

# EFFECT presets of XENYX 1202FX



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