

EFFECT presets of EUROPOWER PMH1000



Effect	Description
FX Reverb	
Cathedral	Simulates the dense, long reverberation of a large cathedral, which is appropriate for solo instruments or vocals in slow-tempo music. Please choose between two variations.
Plate	Simulates the sound of plate reverberators and hence is a classic for drums (snare) and vocals. In comparison with the first variation, the second one features more high-end sparkle.
Concert	Here, you can select between a small theater and a large hall. Although this program is similar to studio (see below) it features more presence which adds to its "lively" character.
Stage	Is well suited to dispersing the sound of a keyboard or an acoustic guitar.
Room	You can clearly hear the walls of the room. A useful program for reverb that isn't directly noticeable (rap, hip hop vocals) or to make dry recordings of instruments sound natural again.
Studio	This simulation of a middle to large-sized room is also available in two variations. Both variations sound very natural. Very all-round effect.
Small Hall	Simulates a small, lively (strongly reflecting) hall and is perfect for processing drums.
Ambience	Reproduces a middle-sized room without late reflections.
Early Reflections	The initial reflections of this room are clearly audible. This effect is a classic for dynamic signals (drums, percussion, slap bass etc.).
Spring Reverb	Simulates a classic spring reverberation.
Gated Reverb	This effect synthetically cuts off reverberation after a period of time. It is famous in the song "In the Air Tonight" by Phil Collins. The variations differ in the reverb length.
Reverse Reverb	This is a reverberation in which the envelope is reversed—it slowly gets louder.
FX Modulation	
Chorus	This effect slightly detunes the original signal. A very pleasant detune effect is created in connection with the pitch variation. The chorus effect is quite often and extensively used for dispersing signals—in such a variety of applications that any recommendation would mean a limitation of their use. The variations available here range from slow to fast chorus effects.
Symphonic	This effect creates the sound of an eight-person (!) vocal chorus.
Flanger	The word "flange" means "tape spool", and this explains the characteristics of the effect. Originally the flanger effect was generated with two tape recorders which ran synchronously. The same audio signal was recorded on both machines. If you put a finger on the left spool of one of the machines, the spool and the playback speed are slowed down. The generated delay results in phase shifting of the signals. Please choose either "medium flanger" or one of the "bright flanger" programs, which feature an increase in presence.
Phaser	With the phaser, a second, phase-shifted signal is added to the original audio signal. The resulting sound is thicker and above all livelier. This effect is often used for guitar sounds and keyboards. In the '70s, it was also extensively used for other instruments like electric pianos. The PMX2000 offers you four different phaser variations.
Rotary Speaker	The simulation of a classic effect that is normally generated with a very heavy enclosure comprising (slow or fast) rotating speakers.
FX Delay	
Delay	A delay of the input signal with various repetitions. Different tempo settings (ten variations in total) allow interesting delay effects.
Echo	Similar to the stereo delay, with the difference being that the repetitions have less presence. This simulates the character of the original tape echo that was used before the digital era and can be thought of as a "Vintage Sound".
Multi Tap	A delay effect with changing stereo positioning. Four variations are available.
FX serial	
Chorus & Reverb	This algorithm combines the popular chorus with a reverb effect. Taking all variations into account, they differ in the length of reverb.
Flanger & Reverb	The combination of flanger and reverb effects.
Phaser & Reverb	The combination of a classic stereo phaser and a reverb effect. Here, too, the phaser is combined with different reverb types.
Rotary Speaker & Reverb	A real classic, the rotary speaker effect, is processed with a reverb effect. This effect works especially well with keyboards and guitars.
Delay & Reverb	Delay and reverb is the most common combination for vocals, solo guitars, etc.
Pitch & Reverb	The pitch shifter slightly detunes the audio signal, while the reverb adds ambience to the signal.
Delay & Chorus	While the chorus can contribute to a wideness of the signal, interesting repetition effects can be adjusted with the delay. Vocals can be given a distinctive effect without making the voice sounding blurred.
Delay & Flanger	This effect is just right for creating a modern, slightly "spacey" vocal sound.
Delay & Pitch	A repetition of the audio signal, with an oscillatory effect added by the pitch shifter.
FX special FX	
3-Voice Pitch	The pitch effect can be used to produce a cartoon-character type voice effect.
LFO Bandpass	Filters, in general, influence the frequency response of a signal. A low-pass filter allows low frequencies to pass and suppresses high frequencies, while a high pass filter allows high frequencies to pass and suppresses low frequencies. This LFO bandpass effect is complemented by modulation due to a LFO (Low Frequency Oscillator).
Vocal Distortion	This effect is very hip when used on vocals and drum loops.
Vinylizer	This effect adds clicks and noise to your audio signal, simulating old vinyl records.
Space Radio	Here, the typical sound of scanning an FM tuner is simulated. This can be a very interesting effect when sound-tracking radio plays.
Test Tone	Use this 1 kHz test tone to facilitate P.A. level setting.