

## Effect Presets of EURORACK UB1832FX-PRO

Effect	Description	Application (example)
<b>PARALLEL EFFECTS</b>		
<i>Cathedral</i>	Very dense and long reverb similar to sound in a large cathedral.	Solo instruments / vocals in slow pieces.
<i>Plate</i>	Simulation of early reverb plates.	A classic for drums (snare) and vocals.
<i>Concert</i>	Simulation of a small theater or large concert hall respectively.	Gives signals (e.g. voices in a radio play) atmosphere.
<i>Stage</i>	Very dense reverb intended primarily for live performances.	Gives keyboard pads width and depth.
<i>Room</i>	You can clearly hear the walls of the room as they reflect the sound.	Reverb effect that isn't intended to be directly audible.
<i>Studio</i>	Communicates a sense of atmosphere; signals sound natural and not "flat".	Enhances sound sources when recording.
<i>Small Hall</i>	Simulation of a more or less small, lively (i.e. with strong reflections) hall.	Suitable for drums, etc.
<i>Ambience</i>	Simulation of a medium-sized room without late reflections.	Extremely versatile—lots of different uses.
<i>Early Reflections</i>	Very dense reverb with strong early reflections.	Drums, percussion, slap bass.
<i>Spring Reverb</i>	Simulation of the classic spring reverb.	Extremely versatile—lots of different uses.
<i>Gated Reverb</i>	Reverb, which is cut off abruptly.	Creates an extremely "snappy" snare sound.
<i>Reverse Reverb</i>	Reverb with inverse reverb curve, i.e. the reverb is first quiet and then gets louder.	Creates a "weird" kind of vocal sound.
<i>Chorus</i>	Slightly detunes the original signal.	Extremely versatile—lots of different uses (guitar, vocals, bass, keyboards, etc.).
<i>Flanger</i>	A slightly delayed signal is added to the original signal. This creates phase shifting.	Extremely versatile—lots of different uses (guitar, vocals, bass, keyboards, etc.).
<i>Phaser</i>	Works according to the principle of phase shifting.	Extremely versatile—lots of different uses (guitar, vocals, bass, keyboards, etc.).
<i>Rotary Speaker</i>	Simulation of the classic organ effect.	Organ / keyboards.
<i>Delay</i>	The input signal is delayed with several feedbacks.	Extremely versatile—lots of different uses.
<i>Chorus &amp; Reverb</i>	Combination of chorus and reverb effects.	A classic for vocals.
<i>Flanger &amp; Reverb</i>	Flanger and reverb effects.	Can be used in all applications.
<i>Phaser &amp; Reverb</i>	Combination of phaser and reverb effects.	Can be used in all applications.
<i>Rotary Speaker &amp; Reverb</i>	Combination of rotary speaker effect and reverb program.	Organ / keyboards / electric guitar.
<i>Delay &amp; Reverb</i>	Delay and reverb.	The most common combination for vocals, solo guitar, etc.
<i>Delay &amp; Chorus</i>	Widens the signal with interesting repeat effects.	Voices are striking and have "character". Intelligibility is maintained.
<i>Delay &amp; Flanger</i>	Similar to delay & chorus, but the signal's pitch is modulated up and down.	Ideal for creating all types of "spacey" sounds.
<b>INSERT EFFECTS</b>		
<i>Compressor</i>	Quiet passages are raised in level; loud ones are attenuated.	All types of individual signals, as well as main mix signals.
<i>Expander</i>	Dynamics are not restricted (see compressor), but expanded: interference (noises, humming, etc.) is reduced.	Individual signals, primarily with microphones.
<i>Gate</i>	A gate opens for a specific moment to allow a signal to pass. It then closes again.	"Tones down" microphones susceptible to feedback / removal of interference noise.
<i>Ultramizer</i>	Extremely effective compression due to automatic adjustment of compression parameters.	Processing of main mix signals in order to obtain a uniform output level.
<i>Ultrabass</i>	Combination of sub-harmonic processor, bass exciter and limiter.	Refinement of keyboard sounds / sound effect for electric bass.
<i>Panner</i>	The signal "wanders" from one stereo side to the other.	Can be used as special effect (e.g. when adding sound effects to radio plays).
<i>Exciter</i>	Artificial harmonics are added to the signal. Result: improved presence and "loudness".	Both main mix and individual signals. With vocals, the exciter enhances intelligibility.
<i>Auto Filter</i>	Depending on the level, a frequency band is emphasized, similar to the auto wah effect of electric guitars.	DJ applications / sound effect at live events / electric guitar / electric bass.
<i>Tube Distortion</i>	Simulation of the tube distortion familiar from guitar amplifiers.	Electric guitar / vocals / keyboards.
<i>Guitar Amp</i>	Simulation of a guitar amplifier.	Electric guitar / electric bass.
<i>Vinylizer</i>	Simulates the crackling of old vinyl records.	DJ applications / sound effect at live events.
<i>Test Tone</i>	Test tone with a frequency of 1 kHz.	For P.A. level adjustment