

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.

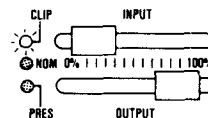


DIGITAL PROC INPUT

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.

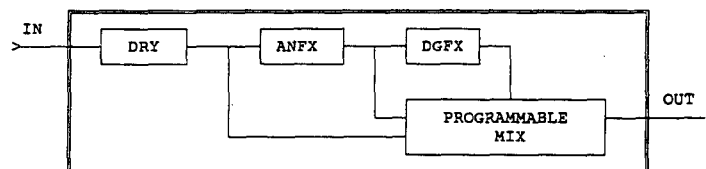
Editing the MPT

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.

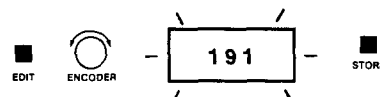


To set the MIX simply press MIX (once to edit DRY, TWICE FOR DGFX and three times for ANFX) and use the Encoder to change Values.



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".

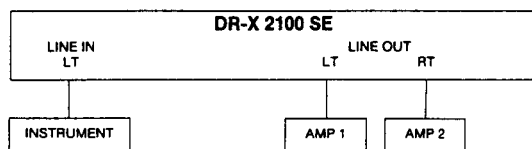
- Turn the Encoder to set the High Value for the parameter.

- Repeat these steps to add more controllers.

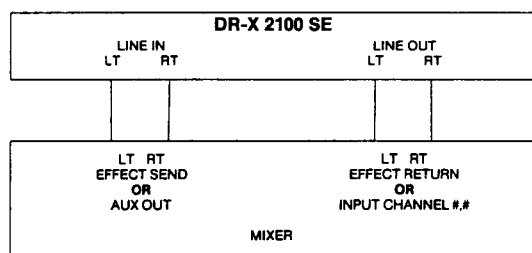
- Press STORE to save the changes to the preset.

For a Volume Control use the OUTPUT of the COMPRESSOR.

INSTRUMENT INTO 2100 SE INTO ONE OR TWO AMPLIFIERS



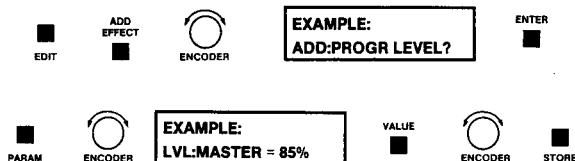
STEREO EFFECTS SEND AND RETURN WITH DR-X 2100 SE



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 AMBNC
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**

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)

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**

042 **SIMULATED OVHD1**
controllers: (none)

043 **SIMULATD OVHD2**
controllers: (none)

044 **SIMULATD OVHD3**
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)

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**

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 **VARIPTCH CHORUS**
controllers: (none)

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**

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)

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)

093 **SWEPT 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 **SHARP & SUBTLE**
controllers: (none)

008 **HIGH END RIPLE**
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

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