
{PRCEY}[G] Fuzzpreamp>simple ringmods>verb. Great for non-delay ringmod sounds. Summed in, stereo out.
- 1932 Satellites** 96 2,2
{PDCEY}[G] Fuzzpre with 'circle ringtaps'. Summed in, stereo out.
- 1933 Second Dominion** 48 2,2
{PRDCEY}[G] Fuzzpreamp>wammy>2tapdelay>verb. Summed in, stereo out.
- 1934 Siderialfuzz** 96 2,2
{DMEY}[G] Combination of "FuzzPre" and "SerialDelays." Summed in, stereo out.
- 1935 Squiggle Guitar** 48 2,2
{PRCEY}[G] Fool' em with your newfound dexterity forward or backwards. Fuzz preamp>speed changer effect>verb. Summed in, stereo out.
- 1936 Third Dominion** 48 2,2
{PRDCEY}[G] Fuzz preamp with wa+wammy> reverse shifter (20 sec)>slap (2 sec)>verb. Select verb out to front, rear or both. Summed in, stereo out.
- 1937 Turbulence** 96 2,2
{DMEY}[G] Fuzz preamp>fm chorus. Output selection of the second set of delays, front, rear or both. Summed in, stereo out.
- 1938 Wideshift** 96 2,2
{PEY}[G] Overdrive>multishift. Set as a widening detuner. Summed in, stereo out.

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- 2111 AcousticAmbience2** 48 2,2
{PRDMCEY}[GS](TT) Preamp>choir>diffusion. Summed in, stereo out.
- 2112 Ambient Guitar 1** 48 2,2
- 2113 Ambient Guitar 2** 48 2,2
{PRDCEY}[GS](TT) Pre > t_ring plex. Summed in, stereo out.
- 2114 ColorSlapGuitar** 48 2,2
{PDMCEY}[GS](TT) Preamp > color delays. Summed in, stereo out.
- 2115 Crafty Ensemble** 48 2,2
- 2116 Crafty Ensemble2** 48 2,2
{PDCEY}[S](TT) Preamp>diatonicshift. Summed in, stereo out.
- 2117 DesertDistortion** 96 2,2
{RDCEY}[GS](TT) Preamp > diffusion/delays Summed in, stereo out.
- 2118 Jhaniikest** 96 2,2
{RDMCEY}[S](TT) Preamp > t_delay plex. Summed in, stereo out.
- 2119 Oobleck** 48 2,2
{PDMCEY}[S](TT) Preamp > colortap delays. Summed in, stereo out.
- 2120 Outer Reaches** 48 2,2
{PRCEY}[S](TT) Preamp>diffchorus>reverseshifts. Summed in, stereo out.
- 2121 Pianistick** 48 2,2
{RDCEY}[GS](TT) Preamp>sostenuto>reverb. Summed in, stereo out.
- 2122 PolytonalSurround** 48 2,2
{PDCEY}[S](TT) Preamp>polytonal rhythm. Summed in, stereo out.
- 2123 Pulse Guitar** 96 2,2
{RDMCEY}[GS](TT) Preamp > t_delay plex. Summed in, stereo out.
- 2124 Octalchorus** 48 2,2
{DMEY}[S] Preamp > 8 parallel moddelays. Summed in, stereo out.
- 2126 Octalswell** 48 2,2
{DMEY}[S] Preamp > 8 parallel moddelays. Use the volume pedal to swell these chorusing delays. Summed in, stereo out.
- 2127 RoundRobin** 48 2,2
{PDCEY}[S](TT) Preamp> long diatonic shifters. Summed in, stereo out.
- 2128 Solid Traveller** 48 2,2
{PRCEY}[GS](TT) Preamp>diffchorus>reverseshifts. Summed in, stereo out.
- 2130 TexturalGuitar** 96 2,2
{DMEY}[GS](TT) Preamp > chorustap delays. Summed in, stereo out.
- 2131 WitchesDance** 96 2,2
{DEY}[S](TT) Preamp>combtaps. Summed in, stereo out.
- 2132 With Warts In** 96 2,2
{RDCEY}[S](TT) Distortion pre > diffusion/delays Summed in, stereo out.

22 Manglers

When you need something to seriously alter the audio quality and other aspects of your tracks...this is the bank where you should look !!

- 2210 Bad Acid Jumble** 96 2,2
{D} Messes up the input signal. Delay controls how frequently Jumble changes. Disjoint controls how incomprehensible the result is. Try it out on spoken word for laughs. Stereo in and out.
- 2211 Evil Distortion** 96 2,2
{E}[G] Distorts the holy hell out of your input by folding the negative portion of the signal to the positive side, readjusting the 'Process' gain to make part of the signal negative again, and repeating the foldover process. 'Sections' determines how many times this happens. Use the filters to zero in on cool sounds. Summed in, mono out.

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- 2212 Gerrys Mangler** 96 2,2
{M}[GS](TT) Four channel 'hard' trem effect. Stereo in and out.
- 2213 Growl** 96 1,2
{MY} An old favorite from modular synthesizer days. An envelope follower modulates the speed of an LFO that is chopping the signal. Mono in, stereo out.
- 2215 DigiDegrader** 96 2,2
{MEY}(TT) An LFO driven 24 steps programmable look-up table changes bit depth & sample rate. Dithering is also available. For personal programming set t_rate to off and use the step# knob to program the tables for sample rate and output bits. A stereo modfilter, swept by input env, LFO or pedal1, completes the nasty job. Watch levels and extremely low bit depth. Stereo in and out.
- 2216 Dist-o-rt Maniac** 48 2,2
{PRDCEY}(TT) Comp>Eq>Comb>Distortion>Comb>Eq>Gate> Crystals>Diffusor. Tweaked with single coil rear pickup. Definitive distortion tool with -pre and post 5 bands parametric eq -curves manual and remote morphing -pre comb for distortion character -post comb for alternate coloration. Summed in/Stereo out.

23 Mastering Suite

These sophisticated dynamics programs come from the "Masderring Lab" Library, created by the inventor of the "Distressor™." They are designed for stereo digital I/O and set for your two track mixes as well as being very useful for individual sources. These presets will often allow complex mastering operations to be performed on the H7600 alone, saving the expense of otherwise little-used outboard equipment.

- 2310 Bigger And Brighter** 96 2,2
{EY} NOTE: Cut low freq to prevent pumping. The left two faders are separate left and right input levels. First meter is compression, the 2nd is limiting. An output level adjust is on the right. A stereo compressor is preceded by a selectable EQ, followed by a limiter and 5 section EQ. The compressor can be frequency conscious using expert parameters. Stereo in and out.
- 2311 Class A Distortion4** 96 2,2
{EY}[G] This is a 2nd harmonic generator. A Low Pass circuit must be used to limit input bandwidth to distortion cell to prevent aliasing. The left two faders are separate left and right input levels. The fader on right is output level. Meter 1 indicates left distortion (THD) meter 2 the right Use amt fader to control 2nd harmonic distortion. Stereo in and out.
- 2312 Compress & De-ess** 96 2,2
- 2313 Compress Highs Only** 96 2,2
- 2314 Dirty Master Box 4** 96 2,2
- 2315 Fatten The Bass** 96 2,2
- 2316 Grunge Compress** 96 2,2
- 2320 Radio Compress** 96 2,2
{DEY} A stereo compressor is followed by a compressor that limits a band or a shelving response. Use as a de-esser or other versatile (turn knob right) frequency conscious processor. The left two faders on the Main page are separate left & right input levels. First meter is compression, the 2nd is H.F. limiting. Output level adjust is on the right. Duplicate controls & meters are found on different pages for convenience. They will always match. 12dB of internal headroom is allowed for processing of full scale signals. Often you can just adjust the input levels to drive into compression.
- The unit must be 100% wet or in Studio (no mix) mode for proper, comb free operation. Designed for use in digital domain. This preset is set up so the first compressor gently works on the source while the D-S part does its job limiting the high frequency in a band centered on 9 kHz.
- For Dat to Dat mastering. Hook output of source dat (either AES or SP/DIF) to system's Digital inputs. Hit Setup to change audio mode (turn knob right->) to the desired AES/EBU or S/P DIF inputs and outputs. Connect digital output of system to destination Dat with unit in record pause. System will indicate it is receiving digital input under setup/audio page.
- For Hard Disks Editors. After editing, it is usually more flexible to go from HD through the system back to destination Dat. 44.1 or 48kHz. This EQ is before compression. Fader to right of De-Essing> is high freq balance. Stereo in and out.
- 2317 Manual Tape Flange2** 96 2,2
{D}[GVDK] Rock the Knob to get the flange. Old style flanger. Dual mono in, dual mono out.

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- 2318** **Masderring Lab 22** **96 2,2**
2319 **Radio Check** **96 2,2**
{EY} *NOTE: Cut low freq to prevent pumping. The left two faders are separate left and right input levels. First meter is compression, the 2nd is limiting. An output level adjust is on the right. A stereo compressor is preceded by a selectable EQ, followed by a limiter and 5 section EQ. The compressor can be frequency conscious using expert parameters. Stereo in and out.*

24 MIDI Keyboard

A bank of MIDI keyboard controlled FX - from harmony to resonance, tremolo, harmonics extraction...

- 2410** **Midi Harmony** **96 2,2**
{PM}[K] *Four pitch shifters into a stereo mixer. Can play 4 part harmony when used with MIDI keyboard. Full ADSR. Mono in, stereo out.*
- 2411** **MIDI Monitor** **96 0,0**
MIDI Note Number Translator and Display. This displays the last MIDI note received by the H7600 in several useful ways: As MIDI Note Number, Cents (above MIDI note 0), frequency and Period. Use this module when creating presets which use MIDI note input to control Parameters. Use Cents to control Pitch modules, use frequency to set values for modulation effects use Period to set values for delay times (useful for resonant delays) In some cases, you may wish to multiply the values coming from this module in order to get them into a useful range for your purposes. Nothing in, nothing out.
- 2412** **Midi Pitch Delay** **96 2,2**
{D}[KS] *Makes inharmonic sounds harmonic! Notes controlled from a MIDI keyboard. ADSR controls dynamics. Speed controls how fast notes change. Fb controls feedback. Stereo in and out.*
- 2414** **Midi Sine Ring Mod** **96 2,2**
{KS} *Ring mods the input signal with a sine wave controlled from a MIDI keyboard. Speed controls how quickly the sine wave changes freq. Stereo in and out.*
- 2415** **MIDI Tremolo** **96 2,2**
{KS} *Four Tremolo modules. The rate of each one is set by the pitch of the incoming MIDI note(s). This preset requires incoming MIDI notes. The tremolo rate will be the same as the fundamental frequency of the incoming MIDI note. Use the TremRate display to view the rate of the tremolos. If you find that the incoming MIDI notes are setting your tremolo rates too fast, use the freqMult parameter to scale the LFO rates up or down to your liking. High freqMult settings and high MIDI notes yield a distorted LoFi sound while lower notes and lower settings give more typical Tremolo effects. Use various MIDI intervals to create musically interesting tremolo effects: Playing an octave yields two Tremolos with a 2:1 ratio between their rates. Perfect fourths yield a 3:4 ratio. Create your own LFO shapes for each Tremolo using the Tremolo parameters. Change how MIDI notes are assigned to the Tremolo speeds using the MIDI Mode parameter. Use output panners to set the panning of the 4 tremolos. Use the Input parameter to switch from stereo to Stereo input. Stereo in and out.*
- 2416** **MidiHarmonixExtract** **48 1,2**
{KS} *Extracts the harmonic content of a note played on a MIDI keyboard from the input signal. Speed controls how fast the 'extracting' note changes. Mono in, stereo out.*
- 2417** **MidiWaveformImpose** **96 2,2**
{E}[KS] *Sets the center freqs of 24 bandpass filters to the first 24 harmonics of a note played on a MIDI keyboard. MIDI parameter sets channel. Speed controls how fast notes change. Increase PeakQ to lighten 'note' effect. Mono in, stereo out.*
- 2418** **QuadOffsetTrem** **96 2,2**
{D}[KS] *Four tremolo modules. All use the same LFO. LFO Rate can be set between 0 and 20KHz! Use lower settings for standard trem effects, higher rates for lo-fi distorted sound. Change the relative phase of the 4 tremos using the TimeOffset control. This will give a wider effect. Create your own LFO shape using the Custom Waveform designer. On the In/Out page you can set the output panning of each of the Tremolos and select from either Stereo or Stereo input. Stereo in and out.*
- 2419** **SetNoteRezon** **96 2,2**
{KS} *Four Resonant delays. The resonant frequency of each one is set by the incoming MIDI notes. This preset requires incoming MIDI in order to function properly. Use the panners to set the quad pan position of each of the resonators. Use the Input parameter to switch from stereo to Stereo input. The MIDI mode parameter changes the way in which incoming MIDI notes are assigned to the four resonators. Stereo in and out.*

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26 Mix Tools

Useful mixer tools, including the Mixer's Toolbox presets - sophisticated structures that include multi-effects arrays.

- 2611 LMS Filter 96 2,2**
{D} Adaptive filter. Signal goes in left, noise goes in right. There is a delay for the noise input. Signal minus noise comes out left. Noise from signal comes out right. Check out the LMS module in the manual. Dual mono in, dual mono out.
- 2612 Mixer's Toolbox #1 96 2,2**
- 2613 Mixer's Toolbox #2 96 2,2**
- 2614 Mixer's Toolbox #3 96 2,2**
⇒ Uses a reverse pitch shifter.
- 2615 Mixer's Toolbox #4 96 2,2**
⇒ Uses a reverse pitch shifter.
{PRDMCE}(TT) Input tone control into pitch shifter, reverb, and delay (chorus). Pitch shifter also feeds the reverb & delay. Final output EQ. Summed in, stereo out.

30 Multi Effects

A set of great multi-effects algorithms, again showing just some of the many possibilities of our open architecture. From multi-voice delays, choruses, pitch shifters, tremolos, coupled with verbs, to full blown mixer channels strips dedicated to vocal or instrument sources.

- 3011 BB Delayz 96 2,2**
{RDME}(TT) Very fast and close feedback delays in the center of the stereo field, with long echo repeating/panning delays on the outside of the stereo field. Interesting on percussives as well as tuned instruments. Mono in, stereo out.
- 3012 Big Squeezolo 96 2,2**
{PM} Pitch-shifts with a slight modulation. Squish! Summed in, stereo out.
- 3014 Dervish 96 2,2**
{DM}(TT) Smooth swirling delays via enveloped series chorus delays and stereo flanging. Summed in, stereo out.
- 3015 Detune & Reverb 96 2,2**
{PR} Micro pitch-shift into reverb. Stereo in and out.
- 3017 Easternizer 96 2,2**
{PRDMCE} Input tone control into pitch shifter, reverb, and delay (chorus). Pitch shifter also feeds the reverb & delay. Final output EQ. Summed in, stereo out.
- 3018 FatFunkVocalFilter 96 2,2**
{RE}[V](TT) Vocal filter after a reverb. The sweep of the vocal filter is triggered by your sound. The reverb makes your sound hang on while being swept by the filter. Mono in, mono out.
- 3019 Glitterous Verb 96 2,2**
{PRDCE}(TT) A shifted echo and your sound go through a reverb. Stereo in and out.
- 3020 Guitar Mania 96 2,2**
{PDME}[G](TT) Tone, shift, phaser, chorus, and delay. The almost everything rack. Summed in, mono out.
- 3021 GunnShift 96 2,2**
{PDM}(TT) Pitchshift > moddelays. Summed in, stereo out.
- 3022 Inst Process 96 2,2**
{PDME}(TT) This preset gives you a pitch shift, phaser, chorus, and delay rack. Summed in, mono out.
- 3023 L=verb R=pitch 96 2,2**
{PR} Left input feeds a reverb. Right input feeds a four output multi-shifter. Outputs are then summed to stereo. Dual mono in, stereo out.
- 3024 Larynx Delay 96 2,2**
{DMEY}(TT) Throaty envelope filters and modulating ping-pong delays. Stereo in and out.

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- 3025** **Mods/comps/filters** **96 2,2**
{DMEY}(TT) *Moddelays>compressors>filters. Stereo in and out.*
- 3026** **Moon Solo** **96 2,2**
{PDME}(TT) *Unique combination of EQ, pitch-shift, phaser, chorus and delay. Summed in, mono out.*
- 3027** **Pickers Paradise** **96 2,2**
{RDMCEY}[G] *This rack has compressor, EQ, delay chorus, reverb and tremolo. Summed in, stereo out.*
- 3028** **Roey's Delay + Shift** **96 2,2**
{PDME}[GVK](TT) *The delayed left input and straight right input are summed and feed a four output multishift. Dual mono in, stereo out.*
- 3029** **Roey's Verb + Rack** **96 2,2**
{RDME}[GVK] *Left input feeds a reverb. Right input feeds a rack consisting of a delay a flanger and two filters. Outputs of both chains summed to stereo. Dual mono in, stereo out.*
- 3031** **Space Station** **96 2,2**
{PRDMCE}[GK] *Big, thick echo-ey reverb, but there's a lot more going on here. Summed in, stereo out.*
- 3032** **St Delayed Flanger** **96 2,2**
{DM}(TT) *With this preset, each channel has a delay that goes into a flanger. Stereo in and out.*
- 3033** **St.Phaser & Reverb** **96 2,2**
{RME}[K](TT) *Stereo phase shifter with reverb. Stereo in and out.*
- 3034** **Texture 47** **96 2,2**
{PRD}[G](TT) *Pingpong with resonators and ringmods>verb. Rings mixed in with pedal (mod1). Verb out 3+4. Summed in, stereo out.*
- 3035** **ToneCloud** **96 2,2**
{PRDM}(TT) *Combination of multishift, dual delay and reverb. Stereo in and out.*
- 3036** **Treatment Two** **96 2,2**
{RDME} *Dual band chorus>verb. tweak hi and lo chorus separate for both input channels. Verb has output selection. Stereo in, stereo out.*
- 3037** **Trem + RingPong** **96 2,2**
{PDM}(TT) *Combination Trem and RingPong. Summed in, stereo out.*
- 3038** **Tremolo Rack** **96 2,2**
{RDMCEY}[G] *This rack has compressor, EQ, delay chorus, reverb and tremolo. Summed in, stereo out.*
- 3039** **Waterized** **96 2,2**
{PRDM} *An underwater reverb. Summed in, stereo out.*
- 3040** **5th Place** **96 2,2**
{PRDCE}[GK] *The perfect fifth effect in stereo with color.. Stereo in and out.*
- 3050** **6 Chorusdlys & Verb** **48 2,2**
- 3051** **6 Vox Flanger & Verb** **48 2,2**
- 3052** **Comb Room** **48 2,2**
- 3054** **Guitar Magic** **48 2,2**
{RDME}[VD](TT) *Six dly lines with pre diffusor, modulation & hicut, in parallel to verb with early reflections, echoes & diffusor. Verb has an additional hicut at the output stage. Stereo in and out.*
- 3053** **Comp/Eq/Micro/Verb** **48 2,2**
{PRDMCEY}[V](TT) *Compressor> 3 band eq > micropitch > diffusor/early refl >verb. Complete vocal processing tools rack. Summed in, stereo out.*
- 3055** **Sax Eq_Cmpr_VintDly** **96 2,2**
{DMEY}(TT) *Compressor > 3 band param EQ > Vintage ducking Delay. Delays are parallel to Comp>Eq. Great to process sax leads. Summed I/Stereo O.*
- 3056** **Vox Channel Strip** **48 2,2**
{RDMCEY}[V](TT) *Comp>3B Eq > Filtered Dlys in parallel to Plate reverb. Complete vocal channel strip. Sum I/Stereo O.*

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33 Panners

A rich collection of stereo and multi-channel panning tricks. Look in here to move your audio source through space if not time.

- 3313** **Man's Pan** **96 2,2**
{DM} *Pans input with an LFO. Four waveforms available. At 60 percent full pan will occur. Above 60 and you will engage 3-d effect. Summed in, stereo out.*
- 3316** **FM Panner** **96 2,2**
⇒ *Summed in.*
{M}(TT) *FM Modulated panner. Summed in, stereo out.*
- 3317** **FM Panner_S** **96 2,2**
⇒ *Stereo in.*
{M}(TT) *Stereo version of FM Panner. Stereo out.*
- 3319** **Gyroscope** **96 2,2**
{DM} *Gyroscopic panning. Pans to two 'little' fields. Precess rotates the 'big' field. Stereo in and out.*
- 3322** **Octave Panner** **48 2,2**
{DME}[S] *Divides signal into octaves and pans each octave in turn. Lower values of 'XOvr' overlap the octave pans. 'Dir' controls whether high bands progress to low bands or vice versa. Rate controls how long it takes to cycle through all the bands. Decrease the input gain to avoid distortion, then use output gain to compensate. Mono in, stereo out.*
- 3323** **PsychoGyroscope** **96 2,2**
{DM} *Tweak of 'Gyroscope.' Stereo in and out.*
- 3324** **PsychoPanner** **96 2,2**
{DM} *Variation of 'ChorusDelays.' Stereo in and out.*
- 3327** **Simple Panner** **96 2,2**
{M}(TT) *Simple mono to stereo panner. Summed in, stereo out.*
- 3329** **Stereo Panner** **96 2,2**
{M}(TT) *Simple stereo panner. Stereo in and out.*
- 3330** **3D CircleDelay** **48 2,2**
{RDME}(TT) *A pseudo 3-D circle out of just two speakers! Dry signal and Delay go into circle, Reverb floats in background. Filters and coordinated change in signal level give illusion of circle. Also, signal is out of phase when it is in 'front'. Mono in, stereo out.*

34 Percussion

A large variety of now-classic-Eventide delays and reverbs set up for percussion. These include rooms and ambience processes, as well as some unusual effects that will usefully color and alter your source material. Among these are a number of "gated" reverbs and "non linear" effects, where the reverb reflections get louder as they decay.

- 3410** **808 Rumble Tone** **96 2,2**
{Y}[D] *Adds sub-harmonics to a kick drum. An oscillator is gated until triggered. Summed in, mono out.*
- 3411** **Beatbox Reverb** **96 2,2**
{RE}[D](TT) *A one of a kind talking reverb with adjustable vowels and words. Stereo in and out.*
- 3412** **Drum Chamber** **96 2,2**
{RDE}[D] *A really 'bitey' snare ambience with EQ. Summed in, stereo out.*
- 3413** **Drum Filter** **96 2,2**
{EY}[D] *Dual stereo triggered filters. Has sweep rate and envelope parameters. Stereo in and out.*
- 3414** **Drum Flanger** **96 2,2**
{DM}[D] *Another flanger tweaked for drums. Stereo in and out.*

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- 3415 Drum Flutters** 96 2,2
{RDE}[D] Unusual fluttery, gated-sounding thing. Sampled industrial dishwasher? Summed in, stereo out.
- 3416 Firecracker Snare** 96 2,2
{REY}[D] A versatile reverb with gate & dynamic filter built in. The filter is controlled by an envelope follower, unlike Dynamic Reverb whose filter is controlled by a less dynamic gate envelope. TURN MONITOR VOLUME DOWN WHILE ADJUSTING FILTER since instabilities & overload may occur with low q's and wide sweep widths. Try adjusting sweepwidth to a negative number! You can disable gate by turning thresh to -100 or ungated level to 100%. Summed in, stereo out.
- 3417 Group Claps** 48 2,2
{P}[D] A useful clap thickener built from 8 pitch shifters with delays. 1-4 from left and 5-8 from right input. Stereo in and out.
- 3418 Liquid Toms** 96 2,2
{PE}[D] Watery band delays. Tweaked for toms. Summed in, stereo out.
- 3419 Nerve Drums** 96 2,2
{RDME}[D](TT) Ringy, close delay taps. Summed in, stereo out.
- 3420 NoizSnareBrightener** 96 2,2
{EY}[D] This effect is very useful for brightening up dull snare drums. White noise is effectively gated by DSP input 1. Attack and Decay control the response time. Use the EQ to modify the sound of the noise. Summed in, mono out.
- 3421 Nonlinear#1** 96 2,2
{RDE}[D] A little non-linear ambience. Has gated effect, nice on snare. Summed in, stereo out.
- 3422 PercussBoingverb** 96 2,2
{RDE}[D](TT) Bizarre boingy verb. Need a new color for that off-color song? Summed in, stereo out.
- 3423 Ring Snareverb** 96 2,2
{RDE}[D](TT) Very pitchy reverb. Emphasizes ring frequencies. Maybe use in conjunction with other snare reverb. Summed in, stereo out.
- 3424 Small Drumspace** 96 2,2
{RDE}[D](TT) Nice ambience reminiscent of long unfinished basement room. Stereo in and out.
- 3425 Sonar Room** 96 2,2
{RE}[D] A dynamic reverb with headroom, gate & envelope filter built in. The dynamic envelope filter offers possibilities found in no other reverb units. Try adjusting sweepwidth to a negative number! You can effectively disable gate by turning thresh to -100 and holdtime to 9 seconds. Summed in, stereo out.
- 3426 Stereo Delays** 96 2,2
{D}[D] A stereo multitap, simple to control. Summed in, stereo out.
- 3427 Swept Band Delay** 96 2,2
{DE}[D] Rhythmic up-sweeping band delays. Very high tech. Summed in, stereo out.
- 3428 Techno Clank** 96 2,2
{RE}[D] Shaky metallic resonance, with vowel-shaping. This can be truly indefinable. Kind of like... you know... the..sound...of..a dropped coffee pot triggered. Summed in, stereo out.
- 3429 The Ambience Kit** 96 2,2
{RDE}[D] Cute little FIR-type ambience. Try on snare. Summed in, stereo out.
- 3430 Tight Snare Verb** 96 2,2
{R}[D](TT) Very ringy reverb, meant for snares. Summed in, stereo out.
- 3431 Vibra Pan** 48 2,2
{RD}[D] This uses panning delays from left to right, to form an FIR panning ambience. Summed in, stereo out.
- 3432 WeKnowBeetBoxTrtMe** 96 2,2
{RE}[D](TT) This is something between a choir and a washing machine. Summed in, stereo out.
- 3433 Wide Room** 96 2,2
{RD}[D](TT) Complex reverb that sounds much the size of some recording studio rooms. Summed in, stereo out.
- 3434 4 Your Toms Only** 96 2,2
{RDME}[D](TT) Tom ambience with a little verb, a little chorus, a little EQ, a little anchovy sauce. Summed in, stereo out.

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35 Phasers

Any kind of phaser belongs here! From vintage sounds to sample & hold and science fiction...

- 3510 'Pure Phase' Phaser 96 2,2**
{DEY}[S] A phaser modulated by the level of the input. Attack and Decay control response. The phaser is recombined with the INVERSE of the original signal. All that remain are the out of phase partials. Stereo in and out.
- 3511 'Static' Phaser 96 2,2**
{ME}[VD](TT) Eight phasers modulated such that at any time 4 are going 'up' and 4 are going 'down'. The result is a phaser that doesn't really go anywhere... it just sounds 'phasey'. Positive feedback introduces bass distortion & so it isn't offered. The effect takes a few seconds to kick in. Summed in, mono out.
- 3512 Band Phaser 48 2,2**
{DME}[VD](TT) Input is divided into octaves and each octave is phased separately. Decrease input gain to avoid distortion and output gain to compensate. Summed in, stereo out.
- 3513 CBM Phaser 96 2,2**
{M}[GVK](TT) This is a six stage phase shifter that has a global resonance control as well as a PResonance that controls the resonance of the individual stages. I'm no longer sorry that I sold that Bi-Phase. Summed in, stereo out.
- 3514 Envelope Phaser 96 2,2**
{EY}[GVDKS] A phaser that is controlled by the level of the input. 'Attack' and 'Decay' control the response time.
- 3515 ManualPhasers 96 2,2**
{E} Manual sweep of phasers.
- 3517 One Way Phaser 96 2,2**
{DME} Eternal upward or downward phaser. Because of the mechanisms involved, the program distorts upon loading (sorry!). Summed in, stereo out.
- 3519 Random Phaser 96 2,2**
{ME} Randomly phases and pans input for a silky sort of psychosis. Stereo in, Stereo out (1 = 4, 2 = 3). Stereo in, stereo out.
- 3520 Samp & Hold Phaser 96 2,2**
{ME}(TT) Phaser modulated via Sample and Hold 'circuit'.
- 3521 Sci-Fi Phaser 96 2,2**
- 3522 Sci-Fi Phaser A 96 2,2**
- 3523 Sci-Fi Phaser B 96 2,2**
{ME} 20-pole phase shifter. Mono in, mono out.
- 3524 StereoizingPhaser 96 2,2**
{ME}(TT) This flavor gives 9 notches out left, and 12 notches out right. Summed in, stereo out.
- 3525 Techno Phaser 96 2,2**
{ME} 17-pole phase shifter. Move the MANUAL knob for stepping effect. Stereo in and out.
- 3526 TrueStereoPhaser 96 2,2**
{ME}(TT) User selectable poles. Sync parameter lets you invert the mod direction i.e. while left channel rises, right channel descends. Stereo in and out.
- 3527 Stereo Phaser 96 2,2**
{ME} 15-pole phase shifter. Stereo in and out.

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36 Pitchtime

Another Eventide first!

PitchTime™ is a powerful new algorithm for manipulating the pitch and duration of audio in real-time with very low latency. Based on a multi-channel Pitch Shifter and Time Scaler module, it allows for up to 8 channels of phase-coherent pitch shifting and time change. Pitch may be increased or decreased by up to four octaves, while duration may be sped up by 400% and slowed down indefinitely. Common applications are in frame rate conversion of video and film, synchronizing audio delays, and real-time tempo modification. Many other very creative applications are also available in the H7600 in the Loop Delays and Instrument Distortion banks.

- 3610** **Broadcast Delay** **48 2,2**
{P} *Soft version of our broadcast profanity delay line. This device allows you to 'dump' a chunk of audio if someone swears on air. The presence of the inherent delay line is why they ask you to turn your tv/radio down if you are talking on air. Stereo in and out.*
- 3611** **EZ Ptimesqueeze** **96 2,2**
{P} *Load two presets: "EZ Ptimesqueeze" for audio. "EZTime_delay" for the timecode channel. Set proper 'routing.' Enter the current and desired lengths and set your deck's varispeed to match the <PCT> or <SPEED> displays. The <audio> menu is an optional fine-tune process, and will set BOTH presets <delay> parameters. These <delay> parameters are bidirectional (either preset will reflect changes).*
- 3615** **St Framerate Conv** **96 2,2**
{P} *Stereo framerate converter. Enter the present and desired frame rates. Pitch will be adjusted accordingly. Stereo in and out.*
- 3616** **PitchtimeSqueeze** **48 2,2**
- 3619** **PitchtimeStretch** **48 2,2**
{P} *Timesqueeze allows independent duration and pitch control.*

38 Post Suite

Post/Broadcast type effects, simple to use, great fun and very useful! From Timesqueeze® to telephone filters, walkie-talkie and cinema projectors replicas...

A wider range of this type of effects can be found in banks 71 to 85.

- 3810** **Bell Constr. Kit** **96 0,2**
{ME}[X] *Create any telephone or beeper 'chirp' with complete control. <Ring> or an external trigger toggles the ring... bounce a bunch together for ambience. Nothing in, mono out.*
- 3811** **Digi Cell Phone** **96 2,2**
{SDCEY}[X] *Choose your cell phone manufacturer, service provider, and location. Dial in echo and change the type and frequency of dropouts. Everything from decent cell phone connection to ridiculous. Play and have fun. Summed in, mono out.*
- 3812** **Headphone Filter** **96 1,2**
{EY}[X] *Makes left input sound like a set of headphones on the floor. Mono in, mono out.*
- 3813** **Noise Canceller** **96 2,2**
{X} *Proper adjustment should allow one to subtract out noise from a signal. You must put the noise source into right channel and with proper alignment, that noise should be eliminated from the source to be fixed (on the left input). Dual mono in, dual mono out.*
- 3814** **TimeSqueeze(R)** **96 2,2**
{P}[X] *Stereo shift with a percentage pitch change. Have the math done for you to re-pitch to a varispeed source. Note the range control in the <expert> menu instead of the usual min/max pitch limits. Stereo in and out.*
- 3815** **Walkie Talkie** **96 2,2**
{MEY}[X] *An attractive lo-fi band passed tone with background noise and interferences ducked by the incoming signal. Makes your cell phone sound good ! Summed in, mono out.*

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- 3816** **Woosh Maker** **96** **0,2**
{PME}[X] Turns your Eventide into analog synth, for classic 'woosh' sound effects. Fine-tune the sound from the EXPERT menu while using an external trigger. Nothing in, stereo out.
- 3817** **16mm Projector** **96** **2,2**
{PDME}[X] Makes the sound of a school film projector (remember those?), including gate noise, loop flutter, reel wow, hiss, and exciter lamp hum. Switchable in, mostly, except stereo reverb in large auditorium. Switchable in, stereo out.
- 3818** **Scratchy 33 RPM** **96** **2,2**
{ME}[X] Bandwidth limiting, stereo blend, and scratches! Use 'Quality' settings, or grab sliders for a custom effect. Ticks have 33 1/3 RPM rhythm. Stereo in and out.

39 Re-mix Tools

This bank features a collection of tools for re-mix and DJ applications: BPM or MIDI clock synched delays, sample & hold panning filters, tremolos, choruses and flangers, phasers and modulateable filters.

- 3910** **Drums-o-Tronica** **96** **2,2**
⇒ Tweaked here as a polyrhythms drums mangler. Feed an 85 BPM drum loop in to get the feel of it.
- 3912** **GrooveSync Delay** **96** **2,2**
{DE}[GDK](TT) Cascade mode takes the output of the left delay (including feedback) and feeds the input of the right delay. Stereo in and out.
- 3913** **Plex-o-tronica** **96** **2,2**
{RDME}[GK](TT) Plex verb with modfilters embedded in its structure. A very flexible structure tweaked here as an interesting rhythmic TT delay evolving into distant verb. Choose TT switch in the system menu. Summed in, stereo out.
- 3915** **Swing Pong Delay** **48** **2,2**
{DE}(TT) Ping pong delay with swing factor. Stereo in and out.
- 3918** **TrigLFO St Flanger** **48** **2,2**
⇒ A stereo flanger with feedback.
- 3919** **TrigLFO Pan, Trem** **48** **2,2**
⇒ A synch-able panner, trem, or circle.
{DMEY}(TT) Chan#1 triggers the LFO to jump to a specific point in its waveform. 'Thresh' adjusts the threshold for triggering. 'TPhase' specifies where in the waveform it will start. 'Wave' and 'Duty' select the waveform. One cycle is equal to the 'Note' value for the given 'BPM'. Great for synching FX to a song. Interesting results if the note value for your trigger does not coincide with the 'Note' parameter. The time you spend figuring out this triggered LFO will be well worth it. Look for other 'TrigLFO' FX for the same mechanism. Dual mono in, stereo out.
- 3920** **TrigLFO St ModFilter** **48** **2,2**
⇒ A stereo 'mod' filter.
- 3921** **TrigLFO St Phaser** **48** **2,2**
⇒ A stereo phaser with feedback.
{DMEY}(TT) Chan#1 triggers the LFO to jump to a specific point in its waveform. 'Thresh' adjusts the threshold for triggering. 'TPhase' specifies where in the waveform it will start. 'Wave' and 'Duty' select the waveform. One cycle is equal to the 'Note' value for the given 'BPM'. Great for synching FX to a song. Interesting results if the note value for your trigger does not coincide with the 'Note' parameter. The time you spend figuring out this triggered LFO will be well worth it. Look for other 'TrigLFO' FX for the same mechanism. Dual mono in, stereo out.
- 3932** **Freeze 2 Beats** **48** **2,2**
- 3933** **Freeze The Beat** **48** **2,2**
{D}(TT) Remix tool! Tap tempo or set BPM value or sync to MIDI clock, choose note values and trap the beat with front panel trigger or external trigger. You can sample a polyrhythm variation, switching back & forth between it & the straight beat. Big fun with drums loops!!!

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42 Reverbs – H7600

This bank offers a set of classic reverb structures, enhanced by early reflection echoes with feedback paths and post reverb EQ. Ambience and a nice design interaction between the actual delays and reverb tail of any space are given great attention here, providing what we believe to be a powerful group of presets and a great tool to design your own.

This group also includes some post-processed reverbs.

- 4208** **3B X-over Hall 96** **96 2,2**
{RE} *Multiband stereo x-over sends audio to parallel verbs. Master decay and band ratios are available. These decay controls can also be fully independent. Modulation parameters are separate for each verb. Output level for each band & hicut on master output available. Stereo in and out.*
- 4210** **Ambience** **96 2,2**
{RE}[VD](TT) *Ambience reverb. Stereo in and out.*
- 4211** **Brass Plate** **96 2,2**
{RDE}[K](TT) *Stereo diffusor > verb + 4 parallel delay lines. 1st set of delays (1sec) has no feedback, 2nd set of delays (2.8sec) has feedback. A post hicut filters the whole processing path. Stereo in and out.*
- 4212** **Deep Space** **48 2,2**
{RDE}[VK](TT) *Stereo diffusor > verb + 2 parallel delay lines (1sec) to simulate walls reflections. Post low and high shelving EQs filter the whole processing path. Stereo in and out.*
- 4213** **Drum Plate** **96 2,2**
- 4214** **Drums Room** **96 2,2**
{RDE}[D](TT) *Stereo diffusor > verb + 4 parallel delay lines. 1st set of delays (1sec) has no feedback, 2nd set of delays (2.8sec) has feedback. A post hicut filters the whole processing path. Stereo in and out.*
- 4215** **Gated Inverse Snare** **96 2,2**
{D}[D] *Inverse gated reverb tweaked for snare drums. Use level to tame it. Sum input/Stereo output.*
- 4216** **Gated Plate** **96 2,2**
{RDE}[D](TT) *Plate verb thru gate. Un-gated verb level also available. Stereo in and out.*
- 4217** **Hall > Bandpass** **48 2,2**
{RDE}[VX](TT) *Post processed verb: stereo diffusor > verb + 2 parallel delay lines (1sec) to simulate walls reflections. Post low and high shelving EQs filter the verb/delays > band pass filter with automatic & manual adjustable spread in octaves. Stereo in and out.*
- 4218** **Inverse Snare** **96 2,2**
⇒ *tweaked for snare drums.*
- 4219** **Inverse** **96 2,2**
{D}[D] *Inverse reverb. Use level to tame it. Summed in, stereo out.*
- 4220** **Inverse > Bandpass** **96 2,2**
{DE}[DX] *Post processed inverse reverb > band pass filter with automatic & manual adjustable spread in octaves. Use level to tame it. Summed in, stereo out.*
- 4221** **Large Room** **96 2,2**
- 4223** **Living Room** **96 2,2**
{RDE}[GVD](TT) *Stereo diffusor > verb + 4 parallel delay lines. 1st set of delays (1sec) has no feedback, 2nd set of delays (2.8sec) has feedback. A post hicut filters the whole processing path. Stereo in and out.*
- 4222** **Living In The Past** **96 2,2**
{RDE}[X] *Non linear (reverse) reverb with dry delay. You can delay the dry sound and anticipate its reversed reverb...for special fx. Panning, levels and reverse EQ are available. Dry sound signal path is full stereo. Summed in, stereo out.*
- 4224** **L/C/R Mics Room** **48 2,2**
{RDE}[GVDK](TT) *Chamber Verb > 4 Band Delays. This preset simulates one near, and two far microphones in a medium sized room. Do not mix any dry signal. The near microphone is panned to the center. The two far microphones are panned full left and right. Stereo in and out.*
- 4225** **Piano Hall** **48 2,2**
{RDE}[K](TT) *Stereo diffusor > verb + 2 parallel delay lines (1sec) to simulate walls reflections. Post low and high shelving eqs filter the whole processing path. Stereo in and out.*

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- 4226 Plate > BandPass** 96 2,2
4228 Room > Bandpass 96 2,2
{RDE}[DX](TT) Post processed verb: stereo diffusor > verb + 4 parallel delay lines. 1st set of delays (1sec) has no feedback, 2nd set of delays (2.8sec) has feedback. A post hicut filters the whole processing path > band pass filter with automatic & manual adjustable spread in octaves. Stereo in and out.
- 4227 Rich Chamber** 96 2,2
4229 Sax Chamber 96 2,2
4230 Sax Plate 96 2,2
4231 Slap Plate 96 2,2
4232 Snare Plate 96 2,2
4233 Tiled Room 96 2,2
4234 Vocal Chamber 96 2,2
4235 Vocal Hall 48 2,2
4236 Vox Plate 96 2,2
{RDE}(TT) Stereo diffusor > verb + 4 parallel delay lines. 1st set of delays (1sec) has no feedback, 2nd set of delays (2.8sec) has feedback. A post hicut filters the whole processing path. Stereo in and out.
- 4237 Wide Hall** 48 2,2
{RDE}[GVK](TT) Stereo diffusor > verb + 2 parallel delay lines (1sec) to simulate walls reflections. Post low and high shelving EQs filter the whole processing path. Stereo in and out.
- 4240 Hall_Peaking Fltr** 96 2,2
{RDME}(TT) Stereo diffusor > verb + 2 parallel delay lines (1sec) to simulate walls reflections. Peaking filter follows. Use Sync for pseudo panning. Use Character and Polarity for dramatic filter changes. Stereo in and out.
- 4241 Chamber>Glide Dlys** 96 2,2
{RDME}(TT) Stereo diffusor > verb + 2 reflections delays + 2 echo lines > gliding delays. 1st set of delays (1sec) has no feedback, 2nd set of delays (2.8sec) has feedback. Glide delays add verb post processing. Stereo in and out.
- 4242 Flanged EchoVerb** 96 2,2
{RDME}(TT) Flanged post delays and verb. The '70s are back! Stereo in and out.
- 4243 Large Room2** 96 2,2
{RDME}(TT) Just in case you need a large room with some extended verb tail... Stereo in and out.
- 4244 Loneliness** 96 2,2
{RE} Ambient Verb. Input EQ > Diff > Verb. EQ shapes sound prior to entering diff/verb network. Stereo in and out.
- 4245 Really Large Room** 96 2,2
{RDME}(TT) A really, really large room. Stereo in and out.
- 4246 Reverb Suite** 48 2,2
{RDE} A highly specialized space simulator. The TYPE parameter selects from 5 different reverbs. It remotes value changes for all parameters in the Verb menu and for levels in the Delay menu. You can create 5 different verbs and switch between them. Has pre & post 3 band EQ. Stereo in and out.
- 4247 Sharp Verb** 96 2,2
{RDME}(TT) Diffused and long pre-delay chamber verb with lots of high freq. for special FX. Stereo in and out.
- 4248 Small Chamber** 96 2,2
{RDME}(TT) Small chamber reverb with a colored character. Stereo in and out.
- 4249 Strings Room** 96 2,2
{RDME}(TT) Great for your strings and choir tracks. Places them in the right space. Stereo in and out.

43 Reverbs - Chambers

Early reflection delays between diffusors and reverbs are the trick to design these relatively colored spaces. Many possibilities are offered to create your own "chambers," including some different variations-on-a-theme algorithms.

- 4310 Barking Chamber** 96 2,2
{RDE}[VDK](TT) Severely EQ'd verb with midrange bark. Summed in, stereo out.
- 4311 Boston Chamber** 96 2,2
{RD}[VDK](TT) This is a large warm room or small hall. Summed in, stereo out.

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- 4312 Chamber2** 96 2,2
{RDME}[VDK](TT) Plex verb into stereo chorus. Summed in, stereo out.
- 4313 Dream Chamber** 96 2,2
{RD}[VDK](TT) Chamber effect (delays between diffusion and verb). Stereo in and out.
- 4314 Italo's Chamber** 96 2,2
{RDE}[VDK](TT) Stereo diffusor > verb + 4 parallel delay lines. 1st set of delays (1sec) have no feedback, 2nd set of delays (2.8sec) have feedback. A 6dB/octave low-pass filter attenuates the whole processing path. Stereo in and out.
- 4315 Medium Chamber** 96 2,2
{RD}[VDK](TT) This is a bright, reflective room, with built in pre-delay. Summed in, stereo out.
- 4316 MetallicChamber** 96 2,2
{PR}[VD](TT) Detuners, a large diffusor and reverb. Summed in, stereo out.
- 4317 Toonchamber** 96 2,2
{PR}[V](TT) Diffusion > e/r > verb. Stereo in and out.

44 Reverbs - Halls

Halls being more reverberant than rooms, these presets offer a wide variety of large reverb spaces and some unusual effects. A hall reverb, as the name suggests, usually has a more profound reverb effect, often with distinct echoes and reflections. These presets are ideal when a noticeable reverberant background is desired.

- 4410 Arena Soundcheck** 96 2,2
{RD}[GVDK](TT) Sounds like a huge arena. Testing 1,2,3... Stereo in and out.
- 4411 Beeg Garage** 96 2,2
{RDE}[GVDK](TT) This sounds like a huge city parking garage. Summed in, stereo out.
- 4412 Big Hall 2** 96 2,2
{RDE}[GVDK](TT) A newer version of 'Big Hall' with extra accessibility. Summed in, stereo out.
- 4413 Environment#28** 96 2,2
{R}[VK](TT) Similar to 'Room#24' this one has 28 delays, making it very smooth and dense. Stereo in and out.
- 4414 Masterverb Hall** 96 2,2
{RDE}[VDK](TT) Big, warm concert hall with both input and output EQ. Stereo in and out.
- 4415 Masterverb Hall 1** 96 2,2
{RDE}[VDK](TT) Large VFW type room, with input and output EQ. Stereo in and out.
- 4416 Masterverb Hall 2** 96 2,2
{RDE}[VDK](TT) Warm medium hall. Larger version of 'Masterverb Hall 1.' Stereo in and out.
- 4419 Matt's Fat Room** 96 2,2
{RDE}[VDK] Warm, slightly chorusy room with input and output EQ. Switchable mono/stereo in, stereo out.
- 4420 Roomy Hall** 96 2,2
{RDE}[VDK] Nice room with a warm hall body and a touch of chorus. Stereo in and out.
- 4421 SplashVerb** 96 2,2
{R}[VDK] A very long, tunnel-like hall with gate-able inputs. Stereo in and out.
- 4422 3B X-over Hall** 48 2,2
{RE}[GVDKX] A three band stereo crossover sends audio to three parallel verbs with low & high decay scaling ratios according to mid decay. These decay controls can also be fully independent. Pitch modulation parameters are separate for each verb. Output level for each band & hicut on master output available. Stereo in and out.
- 4430 ChoralEchoVerb** 96 2,2
{RD} RandomChorusEchos + Verb. At load put <cycles> to 0, then back to 30 to settlechorus. Stereo in, stereo out.
- 4431 Environment#32** 96 2,2
{R}(TT) Similar to 'Room#24' this one has 32 delays, making it very smooth and dense. Stereo in and out.

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45 Reverbs - Plates

This bank includes plate and spring emulations for all occasions. Some are smooth, others are metallic or swept; plates are dense and colored, great for percussion, vocals and brass. They are particularly popular among vocalists, who want a diffuse background without recognisable reflections or placement clues.

- 4510 Chorus & Plate** 96 2,2
{RDM}{GVDK}(TT) Nice, tight ambience with some built-in chorusing. Stereo in and out.
- 4511 EMT-style Plate** 96 2,2
{RDE}{GVDK} Warm emulation of a big plate with childproof controls. Summed in, stereo out.
- 4512 Metallic Plate** 96 2,2
{RDE}{VD}(TT) Bright, dense and metallic, as the name says. Summed in, stereo out.
- 4513 Reverb A2** 96 2,2
{RDM}{GVDK} Modulated allpass filters in front of a reverb. Stereo in and out.
- 4514 Sizzler Plate** 96 2,2
{RDE}{D}(TT) Sizzly-sounding plate-like reverb. Summed in, stereo out.
- 4515 Springverb** 96 2,2
{RDME}{G} Boinky, ringy, cheapo-spring, reverb sound. Summed in, stereo out.
- 4516 St.Plate+Chorus** 96 2,2
{RDM}{GVDK}(TT) Stereo chorus in parallel with a plate-like reverb. Stereo in and out.
- 4517 Stereo Plate** 96 2,2
{RD}{GVDK}(TT) Dense, midrangy plate. A little like most plates but somehow different. Stereo in and out.
- 4518 Swept Plate** 96 2,2
{RDE}{GVDK}(TT) Plate with built in EQ's. Summed in, stereo out.

46 Reverbs - Preverb

Useful reverbs and spaces design tools are offered here. Diffusors, early reflections and multi-tap delays are available here to show off many of the structures used in the reverb presets. Use them in your personal algorithm building experiments.

- 4610 EarlyReflections** 96 2,2
{D} Although they are delays only, these four parallel delays can be used to place a source in space. Stereo in and out.
- 4611 LatticeArray** 96 2,2
{S} Stereo lattice array. Positive and negative outs create wide field. Here set up as a tonal diffusor. Stereo in and out.
- 4612 Preverberator** 96 2,2
{RDY} Input is delayed .5 to 1.2 sec while repeats grow and echo. All fx fade out once input hits threshold. Good pre-echo for sound effects or music. Switchable in, stereo out.
- 4613 SimpleDiffusor** 96 2,2
{RE} Stereo diffusion with simple controls. Stereo in and out.
- 4614 Slap Nonlinear** 96 2,2
{RDE} A slapback where the echo is really a clump of diffused echoes with EQ. Mono in, stereo out.
- 4615 StereoDiffusor** 96 2,2
{R} Diffusion is the spatter pattern prior to reverb. This is a good place to experiment with room and imaging issues, without the complexity of a full verb. Stereo in and out.
- 4616 Ultratap 1** 96 2,2
- 4617 Ultratap 2** 96 2,2
{RD}{S} Extended ultratap. Summed in, stereo out.

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47 Reverbs - Rooms

Larger than small spaces and yet curiously smaller than halls, this bank offers rooms and some chambers. These are emulations of real and imaginary environments. Room reverbs are typically used when more ambience is needed than the "small rooms" can offer and where a natural sound is wanted, without a distinct "reverb" effect being audible. These reverbs are also useful for adding a stereo depth-of-field to a mono source.

- 4710 Big Room** 96 2,2
{R}(TT) Sounds pretty close to a large recording studio room. Stereo in and out.
- 4711 Blue Box Verb** 96 2,2
{PR}(TT) Medium size, and medium-bright room. Stereo in and out.
- 4712 Bob's New Room** 96 2,2
{RDE} Large, warm hall built of discrete delays, diffusors, and plexes. Summed in, stereo out.
- 4713 Denny's Echoroom** 96 2,2
{RD}(TT) With two discrete delay lines we cause interesting reflections in this dense room. Stereo in and out.
- 4714 Der Verb** 96 2,2
{RD}(TT) Basic designed room. Stereo in and out.
- 4715 Drews Dense Room** 96 2,2
{RD}[VDK](TT) Warm example of a straightforward stereo reverb. Stereo in and out.
- 4716 Funny Gated Room** 96 2,2
{RE} A dynamic reverb with headroom, gate & envelope filter built in. Summed in, stereo out.
- 4717 Gated Water Snare** 96 2,2
{RE}[D] A dynamic reverb with headroom, gate & envelope filter built in. Summed in, stereo out.
- 4718 LatticeVerb** 96 2,2
{R} Stereo lattice array into reverb. Stereo in and out.
- 4719 LRMS Reverb** 48 2,2
{RDE} The left/right input is converted to sum/difference. Each of the four signals then go through a reverb. The reverberated sum/difference is converted back to left/right and mixed with the reverberated left/right. You get echo-y reverb with an interesting space quality. Stereo in and out.
- 4720 Masterverb Room 2** 96 2,2
{R}(TT) Small wooden room. Stereo in and out.
- 4721 ReelRoom** 96 2,2
{RD}(TT) This verb has 4 early reflection delays parallel to the diffusor/reverb network. This allows the room 'feel' to be easily established. Stereo in and out.
- 4722 Ridiculous Room** 96 2,2
{R} An over-the-top room program. Huge, low end. Summed in, stereo out.
- 4723 Room#24** 96 2,2
{R}[VDK](TT) With 24 delays this is a lush environment. Stereo in and out.
- 4724 Slight ChorusRoom** 96 2,2
{RDME}(TT) Deep room with a dash of chorus. Goes well with white meat. Summed in, stereo out.
- 4725 UK Ambience** 96 2,2
{RD}[VD](TT) Short & bright, this 'gatey' type reverb has input and output tone controls. Summed in, stereo out.
- 4726 UK Bright** 96 2,2
{RD}[VD](TT) A short and bright room. Watch your levels. Summed in, stereo out.
- 4727 UK Nonlinear** 96 2,2
{RD}[VD](TT) An FIR-type filter with a short, gated sound. Summed in, stereo out.
- 4728 Unreelroom** 96 2,2
{PR}(TT) Detuners/ early reflections parallel with diffusion>verb. Stereo in and out.
- 4729 Wooden Mens Room** 96 2,2
{RDME}[V] Effective emulation of one of those big old hotel bathrooms. Has a slow sweep added. Summed in, stereo out.

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48 Reverbs - Small

This bank of reverb effects replicate tight ambience. Great for “enhancement”, when all that is needed is a little “air” around your source. These more subtle effects are particularly useful to give a more natural sound to synths and other “dry” signal sources.

Also great to warm up drums or DI guitar and bass without adding muddiness.

- 4810 Bass Space** 96 2,2
{RDME}{G} Slight ambience with an adjustable delay, initially set very small. Sounds good on bass, too. Summed in, stereo out.
- 4811 Close Nonlinear** 96 2,2
{RDE}{D} Bright, small, non-real, non-linear decaying space. Great on drums and all types of pitched sounds. Summed in, stereo out.
- 4812 Drew's Double Closet** 96 2,2
{RDME} A semi-closed-in space like a large closet with a touch of slap delay adds presence but has very short decay time. Stereo in and out.
- 4813 Drew's Small Room** 96 2,2
{RDE}{TT} A warm small room, like an old conference room with 15 foot ceilings. Stereo in and out.
- 4814 FIR Glass Shower** 96 2,2
{RD}{S} Bright and evened, this is an FIR filter (Finite Impulse Response, the engineering term for a filter that uses fixed amount of delay taps). Gated type reverb sound. Summed in, stereo out.
- 4815 Gym Shower** 96 2,2
{RDE}{V} Really big tiled shower. Built from discrete delays and diffusors. Summed in, stereo out.
- 4816 ImpWaveVerb** 96 2,2
{RD}{TT} Dynamic impulse wave and reverb. Great for image and thickening. Stereo in and out.
- 4817 MasterverbRoom1** 96 2,2
{RDE}{TT} Sounds like someone down the hall in the living room playing. Natural, tight ambience. Stereo in and out.
- 4818 Medium Booth** 96 2,2
{RDME} Small and square, like an old classmate of mine. Ringy, reflective space. Summed in, stereo out.
- 4819 New Air** 96 2,2
{RD} Very small, ambient space that stereoizes a signal and adds a bit of 'air' around instruments. Summed in, stereo out.
- 4820 Pantry** 96 2,2
{RDME} Muted space. Cans, cupboards and towels are probably deadening it. Summed in, stereo out.
- 4821 Shifting Booth** 96 2,2
{RDME}{TT} This little booth is not quite rectangular and one wall is on wheels, slightly shifting its size. Summed in, stereo out.
- 4822 Small Ambience** 96 2,2
{RD}{VD}{TT} Small, office sized reverb/ambience. Stereo in and out.
- 4823 Soft'n Small Room** 96 2,2
{RD}{VD}{TT} Self descriptive. Stereo in and out.
- 4824 Stereo Mic's W/Room** 96 2,2
{RDME}{VD} Stereoizes a mono signal and adds a close-miked air and ambience, something sounding like a little room leakage. Summed in, stereo out.

49 Reverbs – 7500

A number of popular reverbs from the DSP7500, being the stereo equivalent of the H8000's surround reverbs.

- 4910 AcousticRoom** 96 2,2
{RD}{GS}{TT} Tweaked for acoustic instruments. Stereo in, stereo out.
- 4912 Catacomb** 96 2,2
{RDM}{S}{TT} Long ambient decay of reverb kept animated via sophisticated delay lines. Note long decay time but low hicut filter frequency. Output switching on verb. Stereo in, stereo out.

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- 4914 Cumulo-nimbus** 48 2,2
{R}[S](TT) Using some extremely long delay times, this effect is somewhere between a delay and reverb. Be careful with decay/feedback which is a function of the <hicut>, <lowcut> and <rdecay> parameters. Stereo in, stereo out.
- 4916 DiffuseRoom#24** 96 2,2
{R}[S](TT) 'SurroundRoom 24' with switchable diffusion added to the structure. Stereo in, stereo out.
- 4917 EchoRoom** 96 2,2
{RDM}[S](TT) This verb has four early reflection delays into the diffuser/reverb network. Stereo in, stereo out.
- 4925 MonkRoom** 96 2,2
{RDM}[S](TT) Modulating reflections and a 24 tap surround reverb. Tweaked for lots of texture. Think gregorian monks in an echo-cathedral. Stereo in, stereo out.
- 4931 StringRoom** 96 2,2
{R}[GS](TT) Similar to 'MonkRoom' without the early reflections. This room is tweaked for strings. Stereo in, stereo out.

50 Reverbs - Unusual

These presets show off some of the more creative and unusual possibilities in our modular architecture. With effects combined and/or embedded inside the reverbs themselves, new and exciting sounds are possible.

This bank offers a range from the unusual to the absurd, giving a number of effects not found on any other signal processing platform, whether rack-mounted or computer based.

- 5010 Adaptive Reverb** 96 2,2
{RD}[GVS] The delays of a reverb follow the pitch of your input. Make sure you have a good, strong input for the pitch detect. Mono in, stereo out.
- 5011 AlienShiftVerb** 96 2,2
{PRD}[GVS] You won't hear this anywhere else. It is a UFO taking off from a giant canyon. Might be a great effect to end a song with. Summed in, stereo out.
- 5012 Black Hole** 96 2,2
{RE}[GVS] An abnormally large reverb, sucking everything into a bottomless chamber. Try setting the diffuser to 68 and the size to 91 for a reverse hole. Summed in, stereo out.
- 5013 ChoralWindVerb** 96 2,2
{RE} With complex input material, the preverb modulating diffusors can sound like voices, especially at 100 % wet. Stereo in and out.
- 5014 ChoruspaceO'Brien** 96 2,2
{RDME}[GVS](TT) Huge plexverb into chorus delays. Good for slow attack sounds. Summed in, stereo out.
- 5015 Echospace Of God** 96 2,2
{RDME}[GVS](TT) Massively verbed echos that give you that \awe\ sound. Mono in, stereo out.
- 5016 Flutter Booth** 96 2,2
{RDME}(TT) Try to find this sound elsewhere! A deeply fluttering ambience. Summed in, stereo out.
- 5017 Gated Gong Verb** 96 2,2
{REY}[VDS] Input#1 is the envelope for the filter and the trigger for the gate. Input#2 gets verb'd. Dual mono in, stereo out.
- 5018 Ghost Air** 96 2,2
{RE} A deep backwards, breathing reverb. Summed in, stereo out.
- 5019 GloriousChrsCanyon** 96 2,2
{RDME}[GDS](TT) Friggin huge canyon verb with adjustable EQ and chorus. Mono in, stereo out.
- 5020 GloriousFlngCanyon** 96 2,2
{RDME}[GDS](TT) Huge canyons with flange on reverb. Summed in, stereo out.
- 5021 Horrors** 96 2,2
{PRDM}[S](TT) Squeaking and squelching, this big cave reverb is aptly named. The program is actually a multi-effects patch with a pitch shifter going into a delay set, and finally a reverb. The overall effect is a really weird reverb. Summed in, stereo out.
- 5022 Jurassic Space** 96 2,2
{RE}[S] It's almost a delay, yet it's thick like a reverb. Has EQ, too. Summed in, stereo out.

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- 5023 Kickback** 96 2,2
{RDE}[D] An early reflection type effect with a large, adjustable pre-delay. Summed in, stereo out.
- 5024 Phantom & Reverb** 96 2,2
{PRDMCE} Unusual sliding harmony mixed with input and thrown into an airy reverb. Try on moody vocals. Never sounds same twice. Summed in, stereo out.
- 5025 PillowVerb** 48 2,2
{RDE} All this for a put reverb? Well, yeah, but at least it's flexible. CBM. Mono in, stereo out.
- 5026 Pop Up** 96 2,2
{RDE} A multitude of soft delays that can be radically manipulated. Try going to expert and on the taps controls page, scroll to delays and hit select button (while listening). Summed in, stereo out.
- 5027 Ramp Verb** 48 2,2
{RDE} A weird little reverse-reverb-like thing constructed from two multi-tap delays followed by a verb. Not much good on percussion. Summed in, stereo out.
- 5028 Resonechos** 96 2,2
{RDME}[GVDS](TT) Echos that blur into a verb. Summed in, stereo out.
- 5029 Reverse Nonlinear** 96 2,2
{RDE}[D] Another version of a non-linear reverb, with extreme predelay. Summed in, stereo out.
- 5030 Reverserize Hall** 96 2,2
{RDE}[DS] Multitap with linearly increasing levels, feeding a large hall reverb. Gives you a backwards sound even while the words are forward. Summed in, stereo out.
- 5031 Sizzle Verb** 96 2,2
{DE} Large, alternative, sizzly verb. Easy to control. Summed in, stereo out.
- 5032 SplashVerb Maxsweep** 96 2,2
{R} A unique swept reverb with some unusual gating options on the input. Stereo in and out.
- 5033 Square Tremolo Verb** 96 2,2
{RMY}[S] This reverb has a hard edged tremolo after the verb which cuts the sound into pieces. With slow source material this can give a cool shimmer, on faster material you might get seasick. Stereo in and out.
- 5034 Swell Verb 9** 96 2,2
{RE} A dynamic reverb with headroom, gate & envelope filter built in. The dynamic envelope filter offers possibilities found in no other reverb units. Try adjusting <fmod> to a negative number! Lower your monitor volume while carefully adjusting filter since instabilities will occur with extreme settings and low <q>'s. Envelope filter has a bypass switch at lower right. Disable gate by turning thresh to -100 or ungated level to 100. Summed in, stereo out.
- 5035 Tremolo Reverb** 96 2,2
{RMY} A reverb followed by a tremolo. The tremolo rate is modified by the input level. Stereo in and out.
- 5036 Wormhole** 96 2,2
{RDE}[S] Mega-sized, tilting reverb. Summed in, stereo out.
- 5037 Zipper Up** 96 2,2
{RD} Fast, increasing, diffused echoes with reverb. Summed in, stereo out.
- 5038 Verb>ArpResonators** 96 2,2
{RM} [TT] Tap Tempo LFO sweeps stereo resonators thru preset tunings (note & octave). To tune each step and set its octave, set mode to manual and use <manstep> trigger to go thru each step and tune L&R resonators. Repeat to set octaves. Great on percussive or generic harmonics/transient rich material. Stereo I/O.

51 Ring-mods

If you are looking for a ring modulator effect, go no further !

- 5110 Bell Ringer** 48 2,2
{PDE}[GK] Reverse echoes build into a ring modulator. Boing followed by a Bailing tail. Strange, but true. Mono in, stereo out.
- 5111 Envelope Ring Mod** 96 2,2
{Y}[GKS] Input signal is ring modded with a sine wave whose freq is controlled by the envelope of the input. Sounds cool on percussion. Stereo in and out.

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- 5112** **Evil Ring Dist** **96 2,2**
{E}[GKS] *A very evil ring-ish sounding distortion. No warm analog sounds here. The effect actually takes the cosine of your input signal. Higher <distort> values work well for sparse signals but sound rough on fuller sounds. Use the filters to pick out the good stuff. Stereo in and out.*
- 5115** **One Way Ring Mod** **96 2,2**
{DM} *Ring modulation with perpetually falling or rising sine waves. Because of the mechanisms involved, the program distorts upon loading (sorry!). Stereo in and out.*

52 Sampler - Large

The Sampler module is featured here. This is a group of effects showcasing its real-time editing and versatility, worth exploring for your preset writing.

- 5210** **Digi Timesqueeze(R)** **96 2,2**
{S}[V] *An easy to use TimeSqueeze program. Record a sample, then set the desired playback time or ratio. Top and tail can be trimmed, and fades can be added on the edit menu. After scrub editing, be sure to hit <stop> or <play>. Stereo in and out.*
- 5212** **MIDITrig Reverse** **96 2,2**
{S}[K] *Plays back in reverse, controllable via MIDI. Stereo in and out.*
- 5213** **Multi Trigger** **96 2,2**
{S} *A multi-take sampler with the first four sounds being available on front panel soft keys (play1-4) for easy triggering. Editing facilities are supplied on a separate menu. Note that there is no ability to save edit values or sampled sounds. If loop is on it affects all samples. Stereo in and out.*
- 5214** **Panning Sampler** **96 2,2**
{S} *Multi-sampler with adjustable pan position for each of four outputs using rotating playback. Can record up to four samples. Stereo in and out.*
- 5215** **PlaybackOnlySampler** **96 2,2**
{S} *Record has been disabled! You have your data in the Harmonizer and don't want to worry about an improper button press! No input. Stereo in and out.*
- 5216** **Reverse Sampler** **96 2,2**
{S}[S] *Simple sampler that plays back(wards). Stereo in and out.*
- 5217** **Sample Curver** **96 2,2**
{SE}[S] *Single take sampler with time-varying parameters. Curves can be set up for time, pitch, level, pan and EQ, so that these values change as desired over the length of the playback. To edit a curve, select the first numeric value of each pair to position the cursor, then the other value to set the curve at that point. Repeat as necessary. Stereo in and out.*
- 5218** **SAMPLER (midikeys)** **96 2,2**
{S}[K] *Multitake Sampler. Panel and 'keyboard style' record and playback. Stereo in and out.*
- 5219** **SAMPLER (multi)** **96 2,2**
{S} *A multi-take Sampler. Panel, audio or MIDI triggering. When enabled, audio trig for rec and play is on left input. Stereo in and out.*
- 5220** **SAMPLER (single)** **96 2,2**
{S} *Single take Sampler. Panel, audio or MIDI triggering. When enabled, audio trigger for record and play is on left input IMPORTANT! Recording with this preset will clear all previous recordings !!! Stereo in and out.*
- 5221** **Sampler Filter Trig** **96 2,2**
{SEY} *Sampler with filtered trigger input and level meter for sophisticated triggering control. Stereo in and out.*
- 5222** **SAMPLER(multi)VERB** **96 2,2**
{SR} *Multi-take Sampler with full reverb. Panel, audio or MIDI triggering. When enabled, audio triggered record and play is from left input. Stereo in and out.*
- 5223** **SamplerAudioSwitch** **96 2,2**
{SDY} *Sophisticated rotating playback sampler with choice of playback sample determined by input level. Stereo in and out.*
- 5224** **Simple Sampler** **96 2,2**
{S} *Basic single-take 85 second sampler. Stereo in, stereo out.*

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- 5225 StudioSampler_M 96 2,2**
{SEY} Select config parameters to adjust mono/stereo operation, scrubmode and trigger delays. Press trig EQ to make play trigger frequency conscious. Pressing trig EQ again will bring up main trigger page found under main menus. Use middle SELECT key to toggle controls ON/OFF. A MIDI keyboard can be used to emulate a keyboard sampler - disabling input monitor will speed up response. This preset allows one 87 second stereo sample, or one 174 second mono sample at 48k.
- 5227 Triggered Reverse 96 2,2**
{S} Hit trigger once to record again to play back in reverse. Stereo in and out.
- 5228 Varispeed Sampler 96 2,2**
{S}[VS] This preset gives a very high quality simulation of a varispeed tape recorder, with a range from 15% to 400%. For those applications where tempo and duration are flexible, it maybe used as a higher quality alternative to a pitch shifter. Fine speed and pitch controls are provided. It allows one 87 second stereo sample at 48k. Stereo in and out.
- 5229 Vocalflyer_M 96 2,2**
{SEY}[V] Single take Sampler with post sample dynamics + EQ package (Comp/De-ess/EQ). IMPORTANT ! Recording with this preset will clear sample memory. Summed in, mono out.
- 5230 Vocalflyer_S 96 2,2**
{SEY}[V] Single take Sampler with post sample dynamics package (Comp/De-ess). IMPORTANT ! Recording with this preset will clear sample memory. Stereo in and out.

53 Sampler - Small

The small delay-based sampler module is featured here. This is a small mono sampler that uses delay memory rather than sampler memory, meaning that it can be used in either (or both) machine A or machine B.

- 5310 Kick/SnareReplacer2 96 2,2**
{SDCEY}[D] All the tools you need for kick & snare replacement when mixing. This one uses DLYSAMP and can be loaded in either (H7600 DSP engine). Load your samples via Input#1(kick) & input#2 (snare). After editing your samples, use trigger sources from the 'sync' head and adjust <predelay> to synchronize sample playback with track, adjusting to account for the difference in time between sync and repro heads. Delay feeds the pre-trig filter to refine the input to a noisegate, which feeds the playback trigger. When dynamics switch is set to on, adjust peak detect and dynamics parameters to have sample playback follow input dynamics. Dual mono in, dual mono out.
- 5311 Small Sampler 96 2,2**
{S} This is a simple re-triggerable sampler.
- 5313 Four Samplers_M 48 2,2**
{S} This preset contains four independent mini-samplers. Each can record up to ten seconds. Summed in, stereo out.
- 5314 Four Samplers_S 48 2,2**
{S} This preset contains four independent stereo mini-samplers. Each can record up to five seconds. Stereo in, stereo out.

54 Shifters

This bank offers a large array of general purpose pitch shifting presets. From mono to stereo, to quad, octal, 10 voice and 5.1 configurations! Including detuners, arpeggiators, multi-shifters, envelope controlled shifters, reverse shifters, wammy and vibrato fx.

Eventide introduced digital pitch shifting to a waiting world with the H910 Harmonizer™ in 1975. Since then, the power of these instruments has grown significantly, as you can see here...

These pitch shifters work best with a clean monophonic input, with a clearly defined pitch; they will be less successful on chords or heavily distorted signals. Note that all pitch shifters introduce a small delay.

- 5410 4_Detuners 96 2,2**
{P}[GVK] A simple four channel four voice detuner. Stereo in and out.
- 5411 4_PitchShift 96 2,2**
{PM}[GVK](TT) Four independent shifters with master and individual parameters. Each voice may be controlled via externals or an LFO for smooth modulation effects. Stereo in and out.

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5412	4_ReverseShift	48	2,2
5413	4_ReverseTetra	96	2,2
{P}[GVKS](TT)	<i>Four channel reverse shifters with independent and master controls. Stereo in and out.</i>		
5414	4_IntervalShifts	96	2,2
{P}	<i>Simple four voice shifter by interval with global fine tune adjust. Stereo in, stereo out.</i>		
5422	Shifted Echoes	96	2,2
{PM}[S](TT)	<i>Two high quality pitch shifters with tap tempo delays (max 2 sec) and modulation. 5.1 in and out.</i>		
5423	ChordConstruct'nKit	96	2,2
{P}[GV](TT)	<i>Simple four voice shifter by interval. Global fine tune adjust. Summed in, stereo out.</i>		
5424	10v Arpegg Thick	48	2,2
{P}[GV]	<i>Two four-voice multishifters, each being fed by one of the ins. Chan1=pitch1~5, chan2=pitch6~10. Stereo in and out.</i>		
5427	120BPM ShifterDelay	96	2,2
{PM}(TT)	<i>Play a note, get a riff. The output of each shifted voice is delayed 125 mS from the previous voice. Summed in, stereo out.</i>		
5428	5ths&Oct Multiply	96	2,2
{PM}(TT)	<i>Fifth and octave pitch shifts. Summed in, stereo out.</i>		
5429	Dual H910s	96	2,2
{P}[V]	<i>Two of our classic H910 pitch shifters, one for each channel. Dual mono in, dual mono out.</i>		
5430	4 IntervalShifts	96	2,2
{P}(TT)	<i>Simple four voice shifter by interval with global fine tune adjust. Stereo in and out.</i>		
5431	Dubbler	96	2,2
{PM}[GVDK](TT)	<i>Doubles up your signal with four micro pitch shifts. Summed in, stereo out.</i>		
5432	Etherharp	48	2,2
{PR}[G](TT)	<i>Eight pitch shifters with TT delays melt into an elegant minor modal chord from an ethereal Harp. Try on parallel 5ths. Dark tone. Set TT switch in the system menu. Summed in, stereo out.</i>		
5433	IntervalicQuad	96	2,2
{P}(TT)	<i>Quad shifter by interval. All channels are phase accurate via PITCHTIME module set up as a straight ahead shifter. 'Interval' and 'FineTune' parameters allow all possible values. Stereo in and out.</i>		
5434	IntervalicShift_S	96	2,2
{P}(TT)	<i>Stereo shifter by interval. Stereo in and out.</i>		
5435	Large Poly Shift	96	2,2
{PD}	<i>A kind of pitch shifter you use with chords. Like Poly Shift but now you can shift up and down by octaves. Summed in, mono out.</i>		
5436	LevitationShift	96	2,2
{P}(TT)	<i>Enveloped stereo shifter gives a distinctive string-type second voice. Stereo in and out.</i>		
5437	MultiShift_4	96	2,2
{P}(TT)	<i>Four voice intervalic multishift with selectable feedback. Great for arpeggiated effects. Each voice may be controlled via externals for choosing intervals. Summed in, stereo out.</i>		
5438	MultiShift_8mod	48	2,2
{P}	<i>Eight voice multishifter. Voice 1~4 fed from input#1, voice 5~8 fed from input#2. Independent external mods for each voice. Stereo in and out.</i>		
5439	Organizer	96	2,2
{PM}[GK]	<i>Turns any line into an organ solo. Pure tones gets you a Hammond, Complex tones get you a pipe. Summed in, stereo out.</i>		
5440	PolytonalRythym	96	2,2
{PD}(TT)	<i>Polyrhythmic pitched delays. Play a note, get a 6 note line back plus a delaytap of the original. Summed in, stereo out.</i>		
5441	Stereo Backwards	96	2,2
{P}	<i>Breaks input into little pieces and plays them backwards. Adjust optional pitch shift in 'Expert' menu. Uses m/s processing to maintain stereo image. Stereo in and out.</i>		
5442	Vibrato_S	96	2,2
{PM}(TT)	<i>Simple vibrato effect. Stereo in and out.</i>		
5443	Wammy_s	96	2,2
{P}[G]	<i>Simple wammy pedal. Stereo in and out.</i>		
5444	Warm Shift	96	2,2
{PE}[GVK]	<i>One pitch shifter per channel. Each has a gentle lowpass in the feedback loop. Dual mono in, dual mono out.</i>		

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55 Shifters - Diatonic

A diatonic shifter will keep its shifted output(s) within a key and scale type, related to a root note and chosen intervals. You define key, scale and intervals you want and the algorithm does the rest. Notice that each shifter voice has two second soft delay available which can be used to separate the voices from each other and the input. These presets are System Tempo or Midi Clock synch-able to give rhythmic arpeggios.

This bank also features our new multi-voice Custom Scales Pitch Shifter, a truly powerful music tool for the melodic and harmonic adventurous musician; it allows per-note user scale selectable intervals, covering chromatic, hybrid and ethnic harmonies, counterpoint and poly-tonality.

5510	4_DiatonicShift	96	2,2
{P}(TT)	A four channel four voice diatonic shifter. Stereo in and out.		
5517	Diatonic +3rd+5th	96	2,2
5518	Diatonic +3rd+7th	96	2,2
5519	Diatonic +4th+6th	96	2,2
5520	Diatonic +5th+Oct	96	2,2
5521	Diatonic +5th-4th	96	2,2
5522	Diatonic +5th-oct	96	2,2
5523	Diatonic +/- Oct	96	2,2
{P}[GV](TT)	A two voice diatonic shifter. Summed in, stereo out.		
5524	Diatonic Thesaurus	96	2,2
{P}[GV](TT)	This is what you've been dreaming of... Set 8 steps for 2v diatonic shifters intervals, keys and scales. Summed in, stereo out.		
5525	Diatonic Trio	48	2,2
{PRV}[GV](TT)	Diatonic interactive shifters>verb. Choose 3 intervals for each of two shifts which are triggered by source level and randomly chosen. envelope control of shifts and source to help emulate strings. Verb can output front, rear or both. Stereo in, stereo out.		
5526	DiatonicShift_8	48	2,2
{P}[S](TT)	Simple 4 channel 8 voice diatonic shifter. Each input feeds 2 consecutive voices, input #1=voices1&2, in#2=v3&4 etc. Stereo in and out.		
5527	Diatonic_8mod	48	2,2
{P}(TT)	Eight voice diatonic shifter. Voice 1~4 is fed from input#1, while voice 5~8 is fed from input#2 with independent external mods for each voice. Stereo in and out.		
5528	M_4DiatonicShift	96	2,2
{P}(TT)	Four channel four voice diatonic shifter with master parameters. Stereo in and out.		
5529	Stepped Dshifter	96	2,2
{P}[GVS](TT)	Four voice diatonic shift with <step#> parameters. These allow you to preset a sequence of values for each voice of each step value. Step#0=unison. Summed in, stereo out.		

For more information on the following, see [Custom Scales Pitch Shifters](#) on page 84.

5540	2v Custom Shifter	96	2,2
⇒	Two voice.		
5541	2v CustShift&Verb	96	2,2
⇒	Two voice with reverb.		
5542	4v Custom Shifter	96	2,2
⇒	Four voice		

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56 Shifters - Ultra

The UltraShifter™ can pitch shift a vocal two octaves up or one octave down while maintaining a natural vocal quality. It can also alter the overall formant structure of a vocal signal independently of any pitch shift. UltraShifter is optimized for vocal signals although it may be suitable for other monophonic source material.

Real-time adaptive resynthesis makes the UltraShifter the most natural sounding vocal shifter ever created. The UltraShifter can modify or maintain pitch and spectral content over a four octave range.

- 5610 Robot Voice** 96 2,2
{PD}[V] Formant corrective shifter with robotic parameter. Choose shift amount as cent value. Summed in, stereo out.
- 5611 Ultra AutoCorrect** 96 2,2
{P}[V] Chromatic AutoCorrect UltraShifter. Summed in, stereo out.
- 5612 Ultra Cents** 96 2,2
- 5613 Ultra Cents 2** 96 2,2
{PD}[V] Formant correct pitch shifting. Adjust formant for a different sound. Set source for better pitch tracking. Summed in, stereo out.
- 5614 Ultra Diatonic** 96 2,2
- 5615 Ultra Diatonic 2** 96 2,2
⇒ Manual formant parameter.
{PD}[V] Formant corrective Diatonic shifter. Included is ability to use non equal-tempered scales. Summed in, stereo out.
- 5616 Ultra Diatonic 3** 96 2,2
{PD}[V] Formant corrective Diatonic shifter. <form#> gives you a value for each possible interval. This lets you pre-select the perfect formant per interval. This gets added to <formant> which is global, and displayed as <value>. Summed in, stereo out.
- 5617 Ultra Interval** 96 2,2
⇒ self-adjusting formant scaling.
- 5618 Ultra Interval 2** 96 2,2
⇒ with manual formant.
{PD}[V] Formant corrective shift Choose shift by interval. Summed in, stereo out.
- 5619 Ultra Interval 3** 96 2,2
{PD}[V] Formant corrective shift selected as interval. <form #> and <tune #> gives you a value for each possible interval 'click' over the 3 octave range. You may pre-select the perfect formant and tuning for each interval. global formant and tune parameters get added to the <#>. The final sum is then displayed as <value>. Summed in, stereo out.
- 5620 Ultra UserScales** 96 2,2
⇒ auto formant parameter.
- 5621 Ultra UserScales 2** 96 2,2
⇒ manual formant parameter.
{PD}[V] Formant corrective diatonic shifter. This one is for user generated scales. Summed in, stereo out.
- 5622 Ultra UserScales 3** 96 2,2
{PD}[V] Formant corrective diatonic shifter. This one is for user generated scales <form#> gives you a value for each possible interval. This lets you pre-select the perfect formant per interval. This gets added to <formant> which is global, and displayed as <value>. Summed in, stereo out.

57 Shifters - Unusual

This bank offers the most creative pitch shifting applications in the industry: classic Eventide “crystals”, interactive shifters, pads, polyrhythmic modulatable shifters... all very imaginative and offering musical tools for just about any source.

- 5709 Aliens** 96 2,2
{PE}(TT) Two reverse shifts. Stereo in and out.
- 5710 Angelic Echos** 48 2,2
{PRDMCE}[GVS](TT) Angelic echoes with chorus and reverb. Delay parallel to pitch>verb. Stereo in and out.

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- 5712 Chim-Chiminee** 96 2,2
{P}(TT) Nice, arpeggiated shifts with octaves and fifths. Summed in, stereo out.
- 5713 Crystal 5th Caves** 96 2,2
{PR}[GVS](TT) Simpler, pitched echoes with reverb. Try different shift amounts. Summed in, stereo out.
- 5714 Crystal Caves** 96 2,2
{PRE}[GVS] Pitch and reverb. Pitch has <level> param and a <mix to verb> param. Stereo in and out.
- 5715 Crystal Heaven** 96 2,2
{PRDMCE}[GVS](TT) Octaves chorused and reverb-ed. Stereo shift, delay and reverb. Stereo in and out.
- 5716 Crystal Oct & 5ths** 96 2,2
- 5717 Crystal Octaves** 96 2,2
- 5720 Crystal Sevenths** 96 2,2
⇒ some fifths are thrown in for a more organ-like effect
{PRE}[GVS](TT) Octave echoes build upon each other to add a crystalline string sound to your instrument. Summed in, stereo out.
- 5718 Crystal Orbits** 48 2,2
{PRDCE}[GVS](TT) Crystals > ringdelays > reverb. Huge textural bed is created. Stereo in and out.
- 5719 Crystal Pad 2** 96 2,2
{PRE}[GVS](TT) Shimmering, squeaky fields. Summed in, stereo out.
- 5721 Crystal Worlds 2** 96 2,2
{PRDMCE}[GVS](TT) Crystals > st delays > reverb. Like "Crystal Orbits" but this one has the crystals in series. Stereo in and out.
- 5722 CrystalGyroscope** 96 2,2
{PM}[GVS] Dual shifters into a gyroscopic panner. Pan makes little circles while Precess rotates them. Stereo in and out.
- 5723 Dinosaurs** 96 2,2
{PRDMCE}[GVS](TT) Look out behind you... Stereo in and out.
- 5724 Doppler Pass** 96 2,2
{P}[GVS] Pans and pitchshifts inputs to create a Doppler pass effect. Trigger makes effect happen. Select direction of movement with 1st param on Main menu. Stereo in, stereo out.
- 5725 DuckedCrystals** 96 2,2
{PEY}[GVS](TT) Two voice ducked reverse shifters. 'Thresh' is ducking sensitivity. Summed in, stereo out.
- 5726 Fake Pitch Shift II** 48 2,2
{DM} Pitch Shifts signal by selectively sampling modulating delay lines. Not neat and tidy at all, but unique. It takes a minute for parameter changes to take effect. Summed in, mono out.
- 5727 FreqShift W/Delay** 96 2,2
{PD} Simple freq shifter with delay. Stereo in and out.
- 5729 Genesis II** 96 2,2
{PRDMCE}[GVS](TT) Crystals > moddelays > reverb. Like 'crystal orbits' this one has the crystals in series and in a 'forward' direction. Stereo in and out.
- 5730 Latin Cathedral** 96 2,2
{PR}[GVS](TT) An interesting reverb made by using reverse delays. Summed in, stereo out.
- 5731 ReverseTetra** 96 2,2
{P} Four parallel reverse shifters with independent controls. Summed in, stereo out.
- 5732 Shift To Nowhere** 48 2,2
{PE} Divides input into octaves and 'switches' them. Signal is shifted, but it doesn't go anywhere! Decrease input gain to avoid distortion. Use output gain to compensate. Increase Delay and Length for more interesting effect. Summed in, mono out.
- 5733 Steeplechase** 96 2,2
{PM}(TT) Polyrhythmic shifted delays. Modulation of the shifters will have you wondering who's chasing who. Summed in, stereo out.
- 5734 StringTrio** 48 2,2
{PRY}[G](TT) Non-diatonic interactive shifter with verb. Choose three intervals for each of two shifts which are triggered by source level and randomly chosen. Envelope control of shifts and source helps to emulate strings. Stereo in, stereo out.
- 5735 Scary Movie & Verb** 96 2,2
{PRE}(TT) H3000 Scary Movie into verb. Stereo in and out.

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- 5736 Ominous Morphing** 48 2,2
{PRD}{TT} Morphs a vocal track into an ominous verb-ed one. You can preset morph times and 2 shifters and feedback settings (A/B). Reverse/Forward is also available. Stereo in and out.
- 5737 Lunatics** 96 2,2
{PM} This guy has a problem... DEFINITELY! Use dialogue thru this algorithm. All sort of personality splits, sweeps, moods... he'll never be the same again. Stereo in and out.

58 Sound Effects

This is a collection of sound effects, some based on the numbered presets on the 3000B, others from the H7600. In most cases they should be used 100 percent 'wet.'

- 5809 ResoMachine** 48 0,2
{RDME}{XS}{TT} Noise triggers Resonant Chords. Reso sensitivity adjusts input level to resonators. Watch clipping. Each resonator has 2.4 sec delay and rhythmic subdivisions. Nothing in, Stereo out.
- 5810 Alert (401)** 96 0,2
{PDME}{X} This program produces a harsh sound: <rate> controls the alarm sweep rate, <tone> controls the tone of the sound. Ahooga! Nothing in, stereo out.
- 5811 Doorbell (403)** 96 0,2
{PDE}{X} This program generates a familiar doorbell sound when triggered: <ring> will ring the doorbell <tone> adjusts the tone <tune> controls the pitch. Nothing in, stereo out.
- 5812 Flintlock** 96 0,2
{PE}{X} This is a careful simulation of an antique flintlock rifle. If you listen carefully, you will hear the fine quality of the engraving on the beautiful rosewood handle. Nothing in, stereo out.
- 5813 Himalayan Heights** 48 0,2
{PRME}{X} Karplus/Strong synthesis. This patch uses noise generators thru crazy oscillating filters that can be tuned to specific notes. Here they are tuned to a random pulsing A minor pentatonic arpeggio. Wind is also available to design a winter Tibetan landscape. Filters sound almost like gamelans. Tuning menu sets on/off rate and tuning for each filter. Great patch for songs intros & endings.... Nothing in, stereo out.
- 5814 Jet Fly By** 96 2,2
{PDE}{X} Hit the <fly by> param and the jet will do it, left to right. User warning: the jet will fly by on loading preset ! Nothing in, stereo out.
- 5815 Jettison (405)** 96 0,2
{DE}{X} Similar to 'jet', this sound is reminiscent of rocket stages being jettisoned, or perhaps a spaceship blasting off. <jettison> triggers the jet sound <speed> controls the speed <whine> adds complaints. Stereo in and out.
- 5816 Locomotive** 96 0,2
{PDME}{X} Those of us of advanced years can dimly remember the sound of a steam engine. Here is a jog for the memory. <roll out> puts it in gear and ramps between low speed and top speed. Nothing in, stereo out.
- 5817 Mortar Shells** 96 0,2
{PDE}{X} War has broken out in the next street (again). Here are a few sound effects to complete the picture. Nothing in, stereo out.
- 5818 Sonar (409)** 96 0,2
{DE}{X} This simulates the sound of a submarine's sonar: <ping> does it. Nothing in, stereo out.
- 5819 Stereocopter (410)** 96 0,2
{PDME}{X} Use this if you need an easy helicopter sound: <speed> controls the rotors. Nothing in, stereo out.
- 5820 Stormwatch** 96 2,2
{PDME}{X} Asymmetric modulations give this collection of nature at work an animated feel. Howling wind, driving rain plus distant thunder via the <bolt> parameter. Great background effect. Nothing in, stereo out.
- 5821 TankAttack (411)** 96 0,2
{PDE}{X} This has the familiar sound of an arcade tank game: <fire> goes boom <rumble> tunes the explosion <range> controls implied distance. Nothing in, stereo out.
- 5822 Tesla Generator** 96 0,2
{MEY}{X} Tesla Power Generator Electricity generator engine from XIX century...watch your speakers!!! Nothing in, mono out.

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- 5823 Ufo (413) 96 0,2**
{PDE}[X] This is an authentic (according to all local observers) version of a spaceship lifting off: <Take Off> will make it happen. Press it again to land. Nothing in, stereo out.
- 5824 Wavelab 96 0,2**
{ME}[X] An oscillator or an editable waveform oscillator thru a modfilter, swept by an LFO. Choose filter kind or bypass it. Scope & spectrum show tweak results. Nothing in, mono out.

59 Spatialization

Some cool psycho-acoustic and clever spatialization presets.

- 5910 Bass Balls 96 2,2**
{E}[G] Makes speakers seem bigger than they really are by creating second harmonic of sound below a turnover frequency you set. A little goes a long way. Stereo in and out.
- 5912 Mess With Stereo 96 2,2**
{PDME}[V] The left/right input is converted to sum/difference. then a number of modifiers act upon the signal. Finally it is converted back to left/right. This gives some interesting stereo enhancements. Note: There is a slight delay in processing. Stereo in and out.
- 5916 TruePhase Delay 96 2,2**
{D} A variable amount of 'phase shift'. This is real phase shift in degrees and it applies to each frequency. You also have precision delay and feedback. Stereo in and out.

61 Synthesis

This bank shows the H7600 synthesis powers - from FM to audio input driven synths and analog style oscillators!

- 6109 Arabian Collanette 96 0,2**
{PRDMCE}(TT) An oscillator tone is the Root of a sequence tuned to the Arabian 'Collanettes' scale. Filter, modfilter, panning delay and verb process the oscillator. Nothing in, stereo out.

More about the Arabian scale?... It has 25 steps from G to G 1200 cents above. Very microtonal. Here it is: G:0c. G#:48c. G##:90c. G###:149c. A:204c. A#:253c. A##:294c. A###:355c. B:408c. B#:456c. C:498c. C#:547c. C##:588c. C###:694c. D:702c. D#:751 D##:792c. D###:852c. E:906c. E#:953c. F:996c. F#:1045c. F##:1110c. F###:1147c. G:1200c....and the names... YAK-GAH*Nim Qarar Hisar*Qarar Hisar* Tik Qarar Hisar*USAYRAN*Nim Ayam Usayra*Ayam Usayran* IRAQ*GAVAST*Tik Gavast *Rast*Nim Zirgulah*Zirgulah*Tik Zirgulah*DU GAH*Nim Kurdi*Kurdi* SAH-GAH*BUSALIK*Tik Busalik* TSAHAR-GAH*Nim Hijaz*HIJAZ*Tik Hijaz*NAWA.

- 6110 Eel Drums 2 48 2,2**
{PRDMCEY}[D] Kick drum sub harmonic generator and noise snare generators with envelopes, feeding a filtered stereo chorus, filtered backwards shifters and diffusion. Summed in, stereo out.
- 6111 External Hats 96 2,2**
{MEY}[D] Inputs 1&2 trigger synthetic 'hats'. Use short, sharp trigger sounds. 2 LFOs and/or envelope of sound can mod phasers. The envelope of sound itself can mod the LFOs! Each 'hat' is output though a LP & HP filter that is modulated by the envelope of the sound. Tweak away! 2 in, 2 completely different out. Stereo in and out.
- 6112 FM TimbreFactory 96 0,2**
{E}[X] A four operator FM timbre generator suitable for sampling. At fund of 55Hz (A1), loops should be (1/4 samp rate) number of samples. Each operator can be modulated by the other three operators and itself (if you're clever, you can create any parallel or series combination you like). Each operator is sent to the Mixer. The outputs of the Mixer are filtered. Nothing in, stereo out.
- 6113 Heen 96 0,2**
{M}[X] Sample and hold effect. A sequence of random notes. Try playing with the sample freq and droop. Nothing in, mono out.
- 6114 Jan&Jeff 96 2,2**
{RY}[G] As in, Hammer and Beck. Synth will follow your input guitar line... sorta. If you don't understand it, you're too young. Summed in, stereo out.

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- 6115 Rise Or Fall Osc** 96 0,2
{DM}[X] A series of oscillators perpetually rises or falls. Gives you that uplifting or sinking feeling. Because of the mechanisms involved, the program distorts upon loading (sorry!). Nothing in, mono out.
- 6116 Samp/Hold FM Lab** 96 0,2
{MEY}[X] A sample and hold 'circuit' is triggered by the LFO. The output from the s/h modulates an oscillator dubbed 'modulator' according to 'S/H mod'. The output from the 'modulator' Osc then modulates a 'carrier' Osc according to 'fm mod'. The output from the 'Carrier' Osc is panned between two speakers by the S/H 'circuit'. Finally, the output from the panner is filtered. The setup just described is repeated for both the front and rear speakers. The LFO can be triggered to sync with music. Mono in, stereo out.
- 6117 Timbre Factory** 48 0,4
{X} Create a timbre with additive synthesis. Useful for sampling. At fund of 110Hz (A2), loops should be (1/2 sample rate) number of samples. Try panning the harmonics. Nothing in, stereo out.

62 Test Tools

Audio test tools you will always need!

- 6210 Audio Test Set** 96 2,2
{MEY} Audio Distortion Test Set. Can be used to test the performance of the H7600 or another piece of equipment connected between i/p and o/p. Stereo in and out.
- 6212 Dig Sig Gen 4** 96 0,2
{M} A full-blown oscillator with modulation. Nothing in, mono out.
- 6213 Dual Scope** 96 2,2
This is a stereo oscilloscope display of the input signal. Adjust the <ygain> and <xgain> controls for the best signal. Both selected channels are summed to provide a trigger. Stereo in and out.
- 6214 Phase Test** 96 2,2
This preset drives all outputs with an oscillator, and then compares the (assumed looped-back) inputs against each other. This will detect any inter-channel phase or gain errors, as well as any clicks. Due to the precision of the comparison, it is unlikely to be useful with analog signals. Stereo in, mono out.
- 6215 SpectrumAnalyzer** 96 2,2
This is a single channel 512 band spectrum analyzer, with selectable linear or log amplitude scales. The frequency scale is linear, set at about 50Hz/pixel when xscale is 1. The input may be selected from channels 1-4 or an oscillator. Stereo in, stereo out.
- 6216 Oscillator 1k 0vu** 96 0,2
{M} General-purpose oscillator. On loading it is set to a 1 KHz sine wave. LFO (fm) allows addition of an offset and modulation. Output will clip above +12dB. Aliasing will be audible on triangular and square waves at higher frequencies. Nothing in, mono out.
- 6217 20>20 Audio Sweep** 96 0,2
{M} A general-purpose oscillator. On loading it is set to a 20>20 kHz sweeping sine wave. The output will clip above +12dB. Aliasing will be audible on triangular and square waves at higher frequencies. Nothing in, mono out.

63 Textures

Here you'll find some very evocative delay, pitch and reverb based effects. Often highly colored by chorused diffusors and imaginative plex-verbs or combs and ring modulators, these static or rhythmic sounds are a true delight for your ears, especially if used with multi-speaker setups.

- 6310 Choir+Diffchorus** 96 2,2
{PRDM}[G](TT) Choir>diffusion. Stereo in, stereo out.
- 6312 Choir+Verb** 96 2,2
{PRDM}[G](TT) Choir>reverb. Stereo in and out.
- 6314 Colortaps+Verb** 48 2,2
{PRDM}[G](TT) Colortap delays + reverb. Stereo in and out.
- 6315 Combtap+Diffchorus** 96 2,2
{RD}[G](TT) Combtaps > diffchorus. Stereo in and out.

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- 6316 Diffchorus+Delay** 96 2,2
{RD}[G](TT) Diffchorus > delays. Stereo in and out.
- 6318 Mercury Cloud 2** 96 2,2
{RDY}[G](TT) A wild reversed verb into a ducked texture verb. Play thru this patch with a very distorted & loud tone, without dry signal. Assign 1 is volume pedal to the verbs. Nice dynamic tricks are possible using the vol. pedal while monitoring ducking on display. Summed in, stereo out.
- 6321 Tapdelay Plex** 96 2,2
{RDME}[G](TT) T_delay plex. Summed in, stereo out.
- 6324 Tapdelay+Diffchorus** 96 2,2
{RDM}[G](TT) Tapdelay>diffchorus. Stereo in and out.
- 6325 Tapdelay+Verb** 96 2,2
{RDM}[G](TT) Tapdelay>reverb. Stereo in and out.
- 6326 Taping Plex** 96 2,2
{PRD}[G](TT) T_ring plex. Summed in, stereo out.

64 Utilities

A bank of useful programs... from accurate chromatic tuner to metronome, MIDI real-time controllers and test tools.

- 6409 5.1 Metered Thru'** 96 2,2
{M}[S] This preset meters the inputs with adjustable attack and decay ballistics. <Reset> button zeroes the current maximum. A convenient <Mute> button is always available. Brought to you by: Chris Fraley www.FraleyMusic.com.
- 6410 ChromaticTuner** 96 2,2
{GV} Chromatic Tuner - will pass in to out. Summed in, dual mono out.
- 6411 Dither** 96 2,2
This preset allows the user to change the number of output bits in the signal The user can choose between rectangular (uniform) or triangular distribution. Triangular distribution being more common, it is set by default. Rectangular noise distribution can be used for audio streams that have already been processed with a rectangular dither noise. Stereo in and out.
- 6412 Metronome** 96 0,2
{ME} Bpm metronome. Pick BPM, time signature and # of Bars. Visual+audio references. Nothing in, mono out.
- 6413 Midi Modulator** 96 0,0
{M}(TT) Eventide morphs itself into a powerful MIDI remote controller for external FX processors. Some old or cheap units don't support internal LFOs/pedals/ switches. This program fixes the problem. Set MIDI cc# & channel, match them on ext. units, choose parameters to control set +/- scaling &...GO!!! Time ramps allow precise fade ins & outs of controllers. They can also turn a switch into a continuous controller. When using LFO, set both ramps to 0. TTempo sync available. Nothing in, nothing out.
- 6414 Midi Remote Cntrller** 96 0,0
Your EVENTIDE turns into a MIDI remote controller, with MIDI 1>16 cc and MIDI 65, 70, 71 & 72 momentary controllers. Connect MIDI out to ext units MIDI in. Nothing in, nothing out.
- 6415 Musicians' Calc** 96 0,0
A few helpful conversions. No need to run for the calculator.. Nothing in, nothing out.
- 6419 Universal Matrix** 96 2,2
M/S (mid/side) recording lets you air stereo events with complete mono compatibility. This setting decodes M/S recordings & controls their stereo width. It also lets you fix mono and stereo routing. Stereo in and out.
- 6420 Verb Tester** 96 2,2
{M} Tool for assistance in creating reverb presets. Load this preset into DSP A, do reverb work in DSP B (routing B in series with A). Select 'external' or 'impulse' as a source. For 'external' use a CD or other source. The LFO will crossfade your source with dead air at the rate selected. For 'impulse' a pulse train of one sample width will hit the output at the selected rate. Stereo in and out.
- 6421 White Noise** 96 0,2
A single noise source is output on both channels. Nothing in, dual mono noise out.

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65 Vintage Gear

An amazing collection of classic analog and digital vintage units replicas, showing other aspects of this open system. If you know how it was made, you could re-build it here! Look for your oldies in this bank...

- 6510** **140 EMT Plate** **96 2,2**
{RDE} A plate reverb with simple parameter layout. Switchable in, stereo out.
- 6511** **893 Undulator** **96 2,2**
{PDMY}[GK](TT) Dynamic tremolo from 2 delays and 2 detuners in a mixed series/parallel configuration. BIAS sets how the LFO dynamically reacts to input level. An ethereal texture from H3000 days. Written by ITALO DE ANGELIS..but don't let that scare you. Mono in, stereo out.
- 6512** **AMS DMX 1580S** **96 2,2**
{PM} AMS emulation with parameters at null settings. Switchable in, stereo out.
- 6513** **DynoMyPiano1380S** **48 2,2**
{DM}[GK] Songbird/DyTronics Dyno My Piano Tri Stereo Chorus 1380 S replica. Very popular chorus unit in early 80s. The 3 L/C/R LFO faders control progressive wave shaping of the modulation. <pullouts>: here are controls for the original knobs pullouts that enhance the spatial perception of each chorus line and engage feedback for flanging. Sum mono in/Stereo out.
- 6514** **H3000 Verby Chorus** **96 2,2**
{RDM} H3000 #384 VERBY CHORUS patch, built with SWEPT REVERB algorithm. Summed in, stereo out.
- 6515** **H3000BreathingCanyon** **96 2,2**
{RDM} H3000 #579 BREATHING CANYON patch, built with SWEPT REVERB algorithm. Summed in, stereo out.
- 6516** **Hand Flanger** **96 2,2**
{D} Through the use of fixed delays in parallel with a 'manual' delays. You can rock through zero time as happens by 'flanging' tape reels. <mix> is a mix of the fixed and manual delay lines. For full effect no source should be mixed in. Stereo in and out.
- 6517** **Omnipressor (R)** **96 2,2**
{DEY} This 'vintage' emulation comes directly from the source. Richard would be happy to share with you his foray into 'Vsig', our graphics editing package. His journey 'The Anatomy of a Preset', as well as Vsig itself, may be downloaded from our web site at eventide.com. Mono in, mono out.
- 6518** **Pcm70 Concert Hall** **48 2,2**
6519 **Pcm70 Sax Hall** **48 2,2**
⇒ Tweak for moody Blade Runner style sax lines.
{RDE} Pcm70 original Concert Hall algorithm. Left & right reflections are available. Diffusors and Verbs delays are available to shape different environments. Set expert parameter to Ito access them. Summed in, stereo out.
- 6520** **RMX Simu Ambience** **96 2,2**
{RD} That AMS Gated room kinda sound. Nice on kick drums and other percussion. Summed in, stereo out.
- 6521** **Stereo Undulator** **96 2,2**
{PDMY}[GK](TT) True stereo version of H3000 'undulator' effect. Stereo in and out.
- 6522** **Tape Echo** **96 2,2**
{DME}[GVK] Analog style tape echo with filtering, tape flutter & wear out simulations. Summed in, mono out.
- 6523** **TC2290** **96 2,2**
6524 **TC2290 Dyn Chorus** **96 2,2**
6525 **TC2290 Dyn Flanger** **96 2,2**
6526 **TC2290 Dyn Long Dly** **96 2,2**
{DMEY}[GVK](TT) TC2290 Dynamic Delay. Delay can be tapped in with an ext switch. Set it in the system menu. Delay modulation and level can be dynamically controlled. Dly and Dry panning can be dynamically controlled too. Dly/dyn/pan mod switches enable dynamics controlled modulations. Tweaked for dyn panning/ducking/detuning echo. Summed in/stereo out.
- 6527** **Univibe** **96 2,2**
{PDM}[GK](TT) Update on a univibe replication. Tempo based tremolo/vibrato/chorus effect. Stereo in and out.
- 6528** **1210 Chorus** **96 2,2**
{DM}[GK] 1210 Stereo Chorus/Flanger replicant. 2 full stereo units in parallel, one tweaked for chorus, the other for flanger. Stereo in/Stereo out.

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6530 **Dimension D** **96** **2,2**
{DME} This preset emulates the Dimension D chorus with the four buttons, with some added parameters. Stereo in and out.

66 Virtual Racks

This is a bank with massive racks! 4 full blown processors are arranged in each preset, including on/off MIDI switching of each effect. Dry and wet portions of the signals are already properly routed through ... run these presets with the unit in 100% wet mode.

Attentively crafted for guitar, vocals, drums, percussion and general use samples, we suggest you try any possible audio source through these masterpieces.

The MIDI Virtual Racks presets allow the user to switch between different parameters values that can be tweaked and stored internally in the algorithm core structure, using the front panel of the unit. Recalling any of the 10 tweaks is possible by using your favorite MIDI controller, be it a pedalboard, a desktop unit or your computer MIDI/Audio sequencing software. See [A note about the Midi Virtual Racks presets \(Bank 66\)](#) on page 88 for to find out more.

6610 **Blues Heart** **96** **2,2**

6611 **Clean Chords** **96** **2,2**

{RDMCEY}[G](TT) Comp>TT dly>st chorus>verb with pre/post compression parallel dry signal. Set wet/dry balance to 100% wet. Ext 4,5,6,7 control on/off MIDI switching. Dly and verb spill over switching. Tweaked for clean guitar chordal work. Set TT switch in the system menu. Summed in, stereo out.

6612 **Dream Strings** **96** **2,2**

{PRDMCE}[G](TT) Reverse shift>st TT dly>st chorus> verb. Set wet/dry balance to 100% wet. Ext 4,5,6,7 control on/off MIDI switching. Dly and verb spill over switching. Tweaked for clean guitar string pads. Set TT switch in the system menu. Summed in, stereo out.

6613 **Drums Treatment** **96** **2,2**

{RDMCEY}[GD](TT) St comp>st TT dly>st chorus>verb, with pre/post compression dry parallel signal. Set wet/dry balance to 100% wet. Assign 4,5,6,7 control on/off MIDI switching. Delay and verb spill over switching. Tweaked for stereo drums effects. Set TT switch in the system menu. Stereo in and out.

6614 **Electric Ladyland** **96** **2,2**

{RDMCEY}[G](TT) Comp>TT dly>stereo flanger>verb, with pre/post compression parallel dry signal. Set wet/dry balance to 100% wet. Ext 4,5,6,7 control on/off MIDI switching. Delay and verb spill over switching. Tweaked for crunch lead or chordal work. Set TT switch in the system menu. Summed in, stereo out.

6615 **Fjord Guitar** **48** **2,2**

{PRDMCE}[G](TT) MultiShift>st TT dly>st chorus > verb. Set wet/dry balance to 100% wet. Ext 4,5,6,7 control on/off switching. Delay and verb spill over switching. Tweaked for lonesome front pickup tones. Set TT switch in the system menu. Summed in, stereo out.

6616 **In Yer Face Vocals** **96** **2,2**

{RDMCEY}[GV](TT) Comp>TT dly>st flanger>verb, with pre/post compression parallel dry signal. Set wet/dry balance to 100% wet. Ext 4,5,6,7 control on/off MIDI switching. Delay and verb spill overswitching. Tweaked for vocals. Set TT switch in the system menu. Summed in, stereo out.

6617 **LA Studio Axe** **96** **2,2**

{RDMY}[G](TT) 2290 TT dynamic dly+pan+duck > 1210 st chrs/flanger > Classic verb. Ext4,5,6 control MIDI switching. Set wet/dry balance to 100% wet. Delay and verb spill over switching. Tweaked for front pickup clean tones. Set TT switch in the system menu. Summed in, stereo out.

6618 **Lead Tone Poem** **48** **2,2**

{PRDMCEY}[G](TT) H3000 dual Shift > 2290 TT dynamic dly+pan+duck > 1210 st chrs/flanger > PCM70 Hall. Ext4,5,6,7 control MIDI switching. Set wet/dry balance to 100% wet. Delay and verb spill over switching. Tweaked for rear pickup leadtones. Set TT switch in the system menu. Summed in, stereo out.

6619 **Metal Fatigue** **48** **2,2**

{PRDMCE}[G](TT) MultiShift>st TT dly>st chorus> verb. Set wet/dry balance to 100% wet. Ext 4,5,6,7 control on/off switching. Delay and verb spill over switching. Tweaked for lead tones. Set TT switch in the system menu. Summed in, stereo out.

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- 6620 Monster RACK ! 48 2,2**
 {PRDMCY}[G](TT) H3000 Diatonic Shift > 2290 TT dyn dly+pan+duck > 1210 st chrs/flanger > Classic verb. Ext 4,5,6,7 control MIDI switching. Set wet/dry balance to 100% wet. Delay and verb spill over switching. Tweaked for lead tones in C Major. Set TT switch in the system menu. Summed in, stereo out.
- 6621 One Time Rhyno 96 2,2**
 {PRDMCEY}[G](TT) Reverse shift>st TT dly>st chorus> verb. Set wet/dry balance to 100% wet. Ext 4,5,6,7 control on/off MIDI switching. Delay and verb spill over switching. Tweaked for clean dreamy chordal work. Set TT switch in the system menu. Summed in, stereo out.
- 6622 Pentatonic Delight 48 2,2**
 {PRDMCY}[G](TT) H3000 Diatonic Shift > 2290 TT dyn dly+pan+duck > 1210 st chrs/flanger > Classic verb. Ext 4,5,6,7 control MIDI switching. Set wet/dry balance to 100% wet. Delay and verb spill over switching. Tweaked for lead tones in G min Pent. Set TT switch in the system menu. Summed in, stereo out.
- 6623 Psychedelic Vocals 96 2,2**
 {RDMCEY}[GV](TT) Comp>TT/BPM dly>st flanger>verb, with pre/post compression parallel dry signal. Set wet/dry balance to 100% wet. Assign 4,5,6,7 control on/off MIDI switching. Delay and verb spill over switching. Tweaked for dreamy vocals. Set TT switch in the system menu. Summed in, stereo out.
- 6624 Rock Vocals Rack 48 2,2**
 {PRDMCEY}[GV](TT) H3000 dual Shift > 2290 TT dynamic dly+pan+duck > 1210 st chrs/flanger > PCM70 Hall. Ext 4,5,6,7 control MIDI switching. Set wet/dry balance to 100% wet. Delay and verb spill over switching. Tweaked for rock singers. Set TT switch in the system menu. Summed in, stereo out.
- 6625 Searing Lead 96 2,2**
 {RDMCEY}[G](TT) Comp>TT dly>stereo flanger>verb, with pre/post compression parallel dry signal. Set wet/dry balance to 100% wet. Ext 4,5,6,7 control on/off MIDI switching. Delay and verb spill over switching. Tweaked for rear pick up distortion tones. Set TT switch in the system menu. Summed in, stereo out.
- 6626 Smpled Drums Rack 48 2,2**
 {PRDMCEY}[GD](TT) H3000 dual Shift > 2290 TT dynamic dly+pan+duck > 1210 st chrs/flanger > PCM70 Hall. Ext 4,5,6,7 control MIDI switching. Set wet/dry balance to 100% wet. Delay and verb spill over switching. Tweaked for drums samples. Set TT switch in the system menu. Summed in, stereo out.
- 6627 Tablas Baba 96 2,2**
 {RDMCEY}[GD](TT) St comp>st TT dly>st chorus>verb, with pre/post compression dry parallel signal. Set wet/dry balance to 100% wet. Assign 4,5,6,7 control on/off MIDI switching. Delay and verb spill over switching. Tweaked for percussions treatment. Set TT switch in the system menu. Stereo in and out.
- 6628 Tale From The Bulge 48 2,2**
 {PRDMCEY}[G](TT) H3000 dual Shift > 2290 TT dynamic dly+pan+duck > 1210 st chrs/flanger > PCM70 Hall. Ext 4,5,6,7 control MIDI switching. Set wet/dry balance to 100% wet. Delay and verb spill over switching. Tweaked for clean and lead Landau tones. Set TT switch in the system menu. Summed in, stereo out.
- 6629 1980s Rack 96 2,2**
 {RDMY}[G](TT) 2290 TT dynamic dly+pan+duck > 1210 st chrs/flanger > Classic verb. External 4,5,6 control MIDI switching. Set wet/dry balance to 100% wet. Delay and verb spill over switching. Tweaked for crunchy chords. Set the TT switch in the system menu. Summed in, stereo out.
- 6640 Midi Chorus_Flanger 96 2,2**
6641 Midi Compressor 96 2,2
6642 Midi Diatonic Shift 96 2,2
6643 Midi Dual TT Delay 96 2,2
6644 Midi FM Tremolo 96 2,2
6645 Midi Reverb 12 96 2,2
6646 Midi Reverb 8 96 2,2
6647 Midi Reverse Shift 96 2,2
6648 Midi Ring Mod 96 2,2
6649 Midi Shifter_Whammy 96 2,2
6650 Midi St Dynamic Dly 96 2,2
6651 Midi St Micropitch 96 2,2
6652 Midi St Phaser 96 2,2
6653 Midi Custom Shifter 96 2,2
 (TT) MIDI tweaks ! MIDI Virtual Racks building block. This preset can store 10 tweaks. All parameters marked with a * are remembered by each tweak, which can be remotely recalled with a MIDI cc message and the tweak# knob. Set your pedalboard 10 switches to send the same MIDI cc#, with values 1 to 10 to recall tweaks 1>10. Summed in, stereo out.

The H7600 Preset Collection

- 6660** **Midi VirtRack #1** **48 2,2**
⇒ Compressor > 2v shifter with whammy > st TT ducking dly > st chorus/flanger > reverb.
- 6661** **Midi VirtRack #2** **48 2,2**
⇒ Compressor > 2v reverse shifter > fm trem > ringmod > reverb.
- 6662** **Midi VirtRack #3** **48 2,2**
⇒ Fm tremolo > chorus > dual delay > phaser > reverb.
- 6663** **Midi VirtRack #4** **48 2,2**
⇒ Compr > 2v micropitchshifter > ringmod > st dyn delay > reverb.
- 6664** **Midi VirtRack #5** **48 2,2**
⇒ Compressor > 2v reverse shifter > chorus/flanger > ringmod > reverb.
- 6665** **Midi VirtRack #6** **48 2,2**
⇒ Compressor > diatonic shifter > st TT dly > st chorus/flanger > reverb.
- 6666** **Midi VirtRack #7** **48 2,2**
⇒ Compr > 2v micropitchshifter > dyn delay > chorus/flanger > reverb.
- 6667** **Midi VirtRack #8** **48 2,2**
⇒ Two voice custom shifter > st TT dly > st chorus/flanger > reverb.
- {PRDMCEY}[G](TT) Series routing. Set H7600 wet/dry to 100% wet. These presets can store 10 tweaks. All parameters marked with a * are remembered by each tweak, which can be remotely recalled with a MIDI cc message and the tweak# knob. Set your pedalboard 10 switches to send the same MIDI cc#, with values 1 to 10 to recall tweaks 1>10. Summed in, stereo out.

67 Vocals

A bank dedicated to the singer! Multi-effect arrays, complete vox channel strips, cool verbs and vocal enhancers.

- 6710** **B-vox Delays+verb** **96 2,2**
{RDMCEY}[V] Ducked delays and reverb. Delays ducked in feedback path, triggered by sum of l+r inputs. Uncluttered verb for open airy atmosphere. Great for backing vocal tracks. Stereo in and out.
- 6711** **B-vox Pitch+verb** **48 2,2**
{PR}[V] Dual stereo shifters and verb for one-pass background vocals. Simple control. Stereo in and out.
- 6712** **DualVoxProcess** **96 2,2**
{EY}[V] Great 'pre-tape' vocal processor. Comp/de-ess/EQ. Dual mono in, dual mono out.
- 6713** **Phased Voxverb** **96 2,2**
{RME}[V] Not much of a challenge to figure out what 'Phased Vocal Reverb' does. It has smooth slow sweep pattern on the phase, and then a basic reverb. Stereo in and out.
- 6714** **Proximityverb** **48 2,2**
{PRY}[V] Vocal process and two verbs. Sing louder and open the second verb. Stereo comp>diffusion>detuners into verb1 and into stereo gates>verb2. Processed source + detuners out 1/2, verbs out 3/4. Stereo in, stereo out.
- 6715** **Vocal Chorusdelays** **96 2,2**
{DMEY}[V] Simple stereo chorus/delays with ducked feedback paths. Thresh is ducker sensitivity and triggered by sum of l+r. Stereo in and out.
- 6716** **VocalverbTwo** **96 2,2**
{PRCEY}[V] Stereo comp/EQ + unreelroom. A complete vocal chain front to back, perfect for those comp-ed vocals. Stereo in and out.
- 6717** **Voice Disguise** **96 2,2**
{PE}[V] Disguises voice for stool pigeon to appear on '60 Minutes'. Pitch shifts up and down using random lengths and random directions. Mono in, mono out.
- 6718** **Voice Processor** **96 2,2**
{DMEY}[V] Make voice tracks more compelling. Accommodates wide range of mic techniques, adds upward level, full EQ, de-ess, and compress. WARNING: adds 2/3 sec. delay. Switchable in, mono out.
- 6719** **Vox Double+Slap** **96 2,2**
{PRDMCE}[V] This is a doubler and a slap echo. Good for vocals. You can add reverb by turning up the verb level and decay time. Summed in, stereo out.

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- 6720** **Vox Shimmer** **96 2,2**
{PRDMCE}[V] A beautiful, complex, multi-effect vocal processor. This is a tweak of 'Voxplate/Chorus,' featuring shift, delay and verb. Summed in, stereo out.
- 6721** **Voxplate / Chorus** **96 2,2**
{PRDMCE}[V] An excellent one-stop vocal treatment. It has EQ for left and right inputs, a pitch shifter for thickening, a reverb, and a delay with modulation capabilities. Summed in, stereo out.
- 6722** **VoxProcess_S** **96 2,2**
{EY}[V] Stereo vocal process. Comp/de-ess/EQ. Stereo in and out.

68 Vocoders

The Predictive Vocoder creates a vocoder effect using a high-resolution physical model of the human vocal tract. Use these presets as they are...ready to go!

- 6810** **CreamyVocoderAlpha** **48 2,2**
{EY}[V] 20 band (20~20k) vocoder. Left In = Carrier (often instrument) Right In = Modulator (often voice) Switchable carrier (input or noise) Not what you are used to in a vocoder as this goes well beyond the range of voice. Dual mono in, stereo out.
- 6811** **CreamyVocoderBeta** **48 2,2**
{EY}[V] 20 band (70~8k) vocoder. Left In = Carrier (often instrument) Right In = Modulator (often voice) Switchable carrier (input or noise) Tweaked for tighter frequencies in the range of human voice. Dual mono in, stereo out.
- 6812** **GravelInMyThroat** **96 2,2**
{ME}[V] Dual mono in, mono out.
- 6813** **Logan's Box** **96 2,2**
{ME}[V] Vocoder. Dual mono in, mono out.
- 6814** **Mobius8translate** **96 2,2**
{PDME}[V] Two LFOs, noise and MIDIkeys exit this vocoder. The voice of Mobius 8. The inclusion of ring modulation, sample/hold and comb filtering gives a very strange twist. Stereo in and out.
- 6815** **Soundwave** **96 2,2**
- 6816** **Voder 13** **96 2,2**
{ME}[V] Vocoder Dual mono in, mono out.

69 Eventide Users

A collections of cool presets sent us from many of our world-wide friends. Another example of creativity on this powerful open-architecture processing platform.

- 6910** **80s Guitar Rig** **48 2,2**
{DMEY}[G] Classic 80's guitar effects, --> : Input Trim with Gate Two channels: Clean / Distortion both with lots of EQ Tremolo Ring Modulator Octaver with Tremolo Chorus Phaser (12-stage) Wah (LFO, Pedal, or Envelope) Modulation sources include: Dedicated LFO for each effect Two external pedals Peak/Envelope follower LFO modulated by Peak Filtered Noise S&H Brought to you by: Chris Fraley www.FraleyMusic.com. Summed in, mono out.
- 6911** **Asbakwards** **96 2,2**
{PR}[S](TT) Backwards texture. Full lush and well as backwards ! Summed in, stereo out.
- 6912** **Brain Loops** **48 2,2**
{DEY}[G](TT)(tim) Four 40 second mono loops. <input>#> chooses which loop(s) sees input. <timer>#> locks and activates loops to the system timer so you may tap multiple and arbitrary lengths via the 'timer'. BE CAREFUL if you are going back to a loop previously set. If <timer> is different, go and set timer back BY HAND BEFORE you re-choose that loop# as it will DEFAULT loop to what ever number it sees. Metronome gives visual and/or sonic reference to tempo (NOT TO TIMER !). Summed in, stereo out.
- 6913** **Dynamic Worm** **48 2,2**
{RDME}[G](TT) Mutitap and reverb swept through a filter. Extreme tail and lots of motion. Summed in, stereo out.
- 6914** **Flaedermaus** **96 2,2**
{PM} Sequenced pitchshifter sounds like bats chasing you around in octaves and leading tones. Summed in, stereo out.

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- 6915 Ghosties** 96 2,2
{R} *And other things that go bump in the night. Summed in, stereo out.*
- 6916 Liquid Sky** 96 2,2
{DME} *Doppler alternating up and down without splicing: What goes up must come down! Free of glitches on any audio. Slow LFO makes a beat, fast makes a tremolo. Trippy after a reverb. Dual mono in, stereo out.*
- 6917 PolySwirl Tap** 48 2,2
{RDME}(TT) *A Vanilla Rack, but vanilla can be delicious, too. Switchable in, stereo out.*
- 6918 September Canons** 48 2,2
{RDM}[GK](TT) *Built for performance of the title. Three parallel ping-pong delays > chorus/flanger > verb. The first two delays are configured as a 'set' with only delay times independently controlled. Tempo monitor as well as external control of inputs and feedbacks of the 'two' sets of delays assist in performance. Stereo in and out.*
- 6919 SmearCoder** 48 2,2
{REY}[G] *Swirly clouds surround you. A new twist on gated reverb. A signal is Vocoded with a Smeared version of itself. The Vocoder can be fed with a clean or distorted signal, as can the Smearverb. Summed in, stereo out.*
- 6920 ToddsPedalShiftVerb** 96 2,2
{PR}[G](TT) *Shift>verb <assign I> controls both voices. <pitch#> sets heel position. <pmod> sets mod amount (toe position). <pitch> + <pmod> = shift at 'toe' <real #> shows actual value. Preset tweaked for 'thick fifths up' to 'thick octaves up'. Summed in, stereo out.*

70 Programming

Great learning tools for those willing to build their own personal algorithms.

- 7010 Empty Program** 96 0,0
An empty program, to be used as a starting point when using the Patch Editor. Nothing in, nothing out.
- 7013 Interface Modules** 96 0,0
Tutorial patch showing Interface modules work. Learn the use of knobs, faders, monitors, meters and gangs. Nothing in, nothing out.
- 7015 Tempo Dly_Lfo Jig** 96 2,2
{DM}(TT) *This patch shows the use of the system Tempo (Setup). Notice MIDIClock module and its internal settings, needed to sync dly time and LFO rate. Summed in, mono out.*
- 7016 Tempo_Verb Jig** 96 2,1
{R}(TT) *This patch shows the use of System Tempo (Setup). Notice the MIDIClock module and its internal settings, needed to sync reverb decay time. Summed in, mono out.*
- 7017 TimerDly Jig** 96 2,2
{D}(tim) *This patch shows the use of system Timer (Setup). Notice the C_DTIMER module and its connections, needed to control long delay/looping applications. Summed in, mono out.*

71 Px - Commerce

*The loudspeaker and intercom effects aren't just variations of a single program, and there's a lot of different algorithms generating them. Try them all - what we think is a **soundtruck** might be your ideal **radio-on-the-porch** ...*

The effects in this bank should in general be used 100 percent "wet", as they incorporate their own mixing.

- 7110 Airplane Background** 96 0,2
{DE}[X] *This generates a complex machine hum that's great in stereo. With a little extra filtering, it can be just about any background from a tank interior to a starship. The <Throttle> button makes the engines speed up and slow down, while <Bong> gives you a realistic flight-attendant call. <Accel> controls how quickly <Throttle> does its thing. The tourist cabin is noisier because someone left a window open back there. Nothing in, stereo out.*
- 7111 Clock Radio** 96 2,2
{ME}[X] *What does your morning show really sound like to the listeners? Here's an authentic-sounding tiny speaker in a plastic box, with some annoying alarm-clock beeps, so you can find out. Summed in, mono out.*

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- 7112 Fries With That?** 96 2,2
{PEY}[X] A typical drive-through's outdoor speaker, with adjustable distortion and muffle. Quality and intelligibility varies with your choice of restaurant The Ritz, MacBurger, or Road Kill Unlimited. The <Distrt> (distortion) and <Muffle> settings are slightly interactive, so, if you decide to customize one, you should also adjust the other. Mono in, mono out.
- 7113 Office Intercom** 96 2,2
{RE}[X] This is a traditional squawk box - it beeps when you call someone, and there's some reverb thrown in to make the speaker sound natural. Select the kind of office, which influences the quality of the sound and also the reverb. The input is muted until you hit the <Call> button. Mono in, stereo out.
- 7114 Sound Truck** 96 2,2
{RDCEY}[X] Truck speakers plus realistic city echoes and the ability to pan the whole thing across the stereo image. The Candidates Office knob selects how good a speaker system they could afford: choose President, Governor, or Dogcatcher. Mono in, stereo out.
- 7115 Talking Dashboard** 96 2,2
{DE}[X] Makes your voice sound badly digitized, mixes it with warning beep, and adds a stereo car-interior slap... just like a seat belt or burglar alarm warning. The distortion, band limiting, and stereo diffusion also makes this great for simulating a pair of open headphones. Mono in, stereo out.

72 Px - Communication

Bullhorn and Megaphone are totally different. The first one simulates the distortion and metallic ring of a hand-held electronic amplifier echo. The second is a rolled-cardboard thing, with lots of resonance but no distortion. It's often used by cheerleaders and old-time big band singers.

The effects in this bank should in general be used 100 percent "wet", as they incorporate their own mixing.

- 7210 Bullhorn** 96 2,2
{RDE}[X] Bullhorn simulates the distortion and metallic ring of a hand-held electronic amplifier the kind the cops use when they surround a hideout. There's also an adjustable big-city slap echo. Move the <Dist> slider to bring it from far away to in-your-face. Mono in, stereo out.
- 7211 CB Radio** 96 2,2
{PEY}[X] Like the popular H3000 program, only we've also added a <Pickup> switch - <Direct> gives you the sound as broadcast - <Speaker> adds distortion and some room echo, so it sounds more like a radio set. The <Bzzap!> button does exactly what you'd think. Mono in, stereo out.
- 7212 Cellular Phone** 96 2,2
{DEY}[X] Sound quality varies from almost-good on the open highway, to unintelligible when you press the <Tunnel> button. Or advance the <Random> slider for automatic tunneling. Mono in, mono out.
- 7213 Crazy Dialer** 96 0,2
{MEY}[X] Rapid random dialing, with real phone company tones, to use as a sound effect. Or hook it up to your phone... who knows where you'll end up calling. Nothing in, mono out.
- 7214 Long Distance** 96 2,2
{PDCEY}[X] The filter and noise sliders do exactly what you'd expect. <SideT> controls the electronic echoes you often hear on long distance phone lines. <Crosstalk> simulates weird foreign-language jabbering in the background. (It's actually your own voice raised higher, flipped, and delayed but it sounds like crossed wires). Mono in, mono out.
- 7215 Megaphone** 96 2,2
{PDE}[X] In contrast to 'Bullhorn,' this is a rolled-cardboard thing, with lots of resonance but no distortion. It's often used by cheerleaders and old-time big band singers. Use it to add more Macho when you're leading a racing-boat crew. Mono in, stereo out.
- 7216 More's Code** 96 0,2
{E}[X] It's not Morse code, since the beeps are totally random. But it sure sounds convincing. The operator sounds a little nervous...maybe the Secret Police are closing in. Nothing in, mono out.
- 7217 Off Hook!** 96 0,2
{ME}[X] This is the annoying breep-breep-breep the phone company sends when your cat knocks over the handset. Use it for production, or let it play softly out of a cue speaker and watch the Operations Manager go nuts... Nothing in, mono out.

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- 7218 Public Address** 96 2,2
{RDCEY}[X] This is an enhanced version of 'Public Address' from the DSP4000. We've added a <Panic> button to kill feedback quickly, and a <Tap Mic> button that does just what it implies 'Hey, is this thing on?' <Feedback Disabled> shows after you hit <Panic>. Hit it again to re-enable. Mono in, stereo out.
- 7219 Real Dialer** 96 0,2
{EY}[X] Similar to the DSP4000 version, but much faster and easier to use. Numbers can be spun in, or entered directly from the 10-key pad. Use the knob or type with the keypad and then hit Enter to set the numbers. Enter the first three digits, then press the < cursor to set the last four. <Tap> to advance through the dialing sequence. (Try stepping through a clients number in time with their jingle!). Nothing in, mono out.
- 7220 Shortwave Radio** 96 2,2
{PMEY}[X] Bad reception. Program includes the heterodyning that's typical of an SSB radio (adjust it with the <Manual> slider). You can add an automatic shift with the <Drift> slider. The <Gate> slider acts like a squelch control. Takes a good signal and turns it into 'London Calling', or makes it sound like your competition. Mono in, dual mono out.
- 7221 Traffic Report** 96 2,2
{MEY}[X] Adds a classic helicopter warble to the input, much less painfully than hitting your throat. There's also a pretty good blade and engine simulation. Input and engine are keyed on and off when you press the button, just like the switched mic in a real chopper. If you want just the shaky voice, turn the engine volume down. If you want only the engine sound effect, uh, don't talk. Mono in, mono out.

73 Px - Delays

Production Delays. The effects in this bank should in general be used 100 percent "wet", as they incorporate their own mixing.

- 7310 Ducked Delays** 96 2,2
{DY}[V] Repeating echoes that get out of the way for the input. Adjust `Delay' for rhythm, and `Duck' for sensitivity. Tunable version is `Dual Ducked Delay'. Switchable in, stereo out.
- 7311 Easy Chorus** 96 2,2
{DM}[V] Classic pop-music effect uses multiple vibratos to turn one sound into many. Adds thickness, richness, and widening. Use with mono or stereo inputs - matrixing is added to stereo to preserve the image. Switchable in, stereo out.
- 7312 Easy Phaser** 96 2,2
{ME}[V] Adds deep whooshing effect to any sound, but it's particularly good on broadband signals (full mixes, voices, and synthesizers). Make the effect sharper with the <Depth> control. Choose <Spin> mode for manual effects while you rotate the front-panel knob, or <Automatic> for continuous phasing with adjustable <Speed>. Switchable in, stereo out.
- 7313 Long Delay W/ Loop** 96 2,2
{D} Mono inputs are delayed up to five seconds. Adjusting <Delay> while a sound is being processed adds interesting pitch effects. Press <Trap> to record up to five seconds and have it repeat forever. You can mix repeating output with live input. Switchable in, mono out.

74 Px - Echoes

Each of these effects has a <Mute Inp> button to turn off the input suddenly, so you can check the echo decay. You can also use this button to end a sound while adding a smooth ringout. All echoes have selectable right/left/mono input switch and stereo output. Those with additional "Stereo" input selection have true stereo processing. The effects in this bank should in general be used 100 percent "wet", as they incorporate their own mixing.

- 7410 Basic Stereo Echo** 96 2,2
{RD} Big rich room echo, for use with mono or Use `Mute Inp' button to test echo characteristic. A tunable version of this patch is `Big Hall'. Switchable in, stereo out.
- 7411 Big Church** 96 2,2
{RDE}[VK] Very large room with warm sound. Use `Mute Input' to test or for ringouts. For a tunable version, see `Big Hall'. Switchable in, stereo out.

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- 7412 Classroom** 96 2,2
{RDE}[V] *Tight, warm echo with wooden walls and floor. Use `Mute Inp' to test. This is a version of `Black Hole'. Switchable in, stereo out.*
- 7413 Crypt Echo** 96 2,2
{RDE} *Deep, long echo for voice or sfx. Use `Mute Input' to test or for ringouts. Based on `Boston Chamber'. Switchable in, stereo out.*
- 7414 Infinite Corridor** 96 2,2
{RDE} *Big and bright with medium-long decay. Use `Mute Input' to test or for ringouts. For a tunable version, see `Hallway Verb'. Switchable in, stereo out.*
- 7415 Kitchen Reverb** 96 2,2
{RD} *Tight real room for voice or sfx. Use `Mute Input' to test or for ringouts. For a tunable version, see `Medium Booth'. Switchable in, stereo out.*
- 7416 Plate Reverb** 96 2,2
{R} *Tight, dense echo good for voice and music. Use `Mute Inp' button to test character and for ringouts. A tunable version is `Drew's Stereo Plate'. Switchable in, stereo out.*
- 7417 Tape Reverb** 96 2,2
{DE} *Back in the days when a production room meant two tape recorders and a cart machine, we sometimes added echo by mixing the tape output of a deck with its input signal. (Sometimes this was the unintentional effect of a bad power supply filter.) This preset emulates that effect, including the cumulative high-end loss and tape noise, tuned for studio-deck head spacing and with selectable speed. Mono or stereo in, each output is processed separately. Truly retro, man. Switchable in, dual mono out.*
- 7418 Tile Men's Room** 96 2,2
{R}[V] *Tight, dense echo. Use `Mute Input' to test echo. A tunable version of this patch is 'Empty Swimming Pool'. Switchable in, stereo out.*
- 7419 Union Station Verb** 96 2,2
{R}[V] *Big, BIG warm room. (It's even bigger than its name, but we couldn't fit Grand Central Station in the display). Summed in, stereo out.*

75 Px - Entertainment

The effects in this bank should in general be used 100 percent 'wet', as they incorporate their own mixing.

- 7510 Big Movie** 96 2,2
{PDE}[X] *Did you ever notice how movie theaters sound like nothing else on earth? Program lets you control the room size, speaker quality... and even add the rumbling bass notes that leak from other theaters in the cineplex. (The leakage is actually your input, modified and delayed. But it sounds real). Stereo in and out.*
- 7511 Boom Box** 96 2,2
{DEY}[X] *Simulates a cheap tape deck with plenty midrange distortion and a false bottom. `Awful' gradually restricts bandwidth. `Pan' moves entire stereo image. Just listen to that bass, man! And that awful distortion. Includes <H-Bass> button to make it even boomier. Stereo in and out.*
- 7512 Fake Call-in** 96 2,2
{REY}[X] *Feed it two clean voice signals - one for the host, and one for the guest - and they'll turn into a complete call-in show. Includes telephone effect on the guest mic, automatic ducking, so the host overrides the guest, and an optional studio echo overall. It sounds okay if there's a little leakage between mics when you record, but works best when the inputs are isolated or cleaned up in a DAW... particularly if the voices interrupt each other. Caller number four, you're on the air.. Dual mono in, stereo out.*
- 7513 Page Three!** 96 2,2
{PE}[X] *There's a famous syndicated radio personality who likes to speed up or slow down at random while reading the news. He's on a lot of stations, so it must be a good idea. Feed in a voice and press <Do It!> to change the pacing when you want to, or select Automatic for totally random changes. The Drag meter indicates how much memory is left for the voice to slow down into. When it gets full, the buffer empties and the voice speeds up. Stereo in and out.*

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- 7514 Real Call-in** 96 2,2
{REY}[X] This preset is designed for use with a live mic on one input and a phone patch on the other. The program is similar to the one in the DSP4000, but adds switchable processing and tone controls on the phone input, along with the automatic ducking and adjustable reverb. (You can also use it to process just the phone signal to clean up telephone interviews.) The Eventide shouldn't be connected directly to a telephone line. You'll need a transformer, phone patch, hybrid, or QHT coupler to provide the necessary electrical isolation. Dual mono in, stereo out.
- 7515 TV In Next Room** 96 2,2
{PDE}[X] There's a similarly named program in the H3000B, but this one sounds a lot more authentic. The <Tinniness> knob cuts the lows and adds a slight pitch shift - <Distance> adds house-like reflections. It sounds most convincing at a low volume, panned to one side. Mono in, stereo out.
- 7516 45 RPM Oldie** 96 2,2
{DMEY}[X] Sheer Torture. Use the sliders to adjust how badly the record was cut. Sliders adjust bandwidth, overcut distortion and bad center-hole placement (warp). Or select a preset: AM includes some awful transmitter processing. Amazing, what we used to listen to. Stereo in and out.

76 Px – Fantasy

Cousin It and Cussing It are both monsters, but the first one is friendly and the second one is angry. The effects in this Bank should in general be used 100 percent 'wet', as they incorporate their own mixing.

- 7610 Cousin It** 96 2,2
{PDE}[X] Turns input voice into little chattering fellow. synthetic stereo out (fully mono compatible). Does strange, foreign things to pop music. Mono in, stereo out.
- 7611 Cussing It** 96 2,2
{PDE}[X] This is a big guy, and now he's angry. Extra harmonics are added for energy, and a stereo simulator to make him bigger. If you rewind a voice track through 'Cussing It', the results are positively freaky. Adjust <Width> for compatible stereo out. Mono in, stereo out.
- 7612 Elves** 96 2,2
{PME}[X] This program turns your voice into a flock of munchkins. The <Ragged> slider appears in a number of voice multiplier presets. It lets you control how much in unison the group is when it speaks: think of the difference between a trained choir, a group singing 'Happy Birthday', and a bunch of drunks. Mono in, stereo out.
- 7613 Fantasy Backgrounds** 96 0,2
{RDME}[X] Generates a rich stereo background for magic or science fiction scenes. In Xanadu did Kubla Khan a stately pleasure-dome decree: where Alph, the sacred river, ran through caverns measureless to men... (Coleridge, 1797). Nothing in, stereo out.
- 7614 Magic Echo** 96 2,2
{PD}[X] Tuned repeats climb up or down at various intervals and speeds. Try different presets on voice, or select one of the scale settings and manually adjust the speed to fit a piece of music. Stereo in and out.
- 7615 Morph To Magic** 96 2,2
{PRDCE}[X] These magicians have deep, echoed voices with mysterious chanting overtones. This is a true morphing, not a crossfade. Morph manually or use button. <Chant> adds bell-like resonances, <shift> adjusts pitch, <echo> adjusts... you know. Good on voices or music. If the chant fader is very high, faster morph speeds might develop a clicking sound. Slow down to eliminate the clicks. Mono in, stereo out.
- 7616 Singing Mouse** 96 2,2
{PDME}[X] Mickey Unplugged! Raises the midrange an octave or more, but keeps the bass in place. It works best with songs that have a soloist over a low bass line. Try it on Billy Joel's 'Still Rock n Roll' or almost anything of Johnny Cash's. A schmaltzy vibrato can be added, if desired. Stereo in and out.
- 7617 Trolls** 96 2,2
{PME}[X] Your voice gets converted to your choice of one, two, or many low-pitched talkers (trolls can't count higher than two). They get even more menacing as you advance <Ragged>. Also, neat on sfx. Mono in, stereo out.

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77 Px - Gimmix

The effects in this Bank should in general be used 100 percent 'wet', as they incorporate their own mixing.

- 7710 Backwards** 96 2,2
{P}[X] *This is like the popular H3000 effect, only it's matrixed to stay in true stereo and is more controllable. Breaks the input up into little pieces, and then plays each of them backwards. Try it on voice, mixed music and on solo instruments like violin. Switchable in, stereo out.*
- 7711 Can't Carry Tune** 96 2,2
{PE}[X] *Play a song into it: whenever the soloist takes a breath, the whole thing changes key. Funniest on well-known songs or if you record the boss singing. Press <Tune> and adjust the slider to pick out the melody. Then adjust <Key Mangle> for any setting from 'Slight' to 'Yike!' If you pick 'Tin Ear', it'll shift the melody in exact half-steps. This program looks for the rhythm, and applies pitch shifts to the whole band in time with the music. Stereo in and out.*
- 7712 Dynamic Stereo** 96 2,2
{REY}[X] *A manual or automatic width enhancer for stereo signals. Dynamic mode lets you adjust the <Dynam> slider until the width pulses with the rhythm. Fully compatible - doesn't add flanging or artifacts for mono listeners. Stereo in and out.*
- 7713 Go Crazy** 96 2,2
{PD}[X] *They're coming to take you away! Press the <Go> button to send voice to never-never land, press it again for sanity. Think of it as 'Anti-Zac'. Switchable in, stereo out.*
- 7714 Plug Puller Pro** 96 2,2
{P}[X] *Make CDs and DATs slow down, stop, and run up to speed again on cue. Add <Grease> to make the 'turntable' run longer after you pull the plug. This is similar to the DSP4000 version, but sounds better and is more controllable. Stereo in and out.*
- 7715 Round & Round** 96 2,2
{DM}[X] *This autopanner uses volume and delay effect to rock stereo or mono signals from side to side. Mono inputs and tight stereo vocals can handle more of the delay effect (Precedence) without obvious flanging - you might have to use more <Level> effect on stereo inputs. Stereo in and out.*
- 7716 Solo Zapper Pro** 96 2,2
{RE}[X] *This enhanced version of the DSP4000's Solo Zapper lets you automatically fade the soloist, add reverb, or even redo a mix. The karaoke kids will love it. Adjust <locate> for minimum soloist, then slowly raise <Solo Bottom> to preserve bass. <Width> restores stereo (but is mono compatible). Use <Instant> to switch soloists in or out without changing the stereo image. Adjust <Amount> to control how much soloist appears in the mix. The algorithm expects the solo to be centered in the stereo field and occupy the mid-band. Live and acoustic recordings won't zap very well, but most studio pop songs will. If the original mix includes a stereo echo, some of it might remain - but this echo is usually covered by the new vocal or song parody lyrics you add. Add extra reverb to help hide these ghosts. The program won't work correctly unless the input channels are balanced. Make sure the pan or balance pots on your board are adjusted, and check the Level screen to make sure both channels match. Some original mixes may develop an artificial bass - if this happens, lower <Solo Bottom>. Stereo in and out.*

78 Px - Mix Tools

A set of useful mix and enhancement tools. The effects in this Bank should in general be used 100 percent 'wet', as they incorporate their own mixing.

- 7810 Awfultones** 96 2,2
{E}[X] *Need some 'real-world' speakers for checking a mix? They don't get any worse than these doggies. It's also a handy production effect, any time you want a quick, lousy sound (portable radios, jukeboxes, etc.). Distortion, Honking, Bandlimit, and Mono/Stereo are separately switchable. Stereo in, switchable out.*
- 7811 Brightener** 96 2,2
{PEY}[V] *Adds clean second harmonic to signals above the <Tuning> frequency, like the popular 'Enhancer' efx... only silkier. Like perfume, a little goes a long way. Stereo in and out.*

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- 7812** **Easy Timesqueeze** **96 2,2**
{P}[V] *Easier and better-sounding than an H3000B, and with perfect pitch accuracy! Enter the current length and the desired length. Then set your deck's varispeed to match the PCT or SPEED display. The [Audio] page is for fine-tuning quality. More delay, or higher lowest sound, does a smoother job. <Manual Pitch> lets you tweak the pitch determined by the [Timings] page - sometimes, setting it a little lower than normal helps make squeezed voices more natural. Switchable in, stereo out.*
- 7813** **Hiss Eliminator** **96 2,2**
{DEY} *This is a single-ended, high-frequency noise reducer. You can use it to reduce tape hiss without having to record through an encoder, and also to cut down sync whine, air conditioner or computer noises, and other high frequencies. Bring <Gate> all the way down, then adjust <Highs> until the filter opens on the desired sound but closes when the sound goes away. Then advance <Gate> and <Bypass> for additional broadband reduction. Stereo in and out.*
- 7814** **Hum Eliminator** **96 2,2**
{DEY} *Uses three different processes to fix noisy bottoms. <Notch> gives a sharp dip every 60 Hz, using a comb filter - it's useful for powerline hum and dimmer noise. <DeHum> is a sliding lo-cut filter for low-level noises: adjust it to pass the desired signal and close on the junk. <LoCut> is a sharp filter useful for pure waves. Since low frequencies often have harmonics throughout the spectrum, they're harder to remove. Experiment with different combinations of the three until you get the best results... and don't expect miracles on particularly noisy signals. The Notch filter depends on system timing. It'll work properly when the Eventide is set to a precise 44.1 kHz or 48 kHz sample rate, but may have problems at other frequencies. (If you want to accommodate other hum or sample frequencies, set C_CONSTANT Tune in the Patch editor). Stereo in and out.*
- 7815** **Sfx Filter/Compress** **96 2,2**
{EY}[X] *Extremely sharp hi/lo cutoff filter followed by a stereo compressor. Use the Presets (Table Radio / Pocket Radio / The Shadow) as effects or as starting points for your own settings. If you want just the filter, set the compressors <Threshold> to 0 dB. To use just the compressor, set <LoCut> and <HiCut> to 40 Hz and 19 kHz. Switchable in, stereo out.*
- 7816** **Simple Compressor** **96 2,2**
{DY}[V] *Basic, tight little one-knob stereo compressor with compression meter and channel linking. Adjust <More> until you've got enough. The processing takes three thousandths of a second - not enough to be noticeable, but it'll cause flanging if the output is mixed with the input. Stereo in and out.*
- 7817** **Simple Equalizer** **96 2,2**
{E} *Anything but simple. While it looks like a four-band graphic, you can change any frequency as well as the bandwidth of the two midranges. The O`LOAD indicator samples the level at various points, and bounces if your settings drive the signal into clipping. If this happens, lower the input level. Stereo in and out.*
- 7818** **Stereo Simulator** **96 2,2**
{E}[V] *Makes mono signals into stereo, using allpass filters and split-band processing to keep the individual outputs sounding good. It avoids the doorspring and thinness you get on individual channels with other simulators, and is fully mono-compatible. Switchable in, stereo out.*
- 7819** **Stereo Spreader** **96 2,2**
{Y}[V] *Makes stereo wider, with two separate processes. <Center Suppress> adds a static widening by reducing the center - it's most useful for acoustic recordings. <Dynamic Pan> brings up the louder side, good for pop music with a bass or drum on one side. Of course, you can mix the two effects in any proportion. Extreme combinations of settings will warn you to check mono compatibility. There's a <Test> button to make checking easier. Stereo in and out.*
- 7820** **Super Punch** **96 2,2**
{DEY}[V] *Here's a general-purpose mix maximizer, with lots of tunability for advanced production gurus. The author has used it as the final processing on just about every mix for the past year, and saves differently-tuned versions for different clients and media. Left and right inputs are de-essed separately, then matrixed and sent through a gentle compressor and hard limiter. The result is de-matrixed, equalized and gated. Stereo in and out.*
- 7821** **1 KHz Oscillator** **96 0,2**
Lineup tone. Default level is -18 dBfs, for digital use. If your studio uses a different standard level, adjust and save a new version. The <On/Off> button does what you'd suspect. Nothing in, mono out.
- 7822** **Three Band Compress** **96 2,2**
{EY}[V] *Call it `classic 3-band mix processor with matrix-stabilized stereo'... or just call it `magic'. Whatever. Most useful on music, to make the mix fuller. Set the <Tweaks> by ear or by watching the three meters, and then adjust <Output>, so the overall level matches when you press <Bypass>. If you add too much high-end processing you might bring up hiss from the original recording. If this happens raise the <HF Gate>. Stereo in and out.*

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79 Px - Science Fiction

Artoo Chatter and C3P-Yo are totally different kinds of robots (well, C3's an android). R2 turns a voice or rhythmic music signal into sliding tones and whistles; C3 has a metallic ring and staccato beeps.

The effects in this bank should in general be used 100 percent 'wet', as they incorporate their own mixing.

- 7910 Artoo Chatter** 96 2,2
{EY}[X] Tracks spoken input and turns it into swept tones. Now you can sound like a famous (metallic) Hollywood star. Use <Smooth> to adjust how much the tones slide, and <Deep> to set their pitch. Switchable in, mono out.
- 7911 C3P-Yo!** 96 2,2
{MEY}[X] <Metal> adjusts the twanginess of the voice, <Beeps> changes the pitch of the computer tones. Artoo Chatter and C3P-Yo are totally different kinds of robots (well, C3's an android). R2 turns a voice or rhythmic music signal into sliding tones and whistles: C3 has a metallic ring and staccato beeps. Mono in, mono out.
- 7912 Lasers!** 96 0,2
{RMEY}[X] Press <Zap>, <Bzooop>, and <Thhup> for everything from an outer-space war to a video game. Nothing in, stereo out.
- 7913 Martian Rock Band** 96 2,2
{PM}[X] It's impossible to describe this effect. Plug something rhythmic with a strong melody - a rock song with a male vocalist - and let it fly. You'll get an unrecognizable set of instruments playing random lines based on the original melody... but hey, you might like it. Doesn't work very well on piano or classical music - it's best on basic guitar/male voice/drums rock. Adjust <Weird> until you're satisfied. Note that 'Martian Rock Band' is totally different from 'Robot Band' - uh, no robots. Stereo in and out.
- 7914 Robot Band** 96 2,2
{DMEY}[X] Attempts to analyze the input melody, add a harmonically related bass line, and a new melody based on the rhythm. <Groove> controls how well the robots stay with the input. The normal output is a mix of the input and those jamming robots. Press <Solo> to let the bots take a few bars on their own. Since the program has to analyze the melody in real time, it works best with simple lines and worst with chords. Try it with a variety of different inputs. Stereo in and out.
- 7915 Theremin** 96 2,2
{EY}[X] Leo Theremin created one of the first synthesizers in the 1920s, played by waving your hands in front of an antenna. For the technical, it used two RF oscillators beating together to produce the heterodyne tone... While a few composers put it to work as a serious instrument (including the Beach Boys in Good Vibrations), it received more acceptance from science fiction producers. This is the classic 'ooh-wee-ooh' sound of a bad flick, or accompaniment to a late lamented chanteuse. It works best with solo, not chords. Pick up a microphone and sing into it. Adjust <Shift> to put the sound in its proper octave - Theremins are much higher than most singing voices. <Mute> keeps it from responding to background sounds. Mono in, mono out.
- 7916 Tribbles** 96 2,2
{PDME}[X] Breaks up input into random animal- sounding squeals. Easy to use - no controls. Just voice in = thingies out. Some people have trouble with these. Summed in, stereo out.

80 Px - Vox

This is a bank of basic vocal enhancers and tools. It includes presets to change the pitch for effects, as well as others to correct out-of-tune vocals. In addition are a number of unusual reverbs, particularly suitable for vocal use.

The effects in this Bank should in general be used 100 percent 'wet', as they incorporate their own mixing.

- 8010 'Max' Stutter** 96 2,2
{PD}[V] <Width> sets length of each stutter, <Repeat> is how long it keeps stuttering, <Pitch> makes them rise up or down. If <Width> and <Repeat> are less than half, output will try to catch up after the effect. Switchable in, mono out.
- 8011 Big Voice Pro** 96 2,2
{PRDCY}[V] This is a downward pitch shifter with serious reverb and slap on the ends of words only. Small amounts add depth to an announcer, while large amounts are Oz-like. It's similar to 'Big Voice', but a lot more versatile and with additional processing. <Reverb> is the open, spacious effect you get in a large hall. <Slap> is a repeating echo (echo... echo...). Choose either or both, and make them duck out of the way with the <Sense> slider. Switchable in, stereo out.

The H7600 Preset Collection

- 8012** **Chipmunks** **96 2,2**
{PE}[V] *A small rodent of eastern North America (*Tasmias striatus*), or any of similar rodent of western N America, N Asia, or pop stars singing solo, duo or-- ALVIN!! Turn your voice into furry little guys who like to sing harmony. Go from solo to duo to trio by hitting the <Add Munk> button. Switchable in, stereo out.*
- 8013** **Doubletalk** **96 2,2**
{PDE}[V] *Automatically turns parts of words inside out, or use softkeys to do it on cue. Great on comic effects, obscuring lyrics, campaign speeches... no, wait, they're already full of doubletalk. Use it in the foreground as a trick effect, and it's also useful to keep background voices from interfering. Automatic switches from normal speech to doubletalk at random. Manual lets you tap <Garble> and <Normal> on cue. Why two buttons? So you can use two fingers and cue the effect more tightly. Stereo in and out.*
- 8014** **Fast Voice Process** **96 2,2**
{MEY}[V] *This is a zero-delay version of 'Voice Process Pro.' Because it has to react in real-time, you may hear clicks on sharp transients. If so, lower the input level. Switchable in, mono out.*
- 8015** **Mega-Dragway** **96 2,2**
{PRD}[V] *All the screaming excitement of a 'SUNDAY...' racetrack spot. Like the H3000B effect, but cleaner and with an optional third voice and echo. Adjust <Pitch> to make them more macho, and press <Classic> or <Mega> to select two or three announcers. Switchable in, stereo out.*
- 8016** **Nervous Talker** **96 2,2**
{PDM}[V] *Put a voice in, and it'll repeat itself nervously, at random. Great on your next aircheck... The input voice is essentially unchanged, except it repeats words at random. Slide <Nerves> to make it repeat more often. Switchable in, mono out.*
- 8017** **Triplets** **96 2,2**
{PM}[V] *If you need just three voices, this works better than 'Were a Small Crowd.' All three voices speak in unison, but with random variations so it doesn't sound mechanical. Adjust <Timing> to control how well the highest voice keeps up with the others. Use less <Pitch> on high voices. Switchable in, stereo out.*
- 8018** **Voice Process Pro** **96 2,2**
{DMEY}[V] *Instant mike technique with upward gain leveling, compress, de-ess, lo-cut, equalize, and noise gate. Microphone technique in a box! Almost any voice will sound better through this program, which includes upward gain leveling, rolloff, equalization, compression, de-essing, and a noise gate. Tighter and more powerful than the version in the DSP4000. The <Hold> indicator shows when leveling is frozen during pauses, so background noises aren't boosted. Adjust <Thresh>, so it responds to the voice: this slider also has a locking position fully right, which instantly freezes the gain. WARNING: this program delays the audio by two thirds of a second to catch transients and maximize level without sounding limited. If you're working in video, use a -20 frame offset. If you need a non-delay version (for headphones or live broadcast), use 'Fast Voice Process.'*
- 8019** **We're A Big Crowd** **96 2,2**
{PE}[V] *Smooth variation from 2 to 100 people. Press <Auto> to make the group grow or shrink on cue, or dial a desired sound. The Small and Big Crowd effects are totally different. 'We're a Small Crowd' adds individuals until you have eight distinct voices at different pitches and timings. 'We're a Big Crowd' flows smoothly from a small crowd party to a stadium, but as an effect rather than as individual voices. Switchable in, stereo out.*
- 8020** **We're A Small Crowd** **48 2,2**
{PM}[V] *Adjust <Ragged> to control how well the voices keep up with each other: the more people in the crowd, or faster the copy, the less you should use. To add or subtract people on cue ('I told one friend, and she told two friends...'), select <Size> and tap the up- or down-arrow keys. Switchable in, stereo out.*
- 8020** **We're A Small Crowd** **48 2,2**
{PM}[V] *Adjust <Ragged> to control how well the voices keep up with each other: the more people in the crowd, or faster the copy, the less you should use. To add or subtract people on cue ('I told one friend, and she told two friends...'), select <Size> and tap the up- or down-arrow keys. Switchable in, stereo out.*

The H7600 Preset Collection

81 Px-Characters

These presets will turn your vocal track into a different character...sometimes VERY different! From general robotics to a split personality.

- 8110** **Aerobics Teacher** **48 2,2**
{RDCEY} *Around here, at least, they use these cheap belly-pack amplifiers with head mics. Of course this patch can also be any other small PA system. Mono in, stereo out.*
- 8111** **Voice Cracker** **96 2,2**
{PY} *Think teenager whose voice is changing, except capable of much more radical voice mangling. Not wonderful on music. Mono in, mono out.*
- 8112** **Funny Voices** **96 2,2**
{PDCEY} *Adds nasality, growls, and whistles by changing the relationship between fundamentals and harmonics. Also includes simplified version of 'Doubletalk' pre. Introduces some heterodyne whine and 20 ms delay. Mono in, mono out.*
- 8113** **GenderBender** **96 2,2**
{PE} *Formant-corrected pitch shifting, where we've done all the hard work. Dialup the character of your choice... or make your own, and save as new program. Selectable in, mono out.*
- 8114** **General Robotics** **96 2,2**
{PDMCEY} *Turns input into robot, adds optional 'robot-thinking' (R2D2 style or classic sample and hold) in sync with voice. It helps to talk in a monotone, then tune TINNY to voice. Mono in, mono out.*
- 8115** **Heartbeat** **96 0,2**
{E} *Simple and to the point. Use Wave:Pure for media with good bass (theatrical), add harmonics for broadcast or web. Blood and oxygen in, mono out.*
- 8116** **Hoarse Whisperer** **96 2,2**
 Removes the basic buzz from voice, Turning everything into hoarse whisper. Good on solo talking. Can also be used on music, if there's a strong soloist. RESON adds a sense of pitch, tuned by TUNING Mono in, mono out.
- 8117** **Manic Depressive** **96 2,2**
{PY} *Pitch subtly rises (manic) or falls (depressive), but resets whenever input pauses. Adjust Threshold to specific input level while watching Action. Selectable in, stereo out.*
- 8118** **Monster Chorale** **48 2,2**
{DE} *Modulates input signal on a very twisted version of itself. The effect is a bunch of strange voices in almost unison. Designed for voice, use also on music. Selectable in, stereo out.*
- 8119** **Split Personality** **96 2,2**
{PE} *Swaps high and low bands. Try the first2 presets on voice*
- 8120** **The Buzz** **48 2,2**
{MEY} *Pitch-detecting and formant-shifting vocoder. Okay, what that really means: it creates a buzz that takes human vocal characteristics from the speech input. Adjust pitch detector on EXPERT page for the narrowest range that still tracks input. Selectable in, mono out.*
- 8121** **Vocal Sweeper** **48 2,2**
{EY} *Pitch-detecting and formant-shifting vocoder. Okay, what that really means: it creates a buzz that takes human vocal characteristics from the speech input. Selectable in, mono out.*
- 8122** **Whispering Crowd** **48 2,2**
{PRE} *Turns a single voice into a muttering crowd. Ideal for that shocked reaction when Perry Mason makes the surprise witness confess. Mono in, stereo out.*

82 Px-Places

Droning Spaces or Room Spaces ? Digital Hell and Echoes of Doom! A visit to these wild places tells you more than a thousand words!

- 8210** **Bubbles** **96 2,2**
{RMEY} *Generates string of underwater bubbles when you tap <Bubble>. Or run a voice through it for underwater muffling and echoes, then adjust the Threshold so it bubbles after each line of copy. Mono in, stereo out.*

The H7600 Preset Collection

- 8211 Computer Room** 96 0,2
{DM} Welcome to early '70s sci-fi computer rooms! Play with the Speed and Vari sliders in real time to give machines 'emotions' as they think about stuff. Nothing in, stereo out.
- 8212 Digital Hell** 96 2,2
{ME} The things we used to put up with! Loss of highs from low sample rate, aliasing because of bad filters and 1x sampling, noise and distortion from short word lengths, clipping because of bad ADC. Re-live those glorious sounds. Hey, retro is in, no? Stereo in and out.
- 8213 Droning Spaces** 96 0,2
{RMEY} Big, electromechanical environments. Caution: output may static briefly when changing preset. Nothing in, stereo out.
- 8214 Echoes of Doom** 48 2,2
{PRDCY} Deep, large reverb whose pitch is modulated by input, and swings back to 'Normal' after input stops. Good with voice and music. Adjust Sense so meter bounces nicely. Stereo in and out.
- 8215 Room Tones** 96 0,2
{PRDCE} Big empty spaces. Mix at low level under dialog to fill holes"
- 8216 Stereo Next Door** 96 2,2
{E} Cuts everything but the lows, then adds artificial harmonics [Bright] so there's still a signal. Be careful that Gain doesn't go into distortion. Stereo in and out.
- 8217 Swinging Reverb** 48 2,2
{PRDMCY} Rich echo with vibrato and modulated by input. Check the presets to get an idea what it does -- don't forget to check Reverb page on each -- and then play with the settings. Voice or music. Stereo in and out.

83 Px-Production Tools

A collection of useful tools for digital mangling, from delays to shifters...and hum and clipping restoration applications. Includes an Emotion Meter as well!

- 8310 Bass Enhance Kit** 48 2,2
{PE} Two separate processes, use either or both. To bypass a section, turn OUTPUT counterclockwise to 'Input'. SUB HARM generates 2 extra bass lines, 1 and 2 octaves below original bass. Use if you've got very good speakers that can carry deep bass. SPEAKER COMPENSATE takes the existing bass, which might not pass through a small speaker, and adds a harmonic. This can fool the ear to hearing more bass than a speaker actually carries, without muddying things for people with good speakers. TIP: Turn one section's OUTPUT to 'input' while you tune the other. Stereo in and out.
- 8311 Big Woosh** 96 0,2
{RDME} Let the presets give you an idea of what each slider does, then go wild. Longer wooshes have slight randomness"
- 8312 Brightener** 96 2,2
{E} Brightens up signal by adding even harmonics above the Tuning freq. You can set Rolloff to be -lower- than Tuning freq to get rid of harmonic distortion or noise, then add synthetic harmonics. Stereo in and out, voice, music or sound effects.
- 8313 Delay Kit** 96 2,2
{DE} Two independently-settable delays with feedback and cross-channel feedback. Very nice on voice or fx (particularly ones that stop, so you can hear tails). Can be tuned to rhythm of music. Caution: if Filter, Feedbk, and Cross are all high, can go into oscillation. Selectable in, stereo out.
- 8314 Dialog Cleaner** 96 2,2
{EY} Universal cleaner for noisy interviews and other location recordings. To use, turn Monitor knob all the way CCW, then step through the circuit, changing Monitor knob to tune each section: 1. Low Cut - adjust Low Cut knob to remove room rumble. 2. Node 1 - Set Node 1 mode to Tune, adj Mode 1 Hz until room resonance jumps out, then set mode to desired amount of cut. 3. Node 2 - adjust as you did Node 1, usually about twice as high a freq. 4. Gates 1 to 4 - adjust thresholds (on Gates page) to pass voice and cut background noise and echo. 5. Set Monitor to Main Out for full processing. Or press Up and Down arrows (on Numeric Pad) to compare input with processing. Mono in, mono out.
- 8315 Dizzy** 96 2,2
{DM} Simulate the drug experience of your dreams. Does things to polarity, stereo spread, diffusion. Try adding some verb, also. Definitely not mono compatible. Selectable in, stereo out.
- 8316 Dynamic Flanger** 96 2,2
{EY} Swirling flanges, but controlled by the input envelope instead of an oscillator. Hard to describe but interesting on voice or music. Try turning Stereo Link to Dual Channel on stereo music. Stereo in and out.

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- 8317** **Dynamic Shifter** **96 2,2**
{PY} *This is weird. Changes pitch in response to envelope. Range = very low for subtle detuning of music. = very high to add pitch variation to voice. Stereo in and out.*
- 8318** **Emotion Meter** **96 2,2**
{E} *The meters keep moving, but there's no-body home. Totally random, but can be driven by input. Keep your clients puzzled for hours. Output = input.*
- 8319** **Flattener** **96 2,2**
{PDY} *Flattens out a too expressive reading; adds dynamics to flat reading. Comp / expander followed by pitch tracker and shifter. The presets are extremes to show what it can do... subtle changes are better. Swing controls amount of input's pitch variation that's let through. Comp slider is zero compress in the middle, more compress to the right, expansion to left. Meter shows amount of automatic gain change. Mono speech in, dual out.*
- 8320** **Harmonic Mangler** **96 2,2**
{P} *Changes the relationship between fundamental and harmonics in interesting ways. Can also be used as a pitch shifter, but that's less fun. Selectable in, stereo out.*
- 8321** **Help Assym Clipping** **96 2,2**
{D} *When an op amp's power supply fries, positive or negative parts of a wave can get seriously clipped. This process may help... Stereo in and out.*
- 8322** **Humdinger** **96 2,2**
{D} *Clobbers hum and dimmer noise better than a notch filter. Uses precise delay to create comb filter, with dozens of harmonically-related notches. Too much Depth may produce an artifact that sounds like room echo, but it sure beats hearing those annoying buzzes. Selectable in, stereo out.*
- 8323** **Split Delays** **96 2,2**
{DE} *Input is split into 3 bands. Lows get panned left, mids delayed and centered, highs more delayed and panned right. And then there's feedback... Calls attention to voice in promos, enhances (destroys?) music. Stereo in and out.*
- 8324** **Swept Resonance** **96 2,2**
{MEY} *Everything from a subtle sweep (Source:LFO, Range: Low) to extreme (Source: Envelope +, Range: High, Reson: High, Left Out: Notch, Right Out: Band). Experiment! Tips: Input selector can be set to Noise for wooshes. Try Stereo Link: Off (on Output page) for material with wide separation. Selectable in, stereo out.*

84 Px-Things

Simulators of all sorts! Your laptop speakers, TV sets, radios, phones, records, lousy MP3s.... and a ... puppy blender ...

- 8410** **16mm Projectr II** **48 2,2**
{PDME} *Makes the sound of various film projectors: gate noise, flutter, reel wow, hiss, exciter lamp hum, and clicking splices. Splices can optionally jump track 1/2 second ahead (because torn film was thrown away). Or to jump with o click, switch from 'might skip' to 'don't skip'. Motor condition deter- mines how quickly unit gets up to speed. Mono in, mono out except big auditorium has stereo echo.*
- 8411** **33 RPM (new)** **96 2,2**
{DME} *Bandwidth limiting, stereo blend, and scratches! Use 'Quality' settings, or grab sliders custom effect. Ticks have 33 1/3 RPM rhythm, or set Quan to 0 and trigger manually. Stereo in and out.*
- 8412** **45 RPM New** **96 2,2**
{DMEY} *This is why the world switched to CD. Warp and ticks are at 45 rpm. Broadcast stations have compression, home players don't. Qual knob controls bandwidth. FM Station and Living Room are stereo, other presets collapse the signal to mono.*
- 8413** **Early 78 Record** **96 2,2**
{ME} *The first phono records were acoustic: performers would shout into a horn that directly moved the cutting needle. Electric recordings -- with microphones and mixers -- didn't happen until more than a decade later. This patch has slightly different algorithms for the two, so it -does- matter whether you've selected Acoustic or Electric, even after you've moved the on-screen sliders. Warp controls how much the sound is modulated by the 78 RPM movement. Stereo or mono in, mono out... you just can't find a good stereo Edison record these days.*
- 8414** **Laptop Speaker** **96 2,2**
{DEY} *Bandwidth limiting, compression, and incredible harmonic distortion. Actually, could be any cheap speaker, cellphone, open headset lying on floor... Selectable in, stereo out.*

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- 8415** **Line Extender** **96 2,2**
{PEY} Long before we had digital codecs, you could help the bass performance of a phone line by using handy 'line extenders'. These shifted the voice up 250 Hz before going through the line, and shifted it back down at the receiver, effectively moving the line's 350 Hz cutoff to 100 Hz. (It also moved the top from 3.5 kHz down to 3.25 kHz, but that's only a few notes... sound is logarithmic.) Enough history and physics. You can use this program to simulate a remote broadcast, or use it to encode or decode a real phone connection that has a real line extender on the other end. Mono in, mono out.
- 8416** **Lousy MP3** **96 2,2**
{DME} Okay, maybe it's not as authentic as actually saving an mp3 at low settings, but it's a reasonable simulation and a heck of a lot faster. Stereo in and out.
- 8417** **Mandolin** **96 2,2**
{PDM} Alternates input signal with a version that's been raised to a higher pitch. Default values turn a smooth guitar strum into a mandolin. Try slower or faster on sound effects. Selectable in, stereo out.
- 8418** **Medical Monitor** **96 0,2**
{RDME}(TT) If you haven't heard this in real life, you've been lucky. The last preset probably doesn't belong in a hospital. Nothing in, stereo out.
- 8419** **Puppy Blender** **96 2,2**
{PM} What's it like doing a remote broadcast from inside a kitchen appliance? Twists pitch up and down while rotating left and right. Puppy not included. Selectable I/O.
- 8420** **Speaking Harp** **96 2,2**
{EY} Adds a harpist, playing chords in sync with input signal. You can tune the chords manually, have them auto-change in time with the input, or change them by tapping a button. NOTES: 1) Mono in, mono out. 2) Actually derives the harp sound from the input signal. So a complex signal - voice or mixed music - will work better than a tone or solo voice 3) Bender control works in all modes.
- 8421** **Telephone Suite** **96 2,2**
{MEY} 16 real telco tones plus voice process and local ringer. For TouchTone numbers 0-9, plug in MIDI keyboard. Middle C is 0, D is 1, etc... B below Mid C is dial tone. If you don't have a keyboard, use the PX patch 'RealDialer'. Don't forget to mess with settings on the Voice page. Mono in, mono out.
- 8422** **TV Suite** **96 2,2**
{PDME} All the technical sounds of television, plus processing. Includes a stereo version of 'TV in Next Room'. Tones slider controls their volume. All the tones, plus the input, are affected by the sliders on right side. Remote Beep isn't affected, since the remote's here in the room with you. Selectable in, stereo out.
- 8423** **Universal Radio** **96 2,2**
{DEY} This is what your wonderful production has to suffer through... Stereo in, mono or stereo out depending on WIDE knob.

85 Px-Environments

Space simulators, fantasy sounds, inside and outside morphers, sounds from broken things and some wild spaces. A place for worldly things and space oddities.

- 8510** **Broken Mic** **96 2,2**
Simulates a mic with broken cable. Needs some re-soldering work. 2 different settings for bad and worst artifacts. Summed in/mono out.
- 8511** **Car Window** **96 2,2**
{E} Hip hop music with fat bass content sounds like it's coming from inside the car. Hit the trigger key to open the window. You can program filter A & B values and rise/fall time between them. Stereo in and out.
- 8512** **Cave Echoes** **96 2,2**
{RDE} Diffused distant echoes from unsafe places. Stereo in and out.
- 8513** **Concrete Place** **96 2,2**
{RDE}(TT) Dual diffused and filtered TT delays. Places a spoken dialog in a highly reflective medium space.. Stereo in and out.
- 8514** **Endless Oddity** **96 2,2**
{RDCEY}(TT) Strange indeed! Long echoed reverb being filtered by input signal loudness. If you stop the incoming signal the verb tail darkens into an almost infinite decay... Adjust filter sens to audio level. Stereo in and out.
- 8515** **EqEcho & Verb** **96 2,2**
{RDE} Type chooses colorized echoes or a diffused & verbed version of them. Stereo in and out.
{RDE} Type chooses colorized echoes or a diffused & verbed version of them. Stereo in and out.

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- 8516 Fantasy** 96 2,2
{RDME}(TT) Magic echoes bounce back from the reverb. Stereo in and out.
- 8517 In/Out Room** 96 2,2
{RDE} Type toggles between inside room reverb and outside of it. You are listening to a conversation inside a room and a click puts you off the place, listening... Stereo in and out.
- 8518 Next Room** 96 2,2
{E} Stereo bandpass filter. Set low frequency and octave spread. Hi frequency is calculated according to spread or can be manually set. Stereo in and out.
- 8519 P.A. Echo** 48 2,2
{RDE}(TT) When you need a stadium-like announcement, this will deliver all the classic reflections and tonal aspects of the real thing. Stereo in and out.
- 8520 Radio Mic** 48 2,2
{RDE}(TT) Simulates a radio microphone with a close-up sound character. Stereo in and out.
- 8521 Reflections** 96 2,2
{RDE} For when you need reflections...and tonal coloration for them. Stereo in and out.
- 8522 Room/Phone** 96 2,2
{RDE} Type toggles between room reverb and thru phone speaker sound. You can simulate a dialog between somebody in a room and another person talking on the phone. Stereo in and out.
- 8523 Sci-Fiction Dlys** 96 2,2
{RDE} Old style sci-fiction movie delays. All sort of diffused & filtered delays effects are possible Stereo in and out.
- 8524 Tape Echo/Deep Hall** 96 2,2
{RDE} Type toggles between a nice stereo tape delay and a deep warm ambient reverb. Very analog sounding... Stereo in and out.
- 8525 Thick Ambience** 96 2,2
{RDE} Anything processed thru this preset sounds just thicker...bigger. Stereo in and out.
- 8526 Thru AM Airwaves** 96 2,2
{E} Stereo bandpass filter. Music or dialog thru old style AM waves. Stereo in and out.
- 8527 Thru Phone 1** 96 2,2
- 8528 Thru Phone 2** 96 2,2
{E} Stereo bandpass filter. Helps simulating telephone tonal characteristics. Great for music or dialog. 2 is brighter than 1. Stereo in and out.
- 8529 Tomb/TV Speaker** 96 2,2
{RDE} Type selects between 2 very different places... a tomb ambience or a TV speaker sound. Stereo in and out.
- 8530 Waves Place** 96 2,2
{RDE}(TT) Dual diffused and filtered TT delays. Nice on slowly spoken dialog. Stereo in and out.

The H7600 Preset Collection

Custom Scales Pitch Shifters

Pitch Shifting traditionally falls into two main categories known as *Chromatic* and *Diatonic*. Eventide, the inventor of digital pitch shifting, now brings back a third type, Custom Scales Pitch Shifting, which was introduced to the market for the very first time by the H3000, back in the 1980s.

Our current products H7600, the H8000 family and ECLIPSE now offer this classic effect, developed and powered to a high level of flexibility and musical creativity never available before on any effects processor in the market.

Chromatic Pitch Shifting is a simple effect that allows the user to set a specific amount of pitch detuning or a musical interval (+/- maj 3rd/4th/5th/.../octave/etc.) that will always and consistently be applied to any note, regardless of musical structure such as Keys, Tonalties, Scales or Harmonies. It can be very useful for non-musical content processing, special FX or for symmetric scales that actually have consistent intervals, like Whole Tone, Chromatic or Diminished scales.

Diatonic Pitch Shifting takes care of musical applications. It offers a wide selection of pre-made scales (Major and its modes, Minor, Pentatonics, Harmonic Minor, Hungarian, etc...) that can be selected according to the musical Key and Scale in which we are playing. Within this selected harmony, we are able to specify the interval to which we want to transpose any note we play while remaining within the chosen scale.

As a simple example covering both Chromatic and Diatonic pitch shifting, let's take a C Major scale (C, D, E, F, G, A, B). If we use a Chromatic pitch shifter and set it to + 400 cents (100 cents is a half step or semitone), we have chosen to consistently shift any note + 2 whole tones, a major third.

If we play the C Major scale we get the following:

C > E D > F# E > G# F > A G > B A > C#B > D#

The F#, G#, C# and D# clearly are "outside" notes, as they do not belong to our C Major scale. Unless desired for a specific musical reason, most of the times this would create a harmonic/melodic conflict within the selected scale.

Diatonic Pitch Shifting will treat our C Major Scale according to its inner interval structure. In fact, after having selected the root and the scale in which we are playing and the interval by which we want all our notes to be shifted, everything will stay inside the scale. If our chosen interval is a third, we'll get the following musical results:

C > E (maj 3rd) D > F (min 3rd) E > G (min 3rd) F > A (maj 3rd)
G > B (maj 3rd) A > C (min 3rd) B > D (min 3rd)

This is strictly Diatonic, that is to say all played notes and the shifted ones belong to the same scale. A much more musical approach than the Chromatic shifter !

Custom Scale Pitch Shifting fills the gap - it overrides the strict math rules of Chromatic Shifting and expands the musical ones, allowed by the Diatonic version. You can create your own scale, made of 5, 6, 7, 8, 9, 10, 11 or 12 notes. You can choose the exact amount of pitch shifting applied to each single note in your custom scale, opening up territories like Counterpoint, Hybrid Harmonies, Poly-Tonality, Ethnic Harmonies and more... much more!

Here's a description of our H7600 algorithm, with some examples of the unit's displayed *menupages* and parameters along with an explanation of their functions:

The H7600 Preset Collection

Let's say we want to create a Contrary Motion type of counterpoint in C Maj Scale; we want to go up the scale, while the pitch shifter will go down. This is an interesting musical technique which is at the foundation of Bach and Western music as we today know it and is impossible to achieve with other types of pitch shifters.

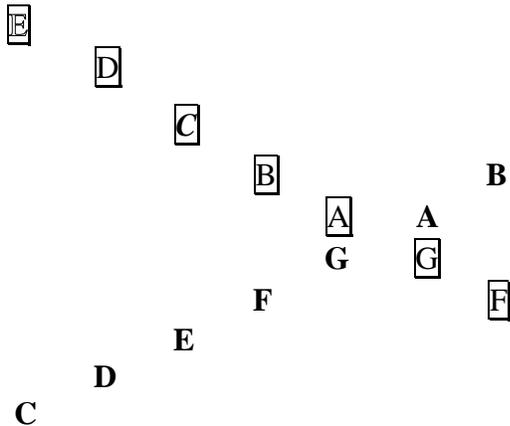


We have created a C major Scale on the music staff, a nice touch from our UI engineers. The algorithm can store up to 12 scales and you'll be able to select any of them with the *Scale* parameter. *Key* allows to transpose the selected scale to any of the 12 tones. *Note* is a simple text monitor for the selected note on the staff.

Our desired Contrary Motion counterpoint goes as follows:

C > E up a maj 10 th	D > D up an octave	E > C up a min 6 th
F > B up an augmented 4 th	G > A up a major 2 nd	A > G down a major 2 nd
B > F down an augmented 4 th		

And the nice contrary motion effect we get is the following:



The normal notes (C, D ..) are the ones we play, while the boxed ones are those we get back from our Custom Scales Pitch Shifter. We are ascending on the C major Scale and the pitch shifter is descending, in contrary motion! Nice....

But how do we get to this ? Read on ...

The H7600 Preset Collection

The TUNE menupage gives us 2 nice interfaces, a musical staff (graphic UI) and a textual one, useful for those who don't read music on the staff...yet! We show you both.

Here's how we set the intervals for each single note of the scale (the highlighted note on the staves is the pitch shifted one) in both interfaces:

GRAPHIC USER INTERFACE

A! Custom Shifter* | graphic & text
Note: C
Voice: 1
Tune: 1700



scale | **tune** | dly&mix | cal

A! Custom Shifter* | graphic & text
Note: D
Voice: 1
Tune: 1200



scale | **tune** | dly&mix | cal

A! Custom Shifter* | graphic & text
Note: E
Voice: 1
Tune: 800



scale | **tune** | dly&mix | cal

A! Custom Shifter* | graphic & text
Note: G
Voice: 1
Tune: 200



scale | **tune** | dly&mix | cal

The CALIBRATION menupage offers all the parameters needed to optimize pitch shifting accuracy:

A! Custom Shifter* | graphic & text
Note: A
Voice: 1
Tune: -200



scale | **tune** | dly&mix | cal

A! Custom Shifter* | graphic & text
Note: B
Voice: 1
Tune: -600



scale | **tune** | dly&mix | cal

TEXTUAL USER INTERFACE

A! Custom Shifter* | interval menu
Note C
1: C = 1700 ct F

scale | **tune** | dly&mix | cal

A! Custom Shifter* | interval menu
Note D
1: D = 1200 ct D

scale | **tune** | dly&mix | cal

A! Custom Shifter* | interval menu
Note E
1: E = 800 cts C

scale | **tune** | dly&mix | cal

A! Custom Shifter* | interval menu
Note F
1: F = 600 cts B

scale | **tune** | dly&mix | cal

A! Custom Shifter* | interval menu
Note G
1: G = 200 cts A

scale | **tune** | dly&mix | cal

A! Custom Shifter* | interval menu
Note A
1: A = -200 cts G

scale | **tune** | dly&mix | cal

A! Custom Shifter* | interval menu
Note B
1: B = -600 cts F

scale | **tune** | dly&mix | cal

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A1 Custom Shifter*		calibration params	
key :	C	quant :	off
scale :	#1	bend :	on
tuning:	Equal	lownote:	G1
tune :	0 cents	glide :	0.010 sec
scale	tune	dly&mix	cal

The **Key** and **Scale** parameters are useful for MIDI control. You'll be able to transpose the current selected scale to any of 12 keys and you can recall any of up to 12 internally set and stored scales.

Tuning sets different temperaments (Equal, Just, Pythagorean, etc.) useful for different tuning experiments. Keep it on Equal for all "mainstream" music applications.

Tune will actually add/subtract a set amount of cents to the whole scale and its shifted notes. Useful when some extra fine tuning is needed.

Quantize enables notes quantization; the Harmonizer(R) will quantize any incoming note to its correct value. It is useful if any of the input notes may be slightly sharp or flat. A pop up window (not shown) allows quantization to be enabled or disabled for every note in the scale.

Bend optimizes pitch shifter tracking with "bent" notes... guitarists love this when they bend their strings... also singers or reed instruments can get some help with glissandos.

Lownote needs to be set to the lowest note the unit should expect to process. This optimizes pitch shifting accuracy.

Glide sets the amount of time for the pitch shifter to go from an interval to another. Keep it low for neat staccato or a bit higher for a glissando effect. The above is the recommended setting.

Besides these parameters, our H7600 Custom Scales Pitch Shifter offers up to 8 voices, each one with 2 seconds delay. Imagine what a complexity of intervals/chords you can achieve ... by programming each voice separately! Imagine playing a single note and get 8 intervals out of it, all at the same time as a chord or nicely dispersed by different delay times...as an arpeggio!

Delay times can be set in absolute time (milliseconds) or in rhythmic values (1/8 note, quarter note, dotted half note, etc.....) and Tap tempo or Midi Clock synched up.

This is a true musical instrument put at your full creativity power. You can now custom tune your musical universe and create never-heard-before scales and harmonies.... reaching for the uncommon chord!

The H7600 Preset Collection

Midi Virtual Racks presets (Bank 66)

These new algorithms were created to allow the user to switch between different parameters values that can be tweaked and stored internally, in the algorithm core structure, **using the front panel of the unit**. Recalling any of these tweaks is possible by using your favorite Midi controller, being it a pedalboard, a desktop unit or your computer Midi/Audio sequencing software.

A <<<tweak #>>> knob acts as a master control for up to 50 parameters, all marked with an asterisk *. These parameters include single fx on/off status and more. Simply set your <<<tweak #>>> on value 1 and adjust all fx parameters to your liking. Then proceed to <<<tweak #2>>>...up to <<<tweak #10>>>. You now have 10 fully configured and stored presets for your rack! The tweak parameter is patched to system Assign #3. You can change tweak manually or patching Assign #3 to a midi CC message You'll need a midi controller capable of sending a CC message with a specific value of 1, 2, 3, 4, 5, 6, 7, 8, 9 or 10, to recall the same numbered tweak.

If your midi pedalboard gives you the option to program 10 switches to send the same midi CC message with one of these 10 numerical values, you'll be able to call any tweak by just using the switch with the same number. Most mid-range and professional midi pedalboards can do this today.

This means that your able to recall 10 different presets within a single one, without using program change, thus avoiding program-loading time, which somebody out there doesn't appreciate too much. Zero-latency switching!

Example:

First you need to configure your Midi pedalboard. Please carefully check its user documentation to proceed. Let's say we will use Midi CC message #22; set your unit so that:

- Switch #1 sends out Midi CC #22 with value 1
- Switch #2 sends out Midi CC #22 with value 2
- Switch #3 sends out Midi CC #22 with value 3
- Switch #4 sends out Midi CC #22 with value 4
- Switch #5 sends out Midi CC #22 with value 5
- Switch #6 sends out Midi CC #22 with value 6
- Switch #7 sends out Midi CC #22 with value 7
- Switch #8 sends out Midi CC #22 with value 8
- Switch #9 sends out Midi CC #22 with value 9
- Switch #10 sends out Midi CC #22 with value 10

Enter the H7600 system pressing the SETUP key 3 times; now press the <external> soft key 3 times...highlight "Capture Midi" and press the SELECT key. Hit any switch on your pedalboard...and the assign 3 mode: xxxxxx will show the Midi CC message # sent from your pedalboard. Assign 3 is now patched to MIDI CC#22.

Now reach for the Midi Virtual Racks presets in bank 66. Load any of them. Build your own 10 tweaks...store the preset. Hit any of your pedalboard switches and you'll see the <<<tweak #>>>

The H7600 Preset Collection

setting itself to the matching switch number. Done! Your rack is ready to be managed in a brilliant professional style.

The Presets

Midi Virtual Racks dwell in the H7600 Bank #66 !

8 Midi Racks are available from #6660 to #6667. They are different collections of up to 5 carefully programmed high quality stereo and/or multi-voice fx algorithms, in serial routing, with dry sound in parallel, pretty much like a full rack of 5 dedicated units. The H7600's massive DSP resources allow to create this number of dedicated units in a single preset, without any quality compromise. You get a top notch professional structure, ready for 96KHz sampling frequency.

In each Virtual Rack we have created the first 5 tweaks with clean sound and the next 5 tweaks with distortion, using a guitar and an external preamplifier.

In addition to the full racks, we have also included their single fx building blocks algorithms, from #6640 to 6653. These are offered to you as tools to assemble your own Midi Virtual Racks, using Eventide Vsigfile Graphical Preset Design Editor.

Other examples of midi remotable tweaks in a preset are available in Bank #10, Dual Machines. Midi Dual Fx #1, #2, #3 and #4 offer 2 stereo fx blocks, routed in parallel, using 4 inputs and outputs (2 of them for each fx block). These presets are similar to Midi Virtual Racks in their functionalities; they have been tweaked for more generic audio tasks.

The H7600 Preset Collection

Tempo and the H7600.

The delay time, lfo rate and reverb decay of an H7600 preset can in most cases be synchronized to Tap Tempo or external MIDI Clock. This useful feature allows you to keep many aspects of your effects in time with music or any kind of rhythmic events or master track in your sequencing hardware or software.

Let's take a look at a couple of related important system parameters first. Press the SETUP key until you see the [tempo] and the [timer] menupages. Press the [tempo] softkey, under the display, to access its parameters; this is the system general Tempo counter, used to tap tempo sync delay times, lfo rates and reverb decays. You will notice that the Soft Key has turned into a <tap> key on accessing this menupage. Set "Source: Internal" and "Average: 2 Taps" and the <tap> key can be now tapped twice to set a desired Tempo. It will be monitored by the "Tempo: xxx BPM" read out and by the "Beat" bar.



Most presets using delays, LFOs and reverbs have a specific parameter to tie their values to this system Tempo counter. For Delays you will see a t_delay parameter; when this is set to off, the delay time will not be synced to Tap Tempo. Your only choice will thus be to set delay time in absolute values, normally milliseconds. If want to sync your delay to Tap Tempo, choose a musical rhythmic value for the t_delay parameter, such as 1/4 note (as appropriate). Remember that the H7600 sees the time lag between the 2 taps as a quarter note; so all subdivisions will be relative to that time interval. LFO rates have a similar parameter, named "t_rate", while reverb decays have "t_decay" to achieve the same results.



Back to the [tempo] menupage in the System: your "Source" parameter allows you to choose the controller used to Tap Tempo. Internal is the choice for the <tap> softkey while other choices are offered for footswitches connected to the rear panel Pedal 1/2 inputs (Tip1/2), MidiClock for incoming midi clock messages and Ext1 to 8 for any midi CC message set in the System [external] menupage.

The [timer] softkey is only used for a small number of presets, using very long delay times, mostly for looping applications, where rhythmic divisions in bars are desired (Bank 7, Delays-Loops). As soon as you hit this soft key, it will turn into a <run> key; if "Source : soft key", tapping it twice will start/stop the Timer and you'll see the tapped actual time value on the display (Time). The Mode parameter sets the Timer behaviour: if set on "restart", counting will restart from 0 seconds at the next trigger event, after Timer has been triggered and stopped already. If set on "continue", counting will resume from the last time value (in seconds) that was previously triggered and stopped. The "Source" parameter offers the same choices for the trigger controller as in the Timer description.

VSIGFILE programmers who would like to learn how the System Tempo and Timer work and how they should be used in the creation of algorithms might want to refer to presets 7015 Tempo Dly_Lfo Jig and 7016 Tempo_Verb Jig as well as preset 7017 TimerDly Jig. Studying the construction of these presets will provide insights into the use of the Tempo and Timer features.

The H7600 Preset Collection

H7600 Factory User Group

An H7600 *Usergroup* may be used as a MIDI map, allowing the 128 MIDI Program Change values to select any one of the 1000+ H7600 programs. On the H7600, Usergroup #1 is defined as a pre-programmed Factory Usergroup, allowing direct loading of these popular programs via MIDI program change without further programming. The list below shows these programs and their associated Program Change values. For example, sending a Program Change of 7 will load “Vai Shift 1”. See the H7600 Operating manual for more information on MIDI maps and Usergroups



- | | | | | | |
|----|----------------------|----|----------------------|-----|---------------------|
| 0 | Thru | 43 | FilterBank20 | 86 | Lousy MP3 |
| 1 | Gorgeous Delay | 44 | Stereo Comp>3band Eq | 87 | Universal Radio |
| 2 | Kill The Guy | 45 | Stereo*32 Grafic Eq | 88 | Car Window |
| 3 | Mandel Worlds | 46 | Dual*16 Grafic Eq | 89 | Endless Oddity |
| 4 | Old Valve | 47 | BeyondTheStars | 90 | Tape Echo/Deep Hall |
| 5 | SonicDisorderVerb | 48 | Galaxy Borders | 91 | Thru AM Airwaves |
| 6 | Treys Filter | 49 | Dual Modfilters | 92 | Hall > Bandpass |
| 7 | Vai Shift 1 | 50 | Mouth-a-lator Two | 93 | Living In The Past |
| 8 | W-I-D-E Solo | 51 | Sample/hold | 94 | L/C/R mics Room |
| 9 | Delaytaps | 52 | Synthlike Filter | 95 | Sax Plate |
| 10 | Ducked Delays | 53 | MicroPitch (+/-) | 96 | Dream Chamber |
| 11 | LongDelay | 54 | L_C_R Long | 97 | Masterverb Hall 2 |
| 12 | Two Reversedelays | 55 | Bass Rack | 98 | 3B X-over Hall |
| 13 | Polyrhythm 5/4 | 56 | Biomechanica | 99 | EMT-style Plate |
| 14 | Filtered Dlys | 57 | Arkham Distortion | 100 | 4_PitchShift |
| 15 | Vintage Delay | 58 | Bejing Dragons V | 101 | Echospace Of God |
| 16 | Banddelays | 59 | Electronica Gtr | 102 | Really Large Room |
| 17 | 4v Custom Shifter | 60 | Mercury Cloud | 103 | Reverb Suite |
| 18 | Clearmntn Delays | 61 | Ptime Displacement | 104 | Etherharp |
| 19 | Comb taps | 62 | Cloudfuzz | 105 | SAMPLER (multi) |
| 20 | ParticleAccelerator | 63 | First Dominion | 106 | Ultra Cents |
| 21 | Ringdelays | 64 | Turbulence | 107 | Angelic Echos |
| 22 | Filtered Dlys | 65 | PolyReverse | 108 | Genesis II |
| 23 | Fractal Vortex | 66 | Biomechanica Two | 109 | StringTrio |
| 24 | Reich Loops 1 | 67 | Grunge Compress | 110 | Himalayan Heights |
| 25 | YourHarmonyDevice | 68 | Masderring Lab 22 | 111 | Tapdelay Plex |
| 26 | Allan's Chorus | 69 | Pickers Paradise | 112 | Tape Echo |
| 27 | Chorusdelays | 70 | ToneCloud | 113 | TC2290 |
| 28 | Flange Echoes | 71 | 5th Place | 114 | Midi VirtRack #1 |
| 29 | Leslie Simulator | 72 | 6 Chorusdlys & Verb | 115 | Lead Tone Poem |
| 30 | Stereo Flange 1968 | 73 | Vox Channel Strip | 116 | Monster RACK ! |
| 31 | Undulate | 74 | Comp/Eq/Micro/Verb | 117 | Tale From The Bulge |
| 32 | Lucy In The Sky | 75 | Midi VirtRack #2 | 118 | Vocal Chorusdelays |
| 33 | AmbiClouds 2 | 76 | FM Panner_S | 119 | CreamyVocoderAlpha |
| 34 | DesertPercussion1 | 77 | 808 Rumble Tone | 120 | Airplane Background |
| 35 | Neutralizer | 78 | TrueStereoPhaser | 121 | Real Dialer |
| 36 | St BitDecimator | 79 | PitchtimeSqueeze | 122 | 45 RPM Oldie |
| 37 | DuckDlys//AMSDMXgtr | 80 | 16mm Projector | 123 | Fantasy Backgrounds |
| 38 | DynoMyPiano>VintDlys | 81 | General Robotics | 124 | Morph To Magic |
| 39 | Piano Hall//ChrsDlys | 82 | Digital Hell | 125 | Plug Puller Pro |
| 40 | Comp(4bandFIR)_S | 83 | Harmonic Mangler | 126 | Stereo Simulator |
| 41 | Omnipressor (R) | 84 | Laptop Speaker | 127 | We're A Big Crowd |
| 42 | St HyperTremolo | 85 | Telephone Suite | | |