TASCAM

TEAC Professional Division

D00959010A

# DM-4800

Digital Mixing Console

## EFFECT LIST

# Contents

# Effect Parameter List

## TASCAM FX2.0 Effect Parameters

### MONO CHORUS FX2.0

This chorus effect features mono-in (one input) and stereo-out (two outputs).

**Table 1.1: Mono Chorus parameters**

| Parameter | Indicator | Range | Description | Remarks |
|---|---|---|---|---|
| LFO rate | **LFO Rate** | Freeze, 0.01 Hz - 30.00 Hz (0.01 Hz steps) | Specifies LFO frequency. | |
| LFO depth | **LFO Depth** | 0.0% - 100.0% (0.1% steps) | Specifies LFO modulation depth. | |
| Pre-delay | **Pre-Delay** | 0 ms - 500 ms<br>(0 ms - 9.99 ms: 0.01 ms steps;<br>10 ms - 99 ms: 1 ms steps;<br>100 ms - 500 ms: 10 ms steps) | Specifies time between onset of original sound and onset of the effect sound. | Using this parameter enables you to make interesting and detailed settings based on subtle changes due to phase cancellation. |
| Feedback amount | **Feedback Amt** | 0% - 90% (1% steps) | Specifies amount of delay line output signal returned to delay line input. | |
| Feedback inversion | **InvertFbk** | Off, On | Determines whether or not feedback path output signal will be inverted. | |
| LFO waveform type | **LFO Type** | Off, Sine, Triangle, Sawtooth Up, Sawtooth Down, Square | Specifies LFO waveform type. | |
| LFO softening | **LFO Smooth** | 0.0% - 100.0% (0.1% steps) | Specifies low-pass filter coefficient applied to LFO waveform. | This parameter improves unnatural sound at discontinuous points by smoothening out edges of sawtooth or square waveform. |
| Dry delay | **DryDly (Thru 0)** | 0.0% - 100.0% (0.1% steps) | Specifies delay of dry signal that simulates "through zero" flanging. | |
| Low shelving filter frequency | **LoShelfFreq** | 20.000 Hz - 20.00 kHz (6 cents steps) | Specifies low shelving filter corner frequency. | This filter is applied to feedback loops. |
| Low shelving filter gain | **LoShelfGain** | –20.0 dB - 0.0 dB (0.1 dB steps) | Specifies low shelving filter gain. | This filter is applied to feedback loops. |
| High shelving filter frequency | **HiShelfFreq** | 20.000 Hz - 20.00 kHz (6 cents steps) | Specifies high shelving filter corner frequency. | This filter is applied to feedback loops. |
| High shelving filter gain | **HiShelfGain** | –20.0 dB - 0.0 dB (0.1 dB steps) | Specifies high shelving filter gain. | This filter is applied to feedback loops. |

| Parameter | Indicator | Range | Description | Remarks |
|---|---|---|---|---|
| Wet signal output pan | **Wet Pan** | 100%L - Center - 100%R (1% steps) | Specifies pan for wet signal output to L and R channels. | |
| Dry signal output pan | **Dry Pan** | 100%L - Center - 100%R (1% steps) | Specifies pan for dry signal output to L and R channels. | |
| R output phase inversion | **Wide Mode** | Off, On | Determines whether or not phase of right channel output will be inverted. | |

### STEREO CHORUS FX2.0

This chorus effect features stereo-in and stereo-out.

**Table 1.2: Stereo Chorus parameters**

| Parameter | Indicator | Range | Description | Remarks |
|---|---|---|---|---|
| L channel LFO rate | **L LfoRate** | Freeze, 0.01 Hz - 30.00 Hz (0.01 Hz steps) | Specifies LFO frequency. | |
| L channel LFO depth | **L LfoDepth** | 0.0% - 100.0% (0.1% steps) | Specifies LFO modulation depth. | |
| L channel pre-delay | **L PreDly** | 0 ms - 500 ms<br>(0 ms - 9.99 ms: 0.01 ms steps;<br>10 ms - 99 ms: 1 ms steps;<br>100 ms - 500 ms: 10 ms steps) | Specifies time between onset of original sound onset of the effect sound. | |
| L channel feedback amount | **L FbkAmt** | 0% - 90% (1% steps) | Specifies amount of delay line output signal returned to delay line input. | |
| R channel LFO rate | **R LfoRate** | Linked, Freeze, 0.01 Hz - 30.00 Hz<br>(0.01 Hz steps) | Specifies LFO frequency. | |
| R channel LFO depth | **R LfoDepth** | Linked, 0.0% - 100.0% (0.1% steps) | Specifies LFO modulation depth. | |
| R channel pre-delay | **R PreDly** | Linked, 0 ms - 500 ms<br>(0 ms - 9.99 ms: 0.01 ms steps;<br>10 ms - 99 ms: 1 ms steps;<br>100 ms - 500 ms: 10 ms steps) | Specifies time between onset of original sound and onset of the effect sound. | |
| R channel feedback amount | **R FbkAmt** | Linked, 0% - 90% (1% steps) | Specifies amount of delay line output signal returned to delay line input. | |
| L channel LFO waveform type | **L LfoType** | Off, Sine, Triangle, Sawtooth Up, Sawtooth Down, Square | Specifies LFO waveform type. | |

| Parameter | Indicator | Range | Description | Remarks |
|---|---|---|---|---|
| L channel LFO softening | **L LfoSmooth** | 0.0% - 100.0% (0.1% steps) | Specifies low-pass filter coefficient applied to LFO waveform. | This parameter improves unnatural sound at discontinuous points by smoothening out edges of sawtooth or square waveform. |
| L channel dry delay | **L DryDly** | 0.0% - 100.0% (0.1% steps) | Specifies delay of dry signal that simulates "through zero" flanging. | |
| L channel feedback inversion | **L InvertFbk** | Off, On | Determines whether or not feedback path output signal will be inverted. | |
| R channel LFO waveform type | **R LfoType** | Linked, Off, Sine, Triangle, Sawtooth Up, Sawtooth Down, Square | Specifies LFO waveform type. | |
| R channel LFO softening | **R LfoSmooth** | Linked, 0.0% - 100.0% (0.1% steps) | Specifies low-pass filter coefficient applied to LFO waveform. | This parameter improves unnatural sound at discontinuous points by smoothening out edges of sawtooth or square waveform. |
| R channel dry delay | **R DryDly** | Linked, 0.0% - 100.0% (0.1% steps) | Specifies delay of dry signal that simulates "through zero" flanging. | |
| R channel feed-back inversion | **R InvertFbk** | Linked, Off, On | Determines whether or not feedback path output signal will be inverted. | |
| Low shelving filter frequency | **LoShelfFreq** | 20.000 Hz - 20.00 kHz (6 cents steps) | Specifies low shelving filter corner frequency. | This filter is applied to feedback loops. |
| Low shelving filter gain | **LoShelfGain** | –20.0 dB - 0.0 dB (0.1 dB steps) | Specifies low shelving filter gain. | This filter is applied to feedback loops. |
| High shelving filter frequency | **HiShelfFreq** | 20.000 Hz - 20.00 kHz (6 cents steps) | Specifies high shelving filter corner frequency. | This filter is applied to feedback loops. |
| High shelving filter gain | **HiShelfGain** | –20.0 dB - 0.0 dB (0.1 dB steps) | Specifies high shelving filter gain. | This filter is applied to feedback loops. |
| Input cross feed amount | **In X-Feed** | 0% - 100% (1% steps) | Specifies amount of L (R) channel input signal sent to R (L) channel delay line. | |
| Cross feedback amount | **Fbk X-Feed** | 0% - 100% (1% steps) | Specifies amount of L (R) channel feedback signal sent to R (L) channel feedback path. | |

| Parameter | Indicator | Range | Description | Remarks |
|---|---|---|---|---|
| Output wet cross feed | **Wet X-Feed** | 0% - 100% (1% steps) | Specifies pan for L/R wet channel outputs. | With 0%, L channel wet signal is output from L channel, and R channel wet signal is output from R channel. With 100%, L channel wet signal is output from R channel and R channel wet signal is output from L channel. |
| Mixture | **Mixture** | 0% - 100% (1% steps) | Specifies mix ratio of dry feedback delay signal and LFO modulation signal. | |

### MONO FLANGER FX2.0

This flanger effect features mono-in and stereo-out. It uses the same algorithm as the chorus effects, and the parameters are identical to the mono chorus parameters.

**Table 1.3: Mono Flanger parameters**

| Parameter | Indicator | Range | Description | Remarks |
|---|---|---|---|---|
| LFO rate | **LFO Rate** | Freeze, 0.01 Hz - 30.00 Hz (0.01 Hz steps) | Specifies LFO frequency. | |
| LFO depth | **LFO Depth** | 0.0% - 100.0% (0.1% steps) | Specifies LFO modulation depth. | |
| Pre-delay | **Pre-Delay** | 0 ms - 500 ms<br>(0 ms - 9.99 ms: 0.01 ms steps;<br>10 ms - 99 ms: 1 ms steps;<br>100 ms - 500 ms: 10 ms steps) | Specifies time between onset of original sound and onset of the effect sound. | Using this parameter enables you to make interesting and detailed settings based on subtle changes due to phase cancellation. |
| Feedback amount | **FeedbkAmt** | 0% - 90% (1% steps) | Specifies amount of delay line output signal returned to delay line input. | |
| Feedback inversion | **InvertFbk** | Off, On | Determines whether or not feedback path output signal will be inverted. | |
| LFO waveform type | **LFO Type** | Off, Sine, Triangle, Sawtooth Up, Sawtooth Down, Square | Specifies LFO waveform type. | |
| LFO softening | **LFO Smooth** | 0.0% - 100.0% (0.1% steps) | Specifies low-pass filter coefficient applied to LFO waveform. | This parameter improves unnatural sound at discontinuous points by smoothening out edges of sawtooth or square waveform. |
| Dry delay | **DryDly (Thru 0)** | 0.0% - 100.0% (0.1% steps) | Specifies delay of dry signal that simulates "through zero" flanging. | |

| Parameter | Indicator | Range | Description | Remarks |
|---|---|---|---|---|
| Low shelving filter frequency | **LoShelfFreq** | 20.000 Hz - 20.00 kHz (6 cents steps) | Specifies low shelving filter corner frequency. | This filter is applied to feedback loops. |
| Low shelving filter gain | **LoShelfGain** | –20.0 dB - 0.0 dB (0.1 dB steps) | Specifies low shelving filter gain. | This filter is applied to feedback loops. |
| High shelving filter frequency | **HiShelfFreq** | 20.000 Hz - 20.00 kHz (6 cents steps) | Specifies high shelving filter corner frequency. | This filter is applied to feedback loops. |
| High shelving filter gain | **HiShelfGain** | –20.0 dB - 0.0 dB (0.1 dB steps) | Specifies high shelving filter gain. | This filter is applied to feedback loops. |
| Wet signal output pan | **Wet Pan** | 100%L - Center - 100%R (1% steps) | Specifies pan for wet signal output to L and R channels. | |
| Dry signal output pan | **Dry Pan** | 100%L - Center - 100%R (1% steps) | Specifies pan for dry signal output to L and R channels. | |
| R output phase inversion | **Wide Mode** | Off, On | Determines whether or not phase of right channel output will be inverted. | |

### STEREO FLANGER FX2.0

This flanger effect features stereo-in and stereo-out. It uses the same algorithm as the chorus effects and the parameters are identical to the stereo chorus parameters.

**Table 1.4: Stereo Flanger parameters**

| Parameter | Indicator | Range | Description | Remarks |
|---|---|---|---|---|
| L channel LFO rate | **L LfoRate** | Freeze, 0.01 Hz - 30.00 Hz (0.01 Hz steps) | Specifies LFO frequency. | |
| L channel LFO depth | **L LfoDepth** | 0.0% - 100.0% (0.1% steps) | Specifies LFO modulation depth. | |
| L channel pre-delay | **L PreDly** | 0 ms - 500 ms<br>(0 ms - 9.99 ms: 0.01 ms steps;<br>10 ms - 99 ms: 1 ms steps;<br>100 ms - 500 ms: 10 ms steps) | Specifies time between onset of original sound onset of the effect sound. | |
| L channel feedback amount | **L FbkAmt** | 0% - 90% (1% steps) | Specifies amount of delay line output signal returned to delay line input. | |
| R channel LFO rate | **R LfoRate** | Linked, Freeze, 0.01 Hz - 30.00 Hz<br>(0.01 Hz steps) | Specifies LFO frequency. | |
| R channel LFO depth | **R LfoDepth** | Linked, 0.0% - 100.0% (0.1% steps) | Specifies LFO modulation depth. | |
| R channel pre-delay | **R PreDly** | Linked, 0 ms - 500 ms<br>(0 ms - 9.99 ms: 0.01 ms steps;<br>10 ms - 99 ms: 1 ms steps;<br>100 ms - 500 ms: 10 ms steps) | Specifies time between onset of original sound and onset of the effect sound. | |

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| Parameter | Indicator | Range | Description | Remarks |
|---|---|---|---|---|
| R channel feedback amount | **R FbkAmt** | Linked, 0% - 90% (1% steps) | Specifies amount of delay line output signal returned to delay line input. | |
| L channel LFO waveform type | **L LfoType** | Off, Sine, Triangle, Sawtooth Up, Sawtooth Down, Square | Specifies LFO waveform type. | |
| L channel LFO softening | **L LfoSmooth** | 0.0% - 100.0% (0.1% steps) | Specifies low-pass filter coefficient applied to LFO waveform. | This parameter improves unnatural sound at discontinuous points by smoothening out edges of sawtooth or square waveform. |
| L channel dry delay | **L DryDly** | 0.0% - 100.0% (0.1% steps) | Specifies delay of dry signal that simulates "through zero" flanging. | |
| L channel feedback inversion | **L InvertFbk** | Off, On | Determines whether or not feedback path output signal will be inverted. | |
| R channel LFO waveform type | **R LfoType** | Linked, Off, Sine, Triangle, Sawtooth Up, Sawtooth Down, Square | Specifies LFO waveform type. | |
| R channel LFO softening | **R LfoSmooth** | Linked, 0.0% - 100.0% (0.1% steps) | Specifies low-pass filter coefficient applied to LFO waveform. | This parameter improves unnatural sound at discontinuous points by smoothening out edges of sawtooth or square waveform. |
| R channel dry delay | **R DryDly** | Linked, 0.0% - 100.0% (0.1% steps) | Specifies delay of dry signal that simulates "through zero" flanging. | |
| R channel feedback inversion | **R InvertFbk** | Linked, Off, On | Determines whether or not feedback path output signal will be inverted. | |
| Low shelving filter frequency | **LoShelfFreq** | 20.000 Hz - 20.00 kHz (6 cents steps) | Specifies low shelving filter corner frequency. | This filter is applied to feedback loops. |
| Low shelving filter gain | **LoShelfGain** | –20.0 dB - 0.0 dB (0.1 dB steps) | Specifies low shelving filter gain. | This filter is applied to feedback loops. |
| High shelving filter frequency | **HiShelfFreq** | 20.000 Hz - 20.00 kHz (6 cents steps) | Specifies high shelving filter corner frequency. | This filter is applied to feedback loops. |
| High shelving filter gain | **HiShelfGain** | –20.0 dB - 0.0 dB (0.1 dB steps) | Specifies high shelving filter gain. | This filter is applied to feedback loops. |
| Input cross feed amount | **In X-Feed** | 0% - 100% (1% steps) | Specifies amount of L (R) channel input signal sent to R (L) channel delay line. | |

| Parameter | Indicator | Range | Description | Remarks |
|---|---|---|---|---|
| Cross feedback amount | **Fbk X-Feed** | 0% - 100% (1% steps) | Specifies amount of L (R) channel feedback signal sent to R (L) channel feedback path. | |
| Output wet cross feed | **Wet X-Feed** | 0% - 100% (1% steps) | Specifies pan for L/R wet channel outputs. | With 0%, L channel wet signal is output from L channel, and R channel wet signal is output from R channel. With 100%, L channel wet signal is output from R channel and R channel wet signal is output from L channel. |
| Mixture | **Mixture** | 0% - 100% (1% steps) | Specifies mix ratio of dry feedback delay signal and LFO modulation signal. | |

### COMPRESSOR FX2.0

This stereo compressor features feed forward and feedback types, and RMS and Peak level detect modes.

**Table 1.5: Stereo Compressor parameters**

| Parameter | Indicator | Range | Description | Remarks |
|---|---|---|---|---|
| Attack time | **Attack** | 0 ms - 125 ms (1 ms steps) | Specifies time taken for compression to be applied after input signal level exceeds user-defined threshold. | |
| Release time | **Release** | 5 ms - 5000 ms (1 ms steps) | Specifies time taken for compression to be released after input signal level reaches below user-defined threshold. | |
| Compression ratio | **Ratio** | 1:1 - 1:infinity | Specifies ratio of compression applied to input signal that exceeds user-defined threshold. | |
| Threshold | **Threshold** | –40.0 dB - 0.0 dB (0.1 dB steps) | Specifies signal level that triggers compressor. | |
| Compressor type | **CompType** | FeedForward, FeedBack | Specifies type of compressor. With FeedForward, signal that passed level detector is compressed. With FeedBack, signal before level detector is compressed. | With FeedBack, compression will be applied lightly. |

| Parameter | Indicator | Range | Description | Remarks |
|---|---|---|---|---|
| Compressor level detect mode | **CompMode** | RMS, Peak | Determines whether level detector uses peak value or RMS value to calculate gain reduction. | |
| Auto make-up gain | **AutoGain** | Off, On | Turns on or off the function that automatically correct output gain level reduced by compressor. | |
| Auto make-up gain bias | **AutoBias** | –100% - 100% (1% steps) | Fine adjusts differences in auto make-up gain amount between Peak and RMS compressor level detect modes, or between FeedForward and FeedBack types. | |

### DE-ESSER FX2.0

The De-Esser features a relative threshold function that allows the threshold to automatically change depending on the input signal level. It also enables you to monitor each of three-band side-chain signals.

**Table 1.6: Stereo De-Esser parameters**

| Parameter | Indicator | Range | Description | Remarks |
|---|---|---|---|---|
| Monitor source | **Output Monitor** | Audio Path, Side Band | Specifies whether to monitor signal output that passed through de-esser, or to monitor side-band signal that was removed from input. | |
| Band 1 bias | **Filter1 Bias** | 0.0% - 100.0% (0.1% steps) | Specifies how much Band 1 (as a side chain) affects other bands. | |
| Band 2 bias | **Filter2 Bias** | 0.0% - 100.0% (0.1% steps) | Specifies how much Band 2 (as a side chain) affects other bands. | |
| Band 3 bias | **Filter3 Bias** | 0.0% - 100.0% (0.1% steps) | Specifies how much Band 3 (as a side chain) affects other bands. | |
| Relative threshold | **Relative Thrsh** | –40 dB - 0.0 dB (0.1 dB steps) | Specifies de-esser threshold relative to input level. | You can apply de-esser to input signal regardless of signal level. |
| Maximum gain reduction | **MaxGainRdx** | –40 dB - 0.0 dB (0.1 dB steps) | Specifies de-esser's maximum gain reduction value. | |
| Band 1 high-pass filter frequency | **HiPass1 Freq** | 1.00 kHz - 10.00 kHz (1 cent steps) | Specifies high-pass filter corner frequency. | Band 1 |

| Parameter | Indicator | Range | Description | Remarks |
|---|---|---|---|---|
| Band 1 low-pass filter frequency | **LoPass1 Freq** | 1.00 kHz - 10.00 kHz (1 cent steps) | Specifies the low-pass filter corner frequency. | Band 1 |
| Band 2 high-pass filter frequency | **HiPass2 Freq** | 1.00 kHz - 10.00 kHz (1 cent steps) | Specifies high-pass filter corner frequency. | Band 2 |
| Band 2 low-pass filter frequency | **LoPass2 Freq** | 1.00 kHz - 10.00 kHz (1 cent steps) | Specifies low-pass filter corner frequency. | Band 2 |
| Band 3 high-pass filter frequency | **HiPass3 Freq** | 1.00 kHz - 10.00 kHz (1 cent steps) | Specifies high-pass filter corner frequency. | Band 3 |
| Band 3 low-pass filter frequency | **LoPass3 Freq** | 1.00 kHz - 10.00 kHz (1 cent steps) | Specifies low-pass filter corner frequency. | Band 3 |

### MONO DELAY FX2.0

This mono delay enables you to set a delay time equal to twice the stereo delay time, and control various parameters related to the envelope follower.

**Table 1.7: Mono Delay parameters**

| Parameter | Indicator | Range | Description | Remarks |
|---|---|---|---|---|
| Delay time | **DelayTime** | 1 ms - 2700 ms (1 ms steps) | Specifies delay time before initial echo begins. | |
| Feedback delay time | **FbkDlyTime** | Linked, 1 ms - 2700 ms (1 ms steps) | Specifies delay time after initial echo occurs. | With Linked, all echoes follow delay time parameter setting. |
| Feedback amount | **Feedback Amt** | 0% - 90% (1% steps) | Specifies amount of audio signal returned to delay input. | |
| Feedback phase inversion | **InvertFbk** | Off, On | Determines whether or not feedback signal phase will be inverted. | |
| Low shelving filter frequency | **LoShelfFreq** | 20.000 Hz - 20.00 kHz (6 cents steps) | Specifies low shelving filter frequency. | This filter is applied to feedback loops. |
| Low shelving filter gain | **LoShelfGain** | –20.0 dB - 0.0 dB (0.1 dB steps) | Specifies low shelving filter gain. | This filter is applied to feedback loops. |
| High shelving filter frequency | **HiShelfFreq** | 20.000 Hz - 20.00 kHz (6 cents steps) | Specifies high shelving filter frequency. | This filter is applied to feedback loops. |
| High shelving filter gain | **HiShelfGain** | –20.0 dB - 0.0 dB (0.1 dB steps) | Specifies high shelving filter gain. | This filter is applied to feedback loops. |
| Wet signal output pan | **Wet Pan** | 100%L - Center - 100%R (1% steps) | Specifies pan for wet (delayed) audio output. | |
| Dry signal output pan | **Dry Pan** | 100%L - Center - 100%R (1% steps) | Specifies pan for dry audio output. | |

# Effect parameter list

| Parameter | Indicator | Range | Description | Remarks |
|---|---|---|---|---|
| Envelope target parameter | **Envelope Trgt** | WetDryMix, Output, FeedbackAmt, Wet Pan, Dry Pan, LFO Frequency, LFO Gain, HFD Frequency, HFD Gain, Both Frequency, Both Gain | Selects a parameter that is influenced by envelope follower output. | Parameter value will change according to value of the envelope follower. The maximum (or minimum) value will be restricted by the current parameter value (not by the parameter's maximum value). That is, adjusting the value of the selected target parameter will enable you to set the parameter value range affected by the envelope follower. |
| Envelope attack time | **EnvAtkTime** | 0 ms - 125 ms (1 ms steps) | Specifies time taken for envelope follower value to rise to a new value when signal input to envelope follower increases. | |
| Envelope release time | **EnvRlsTime** | 5 ms - 5000 ms (1 ms steps) | Specifies time taken for envelope follower value to decline to a new value when signal input to envelope follower decreases. | |
| Envelope bias | **EnvBias** | 0.0% - 100.0% (0.1% steps) | Specifies envelope follower output gain. | You can adjust the effectiveness of the envelope follower output. This affects how the selected envelope target parameter is adjusted via the envelope parameters. |
| Envelope mode | **EnvMode** | Off, Env Normal, Env Inverted, Gate Normal, Gate Inverted | Selects type of envelope follower output. The envelope follower generates DC signals at a level that corresponds to audio input level. | Refer to the table footnote a) for more information. |
| Gate open threshold | **GateOpen** | 0.0% - 100.0% (0.1% steps) | Specifies the threshold at which the envelope follower gate is open. | |
| Gate hold time | **GateHold** | 0 ms - 1000 ms (1 ms steps) | Specifies the minimum time before opened gate is closed regardless of input audio level. | This setting prevents unwanted noise generated by a gate that frequently opens and closes. |

| Parameter | Indicator | Range | Description | Remarks |
|---|---|---|---|---|
| Gate close threshold | **GateClose** | 0.0% - 100.0% (0.1% steps) | Specifies the threshold at which the envelope follower gate is closed. | |

a) In Normal Envelope mode, the envelope follower output level is relative to the audio input level. In Inverted Envelope mode, the envelope follower output level is maximized when no audio exists, and the output level declines as the audio input level rises. In Normal Gate mode, the envelope follower output level becomes zero when the audio input level does not reach the open threshold. The envelope follower level is maximized when the audio input level exceeds the gate close threshold. In Inverted Gate mode, the envelope follower output level is maximized when the audio input level does not reach the open threshold. The envelope follower level is zero when the audio input level exceeds the gate close threshold.

## STEREO DELAY FX2.0

This stereo delay enables you to create a multi-tap delay sound using five delay taps.

**Table 1.8: Stereo Delay parameters**

| Parameter | Indicator | Range | Description | Remarks |
|---|---|---|---|---|
| Master tap delay ratio | **MstrTap Ratio** | 0% - 200% (1% steps) | Specifies delay time ratio between each tap. | For example, when you are making a rhythm pattern with different tap delay settings, adjusting this ratio enables you to increase or decrease the speed of the rhythm pattern. You do not need to adjust each tap setting. |
| Master feedback amount | **MstrFbk** | 0% - 90% (1% steps) | Specifies amount of audio signal returned to delay input. | |
| Delay type | **Delay Type** | Stereo, PingPong | Selects Stereo mode or PingPong mode. | |
| Low shelving filter frequency | **LoShelfFreq** | 20.000 Hz - 20.00 kHz (6 cents steps) | Specifies low shelving filter frequency. | This filter is applied to feedback loops. |
| Low shelving filter gain | **LoShelfGain** | –20.0 dB - 0.0 dB (0.1 dB steps) | Specifies low shelving filter gain. | This filter is applied to feedback loops. |
| High shelving filter frequency | **HiShelfFreq** | 20.000 Hz - 20.00 kHz (6 cents steps) | Specifies high shelving filter frequency. | This filter is applied to feedback loops. |
| High shelving filter gain | **HiShelfGain** | –20.0 dB - 0.0 dB (0.1 dB steps) | Specifies high shelving filter gain. | This filter is applied to feedback loops. |
| Tap 1 delay time | **Tap1 DlyTime** | Off - 1350 ms (1 ms steps) | Specifies delay time of delay tap. | With Off, no audio signal will be output from this tap delay. |
| Tap 2 delay time | **Tap2 DlyTime** | Off - 1350 ms (1 ms steps) | Specifies delay time of delay tap. | With Off, no audio signal will be output from this tap delay. |

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| Parameter | Indicator | Range | Description | Remarks |
|---|---|---|---|---|
| Tap 3 delay time | **Tap3 DlyTime** | Off - 1350 ms (1 ms steps) | Specifies delay time of delay tap. | With Off, no audio signal will be output from this tap delay. |
| Tap 4 delay time | **Tap4 DlyTime** | Off - 1350 ms (1 ms steps) | Specifies delay time of delay tap. | With Off, no audio signal will be output from this tap delay. |
| Tap 1 gain amount | **Tap1Gain** | 0% - 100% (1% steps) | Specifies amount of audio signals feedback from this tap to delay input. | |
| Tap 2 gain amount | **Tap2Gain** | 0% - 100% (1% steps) | Specifies amount of audio signals feedback from this tap to delay input. | |
| Tap 3 gain amount | **Tap3Gain** | 0% - 100% (1% steps) | Specifies amount of audio signals feedback from this tap to delay input. | |
| Tap 4 gain amount | **Tap4Gain** | 0% - 100% (1% steps) | Specifies amount of audio signals feedback from this tap to delay input. | |
| Tap 5 delay time | **Tap5 DlyTime** | Off - 1350 ms (1 ms steps) | Specifies delay time of delay tap. | With Off, no audio signal will be output from this tap delay. |
| Tap 6 delay time | **Tap6 DlyTime** | Off - 1350 ms (1 ms steps) | Specifies delay time of delay tap. | With Off, no audio signal will be output from this tap delay. |
| Tap 7 delay time | **Tap7 DlyTime** | Off - 1350 ms (1 ms steps) | Specifies delay time of delay tap. | With Off, no audio signal will be output from this tap delay. |
| Tap 8 delay time | **Tap8 DlyTime** | Off - 1350 ms (1 ms steps) | Specifies delay time of delay tap. | With Off, no audio signal will be output from this tap delay. |
| Tap 5 gain amount | **Tap5Gain** | 0% - 100% (1% steps) | Specifies amount of audio signals feedback from this tap to delay input. | |
| Tap 6 gain amount | **Tap6Gain** | 0% - 100% (1% steps) | Specifies amount of audio signals feedback from this tap to delay input. | |
| Tap 7 gain amount | **Tap7Gain** | 0% - 100% (1% steps) | Specifies amount of audio signals feedback from this tap to delay input. | |

| Parameter | Indicator | Range | Description | Remarks |
|---|---|---|---|---|
| Tap 8 gain amount | **Tap8Gain** | 0% - 100% (1% steps) | Specifies amount of audio signals feedback from this tap to delay input. | |

### DISTORTION FX2.0

This mono distortion enables pre-amp or power amp modeling.

**Table 1.9: Mono Distortion parameters**

| Parameter | Indicator | Range | Description | Remarks |
|---|---|---|---|---|
| Pre-amp gain | **PreAmpGain** | 0.00 - 11.00 (0.01 steps) | Specifies input gain at pre-amp section. | With the maximum setting (11.00), the input signal gain is multiplied 110 times. |
| Pre-amp drive | **PreAmp Drive** | 0.00 - 11.00 (0.01 steps) | Sets distortion at pre-amp section. | |
| Power amp gain | **PwrAmp Gain** | 0.00 - 11.00 (0.01 steps) | Specifies input gain at power amp section. | With the maximum setting (11.00), the input signal gain is multiplied 110 times. |
| Power amp drive | **PwrAmp Drive** | 0.00 - 11.00 (0.01 steps) | Sets distortion at power amp section. | |
| Routing | **Routing** | PreAmp+PwrAmp, PreAmp->PwrAmp, PwrAmp->PreAmp, PreAmp, PowerAmp | Sets distortion routing. | |
| Asymmetry | **Asymmetry** | –100.0% - 100.0% (0.2% steps) | Adjusts DC offset at power amp section. | |
| Morph | **Morph** | 0.0% - 100.0% (0.1% steps) | Specifies mix balance between pre-amp distortion and power amp distortion when Routing is set to PreAmp+PwrAmp. If the value is closer to 0%, more power amp distortion, and if it is closer to 100%, more pre-amp distortion. | |
| Pre EQ type | **PreEq Type** | Parametric, Shelving, Stack, Big Bottom, Wide, Phat Mid | Selects a preset combination of pre filter frequency and Q. | |
| Pre low filter gain | **Pre Low** | –15 dB - +15 dB (0.1 dB steps) | Specifies pre low filter gain. | |
| Pre mid filter gain | **Pre Mid** | –15 dB - +15 dB (0.1 dB steps) | Specifies pre mid filter gain. | |

| Parameter | Indicator | Range | Description | Remarks |
|---|---|---|---|---|
| Pre high filter gain | **Pre High** | –15 dB - +15 dB (0.1 dB steps) | Specifies pre high filter gain. | |
| Post EQ type | **PostEq Type** | Parametric, Shelving, Stack, StackOffAxis, Combo, ComboOffAxis | Selects a preset combination of post-filter frequency and Q. | |
| Post low filter gain | **Post Low** | –15 dB - +15 dB (0.1 dB steps) | Specifies post low filter gain. | |
| Post low-mid filter gain | **Post LowMid** | –15 dB - +15 dB (0.1 dB steps) | Specifies post low-mid filter gain. | |
| Post mid filter gain | **Post Mid** | –15 dB - +15 dB (0.1 dB steps) | Specifies post mid filter gain. | |
| Post high-mid filter gain | **Post HiMid** | –15 dB - +15 dB (0.1 dB steps) | Specifies post high-mid filter gain. | |
| Post high filter gain | **Post Hi** | –15 dB - +15 dB (0.1 dB steps) | Specifies post high filter gain. | |

### EXCITER FX2.0

The exciter effect features a high-performance harmonic generator.

**Table 1.10: Exciter parameters**

| Parameter | Indicator | Range | Description | Remarks |
|---|---|---|---|---|
| Crossover frequency | **Crossover** | 500 Hz - 10.00 kHz (10 Hz steps) | Specifies crossover frequency of filter that affects audio signal sent to harmonic generator. | Harmonics will be generated based on the frequency range above the crossover frequency. |
| Harmonics gain | **Harmonic Gain** | 0% - 100% (1% steps) | Specifies gain of harmonics generated before they are mixed with dry audio signals. | |
| Harmonics balance | **HarmonicBal** | 0% - 100% (1% steps) | Sets balance between harmonics of frequency components below and above crossover points. | |

### PHASER FX2.0

The stereo phaser offers five LFO waveforms.

**Table 1.11: Stereo Phaser parameters**

| Parameter | Indicator | Range | Description | Remarks |
|---|---|---|---|---|
| LFO rate | **LFO Rate** | Freeze, 0.01 Hz - 30.00 Hz (0.01 Hz steps) | Specifies LFO frequency. | |
| Negative (Yin) LFO depth | **Yin Depth** | 0.0% - 100.0% (0.1% steps) | Specifies modulation depth of negative side of LFO. | |
| Positive (Yang) LFO depth | **Yang Depth** | 0.0% - 100.0% (0.1% steps) | Specifies modulation depth of positive side of LFO. | |
| Master resonance | **MasterRes** | 0.0% - 200.0% (0.1% steps) | Sets relative balance between negative and positive sides. | |
| LFO waveform type | **LFO Type** | Off, Sine, Triangle, Sawtooth Up, Sawtooth Down, Square | Specifies LFO waveform type. | |
| Negative (Yin) stage | **Yin Stages** | 1 stage - 32 stages (1 stage steps) | Specifies the number of stages for all-pass filter cascaded on the negative side. | |
| Positive (Yang) stage | **Yang Stages** | 1 stage - 32 stages (1 stage steps) | Specifies the number of stages for all-pass filter cascaded on the positive side. | |
| Negative and positive mix balance | **Yin/Yang Mix** | 0% - 100% (1% steps) | Sets relative balance between negative and positive sides before mix. | |
| Negative (Yin) resonance | **Yin Res** | 0.0% - 100% (0.1% steps) | Specifies resonance (filter efficiency) of each all-pass filter stage. | |
| Negative (Yin) phase inversion | **Yin Invert** | Off, On | Determines whether or not the output phase of the audio path of negative all-pass filter will be inverted. | |
| Positive (Yang) resonance | **Yang Res** | 0.0% - 100% (0.1% steps) | Specifies resonance (filter efficiency) of each all-pass filter stage. | |
| Positive (Yang) phase inversion | **Yang Invert** | Off, On | Determines whether or not the output phase of the audio path of positive all-pass filter will be inverted. | |

### PITCH SHIFTER FX2.0

The stereo pitch shifter features a crossfade pitch shift algorithm.

**Table 1.12: Stereo Pitch Shifter parameters**

| Parameter | Indicator | Range | Description | Remarks |
|---|---|---|---|---|
| Semitones | **Semitones** | –12 - +12 (1 semitone steps) | Specifies pitch shift by semitones. | |
| Cents | **Cents** | –50 - +50 (1 cent steps) | Specifies the pitch shift by cents. | |
| Pre-delay | **PreDelay** | 1 ms - 500 ms (1 ms steps) | Sets delay applied to audio signals before pitch shifter. | |
| Feedback amount | **Feedback Amt** | 0% - 90% (1% steps) | Specifies amount of audio feedback from pitch shifter to pre delay input. | |
| Portamento | **Portamento** | 0% - 100% (1% steps) | Specifies "through rate" applied when pitch shift amount is changed. | Setting this parameter could create a sound similar to a portamento control effect on a synthesizer. |
| Crossfade time | **Crossfade** | 30 ms - 100 ms (1 ms steps) | Specifies buffer size assigned by sawtooth waveform. | Longer crossfade time would reduce unnaturalness but increase group delay. |

## TC Reverb Parameters

**Table 1.13: TC Reverb parameters**

| Parameter | Indicator | Range | Description | Remarks |
|---|---|---|---|---|
| **Balance Settings** | | | | |
| Initial reflection balance | **I/R** | 50 - 0 - 50 (1 steps) | Sets L/R balance of initial reflection. | |
| Tail balance | **TAIL** | 50 - 0 - 50 (1 steps) | Sets L/R balance of reverb tail. | |
| **High Cut Filter** | | | | |
| Cutoff frequency | **HICUT** | 20 Hz - 16 kHz | Specifies cutoff frequency of high cut filter. | |
| Attenuation | **ATT** | –40.0 dB - 0 dB (0.1 dB steps) | Specifies attenuation amount of high cut filter. | |
| **Space Editor** | | | | |
| Room shape | **SHAPE** | HALL, HORSESHOE, PRISM, FAN, CLUB, SMALL | Specifies room shape to simulate. | |
| Room size | **SIZE** | 4% - 400% | Specifies ratio of size of simulated room to original room size. | |
| Wall diffusion | **W-DIFF** | –50% - +50% (0.1% steps) | Specifies how much the room wall affects sound. (A setting of 0% simulates the original room characteristics.) | |
| Stereo width | **WIDTH** | 0% - 100% (1% steps) | Specifies the width of stereo image of reverberation. (0%: mono, 100%: stereo) | |
| **Decay** | | | | |
| Low band decay time | **LOW** | 0.25 s - 64.00 s | Specifies decay time for low band. | |
| Mid band decay time | **MID** | 0.25 s - 64.00 s | Specifies decay time for mid band. | |
| High band decay time | **HIGH** | 0.25 s - 64.00 s | Specifies decay time for high band. | |
| Scaling range | **RANGE** | 4 s, 16 s, 64 s | Selects decay time range. | |
| Crossover point | **X-over LOW** | 20 Hz - 16 kHz | Specifies crossover point between low and mid bands. | |

# Effect parameter list

| Parameter | Indicator | Range | Description | Remarks |
|---|---|---|---|---|
| Crossover point | **X-over HIGH** | 20 Hz - 16 kHz | Specifies crossover point between mid and high bands. | |
| **Pre-Delay** | | | | |
| Initial reflection level | **INILEV** | Off, –140 dB - 0.0 dB<br>(–140 dB - –60 dB: 5 dB steps;<br>–59 dB - –20 dB: 1 dB steps;<br>–19.9 dB - 0.0 dB: 0.1 dB steps) | Specifies initial reflection level. | |
| Reverb level | **REVLEV** | Off, –140 dB - 0.0 dB<br>(–140 dB - –60 dB: 5 dB steps;<br>–59 dB - –20 dB: 1 dB steps;<br>–19.9 dB - 0.0 dB: 0.1 dB steps) | Specifies level of reverb decay curve. | |
| Initial reflection pre-delay time | **IR DLY** | 0 ms - 160 ms (1 ms steps) | Specifies delay time until initial reflection starts. | |
| Reverb delay time | **TAILDY** | 160 ms - 260 ms (1 ms steps) | Specifies delay time until reverb decay curve starts. | |

# Effect Preset List

## TC Reverb Presets

Preset Bank 1 contains presets for TC Reverb.

These presets are divided into the following categories.

**Ambience**
Creates natural acoustic environment, not a clearly-framed reverb.

**Box**
Contains many reverberations.

**Chamber**
Simulates a room acoustic.

**FX**
Creates unnatural, special effect sound.

**Tunnel**
Simulates a thin, long space.

**Hall**
Simulates a larger space. Various sizes and different structures are available as space settings.

**Drum**
Reverb settings suitable for drum sound.

**Perc**
Reverb settings suitable for percussion or percussive instrument.

**Plate**
Simulates vintage plate reverb sound.

**Room**
Simulates a space smaller than a hall.

**Table 1.14: TC Reverb Preset List**

| No. | Name | Indicator |
|---|---|---|
| 000 | Ambience - Bright 1 | **Ambi- Bright 1** |
| 001 | Ambience - Bright 2 | **Ambi- Bright 2** |
| 002 | Ambience - Bright 3 | **Ambi- Bright 3** |
| 003 | Ambience - Dark | **Ambi- Dark** |
| 004 | Ambience - Midnight | **Ambi- Midnight** |
| 005 | Ambience - Mornin' Vocal | **Ambi- MorninVocal** |
| 006 | Ambience - Soft 1 | **Ambi- Soft 1** |
| 007 | Ambience - Soft 2 | **Ambi- Soft 2** |
| 008 | Ambience - Space | **Ambi- Space** |
| 009 | Box - Bright | **Box- Bright** |
| 010 | Box - Dark | **Box- Dark** |
| 011 | Chamber - Large, Dark | **Chmb- Large, Dark** |
| 012 | Chamber - Small | **Chmb- Small** |
| 013 | Chamber - Small, Dark | **Chmb- Small, Dark** |
| 014 | Chamber - Very Small | **Chmb- Very Small** |
| 015 | FX - Big Barrel Space | **FX- BigBarrelSpce** |
| 016 | FX - Big Pre Delay Slap | **FX- BigPreDlySlap** |
| 017 | FX - Bright Cymbals | **FX- BrightCymbals** |
| 018 | FX - Drum Boom Slap | **FX- DrumBoom Slap** |
| 019 | FX - Dry After Taste | **FX- DryAfterTaste** |

# Effect preset list

| No. | Name | Indicator |
|---|---|---|
| 020 | FX - Icy Shower | **FX- Icy Shower** |
| 021 | FX - Lost in Space | **FX- Lost in Space** |
| 022 | FX - Neighbor (Hallway) | **FX- NeighborHallw** |
| 023 | FX - Neighbor 2 (Floor) | **FX- NeighborFloor** |
| 024 | FX - Not so Dry After Taste | **FX- NotsoDryAfter** |
| 025 | FX - Short Non- Lin Like | **FX- Short Non- Lin** |
| 026 | FX - Slap Back | **FX- Slap Back** |
| 027 | FX - Steel Works | **FX- Steel Works** |
| 028 | FX - Steel Works 2 | **FX- Steel Works 2** |
| 029 | FX - Subtle Slapback | **FX- SubtleSlapbac** |
| 030 | FX - Take Off | **FX- Take Off** |
| 031 | FX - Tight Bounce Around | **FX- Tight Bounce** |
| 032 | FX - Ultra Bright | **FX- Ultra Bright** |
| 033 | FX - Under The Surface | **FX- Under Surface** |
| 034 | FX - Wet After Taste | **FX- WetAfterTaste** |
| 035 | FX - Wet After Taste w/Rain | **FX- W.A.T w_Rain** |
| 036 | FX - Wood Floor | **FX- Wood Floor** |
| 037 | Tunnel - Bright | **Tunn- Bright** |
| 038 | Tunnel - Dark | **Tunn- Dark** |
| 039 | Tunnel - Tube | **Tunn- Tube** |
| 040 | Hall - Big Bright | **Hall- Big Bright** |
| 041 | Hall - Big Clear | **Hall- Big Clear** |
| 042 | Hall - Big Predelayed | **Hall- BigPredelay** |
| 043 | Hall - Big Warm | **Hall- Big Warm** |
| 044 | Hall - Cathedral 12s | **Hall- Cathdral12s** |
| 045 | Hall - Cathedral 7s | **Hall- Cathedral7s** |
| 046 | Hall - Church | **Hall- Church** |
| 047 | Hall - Dome | **Hall- Dome** |
| 048 | Hall - Huge Clear | **Hall- Huge Clear** |
| 049 | Hall - Huge Warm | **Hall- Huge Warm** |
| 050 | Hall - Last Row Stadium Con | **Hall- LastRowStdm** |
| 051 | Hall - Lush Ballad | **Hall- Lush Ballad** |
| 052 | Hall - Medium Bright | **Hall- Med.Bright** |
| 053 | Hall - Medium Clear | **Hall- MediumClear** |
| 054 | Hall - Medium Warm | **Hall- Medium Warm** |
| 055 | Hall - Outside the Stadium | **Hall- OutsideStdm** |
| 056 | Hall - Small Bright | **Hall- SmallBright** |

| No. | Name | Indicator |
|---|---|---|
| 057 | Hall - Small Clear | **Hall- Small Clear** |
| 058 | Hall - Small Warm | **Hall- Small Warm** |
| 059 | Hall - Stage | **Hall- Stage** |
| 060 | Hall - Warm Vocal | **Hall- Warm Vocal** |
| 061 | Drum - Boom Room | **Drum- Boom Room** |
| 062 | Drum - Drum Booth | **Drum- Drum Booth** |
| 063 | Drum - Huge Low Tubular | **Drum- HugeLowTubu** |
| 064 | Drum - Low Tubular | **Drum- Low Tubular** |
| 065 | Drum - Snare Hall | **Drum- Snare Hall** |
| 066 | Drum - Snare Room | **Drum- Snare Room** |
| 067 | Drum - Subtle Kick Boom | **Drum- SubtleKick** |
| 068 | Perc - Big Bright | **Perc- Big Bright** |
| 069 | Perc - Bi g Clear | **Perc- Big Clear** |
| 070 | Perc - Bi g Warm | **Perc- Big Warm** |
| 071 | Perc - Medium Bright | **Perc- Med.Bright** |
| 072 | Perc - Medium Clear | **Perc- MediumClear** |
| 073 | Perc - Medium Warm | **Perc- Medium Warm** |
| 074 | Perc - Small Bright | **Perc- SmallBright** |
| 075 | Perc - Small Clear | **Perc- Small Clear** |
| 076 | Perc - Small Room | **Perc- Small Room** |
| 077 | Perc - Small Warm | **Perc- Small Warm** |
| 078 | Plate - Big Bright | **Plat- Big Bright** |
| 079 | Plate - Big Clear | **Plat- Big Clear** |
| 080 | Plate - Big Warm | **Plat- Big Warm** |
| 081 | Plate - Tight | **Plat- Tight** |
| 082 | Room - Bathroom | **Room- Bathroom** |
| 083 | Room - CD Master | **Room- CD Master** |
| 084 | Room - Dark &Mellow 5 sec | **Room- Dark&Mellow** |
| 085 | Room - Dry House | **Room- Dry House** |
| 086 | Room - Empty Garage | **Room- EmptyGarage** |
| 087 | Room - Empty Room | **Room- EmptyRoom** |
| 088 | Room - Empty Room,Small | **Room- EmptyRoom S** |
| 089 | Room - Large Garage | **Room- LargeGarage** |
| 090 | Room - Percussion Room | **Room- Perc Room** |
| 091 | Room - Small | **Room- Small** |
| 092 | Room - Small Damped Room | **Room- S Dmp Room** |
| 093 | Room - Small Yet Big | **Room- SmallYetBig** |

# Effect preset list

| No. | Name | Indicator |
|---|---|---|
| 094 | Room - Small Yet Big w/Pre | **Room- S.Y.B w_Pre** |
| 095 | Room - Stage | **Room- Stage** |
| 096 | Room - Vocal Booth | **Room- Vocal Booth** |
| 097 | Room - Vocal Dry | **Room- Vocal Dry** |
| 098 | Room - Vocal Room | **Room- Vocal Room** |
| 099 | Room - Vocal Room 2 | **Room- Vocal Room2** |

## TASCAM FX2.0 Presets

Preset Bank 2 contains presets for TASCAM FX2.0.

**Table 1.15: TASCAM FX2.0 Preset List**

| Effect Type | Preset No. | Title | Indicator | Description |
|---|---|---|---|---|
| **DISTORTION FX2.0** | | | | |
| | 0 | Plexi 60 | **Plexi 60** | Simulates a typical 60's British stack amp tone, suitable for a high-voltage, bright and crunchy British rock sound. |
| | 1 | Brit 80 | **Brit 80** | Simulates a typical 80's British stack amp tone, suitable for a more powerful rock and metal sound with added gain. |
| | 2 | Brit 2000 | **Brit 2000** | Simulates a typical 2000's British stack amp tone, suitable for a high-voltage, aggressive, contemporary heavy metal sound. |
| | 3 | CA Combo | **CA Combo** | Simulates a type of California tube combo amp. |
| | 4 | CA Recti Stack | **CA Recti Stack** | Simulates a type of high-gain stack tube amp with massive distortion, having a rectifier. |
| | 5 | Tweed | **Tweed** | Simulates a typical 60's bluesy and mellow vintage tweed amplifier. |
| | 6 | Blackface Lux | **Blackface Lux** | Simulates the clean tube tone of 70's combo amps. |
| | 7 | Class A-30 | **Class A-30** | Simulates a type of crunchy 60's UK combo amp. |
| **MONO DELAY FX2.0** | | | | |
| | 8 | Simple Basic Delay | **Simple Basic Dly** | Basic, general-purpose delay |
| | 9 | Simple Vocal Delay | **Simple Vocal Dly** | Basic delay setting for vocals |
| | 10 | Rockabilly Delay | **Rockabilly Short** | Rockabilly flavored short delay |
| | 11 | Sizzle Delay | **Sizzle Dly** | Decaying sound features sizzling high components. |
| | 12 | Guitar Ducking Delay | **Gtr Ducking Dly** | Delay sound starts after the fundamental instrument sound stops. |
| | 13 | Spring Reverb Delay | **Spring Revrb Dly** | This delay simulates spring reverb. |
| | 14 | ENV Panning Delay | **ENV Panning Dly** | Panning via envelope |
| | 15 | Basic Delay (Insert) | **Basic Dly (Insrt)** | Simple Basic Delay (#8) for insert |
| | 16 | Vocal Delay (Insert) | **Vocal Dly (Insrt)** | Simple Vocal Delay (#9) for insert |
| | 17 | Rockabilly (Insert) | **Rockabilly (Ins)** | Rockabilly Delay (#10) for insert |
| | 18 | Sizzle Delay (Insert) | **SizzleDly (Insrt)** | Sizzle Delay (#11) for insert |
| | 19 | ENV Pan Delay (Insert) | **ENV PanDly (Ins)** | ENV Panning Delay (#12) for insert |
| | 20 | Mono>Stereo Delay | **Mono to St Delay** | Short delay with the pan setting of "L: Dry" and "R: Wet" expands mono sound to stereo image. |

# Effect preset list

| Effect Type | Preset No. | Title | Indicator | Description |
|---|---|---|---|---|
| **STEREO DELAY FX2.0** | | | | |
| | 21 | Basic Stereo Delay | **BasicStereoDelay** | Basic stereo delay |
| | 22 | Keyboard Stereo Delay | **Keyboad St Delay** | Suitable for stereo musical instruments, such as keyboards. |
| | 23 | Deep Keyboard Delay | **DeepKeyboadDelay** | Delay with more depth, suitable for stereo musical instruments. |
| | 24 | PingPong Delay | **PingPong Delay** | This delay flows the output of each channel into the other, back and forth (between left and right) like a game of ping pong. |
| | 25 | Non Linear Delay | **NonLinearDelay** | Reversed rotary stereo delay |
| | 26 | ST Tap Delay 1 | **ST Tap Delay 1** | This delay creates an irregular delayed phrase based on Stereo Tap Delay Tempo 120. |
| | 27 | ST Tap Delay 2 | **ST Tap Delay 2** | This delay creates an irregular delayed phrase based on Stereo Tap Delay Tempo 120. |
| | 28 | ST Tap Delay 3 | **ST Tap Delay 3** | This delay creates an irregular delayed phrase based on Stereo Tap Delay Tempo 120. |
| | 29 | Basic Stereo Delay (Insert) | **BasicStDly (Ins)** | Basic Stereo Delay (#21) for insert |
| | 30 | Keyboard Stereo Delay | **Keyboad St (Ins)** | Keyboard Stereo Delay (#22) for insert |
| | 31 | Deep Keyboard Delay (Insert) | **DeepKeyb. (Insrt)** | Deep Keyboard Delay (#23) for insert |
| | 32 | PingPong Delay (Insert) | **PingPngDly (Ins)** | PingPong Delay (#24) for insert |
| | 33 | Non Linear Delay (Insert) | **NonLinDly (Insrt)** | Non Linear Delay (#25) for insert |
| | 34 | ST Tap Delay 1 (Insert) | **StTapDly1 (Insrt)** | ST Tap Delay 1 (#26) for insert |
| | 35 | ST Tap Delay 2 (Insert) | **StTapDly2 (Insrt)** | ST Tap Delay 2 (#27) for insert |
| | 36 | ST Tap Delay 3 (Insert) | **StTapDly3 (Insrt)** | ST Tap Delay 3 (#28) for insert |
| **PHASER FX2.0** | | | | |
| | 37 | Light Phaser | **Light Phaser** | General-purpose phaser for a lighter effect |
| | 38 | Mid Phaser | **Mid Phaser** | General-purpose phaser for more effect |
| | 39 | Deep Phaser | **Deep Phaser** | General-purpose phaser for a deeper effect |
| | 40 | Rhodes Phaser | **Rhodes Phaser** | Suitable for an electric piano. |
| | 41 | Retro Lead Guitar | **Retro LeadGuitar** | Suitable for a retro guitar solo. |
| | 42 | Light Keyboard | **Light Keyboard** | Use this phaser on a keyboard or synthesizer for a lighter effect. |
| | 43 | Mid Keyboard | **Mid Keyboard** | Use this phaser on a keyboard or synthesizer for more effect. |
| | 44 | Deep Keyboard | **Deep Keyboard** | Use this phaser on a keyboard or synthesizer for a deeper effect. |
| | 45 | Alien Phaser | **Alien Phaser** | This phaser creates a strange, unusual effect. |

| Effect Type | Preset No. | Title | Indicator | Description |
|---|---|---|---|---|
| **MONO CHORUS FX2.0** | | | | |
| | 46 | Basic Mono Chorus | **Basic Mno Chorus** | Basic mono chorus |
| | 47 | Light Mono Chorus | **Light Mno Chorus** | Use this chorus on a synthesizer or keyboard for a lighter effect. |
| | 48 | Deep Mono Chorus | **Deep Mno Chorus** | Use this chorus on a synthesizer or keyboard for a deeper effect. |
| | 49 | Piano Mod Chorus Delay | **Piano MOD ChoDly** | This chorus adds modulated delay and spread to piano or lead sounds. |
| | 50 | Vocal Doubler | **Vocal Doubler** | This chorus simulates vocal unison. |
| | 51 | Alien Voice | **Alien Voice** | This chorus adds strange, sci-fi effects similar to what you imagine alien voices might sound like. |
| | 52 | Computer Voice | **Computer Voice** | This chorus creates a computerized voice effect. |
| | 53 | Honky tonk Piano | **Honkytonk Piano** | This chorus creates a honky tonk piano effect when applied to a piano sound. |
| **STEREO CHORUS FX2.0** | | | | |
| | 54 | Basic Stereo Chorus | **Basic ST Chorus** | Basic stereo chorus |
| | 55 | Light Stereo Chorus | **Light ST Chorus** | Lighter stereo chorus |
| | 56 | Deep Stereo Chorus | **Deep ST Chorus** | Deeper stereo chorus |
| | 57 | Delay Chorus (AUX) | **DelayChorus (AUX)** | Delay and stereo chorus are applied at the same time. |
| | 58 | Stereo Chorus 1 (AUX) | **ST Chorus1 (AUX)** | Lighter stereo chorus for AUX |
| | 59 | Stereo Chorus 2 (AUX) | **ST Chorus2 (AUX)** | Deeper stereo chorus for AUX |
| | 60 | Horror Hit (AUX) | **Horror Hit (AUX)** | Suitable for SFX. |
| | 61 | Space Laser (AUX) | **SpaceLaser (AUX)** | Suitable for SFX. |
| | 62 | Early Reflection (AUX) | **EarlyReflct (AUX)** | This chorus simulates the reverberation of a small room. |
| **MONO FLANGER FX2.0** | | | | |
| | 63 | Basic Flanger Mono | **BasicFlangerMono** | Basic flanger |
| | 64 | Light Flanger Mono | **LightFlangerMono** | Lighter flanger |
| | 65 | Deep Flanger Mono | **Deep FlangerMono** | Deeper flanger |
| | 66 | Mu-Tron Flanger | **MutronFlanger** | This flanger simulates a Mu-Tron type flange sound. |
| | 67 | Light Phasing | **Light Phasing** | Lighter phasing sound |
| | 68 | Deep Phasing | **Deep Phasing** | Deeper phasing sound |
| | 69 | Metal Flanger | **Metal Flange** | Metallic flanger sound |
| | 70 | Metallic Room | **Metallic Room** | This flanger simulates metallic room reverberation sound. |
| | 71 | Always Down Mono | **Always Down MNO** | This flanger creates a continuously descending sound. |
| | 72 | Always Up! Mono | **Always Up! MNO** | This flanger creates continuously ascending sound. |
| | 73 | Glitch Modulator | **GlitchModulator** | This flanger simulates a metallic glitch sound. |

# Effect preset list

| Effect Type | Preset No. | Title | Indicator | Description |
|---|---|---|---|---|
| **STEREO FLANGER FX2.0** | | | | |
| | 74 | Basic Flanger ST | **Basic Flanger ST** | Basic stereo flanger |
| | 75 | Light Flanger ST | **Light Flanger ST** | Lighter stereo flanger |
| | 76 | Deep Flanger ST | **Deep Flanger ST** | Deeper stereo flanger |
| | 77 | More Deep Flanger | **MoreDeepFlanger** | Much deeper stereo flanger |
| | 78 | Light Phasing ST | **Light Phasing ST** | Lighter stereo phasing |
| | 79 | Mid Phasing ST | **Mid Phasing ST** | Deeper stereo phasing |
| | 80 | Deep Phasing ST | **Deep Phasing ST** | Much deeper stereo phasing |
| | 81 | Metallic Room ST | **Metallic Room ST** | This flanger features stereo input and simulates metallic room reverberation sound. |
| | 82 | Always Down ST | **Always Down ST** | This stereo flanger creates a continuously descending sound. |
| | 83 | Always Up! ST | **Always Up! ST** | This stereo flanger creates a continuously ascending sound. |
| | 84 | Metallic Release | **Metallic Release** | This flanger adds metallic release sound. |
| **COMPRESSOR FX2.0** | | | | |
| | 85 | Soft Comp | **Soft Comp** | This compressor compresses the sound lightly. |
| | 86 | Fat Comp | **Fat Comp** | This compressor equalizes input sound pressure levels to create a fat sound. |
| | 87 | Punchy Comp | **Punchy Comp** | This compressor creates a punchy sound by enhancing the attack. |
| | 88 | More Punchy Comp | **More Punchy Comp** | This compressor significantly enhances the attack. |
| | 89 | Vocal Comp 1 | **Vocal Comp 1** | This compressor adds moderate compression to a vocal. |
| | 90 | Vocal Comp 2 | **Vocal Comp 2** | This compressor adds remarkable compression to a vocal. |
| | 91 | Vocal Limiter | **Vocal Limiter** | Use this limiter for vocal parts that contain significant level differences, such as shouting. |
| | 92 | Guitar Comp | **Guiter Comp** | This compressor is suitable for a funky guitar sound with fast attack. |
| | 93 | Bass Comp | **Bass Comp** | This compressor equalizes the bass attack level to increase sound pressure. |
| | 94 | Pumpy Drum Loop | **PumpyDrumLoop** | This setting significantly enhances attack. Use it for drum loops to emphasizes strong attack. |

| Effect Type | Preset No. | Title | Indicator | Description |
|---|---|---|---|---|
| **EXCITER FX2.0** | | | | |
| | 95 | Basic Exciter | **Basic Exciter** | Basic exciter |
| | 96 | Vocal Exciter 1 | **Vocal Exciter 1** | Light exciter for vocal |
| | 97 | Vocal Exciter 2 | **Vocal Exciter 2** | Strong exciter for vocal |
| | 98 | Guitar Dist Excitr | **GuiterDistExcitr** | This exciter emphasizes a guitar distortion sound. |
| | 99 | Rock Piano | **Rock Piano** | This exciter emphasizes the mid range to create grandeur in a rocking piano sound. |
| | 100 | Rock Bass | **Rock Bass** | This exciter emphasizes the mid range slightly to create rock-bass sound. |
| | 101 | Hi-Fi Drum Loop | **Hi-Fi Drum Loop** | This exciter turns a Lo-Fi drum loop that is lacking high range into a Hi-Fi sound. |
| | 102 | Low Range Cut | **Low Range Cut** | This exciter gets rid of mid and low ranges completely. Applying this to a drum loop would leave only a hi-hat sound. |
| | 103 | Brass Exciter 1 | **Brass Exciter 1** | This exciter emphasizes a glittering brass sound. |
| | 104 | Brass Exciter 2 | **Brass Exciter 2** | This exciter emphasizes a glittering brass sound. |
| | 105 | Telephone Voice | **Telephone Voice** | This exciter simulates a voice talking through telephone. |
| **DE-ESSER FX2.0** | | | | |
| | 106 | Basic De-esser | **Basic De-esser** | Basic de-esser |
| | 107 | Female De-esser 1 | **Female De-esser1** | Frequency target of this de-esser is adjusted for a woman's voice. |
| | 108 | Female De-esser 2 | **Female De-esser2** | Frequency target of this de-esser is adjusted for a woman's voice. |
| | 109 | Female De-esser 3 | **Female De-esser3** | Frequency target of this de-esser is adjusted for a woman's voice. |
| | 110 | Female De-esser 4 | **Female De-esser4** | Frequency target of this de-esser is adjusted for a woman's voice. |
| | 111 | Male De-esser 1 | **Male De-esser 1** | Frequency target of this de-esser is adjusted for a man's voice. |
| | 112 | Male De-esser 2 | **Male De-esser 2** | Frequency target of this de-esser is adjusted for a man's voice. |
| | 113 | Male De-esser 3 | **Male De-esser 3** | Frequency target of this de-esser is adjusted for a man's voice. |
| | 114 | Male De-esser 4 | **Male De-esser 4** | Frequency target of this de-esser is adjusted for a man's voice. |

# Effect preset list

| Effect Type | Preset No. | Title | Indicator | Description |
|---|---|---|---|---|
| **PITCH SHIFTER FX2.0** | | | | |
| | 115 | Pitch Shifter Null | **PitchShifterNull** | Basic setting for pitch shifter |
| | 116 | Pitch + Whole Tone | **Pitch+WholeTone** | This pitch shifter raises vocal or other sounds by one whole tone. |
| | 117 | Pitch + 5th. Tone | **Pitch+5th. Tone** | This pitch shifter raises vocal or other sounds by a fifth (5th). |
| | 118 | Pitch – Whole Tone | **Pitch -WholeTone** | This pitch shifter lowers vocal or other sounds by one whole tone. |
| | 119 | Pitch – 5th. Tone | **Pitch - 5th. Tone** | This pitch shifter lowers vocal or other sounds by a fifth (5th). |
| | 120 | Light Chorus | **Light Chorus** | Light chorus effect |
| | 121 | Doubler 1 | **Doublller 1** | Lighter doubling (unison) effect |
| | 122 | Doubler 2 | **Doublller 2** | Deeper doubling (unison) effect |
| | 123 | Octaver | **Octaver** | This pitch shifter adds a tone one octave below. |
| | 124 | Organ Gliss 1 | **Organ Gliss 1** | This pitch shifter simulates organ glissando. |
| | 125 | Organ Gliss 2 | **Organ Gliss 2** | This pitch shifter simulates organ glissando. |
| | 126 | Space Invader 1 | **Space Invader 1** | This pitch shifter creates a 70's space age type special effect. |
| | 127 | Space Invader 2 | **Space Invader 2** | This pitch shifter creates a 70's space age type special effect. |

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Printed in China