AKAI professional

# DPS16

## DIGITAL PERSONAL STUDIO

**Version 1.1 Addendum**

**WARNING**

**To prevent fire or shock hazard, do not expose this appliance to rain or moisture.**

# Operator's Manual

# Additional functions and improvements

- 8 new effect types supported
- Resetting all effect parameters function added
- Names of effect type and their order changed for easier selection
- REVERB>REVERSE and PITCH CORRECTOR effect types supported
- DISTORTION and ENHANCER effect types supported at 96kHz sampling frequency

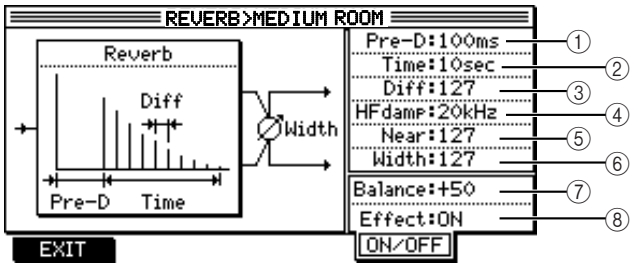
# Additional Effect Types

The following 8 reverb effect types with new algorithm have been added.

> ➳**NOTE:** *The overall level settings of the whole Reverb effect types have been changed due to the addition of new reverb effect types. It may be required to readjust the levels depending on the reverb effect type used.*

## REVERB>MEDIUM ROOM

This stereo reverb effect simulates reverberations in a medium-size room.




| | Parameter | Setting range | Function |
|---|---|---|---|
| ① | Pre-D *1 | 1ms – 100ms | Adjusts the delay time of early reflections. |
| ② | Time *2 | 0.1sec – 10sec | Adjusts the time of attenuation of reverberation. |
| ③ | Diff *3 | 0 – 127 | Adjusts the density of reverberation. |
| ④ | HFdamp *4 | 20Hz – 20kHz | Sets a frequency at which the higher range of reverberation is cut. |
| ⑤ | Near *5 | 0 – 127 | Adjusts the imaginary distance to the sound source. The lower the value is, the more depth and distance. |
| ⑥ | Width *6 | 0 – 127 | Adjusts the width and spread of the stereo image. |
| ⑦ | Balance | +50 – 0 – –50 | Adjusts the balance between the effect sound and dry sound. (Effect sound only at a value of +50) |
| ⑧ | Effect | ON/OFF | Switches the effect sound output on and off. |

Although the parameter values of the following reverb types are different, the available parameters are common to all reverb types.

## REVERB>PLATE 1

This stereo reverb effect simulates reverberations of the plate with standard character.

## REVERB>PLATE 2

This stereo reverb effect simulates reverberations of the plate with expressive character.

## REVERB>VOCAL PLATE

This stereo reverb effect simulates reverberations of the plate suitable for vocal sound.

## REVERB>DRUM BOOTH

This stereo reverb effect simulates reverberations in a drum booth.

## REVERB>THEATER

This stereo reverb effect simulates reverberations in a theater.

## REVERB>AUDITORIUM

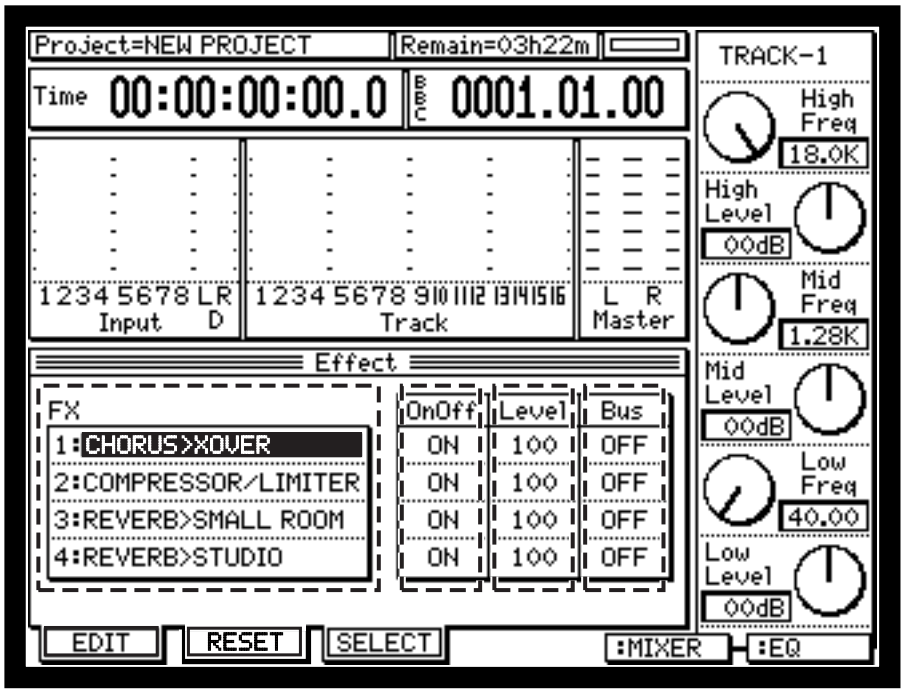
This stereo reverb effect simulates reverberations in an auditorium.

## REVERB>WAREHOUSE

This stereo reverb effect simulates reverberations in a warehouse.

## Reset All Effect Parameters

The whole effect parameters can now be reset to their factory default values.




Pressing the [F2] (RESET) function key in EFFECT mode screen will open up the CAUTION!! window and pressing the [F6] (DO IT) will reset all effect parameters to their factory default values. This function will be convenient when you want to set all effect settings back to their default values, especially after extensive changes of various parameter settings.

## Change of Effect Type Names

The names of effect type and the order of their appearance in the selection field for the effect type have been changed as follows (former names in parenthesis). This makes it easier to select effect types by name.

| | |
|---|---|
| 1. | CHORUS>MONO (MONO CHORUS) |
| 2. | CHORUS>STEREO (STEREO CHORUS) |
| 3. | CHORUS>XOVER (XOVER CHORUS) |
| 4. | CHORUS>DELAY |
| 5. | COMPRESSOR/LIMITER |
| 6. | DELAY>MONO (MONO DELAY) |
| 7. | DELAY>STEREO (STEREO DELAY) |
| 8. | DELAY>XOVER (XOVER DELAY) |
| 9. | DELAY>PAN (PANNING DELAY) |
| 10. | DELAY>PING PONG (PING PONG DELAY) |
| 11. | DELAY>MULTI TAP (MULTI TAP DELAY) |
| 12. | DIGITAL EQ |
| 13. | DISTORTION |
| 14. | ENHANCER |
| 15. | EXPANDER |
| 16. | FLANGER>MONO (MONO FLANGER) |
| 17. | FLANGER>STEREO (STEREO FLANGER) |
| 18. | FLANGER>XOVER (XOVER FLANGER) |
| 19. | FLANGER>PAN (PAN FLANGER) |
| 20. | FLANGER>DELAY (FLANGE>DELAY) |
| 21. | NOISE GATE |
| 22. | PAN>AUTO PAN (AUTO PAN) |
| 23. | PAN>TRIGGER PAN (TRIGGER PAN) |
| 24. | PHASER>MONO (MONO PHASER) |
| 25. | PHASER>STEREO (STEREO PHASER) |
| 26. | PHASER>XOVER (XOVER PHASER) |
| 27. | PHASER>PAN (PAN PHASER) |
| 28. | PHASER>DELAY |
| 29. | PITCH CORRECTOR |
| 30. | PITCH SHIFT |
| 31. | REVERB>SMALL ROOM |
| 32. | REVERB>MEDIUM ROOM |
| 33. | REVERB>BIG ROOM |
| 34. | REVERB>SMALL HALL |
| 35. | REVERB>MEDIUM HALL |
| 36. | REVERB>BIG HALL |

| | |
|---|---|
| 37. | REVERB>BRIGHT HALL |
| 38. | REVERB>PLATE 1 |
| 39. | REVERB>PLATE 2 |
| 40. | REVERB>VOCAL PLATE |
| 41. | REVERB>DRUM BOOTH |
| 42. | REVERB>STUDIO |
| 43. | REVERB>LIVE HOUSE |
| 44. | REVERB>THEATER |
| 45. | REVERB>AUDITORIUM |
| 46. | REVERB>WAREHOUSE |
| 47. | REVERB>NON LINEAR |
| 48. | REVERB>REVERSE |
| 49. | ROTARY SPEAKER |
| 50. | TAPE ECHO |
| 51. | WAH>AUTOWAH (AUTOWAH) |
| 52. | WAH>TOUCH WAH (TOUCH WAH) |

## Other changes

- REVERB>REVERSE and PITCH CORRECTOR effect types supported

  REVERB>REVERSE and PITCH CORRECTOR effect types are now supported.

> ➳**NOTE:** *The PITCH CORRECTOR effect type can only be selected and used on one FX channel. Consequently, the other effect types selected on other FX channels will be disabled.*

- DISTORTION and ENHANCER effect types supported

  DISTORTION and ENHANCER effect types are now supported at 96kHz sampling frequency in addition to 32kHz, 44.1kHz and 48kHz sampling frequencies.

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Printed in Japan