## Effect Presets of EURORACK UB2442FX-PRO

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