

Eventide® Eclipse Preset List

V4.0

Presets ordered by Number

100 Mute_Series	155 ManifoldAlpha	215 BandtapsL/C/R	268 SoftSmallRoom	321 GatedCorrecter
101 Mute_Xfade	156 ManifoldBeta	216 BandtapsR/C/L	269 StMike&Room2	322 Gate V16
102 Thru_Series	157 VocalProcess	217 Choruspong	270 AcousticRoom2	323 RealRingmod
103 Thru_Xfade	158 AutoCorrect	218 Ticktock	271 EchoRoom	324 Choralspace
104 Banddelays	159 DualWammy	219 Ticktock2	272 StringRoom2	325 Moonlight Gtr
105 Bandtaps	160 4Detuners	220 Ringpong	273 BlackHole2	326 CJ's EchoFlange
106 Chorusdelays	161 ReverseCrystals	221 RingpongRoom	274 EchospaceOfGod	327 CJ's EchoPhase
107 Chorustaps	162 St Shifter	222 DualCompress	275 FlangeCanyon	328 TriangleFlange
108 Combdelays	163 DiatonicShift2	223 Flangerator	276 ChorusCanyon	329 CJ's Fugue
109 Combtaps	164 MultiShift2	224 ChorusSpace2	277 ReverseNonlin	330 NQ Phase
112 Ringdelays	165 DualDiatonic	225 Brown	278 Wormhole2	331 Megaphone
113 Ringtaps	166 DualMultishift	226 Browner	279 Diat+3rd+5th	332 DistortVoxFilt
114 Pandelays	167 DiatonicShift4	227 WIDE solo	280 Diat+5th+7th	333 SolsticeBells
115 St Chorus	168 MultiShift4	228 De-Bigulator	281 Diat+4th+6th	334 Solstice2
116 DuckedDelays	170 ModFreqShift	229 Detunedspace	282 Diat+5th+Oct	335 'Aarrhh
117 Ultratap 2	174 Reverb 8	230 WhiplashSnare	283 Diat-4th+5th	336 Rich Plate
118 Loop10	175 LongVerb8	231 Bob's Claps	284 Diat-Oct+5th	337 Shimmerish
119 Loop20	176 Reverb 16	232 Bob's Delay	285 Diat-Oct+Oct	338 FuzzySampleMe
120 DualLoop5	177 DenseRoom 8	233 Angelic Echos	286 Diat+5th+10th	339 Rainbow Drops
121 DualLoop10	178 DenseRoom16	234 ResonEchoes	287 E/R+Verb8	340 RingDelayWa
122 Reverse10	180 St Diffusor	235 CompressedRoom	288 Delays+Verb8	341 FilterEchos
123 Reverse20	181 Diffchorus	236 Dual Reverbs	289 Vibrato	342 Diamond Rain
124 DualReverse5	182 Tapdly+Diffchorus	237 Phaser+Verb	290 BuenosNotches	343 MiniMalism
125 DualReverse10	183 Chordlys+Verb8	238 TremmedVerb	291 DolphinTalk	344 Spaced Spaces
126 StereoComp	184 Mshift+Reverb8	239 LarynxDelays	292 Jimi James	345 Doubler Phased
127 DualGates	185 Dshift+Reverb8	240 Larynx 2	293 AcidReign	346 FiltaPongVerb
128 FM Panner	186 Stshift+Reverb8	241 LatinCathedral	294 AnalogDelays2	347 ChoralFlange
129 FM Trem	187 R+Dly+Reverb	242 LarynxVerb1	295 FatAsCanB	348 Eclipsed Delays
130 2BandXover	189 Vintage DDL	243 LarynxVerb2	296 Micropitchshift	349 Flangedown
131 Dual 4B Parametric	190 Dither	244 Biomec 3	297 MicropitchSlap	350 Trem-A-Phase
132 Dual8Band Eq	191 OSC440	245 ShiftedVerb1	298 DigDly+Wah	351 FritterpanVerb
133 Dual Filters	192 Tuner	246 ShiftedVerb2	299 Thick 700's	352 FuzzyFlange
134 Dual Modfilters	193 StereoExpander	247 ShiftedClusters	300 Thick -500's	353 Reson8Delayz
135 St Phaser	194 Vocode24	248 ArenaSound2	301 Thick 1200's	354 FiltaShiftVerb
136 StereoizePhaser	195 Tdelay4plex	249 Crystal Verb	302 Thick -1200's	355 BrillianceLoop
137 DualSamp/Hold	196 DistortPreamp	250 EarlyReflec1	303 ScaryMovie	356 PhasedRoom
138 VocalizedWa	197 St Distortion	251 EarlyReflec2	304 RicherChorus	357 4Evers Loop
139 Vocoder10	198 Stereo Simul	252 EarlyClust1	305 JustStereo2	358 Filters Nonstop
140 Delay8Plex	200 Biomec 1	253 EarlyClust2	306 EchoplexingPong	359 Quintilizer
141 LrgDelay8Plex	201 Biomec 2	254 BostonChamber	307 Micro-Verb2	360 Insta-Magic
142 Detune4Plex	202 FuzzPitch	255 MediumChamber	308 Steeplechase2	361 Vox-A-Verb
143 Reverse4Plex	203 Desert Gtr	256 ToonChamber2	309 WarmFlange	362 6th World
144 FuzzADSRPreamp	204 Wide Crunch	257 EMT Plate	310 Pandemonium	363 Octa-Fuzz
145 BassPreamp	205 Dominion	258 MetallicPlate	311 OpenVerb	364 PanVerbEcho
146 OverdrivePreamp	206 PolyCloudverb	259 StereoPlate	312 Backwards 1	365 RingerPhase
147 FuzzPreamp	207 LittleDemons	260 StPlate2&Chorus	313 Backwards 2	366 GhostingDelay
148 PolyDriver	208 Mountainrange	261 ReelRoom	314 Aliens	367 Ample Say
149 FuzzWaWammyPre	209 Hemispheres	262 UnreelRoom	315 Taps L>R	368 AmpliDetuner
150 EZPolyFuzz	210 ElementalBass	263 MediumBooth	316 DeathFlange2	369 AutoVox
151 PolyFuzz	211 GerrysBass+Tune	264 SweptBooth	317 Undulator 2	370 BalancingAct
152 FmFilterPan	212 OD VerbedDly	265 RMX Ambience	318 Phase/Plex	371 XtremeBalancing
153 LfoFilter+Pong	213 Bandpong	266 SpongeSpring	319 Chorus/Ring	372 DrumBreaker 2
154 S/HFilter+Pong	214 BandCenter&Pong	267 New Air 2	320 Crystal/Wash	373 DrumMangle

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374 DynaFat	423 Swimmer	472 Lead Gtr	821 Reverse Lead	912 TF 7:1 DigDly
375 HardPolyTrem	424 ReverbTrem	473 NYC GtrTone	822 Walls&Hall	913 TF 7:2 ModDly
376 IntelliReverse	425 Waves	474 L.A. Blues	823 Verb>breV	914 TF 8:1 VintDly
377 JitterPitchVerb	426 Wide Notch	475 Crystal Echo 2	824 MangledVerb	915 TF 8:2 BandDly
378 JitterPitchFwd	427 XoverGate	476 My Blood Val	825 Resonant Verb	916 TF 9:1 ModDly
379 MagicPitchRing	428 AmbientGtr 1	477 Watery Chorus	826 Verb//PanDlys	917 TF 9:2 MultiTap
380 MgcRingTalk	429 AmbientGtr 2	478 Avante-Garde	827 Plate Verb	918 TF 10:1 ModDly
381 Malu Reverb	430 DesertPerc 1	479 Magic Air	828 Room Verb	919 TF 10:2 Reverse
382 MicroReverse	431 DesertPerc 2	480 Voice Doubler	829 Brass Plate	920 TF Looper
383 ParaRezoTap	432 Distortion D	481 Ambience	830 Rich Chamber	921 MF 1:1 Chorus
384 PitchModRinger	433 Fifth Dominion	482 Chorus Room	831 Wide Hall	922 MF 1:2 Chorus
385 PitchModTrem	434 Pulse Guitar	483 Dense Hall 2	832 Eclipse Space	923 MF 2:1 Phaser
386 PolyPitchStep	435 Swampy Guitar	484 Tight & Bright	833 Floating Dlys	924 MF 2:2 Phaser
387 ReversePosse	436 Wart Guitar	485 Bob's Room 2	834 Pitched Dlys	925 MF 3:1 Q-Wah
388 RvsTapNVerb	437 Gravely Throat	486 Northwest Hall	835 Hall>8bandEQ	926 MF 3:2 Q-Wah
389 Ring-A-Verb	438 Logan's Box	487 Anti-Ambience	836 VintDly>Flange	927 MF 4:1 Flanger
390 RythmRingers	439 Soundwave	488 E.Z. Chorus	837 Hall>Flange	928 MF 4:2 Flanger
391 SeriesResoTap	440 Voder 13	489 Heaven	838 TremDrops	929 MF 5:1 ModFilter
392 TouchPhase	441 Allan Chorus	490 Hell	839 Nice Vibrato	930 MF 5:2 ModFilter
393 UglyRvsRezo	442 Alverman	491 Mondo Chorus	840 Finally_the5th	931 MF 6:1 Rotary
394 Anguish	443 Atavachron	492 Outdoor Arena	850 IntoAmpRockably	932 MF 6:2 Rotary
395 Artifacts	444 Chrs/Dly/Verb	493 Ballerina	851 IntoAmp Surfroc	933 MF 7:1 TremoloPan
396 BandModFilters	445 Cumulonimbus2	494 Behind Spaces	852 IntoAmp Clean	934 MF 7:2 TremoloPan
397 BandPass	446 Earth Rise	495 Abyssal Filters	853 IntoAmp Dirt	935 MF 8:1 Vibrato
398 BigBandTap	447 EtherHarp	496 Sweet Taps	854 IntoAmp Crunch	936 MF 8:2 Vibrato
399 BouncingBall	448 Fuzack	497 Sax Plate	855 IntoAmp Lead1	937 MF 9:1 Undulator
400 BrittleVerb	449 Gentle Giant	498 Far Gitar	856 IntoAmp Metal	938 MF 9:2 Undulator
401 CrazyPhazy	450 GTR rack	499 Mission Chorus	857 IntoAmp KillerQ	939 MF 10:1 RingMod
402 CreeperShift	451 Kaizeer	800 Chors'n'Echo	858 IntoMix Clean	940 MF 10:2 RingMod
403 DiffusePhaser	452 LoopKruncher	801 Echoes Pad	859 IntoMix Dirt	941 MF 11:1 Chorus
404 DrunkMusic	453 Mercury Cloud	802 Mike Chorus	860 IntoMix Crunch	942 MF 11:2 Chorus
405 DuckedRobot	454 PLEX > LOOP	803 Verb Waves	861 IntoMix Lead1	943 MF 12:1 Phaser
406 EnvHiLowShift	455 Polyreverse2	804 Bulge Tales	862 IntoMix Metal	944 MF 12:2 Phaser
407 GargleTrem	456 Splatter GTR	805 FlangDlyThik	863 IntoMix KillerQ	945 MF 13:1 Q-Wah
408 HiLowFilterPan	457 SRV	806 FlangDlyTrem	864 MadCrunchDirect	946 MF 13:2 Q-Wah
409 LittleRadio	458 Venusian Girls	807 Verb Swims!	865 MassivUltra Dir	947 MF 14:1 Flanger
410 MadScientist	459 Big Snare1	808 Verb>Bandpass	866 BassDrive	948 MF 14:2 Flanger
411 ModNotch	460 Big Snare 2	809 Verb Talks!	900 TF 1:1 DigDly	949 MF 15:1 ModFilter
412 NoiseMimic	461 Pcm70 Hall	810 Lemon	901 TF 1:2 Multitap	950 MF 15:2 ModFilter
413 OpeningFilters	462 FrontOffHouse	811 GTR Rig #1	902 TF 2:1 VintDly	951 MF 16:1 Rotary
414 OpeningFltrPan	463 FOH for HDM	812 GTR Rig #2	903 TF 2:2 DigDly	952 MF 16:2 Rotary
415 PulseDelay	464 Wonderful Birds	813 GTR Rig #3	904 TF 3:1 BandDly	953 MF 17:1 TremoloPan
416 RingMod	465 Eclipse Rocks	814 FilteredPad	905 TF 3:2 Reverse	954 MF 17:2 TremoloPan
417 RobotAttack	466 Electrofilters	815 Auto Swell	906 TF 4:1 DuckDly	955 MF 18:1 Vibrato
418 RingTapsMod	467 Fracture Loop	816 St.Digital Dly	907 TF 4:2 TapeEcho	956 MF 18:2 Vibrato
419 RubberWorldDly	468 Electronica	817 TapeEcho	908 TF 5:1 DigDly	957 MF 19:1 Undulator
420 ScratchIt	469 Verb Mayhem	818 Dtun>DuckDly	909 TF 5:2 VintDly	958 MF 19:2 Undulator
421 StereoFuzz	470 AmbiClouds	819 RingPongPad	910 TF 6:1 FiltPong	959 MF 20:1 RingMod
422 Submerged	471 Blues Room	820 Flangy	911 TF 6:2 Reverse	960 MF 20:2 RingMod

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130 2BandXover	232 Bob's Delay	282 Diat+5th+Oct	348 EclipsedDelays	489 Heaven
160 4Detuners	485 Bob's Room2	283 Diat-4th+5th	466 Electrofilters	490 Hell
357 4Evers Loop	254 BostonChamber	284 Diat-Oct+5th	468 Electronica	209 Hemispheres
362 6th World	399 BouncingBall	285 Diat-Oct+Oct	210 ElementalBass	408 HiLowFilterPan
335 'Aarrhh	829 Brass Plate	163 DiatonicShift2	257 EMT Plate	360 Insta-Magic
495 Abyssal Filters	355 BrillianceLoop	167 DiatonicShift4	406 EnvHiLowShift	376 IntelliReverse
293 AcidReign	400 BrittleVerb	181 Diffchorus	447 EtherHarp	852 IntoAmp Clean
270 AcousticRoom2	225 Brown	403 DiffusePhaser	150 EZPolyFuzz	854 IntoAmp Crunch
314 Aliens	226 Browner	298 DigDly+Wah	498 Far Gitar	853 IntoAmp Dirt
441 Allan Chorus	290 BuenosNotches	432 Distortion D	295 FatAsCanB	857 IntoAmp KillerQ
442 Alverman	804 Bulge Tales	196 DistortPreamp	433 Fifth Dominion	855 IntoAmp Lead1
470 AmbiClouds	347 ChoralFlange	332 DistortVoxFilt	346 FiltaPongVerb	856 IntoAmp Metal
481 Ambience	324 Choralspace	190 Dither	354 FiltaShiftVerb	851 IntoAmp Surfroc
428 AmbientGtr 1	183 Chordlys+Verb8	291 DolphinTalk	341 FilterEchos	850 IntoAmpRockably
429 AmbientGtr 2	800 Chors'nEcho	205 Dominion	814 FilteredPad	858 IntoMix Clean
367 Ample Say	482 Chorus Room	345 DoublerPhased	358 FiltersNonstop	860 IntoMix Crunch
368 AmpliDetuner	319 Chorus/Ring	372 DrumBreaker 2	840 Finally_the5th	859 IntoMix Dirt
294 AnalogDelays2	276 ChorusCanyon	373 DrumMangle	805 FlangDlyThik	863 IntoMix KillerQ
233 Angelic Echos	106 Chorusdelays	404 DrunkMusic	806 FlangDlyTrem	861 IntoMix Lead1
394 Anguish	217 Choruspong	185 Dshift+Reverb8	275 FlangeCanyon	862 IntoMix Metal
487 Anti-Ambience	224 ChorusSpace2	818 Dtn>DuckDly	349 Flangedown	292 Jimi James
248 ArenaSound2	107 Chorustaps	131 Dual 4B Parametric	223 Flangerator	378 JitterPitchFwd
395 Artifacts	444 Chrs/Dly>Verb	133 Dual Filters	820 Flangy	377 JitterPitchVerb
443 Atavachron	326 CJ's EchoFlange	134 Dual Modfilters	833 Floating Dlys	305 JustStereo2
815 Auto Swell	327 CJ's EchoPhase	236 Dual Reverbs	128 FM Panner	451 Kaizeer
158 AutoCorrect	329 CJ's Fugue	132 Dual8Band Eq	129 FM Trem	474 L.A.Blues
369 AutoVox	108 Combdelays	222 DualCompress	152 FmFilterPan	240 Larynx 2
478 Avant-Garde	109 Combtaps	165 DualDiatonic	463 FOH for HDM	239 LarynxDelays
312 Backwards 1	235 CompressedRoom	127 DualGates	467 FractureLoop	242 LarynxVerb1
313 Backwards 2	401 CrazyPhazy	121 DualLoop10	351 FritterpanVerb	243 LarynxVerb2
370 BalancingAct	402 CreeperShift	120 DualLoop5	462 FrontOfHouse	241 LatinCathedral
493 Ballerina	475 Crystal Echo2	166 DualMultishift	448 Fuzack	472 Lead Gtr
214 BandCenter&Pong	249 Crystal Verb	125 DualReverse10	144 FuzzADSRPreamp	810 Lemon
104 Banddelays	320 Crystal/Wash	124 DualReverse5	202 FuzzPitch	153 LfoFilter+Pong
396 BandModFilters	445 Cumulonimbus2	137 DualSamp/Hold	147 FuzzPreamp	207 LittleDemons
397 BandPass	316 DeathFlange2	159 DualWammy	149 FuzzWaWammyPre	409 LittleRadio
213 Bandpong	228 De-Bigulator	116 DuckedDelays	352 FuzzyFlange	438 Logan's Box
105 Bandtaps	140 Delay8Plex	405 DuckedRobot	338 FuzzySampleMe	175 LongVerb8
215 BandtapsL/C/R	288 Delays+Verb8	374 DynaFat	407 GargleTrem	118 Loop10
216 BandtapsR/C/L	483 Dense Hall2	488 E.Z. Chorus	322 Gate V16	119 Loop20
866 BassDrive	177 DenseRoom 8	287 E/R+Verb8	321 GatedCorrecter	452 LoopKruncher
145 BassPreamp	178 DenseRoom16	252 EarlyClust1	449 GentleGiant	141 LrgDelay8Plex
494 Behind Spaces	203 Desert Gtr	253 EarlyClust2	211 GerrysBass+Tune	864 MadCrunchDirect
459 Big Snare1	430 DesertPerc 1	250 EarlyReflec1	366 GhostingDelay	410 MadScientist
460 Big Snare2	431 DesertPerc 2	251 EarlyReflec2	437 GravelyThroat	479 Magic Air
398 BigBandTap	142 Detune4Plex	446 Earth Rise	450 GTR rack	379 MagicPitchRing
200 Biomec 1	229 Detunedspace	801 Echoes Pad	811 GTR Rig #1	381 Malu Reverb
201 Biomec 2	342 DiamondRain	306 EchoplexingPong	812 GTR Rig #2	824 MangledVerb
244 Biomec 3	279 Diat+3rd+5th	271 EchoRoom	813 GTR Rig #3	155 ManifoldAlpha
273 BlackHole2	281 Diat+4th+6th	274 EchospaceOfGod	835 Hall>8bandEQ	156 ManifoldBeta
471 Blues Room	286 Diat+5th+10th	465 Eclipse Rocks	837 Hall>Flange	865 MassivUltra Dir
231 Bob's Claps	280 Diat+5th+7th	832 Eclipse Space	375 HardPolyTrem	263 MediumBooth

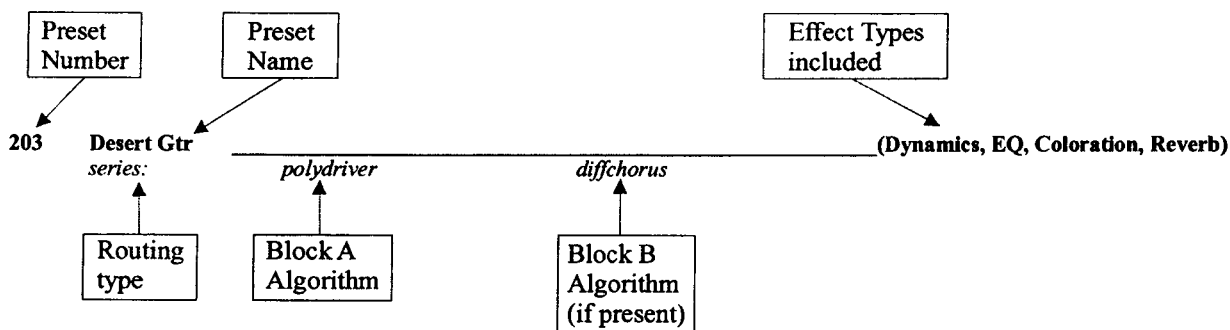
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255 MediumChamber	499 Mission Chorus	353 Reson8Delayz	197 St Distortion	218 Ticktock
331 Megaphone	170 ModFreqShift	825 ResonantVerb	135 St Phaser	219 Ticktock2
453 MercuryCloud	411 ModNotch	234 ResonEchoes	162 St Shifter	484 Tight & Bright
258 MetallicPlate	491 Mondo Chorus	176 Reverb 16	816 St.Digital Dly	256 ToonChamber2
921 MF 1:1 Chorus	325 Moonlight Gtr	174 Reverb 8	308 Steeplechase2	392 TouchPhase
922 MF 1:2 Chorus	208 Mountainrange	424 ReverbTrem	198 Stereo Simul	350 Trem-A-Phase
939 MF 10:1 RingMod	184 Mshift+Reverb8	821 Reverse Lead	126 StereoComp	838 TremDrops
940 MF 10:2 RingMod	164 MultiShift2	122 Reverse10	193 StereoExpander	238 TremmedVerb
941 MF 11:1 Chorus	168 MultiShift4	123 Reverse20	421 StereoFuzz	328 TriangleFlange
942 MF 11:2 Chorus	100 Mute_Series	143 Reverse4Plex	136 StereoizePhaser	192 Tuner
943 MF 12:1 Phaser	101 Mute_Xfade	161 ReverseCrystals	259 StereoPlate	393 UglyRvsRezo
944 MF 12:2 Phaser	476 My Bloody Val	277 ReverseNonlin	269 StMike&Room2	117 Ultratap 2
945 MF 13:1 Q-Wah	267 New Air 2	387 ReversePosse	260 StPlate2&Chorus	317 Undulator 2
946 MF 13:2 Q-Wah	839 Nice Vibrato	830 Rich Chamber	272 StringRoom2	262 UnreelRoom
947 MF 14:1 Flanger	412 NoiseMimic	336 Rich Plate	186 Stshift+Reverb8	458 VenusianGirls
948 MF 14:2 Flanger	486 Northwest Hall2	304 RicherChorus	422 Submerged	469 Verb Mayhem
949 MF 15:1 ModFilter	330 NQ Phase	389 Ring-A-Verb	435 Swampy Guitar	807 Verb Swims!
950 MF 15:2 ModFilter	473 NYC GtrTone	112 Ringdelays	496 Sweetaps&Pans	809 Verb Talks!
951 MF 16:1 Rotary	363 Octa-Fuzz	340 RingDelayWa	264 SweptBooth	803 Verb Waves
952 MF 16:2 Rotary	212 OD VerbedDly	365 RingerPhase	423 Swimmer	826 Verb/PanDlys
953 MF 17:1 TremoloPan	413 OpeningFilters	416 RingMod	182 Tapdly+Diffchorus	808 Verb>Bandpass
954 MF 17:2 TremoloPan	414 OpeningFltrPan	220 Ringpong	817 TapeEcho	823 Verb>breV
955 MF 18:1 Vibrato	311 OpenVerb	819 RingPongPad	315 Taps L>R	289 Vibrato
956 MF 18:2 Vibrato	191 OSC440	221 RingpongRoom	195 Tdelay4Plex	189 Vintage DDL
957 MF 19:1 Undulator	492 Outdoor Arena	113 Ringtaps	900 TF 1:1 DigDly	836 VintDly>Flange
958 MF 19:2 Undulator	146 OverdrivePreamp	418 RingTapsMod	901 TF 1:2 Multitap	138 VocalizedWa
923 MF 2:1 Phaser	114 Pandelays	265 RMX Ambience	918 TF 10:1 ModDly	157 VocalProcess
924 MF 2:2 Phaser	310 Pandemonium	417 RobotAttack	919 TF 10:2 Reverse	194 Vocode 24
959 MF 20:1 RingMod	364 PanVerbEcho	828 Room Verb	902 TF 2:1 VintDly	139 Vocoder10
960 MF 20:2 RingMod	383 ParaRezoTap	419 RubberWorldDly	903 TF 2:2 DigDly	440 Voder 13
925 MF 3:1 Q-Wah	461 Pcm70 Hall	388 RvsTapNVerb	904 TF 3:1 BandDly	480 Voice Doubler
926 MF 3:2 Q-Wah	318 Phase/Plex	390 RythmRingers	905 TF 3:2 Reverse	361 Vox-A-Verb
927 MF 4:1 Flanger	356 PhasedRoom	154 S/HFilter+Pong	906 TF 4:1 DuckDly	822 Walls&Hall
928 MF 4:2 Flanger	237 Phaser+Verb	497 Sax plate	907 TF 4:2 TapeEcho	309 WarmFlange
929 MF 5:1 ModFilter	834 Pitched Dlys	303 ScaryMovie	908 TF 5:1 DigDly	436 Wart Guitar
930 MF 5:2 ModFilter	384 PitchModRinger	420 ScratchIt	909 TF 5:2 VintDly	477 Watery Chorus
931 MF 6:1 Rotary	385 PitchModTrem	391 SeriesResoTap	910 TF 6:1 FiltPong	425 Waves
932 MF 6:2 Rotary	827 Plate Verb	247 ShiftedClusters	911 TF 6:2 Reverse	230 WhiplashSnare
933 MF 7:1 TremoloPan	454 PLEX > LOOP	245 ShiftedVerb1	912 TF 7:1 DigDly	204 Wide Crunch
934 MF 7:2 TremoloPan	206 PolyCloudverb	246 ShiftedVerb2	913 TF 7:2 ModDly	831 Wide Hall
935 MF 8:1 Vibrato	148 PolyDriver	337 Shimmerish	914 TF 8:1 VintDly	426 Wide Notch
936 MF 8:2 Vibrato	151 PolyFuzz	268 SoftSmallRoom	915 TF 8:2 BandDly	227 WIDE solo
937 MF 9:1 Undulator	386 PolyPitchStep	334 Solstice2	916 TF 9:1 ModDly	464 WonderfulBirds
938 MF 9:2 Undulator	455 Polyrevers2	333 SolsticeBells	917 TF 9:2 MultiTap	278 Wormhole2
380 MgcRingTalk	434 Pulse Guitar	439 Soundwave	920 TF Looper	427 XoverGate
296 Micropitchshift	415 PulseDelay	344 SpacedSpaces	302 Thick -1200's	371 XtremeBalancing
297 MicropitchSlap	359 Quintilizer	456 Splatter GTR	301 Thick 1200's	
382 MicroReverse	187 R+Dly+Reverb	266 SpongeSpring	300 Thick -500's	
307 Micro-Verb2	339 Rainbow Drops	457 SRV	299 Thick 700's	
802 Mike Chorus	323 RealRingmod	115 St Chorus	102 Thru_Series	
343 MiniMalism	261 ReelRoom	180 St Diffusor	103 Thru_Xfade	

General Notes

- o Those presets with the same name as a preset from the H3000 or DSP4000 family are essentially the same.
- o Those presets with the same name as a preset from the H3000 or DSP4000 family with a 2 added (e.g. Ultratap 2) are similar in character, but may have small sonic differences.
- o Some presets come in two versions, one for high sample rates, and one for low rates. In this case, the lower rate one will have twice the delay, etc. of the higher one (e.g. Reverse10 - high, Reverse20 - low).
- o Presets 100-199 are implementations of the internal algorithm set.
- o See the Algorithms Manual for more information on algorithms.



The Presets

- 100 Mute_Series** _____
series: *Mute* *Mute*
 A useful program if you want to insure that no audio will pass through the Eclipse. Alternatively, you could pull the cables ... Mainly used for preset building.
- 101 Mute_Xfade** _____
xfade: *Mute*
 Use this program with other "cross-fadeable" programs (those programs that only use one effects block) to create fades to or from silence. Change the crossfade time under SETUP [MODES].
- 102 Thru_Series** _____
series: *thru* *thru*
 Another utility program to insure that audio passes unaffected through the Eclipse. Mainly useful for test purposes, but included for completeness.
- 103 Thru_Xfade** _____
xfade: *thru*
 Use this program with other "crossfade-able" programs (those programs that only use one effects block) to smoothly transition to or from a clean signal. Change the crossfade time under SETUP [MODES].
- 104 Banddelays** _____ (Delay)
xfade: *m_banddelays*
 A watery, dreamy sort of delay, useful for placing instruments in a lovely haze.
- 105 Bandtaps** _____ (Delay)
xfade: *m_bandtaps*
 A chanting percussive delay that adds colorful rhythm. Best used with staccato instruments like drums or choppy guitar.

Eclipse Presets - Descriptions

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- 106 **Chorusdelays** _____ (Modulation, Delay)
xfade: *m_chorusdelays*
Slightly modulating delays that add "sweetness" to an overt delay effect. Use it when you want a delay with a little "separation" from the source material.
- 107 **Chorustaps** _____ (Modulation, Delay)
xfade: *m_chorustaps*
Rhythmic and "sweet." Liven up rhythmic instruments in a way that "separates" the resultant taps from the source material.
- 108 **Combdelays** _____ (Delay)
xfade: *m_combdelays*
A very "electronic" sound added to a standard delay effect. Use it to create new and interesting sounds.
- 109 **Combtaps** _____ (Delay)
xfade: *m_combtaps*
Rhythmic and "electronic." Use it to create new rhythmic effects.
- 112 **Ringdelays** _____ (Coloration, Delay, Pitchshift)
xfade: *m_ringdelays*
In large doses, bubbly and psychedelic. In small doses sweet and gentle. The kind of effect that makes your head swim. It's useful for "spacing" things out or adding a unique tremolo to guitars or keyboards.
- 113 **Ringtaps** _____ (Coloration, Delay, Pitchshift)
xfade: *m_ringtaps*
Rhythmic and bubbly. Use it to add interesting rhythms to staccato instruments in a shimmering, shaking sort of way. A very unique sounding tap!
- 114 **Pandelays** _____ (Dynamics, Delay)
xfade: *m_pandelays*
Add a stereo effect and delay in one fell swoop. The delays pan around to confuse would-be predators. Nice for "thickening up" a scrawny instrument.
- 115 **St Chorus** _____ (Modulation, Delay)
xfade: *st_chorus_delays*
Classic shimmering beauty useful for making un-special instruments special. Voice or guitar needs more "richness"? Reach for the St. Chorus.
- 116 **DuckedDelays** _____ (Dynamics, Delay)
xfade: *ducked_delays*
Delays that don't muck up the dry signal! When the dry signal is present, the delays are quiet (they "duck" out of the way). Only when the dry signal stops or gets quiet do the delays rise to full volume. Useful for trailing delays at the end of riffs or for filling in gaps.
- 117 **Ultratap 2** _____ (Delay, Reverb)
xfade: *ultratap 2*
Another way to make unique rhythmic patterns that add to the timbre of the original instrument. Change the number of taps and the length to go from "robot" mode to "dream" mode.
- 118 **Loop10** _____ (Delay)
xfade: *mono_loop (10)*
A long, clean delay that's good for looping and general delay purposes. Manipulate the (SEND) parameter to create a loop and then play along with it.
- 119 **Loop20** _____ (Delay)
xfade: *mono_loop (20)*
A longer version of "Loop10" for lower sample rates only.

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- 120 **DualLoop5** _____ (Delay)
xfade: *dual loops (5)*
A stereo version of "Loop 10."
- 121 **DualLoop10** _____ (Delay)
xfade: *dual loops (10)*
A longer version of "DualLoop5" for lower sample rates only.
- 122 **Reverse10** _____ (Delay)
xfade: *mono reverse (10)*
Use this effect to decode satanic messages in your favorite album! Creates a very distinct backwards delay that sounds like an old Hendrix solo. Not for the faint of heart. Reverse length can be as long as 10 seconds.
- 123 **Reverse20** _____ (Delay)
xfade: *mono reverse (20)*
Like "Reverse 10," for lower sample rates only.
- 124 **DualReverse5** _____ (Delay)
xfade: *dual reverse (5)*
Like "Reverse 10," only shorter and in stereo.
- 125 **DualReverse10** _____ (Delay)
xfade: *dual reverse (10)*
Like "DualReverse5," for lower sample rates only.
- 126 **StereoComp** _____ (Dynamics)
xfade: *dual compressors*
A stereo compressor that is useful for smoothing and controlling your dynamics. This effect is almost always used on vocals and bass and finds frequent employment on guitars as well. By smoothing out variations in the dynamics of your instrument, you'll be able to achieve higher average levels, making whatever you record or play sound "louder" or punchier.
- 127 **DualGates** _____ (Dynamics)
xfade: *dual noisegates*
Cut out hiss or hum when an instrument isn't playing. When levels are below the selectable threshold, nothing gets through and you hear blissful silence. When levels are above the threshold, the instrument should mask the offending hiss or hum. Set the attack and release carefully for the best effect.
- 128 **FM Panner** _____ (Dynamics, Modulation)
xfade: *fm panner*
Pan signals between stereo speakers to baffle dogs. With (T_FMRATE) on, the signal pans faster the louder the music gets, for seriously disorienting psychedelia.
- 129 **FM Trem** _____ (Dynamics, Modulation)
xfade: *fm trem*
Add a "gated" rhythm to continuous tracks or sounds. With (T_FMRATE) on, the signal level varies faster the louder the music gets.
- 130 **2BandXover** _____ (EQ)
xfade: *two band x-over*
Use this effect if you need to send the high frequencies to one place and the low frequencies to another. Alternatively, this is a handy way to change levels between the high and low frequencies of a signal.
- 131 **Dual 4B Parametric** _____ (EQ)
xfade: *dual 4band para*
A four-band, fully parametric equalizer, useful for tweaking the timbre of a signal.

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- 132 **Dual8Band Eq** _____ (EQ)
xfade: *dual 8 band eq*
Like the "Dual 4B Parametric," except with eight bands and less control over each channel's width (Q).
- 133 **Dual Filters** _____ (EQ)
xfade: *dual filters*
Nice, sharp filters for blocking off regions of a signal's spectrum wholesale. Use as a lowpass filter to dull out a sound (or to make it sound like it was recorded on low-fi equipment). Use as a highpass filter to blow out the low-end. This is especially useful when the low-end is serving little musical purpose. (Extraneous low-end quickly mucks up a mix!)
- 134 **Dual Modfilters** _____ (Dynamics, EQ, Modulation)
xfade: *dual modfilters*
A radical effect that can sound like an analog keyboard or an envelope filter, depending on (MODE). Super-funky and never subtle.
- 135 **St Phaser** _____ (EQ, Modulation)
xfade: *stereo phaser*
That classic milky sound that can sweeten instruments up in small amounts or can completely whack them out in large amounts. Moves around in stereo. Quite psychedelic...
- 136 **StereoizingPhaser** _____ (EQ, Modulation)
xfade: *stereoize phaser*
A stronger version of "St. Phaser". It moves even more and has been known to knock the less-than-sober out of chairs.
- 137 **DualSamp/Hold** _____ (EQ, Modulation)
xfade: *dual sample/hold*
Creates a random "melody" on top of the signal for a completely altered sound. Turn to this when you're looking for something rhythmic and very different. Use in small amounts in the background to give that twenty-third century feeling.
- 138 **VocalizedWa** _____ (EQ, Modulation)
xfade: *vocal wa*
Ya! An effect that makes it sound like your music is being played in the stomach of a talkative, albeit repetitive little man. Not subtle at all, but quite "tasty" in the right context.
- 139 **Vocoder10** _____ (Dynamics, EQ, Modulation)
xfade: *10 band vocoder*
Impose the spectrum of one instrument (usually a voice) on the spectrum of noise. Alternatively, set (CARRIER) to "left in" to impose the spectrum of the right input (usually a voice) on the spectrum of the left input (usually a keyboard "pad"). Sometimes it pays to resist the urge to sing into the right input - it might work better if you just speak rhythmically.
- 140 **Delay8Plex** _____ (Delay, Reverb)
xfade: *delay 8 plex*
A reverb with pronounced delays. Use it to give things space without pretense of being any real room.
- 141 **LrgDelay8Plex** _____ (Delay, Reverb)
xfade: *large dly8 plex*
Like "Delay8Plex" but with significantly longer delays.
- 142 **Detune4Plex** _____ (Delay, Reverb, Pitchshift)
xfade: *detune 4 plex*
A slightly detuned reverb-ish sort of delay. Stands nicely apart from the source material. With small amounts of detune, it creates a sweet reverb, but with large amounts of detune, you'll make your listeners worried that something really bad is about to happen.

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- 143 **Reverse4Plex** _____ (Delay, Reverb, Pitchshift)
xfade: *reverse 4 plex*
Much like "Detune4Plex", but uses a reverse shifter.
- 144 **FuzzADSRPreamp** _____ (Dynamics, EQ, Coloration, Modulation)
xfade: *fuzzADSRpre*
Excellent guitar processing, complete with distortion, a funky envelope filter, and an ADSR that modifies the output level.
- 145 **BassPreamp** _____ (Dynamics, EQ, Coloration)
xfade: *bass pre*
Fine bass processing, with a bonus "thickener" added at no extra charge. For the meaner types, distortion is included.
- 146 **OverdrivePreamp** _____ (Dynamics, EQ, Coloration)
xfade: *overdrive preamp*
Distortion for your guitar, voice, or wimpy snare. Potentially subtle, but loads nasty. Compare with the timbre of "FuzzPreamp."
- 147 **FuzzPreamp** _____ (Dynamics, EQ, Coloration)
xfade: *fuzz preamp*
Need distortion? You called the right program. Try it on guitar. If you like this one, you should also try "OverdrivePreamp."
- 148 **PolyDriver** _____ (Dynamics, EQ, Coloration)
xfade: *polydriver*
A gritty sort of distortion for your guitar or worldview. It separates the signal into six frequency bands before processing to keep the notes separate.
- 149 **FuzzWaWammyPre** _____ (Dynamics, EQ, Coloration, Modulation, Pitchshift)
xfade: *fuzzpre wa/wammy*
Use with guitar and a pedal for distortion and volume or pitch control!
- 150 **EZPolyFuzz** _____ (Dynamics, EQ, Coloration)
xfade: *ez polyfuzz*
A stereo distortion that's warm and fuzzy (and easy)! Compresses before it distorts!
- 151 **PolyFuzz** _____ (Dynamics, EQ, Coloration)
xfade: *polyfuzz*
A stereo distortion that bites. Does not compress before it distorts!
- 152 **FmFilterPan** _____ (Dynamics, EQ, Modulation)
xfade: *fm modfilter/pan*
Two filters that pan for spaced out effects. Sounds like your favorite candy tastes. Entirely un-subtle. Use it to simultaneously "stereo-ize" and color keyboard or guitars.
- 153 **LfoFilter+Pong** _____ (EQ, Modulation, Delay)
xfade: *lfo filter+pingpong*
Modulating filters that feed into a ping-pong delay for a healthy helping of creamy resonance soup. Colors things with big, overbearing crayons. It can be quite beautiful in the right context (try keyboards).
- 154 **S/HFilter+Pong** _____ (EQ, Modulation, Delay)
xfade: *s/h filt+pingpong*
Crazy computers in space! Add rhythm, color, and depth to any sound. Creates random melodies in time with your music. Careful - only drown your source if it deserves it!

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- 155 **ManifoldAlpha** _____ (Delay, Pitchshift)
xfade: *manifold alpha*
A teeming mass of pitch-shifted delayed craziness in full stereo. Keep it quiet to hint at unspoken insanity. Turn it up for barking madness.
- 156 **ManifoldBeta** _____ (Delay, Pitchshift)
xfade: *manifold beta*
Make things swim in a stereoized ocean of tone. Like "ManifoldAlpha," but with reverse delays. Insane, but paradoxically less so than its predecessor.
- 157 **VocalProcess** _____ (Dynamics, EQ)
xfade: *dual comp/de-ess*
A compressor with de-essing. Use it on vocals or any sssssignal with excccccsssive sssssibilancccccce. Gets the "ouch" out and smoothes dynamics in one fell swoop.
- 158 **AutoCorrect** _____ (Modulation, Pitchshift)
xfade: *auto correct*
Use on vocals, guitars, or other similarly pitched instruments to correct minor flaws in pitch. Use on whole mixes or un-pitched instruments for unpredictable madness.
- 159 **DualWammy** _____ (Modulation, Pitchshift)
xfade: *dual wammy*
Stereo pitch shifters conveniently tied to the foot pedal jack. Best used when you don't have techs to bring you freshly tuned guitars between songs.
- 160 **4Detuners** _____ (Pitchshift)
xfade: *4 detuners*
Slight detuning adds "sweetness" when combined with the source. Use it when something needs a touch of stereo "niceness." Increase (TIGHTNESS) to smear things out.
- 161 **ReverseCrystals** _____ (Delay, Pitchshift)
xfade: *reverse crystals*
Regal sounding reverse delays add a unique time-based timbre to your favorite track. Use in moderation for a swarmy, swimmy effect.
- 162 **St Shifter** _____ (Pitchshift)
xfade: *stereoshift*
A stereo-coherent pitch shifter for doubling parts in fixed harmonies. Often used on guitars and vocals at low volume.
- 163 **DiatonicShift2** _____ (Modulation, Delay, Pitchshift)
xfade: *diatonic 2*
Use with a very pitched input to render key-sensitive pitch shifting (guitars or vocals). Use with a poorly pitched input for madness (your whole mix?). Also has an LFO for cyclic shifting (look under the PARAMETER key).
- 164 **MultiShift2** _____ (Modulation, Delay, Pitchshift)
xfade: *multishift 2*
Two voices of pitch shift for adding fixed harmonies. Also has an LFO for cyclic shifting (look under the PARAMETER key).
- 165 **DualDiatonic** _____ (Modulation, Delay, Pitchshift)
xfade: *dual diatonic*
Like "DiatonicShift2," except applied to each channel independently with no LFO.
- 166 **DualMultishift** _____ (Modulation, Delay, Pitchshift)
xfade: *dual multishift*
Like "DualDiatonic," only (wait for it ..) not diatonic.

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- 167 **DiatonicShift4** _____ (Delay, Pitchshift)
xfade: *diatonic 4*
Four voices of key-sensitive pitch shift.
- 168 **MultiShift4** _____ (Delay, Pitchshift)
xfade: *multishift 4*
Four voices of fixed interval pitch shift.
- 170 **ModFreqShift** _____ (Dynamics, Coloration, Modulation, Pitchshift)
xfade: *dual modfreqshift*
A very cool "3D-ish" effect that bubbles along with the dynamics of the input. Think of it as a unique tremolo effect. (Watch for mono compatibility!)
- 174 **Reverb 8** _____ (Reverb)
xfade: *reverb 8*
Reverb! Makes the source sound like it's being played in a big room. High end damped.
- 175 **LongVerb8** _____ (Delay, Reverb)
xfade: *long reverb 8*
Like "Reverb 8," but an even bigger room.
- 176 **Reverb 16** _____ (Reverb)
xfade: *reverb 16*
A slightly more articulated version of "Reverb 8" for lower sampling rates only.
- 177 **DenseRoom 8** _____ (Delay, Reverb)
xfade: *dense room 8*
A very reflective room with plenty of high-end reflection.
- 178 **DenseRoom16** _____ (Delay, Reverb)
xfade: *dense room 16*
A very smooth, large room.
- 180 **St Diffusor** _____ (Reverb)
xfade: *s_diffusor*
A nicely imaged small reverb.
- 181 **Diffchorus** _____ (Reverb)
xfade: *diffchorus*
A very smeared out reverb with slight detuning for added "sweetness." Sounds like the instrument is playing on the other side of the building in a gargantuan racquetball court.
- 182 **Tapdly+Diffchorus** _____ (Reverb, Delay, Modulation)
xfade: *delay_diffchorus*
A tapped delay, feeding a diffuser and chorus.
- 183 **Chordlys+Verb8** _____ (Modulation, Delay, Reverb)
xfade: *moddelays+verb 8*
Chorused delays into a nice reverb. Use on instruments that need "space" and some rhythmic excitement.
- 184 **Mshift+Reverb8** _____ (Modulation, Delay, Reverb, Pitchshift)
xfade: *multishift+verb8*
Pitch shifters into a reverb. Use it to add fixed harmonies to such instruments as guitar or voice and then use the reverb to smooth things out.
- 185 **Dshift+Reverb8** _____ (Modulation, Delay, Reverb)
xfade: *diatonic+verb8*
Diatonic pitch shifters into a reverb. Use it to add key-sensitive harmonies to such instruments as guitar or voice and then use the reverb to smooth things out.

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- 186 **Stshift+Reverb8** _____ (Modulation, Delay, Reverb)
xfade: *stereoshift+verb8*
Phase coherent fixed-interval pitch shifters into a reverb, preserving the stereo image.
- 187 **R+Dly+Reverb** _____ (Pitch, Reverb, Delay, Modulation)
[alg]xfade: *rev_taps_verb*
A reverse shifter into 2 tap delay and reverb. Classic Eventide FX array.
- 189 **Vintage DDL** _____ (Delay)
xfade: *Vintage Delay*
Early digital technology delays with steep lowcut and hicut filters in the feedback path and sound texture choice, introducing digital artifacts.
- 190 **Dither** _____
xfade: *dither*
Use dither to increase the signal quality when outputting to a 16 or 20 bit device. Many users load a program that only uses effects block A and then load "Dither" into effects block B in a series configuration.
- 191 **OSC440** _____
xfade: *oscillator (440)*
Use this to tune your instrument, or crank it up and leave the house to punish bad neighbors. Use the modulator (under the PARAMETER key) to sweep 20Hz to 20kHz for room or equipment tests.
- 192 **Tuner** _____
xfade: *chromatic tuner*
Tune your guitar or keyboard! Give your old tuner to the kid down the street!
- 193 **StereoExpander** _____ (Dynamics)
xfade: *dual expanders*
Stereo expansion for your dynamics processing.
- 194 **Vocode 24** _____ (Modulation, EQ, Dynamics)
xfade: *vocoder 24*
A full blown Predictive 24 bands real Vocoder, using a high-resolution physical model of the human vocal tract!
- 195 **Tdelay4Plex** _____ (Reverb, Delay)
xfade: *t delay 4 plex*
T_tempo delays into a Plex; allow generation of modulated & filtered rhythmic echoes, fading into verb. Classic Floyd stuff!
- 196 **DistortPreamp** _____ (Coloration, EQ, Dynamics)
xfade: *distortion preamp*
This preamp has compression, dynamic distortion, eq and gate. A selection of 10 curves is provided to cover many different kind of distortion types. By modeling analog distortion types based on a proprietary curve-fitting process, the Dynamic Distortion produces characteristics that are highly responsive to the input signal.
- 197 **St Distortion** _____ (Coloration, EQ, Dynamics)
xfade: *st_distortion*
Stereo version of #196 with curve morphing capability. Set up 2 different curves and use the Mod Block or pedal to morph between them!
- 198 **Stereo Simul** _____ (Dynamics)
xfade: *Stereo Simulator*
Converts mono signals into stereo ones, using all pass filters and split-band processing. It avoids the thin-ness you get on individual channels with other simulators and doesn't change levels and tone. Fully mono-compatible.

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- 200 **Biomec 1** _____ (Dynamics, EQ, Coloration, Modulation, Delay)
series: *fuzz preamp* *lfo filter+pingpong*
A distorting, modulating sonic blanket. Use when only a heavy hand will do!
- 201 **Biomec 2** _____ (Dynamics, EQ, Coloration, Modulation, Delay)
series: *fuzz preamp* *s/h filt+pingpong*
A distorted, dreamy random melody played over your input. Free of annoying subtlety.
- 202 **FuzzPitch** _____ (Dynamics, EQ, Coloration, Pitchshift)
series: *fuzz preamp* *multishift 2*
A distortion with "feedback" effect - useful for guitars or anything else that needs to sound loud without actually being so.
- 203 **Desert Gtr** _____ (Dynamics, EQ, Coloration, Reverb)
series: *polydriver* *diffchorus*
A smooth, slightly distorted, 'reverberous' slice of heaven. Spaces things (like guitars!) out in a nice way. Note that certain frequencies distort more than others.
- 204 **Wide Crunch** _____ (Dynamics, EQ, Coloration, Pitchshift)
series: *overdrive preamp* *4 detuners*
Thick, deep and mean as hell. For guitars that bench 315 and hate everything.
- 205 **Dominion** _____ (Dynamics, EQ, Coloration, Modulation, Delay, Reverb, Pitchshift)
series: *fuzz preamp* *moddelays+verb 8*
A smeared out, thick distortion for guitars or that "Al Jourgensen vocals" sound.
- 206 **PolyCloudverb** _____ (Dynamics, EQ, Coloration, Delay, Reverb)
series: *ez polyfuzz* *long reverb 8*
A stereo-ized, fuzzy, feedback-y distortion.
- 207 **LittleDemons** _____ (Dynamics, EQ, Coloration, Pitchshift)
series: *fuzz preamp* *reverse crystals*
Thick, thick distortion with a head-swimming haze attached to any tones that hold out for a while.
- 208 **Mountainrange** _____ (Dynamics, EQ, Coloration, Delay, Reverb, Pitchshift)
series: *fuzz preamp* *ultratap 2*
Use on un-pitched instruments (e.g., drums) for a distorted, electronic sound.
- 209 **Hemispheres** _____ (Dynamics, EQ, Modulation, Delay)
series: *overdrive preamp* *st chorus delays*
A lumbering, low distortion that speaks softly but carries a big gun.
- 210 **ElementalBass** _____ (Dynamics, EQ, Coloration, Modulation, Delay)
series: *fuzz preamp* *m_pandelay*
A blurry high end distortion that moves around in a way that's hard to describe.
- 211 **GerrysBass+Tune** _____ (Dynamics, EQ)
parallel: *bass pre* *chromatic tuner*
Nice processing for your bass with a tuner "built in."
- 212 **ODV VerbedDly** _____ (Dynamics, EQ, Coloration, Modulation, Delay, Reverb)
series: *overdrive preamp* *moddelays+verb 8*
A washed out, thick distortion that hurls insults.
- 213 **Bandpong** _____ (Delay)
xfade: *m_bandtaps*
An unobtrusive delay with nice timbral color that doesn't separate from the source signal

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- 214 **BandCenter&Pong** _____ (Delay)
xfade: *m_bandtaps*
A pug-nosed, unobtrusive delay that, unlike "Bandpong," does manage to separate itself from the source signal.
- 215 **BandtapsL/C/R** _____ (Delay)
xfade: *m_bandtaps*
A more obvious delay that pans in a predictable left, center, right fashion. Filters separate it from the source.
- 216 **BandtapsR/C/L** _____ (Delay)
xfade: *m_bandtaps*
Similar to "BandtapsL/C/R," except it pans the other way and has a higher cutoff frequency.
- 217 **Choruspong** _____ (Modulation, Delay)
xfade: *m_chorustaps*
A ringy, stereo modulating delay that hints at comb filters. Use on anything that needs more rhythm or is too weak to stand on its own.
- 218 **Ticktock** _____ (Delay)
xfade: *m_combtaps*
A heavily comb-filtered delay that is perhaps best used on poorly pitched instruments (e.g., drums).
- 219 **Ticktock2** _____ (Delay)
xfade: *m_combtaps*
A variant on "Ticktock". Compare, you'll see.
- 220 **Ringpong** _____ (Coloration, Delay, Pitchshift)
xfade: *m_ringtaps*
A bubbling delay that adds a unique if slightly dissonant character to the input.
- 221 **RingpongRoom** _____ (Coloration, Delay, Reverb, Pitchshift)
series: *m_ringtaps* *reverb 8*
A hazy reverb. The ring modulators make it swarm like bees. Adds an interesting space when used in moderation.
- 222 **DualCompress** _____ (Dynamics)
xfade: *dual compressors*
Like the "Stereo Comp" except that the controls for each channel are separated for your convenience.
- 223 **Flangerator** _____ (Modulation, Delay, Reverb)
xfade: *large dly8 plex*
A reverb-ish delay that bends the pitch of the input in subtle and interesting ways. Use it to add a unique space that choruses unpredictably.
- 224 **ChorusSpace2** _____ (Modulation, Delay, Reverb)
series: *delay 8 plex* *st chorus delays*
A LONG delay/reverb that modulates to "sweeten" the input. One of the favorite effects from earlier products!
- 225 **Brown** _____ (Pitchshift)
xfade: *4 detuners*
A nicely articulated close reverb (or "ambiance") that uses subtle detuning to add "sweetness" and flanging to the input.
- 226 **Browner** _____ (Pitchshift)
xfade: *4 detuners*
A very flanged, very stereo version of "Brown".
- 227 **WIDE solo** _____ (Pitchshift)
parallel: *4 detuners* *4 detuners*
Stereoize and chorus your guitar in one (big) fell swoop. Oh so large!

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- 228 **De-Bigulator** _____ (EQ)
xfade: *dual filters*
A bandpass filter that makes your input sound sixty years too late. Like playing over a telephone line. Lo-fi for the hi-fi age.
- 229 **Detunedspace** _____ (Reverb, Pitchshift)
xfade: *detune 4 plex*
A reverb that forever falls in pitch. Very worrisome. Great for "bad dream" sequences.
- 230 **WhiplashSnare** _____ (Modulation, Reverb)
series: *reverb 8* *dual modfilters*
Adds lovely noise to a dull snare. Increases the "crack" at no cost to you.
- 231 **Bob's Claps** _____ (Delay, Reverb)
xfade: *ultratap 2*
A dreamy, reversed delay to space out sharp instruments.
- 232 **Bob's Delay** _____ (Delay, Pitchshift)
series: *mono loop (10)* *multishift 4*
A panning flange that's apt to get water on your speakers. Very ghost-like and spooky. A lovely, if intense, delay for vocals.
- 233 **Angelic Echos** _____ (Modulation, Delay, Reverb, Pitchshift)
series: *st chorus delays* *multishift+verb8*
More gorgeous smear...
- 234 **ResonEchoes** _____ (Delay, Reverb)
series: *delay 8 plex* *dual loops (5)*
A long (long) singing delay, with plenty of feedback to overwhelm any last remnant of clarity.
- 235 **CompressedRoom** _____ (Delay, Reverb)
series: *dual compressors* *dense room 8*
Reverb for overly-dynamic instruments. Keeps the reverb at a consistent level.
- 236 **Dual Reverbs** _____ (Reverb)
dual: *reverb 8* *reverb 8*
One reverb for each input for when you need different reverbs on two mono instruments. The outputs of each reverb are mixed for stereo lushness.
- 237 **Phaser+Verb** _____ (Modulation, Reverb)
series: *stereo phaser* *reverb 8*
A smeared out phase for those times when a dry phaser is too heavy handed.
- 238 **TremmedVerb** _____ (Dynamics, Modulation, Reverb)
series: *reverb 8* *fm trem*
Tremolo on a reverb for guitar, vocals, or keyboards. The imposition of the very stark tremolo *after* the very smeared reverb makes for a neat reversal of the audio equivalent of entropy.
- 239 **LarynxDelays** _____ (Dynamics, Modulation, Delay)
series: *dual modfilters* *m_chorusdelays*
A dusty, scratchy reverb straight out of the last century (or maybe the one before that)! Add a nice, dynamic, muted color to any instrument.
- 240 **Larynx 2** _____ (Dynamics, Modulation, Delay)
series: *dual modfilters* *m_chorustaps*
A higher fidelity variation of "LarynxDelays."

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- 241 **LatinCathedral** _____ (Reverb, Pitchshift)
xfade: *reverse 4 plex*
A medium reverb with plenty of high-end energy.
- 242 **LarynxVerb1** _____ (Dynamics, Modulation, Reverb)
series: *dual modfilters diffchorus*
A more coherent variation of "LarynxDelays."
- 243 **LarynxVerb2** _____ (Dynamics, Modulation, Reverb)
series: *dual modfilters reverb 8*
A longer variation of "LarynxDelays."
- 244 **Biomec 3** _____ (Dynamics, EQ, Modulation, Delay)
series: *fuzz preamp lfo filter+pingpong*
Mad distortion and rapid filtering for altering sounds wholesale!
- 245 **ShiftedVerb1** _____ (Reverb, Pitchshift)
series: *stereoshift reverb 8*
Use when you need to blur out a fixed-interval, stereo-coherent pitch shift.
- 246 **ShiftedVerb2** _____ (Reverb, Pitchshift)
series: *stereoshift long reverb 8*
A variation on "ShiftedVerb1".
- 247 **ShiftedClusters** _____ (Delay, Reverb, Pitchshift)
series: *stereoshift long reverb 8*
Another variation on "ShiftedVerb1."
- 248 **ArenaSound2** _____ (Delay, Reverb)
xfade: *dense room 16*
A large and smooth reverb.
- 249 **Crystal Verb** _____ (Reverb, Pitchshift)
series: *reverse crystals reverb 16*
A reverb with an interesting tinge of reverse, pitch-shifted delay, giving a lovely, swimming effect that is suitable for any instrument that needs a well-colored space.
- 250 **EarlyReflec1** _____ (Delay, Reverb)
xfade: *ultratap 2*
Places the input in a small room.
- 251 **EarlyReflec2** _____ (Delay, Reverb)
dual: *ultratap 2 ultratap 2*
Like "EarlyReflec1" but the room is larger and slightly duller.
- 252 **EarlyClust1** _____ (Delay, Reverb)
xfade: *ultratap 2*
A medium reverb with a pronounced, delayed "cluster" of echoes. Adds a nice reverb with a bit of rhythmical excitement.
- 253 **EarlyClust2** _____ (Delay, Reverb)
dual: *ultratap 2 ultratap 2*
Like "EarlyClust1," but gets right in your face.
- 254 **BostonChamber** _____ (Delay, Reverb)
series: *ultratap 2 dense room 8*
A beautiful, large reverb.

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- 255 **MediumChamber** _____ (Delay, Reverb)
series: *ultratap 2* *dense room 8*
A large reverb with reversed early reflections for a uniquely unnatural ambiance.
- 256 **ToonChamber2** _____ (Delay, Reverb, Pitchshift)
parallel: *4 detuners* *dense room 8*
A nice "stereoizing" reverb, with slight flanging and plenty of color.
- 257 **EMT Plate** _____ (Delay, Reverb)
series: *ultratap 2* *dense room 8*
Mimics a slightly-dry room with excellent imaging – in other words, a plate.
- 258 **MetallicPlate** _____ (Delay, Reverb)
series: *ultratap 2* *dense room 8*
An unusual sounding reverb with plenty of early reflection feedback.
- 259 **StereoPlate** _____ (Delay, Reverb)
xfade: *dense room 16*
An unassuming and clean reverb that won't get in the way.
- 260 **StPlate2&Chorus** _____ (Modulation, Delay, Reverb)
parallel: *dense room 8* *st chorus delays*
Smeared out modulated delays and a lush reverb run in parallel for minimum definition!
- 261 **ReelRoom** _____ (Delay, Reverb)
parallel: *dense room 8* *4 detuners*
A mild reverb that can place an input in "space" without including *any* of the dry signal.
- 262 **UnreelRoom** _____ (Delay, Reverb, Pitchshift)
parallel: *dense room 8* *4 detuners*
A wide, large room with a wealth of early reflections.
- 263 **MediumBooth** _____ (Delay, Reverb)
xfade: *delay 8 plex*
A small, full-frequency room with nice imaging.
- 264 **SweptBooth** _____ (Delay, Reverb)
xfade: *delay 8 plex*
A phasey, chorused medium space that adds considerable color when combined with the dry signal.
- 265 **RMX Ambience** _____ (Delay, Reverb)
series: *ultratap 2* *dense room 8*
A completely unrealistic reverb with pronounced and prolonged early reflections. Slightly reminiscent of a popular effect from the past.
- 266 **SpongeSpring** _____ (Delay, Reverb)
xfade: *delay 8 plex*
A sweet, mellow reverb that won't trip over your feet.
- 267 **New Air 2** _____ (Delay, Reverb)
series: *ultratap 2* *dense room 8*
An unnatural, mildly "gated-sounding" reverb.
- 268 **SoftSmallRoom** _____ (Delay, Reverb)
xfade: *dense room 16*
A small but wide room that keeps you out of trouble.

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- 269 **StMike&Room2** _____ (Modulation, Delay, Reverb)
series: *delay 8 plex* *st chorus delays*
 A small room with an edge.
- 270 **AcousticRoom2** _____ (Delay, Reverb)
parallel: *dense room 16* *4 detuners*
 A medium, dense room with a wealth of mid-range energy.
- 271 **EchoRoom** _____ (Modulation, Delay, Reverb)
series: *m_chorusdelays* *dense room 8*
 A long reverb with pronounced "bumps" (i.e., echoes) of energy.
- 272 **StringRoom2** _____ (Reverb)
xfade: *reverb 16*
 A luscious, long, smooth reverb for nice, well-behaved instruments.
- 273 **BlackHole2** _____ (Reverb)
series: *diffchorus* *diffchorus*
 An insanely long and deep reverb that might be useful for dramatic endings or fadeouts. A popular effect from previous Eventide products.
- 274 **EchospaceOfGod** _____ (Modulation, Delay, Reverb)
series: *delay 8 plex* *st chorus delays*
 An insanely long, but friendlier, reverb than "BlackHole2." Everything ends up one happy smear.
- 275 **FlangeCanyon** _____ (Modulation, Delay, Reverb)
series: *st chorus delays* *delay 8 plex*
 A very, very long reverb with flanging color for added value.
- 275 **ChorusCanyon** _____ (Modulation, Delay, Reverb)
series: *st chorus delays* *delay 8 plex*
 A subdued version of "FlangeCanyon." Not subdued by any other measure!
- 277 **ReverseNonlin** _____ (Delay, Reverb)
series: *ultratap 2* *s_diffussor*
 Plays things backwards! Adjust the (LENGTH) for rhythmically interesting results. Record the output and then bump the resulting tracks backward for easy "reverse reverb."
- 278 **Wormhole2** _____ (Delay, Reverb)
series: *ultratap 2* *dense room 8*
 A "mega-insanely long" reverb that slowly pitches up and down like a drunken sailor.
- 279 **Diat +3rd+5th** _____ (Modulation, Pitchshift)
xfade: *diatonic 2*
 Both inputs are combined and then shifted to 3rds and 5ths within a given key. Nice for adding subtle harmonies to well-pitched instruments.
- 280 **Diat +5th+7th** _____ (Modulation, Pitchshift)
xfade: *diatonic 2*
- 281 **Diat +4th+6th** _____ (Modulation, Pitchshift)
xfade: *diatonic 2*
- 282 **Diat +5th+Oct** _____ (Modulation, Pitchshift)
xfade: *diatonic 2*
- 283 **Diat -4th+5th** _____ (Modulation, Pitchshift)
xfade: *diatonic 2*

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- 284 **Diat -Oct+5th** _____ (Modulation, Pitchshift)
xfade: *diatonic 2*
- 285 **Diat -Oct+Oct** _____ (Modulation, Pitchshift)
xfade: *diatonic 2*
- 286 **Diat +5th+10th** _____ (Modulation, Pitchshift)
xfade: *diatonic 2*
- 287 **E/R+Verb8** _____ (Modulation, Delay, Reverb)
xfade: *moddelays+verb 8*
A medium reverb with a pronounced early reflection.
- 288 **Delays+Verb8** _____ (Modulation, Delay, Reverb)
xfade: *moddelays+verb 8*
Delays smoothed out by a medium reverb.
- 289 **Vibrato** _____ (Modulation, Pitchshift)
xfade: *multishift 2*
A subtle modulating pitch shift that adds color and beauty. Favorites include vocals, guitars, and keyboards.
- 290 **BuenosNotches** _____ (EQ, Modulation)
xfade: *stereoize phaser*
A radical, stereo phaser that drives straight through a listener's brain (in one ear and out the other). Hypnotic... hypnotic... hypnotic... hypnotic... hypn... hyp... h...
- 291 **DolphinTalk** _____ (Delay, Pitchshift)
xfade: *reverse crystals*
A choppy reverse delay that breaks the input into a hundred little pieces and then reassembles it in a way that's of special interest to cetaceans. A popular H3000 effect.
- 292 **Jimi James** _____ (Delay, Pitchshift)
xfade: *reverse crystals*
A nice, long reverse delay that flips those guitar solos around without touching the tape.
- 293 **AcidReign** _____ (Delay, Pitchshift)
xfade: *reverse crystals*
A subtle reverse delay that is particularly suitable for those instruments that need, uh, subtle reverse delay.
- 294 **AnalogDelays2** _____ (Delay, Pitchshift)
series: *multishift 2* *dual filters*
Analog? Don't you mean "frequency-challenged"? Dulled delays that add rhythmic intrigue without stealing the show.
- 295 **FatAsCan B** _____ (Delay, Pitchshift)
xfade: *multishift 2*
Slight detunes for increased stereo width and rich sonic texture. Very useful for "stereoizing" boringly mono signals.
- 296 **Micropitchshift** _____ (Delay, Pitchshift)
xfade: *multishift 2*
This is the perfect effect to fatten up or widen a sound without adding any color. An H3000 favorite !
- 297 **MicropitchSlap** _____ (Delay, Pitchshift)
xfade: *multishift 2*
A stereo slap delay that incorporates a slight detune for separation.
- 298 **DigDly+Wah** _____ (Dynamics, Modulation, Delay)
series: *mono loop (10)* *dual modfilters*
A healthy loop modulated by lowpass filters for a fluid, low-end smear.

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- 299 **ThickShft 700** _____ (Delay, Pitchshift)
xfade: *multishift 2*
A solid, fixed-interval pitch shift useful for adding subtle harmonies to guitars or vocals.
- 300 **ThickShft -500** _____ (Delay, Pitchshift)
xfade: *multishift 2*
- 301 **ThickShft 1200** _____ (Delay, Pitchshift)
xfade: *multishift 2*
- 302 **ThickShft -1200** _____ (Delay, Pitchshift)
xfade: *multishift 2*
- 303 **ScaryMovie** _____ (Delay, Pitchshift)
xfade: *reverse crystals*
Horrorifying pitch shifted, reversed madness. Useful for doing evil sonic things.
- 304 **RicherChorus** _____ (Modulation, Delay)
parallel: *m_chorusdelays* *m_chorusdelays*
A very pleasant chorus that's a champ at making "unspecial" instruments special.
- 305 **JustStereo2** _____ (Reverb, Pitchshift)
xfade: *detune 4 plex*
A very subtle, micro-pitch shift. Just enough to add a presence to an otherwise flat mono sound.
- 306 **EchoplexingPong** _____ (Delay)
series: *m_combtaps* *dual filters*
A fuzzy, loose delay.
- 307 **Micro-Verb2** _____ (Reverb, Pitchshift)
xfade: *detune 4 plex*
A small, thick reverb that almost "shimmies." Somewhat bass-heavy.
- 308 **Steeplechase2** _____ (Modulation, Delay, Pitchshift)
xfade: *multishift 2*
A maddening pitch shift that oscillates from quite low to quite high in the blink of an eye. Lock your enemies in a room with this one.
- 309 **WarmFlange** _____ (Modulation, Delay)
xfade: *m_chorusdelays*
A lush flange useful for "sweetening" deserving inputs. Candidates must be sonically pure and well-intentioned with no prior record of strident outbursts.
- 310 **Pandemonium** _____ (Dynamics, EQ, Coloration, Delay, Reverb, Pitchshift)
series: *fuzz preamp* *ultratap 2*
Distortion that only vaguely resembles the input.
- 311 **OpenVerb** _____ (Reverb)
xfade: *reverb 16*
A medium reverb. Completely unassuming and harmless.
- 312 **Backwards 1** _____ (Delay, Pitchshift)
xfade: *reverse crystals*
A long and loud reverse to punish sonic miscreants.
- 313 **Backwards 2** _____ (Delay, Pitchshift)
xfade: *dual reverse (5)*
A variation on "Backwards 1".

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- 314 Aliens** _____ (Delay, Pitchshift)
xfade: *reverse crystals*
Crazy pitch shifts that sound like aliens. Need a sound for your Sci-fi movie? Here you go.
- 315 Taps L>R** _____ (Delay)
xfade: *ultratap 2*
Straightforward taps that pan from left to right, from left to right, from left to right...
- 316 DeathFlange2** _____ (Delay, Reverb)
xfade: *delay 8 plex*
A thick, somewhat grotesque flange that hangs like the Rancor Monster between your speakers, waiting to gobble up good little timbres.
- 317 Undulator 2** _____ (Dynamics, Delay, Reverb)
series: *delay 8 plex* *fm trem*
A nice "gate" effect with a little bit of front-end haze to keep things consistent. Try this on guitars, vocals, or keyboards.
- 318 Phase/Plex** _____ (Pitch, Reverb, Modulation)
parallel: *stereoize phaser* *reverse 4 plex*
This is a performance crossfade effect in that the two effects are controlled by an external control (typically pedal) to crossfade between them and alter specific parameters, giving a morph-like result. Goes from a rich deep phase shift to a thick octave up, reverse crystal reverberant field.
- 319 Chorus/Ring** _____ (Pitch, Delay, Modulation, Coloration)
parallel: *m_chorusdelays* *dual modfreqshift*
Another performance crossfade effect. This one goes from a lush chorus effect to an offset ring modulation.
- 320 Crystal/Wash** _____ (Pitch, Reverb, Delay)
parallel: *reverse crystals* *reverse 4 plex*
This is a performance xfade effect in that the two effects are controlled by an external control to xfade between them. This one sweeps from a reverse crystal delay effect to a tighter crystal reverberant wash.
- 321 GatedCorrecter** _____ (Pitch, Modulation, Dynamics)
series: *dual noisegates* *auto correct*
This useful tool contains a pitch corrector fed from the output of a noise gate – ideal for cleaning up a less than pristine source.
- 322 Gate V16** _____ (Reverb)
series: *dual noisegates* *reverb 16*
This smooth reverb is also fed from the output of a noise gate to help with messy sources. Unlike post gating of the reverb, as a special effect, this one stops the source from entering the reverb, preventing ringing of the gate transition.
- 323 RealRingmod** _____ (Pitch, Modulation, Coloration, Dynamics)
xfade: *dual modfreqshift*
This ring modulator offsets the two channels for a natural beating effect as well as pulling them up at 100 Hz for a usable metallic effect. Good for guitar and percussion.
- 324 Choralspace** _____ (Pitch, Reverb, Modulation)
xfade: *detune 4 plex*
This detuned and staggered delay effect adds drama to sparse sources of any kind. Great for string pad enhancement.
- 325 Moonlight Gtr** _____ (Reverb, Coloration, EQ, Dynamics)
series: *fuzz preamp* *diffchorus*
This guitar texture derives lots of color and character from the amp simulation followed by the diffused chorus reverb. Without a specific delay queue nothing will get in the way of your phrasing – but try turning the drive up to 45 for a more pronounced lead sound. This has become one of our favorite members of our arsenal of guitar sonics.

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- 326 **CJ's EchoFlange** _____ (Delay, Modulation)
series: *st chorus delays st chorus delays*
A stereo delay effect into a deep flange dramatically colors the delays.
- 327 **CJ's EchoPhase** _____ (Delay, Modulation)
series: *st chorus delays stereo phaser*
Similar to "CJ's EchoFlange," this one has a sine wave driven phaser.
- 328 **TriangleFlange** _____ (Delay, Modulation)
xfade: *st chorus delays*
Smoothly driven deep flange with left and right channels sweeps synched giving a strong flange effect. Great on any material.
- 329 **CJ's Fugue** _____ (Delay)
series: *m_chorustaps dual filters*
An instant fugue effect - play a line and, as it repeats, add new material on top. The slight feedback can be turned off to give two specific repeats. Great with any melodic source.
- 330 **NQ Phase** _____ (Modulation, EQ)
xfade: *stereoize phaser*
A classic phaser effect with a fast 'wobble', similar to a Leslie rotating speaker effect. Stereoizes mono sources, producing a very wide field. Plays well with almost anything
- 331 **Megaphone** _____ (EQ)
xfade: *dual filters*
A megaphone simulator that is great for voice-overs or to limit the bandwidth of a vocal.
- 332 **DistortVoxFilt** _____ (Coloration, EQ)
series: *dual filters fuzz preamp*
This is "Megaphone", feeding a fuzz preamp tweaked specifically with voice in mind to produce a fuzzed out voice, while retaining just the right amount of articulation.
- 333 **SolsticeBells** _____ (Pitch, Delay, Modulation, Coloration)
xfade: *m_ringtaps*
Spreading delays and offset ring modulation at 440 Hz create a wonderful orchestral bells effect. Great on melodic and percussive material.
- 334 **Solstice2** _____ (Pitch, Delay, Modulation, Coloration)
series: *m_ringtaps reverb 8*
This is "SolsticeBells" with a large smooth reverb added to help create a lush texture. This will work as its predecessor but is better for chordal sources as the bells are pushed further into the ambience.
- 335 **'Aarrhh** _____ (Modulation, EQ)
xfade: *vocal wa*
This is a new tweak of our infamous vocalized wa effect giving a repeating 'R' sound. It can also be used with a pedal, instead of being driven with an LFO.
- 336 **Rich Plate** _____ (Reverb, Delay, Modulation)
xfade: *delay 8 plex*
Another H3000 favorite, this gently swept reverb gives a rich sound with a smooth tail.
- 337 **Shimmerish** _____ (Reverb, Delay, Modulation)
xfade: *delay 8 plex*
More from the ever-popular H3000, this re-circulating delay effect fades into a smooth reverb.

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- 338 **FuzzySampleMe** _____ (Pitch, Coloration, Dynamics)
series: *fuzzpre wa/wammy dual sample/hold*
Gated heavy fuzz through a resonant, rhythmic sample and hold lowpass filter. Sounds great on percussive material like drums, chunk guitar etc.
- 339 **Rainbow Drops** _____ (Pitch, Reverb, Delay)
series: *reverse crystals stereoshift+verb8*
Long rising, reversed, shifted echoes through a nice chamber-like reverb. Good with melodic instruments and repeating lines in time with the echo.
- 340 **RingDelayWa** _____ (Pitch, Delay)
series: *m_ringdelays vocal wa*
Long, slightly ring-modulated delay echoes through vocal format filters that sweep in time with the echo. Works well on staccato melodic lines from guitar and keyboards.
- 341 **FilterEchos** _____ (Reverb, Delay, EQ)
series: *large dly8 plex dual modfilters*
Large plex delay/echoes that decay into a reverb tail, sent through a modulating resonant low pass filter. Adds a nice sweep wash to all kinds of melodic sounds, chords and rhythms.
- 342 **Diamond Rain** _____ (Pitch, Reverb, Delay)
series: *reverse 4 plex detune 4 plex*
A beautiful high, shimmery crystal like echo verb that adds a transcendent quality to melodies, chords and single notes. Stunning!
- 343 **MiniMalism** _____ (Delay, Modulation)
series: *m_chorustaps mono reverse (20)*
Very long echo delays, flowing into a nice hall reverb, that reverse on themselves and feed back for a long long time. Play single notes, and wait for the reversed delays to get the tempo right. Ideal for creating complex sonic structures.
- 344 **Spaced Spaces** _____ (Pitch, Reverb, Delay, Modulation)
xfade: *multishift+verb8*
Alternate rhythmic, rising pitched echoes with feedback in a reverb space. Play in time with staccato melodic/rhythmic lines for total space coolness.
- 345 **Doubler Phased** _____ (Delay, Modulation)
series: *st chorus delays stereo phaser*
Dual slap back stereo chorused delays into a sweeping stereo phase shifter. Sounds great on all melodic and chord sounds.
- 346 **FiltaPongVerb** _____ (Reverb, Delay)
series: *dense room 8 lfo filter+pingpong*
A great effect - a repeating echo-like verb that is fed into an oddly sweeping filter in time with the echoes. Sounds great on rhythmic stuff.
- 347 **ChoralFlange** _____ (Delay, Modulation)
series: *m_chorusdelays st chorus delays*
A shimmery stereo chorus slides into a nice sweeping resonant flanger. Great on all melodic sounds, as well as percussives. A studio favorite!
- 348 **Eclipsed Delays** _____ (Delay)
series: *m_bandtaps mono reverse (10)*
An Eventide original ! Watery sweeping synthetic filtered echoes with feedback create an unusual repeating figure. Sounds great on rhythm guitar !

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- 349 **Flangedown** _____ (Pitch, Reverb)
series: *reverb 16* *stereoshift*
A medium reverb feeding into dual detuned resonant pitch shifters gives a downward bending flange on input. Sounds good on percussive and chunky rhythm material.
- 350 **Trem-A-Phase** _____ (Modulation, Dynamics)
series: *fm trem* *stereoize phaser*
A stereo tremolo running through a stereo phaser. Sounds great on all types of material, especially guitar and keyboards.
- 351 **FritterpanVerb** _____ (Pitch, Reverb, Dynamics)
series: *reverse 4 plex* *fm panner*
Sliding and modulated short echo-like delays that feed a strong variable rate FM tremolo whose speed is controlled by input signal strength. Good on melodic percussives.
- 352 **FuzzyFlange** _____ (Pitch, Delay, Modulation, Coloration)
series: *fuzzpre wa/wammy* *m_chorusdelays*
The name says it all. A nice heavy distortion into a stereo flanger. Grunge-ifies almost anything! Tap tempo controls flange speed.
- 353 **Reson8Delayz** _____ (Delay, Modulation)
series: *s/h filt+pingpong* *m_combtaps*
Multitap resonant delays play a nice melodic/rhythmic pattern. Sounds very cool on un-pitched percussive sounds.
- 354 **FiltaShiftVerb** _____ (Pitch, Reverb, Modulation)
series: *multishift+verb8* *dual modfilters*
Another Eclipse original! Long hall reverb feeds a rising octave up delayed and shifted echo through a sweeping filter. A mouthful to say, but certainly sounds cool !
- 355 **BrillianceLoop** _____ (Pitch, Delay)
series: *manifold beta* *stereoshift*
A very long echo loop with a strange pitch shifted quality. Sounds great on slow, melodic or staccato guitar sounds.
- 356 **PhasedRoom** _____ (Reverb, Delay, Modulation)
series: *dense room 16* *stereoize phaser*
Need we say more? A medium room verb into a resonant phase shifter. Works with everything.
- 357 **4Evers Loop** _____ (Reverb, Delay)
series: *reverb 8* *mono loop (20)*
A VERY long reverb with VERY long echo that decays and repeats into the dense reverb for a VERY long time. Play spaced out staccato notes and listen for the repeats !
- 358 **Filters Nonstop** _____ (Modulation, EQ)
series: *dual modfilters* *dual sample/hold*
Dual modulating semi-resonant filters that sound great on all material !
- 359 **Quintilizer** _____ (Pitch, Modulation)
series: *vocal wa* *multishift 2*
What it is, we don't know but it is REALLY cool and very strange. Spaced, filtered pitch shifted ascending mini echoes from another place. Good on percussive sounds.
- 360 **Insta-Magic** _____ (Pitch, Reverb, Delay)
series: *dual reverse (5)* *reverse 4 plex*
Dual reverse shifters into dual reverse plex's create a shimmered echoverb in reverse. Good on melodic material.

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- 361 **Vox-A-Verb** _____ (Reverb, Modulation)
series: *reverb 8* *vocal wa*
A big reverb into modulating vocal format filters. Sounds “trés neat” on all forms of sounds and unsounds. Tempo controls the sweep of the filters.
- 362 **6th World** _____ (Pitch, Delay)
series: *multishift 2* *4 detuners*
Dual multishifters set at unique intervals, feeding into 4 detuners. Sounds good on chordal and melodic lines.
- 363 **Octa-Fuzz** _____ (Pitch, Coloration)
series: *dual multishift* *fuzz preamp*
An octave up shifted and delayed fuzz with slap back. Good on choppy melodic lines in rhythm with the slap.
- 364 **PanVerbEcho** _____ (Reverb, Delay, Modulation, Dynamics)
series: *reverb 16* *m_pandelays*
Reverb into multi echoes with panning. Play staccato chords in time with repeats.
- 365 **RingerPhase** _____ (Delay, Modulation, Coloration, Dynamics)
series: *m_ringdelays* *stereoize phaser*
Ring modulated echoes feed into a highly resonant stereo phase shifter. Good for rhythmic sounds.
- 366 **GhostingDelay** _____ (Reverb, Delay)
series: *ultratap 2* *m_bandtaps*
Repeating multitap and feedback echo clusters with long multi-band delays sound like they will begin to get out of control - but they never do. Good on all types of material.
- 367 **Ample Say** _____ (Delay, Modulation)
series: *mono reverse (10)* *dual sample/hold*
“Pig latin” long reverse shifted echoes with filtering. Play and listen for the long echo delay pattern, or work melodically in time with the echo.
- 368 **AmpliDetuner** _____ (Pitch)
parallel: *4 detuners* *reverb 16*
Four detuners and a reverb. The detune amount is controlled by the amplitude of the incoming signal. The louder the signal, the less detuning.
- 369 **AutoVox** _____ (Modulation, EQ, Dynamics)
parallel: *vocal wa* *vocal wa*
The amplitude of the incoming signal determines the vowel selection of two VocalWa algorithms. Try using the LFO or pedal to add additional control of the vowel selection.
- 370 **BalancingAct** _____ (Pitch)
series: *reverse crystals* *reverb 16*
Two Reverse Pitch Shift Delays running into each other, one is set to +12 cents while the other is set to -12, forming a delicate balance. Be careful when adjusting the pitch of either one ... feedback is high and things get out of hand quickly. The output runs into a nice reverb. Beautiful and ugly pads and drones are quickly formed using this effect.
- 371 **XtremeBalancing** _____ (Pitch)
series: *reverse crystals* *reverb 16*
Two Reverse Pitchshift Delays running into each other with extreme pitch settings. A very delicate balance is formed between the positive and negative forces. Great for metallic pads, keys, guitar or vocals.
- 372 **DrumBreaker 2** _____ (Delay, Modulation, Dynamics)
parallel: *fm trem* *4 detuners*
Destroy any drum sound with this combination of amplitude and frequency modulation running through resonant detuned delays.

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- 373 **DrumMangle** _____ (Modulation, EQ, Dynamics)
parallel: *dual modfilters* *4 detuners*
Two extreme filters controlled by the amplitude of the incoming audio running in parallel to a set of resonant detuners also controlled by the incoming audio. This will do awful things to a previously nice drum sound.
- 374 **DynaFat** _____ (Pitch)
parallel: *4 detuners* *reverb 16*
Widen your sound out with this combination of detuners controlled by the amplitude of the incoming audio. The result feeds a sweet mid-sized reverb.
- 375 **HardPolyTrem** _____ (Modulation, Dynamics)
dual mono: *fm trem* *fm trem*
Two square wave tremolos running in time with your music. Create a new polyrhythm by setting the tremolo rate to divisions of the beat.
- 376 **IntelliReverse** _____ (Delay)
series: *dual reverse(5)* *dense room 8*
Synch-able repeating reverse delays into a reverb produce a wash of uncluttered lines behind your source.
- 377 **JitterPitchVerb** _____ (Pitch)
series: *reverse crystals* *reverb 16*
Reverse Crystals run into a reverb where the pitch of each delay is modulated by a square wave LFO. Wide range of audio mangling is possible by modifying just the hot parameters. Useful on drums or almost anything.
- 378 **JitterPitchFwd** _____ (Pitch, Modulation)
parallel: *multishift 2* *multishift 2*
Four modulating shifter voices jump between two values, throwing the voices in different directions.
- 379 **MagicPitchRing** _____ (Pitch)
parallel: *reverse crystals* *ultratap 2*
ULTRA short reversed delays with pitch shifting that is oscillating so fast it becomes audible. It ends up sounding a little like ring modulation, but try tweaking some of the hot parameters for great surprises.
- 380 **MgkRingTalk** _____ (Pitch, Delay)
parallel: *reverse crystals* *ultratap 2*
These extreme metallic resonances can be used to add space to almost anything.
- 381 **Malu Reverb** _____ (Reverb)
parallel: *diffchorus* *reverb 8*
A reverb that adjusts its high frequency content according to the amplitude of the incoming signal.
- 382 **MicroReverse** _____ (Pitch, Reverb)
series: *reverse crystals* *reverb 16*
Teeny tiny reverse delays run into a thickening reverb. Great for guitar, backing vocals, keyboard pads or woodwinds.... spooooky
- 383 **ParaRezoTap** _____ (Modulation, EQ, Dynamics)
parallel: *ultratap 2* *ultratap 2*
Two UltraTap algorithms running in parallel. Each has an extremely short delay time causing a resonant effect. Try altering the number of taps and *Ampshape* parameters to change the pitch of the resonance. Good on drums.
- 384 **PitchModRinger** _____ (Pitch, Modulation)
parallel: *multishift 2* *multishift 2*
Four pitch shifts are modulated by a square-wave LFO so quickly that a new set of side frequencies is formed. Try it on drums, guitar, keys or even vocals.

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- 385 **PitchModTrem** _____ (Pitch, Modulation)
parallel: *multishift 2* *multishift 2*
Set the rate and pitch shift amount of four pitch shifters modulated by a square wave LFO. This is way better than a tremolo. Guitar, keys, even drums.
- 386 **PolyPitchStep** _____ (Pitch, Modulation)
series: *multishift 2* *dense room 8*
Left and right each get their one octave pitch shifters modulated by a square wave LFO at divisions of the tempo. The result feeds into a reverb.
- 387 **ReversePosse** _____ (Pitch)
parallel: *reverse crystals* *reverse crystals*
A gang of two pretty reverse pitch shifters set to nice, consonant intervals. Use for guitar, keys.
- 388 **RvsTapNVerb** _____ (Reverb, Delay)
series: *ultratap 2* *reverb 16*
Semi resonant reverse tap delay with a fattening reverb. Try setting length so that the reverse tap is in time with your tempo.
- 389 **Ring-A-Verb** _____ (Pitch, Delay, Modulation)
series: *reverb 8* *multishift 4*
The most metallic reverb you are likely to ever hear. Like running your signal through a transducer on a metal plate... And NOT pretty like an EMT plate.
- 390 **RythmRingers** _____ (Pitch, Delay, Coloration)
series: *m_ringtaps* *reverb 8*
Ring Tap Delay run into a reverb. You can create complex and beautiful resonant rhythms by setting the delay and feedback parameters.
- 391 **SeriesResoTap** _____ (Modulation, EQ, Dynamics)
series: *ultratap 2* *ultratap 2*
Two *UltraTap* algorithms run in parallel with each other. Each has extremely short delay time causing a resonant effect. Be sure to play with the number of taps and overall length of each of the *UltraTap* algorithms. Drums.
- 392 **TouchPhase** _____ (Modulation, EQ)
parallel: *stereo phaser* *reverb 8*
Phase shifter which uses the incoming amplitude rather than a pedal or LFO to control the phase. Reverb included.
- 393 **UglyRvsRezo** _____ (Pitch)
series: *reverse crystals* *reverb 16*
Metallic resonance enhanced by square wave modulated out of tune reverse pitch shifts. Simply beautiful.
- 394 **Anguish** _____ (Modulation, EQ)
parallel: *vocal wa* *vocal wa*
Vowel filters make the input sound as if it's mortally wounded and crying in pain.
- 395 **Artifacts** _____ (Pitch)
series: *stereoshift* *stereoshift*
Use this program to make something sound very digital and very processed without really changing it. It uses a super-high pitchshift compensated by an opposite super-low pitchshift. In the end, the pitch is the same, but artifacts of the process remain to torture the listener.
- 396 **BandModFilters** _____ (Modulation, EQ, Dynamics)
parallel: *dual modfilters* *dual modfilters*
A bandpass filter whose width increases as the input signal gets louder. Makes the input funky sounding and dynamic.

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- 397 **BandPass** _____ (EQ)
series: *dual filters* *dual filters*
A simple band pass filter that uses separate low cutoff and high cutoff controls (it's actually a low pass filter followed by a high pass filter). This algorithm has a different sound and is more flexible than a simple bandpass filter with Q.
- 398 **BigBandTap** _____ (Delay, EQ)
xfade: *m_bandtaps*
Delay taps, each with their own band pass. Useful for creating new rhythms from simpler rhythmic sources.
- 399 **BouncingBall** _____ (Delay)
xfade: *ultratap 2*
A delay tap setup to sound like a bouncing ball: Bink.....Bink.....Bink....Bink..Bink.BinkBinBiBBBBBBBB
- 400 **BrittleVerb** _____ (Reverb, Coloration, EQ)
series: *dual filters* *dense room 16*
A reverb follows a distorting high pass filter, effectively removing all the low energy content from the reverb and causing a distorted high end. A nice program to use if you want a lot of reverb without mucking up the low end - pull down the filter's *gain* parameter.
- 401 **CrazyPhazy** _____ (Modulation, EQ)
series: *stereoize phaser* *stereoize phaser*
Over the top series connected phasers.
- 402 **Creepershift** _____ (Pitch, Modulation)
series: *dual modfreqshift* *dual modfreqshift*
Series modulating frequency shifters get pulled into and out of ring modulation. Sort of creeping forward.
- 403 **DiffusePhaser** _____ (Reverb, Coloration, EQ)
series: *s_diffussor* *stereo phaser*
A phaser following a diffuser. Useful for accentuating the phase on instruments that don't have many harmonics (pipe organs and such). If a standard phaser isn't phase-y enough, try this one!
- 404 **DrunkMusic** _____ (Pitch, Modulation)
dual mono: *auto correct* *auto correct*
Wildly fluctuating pitch makes it feel as if the input signal is about to give the ol' heave-ho! Not very musical but good for a laugh or two at parties.
- 405 **DuckedRobot** _____ (Delay, Modulation, Dynamics)
xfade: *ducked delays*
A very short delay with lots of feedback makes your input sound like a robot - but only when the input signal is quiet. Get it? The robot *ducks* out of the way when your input signal is present!
- 406 **EnvHiLowShift** _____ (Pitch, Modulation, Dynamics)
series: *fm panner* *dual multishift*
Enveloped panner sends signal panning between a pair of shifters (-200 and +300 cents).
- 407 **GargleTrem** _____ (Modulation, Dynamics)
xfade: *fm trem*
A super fast enveloped tremolo kills bacteria and keeps your input smelling fresh and inviting.
- 408 **HiLowFilterPan** _____ (Modulation, EQ)
series: *dual filters* *fm panner*
A panning filter that splits the signal into high and low components. Very spatial but slightly disorienting.
- 409 **LittleRadio** _____ (Coloration, EQ)
series: *fuzz preamp* *dual filters*
A slightly distorted, heavily band-passed algorithm makes whatever you put into it sound like it's being played on a little radio.

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- 410 **MadScientist** _____ (Pitch)
xfade: *reverse crystals*
Tight reverse shifters create an eerie atmosphere.
- 411 **ModNotch** _____ (Modulation, EQ)
parallel: *dual modfilters* *dual filters*
A modulating low pass filter feeding a fixed high pass filter.
- 412 **NoiseMimic** _____ (Modulation)
xfade: *10 band vocoder*
Uses a vocoder modulating noise to effectively imprint the noise with the spectrum of the input. Works best with percussive sounds - it turns them into different instruments!
- 413 **OpeningFilters** _____ (Modulation, EQ, Dynamics)
series: *dual modfilters* *dual modfilters*
A panning filter that moves and breathes with the input level. Very spatial and rich!
- 414 **OpeningFltrPan** _____ (Modulation, EQ)
series: *fm modfilter/pan* *dual modfilters*
Filters that open with the input level make for a very dynamic output.
- 415 **PulseDelay** _____ (Delay, EQ)
series: *fm trem* *m_bandtaps*
A rhythmic panner into bandtap delays create a pulsing effect on the dry and delayed signal.
- 416 **RingMod** _____ (Pitch)
xfade: *m_ringdelays*
A simple ring modulator without any delays to imbue your dialog and whatnot with that THX1138 sound.
- 417 **RobotAttack** _____ (Delay, Modulation)
xfade: *st chorus delays*
Crazy feed-backing delays make the input seem as though its got something to say in its own robot language.
- 418 **RingTapsMod** _____ (Pitch, Delay, Modulation)
xfade: *m_ringtaps*
A ring modulator and tap delay that alters the ring modulation speed with the input level. Makes the effect breathe with the input.
- 419 **RubberWorldDly** _____ (Delay, Modulation)
xfade: *m_pandelays*
Heavily fed-back delays seem to pull the sound through the stereo field as if it was a rubber band.
- 420 **ScratchIt** _____ (Pitch, Modulation)
xfade: *st chorus delays*
Makes the input sound as if it's being scratched on a record.
- 421 **StereoFuzz** _____ (Coloration)
dual mono: *overdrive preamp* *overdrive preamp*
A dual fuzz algorithm that allows you to easily distort stereo signals such as keyboards and stereo guitar tracks.
- 422 **Submerged** _____ (Modulation, Coloration, EQ, Dynamics)
series: *dual modfilters* *stereo phaser*
Bubbly filters get phased into this liquid atmosphere.
- 423 **Swimmer** _____ (Modulation, EQ)
series: *two band x-over* *fm panner*
A dreamy little crossover panner puts your high and low frequencies into a swimsuit and sends it paddling along. Unlike "HilowFilterPan," this uses a true crossover and adds FM modulation to the panner.

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- 424 **ReverbTrem** _____ (Reverb, Modulation)
series: *reverse 4 plex fm trem*
A tremolo follows a reverb, making the reverb sound very special. Neat on guitars and keyboards and such.
- 425 **Waves** _____ (Delay, Modulation)
series: *fm trem ducked delays*
Trem effect into ducked delays creates a very strong ping pong-ing wave.
- 426 **Wide Notch** _____ (EQ)
parallel: *dual filters dual filters*
The opposite of a band pass filter. A low pass filter with a low cutoff and a high pass filter with a high cutoff in parallel allow you to knock out the middle frequencies (of course, raising the low pass cutoff frequency above the high pass cutoff frequency will render the algorithm useless).
- 427 **XoverGate** _____ (Modulation, Coloration, EQ, Dynamics)
xfade: *polyfuzz*
Non-overdriven polyfuzz used to create a multi band gate used to swell four independent frequencies. The result is more subtle than a modulating filter effect.
- 428 **AmbientGtr 1** _____ (Dynamics, EQ, Coloration)
series: *distortion preamp t_delay 4 plex*
Ambient rhythmic textures with slightly overdriven tone...from Floyds to Brook !
- 429 **AmbientGtr 2** _____ (Dynamics, EQ, Coloration)
series: *distortion preamp t_delay 4 plex*
Softer version of #428
- 430 **DesertPerc 1** _____ (Dynamics, Eq, Coloration, Reverb)
series: *polydriver diffchorus*
Great for giving snap and presence to a percussion track.
- 431 **DesertPerc 2** _____ (Dynamics, Eq, Coloration)
series: *st_distortion diffchorus*
Similar to "desertPerc 1" this one in true stereo and more of a distortion tool. Very colourful.
- 432 **Distortion D** _____ (Dynamics, Eq, Coloration)
series: *distortion preamp delay_diffchorus*
General purpose guitar tone. Very interactive with the instrument.
- 433 **Fifth Dominion** _____ (Dynamics, Eq, Coloration)
series: *distortion preamp rev_taps_verb*
Serious reverse distortion effect. Play in time with the splice length.
- 434 **Pulse Guitar** _____ (Dynamics, Eq, Coloration)
series: *distortion preamp t_delay 4 plex*
Distorted delays pulse through giving a rhythmic drive.
- 435 **Swampy Guitar** _____ (Dynamics, Eq, Coloration)
series: *distortion preamp delay_diffchorus*
One of our favourite guitar tones. Lots of color in this overdriven texture. Great for so many styles of play...
- 436 **Wart Guitar** _____ (Dynamics, Eq, Coloration)
series: *distortion preamp delay_diffchorus*
A very aggressive tone with all the artifacts. Bit decimation at one bit and tuning of filters gives this lead sound a vocal presence.
- 437 **Gravely Throat** _____ (Dynamics, Eq, Modulation)
xfade: *vocoder 24*
Gravely and somewhat torn throat sound. Probably more useful as a vocal effect than as a typical melodic type vocoder.

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- 438 **Logan's Box** (Dynamics, Eq, Modulation)
xfade: *vocoder 24*
Run Logan - Run ! Brighter and colder then "voder 13".
- 439 **Soundwave** (Dynamics, Eq, Modulation)
xfade: *vocoder 24*
Tritone voice of the evil decepticon.
- 440 **Voder 13** (Dynamics, Eq, Modulation)
xfade: *vocoder 24*
Smooth, general purpose vocoder tweak. A good place to start experimentation.
- 441 **Allan Chorus** (Delay, Modulation)
parallel: *m_chorusdelays* *m_chorusdelays*
Reaching for the uncommon chord! Beautiful chordal work chorus delays.
- 442 **Alverman** (Pitch, Delay, Reverb, Modulation)
xfade: *rev_taps_verb*
Cute Nordic mythology character...grunting low end.
- 443 **Atavachron** (Dynamics, Eq, Coloration)
series: *distortion preamp* *reverb 8*
Fat tubey lead tone into verb. Use rear pick-up for best results.
- 444 **Chrs/Dly/Verb** (Modulation, Delay, Reverb)
xfade: *moddelays+verb 8*
Classic chorus fx with shuffling T-tempo delays into Verb.
- 445 **Cumulonimbus2** (Reverb, Delay)
series: *long reverb 8* *long reverb 8*
His majesty...the Reverb. Immense texture with delays bouncing in the distance.
- 446 **Earth Rise** (Pitch, Delay)
series: *reverse crystals* *m_chorusdelays*
Ringy spooky clanging delays of doom!
- 447 **EtherHarp** (Pitch, Delay)
parallel: *multishift 4* *multishift 4*
The beauty of a minor 11 b 13 (H)arpeggio. Tap tempo sync.
- 448 **Fuzack** (Dynamics, Eq, Coloration)
series: *distortion preamp* *delay_diffchorus*
Full blown preamp+fx setup...for those fusion leads...rear pick-up recommended.
- 449 **Gentle Giant** (Pitch, Delay, Reverb, Modulation)
xfade: *multishift+verb8*
If you loved british progressive in the '70s...you know this! Play sparse to get rhythmic Counterpoint parts into a verb. Magic rhythms turn your playing into dancing Trolls.
- 450 **GTR rack** (Dynamics, Eq, Distortion, Delay, Reverb)
series: *distortion preamp* *delay_diffchorus*
More GTR preamp+FX rack: adult squashed fuzzy tone w/shuffling echoes into verb.
- 451 **Kaizeeer** (Dynamics, Eq, Coloration)
series: *distortion preamp* *reverse crystals*
One for gtr madness. Henry would be proud of it! Avantgarde "artifacts"...not a broken unit!

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- 452 **LoopKruncher** _____ (Delay)
series: *dual loops (10) st_distortion*
Loop audio and mangle it thru a tempo modulated rectification and curve morphing Distortion. Mayhem Mix sets the balance. Use Tap Tempo for synced destruction.
- 453 **Mercury Cloud** _____ (Reverb, Delay)
series: *long reverb 8 dual reverse (5)*
Crank your amp thru this! Reversed ambience unwraps instant magic...unearthly.
- 454 **PLEX > LOOP** _____ (Reverb, Delay)
series: *large dly8 plex dual loops (10)*
A long repeating cluster of echoes evolves into verb (Plex). Loop it into a stereo loop! Ext1 controls audio sent to Plex, Ext2 to Loop. Mixes are available for different combinations of the 2.
- 455 **Polyreverse2** _____ (Dynamics, Eq, Coloration)
series: *polyfuzz reverse crystals*
Nasty and fast as light! That's the way to play! Your leads an octave up and double speed, dude.
- 456 **Splatter GTR** _____ (Dynamics, Eq, Coloration)
series: *distortion preamp dual reverse (5)*
Tweaked for squashed over the top cyber distortion. Very XXI century.
- 457 **SRV** _____ (Coloration, Eq, Dynamics)
series: *distortion preamp reverb 8*
Classic blues tones ! No better choice than your front single coil pick-up for this.
- 458 **Venusian Girls** _____ (Delay, Pitch)
parallel: *reverse crystals reverse crystals*
They talk to you backwards...in a celestial choir.
- 459 **Big Snare1** _____ (Reverb)
parallel: *reverb 8 reverb 8*
Punch enhancer for drums.
- 460 **Big Snare 2** _____ (Reverb)
parallel: *reverb 8 reverb 8*
Variation on a theme : more punch for DA drums!
- 461 **Pcm70 Hall** _____ (Reverb, Delay)
series: *m_combdelays reverb 16*
Classic grand Hall reverb w/early reflections and tail fine tuning.
- 462 **FrontOfHouse** _____ (Pitch)
dual mono: *4 detuners reverb 8*
FxA is three voice vocal thickener with a fourth voice as a dedicated echo effect controlled via a hotkey <echo>. This is therefore similar to an H3000 micro pitch shift plus an Echo effect. FxB is a 2.2 second decay reverb used for lead and backup vocals.
- 463 **FOH for HDM** _____ (Pitch)
dual mono: *4 detuners reverb 8*
Tweak of "FrontOfHouse" for Mr. Manitoba from NYC.
- 464 **Wonderful Birds** _____ (Dynamics, Eq, Coloration)
series: *distortion preamp rev_taps_verb*
Tweak of "Fifth Dominion" with shifter set up one octave. Great for an oriental twist.

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- 465 **Eclipse Rocks** _____ (Delay, Modulation, Reverb)
series: *ducked delays* *multishift+verb8*
Eclipse Virtual Rack: stereo ducked delay > stereo chorus > stereo reverb, for '80s classic Rock sounds.
- 466 **Electrofilters** _____ (Delay, Reverb, EQ, Modulation)
series: *ultratap 2* *dual modfilters*
cluster of 30 diffused delays processed thru 2 envelope swept filters. Electronica Textures!
- 467 **FractureLoop** _____ (Delay, EQ, Modulation)
series: *mono loop (10)* *dual modfilters*
A loop being panned and filtered in a strange way. ModBlock LFO pans the loop and changes the filters type continuously. Input envelope follower reduces loop feedback to "kill" older layers in the loop, evolving into the newly added ones. The power of parameter modulation.
- 468 **Electronica** _____ (Delay, EQ)
xfade: *m_bandeddelays*
4 delays whose slightly offset filters get mirror-swept by the T_Tempo ModBlock Lfo. From aquatic to dense electronic textures...now on your Eclipse!
- 469 **Verb Mayhem** _____ (Reverb, Coloration, EQ, Dynamics)
series: *long reverb 8* *st_distortion*
Let's crunch that nice verb! ModBlock LFO modulates Flux parameter and Curves morphing. Distortion morphing affects reverb with pretty artefacts.
- 470 **AmbiClouds** _____ (Pitch, Reverb, Delay)
series: *ultratap 2* *reverse 4 plex*
Multitap clusters thru ambient detuned reverse reverb. Bursts of sounds...peaceful!
- 471 **Blues Room** _____ (Distortion, Delay, EQ, Dynamics)
series: *distortion preamp* *m_chorusdelays*
Blues crunch thru light chorus and ambience thickening. Best w/rear single coil pickup.
- 472 **Lead Gtr** _____ (Reverb, Distortion, EQ, Dynamics)
series: *distortion preamp* *reverb 16*
Rock tone into huge verb! For those intense inspired solos... Rear pickup is the way to go!
- 473 **NYC GtrTone** _____ (Distortion, Pitch, Delay, Reverb, EQ, Dynamics)
series: *distortion preamp* *rev_taps_verb*
NYC guitar tone w/attitude...thru delay, thickening and reverb. Play it hard. Rear pickup, folks!
- 474 **L.A.Blues** _____ (Distortion, Pitch, Delay, Reverb, EQ, Dynamics)
series: *distortion preamp* *rev_taps_verb*
Wanna play Blues w/West Coast classic tone? Use "in between" pickups positions and go!
- 475 **Crystal Echo2** _____ (Pitch, Delay)
xfade: *reverse crystals*
H3000 preset #163. Classic. A shimmering, hypnotic ambience.
- 476 **My Bloody Val** _____ (Pitch, Delay)
xfade: *reverse crystals*
H3000 preset #275. Evil, reversed and down shifted delays. Perfect for that scary solo sound.
- 477 **Watery Chorus** _____ (Pitch, Delay, Modulation)
xfade: *multishift 2*
H3000 preset #279. You heard this classic chorus on literally thousands of recordings....
- 478 **Avant-Garde** _____ (Pitch, Delay)
xfade: *reverse crystals*
H3000 preset #304. Produces a unique reverse pitch shifted effect. Dreamy!

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- 479 **Magic Air** _____ (Pitch, Delay, Modulation)
xfade: *multishift 2*
H3000 preset #515. This has 2 upward micro-shifts and 2 delays in a tight ambient. Use to liven & slightly raise flat vocals or to generally thicken sources.
- 480 **Voice Doubler** _____ (Pitch, Delay, Modulation)
xfade: *multishift 2*
H3000 preset #533. Sweeps 2 pitch shifters in opposite directions, giving a convincing doubling effect.
- 481 **Ambience** _____ (Reverb, Delay)
xfade: *ultratap 2*
H3000 preset #555. Use this to add ambience without muddying the mix.
- 482 **Chorus Room** _____ (Reverb, Delay, Modulation)
xfade: *delay 8 plex*
H3000 preset #558. Short reverb with chorus. Nice for instrument but perhaps not with drums.
- 483 **Dense Hall2** _____ (Reverb, Delay)
xfade: *dense room 8*
H3000 preset #382. Large, dense Hall reverb. Heard on many, many records!
- 484 **Tight & Bright** _____ (Reverb, Delay)
xfade: *dense room 8*
H3000 preset #573. Bright short room ambience, useful for any source.
- 485 **Bob's Room2** _____ (Reverb, Delay)
xfade: *dense room 8*
H3000 preset #578. A warm, long reverb, useful on lots of sources.
- 486 **Northwest Hall2** _____ (Reverb, Delay)
xfade: *dense room 8*
H3000 preset #585. Similar to a Concert Hall but ...somewhat more discrete.
- 487 **Anti-Ambience** _____ (Pitch, Delay)
xfade: *reverse crystals*
H3000 preset #631. This is a reverb-like sound created from REVERSE SHIFTERS. Sounds great on guitar!
- 488 **E.Z. Chorus** _____ (Pitch, Delay, Modulation)
xfade: *multishift 2*
H3000 preset #720. Instant stereo guitar w/gorgeous Eventide classic chorus!
- 489 **Heaven** _____ (Pitch, Delay)
xfade: *reverse crystals*
H3000 preset #723. Play anything into this. It will sound good.
- 490 **Hell** _____ (Pitch, Delay)
xfade: *reverse crystals*
H3000 preset #724. Another unearthly sound!
- 491 **Mondo Chorus** _____ (Pitch, Delay, Modulation)
xfade: *multishift 2*
H3000 preset #731. A wide clean guitar chorus that still keeps its punch.
- 492 **Outdoor Arena** _____ (Pitch, Delay)
xfade: *reverse crystals*
H3000 preset #734. Big stadium, backwards echoes.

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- 493 **Ballerina** _____ (Pitch, Delay)
xfade: *multishift 4*
An H3000 tweak: delays and intervals create a well known arpeggio...from a passionate 1990s guitar record.
- 494 **Behind Spaces** _____ (Pitch, Reverb, Modulation)
series: *reverse 4 plex* *rev_taps_verb*
Amazing fjords space shifted textures, growing from nothingness. Play sparsely!
- 495 **Abyssal Filters** _____ (Pitch, Delay, EQ, Modulation)
series: *4 detuners* *dual modfilters*
Autowah-style filtered detuned delays for ambient work. Detuning and filters sweep are modulated by input level.
- 496 **Sweetaps&Pans** _____ (Reverb, Delay)
series: *m_bandtaps* *dual modfreqshift*
Moody rhythmic delays, filtered and modulated...in a beautiful panning dance.
- 497 **Sax plate** _____ (Reverb, Delay)
series: *ultratap 2* *dense room 8*
Diffused delays and room ambience for that 'produced' delayed sax sound. Use TAP to control the verb decay. Remember that reggae song?
- 498 **Far Gitar** _____ (Reverb, Delay)
series: *ultratap 2* *dense room 8*
Diffused tones from the back of the room. For those sweet vibes on a clean guitar. Use moderate input levels.
- 499 **Mission Chorus** _____ (Delay, Modulation)
parallel: *st chorus delays* *st chorus delays*
An FM and dynamically modulated chorus. Adds color and builds a large sound for a lot of melodic instruments. Try it on organ or electric piano.

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The presets beyond this point are new for V4.0 and share their numbering range with presets on the Compact Flash card. You should try and keep bona-fide card presets numbered close to 500 to keep them apart.

- 800 Chors'n'Echo** _____ (Delay, Modulation)
xfade: *m_chorusdelays*
 Simple stereo chorus and delay. So lush you could play a whole gig with this one alone.
- 801 Echoes Pad** _____ (Pitch, Delay, Modulation, Complex, EQ, Dynamics)
series: *m_chorusdelays* *MF Undulator*
 This is really unique! Play chords sparsely, or use a volume pedal for swells and it reacts without messing your input. Airy and spacey ... still very musical.
- 802 Mike Chorus** _____ (Delay, Modulation, EQ, Dynamics)
xfade: *MF Chorus*
 Those cats down in L.A., back in the good ol' days in the '80s knew how to do chorusing right, didn't they? Studio grade chorus ... without heavy racks to move. HUGE!
- 803 Verb Waves** _____ (Pitch, Reverb, Delay, Modulation, Complex, EQ, Dynamics)
series: *reverb 8* *MF Undulator*
 Well....one of those sounds that makes you realize why an Eventide is a masterpiece. Verb is rich and waves jumps after a while with a random bounce, opening space up....and inspiring the musician in you.
- 804 Bulge Tales** _____ (Pitch, Delay, Modulation)
series: *m_chorusdelays* *multishift 2*
 Another take on the '80s chorus legacy, this time with stereo delays added. A Dyno into an H3000 was THE trick back then. Sounds like that.
- 805 FlangDlyThik** _____ (Pitch, Delay, Modulation)
series: *m_chorusdelays* *multishift 2*
 Similar to "Bulge Tales," with flanging rather than chorus. The "flange" parameter is where you really want to search for the right sound.
- 806 FlangDlyTrem** _____ (Delay, Modulation, EQ, Dynamics)
series: *m_chorusdelays* *MF TrmPan*
 A Ry Cooder style modulated tremolo. Beauty on your chords. Again... that "flange" hot key is where you get your magic out of Eclipse.
- 807 Verb Swims!** _____ (Pitch, Reverb)
series: *reverb 16* *dual multishift*
 OMG!!! This is sooo good! Arpeggios thru this don't loose any intelligibility, no matter how spacey and wide it sounds like. First preset of a series dedicated to post-processed verbs. *Multishift* after verb opens it up.
- 808 Verb>Bandpass** _____ (Reverb, Delay, EQ)
series: *reverb 16* *m_banddelays*
 When you need to impose a specific tonal personality to a reverb, bandpass filters can do it for you. This is tuned to a "down-home" earthy Strat neck pickup tone. You'll probably spend too much time playing thru this before listening to the next one. The second hot keys page has a bandpass parameter w/2 monitoring parameters for the filter freq.
- 809 Verb Talks!** _____ (Reverb, Delay, Modulation, EQ, Dynamics)
series: *reverb 16* *MF qWah*
 Verb thru' modulated human voice vowels formants. Hold tight on that boat, amigo!
- 810 Lemon** _____ (Pitch, Delay, Modulation, EQ, Dynamics)
series: *reverse crystals* *MF TrmPan*
 By huge popular demand...that Edge-y thing! You know what this is all about, don't you?

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- 811 GTR Rig #1** _____ (Pitch, Reverb, Delay, Modulation)
series: *multishift 4* *moddelays+verb 8*
First big rack in a box for you, strings benders! This has Chorus/Pitch Shifter/Tap Tempo Delay/Reverb...all stereo versions.
You may use your MIDI pedalboard's CC messages to remote the 4 effects levels on the first hot keys page...to get FX on/off functions. For your next gig!
- 812 GTR Rig #2** _____ (Pitch, Delay, Modulation, EQ)
series: *m_ringdelays* *st chorus delays*
This is a softer sounding rack, with a special effect made popular by Gilmour on "Dark Side...." Swim/Chorus/Delays on Eclipse!
- 813 GTR Rig #3** _____ (Reverb, Delay, Modulation, Dynamics)
series: *ducked delays* *moddelays+verb 8*
...and the third one is a gig blast! Dynamic Delay/Chorus/Reverb, with Chorus send to verb for enhanced clarity.
- 814 FilteredPad** _____ (Pitch, Reverb, Delay, Modulation, EQ, Dynamics)
series: *rev_taps_verb* *dual modfilters*
There is much going on here. Reverse Shifters, Tap Delays and Reverb thru Modulated Filters. Synth-y stuff for chordal work as well as keyboard maestri.
- 815 Auto Swell** _____ (Delay, Modulation)
series: *MF Undulator* *m_chorusdelays*
By popular request you can now play a chord and Eclipse will fade it in, gently and slowly. Pad Dcy (decay) will set the sustain length of the swell. But we couldn't just stop there, to an auto sweller, could we? If you set Pad Dcy to its max value, the Pad will sustain forever. Imagine using a pedal to remote it and trap chords in endless loops that can be easily managed rocking the pedal.
- 816 St.Digital Dly** _____ (Delay, Modulation, EQ, Dynamics)
xfade: *TF VintDly*
Sometimes it's what you only need. Eclipse has one for you.
- 817 TapeEcho** _____ (Delay, Modulation, EQ, Dynamics)
xfade: *TF TapeEcho*
Old days, warbling lo-fi tape echo. Don't forget to change your tape every once in a while. Or at least clean the heads.
- 818 Dtun>DuckDly** _____ (Pitch, Reverb, Delay, EQ, Dynamics)
series: *detune 4 plex* *ducked delays*
Nice static chorusing with ducked delays, for a classy jazzy tone.
- 819 RingPongPad** _____ (Reverb, Delay, Modulation, EQ)
series: *diffchorus* *lfo filter+pingpong*
More reverb post-processing. This one has organic texture verb thru' ping pong filtered delays. Play rhythm parts and make sure you tap the tempo first. Things spread and dance along with your heartbeat. Another Eventide story....
- 820 Flangy** _____ (Delay, Modulation, EQ, Dynamics)
xfade: *TF ModDly*
Did I hear "analog flanger please?" A new classic from our Mod Factor pedal - simple and useful.
- 821 Reverse Lead** _____ (Delay, Modulation, EQ, Dynamics)
xfade: *TF Reverse*
Just don't use any dry sound thru this one...and let it take care of your solo. You ever know where you may end up!
- 822 Walls&Hall** _____ (Pitch, Reverb, EQ)
series: *detune 4 plex* *reverb 16*
Classy reverb with walls simulation. Any environment can be created here by playing with the parameters. It's truly a powerful tool, if you the time to explore the spaces.

Eclipse Presets - Descriptions

V4.0

- 823 **Verb>breV** _____ (Reverb, Delay, EQ)
series: *diffchorus* *dual reverse (10)*
Atmospheric textures here. Your organic verb with weird creatures coming back(wards) after 10 seconds. Used to be a very expensive effect some years ago.
- 824 **MangledVerb** _____ (Reverb, EQ, Dynamics)
series: *diffchorus* *st_distortion*
Distort...a verb! The Lexi folks would get scared at this point. All sort of mangling possibilities are available in the distortion preamp. Just get obnoxious with it.
- 825 **ResonantVerb** _____ (Reverb, Delay, EQ)
series: *diffchorus* *m_combtaps*
The beauty! Amazing Diffchorus verb thru Combtaps...dancing in time on tuned resonances...far...far away. Must be nice and sensitive with this.
- 826 **Verb//PanDlys** _____ (Reverb, Delay, Modulation)
parallel: *reverb 16* *m_pandays*
2 useful tools in parallel. Space and echoes can never be too much.
- 827 **Plate Verb** _____ (Reverb, Delay, Modulation)
series: *m_chorusdelays* *dense room 8*
From the H8000! Reflections and tail adjusted for bright plate vibe.
- 828 **Room Verb** _____ (Reverb, Delay, Modulation)
series: *m_chorusdelays* *dense room 8*
Also from the H8000! This is tuned to a more intimate tight space - it makes your drums so big you won't fit in the same room. Get out!
- 829 **Brass Plate** _____ (Reverb, Delay, Modulation)
series: *m_chorusdelays* *dense room 8*
More from the H8000! A larger bright plate for horn sections. Nice added reflections here and there.
- 830 **Rich Chamber** _____ (Reverb, Delay, Modulation)
series: *m_chorusdelays* *dense room 8*
From the H8000! Duller than a Plate, larger than a Room ... here's your Chamber of Doom!
- 831 **Wide Hall** _____ (Reverb, Delay, Modulation)
series: *m_chorusdelays* *dense room 8*
From the H8000! Don't just stand there ... sit down and play piano thru this.
- 832 **Eclipse Space** _____ (Reverb, Delay, Modulation)
series: *m_chorusdelays* *dense room 8*
This verb has different things going on in each speaker, one after the other. It's interesting how it creates a wide field while keeping your source intact.
- 833 **Floating Dlys** _____ (Delay, Modulation, Dynamics)
series: *fm panner* *m_chorusdelays*
The FM Panner creates psycho-acoustic tricks on these beautiful chorused Delays. Where or When?
- 834 **Pitched Dlys** _____ (Pitch, Delay, Modulation)
series: *dual multishift* *m_chorusdelays*
Sometimes you want those pitched echoes to stay at the same tuning with each repeat, without the classic "staircase" pitch effect. Finally...on Eclipse.

Eclipse Presets – Descriptions

V4.0

- 835 **Hall>8bandEQ** _____ (Reverb, Delay, EQ)
series: *dense room 16* *dual 8 band eq*
A majestic beautiful Hall verb thru a mission-critical 8 band parametric EQ. Here you can make your verb fit any instrument in any mix, letting the tail breathe in the tonal zone still allowed in the mix. This version is tuned to a classic European cathedral environment you don't find every day.
- 836 **VintDly>Flange** _____ (Delay, Modulation, EQ)
series: *Vintage Delay* *m_chorusdelays*
This keeps your tap tempo Vintage Delays well flanged and wet. Lovely sounds from the classic records.
- 837 **Hall>Flange** _____ (Reverb, Delay, Modulation)
series: *dense room 16* *m_chorusdelays*
We just couldn't keep this to ourselves! Sharing is the key. Post processing applied to verb, again.
- 838 **TremDrops** _____ (Delay, Modulation, Dynamics)
series: *m_combtaps* *fm trem*
Delays resonate and trem...and you hope you know what you are doing! Long chords fit in!
- 839 **Nice Vibrato** _____ (Delay, Modulation, EQ, Dynamics)
xfade: *MF Vibrato*
A modern vibrato from our stomps. You know it as soon as you hear it.
- 840 **Finally the5th** _____ (Pitch)
parallel: *multishift 4* *multishift 4*
The man made nine of these. The Fifth was an instant hit. Play a single staccato note and wait. DaDaDa Daaaa.....DaDaDa Daaaa!

Eclipse Presets - Descriptions

V4.0

Eclipse Guitar Preamp Presets

Included in V4.0 is a suite of presets designed to utilize Eclipse as a standalone guitar preamp.

There are two categories: “IntoAmp,” which sends a front-end tone creator into your guitar amp for live use, and “IntoMix,” which allows direct guitar recording with amp simulation. Both feature Eventide’s new Dynamic Distortion II™, which gives you more overdrive the harder you play while retaining the tonal characteristics of your instrument.

Since Eclipse is capable of providing 20+ dB of clean signal boosting, you can now further overdrive the input of a tube amp by using these presets with a high Out Gain level setting. Rock!!

These presets also feature Eclipse’s new Forced Feedback control for attaining amp feedback even at low volumes. Assign this parameter to an expression pedal for tons of controlled chaos on demand.

Instructions:

- o Plug a guitar into Eclipse Input 1.
- o For live amp use, plug Eclipse Output 1 directly into a guitar amp set to a clean channel.
- o For direct recording, plug Eclipse Outputs 1 and 2 directly into a mixer or computer.
- o Under LEVELS, set Eclipse I/O Mode to Mono 1. Eclipse’s Wet/Dry mix should be set to 100%.
- o You’ll want to adjust Eclipse’s In Gain so that loud strums are just below the red on Eclipse’s LED meters.
- o Adjust Eclipse’s Out Gain to taste.

Because the distortion gives an overdriven compressor effect, the overall gain varies with input level. The presets are calibrated for an input level just below the red on the meter – this gives similar wet and dry levels. If you use an input much below this level, you will not get the full beauty of the distortion and will find the wet level to be much higher than the dry. You can adjust the *OUTPUT* hot key to balance these levels.

On each guitar preamp preset you will find hot keys of standard amp controls like Drive, Bass, Mid, and Treble. There are also hot keys for Preset Output Level, Forced Feedback Amount, controls for the Sweepable Mid EQ, and Effects Mix.

The preamp section is located in Effect Block A, so you are free to load other algorithms into Effect Block B to create your own unique amp/effect combinations.

Even though the “IntoAmp” and “IntoMix” presets were designed for different output destinations, you should feel free to use all of these presets with any source you like because after all, these are not rules. Have fun!

Remote Control via Factor Stompbox

All of the hot keys in the new guitar preamp presets come assigned to Externals 5-14. This is specifically so that you can use an Eventide Factor Series Stompbox as a remote interface for the preamp controls and is great for tweaking sounds on the fly.

To use, connect the MIDI OUT from a Factor Stompbox to Eclipse’s MIDI IN. In the Factor Stompbox’s MIDI Menu, turn CTL XMT to ON.

The Eclipse Externals need to match the Factor Stompbox’s factory MIDI CC numbers for its 10 knobs, which are set to MIDI CC 22-31 by default.

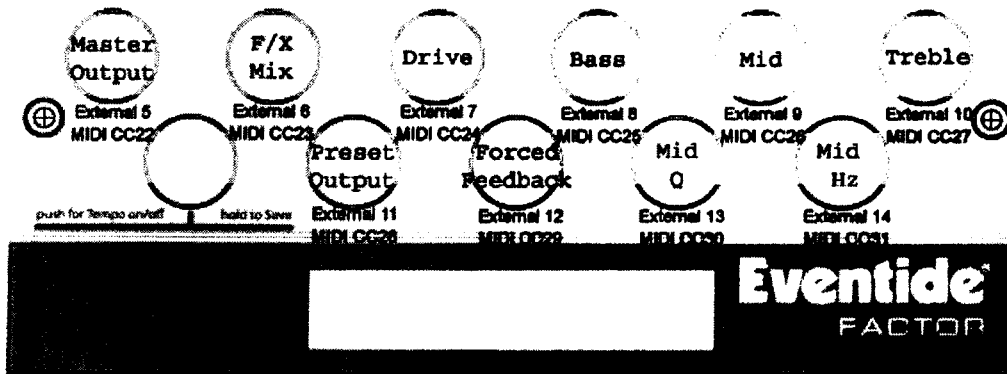
There is an “EclipseGuitarPre” User Setup you can load which contains all of these settings pre-programmed. Please refer to the Eclipse User Guide for instructions on saving and loading User Setups.

Warning: Loading a User Setup will change all of your Setup settings, so be sure to save your current Setup first if you want to keep it.

Eclipse Presets – Descriptions

V4.0

The Factor Stompbox remote controls are set as follows:



Preset Descriptions

- 850 IntoAmpRockably** _____ (Reverb, Delay, Modulation, EQ, Dynamics)
series: *distortion preamp moddelays+verb 8*
Mellow Clean sound with tape-slap echo
- 851 IntoAmp Surfroc** _____ (Reverb, Delay, Modulation, EQ, Dynamics)
series: *distortion preamp moddelays+verb 8*
Dirty verby surf rock tone
- 852 IntoAmp Clean** _____ (Reverb, Delay, Modulation, EQ, Dynamics)
series: *distortion preamp moddelays+verb 8*
Standard clean sound with a touch of reverb and delay
- 853 IntoAmp Dirt** _____ (Reverb, Delay, Modulation, EQ, Dynamics)
series: *distortion preamp moddelays+verb 8*
Slightly overdriven amp sound with some subtle reverb and delay
- 854 IntoAmp Crunch** _____ (Reverb, Delay, Modulation, EQ, Dynamics)
series: *distortion preamp moddelays+verb 8*
Cranked amp with slight effects. Roll back your guitar volume to clean up.
- 855 IntoAmp Leadl** _____ (Reverb, Delay, Modulation, EQ, Dynamics)
series: *distortion preamp moddelays+verb 8*
Hot Rodded amp sound with phased echoes. Take control of this sound if you can!
- 856 IntoAmp Metal** _____ (Reverb, Delay, EQ, Dynamics)
series: *distortion preamp reverb 16*
High Gain with Scooped Mids

Eclipse Presets - Descriptions

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- 857 **IntoAmp KillerQ** _____ (Reverb, Delay, EQ, Dynamics)
series: *distortion preamp reverb 16*
Here's an example of what you can do with sweep-able Mid EQ. Experiment with the Mid Q and Mid Hz for cool variations.
- 858 **IntoMix Clean** _____ (Reverb, Delay, EQ, Dynamics)
series: *distortion preamp reverb 16*
Clean and simple, direct into your recording
- 859 **IntoMix Dirt** _____ (Reverb, Delay, EQ, Dynamics)
series: *distortion preamp reverb 16*
A bluesier version of the above
- 860 **IntoMix Crunch** _____ (Pitch, Delay, EQ, Dynamics)
series: *distortion preamp 4 detuners*
Cranked amp sound without an amp
- 861 **IntoMix Lead1** _____ (Reverb, Delay, Modulation, EQ, Dynamics)
series: *distortion preamp moddelays+verb 8*
High Gain lead sound for direct recording
- 862 **IntoMix Metal** _____ (Reverb, Delay, EQ, Dynamics)
series: *distortion preamp reverb 16*
High Gain and Scooped Mids for direct recording
- 863 **IntoMix KillerQ** _____ (Reverb, Delay, EQ, Dynamics)
series: *distortion preamp reverb 16*
Direct recording version of "IntoAmp KillerQ"
- 864 **MadCrunchDirect** _____ (Reverb, Delay, EQ, Dynamics)
series: *distortion preamp reverb 16*
Adjust the Forced Feedback control to rein this bad boy in
- 865 **MassivUltra Dir** _____ (Pitch, Delay, EQ, Dynamics)
series: *distortion preamp 4 detuners*
Just Massive.
- 866 **BassDrive** _____ (Reverb, Delay, EQ, Dynamics)
parallel: *distortion preamp reverb 16*
A bass guitar preset which mixes clean with dirty to add grit while keeping the low end intact.

Eclipse Presets – Descriptions

V4.0

TimeFactor™ Presets

These are large and sophisticated algorithms, some of which have a noticeable loading time. External 3 acts as the expression pedal input. Note that you will not be able to recreate the Multitap presets in the normal way- you should instead tweak one of those below. Because of the size of the algorithms, there are limits to how they may be combined in user presets.

The controls of these presets are described in detail in the Algorithms Manual.

- 900 **TF 1:1 DigDly** _____ (Delay, Modulation, EQ, Dynamics)
 xfade: *TF DigitalDly*
 Pristine Digital Delays with a little chorus for added shimmer. Try Repeat with this one. Tempo ON, set at 120BPM.
 Expression Pedal controls Fdbk A, Fdbk B
- 901 **TF 1:2 Multitap** _____ (Reverb, Delay, Dynamics)
 dual mono: *TF Multitap* *TF Multitap*
 Airplane Hanger - pedal controls size of hanger (Reverb-Time). Heel down for Piper Cub hanger (short), toe down for Airbus A380 (Infinite). Expression Pedal controls Fdbk B
- 902 **TF 2:1 VintDly** _____ (Delay, Modulation, EQ, Dynamics)
 xfade: *TF VintDly*
 Vintage Filtered Echoes -heel down for clean vintage echoes. Toe down adds a super sweet flange (much like "Kiss" by the Artist who used to have a name) and increases echo feedback. Tap Tempo for Delay Time. Tempo ON, set at 122BPM. Expression Pedal controls Depth (Mod Depth)
- 903 **TF 2:2 DigDly** _____ (Delay, Modulation, EQ, Dynamics)
 xfade: *TF DigitalDly*
 Bridge of Sighs - rotating Speaker emulator. Heel down is slow, toe down is fast. Don't get overcome by the Patchouli fumes ! Expression Pedal controls Fdbk B, Depth (Mod Depth) and Speed (Mod Rate)
- 904 **TF 3:1 BandDly** _____ (Delay, Modulation, Dynamics)
 xfade: *TF BandDly*
 Guitars in Space - synthy, swirly, filter-swept delays. Try with an aggressive, mid scooped, percussive distortion sound, or very clean strat-y mid position picked arpeggios. Very sick, or very pretty. You decide. Heel down is dry. Toe Down is full-on head trip. Mix to taste. Expression Pedal controls Mix
- 905 **TF 3:2 Reverse** _____ (Delay, Modulation, EQ, Dynamics)
 xfade: *TF Reverse*
 Backwards Riffs - ?decneirepxe uoy erA... I thought so. Slower playing and longer, held notes will help you get the vibe here. Speed it up once you get the 'tempo' of the reverse happening. Expression Pedal adds echo and controls Fdbk B
- 906 **TF 4:1 DuckDly** _____ (Delay, EQ, Dynamics)
 xfade: *TF DuckDly*
 Volume Swell Helper - this preset is great for big volume swells because your chords won't overlap. Expression Pedal adds infinite sustain and controls Fdbk A, Fdbk B
- 907 **TF 4:2 TapeEcho** _____ (Delay, Modulation, EQ, Dynamics)
 xfade: *TF TapeEcho*
 Classic Slap - great for rockabilly and anything that swings. Expression Pedal adds more ambience. Expression Pedal controls Mix, Depth (Wow,) and Speed (Flutter)
- 908 **TF 5:1 DigDly** _____ (Delay, Modulation, EQ, Dynamics)
 xfade: *TF DigitalDly*
 TwinDelay - two. Yes, two delay pedals for the price of one preset!!! You can have it today for the Low Low Low price of plugging in that nifty Expression Pedal we told you about. But wait! There's more! Heel down is faster, toe down is slower (longer times) with no pitch shifting between delay times. How did we do it? We could tell you, but then we'd have to shoot you. Expression Pedal controls Dly Mix

Eclipse Presets - Descriptions

V4.0

- 909 **TF 5:2 VintDly** _____ (Delay, Modulation, EQ, Dynamics)
xfade: *TF VintDly*
Classic Chorus - a rich chorus with no echoes. Pedal adds a flanging effect. Expression Pedal controls Fdbk A, Fdbk B
- 910 **TF 6:1 FiltPong** _____ (Reverb, Delay, Modulation, EQ, Dynamics)
xfade: *TF FiltPng*
Schizo Delay - two personalities in one preset. Heel down makes clean pong echoes. Toe down brings in the crazy. Mod increases to a rhythmic, sample and hold-style filter bloop with pong echoes. Tempo ON, set at 154BPM. Expression Pedal controls Mix, Fdbk A, Depth (Filter Mod Depth,) Speed (Filter Mod Multiplier,) and Filter (Filter Blend)
- 911 **TF 6:2 Reverse** _____ (Delay, Modulation, EQ, Dynamics)
xfade: *TF Reverse*
Ethereal Echoes - try a finger-picked ballad with this one for other-worldly sounds. Expression Pedal controls Mix, Fdbk A, and Fdbk B
- 912 **TF 7:1 DigDly** _____ (Delay, Modulation, EQ, Dynamics)
xfade: *TF DigitalDly*
Copy Cat - a single echo with zero feedback, "cloning" what you play. Play something in the right rhythm, and it will sound like you're playing twice as fast! Tempo ON, set at 168BPM. Expression Pedal controls Fdbk A
- 913 **TF 7:2 ModDly** _____ (Delay, Modulation, EQ, Dynamics)
xfade: *TF ModDly*
Every Lead You Fake - evokes a stalkingly beautiful ballad from the 80's. Remember, they'll be watching you... Expression Pedal controls Dly Mix
- 914 **TF 8:1 VintDly** _____ (Delay, Modulation, EQ, Dynamics)
xfade: *TF VintDly*
Where the Avenues Have No Name - emulates the sound of a certain guitar player who loves his echoes like You Too! Expression Pedal controls Dly Mix, Fdbk B
- 915 **TF 8:2 BandDly** _____ (Delay, Modulation, Dynamics)
xfade: *TF BandDly*
Over the Rainbow - use the Expression Pedal to step into the Emerald City. Expression Pedal controls Depth (Filter Mod Depth) and Filter (Filter Type)
- 916 **TF 9:1 ModDly** _____ (Delay, Modulation, EQ, Dynamics)
xfade: *TF ModDly*
Lost Lunch - a wobbly Tape Echo that totally freaks out when you step on the Expression Pedal! Expression Pedal controls Mix, Dly Time A, and Dly Time B
- 917 **TF 9:2 MultiTap** _____ (Reverb, Delay, Dynamics)
dual mono: *TF Multitap* *TF Multitap*
Ghost Town - playing lots of low E string with this preset might take you back to the Old West. Tempo ON, set at 120BPM. Expression Pedal controls Xnob (Slur)
- 918 **TF 10:1 ModDly** _____ (Delay, Modulation, EQ, Dynamics)
xfade: *TF ModDly*
Pedal Pitch - a rhythmic dual delay with a pitchy surprise when you use the Expression Pedal. Expression Pedal controls Dly Time A, Dly Time B, Depth (Mod Depth,) and Speed (Mod Rate)
- 919 **TF 10:2 Reverse** _____ (Delay, Modulation, EQ, Dynamics)
xfade: *TF Reverse*
Dring Modulator - not every preset is pretty! This one's fun. Expression Pedal varies the ring modulation. Expression Pedal controls Dly Time A and Dly Time B.

Eclipse Presets – Descriptions

V4.0

920 **TF Looper** _____ (Delay, EQ)
xfade: TF Looper

This is the full featured Phrase Looper from Eventide's TimeFactor Stompbox, providing infinite overdubbing, adjustable edit points, and varispeed. TimeFactor's maximum recording time is 48 seconds, but the Eclipse version gives you up to a whopping 160 seconds! That's almost an entire song's worth of sweet looping bliss! See the Algorithms Manual for information on using the Looper.

Note that this preset does not exist on the Stompbox, as the Looper is selected as an Effect, rather than a factory preset.

Eclipse Presets - Descriptions

V4.0

ModFactor™ Presets

These are large and sophisticated algorithms which may have a noticeable loading time. External 3 acts as the expression pedal input, while External 4 is used when the pedal is a modulation source. Because of the size of the algorithms, there are limits to how they may be combined in user presets.

The controls of these presets are described in detail in the Algorithms Manual.

- 921 **MF 1:1 Chorus** _____ (Delay, Modulation, EQ, Dynamics)
xfade: MF Chorus
Liquid Fructose - a subtle chorus that really sweetens up your sound.
- 922 **MF 1:2 Chorus** _____ (Delay, Modulation, EQ, Dynamics)
xfade: MF Chorus
Big Clone - this chorus is deep and wide. Jump right in! Tempo ON, set to 120BPM.
- 923 **MF 2:1 Phaser** _____ (Delay, Modulation, EQ, Dynamics)
xfade: MF Phaser
FunkPhase - the Random Shape seems to always put the sweep in the right place for great clean rhythm parts and dirty solos.
- 924 **MF 2:2 Phaser** _____ (Delay, Modulation, EQ, Dynamics)
xfade: MF Phaser
Ain't Talkin' 'Bout Phase - similar to the huge sweeping phaser sounds heard on tapping solos of the late 70's.
- 925 **MF 3:1 Q-Wah** _____ (Delay, Modulation, EQ, Dynamics)
xfade: MF qWah
Talking Back - it's like a Talk Box, but without the mess!
- 926 **MF 3:2 Q-Wah** _____ (Delay, Modulation, EQ, Dynamics)
xfade: MF qWah
Ottawa - a traditional Wah Pedal sound controlled by an LFO so your foot doesn't have to do the work! An Expression Pedal will send the speed into outer space.
- 927 **MF 4:1 Flanger** _____ (Delay, Modulation, EQ, Dynamics)
xfade: MF Flanger
Long Flyby - your own private jet. Use an Expression Pedal to choose between cross country or transcontinental.
- 928 **MF 4:2 Flanger** _____ (Delay, Modulation, EQ, Dynamics)
xfade: MF Flanger
Barrel Roll - think of the best flanger you can, multiply that by 10, and this one's still better!!
- 929 **MF 5:1 ModFilter** _____ (Delay, Modulation, EQ, Dynamics)
xfade: MF ModFltr
Bass Auto Wah - why should guitar players have all the fun? Bring the funk with the Bass Auto Wah.
- 930 **MF 5:2 ModFilter** _____ (Delay, Modulation, EQ, Dynamics)
xfade: MF ModFltr
Jupiter Reacts - just like Planet Jupiter, this preset dynamically responds to your playing.
- 931 **MF 6:1 Rotary** _____ (Delay, Modulation, EQ)
xfade: MF Rotary
Slowly Rotate - the very first Rotary Speaker was housed in a wooden closet and weighed 1000 pounds. This one fits in your gig bag and tastes like buttah!
- 932 **MF 6:2 Rotary** _____ (Delay, Modulation, EQ)
xfade: MF Rotary
Whirling Dervish - based on Preset 6:1, but set to the Fast speed.

Eclipse Presets – Descriptions

V4.0

- 933 **MF 7:1 TremoloPan** _____ (Delay, Modulation, EQ, Dynamics)
xfade: MF TrmPan
Tumbleweed Trem - the good, the bad, and the ugly!
- 934 **MF 7:2 TremoloPan** _____ (Delay, Modulation, EQ, Dynamics)
xfade: MF TrmPan
Modacity - hypnotize yourself with this square wave tremolo, turning your sound on and off at whatever tempo you tap in. Tempo ON, set to 74 BPM
- 935 **MF 8:1 Vibrato** _____ (Delay, Modulation, EQ, Dynamics)
xfade: MF Vibrato
Swamp Moon - goes great with moody arpeggios.
- 936 **MF 8:2 Vibrato** _____ (Delay, Modulation, EQ, Dynamics)
xfade: MF Vibrato
Warped Vinyl - expression Pedal changes warpage from mild to "left out in the sun."
- 937 **MF 9:1 Undulator** _____ (Pitch, Delay, Modulation, EQ, Dynamics)
xfade: MF Undulator
Quadruple Peaks - unsettling and eerie...
- 938 **MF 9:2 Undulator** _____ (Pitch, Delay, Modulation, EQ, Dynamics)
xfade: MF Undulator
Never There - create complete soundscapes with one guitar using this preset.
- 939 **MF 10:1 RingMod** _____ (Delay, Modulation, EQ, Dynamics)
xfade: MF Ringmod
What's That Smell? Now you don't have to ruin your equipment to sound like something's fried.
- 940 **MF 10:2 RingMod** _____ (Delay, Modulation, EQ, Dynamics)
xfade: MF Ringmod
Guitar Drums - play some muted notes with this preset and you can get some interesting percussion sounds out of your guitar.
- 941 **MF 11:1 Chorus** _____ (Delay, Modulation, EQ, Dynamics)
xfade: MF Chorus
Polymodelicious - a chorus so thick and juicy, you might need a napkin. Tempo ON, set at 120BPM.
- 942 **MF 11:2 Chorus** _____ (Delay, Modulation, EQ, Dynamics)
xfade: MF Chorus
Chorus Bumps - what are those bumps, and why are they so much fun? Tempo ON, set at 120BPM.
- 943 **MF 12:1 Phaser** _____ (Delay, Modulation, EQ, Dynamics)
xfade: MF Phaser
Phaser Wah - you'll have to use an Expression Pedal to take a sweet Phaser Wah solo with this preset.
- 944 **MF 12:2 Phaser** _____ (Delay, Modulation, EQ, Dynamics)
xfade: MF Phaser
Lou-nivibe - a recreation of a classic rotating effect. Adjust Depth to taste. Thanks, Lou !
- 945 **MF 13:1 Q-Wah** _____ (Delay, Modulation, EQ, Dynamics)
xfade: MF qWah
Mumbler - don't try to understand the Mumbler, it just uh, mumbles.
- 946 **MF 13:2 Q-Wah** _____ (Delay, Modulation, EQ, Dynamics)
xfade: MF qWah
Vintage Wah - a Wah sound reminiscent of something Hendrix screamed on. You'll need an Expression Pedal to get the most authentic 'experience' out of this preset. Otherwise, turn the Shape knob to Sine and wail away.

Eclipse Presets - Descriptions

V4.0

- 947 **MF 14:1 Flanger** _____ (Delay, Modulation, EQ, Dynamics)
xfade: *MF Flanger*
Sugarflange - this chorussy flanger will thicken up just about anything. Tempo ON, set at 104BPM.
- 948 **MF 14:2 Flanger** _____ (Delay, Modulation, EQ, Dynamics)
xfade: *MF Flanger*
Rotator Flange - a flanger doing a rotary speaker impression.
- 949 **MF 15:1 ModFilter** _____ (Delay, Modulation, EQ, Dynamics)
xfade: *MF ModFltr*
Nervous Filter - use the Expression Pedal to make this filter even more nervous! Tempo ON, set at 104BPM.
- 950 **MF 15:2 ModFilter** _____ (Delay, Modulation, EQ, Dynamics)
xfade: *MF ModFltr*
Hyperwah - how do you make a Wah hyper? Double modulate its sweep and add then caffeine. Tempo ON, set at 168BPM.
- 951 **MF 16:1 Rotary** _____ (Delay, Modulation, EQ)
xfade: *MF Rotary*
Big Cabinet - a big, bad rotary sound!
- 952 **MF 16:2 Rotary** _____ (Delay, Modulation, EQ)
xfade: *MF Rotary*
HyperRotor - use an Expression Pedal to see just how hyper this rotor can get.
- 953 **MF 17:1 TremoloPan** _____ (Delay, Modulation, EQ, Dynamics)
xfade: *MF TrmPan*
Special Agent Factor - the name's Factor, Mod Factor. He has a license to... trem.
- 954 **MF 17:2 TremoloPan** _____ (Delay, Modulation, EQ, Dynamics)
xfade: *MF TrmPan*
Flutter Trem - this preset has flutters on LFO peaks, mixed with a standard tremolo sound. Tempo ON, set at 134BPM.
- 955 **MF 18:1 Vibrato** _____ (Delay, Modulation, EQ, Dynamics)
xfade: *MF Vibrato*
DynaVibrato - the harder you play, the faster this Vibrato will get.
- 956 **MF 18:2 Vibrato** _____ (Delay, Modulation, EQ, Dynamics)
xfade: *MF Vibrato*
Quiverer - when you want to sound like something's not quite right.
- 957 **MF 19:1 Undulator** _____ (Pitch, Delay, Modulation, EQ, Dynamics)
xfade: *MF Undulator*
Lonesome Trail - point an Expression Pedal to "Toe" and this Trail will go on forever.
- 958 **MF 19:2 Undulator** _____ (Pitch, Delay, Modulation, EQ, Dynamics)
xfade: *MF Undulator*
Time Lapse - a thousand years are reduced to a few seconds with this sound.
- 959 **MF 20:1 RingMod** _____ (Delay, Modulation, EQ, Dynamics)
xfade: *MF Ringmod*
HellsBells - the carrier frequency is modulated by the S-Mod knob.
- 960 **MF 20:2 RingMod** _____ (Delay, Modulation, EQ, Dynamics)
xfade: *MF Ringmod*
Static - the Static from this Ringmod isn't yours, it's OURS. Expression brings in Sample+Hold.