

EMP100 Preset Program List

■ General

No.	Effect	Program Name	Comments
1 2	Reverb	Large Hall Reverb 1 Large Hall Reverb 2	These two programs simulate the reverberation of two different large halls. Both are excellent “general-use” reverb effects.
3 4		Room Reverb 1 Room Reverb 2	These effects produce the type of reverberation you’d experience in a small to medium-size room with hard wall surfaces. Both are particularly effective with drum or percussive sounds.
5 6		Vocal Reverb 1 Vocal Reverb 2	An ideal reverb effect for use with solo vocals or chorus.
7 8		Plate Reverb 1 Plate Reverb 2	These are relatively “soft” reverb effects that are well suited for use with strings or brass.
9		Hall ER	This is a straightforward early-reflection effect that has a distinct “gated” feel.
10		Random ER	A somewhat “rougher” sound than the Hall ER program.
11		Reverse ER	The level of the reflections increases rather than decreasing with time, producing an effect similar to that of a tape recording played backwards.
12		Spring ER	This program simulates the sound of a spring reverb unit, and produces a much tighter sound than the Hall ER program.
13	Delay	Stereo Delay 1	In this stereo delay program the left-channel delay is set at 300 milliseconds while the right-channel delay is 600 milliseconds.
14		Stereo Delay 2	The left- and right-channel delays are set slightly before and after 400 milliseconds, emphasizing the stereo effect. This stereo delay matches a wide range of tempos.
15	Chorus	Stereo Chorus	This is the EMP100 chorus effect in its most basic form. Perfect for adding width to just about any sound.
16	Flange	Flange	Flange is another sound “widening” effect, but with more pronounced timbral undulations than either chorus or symphonic.
17	Symphonic	Symphonic	Similar to Chorus, but with a softer, more gentle sound.
18	Stereo Pitch	Stereo Detune 1	In this effect pitch change is used to just slightly detune the left- and right-channel pitches, producing a fairly orthodox detune sound.
19		Stereo Detune 2	The same as Stereo Detune 1, except that a short delay has been added to accentuate the stereo effect.
20	Triple Pitch	Dominant Pitch	This effect “harmonizes” the input note with notes a fourth below and a fifth above.
21		7th Chord	Triple pitch change is used to add the third, fifth, and seventh degrees above the input note, producing a seventh chord.
22	Stereo Pitch + Reverb	Stereo Detune Reverb 1	While a slight left-right pitch detuning produces a feeling of width, the addition of reverb gives this effect extra depth, too.
23		Stereo Octave Detune	A note is added one octave up for thickness, and a fairly long reverb time is used for a feeling of spaciousness.
24	Stereo Pitch → Reverb	Stereo Detune Reverb 2	A slight left-right pitch detuning produces a thicker sound, while the addition of reverb provides an even greater sense of scale.
25	Symphonic + Reverb	Symphonic Reverb	A combination of symphonic and reverb effects.
26	Delay + Reverb	Stereo Delay Reverb	This is a fairly straightforward combination of delay and reverb.
27	Delay → ER	Delay ER 1	A combination of the basic delay and early reflection effects.
28		Delay ER 2	A variation on the Delay ER 1 program with a different delay time and ER type.
29 30	Chorus → Delay	Delay Chorus 1 Delay Chorus 2	Both of these effects apply delay to the chorus sound. That is, the chorus and delay effects are connected “in series.”

■ Keyboard

No.	Effect	Program Name	Comments
31	Reverb	Piano Hall	A natural reverb simulation that is ideally suited to piano.
32	Flange	Fast Rotary Organ	The rotary speaker effect is essential to organ simulations. This one is a relatively fast rotary speaker.
33		Slow Rotary Organ	A slower rotary speaker for use with organ voices.
34	Reverb	Church	This is a reverb program that will make organ voices sound as if they are being played in a spacious church.
35	Delay + Reverb	Clavi Magic	Use this effect to liven up clavi type voices that have a sharp, accented attack.
36	Delay	Lead Synth 1	A wide range of effects are used with synth solos, but delay effects like this one are probably the most useful.
37	Delay → ER	Lead Synth 2	Delay combined with early reflections can give your synth solos extra depth.
38	Reverb	Attack Brass Reverb	This sharp, short reverb effect will help brass section phrases to stand out.
39	Delay	Stereo Delay 3	Use this one with tunes at a tempo of 120 beats per minute.
40	Delay + Reverb	Stereo Echo	A few repeats appear within the overall reverb sound.
41		Short Delay Reverb	Recommended for use with synthesizer brass and other voices that have a strong attack.
42	Symphonic	Symphonic Pad	This effect can give a lift to "pad" type voices or any other voice used to play long notes.
43	Stereo Pitch	Stereo Detune 3	The amount of detuning between the left- and right-channel notes increases with each repeat.
44	Symphonic + Reverb	Symphonic Wall	Use with big string or brass sections to create a veritable wall of sound.
45	Chorus	Tremolo Chorus	In this effect the side-to-side sound shift is much more pronounced than in a simple stereo chorus effect. The effect is strongest if you connect your instrument directly to the EMP100 input.
46		Round Chorus	This variation on the Tremolo Chorus effect has more of a panning sound. Once again, direct-connect your instrument for the strongest effect.
47	Chorus → Delay	Pan Chorus	A variation on the Round Pan effect.
48	Flange	Mod Flange	Deeper undulations than even the flange effect.
49	Delay → ER	Synth Bass ER	Use this short ER effect with synthesizer bass voices for added thickness. Also good for synth brass sections.
50	Triple Pitch	Triad	Automatically "harmonizes" the input note with others a second and a fourth below. Try this one for a unique effect on solos.

NOTE: The preset guitar and bass programs (numbers 51 — 63) are designed for use with the instrument connected directly to the EMP100 input, and therefore have their BALANCE parameters set to less than 100%. If you intend to use these programs in the effect loop of a mixing console, please set the BALANCE parameter to 100%.

■ Guitar

No.	Effect	Program Name	Comments
51	Stereo Pitch	Pitch Change Chorus	Sounds like chorus, but this effect is actually produced using pitch change.
52	Symphonic + Reverb	Chord Symphonic	Recommended for slow chord work on electric guitar or relaxed bass phrases.
53	Stereo Pitch → Reverb	Rock Room	Great for straight-ahead chord work with a slightly distorted original sound.
54	Early Reflection	Lead ER	Use with distortion for a wild lead sound.
55	Chorus → Delay	Deep Delay Chorus	A rather pronounced effect with stereo delays around 290 milliseconds and a deep chorus effect.
56	Delay + Reverb	Jazz Guitar	Great for jazz style guitar. Try it with other styles as well.
57		60's Guitar	This effect should bring back memories of the golden age of electric guitar.
58	Delay → ER	Acoustic Jazz	Early reflections bring out the round, warm sound associated with full-acoustic electric guitar.
59	Symphonic	Arpeggio Flange	Ideally suited for use with arpeggios.
60	Flange	Guitar Flange	If you play it just right, this effect can make your guitar chords sound like organ backing.
61	Triple Pitch	2nd Down	A note is added a second down from the input note — but not exactly. Great for guitar solos with distortion.

■ Bass

No.	Effect	Program Name	Comments
62	Triple Pitch	Pitch Change Bass Chorus	Play your bass in the “slap” style, or use a pick near the tailpiece.
63	Flange	Bass Flange	A flange effect that will match just about any bass style.

■ Drums

No.	Effect	Program Name	Comments
64	Reverb	Room Ambience	An excellent effect to add ambience to rhythm machine sequences.
65		Hall Ambience	A very reflective, “live” ambience for all types of drums.
66		Bright Ambience	A basic but bright ambience that can bring your drum sound to life.
67		Tight Ambience	This tight, punchy reverb is a good choice for simple drum phrases.
68		Hard Room	This is a rather pronounced ambience effect that can be used for a range of instruments in addition to drums.
69		Kick Reverb	Recommended for use with rhythm machine bass drum sounds. Also good for toms.
70	Delay → ER	Kick Gate	A gated-reverb type effect that can accentuate the warmth of rhythm machine bass drums.
71	Reverb	Snare Reverb	An orthodox snare drum reverb effect.
72	Delay → ER	Snare Gate	This gate-like effect can add a smooth, natural depth to snare drums.
73	Stereo Pitch + Reverb	Cymbal Reverb	Recommended for use with cymbals, hi-hat, and other “metallic” sounds.
74	Early Reflection	Reverse Gate	A popular effect for a wide range of drums and percussion instruments.

■ Percussion

No.	Effect	Program Name	Comments
75	Early Reflection	Percussion Gate	Indispensable for cowbell, conga, and other percussion instruments that have a strong attack. Can really bring an instrument forward in an ensemble.
76		Percussion Reverse gate	A reverse gate created specifically for use with percussion instruments. Use on instruments you want to stand out.
77	Flange	Percussion Flange	An excellent match for electric drum type sounds.
78	Stereo Pitch	Stereo Pitch Doubler	Slight detuning creates a pleasant percussion sound.
79	Reverb	Percussion Reverb	The fundamental reverb for all percussion instruments. You can lengthen the reverb time a bit to make this effect perfect for use in slow tunes.
80		Percussion Room	A very spacious reverb that is useful with all percussion instruments.
81	Early Reflection	Percussion ER	A fairly short gate-like effect adds a unique touch to percussion.
82		Shaker Reverse	This one adds a reverse effect to shaker sounds. Try it for extra impact in introductions.
83	Stereo Pitch	Multi Percussion	Pitch change and short left-right delays simulate the sound of a multi-instrument percussion ensemble.
84	Delay → ER	Ethnic Percussion	Heavy application of feedback to a short delay produces this unusual "ethnic percussion" effect. Try changing the delay time for even stranger effects.

■ Vocal

No.	Effect	Program Name	Comments
85	Reverb	Vocal Reverb	A basic and very useful reverb for vocals.
86	Stereo Pitch + Reverb	Pop Vocal Reverb	Sounds a bit like a vocal harmonizer. This effect can add real flavor to pop vocals.
87	Stereo Pitch	Vocal Pitch Change Doubling	Slight pitch detuning and a very short delay produces a pleasant doubling effect.
88	Early Reflection	Bathroom	This effect should need no explanation. If you've ever sung in the bathroom, you've heard it before.
89	Delay + Reverb	Karaoke	This is the thick, syrupy reverb and delay commonly used with sing-along "Karaoke" machines.

■ Sound Effects

No.	Effect	Program Name	Comments
90	Triple Pitch	Stereo Pitch Droop	The pitch drops slightly with each repeat.
91		Stereo Pitch Rise	The reverse of the previous effect: the pitch rises slightly with each repeat.
92		Chromatic Slide	The pitch drops by a semitone with each repeat, producing the effect of a chromatic glissando. Try changing the delay time for a different feel.
93		Triplet Slide	Careful delay settings produce successive triplets that drop in semitones. Experiment with different delay time settings.
94		Whole Tone Slide	The pitch drops by a whole tone with each repeat.
95		Triplet Rise	The opposite of the Triplet Slide" effect: successive triplets that rise in semitones. Experiment with different delay time settings.
96		Arpeggio	This effect automatically produces a simple arpeggio by successively producing notes a third and a fifth above the original note.
97	Stereo Pitch + Reverb	Deep Detune Reverb	Try this one for a "transparent" effect.
98		Long Tunnel	Quite a reverb — about 12 seconds worth, in fact.
99	Flange	Warp	Interesting effects with sustained or percussive sounds.
100		Boing	Oddly enough, this effect produces essentially the same sound no matter what you play into it.