MPX 1 Presets

50   Process Verb
A panned and swept filtered-hall reverb.

51   Ducker Verb
As you input a signal, the reverb level is turned down. When the signal recedes, a wave of reverb comes in.

52   Reverse Rvb
The reverberation density builds up very slowly, producing an eerie, backwards effect. Stereo EQ follows the Reverb block and provides some punch at 1kHz.

53   Wavewash
A fluttery, long reverb wash into a stereo chorus.

54   DoubleEQ Rvb
A bright, EQ'd and slightly predelayed small room.

55   Rev Wahtouch
A bright reverse reverb through a wah. The wah filter is controlled by input level.

56   TapDly/Rvb
Use this program as a simple **Tap**-driven delay with moderate feedback, or press **A/B** to add a clean plate on a separate path. Great for live sound.

57   Frame Delay
A stereo delay that allows audio to be offset by as many as 5 frames at 30 frames per second. Press **Value** to find the Frames control.

58   DlyFlangePan
A cool multi-effect combo with mono echo, stereo flanger, auto panner and plate reverb. **A/B** glides between fast and slow pan rates.

59   ChaseEkoPan
Auto panner and echo effects combined so that the echoes chase the dry signal through stereo space. Press **A/B** to glide between slow and fast pan rates.

60   Delay>Detune
A detune block fed into a regenerating delay creates a big impression on small sounds.

61   Spin + Dlys
A great alternative to chorus/delay or rotary/delay programs. Detuned echoes are sent through an auto panner and plate reverb. **A/B** glides between fast and slow pan rates.

62   EkoSweepFltr
Four-pole resonant sweep filter whose frequency is swept by the output level of the dual delay that feeds into it – and it's inside the delay feedback loop! Way cool with percussive sources, guitar or bass.

63   Sax Solo
Detune, echo, reverb and EQ combined to sweeten melodic woodwind solos.

64   Sidestik/Snr
A Hall reverb with a mono bandpass filter tailored specifically for drum sounds.

65   MIDI Dot 8th
Great delay factor for lead vocals. Set your MIDI controller to send tempo information to the MPX-1.

66   MIDI 1/4Note
MIDI tempo in, 1/4 note out.

67   Wide Chorus
A silky smooth chorus that adds width to anything sent through it. Press **A/B** to add speed and wobble to the chorus. Excellent for guitars and keyboards.

68   Chorus Hall
A stereo chorus fed into a medium large hall.

69   ChrsRvbMorph
Input level controls morphing between stereo chorus and plate reverb. Loud signals are chorus only. As the signal fades, the program morphs from chorus to reverb. Useful with any dynamic source.

70   Rich ChrsEko
Dual echoes combined with rich chorus. The chorus is inserted in the echo feedback loop so every delay is recirculated through the chorus.

71   CircleFlange
A resonant multiswept high flange in a small reverberant space.

72   FlangSweepAB
A very deep, fixed resonant flange with added delays. Press **A/B** to initiate a single sweep. Press **Value** to change sweep rates, resonance and delay times.

73   Res A/Bsweep
Press **A/B** to trigger a single sweep of a resonant filter which feeds rhythmic echo and chamber effects.

74   Detune+Hall
For the creamiest detuning, this preset's the one — with an LFO constantly inverting the two detunes. Press **A/B** to add a medium hall on another path.

75   S/H Pitch
Definitely a special effect! The pitch shifter is controlled by the S/H generator to create semi-random angular melodies, which are internally routed through a delay and reverb. As the pitch shift effect is driven by input level, things don't start to get weird until low levels.

76   EkoVerbSweep
Flanged ping pong delays in a medium hall.

77   Telephone
A basic telepone filter with some added distortion.

78   TV in Room
A slightly distorted mono TV set in a carpeted living room. Press **A/B** to cut the TV filter in and out.

79   Car Radio
The EQ is tuned to simulate a car radio. Ambience is set up to simulate an automobile interior. Overdrive adds distortion. **A/B** switches between AM and FM.

80   Capture EQ
Find the perfect EQ settings without having to rewind tape, or having the drummer keep whacking the tom. A loop delay feeds a mono parametric EQ. **A/B** to capture a 2-second sample that repeats endlessly while you dial in the perfect EQ. (Press **Value** for the EQ controls.) Press **A/B** again to kill the loop.

81   Vocal EQ
3-band parametric EQ optimized for vocal tracks. A Mod block volume effect is used as an input trim to the EQ. A rich plate reverb can be added after the EQ.

82   Phased Place
A small room with predelay and phase shifting.

83   Fazer->DlyPan
Phase shifter, **Tap**-tempo echo and panners combine to produce a richly undulating wash of tone. Dry and delayed versions of the phase shifter are panned separately and chase each other through stereo space. Press **A/B** to glide between fast and slow pan rates.

84   FazerEkoRvb
A cool combination of classic effects. Each repeat is recirculated through the phase shifter.

85   DblPhaseGate
A small short gate with slap delay and phase shift.

86   Rock Organ
An alternate rotary speaker effect – dark and gritty. If you listen carefully, you can even hear the wind noise created by the horn wizzing past the mike. Press **A/B** to switch between fast and slow speeds.

87   OD Rotary
A rotary speaker effect with some built-in overdrive. Press **A/B** to switch between fast and slow speeds.

88   Touch Spinner
A detuned phased signal fed into a hall reverb. The motion speeds up as you play louder.

89   StereoSpin
A rotary speaker alternative for guitar, keyboard, or vocals. The input is detuned and sent through a crossover. The low and high frequency outputs are routed separately into an auto panner where stereo delay and ambience are added. Press **A/B** to glide between slow and fast pan rates.

Programs 90-97 are designed for dual mono applications. The left and right channels each have independent mono effects. We created these for PA applications, but they're also useful for getting the most out of a console's aux sends.

90   L=Dly R=Chmb
Left channel echo. Right channel large room.

91   L=Dly R=Ambi
Left channel echo. Right channel ambience.

92   L=Dly R=Dtun
Left channel echo. Right channel detuner.

93   L=Ptch R=Chmb
Left channel pitch shifter. Right channel large room.

94   L=Dly R=Ptch
Left channel echo. Right channel pitch shifter.

95   L=2BndR=Chmb
Left channel 2-band EQ. Right channel large room.

96   Dual 2-Band
Independent 2-band EQ's on the left and right channels – each with independent gain, frequency and Q for both bands.

97   Dual TapDlys
Independent tap delays with individual delay rhythm, feedback and damping controls.

98   50's Sci Fi
Inspired by an old Sci Fi score, this program plays a cascade of descending pitches all by itself — complete with echoes and reverberation! Press **A/B** to turn off the pitch generator and process your own input.

99   Submarine
Who could have possibly fathomed an underwater sound as deep as this?

Presets 100-159 were designed specifically for use with guitar, with the MPX 1 on a console aux bus, connected into the effects loop of a guitar rig, or connected between the preamp and power amp of a guitar rig. Most have built-in patches for use with the MPX R1 remote controller. The wah presets, for example, are patched to the R1 expression pedal.