## **UB1832FX-PRO Effect Presets**

Ultra-Low Noise Design 18-Input 3/2-Bus Mic/Line Mixer with Premium Mic Preamplifiers and Multi-FX Processor

No.	Effect	Description	No.	Effect	Description	
Hall 00	)-09		Delav	50-59		
00	Small Hall 1	approx. 1.0s reverb decay	50	Short Delay 1	Like a short shattering	
01	Small Hall 2	approx. 1.2s reverb decay	51	Short Delay 2	1-2 short impulse(s)	
02	Small Hall 3	approx. 1.5s reverb decay	52	Short Delay 3	1-2 short implulse(s)	
03	Mid Hall 1	approx. 1.8s reverb decay	53	Mid Delay 1	Classical delay for up-tempo music (115-125 BPM)	
04	Mid Hall 2	approx. 2.0s reverb decay	54	Mid Delay 2	Classical delay for mid-tempo music (105-115 BPM	
05	Mid Hall 3	approx. 2.5s reverb decay	55	Mid Delay 3	Classical delay for slow-tempo music (95-105 BPM)	
06	Big Hall 1	approx. 2.8s reverb decay	56	Long Delay 1	Classical delay for reggae-tempo music (85-95 BPM	
07	Big Hall 2	approx. 3.2s reverb decay	57	Long Delay 2	Classical delay for dub-tempo music (75-85 BPM)	
08	Big Hall 3	approx. 4s reverb decay	58	Long Delay 3	Extra long (nearly infinite) delay effect	
09	Church	approx. 7s reverb decay	59	Long Echo	Extra long canyon echo effect	
Room				IS 60-69		
10	Small Room 1	approx. 0.5s reverb decay	60	Soft Chorus 1	Unobtrussive effect	
11	Small Room 2	approx. 0.8s reverb decay		Soft Chorus 2	Unobtrussive effect with different color	
12	Small Room 3	approx. 0.05 reverb decay	62	Warm Chorus 1		
	Mid Room 1		63	Warm Chorus 2	Analog sounding	
13		approx. 1.2s reverb decay			Analog sounding with different color	
14	Mid Room 2	approx. 1.5s reverb decay	64	Phat Chorus 1	Pronounced chorus effect	
15	Mid Room 3	approx. 1.8s reverb decay	65	Phat Chorus 2	Pronounced chorus effect with different color	
16	Big Room 1	approx. 2.0s reverb decay	66	Classic Flanger	Standard flanger effect	
17	Big Room 2	approx. 2.2s reverb decay	67	Warm Flanger	More analog touch	
18	Big Room 3	approx. 2.5s reverb decay	68	Deep Flanger	Deep modulation impression	
19	Chapel	approx. 3s reverb decay	69	Heavy Flanger	Extremely pronounced effect	
Plate 20-29			Phase/Pitch 70-79			
20	Short Plate	approx. 1.0s reverb decay	70	Classic Phaser	Standard phaser effect	
21	Mid Plate	approx. 1.5s reverb decay	71	Warm Phaser	More analog touch	
22	Long Plate	approx. 2.2s reverb decay	72	Deep Phaser	Deep modulation impression	
23	Vocal Plate	approx. 1.2s reverb decay	73	Heavy Phaser	Extreme strong effect	
24	Drums Plate	approx. 1.0s reverb decay	74	Pitch Shift Detune	2-3 times detune for a wider solo voice sound	
25	Gold Plate 1	approx. 1.2s reverb decay	75	Pitch Shift +3	Minor third added voice	
26	Gold Plate 2	approx. 2.0s reverb decay	76	Pitch Shift +4	Major third added voice	
27	Short Spring	approx. 1.0s reverb decay	77	Pitch Shift +7	Quint above added voice	
28	Mid Spring	approx. 2.0s reverb decay	78	Pitch Shift -5	Fourth down added voice	
29	Long Spring	approx. 2.5s reverb decay	79	Pitch Shift -12	1 octave down added voice	
Gated/Reverse 30-39			Multi	Multi 1 80-89		
30	Gated Rev Short	approx. 0.8s gate time	80	Chorus + Reverb 1	Soft chorus + medium-short reverb	
31	Gated Rev Mid	approx. 1.2s gate time	81	Chorus + Reverb 2	Deep chorus + medium-long reverb	
32	Gated Rev Long	approx. 2.0s gate time	82	Flanger + Reverb 1	Soft flanger + medium-short reverb	
33	Gated Rev XXL	approx. 3.0s gate time	83	Flanger + Reverb 2	Deep flanger + medium-long reverb	
34	Gated Rev Drums 1	approx. 0.8s gate time	84	Phaser + Reverb 1	Soft phaser + medium-short reverb	
35	Gated Rev Drums 2	approx. 1.2s gate time	85	Phaser + Reverb 2	Deep phaser + medium-long reverb	
36	Reverse Short	approx. 0.8s gate time	86	Pitch + Reverb 1	Soft voice detuning + medium-short reverb	
37	Reverse Mid	approx. 1.2s gate time	87	Pitch + Reverb 2	Fourth above internal + medium-long reverb	
38	Reverse Long	approx. 2.0s gate time	88	Delay + Reverb 1	Short delay + medium-short reverb	
39	Reverse XXL	approx. 2.05 gate time	89	Delay + Reverb 2	Medium-long delay + medium-long reverb	
	eflections 40-49	approx. 5.05 gate time		2 90-99	Medium long delay 1 medium long revelo	
		Chart		1	Charted along a modium law method recent	
40	Early Reflection 1	Short		Delay + Gated Rev	Short delay + medium-long gated reverb	
41	Early Reflection 2	Medium-short		Delay + Reverse	Medium-short delay + medium-long reverse rever	
42	Early Reflection 3	Medium-long	92	Delay + Chorus 1	Short delay + soft chorus	
43	Early Reflection 4	Long	93	Delay + Chorus 2	Medium-long delay + deep chorus	
44	Short Ambience	Short	94	Delay + Flanger 1	Short delay + soft flanger	
45	Mid Ambience	Medium-short	95	Delay + Flanger 2	Medium-long delay + deep flanger	
	1.1. A. 1.1.	Medium-short	96	Delay + Phaser 1	Short delay + soft phaser	
46	Live Ambience			,	, .	
	Live Ambience Big Ambience Stadium	Medium-long	97	Delay + Phaser 2 Delay + Pitch 1	Medium-long delay + deep phaser Short delay + fourth down interval	



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