

# 2100

## STUDIO EDITION

### PROGRAMMABLE INPUT LEVEL

The DR-X 2100 has a Programmable Input Level. Set the level parameter once for operation. When set, you do not have to change the value for each preset. Two input levels are available for matching the DR-X 2100 SE with your existing system. Use the Line Low setting (default) when using instruments, amplifier effects loops and recording equipment with operating levels of (-) 10dB. Set the level to Line High when using mixing consoles or if you find you're overdriving the DR-X 2100 SE's input.

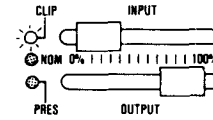


### DIGITAL PROC INPUT

In addition to the Programmable Input Level there is a second input control labeled "DIGITAL PROC INPUT". It controls signal level into the Digital Effects Processor of the 2100 SE. This slider can usually be left at its' center position. The level indicator lights show the level present at the digital processors input. If you find that the red "clip" indicator is on and there is noticeable digital distortion, simply move the slider to the left to decrease the level to the digital section. If you find you do not have enough gain present at the digital input, check the Programmable Input Level setting, and internal gain stages before moving the slider to the right.

### OUTPUT LEVEL CONTROL

The Output Level Control adjusts the final output of the 2100 SE. With the slider fully to the left, there is no output signal present at the Output Jacks. With the slider fully to the right, 100% of the output signal is achieved.



### SELECTING BANKS

There are four banks of factory presets in the DRX 2100 SE. To select banks, press the EDIT then the UTILITY button. (This places you in UTILITY MODE). Turn the Encoder until you see:



The name of the bank is on the top line and the bank designation letter is on the bottom. Press the VALUE button and turn the Encoder to switch between the four different banks. When you reach the bank you want, press the EDIT button again to exit the UTILITY MODE. Turn the Encoder to scroll through the presets in that bank. The last letter on the top line of the LCD screen indicates which bank you are currently in.

## ADD AN EFFECT

To add an effect, simply hit EDIT (to enter the edit mode) and ADD EFFECT. Scroll right or left with the ENCODER to the desired effect to add, then hit ENTER.



## DELETE AN EFFECT

To delete an effect, hit EDIT (to enter the edit mode) and DELETE EFFECT. Scroll right or left with the ENCODER to the effect you want to delete, then hit ENTER.



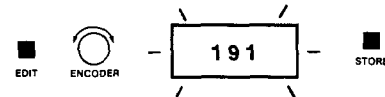
## EDIT VALUES

To edit values, while in the edit mode (EDIT), hit PARAM and scroll left or right to the desired parameter you want to edit. Hit VALUE and use the ENCODER to change specific values. STORE saves the change.



## RECALLING A FACTORY PRESET

The factory presets are always stored in ROM Memory. This means that they cannot be erased. In the event that you write over a factory preset you can recall it. Simply select the bank that the preset was originally in, then select a memory location you wish to recall the preset into. Enter the Utility Mode (press EDIT then UTILITY) and turn the Encoder until you see a screen that says; "Hit Recall For ART Preset" press the VALUE button and turn the encoder until you see the number of the preset you wish to recall. Press RECALL and then press STORE to Store the preset in that location.



## MPT = MIDI PROGRAM TABLE

The MIDI Program Table is a user programmable table that can be used to "map" any of the 2100 SE's presets to any of 200 locations. This table is very useful when you wish to re-arrange the order of the presets to be recalled from a Midi controller during live performances or recording without physically moving presets locations and using memory. These locations can then be recalled from a MIDI device that sends MIDI Program Change Messages (X-11 or X-15). The table is accessed by pressing the EDIT button then the MIDI button and turning the Encoder until you see:

MIDI PROG= 0  
PRESET = 1

The top line indicates Midi Program Change Numbers from 0 - 199. The bottom line indicates which Preset will be recalled when the top number is received by the 2100 from the Midi controller. The "MIDI PROG" number is the number you would see on the foot controller minus (-) one.

Example: MIDI PROG= 9  
PRESET= 10

This example shows that preset #10 is recalled when you hit #10 on the foot controller.

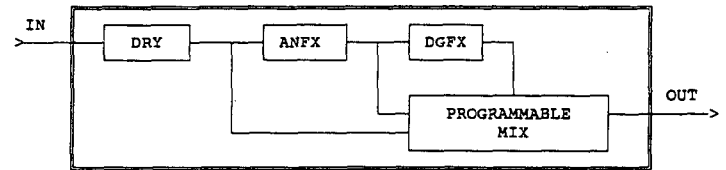
### Editing the MPT

In this example, we will edit the MPT so when MIDI PROGRAM messages 1 and 2 are received, 2100 presets 200 and 109 will be recalled.

- Press EDIT then MIDI and turn the Encoder until you see the MPT screen. The cursor should be on the PRESET line.
- Press the VALUE button and turn the Encoder until line reads "PRESET=200"
- Press the PARAM button twice to move the cursor up to the "MIDI PROG" line.
- Press the VALUE button and turn the Encoder to change the PROG number to 1.
- Press the VALUE button again to move the cursor down to the "PRESET" line.
- Turn the Encoder until the line reads "PRESET=109".

## MIX

The Mix allows you to set the level of DRY [DRY], DIGITAL EFFECT [DGFX], and ANALOG EFFECT [ANFX] signals present at the output.



To set the MIX simply press MIX (once to edit DRY, TWICE FOR DGFX and three times for ANFX) and use the Encoder to change Values.



## STORING PRESETS

There are 200 preset "slots" in the 2100 SE. Each slot may hold a preset in RAM if you store it there. We suggest starting with slot 200 and working down to avoid writing over factory locations. To store a preset, select the preset you wish to store, press the EDIT button and turn the encoder to the memory slot (the red numeric display will flash the preset number) and press the STORE button. If no changes were made to the preset, the bank designator will indicate which bank the preset came from. If you modified the preset or created one from scratch, the bank designator will indicate "U" for user bank.

- The screens should read:

MIDI PROG=0  
PRESET= 200

MIDI PROG= 1  
PRESET= 109

- There is no need to store any MPT changes. The 2100 SE will automatically remember any changes made to the MPT.
- Press EDIT to return to PRESET mode.

When you press #1 on the foot controller, preset #200 is recalled.  
When you press #2 on the foot controller, preset #109 is recalled.

## ADDING MIDI CONTROL TO A PRESET

Performance Midi (PM) allows you to control any parameter of any effect in a preset with a Midi Controller. A Midi Controller (MC) is any continuous controller that can be assigned a Controller Number. (The ART X-15's pedals are assigned to MC 4 (left) and MC 11 (right). Likewise, The Pitch Bend and Modulation Wheels of a keyboard are Midi Controllers). A Midi Controller is added to a preset just like you would add any other effect and it has four parameters (screens) that you need to adjust. Up to 8 Midi Controllers can be added to a preset.

- Press EDIT then ADD EFFECT and turn the encoder until you see "ADD:MIDI CONTRL?" in the LCD window. Press ENTER to add it to the preset.
- Press the PARAMETER button and turn the Encoder until you see the screen: "#1 is Controlling". (#1 refers to Midi Controller #1)
- Press the VALUE button and turn the Encoder until the parameter you wish to control appears on the lower line.
- Press the VALUE button again to advance to the next screen which will read "#1 Controller is".
- This is the screen that you use to assign the parameter to a controller number. (MC 4 or MC 11 for X-15 operation) See other manufacturers' manual for operation with other controllers.)
- Press the VALUE button again to advance to the next screen which will read "#1 Low Value".
- Turn the Encoder to set the Low Value for the parameter.

- Press the VALUE button again to advance to the next screen which will read "#1 High Value".

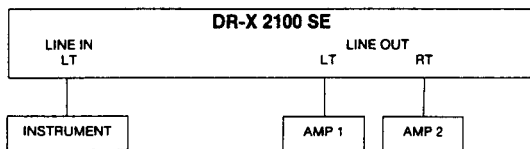
- Turn the Encoder to set the High Value for the parameter.

- Repeat these steps to add more controllers.

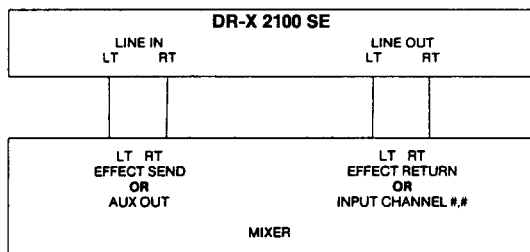
- Press STORE to save the changes to the preset.

For a Volume Control use the OUTPUT of the COMPRESSOR.

### INSTRUMENT INTO 2100 SE INTO ONE OR TWO AMPLIFIERS



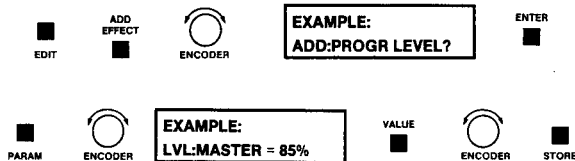
### STEREO EFFECTS SEND AND RETURN WITH DR-X 2100 SE



Not all inputs and outputs need to be used at once. These diagrams show proper input and output hookups.

### PROGRAMMABLE LEVEL

Setting the master output level for an individual preset can be accomplished by adding the Programmable Level. [PROGR LEVEL]



This level parameter controls the amount of signal level AFTER the Input Slider and BEFORE the Effects Crossover. This algorithm is very useful for level matching/boosting/cutting when using a series of presets.

### EFX CROSSOVER [XOR]

The EFX CROSSOVER is a crossover which splits the audio signal and sends low frequencies to the Analog Mix Output and high frequencies to the Digital Effects at the crossover point.

- [BYPASS] - bypasses the EFX Crossover
- [HI/LO SPLIT] - sends LOW frequency material to the Analog Mix Output and HIGH frequency material to the digital effects.
- [HIGH to DGFX] - sends HIGH frequency material to the Digital Effects and Full Bandwidth to the Analog Mix Output.
- [LOW to ANFX] - sends LOW frequency material to the Analog Mix Output and Full Bandwidth to the Digital Effects.

The TUNING parameter selects the crossover point of your signal.

### NEED MORE INFO?

As this is only a quick reference guide, please refer to the DRX 2100 Studio Edition Owners Manual for further information on operating your 2100 SE!

## BANK A

001 THE CATHEDRAL  
controllers: (none)

002 ABBEY ROAD RM#2  
controllers: 11

003 VOCAL CHAMBER  
controllers: (none)

004 GLISTENING PLATE  
controllers: (none)

005 DK ROOM AMBNCE  
controllers: 11

006 BARBER POLE DN  
controllers: (none)

007 OCTAVE DIVING  
controllers: 4

008 3 PITCH HARMONY  
controllers: (none)

009 VELOPHASE  
controllers: 126 124

010 MELLOW 12 STRING  
controllers: (none)

011 BRITE 12 STRING  
controllers: (none)

012 TAPPED GATE  
controllers: (none)

013 DANCING INTERVAL  
controllers: (none)

014 SPACIAL DELAYS  
controllers: (none)

015 MR. BLUE SKY  
controllers: 4 11

016 SLAP DELAYS  
controllers: 4 11

017 CLAP AMBIENCE  
controllers: 4 11

018 REPEAT DELAY  
controllers: 4 11

019 WHOLE STEP BEND  
controllers: 4

020 GUITAR TUNER  
controllers: (none)

021 BASS HARM TUNER  
controllers: (none)

022 A440 REFERENCE  
controllers: (none)

023 MACHINE GUN  
controllers: (none)

024 PTR DYNO SHIFT  
controllers: 124 124

025 SAMPLE + REVERB  
controllers: (none)

026 SAMPLED FIFTH  
controllers: (none)

027 PINGPONG DELAY  
controllers: (none)

028 SHIMMER DANCE  
controllers: (none)

029 FLANGED DELAYS  
controllers: 4 11

030 FLANGED DELAY 2  
controllers: 11

031 X-15 SLIDER  
controllers: 4 11

032 X-15 L&R PANNER  
controllers: 4

033 ROTATING LESLIE  
controllers: 11

034 BASS TRANSPOSE  
controllers: (none)

035 BARBER POLE DN  
controllers: (none)

036 LIFT OFF  
controllers: (none)

037 DOWNWARD DELAY  
controllers: (none)

038 BUILD AND REPT  
controllers: (none)

039 X-15 VARICHORUS  
controllers: 4

040 RAINMAN  
controllers: (none)

041 DENSE DRUM ROOM  
controllers: (none)

042 SMALL STAGE  
controllers: (none)

043 EMPTY CLUB  
controllers: (none)

044 OPEN AIR  
controllers: (none)

045 DEAD HALL  
controllers: (none)

046 UNDR THE BRIDGE  
controllers: (none)

047 CLOSE CHORUS  
controllers: 4 11

048 SNAPSHOT  
controllers: 4 11

049 DOPPLER ROOM  
controllers: (none)

050 STEREO SWAP  
controllers: 4 11

051 3 AND OUT  
controllers: 4 11

052 OPEN CHO HALL  
controllers: 4

053 FLANGE ATTACK  
controllers: 4 11

054 SHRT FLANJ GATE  
controllers: (none)

055 X-15 VARI-ECHO  
controllers: 4 11

056 BRITE & FLANGED  
controllers: 4 11

057 TOUCH OF A 5TH  
controllers: 11

058 LOW END SLAP  
controllers: (none)

059 ECHO DOUBLER  
controllers: 4 11

060 EMPTY CLOSET  
controllers: 4 11

061 BACK OF ROOM  
controllers: 4

062 FLANGING SPACE  
controllers: 4 11

063 SOFT SPACE  
controllers: 4

064 MICRO SHIFT CHO  
controllers: (none)

065 PHASED & AMAZED  
controllers: (none)

066 SIR GATE ALOT  
controllers: (none)

067 DEEP TUNNEL  
controllers: 4

068 GATED PERCUSS  
controllers: (none)

069 DARK ROOM GTR  
controllers: 4 11

070 VOCAL THICKENER  
controllers: 4

071 VOCAL CONTROL  
controllers: (none)

072 VOCAL HALL  
controllers: 4

073 SITARS AND YOU  
controllers: (none)

074 CONCRETE HALL  
controllers: 4

075 UP CLOSE VOCAL  
controllers: (none)

076 STEREO SLAPAGE  
controllers: 4

077 MINOR PTR SHIFT  
controllers: (none)

078 DEJA FLANGE  
controllers: 4 4

079 NEED SOME ROOM  
controllers: 4

080 AUDITORIUM  
controllers: (none)

081 LOW KICK  
controllers: (none)

082 PIANO TOUCH  
controllers: 124 1

083 VOICE OVER  
controllers: 126 1

084 VOICE OVER 2  
controllers: 1 124

085 LOOPED FIFTH  
controllers: (none)

086 THIN AND AWAY  
controllers: 4 11

087 DELAYED CHORUS  
controllers: 4 11

088 AUTOCHORD  
controllers: 124

089 MODCHORUS  
controllers: 1 126

090 MODFLANGE  
controllers: 1 123

091 SPACE LESLIE  
controllers: 1

092 CARNEGIE HALL  
controllers: (none)

093 DOUBLED CHORUS  
controllers: 11 4

094 DOUBLED FLANGE  
controllers: 11 4

095 PHASE 90/100  
controllers: (none)

096 STUN PHASE  
controllers: (none)

097 THICKENER  
controllers: (none)

098 HAMMER SWEEP  
controllers: 123 124

099 MODULATION RING  
controllers: (none)

100 RICOCHET TAPS  
controllers: 126

101 GALLOP SWEEP  
controllers: (none)

102 STUDIO VOICE 1  
controllers: (none)

103 STUDIO VOICE 2  
controllers: (none)

104 FLAT VOCAL GATE  
controllers: (none)

105 ALL PURPOSE RM  
controllers: (none)

106 SHT STEREO SLAP  
controllers: (none)

107 VOCAL TAPS  
controllers: (none)

108 LONG REFLECTION  
controllers: (none)

109 HALL AND REPEAT  
controllers: 4

110 LORD VADER  
controllers: 4

111 SIMMER PLATE  
controllers: (none)

112 LONG AND DARK  
controllers: (none)

113 TIGHT & SWEET  
controllers: (none)

114 PRE DELAY GATE  
controllers: (none)

## BANK B

001 SHT REVS GATE

002 MED REVS GATE

003 LONG REVS GATE

004 GATE #1

005 GATE #2

006 GATE #3

007 PRE DELAY GATE

008 SPACE 1 60ms

009 SPACE 2 115ms

010 SPACE 3 175ms

011 SPACE 4 205ms

012 SPACE 5 325ms

013 STEREO DL & CHO

014 PLATE W/DDL

015 TREMOLO HALL 1

016 TREMOLO HALL 2

017 95ms PDLY HALL

018 ACCENT FLANGE

019 EKOPLEX MED

020 EKOPLEX SHRT

021 1.8 SEC PLATE

022 3.0 SEC PLATE

023 VOCAL PLATE 1

024 VOCAL PLATE 2

025 PRE DDL PLATE 1

026 PRE DDL PLATE 2

027 PRE DDL PLATE 3

028 FRONTAL PLATE

029 SLAP PLATE 1

030 VOCAL SPACE 1

031 VOCAL SPACE 2

032 SLAP PLATE 2

033 SLAP PLATE 3

034 CHORUSED PLATE

035 SNARE PLATE 1

036 SNARE PLATE 2

037 SNARE PLATE 3

038 SM RM SHRT DCY

039 SM RM MED DCY

040 SM RM 1.6s DCY

041 MED RM 2s DCY

042 MED RM 1s DCY

043 MED RM 3s DCY

044 2.2 SEC ROOM

045 VOX DDL ROOM 1

046 LIVE REFERENCE

047 STEREO DELAY

048 100L,200R DDL

049 STEREO ECHO

050 FLANGE MOD 1

051 STEREO PHASE

052 FLANGED REVERB

053 ORCHESTRAL

054 ECHO HALL

055 KICK DRUM 1

056 KICK DRUM 2

057 KICK DRUM 3

058 DARK ROOM

059 LIVE REF 2

060 LIVE REF 3

061 VOCAL EFFECT

062 INVERSE ROOM 1

063 INVERSE ROOM 2

064 INVERSE ROOM 3

065 INVERSE ROOM 4

066 LG RM SHT DECY

067 REVERB HALL A

068 REVERB ROOM A

069 3.5 SEC ROOM

070 6.0 SEC HALL

071 LARGE HALL

072 25 SEC BRITE

073 25 SEC MED

074 25 SEC DARK

075 BRIGHT HALL

076 10 SEC HALL

077 MEDIUM BRIGHT

078 VOX CHAMBER 1

079 VOX CHAMBER 2

080 SOFT AMBIENT

081 100% LEFT OUT

082 100% RIGHT OUT

083 BLEED IN LEFT

084 BLEED IN RIGHT

085 SLOW AUTO PAN

086 SUBTLE PAN

087 MED AUTO PAN

088 QUICK AUTO PAN

089 2-MIX FLANGE 1

090 2-MIX FLANGE 2

091 STEREO CHORUS

092 BASS CHORUS 1

093 BASS CHORUS 2

094 VOCAL CHORUS

095 110ms DDL PLATE

096 175ms DDL PLATE

097 225ms DDL PLATE

098 315ms DDL PLATE

099 440ms DDL PLATE

100 1SEC PRE DELAY

101 67ms PRE DELAY

102 TAPPED ROOM 1

103 TAPPED ROOM 2

104 GUITAR PHASER

## BANK C

001 ANGELOVE  
controllers: (none)

002 BRIGHT PIANO  
controllers: (none)

003 WARM STRINGS  
controllers: (none)

004 HUSH  
controllers: (none)

005 PSYCHO  
controllers: 125 127

006 KEYS IN A BOX  
controllers: (none)

007 SHARP & SUBTLE  
controllers: (none)

008 HIGH END RIPPLE  
controllers: (none)

009 FM RADIO  
controllers: (none)

010 TREM AFTR TOUCH  
controllers: 125

011 JAZZ CHORUS 1  
controllers: (none)

012 JAZZ CHORUS 2  
controllers: (none)

013 TOUCH FLANGE  
controllers: 125 124

014 HAND DELAY  
controllers: 124 124

015 PUSH BEND  
controllers: 125 125 64

016 FOOT CHORUS  
controllers: 64

017 REGEN BEND  
controllers: 127

018 STACCATO GATE  
controllers: 124 125

019 MOURNFUL FLUTE  
controllers: 1

020 SPEED SOLO  
controllers: 125

021 PERC. ORGAN  
controllers: 124 124

022 POLY SPEED  
controllers: 125

023 PUNCH ORGAN  
controllers: 125

024 TOUCH O' VERB  
controllers: 124

025 DRUM WHEEL 1  
controllers: 1 1

026 DRUM WHEEL 2  
controllers: 1 1

027 DRUM WHEEL 3  
controllers: 1 1 127

028 DRUM WHEEL 4  
controllers: 1 1 1 127

029 DRUM WHEEL 5  
controllers: 1 1

030 DRUM WHEEL 6  
controllers: 1 1

031 DRUMHIT WHEEL  
controllers: 124 124 1 1

032 LOSE TOUCH  
controllers: 124 125

033 MID-HIGH PUSH  
controllers: 124 124 124

034 CLEAN EAGLE  
controllers: (none)

035 HOW'S IT RAITT  
controllers: (none)

036 CLEAN PICKIN  
controllers: (none)

037 JAZZ CAT 1  
controllers: (none)

038 JAZZ CAT 2  
controllers: (none)

039 CLEAN PAGE  
controllers: (none)

040 THROWN BRICKS  
controllers: (none)

041 MISPLACED CHD  
controllers: (none)

042 SIMULATED OVHDI  
controllers: (none)

043 SIMULATD OVHDI  
controllers: (none)

044 SIMULATD OVHDI  
controllers: (none)

045 AMBIENCE A  
controllers: (none)

046 AMBIENCE B  
controllers: (none)

047 PERC ROOM 1  
controllers: (none)

048 PERC. ROOM 2  
controllers: (none)

049 EMPTY HULL  
controllers: (none)

050 PARKING RAMP  
controllers: (none)

051 DRY PHASE  
controllers: (none)

052 SLO-FLA-VERBED  
controllers: (none)

053 FLANGED VOCAL  
controllers: (none)

054 TIGHT PERC. RM  
controllers: (none)

055 TOMS REVERB  
controllers: (none)

056 VOCAL DELAYS 1  
controllers: (none)

057 VOCAL DELAYS 2  
controllers: (none)

058 VOCAL DELAYS 3  
controllers: (none)

059 BACKING EFFECT  
controllers: (none)

060 BACKING EFFECT 2  
controllers: (none)

061 BACKING EFFECT 3  
controllers: (none)

062 BACKING EFFECT 4  
controllers: (none)

063 BACKING EFFECT 5  
controllers: (none)

064 ST. PATRICKS  
controllers: (none)

065 SOFT ROOM  
controllers: 179

066 CHAMBER #1  
controllers: (none)

067 BRITE GTR PLATE  
controllers: (none)

068 ROOM AMBIENCE  
controllers: 179

069 PITCHED HARMONY  
controllers: (none)

070 PHASE VELOCITY  
controllers: 35 0

071 SPACIAL CHORUS  
controllers: (none)

072 FRETWORK  
controllers: 179 0

073 UNDER THE FALLS  
controllers: 179 0

074 DREAM FLANGE  
controllers: 179

075 VARIPITCH CHORUS  
controllers: (none)

076 LESLIE #2  
controllers: 4

077 BASS SYNTHESIZER  
controllers: (none)

078 DOWN STAIRS  
controllers: (none)

079 SLAP CHORUS  
controllers: 179 0

080 PHOTO FLANGE  
controllers: 179 0

081 CHORDAL PITCH  
controllers: 35

082 HANGER 19  
controllers: (none)

083 OPEN FLANGE  
controllers: 179 0

084 STACK IN A BOX  
controllers: (none)

085 GO TO YOUR ROOM  
controllers: 179

086 CARIBOU RANCH #1  
controllers: 179

087 CARIBOU CHO/DDL  
controllers: (none)

088 CARRIAGE HOUSE  
controllers: 179

089 BORUS CHORUS  
controllers: (none)

090 FAT FLANGER  
controllers: (none)

091 STEREO DDL/PHASE  
controllers: (none)

092 DUAL CHORUS  
controllers: (none)

093 SWEEP AWAY  
controllers: (none)

094 STER/DDL FLANGER  
controllers: (none)

095 STER/DDL CHORUS  
controllers: (none)

096 VERY PINK  
controllers: (none)

097 POWER CHD LEFT  
controllers: (none)

098 POWER CHD RIGHT  
controllers: (none)

099 POWER CHORD DBL  
controllers: (none)

100 PUMP TRACK  
controllers: (none)

101 GUITAR/BASS DBL  
controllers: (none)

## BANK D

001 PIANO ROOM 1  
controllers: (none)

002 PIANO ROOM 2  
controllers: (none)

003 PIANO ROOM 3  
controllers: (none)

004 PIANO ROOM 4  
controllers: (none)

005 PIANO ROOM 5  
controllers: (none)

006 PRACTICE ROOM 1  
controllers: (none)

007 PRACTICE ROOM 2  
controllers: (none)

008 PRACTICE ROOM 3  
controllers: (none)

009 PRACTICE ROOM 4  
controllers: (none)

010 PRACTICE ROOM 5  
controllers: (none)

011 ACTIVE DECAY 1  
controllers: (none)

012 ACTIVE DECAY 2  
controllers: (none)

013 PIANO CHORUS 1  
controllers: (none)

014 PIANO CHORUS 2  
controllers: (none)

015 PIANO CHORUS 3  
controllers: (none)

016 PIANO CHORUS 4  
controllers: (none)

017 HONKY TONK FILL  
controllers: (none)

018 THICK STRINGS  
controllers: (none)

019 SPACE STRING 1  
controllers: (none)

020 SPACE STRING 2  
controllers: (none)

021 DEEP PITCH VOX  
controllers: (none)

022 MELLOW WIND RM  
controllers: (none)

023 FOR CHURCH PIPE  
controllers: (none)

024 <b>SUNDAY CHURCH</b> controllers: (none)	041 <b>SYNTH DDL LEAD</b> controllers: (none)	058 <b>D CHORUS/HALL</b> controllers: (none)	075 <b>ZAAM-FEAR</b> controllers: (none)	092 <b>DREAM SEQUENCE</b> controllers: (none)	115 <b>REGEN DDL-S</b>
025 <b>THE GREAT HALL</b> controllers: (none)	042 <b>SPACE DELAY</b> controllers: (none)	059 <b>E CHORUS/HALL</b> controllers: (none)	076 <b>AMBIENT SLAP</b> controllers: (none)	093 <b>12 STRING CHORUS</b> controllers: (none)	116 <b>REGEN DDL-L</b>
026 <b>CLOSE DULL ROOM</b> controllers: (none)	043 <b>SPACE CHORUS</b> controllers: (none)	060 <b>FLANGE 1</b> controllers: (none)	077 <b>MODWHEEL LEAD</b> controllers: (none)	094 <b>YES YES YES</b> controllers: (none)	117 <b>STEREO DDL-S</b>
027 <b>B3 REV/LES MODW</b> controllers: (none)	044 <b>ROOM DOUBLER</b> controllers: (none)	061 <b>FLANGE 2</b> controllers: (none)	078 <b>PITCH ME L/R</b> controllers: (none)	095 <b>TAPPED OUT</b> controllers: (none)	118 <b>STERE) DDL-L</b>
028 <b>B3 REV/LES NVEL</b> controllers: (none)	045 <b>A CHORUS</b> controllers: (none)	062 <b>FLANGE 3</b> controllers: (none)	079 <b>ST SIMU CHORUS</b> controllers: (none)	096 <b>COMPRESSOR</b> controllers: (none)	119 <b>SAMPLER SHORT</b>
029 <b>BIG &amp; BRIGHT</b> controllers: (none)	046 <b>B CHORUS</b> controllers: (none)	063 <b>FLANGE 4</b> controllers: (none)	080 <b>GIN FIZZZZZZ</b> controllers: (none)	097 <b>EXPANDER</b>	120 <b>SAMPLER LONG</b>
030 <b>OPEN WARM ROOM</b> controllers: (none)	047 <b>C CHORUS</b> controllers: (none)	064 <b>FLANGE 5</b> controllers: (none)	081 <b>IMPOSSIBLE ROOM</b> controllers: (none)	098 <b>EXCITER</b>	121 <b>SAMPLER W/PTR</b>
031 <b>OPEN CHORUS RM</b> controllers: (none)	048 <b>D CHORUS</b> controllers: (none)	065 <b>A FLANGE/ROOM</b> controllers: (none)	082 <b>FOREVER FLANGE</b> controllers: (none)	099 <b>NOISE GATE</b>	122 <b>PHASER</b>
032 <b>FAT BASS MAKER</b> controllers: (none)	049 <b>E CHORUS</b> controllers: (none)	066 <b>B FLANGE/ROOM</b> controllers: (none)	083 <b>SUBWAY</b> controllers: (none)	100 <b>EQUALIZER</b>	123 <b>DUAL PTR</b>
033 <b>RAINMAKER 2</b> controllers: (none)	050 <b>A CHORUS/ROOM</b> controllers: (none)	067 <b>C FLANGE/ROOM</b> controllers: (none)	084 <b>3' SEWER PIPE</b> controllers: (none)	101 <b>LOW PASS FILTER</b>	124 <b>Einsturze N5</b> controllers: (none)
034 <b>SWEET KEYB LEAD</b> controllers: (none)	051 <b>B CHORUS/ROOM</b> controllers: (none)	068 <b>D FLANGE/ROOM</b> controllers: (none)	085 <b>LEAD GUITAR #1</b> controllers: (none)	102 <b>FLANGER</b>	
035 <b>VOCAL DREAM</b> controllers: (none)	052 <b>C CHORUS/ROOM</b> controllers: (none)	069 <b>E FLANGE/ROOM</b> controllers: (none)	086 <b>LEAD GUITAR #2</b> controllers: (none)	103 <b>CHORUS</b>	
036 <b>VIBRATO VOCAL</b> controllers: (none)	053 <b>D CHORUS/ROOM</b> controllers: (none)	070 <b>A FLANGE/HALL</b> controllers: (none)	087 <b>LEAD GUITAR #3</b> controllers: (none)	104 <b>PITCH TRANS</b>	
037 <b>VOCAL ENHANCER</b> controllers: (none)	054 <b>E CHORUS/ROOM</b> controllers: (none)	071 <b>B FLANGE/HALL</b> controllers: (none)	088 <b>LEAD GUITAR #4</b> controllers: (none)	105 <b>PANNER</b>	
038 <b>DANCING REVERB</b> controllers: (none)	055 <b>A CHORUS/HALL</b> controllers: (none)	072 <b>C FLANGE/HALL</b> controllers: (none)	089 <b>LEAD GUITAR #5</b> controllers: (none)	106 <b>TREMOLO</b>	
039 <b>OPEN CHAMBER</b> controllers: (none)	056 <b>B CHORUS/HALL</b> controllers: (none)	073 <b>D FLANGE/HALL</b> controllers: (none)	090 <b>LEAD GUITAR #6</b> controllers: (none)	107 <b>REVERB 1</b>	
040 <b>WARM CHAMBER</b> controllers: (none)	057 <b>C CHORUS/HALL</b> controllers: (none)	074 <b>E FLANGE/HALL</b> controllers: (none)	091 <b>LEAD GUITAR #7</b> controllers: (none)	108 <b>REVERB 2</b>	
				109 <b>REVERB 3</b>	
				110 <b>GATED-VERB-1</b>	
				111 <b>GATED-VERB-2</b>	
				112 <b>GATED-VERB-3</b>	
				113 <b>TAPD D-DDL-S</b>	
				114 <b>TAPD D-DDL-L</b>	