

# EUROPOWER PMP1280S

## EFFECT PRESETS

Preset No.	EFFECT	Description	Preset No.	EFFECT	Description
<b>HALL 00-09</b>			<b>DELAY 50-59</b>		
00	SMALL HALL 1	~ 1.0 s reverb decay	50	SHORT DELAY 1	like a short shattering
01	SMALL HALL 2	~ 1.2 s reverb decay	51	SHORT DELAY 2	1-2 short impulse(s)
02	SMALL HALL 3	~ 1.5 s reverb decay	52	SHORT DELAY 3	1-2 short impulse(s)
03	MID HALL 1	~ 1.8 s reverb decay	53	MID DELAY 1	Classic for up-tempo music (115-125 BPM)
04	MID HALL 2	~ 2.0 s reverb decay	54	MID DELAY 2	Classic for mid-tempo music (105-115 BPM)
05	MID HALL 3	~ 2.5 s reverb decay	55	MID DELAY 3	Classic for slow-tempo music (95-105 BPM)
06	BIG HALL 1	~ 2.8 s reverb decay	56	LONG DELAY 1	Classic for reggae-tempo music (85-95 BPM)
07	BIG HALL 2	~ 3.2 s reverb decay	57	LONG DELAY 2	Classic for dub-tempo music (75-85 BPM)
08	BIG HALL 3	~ 4 s reverb decay	58	LONG DELAY 3	Extra long (nearly endless) delay effect
09	CHURCH	~ 7 s reverb decay	59	LONG ECHO	Extra long canyon echo effect
<b>ROOM 10-19</b>			<b>CHORUS 60-69</b>		
10	SMALL ROOM 1	~ 0.5 s reverb decay	60	SOFT CHORUS 1	unobtrusive effect
11	SMALL ROOM 2	~ 0.8 s reverb decay	61	SOFT CHORUS 2	unobtrusive effect with other color
12	SMALL ROOM 3	~ 1.0 s reverb decay	62	WARM CHORUS 1	analog sounding
13	MID ROOM 1	~ 1.2 s reverb decay	63	WARM CHORUS 2	analog sounding with other color
14	MID ROOM 2	~ 1.5 s reverb decay	64	PHAT CHORUS 1	strong effect
15	MID ROOM 3	~ 1.8 s reverb decay	65	PHAT CHORUS 2	strong effect with other color
16	BIG ROOM 1	~ 2.0 s reverb decay	66	CLASSIC FLANGER	standard flanger effect
17	BIG ROOM 2	~ 2.2 s reverb decay	67	WARM FLANGER	more analog touch
18	BIG ROOM 3	~ 2.5 s reverb decay	68	DEEP FLANGER	deep modulation impression
19	CHAPEL	~ 3 s reverb decay	69	HEAVY FLANGER	extreme strong effect
<b>PLATE 20-29</b>			<b>PHASE/PITCH 70-79</b>		
20	SHORT PLATE	~ 1.0 s reverb decay	70	CLASSIC PHASER	standard phaser effect
21	MID PLATE	~ 1.5 s reverb decay	71	WARM PHASER	more analog touch
22	LONG PLATE	~ 2.2 s reverb decay	72	DEEP PHASER	deep modulation impression
23	VOCAL PLATE	~ 1.2 s reverb decay	73	HEAVY PHASER	extreme strong effect
24	DRUMS PLATE	~ 1.0 s reverb decay	74	PITCH SHIFT DETUNE	2-3-times detune for a wider sound
25	GOLD PLATE 1	~ 1.2 s reverb decay	75	PITCH SHIFT +3	minor third added voice
26	GOLD PLATE 2	~ 2.0 s reverb decay	76	PITCH SHIFT +4	major third added voice
27	SHORT SPRING	~ 1.0 s reverb decay	77	PITCH SHIFT +7	quint above added voice
28	MID SPRING	~ 2.0 s reverb decay	78	PITCH SHIFT -5	fourth down added voice
29	LONG SPRING	~ 2.5 s reverb decay	79	PITCH SHIFT -12	1 octave down added voice
<b>GATE/REV 30-39</b>			<b>MULTI 1 80-89</b>		
30	GATED REV SHORT	~ 0.8 s gate time	80	CHORUS + REVERB 1	Soft chorus + mid-short reverb
31	GATED REV MID	~ 1.2 s gate time	81	CHORUS + REVERB 2	Deep chorus + mid-long reverb
32	GATED REV LONG	~ 2.0 s gate time	82	FLANGER + REVERB 1	Soft flanger + mid-short reverb
33	GATED REV XXL	~ 3.0 s gate time	83	FLANGER + REVERB 2	Deep flanger + mid-long reverb
34	GATED REV DRUMS 1	~ 0.8 s gate time	84	PHASER + REVERB 1	Soft phaser + mid-short reverb
35	GATED REV DRUMS 2	~ 1.2 s gate time	85	PHASER + REVERB 2	Deep phaser + mid-long reverb
36	REVERSE SHORT	~ 0.8 s reverb raise	86	PITCH + REVERB 1	Soft voice detuning + mid-short reverb
37	REVERSE MID	~ 1.2 s reverb raise	87	PITCH + REVERB 2	Fourth above interval + mid-long reverb
38	REVERSE LONG	~ 2.0 s reverb raise	88	DELAY + REVERB 1	Short delay + mid-short reverb
39	REVERSE XXL	~ 3.0 s reverb raise	89	DELAY + REVERB 2	Mid-long delay + mid-long reverb
<b>EARL. REF. 40-49</b>			<b>MULTI 2 90-99</b>		
40	EARLY REFLECTION 1	short	90	DELAY + GATED REV.	Short delay + mid-long gated reverb
41	EARLY REFLECTION 2	mid-short	91	DELAY + REVERSE REV.	Mid-short delay + mid-long reversed reverb
42	EARLY REFLECTION 3	mid-long	92	DELAY + CHORUS 1	Short delay + soft chorus
43	EARLY REFLECTION 4	long	93	DELAY + CHORUS 2	Mid-long delay + deep chorus
44	SHORT AMBIENCE	short	94	DELAY + FLANGER 1	Short delay + soft flanger
45	MID AMIENCE	mid-short	95	DELAY + FLANGER 2	Mid-long delay + deep flanger
46	LIVE AMBIENCE	mid-short	96	DELAY + PHASER 1	Short delay + soft phaser
47	BIG AMBIENCE	mid-long	97	DELAY + PHASER 2	Mid-long delay + deep phaser
48	STADIUM	long	98	DELAY + PITCH 1	Short delay + fourth down interval
49	GHOST AMBIENCE	extra long special fx	99	DELAY + PITCH 2	Mid-long delay + minor third above interval

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