

### Presets ordered by Number

100 Mute_Series	155 ManifoldAlpha	224 ChorusSpace2	277 ReverseNonlin	330 NQ Phase
101 Mute_Xfade	156 ManifoldBeta	225 Brown	278 Wormhole2	331 Megaphone
102 Thru_Series	157 VocalProcess	226 Browner	279 Diat+3rd+5th	332 DistortVoxFilt
103 Thru_Xfade	158 AutoCorrect	227 WIDE solo	280 Diat+5th+7th	333 SolsticeBells
104 Banddelays	159 DualWammy	228 De-Bigulator	281 Diat+4th+6th	334 Solstice2
105 Bandtaps	160 4Detuners	229 Detunedspace	282 Diat+5th+Oct	335 'Aarrhh
106 Chorusdelays	161 ReverseCrystals	230 WhiplashSnare	283 Diat-4th+5th	336 Rich Plate
107 Chorustaps	162 St Shifter	231 Bob's Claps	284 Diat-Oct+5th	337 Shimmerish
108 Combdelays	163 DiatonicShift2	232 Bob's Delay	285 Diat-Oct+Oct	338 FuzzySampleMe
109 Combtaps	164 MutiShift2	233 Angelic Echos	286 Diat+5th+10th	339 Rainbow Drops
112 Ringdelays	165 DualDiatonic	234 ResonEchoes	287 E/R+Verb8	340 RingDelayWa
113 Ringtaps	166 DualMultishift	235 CompressedRoom	288 Delays+Verb8	341 FilterEchos
114 Pandelays	167 DiatonicShift4	236 Dual Reverbs	289 Vibrato	342 Diamond Rain
115 St Chorus	168 MultiShift4	237 Phaser+Verb	290 BuenosNotches	343 MiniMalism
116 DuckedDelays	170 ModFreqShift	238 TremmedVerb	291 DolphinTalk	344 Spaced Spaces
117 Ultratap 2	174 Reverb 8	239 LarynxDelays	292 Jimi James	345 Doubler Phased
118 Loop10	175 LongVerb8	240 Larynx 2	293 AcidReign	346 FiltaPongVerb
119 Loop20	176 Reverb 16	241 LatinCathedral	294 AnalogDelays2	347 ChoralFlange
120 DualLoop5	177 DenseRoom 8	242 LarynxVerb1	295 FatAsCanB	348 Eclipsed Delays
121 DualLoop10	178 DenseRoom16	243 LarynxVerb2	296 Micropitchshift	349 Flangedown
122 Reverse10	180 St Diffusor	244 Biomec 3	297 MicropitchSlap	350 Trem-A-Phase
123 Reverse20	181 Diffchorus	245 ShiftedVerb1	298 DigDly+Wah	351 FritterpanVerb
124 DualReverse5	183 Chordlys+Verb8	246 ShiftedVerb2	299 Thick 700's	352 FuzzyFlange
125 DualReverse10	184 Mshift+Reverb8	247 ShiftedClusters	300 Thick -500's	353 Reson8Delayz
126 StereoComp	185 Dshift+Reverb8	248 ArenaSound2	301 Thick 1200's	354 FiltaShiftVerb
127 DualGates	186 Stshift+Reverb8	249 Crystal Verb	302 Thick -1200's	355 BrillianceLoop
128 FM Panner	190 Dither	250 EarlyReflec1	303 ScaryMovie	356 PhasedRoom
129 FM Trem	191 OSC440	251 EarlyReflec2	304 RicherChorus	357 4Evers Loop
130 2BandXover	192 Tuner	252 EarlyClust1	305 JustStereo2	358 Filters Nonstop
131 Dual 4B Parametric	200 Biomec 1	253 EarlyClust2	306 EchoplexingPong	359 Quintilizer
132 Dual8Band Eq	201 Biomec 2	254 BostonChamber	307 Micro-Verb2	360 Insta-Magic
133 Dual Filters	202 FuzzPitch	255 MediumChamber	308 Steeplechase2	361 Vox-A-Verb
134 Dual Modfilters	203 Desert Gtr	256 ToonChamber2	309 WarmFlange	362 6th World
135 St Phaser	204 Wide Crunch	257 EMT Plate	310 Pandemonium	363 Octa-Fuzz
136 StereoizePhaser	205 Dominion	258 MetallicPlate	311 OpenVerb	364 PanVerbEcho
137 DualSamp/Hold	206 PolyCloudverb	259 StereoPlate	312 Backwards 1	365 RingerPhase
138 VocalizedWa	207 LittleDemons	260 StPlate2&Chorus	313 Backwards 2	366 GhostingDelay
139 Vocoder10	208 Mountainrange	261 ReelRoom	314 Aliens	367 Ample Say
140 Delay8Plex	209 Hemispheres	262 UnreelRoom	315 Taps L>R	
141 LrgDelay8Plex	210 ElementalBass	263 MediumBooth	316 DeathFlange2	
142 Detune4Plex	211 GerrysBass+Tune	264 SweptBooth	317 Undulator 2	
143 Reverse4Plex	212 OD VerbedDly	265 RMX Ambience	318 Phase/Plex	
144 FuzzADSRPreamp	213 Bandpong	266 SpongeSpring	319 Chorus/Ring	
145 BassPreamp	214 BandCenter&Pong	267 New Air 2	320 Crystal/Wash	
146 OverdrivePreamp	215 BandtapsL/C/R	268 SoftSmallRoom	321 GatedCorrecter	
147 FuzzPreamp	216 BandtapsR/C/L	269 StMike&Room2	322 Gate V16	
148 PolyDriver	217 Choruspong	270 AcousticRoom2	323 RealRingmod	
149 FuzzWaWammyPre	218 Ticktock	271 EchoRoom	324 Choralspace	
150 EZPolyFuzz	219 Ticktock2	272 StringRoom2	325 Moonlight Gtr	
151 PolyFuzz	220 Ringpong	273 BlackHole2	326 CJ's EchoFlange	
152 FmFilterPan	221 RingpongRoom	274 EchospaceOfGod	327 CJ's EchoPhase	
153 LfoFilter+Pong	222 DualCompress	275 FlangeCanyon	328 TriangleFlange	
154 S/HFilter+Pong	223 Flangerator	276 ChorusCanyon	329 CJ's Fugue	

# Eclipse Preset List

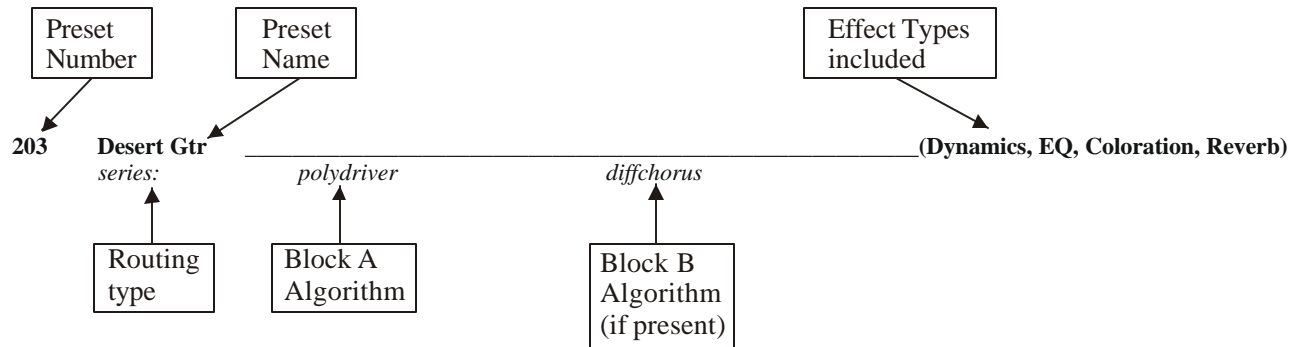
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## Presets ordered by Name

130 2BandXover	316 DeathFlange2	271 EchoRoom	297 MicropitchSlap	303 ScaryMovie
160 4Detuners	228 De-Bigulator	274 EchospaceOfGod	307 Micro-Verb2	247 ShiftedClusters
357 4Evers Loop	140 Delay8Plex	348 Eclipsed Delays	343 MiniMalism	245 ShiftedVerb1
362 6th World	288 Delays+Verb8	210 ElementalBass	170 ModFreqShift	246 ShiftedVerb2
335 'Aarrhh	177 DenseRoom 8	257 EMT Plate	325 Moonlight Gtr	337 Shimmerish
293 AcidReign	178 DenseRoom16	150 EZPolyFuzz	208 Mountainrange	268 SoftSmallRoom
270 AcousticRoom2	203 Desert Gtr	295 FatAsCanB	184 Mshift+Reverb8	334 Solstice2
314 Aliens	142 Detune4Plex	346 FiltaPongVerb	168 MultiShift4	333 SolsticeBells
367 Ample Say	229 Detunedspace	354 FiltaShiftVerb	100 Mute_Series	344 Spaced Spaces
294 AnalogDelays2	342 Diamond Rain	341 FilterEchos	101 Mute_Xfade	266 SpongeSpring
233 Angelic Echos	279 Diat+3rd+5th	358 Filters Nonstop	164 MutiShift2	115 St Chorus
248 ArenaSound2	281 Diat+4th+6th	275 FlangeCanyon	267 New Air 2	180 St Diffusor
158 AutoCorrect	286 Diat+5th+10th	349 Flangedown	330 NQ Phase	135 St Phaser
312 Backwards 1	280 Diat+5th+7th	223 Flangerator	363 Octa-Fuzz	162 St Shifter
313 Backwards 2	282 Diat+5th+Oct	128 FM Panner	212 OD VerbedDly	308 Steeplechase2
214 BandCenter&Pong	283 Diat-4th+5th	129 FM Trem	311 OpenVerb	126 StereoComp
104 Banddelays	284 Diat-Oct+5th	152 FmFilterPan	191 OSC440	136 StereoizePhaser
213 Bandpong	285 Diat-Oct+Oct	351 FritterpanVerb	146 OverdrivePreamp	259 StereoPlate
105 Bandtaps	163 DiatonicShift2	144 FuzzADSRPreamp	114 Pandelays	269 StMike&Room2
215 BandtapsL/C/R	167 DiatonicShift4	202 FuzzPitch	310 Pandemonium	260 StPlate2&Chorus
216 BandtapsR/C/L	181 Diffchorus	147 FuzzPreamp	364 PanVerbEcho	272 StringRoom2
145 BassPreamp	298 DigDly+Wah	149 FuzzWaWammyPre	318 Phase/Plex	186 Stshift+Reverb8
200 Biomec 1	332 DistortVoxFilt	352 FuzzyFlange	356 PhasedRoom	264 SweptBooth
201 Biomec 2	190 Dither	338 FuzzySampleMe	237 Phaser+Verb	315 Taps L>R
244 Biomec 3	291 DolphinTalk	322 Gate V16	206 PolyCloudverb	301 Thick 1200's
273 BlackHole2	205 Dominion	321 GatedCorrecter	148 PolyDriver	302 Thick -1200's
231 Bob's Claps	345 Doubler Phased	211 GerrysBass+Tune	151 PolyFuzz	300 Thick -500's
232 Bob's Delay	185 Dshift+Reverb8	366 GhostingDelay	359 Quintilizer	299 Thick 700's
254 BostonChamber	131 Dual 4B Parametric	209 Hemispheres	339 Rainbow Drops	102 Thru_Series
355 BrillianceLoop	133 Dual Filters	360 Insta-Magic	323 RealRingmod	103 Thru_Xfade
225 Brown	134 Dual Modfilters	292 Jimi James	261 ReelRoom	218 Ticktock
226 Browner	236 Dual Reverbs	305 JustStereo2	353 Reson8Delayz	219 Ticktock2
290 BuenosNotches	132 Dual8Band Eq	240 Larynx 2	234 ResonEchoes	256 ToonChamber2
347 ChoralFlange	222 DualCompress	239 LarynxDelays	176 Reverb 16	350 Trem-A-Phase
324 Choralspace	165 DualDiatonic	242 LarynxVerb1	174 Reverb 8	238 TremmedVerb
183 Chordlys+Verb 8	127 DualGates	243 LarynxVerb2	122 Reverse10	328 TriangleFlange
319 Chorus/Ring	121 DualLoop10	241 LatinCathedral	123 Reverse20	192 Tuner
276 ChorusCanyon	120 DualLoop5	153 LfoFilter+Pong	143 Reverse4Plex	117 Ultratap 2
106 Chorusdelays	166 DualMultishift	207 LittleDemons	161 ReverseCrystals	317 Undulator 2
217 Choruspong	125 DualReverse10	175 LongVerb8	277 ReverseNonlin	262 UnreelRoom
224 ChorusSpace2	124 DualReverse5	118 Loop10	336 Rich Plate	289 Vibrato
107 Chorustaps	137 DualSamp/Hold	119 Loop20	304 RicherChorus	138 VocalizedWa
326 CJ's EchoFlange	159 DualWammy	141 LrgDelay8Plex	112 Ringdelays	157 VocalProcess
327 CJ's EchoPhase	116 DuckedDelays	155 ManifoldAlpha	340 RingDelayWa	139 Vocoder10
329 CJ's Fugue	287 E/R+Verb8	156 ManifoldBeta	365 RingerPhase	361 Vox-A-Verb
108 Combdelays	252 EarlyClust1	263 MediumBooth	220 Ringpong	309 WarmFlange
109 Combtaps	253 EarlyClust2	255 MediumChamber	221 RingpongRoom	230 WhiplashSnare
235 CompressedRoom	250 EarlyReflec1	331 Megaphone	113 Ringtaps	204 Wide Crunch
249 Crystal Verb	251 EarlyReflec2	258 MetallicPlate	265 RMX Ambience	227 WIDE solo
320 Crystal/Wash	306 EchoplexingPong	296 Micropitchshift	154 S/HFilter+Pong	278 Wormhole2

## General Notes

- o Those presets with the same name as a preset from the H3000 or DSP4000 family are essentially the same.
- o Those presets with the same name as a preset from the H3000 or DSP4000 family with a 2 added (e.g. Ultratap 2) are similar in character, but may have small sonic differences.
- o Some presets come in two versions, one for high sample rates, and one for low rates. In this case, the lower rate one will have twice the delay, etc. of the higher one (e.g. Reverse10 - high, Reverse20 - low).
- o Presets 100-199 are implementations of the internal algorithm set.
- o See the Algorithms Manual for more information on algorithms.



## The Presets

- 100 Mute\_Series** -----  
*series: Mute Mute*  
 A useful program if you want to insure that no audio will pass through the Eclipse. Alternatively, you could pull the cables ... Mainly used for preset building.
- 101 Mute\_Xfade** -----  
*xfade: Mute*  
 Use this program with other "cross-fadeable" programs (those programs that only use one effects block) to create fades to or from silence. Change the crossfade time under SETUP [MODES].
- 102 Thru\_Series** -----  
*series: thru thru*  
 Another utility program to insure that audio passes unaffected through the Eclipse. Mainly useful for test purposes, but included for completeness.
- 103 Thru\_Xfade** -----  
*xfade: thru*  
 Use this program with other "cross-fadeable" programs (those programs that only use one effects block) to smoothly transition to or from a clean signal. Change the crossfade time under SETUP [MODES].
- 104 Banddelays** ----- **(Delay)**  
*xfade: m\_banddelays*  
 A watery, dreamy sort of delay, useful for placing instruments in a lovely haze.
- 105 Bandtaps** ----- **(Delay)**  
*xfade: m\_bandtaps*  
 A chanting percussive delay that adds colorful rhythm. Best used with staccato instruments like drums or choppy guitar.

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- 106 Chorusdelays** \_\_\_\_\_ (Modulation, Delay)  
*xfade:* *m\_chorusdelays*  
Slightly modulating delays that add "sweetness" to an overt delay effect. Use it when you want a delay with a little "separation" from the source material.
- 107 Chorustaps** \_\_\_\_\_ (Modulation, Delay)  
*xfade:* *m\_chorustaps*  
Rhythmic and "sweet." Liven up rhythmic instruments in a way that "separates" the resultant taps from the source material.
- 108 Combdelays** \_\_\_\_\_ (Delay)  
*xfade:* *m\_combdelays*  
A very "electronic" sound added to a standard delay effect. Use it to create new and interesting sounds.
- 109 Combtaps** \_\_\_\_\_ (Delay)  
*xfade:* *m\_combtaps*  
Rhythmic and "electronic." Use it to create new rhythmic effects.
- 112 Ringdelays** \_\_\_\_\_ (Coloration, Delay, Pitchshift)  
*xfade:* *m\_ringdelays*  
In large doses, bubbly and psychedelic. In small doses sweet and gentle. The kind of effect that makes your head swim. It's useful for "spacing" things out or adding a unique tremolo to guitars or keyboards.
- 113 Ringtaps** \_\_\_\_\_ (Coloration, Delay, Pitchshift)  
*xfade:* *m\_ringtaps*  
Rhythmic and bubbly. Use it to add interesting rhythms to staccato instruments in a shimmering, shaking sort of way. A very unique sounding tap!
- 114 Pandelays** \_\_\_\_\_ (Dynamics, Delay)  
*xfade:* *m\_pandelays*  
Add a stereo effect and delay in one fell swoop. The delays pan around to confuse would-be predators. Nice for "thickening up" a scrawny instrument.
- 115 St Chorus** \_\_\_\_\_ (Modulation, Delay)  
*xfade:* *st\_chorus\_delays*  
Classic shimmering beauty useful for making un-special instruments special. Voice or guitar needs more "richness"? Reach for the St. Chorus.
- 116 DuckedExceptions** \_\_\_\_\_ (Dynamics, Delay)  
*xfade:* *ducked\_delays*  
Delays that don't muck up the dry signal! When the dry signal is present, the delays are quiet (they "duck" out of the way). Only when the dry signal stops or gets quiet do the delays rise to full volume. Useful for trailing delays at the end of riffs or for filling in gaps.
- 117 Ultratap 2** \_\_\_\_\_ (Delay, Reverb)  
*xfade:* *ultratap\_2*  
Another way to make unique rhythmic patterns that add to the timbre of the original instrument. Change the number of taps and the length to go from "robot" mode to "dream" mode.
- 118 Loop10** \_\_\_\_\_ (Delay)  
*xfade:* *mono\_loop\_10*  
A long, clean delay that's good for looping and general delay purposes. Manipulate the (SEND) parameter to create a loop and then play along with it.
- 119 Loop20** \_\_\_\_\_ (Delay)  
*xfade:* *mono\_loop\_20*  
A longer version of "Loop10" for lower sample rates only.

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- 120 **DualLoop5** \_\_\_\_\_ (Delay)  
*xfade:* *dual loops (5)*  
A stereo version of "Loop 10."
- 121 **DualLoop10** \_\_\_\_\_ (Delay)  
*xfade:* *dual loops(10)*  
A longer version of "DualLoop5" for lower sample rates only.
- 122 **Reverse10** \_\_\_\_\_ (Delay)  
*xfade:* *mono reverse(10)*  
Use this effect to decode satanic messages in your favorite album! Creates a very distinct backwards delay that sounds like an old Hendrix solo. Not for the faint of heart. Reverse length can be as long as 10 seconds.
- 123 **Reverse20** \_\_\_\_\_ (Delay)  
*xfade:* *mono reverse(20)*  
Like "Reverse 10," for lower sample rates only.
- 124 **DualReverse5** \_\_\_\_\_ (Delay)  
*xfade:* *dual reverse(5)*  
Like "Reverse 10," only shorter and in stereo.
- 125 **DualReverse10** \_\_\_\_\_ (Delay)  
*xfade:* *dual reverse(10)*  
Like "DualReverse5," for lower sample rates only.
- 126 **StereoComp** \_\_\_\_\_ (Dynamics)  
*xfade:* *dual compressors*  
A stereo compressor useful for smoothing and controlling your dynamics. This effect is almost always used on vocals and bass and finds frequent employment on guitars as well. By smoothing out variations in the dynamics of your instrument, you'll be able to achieve higher average levels, making whatever you record or play sound "louder" or punchier.
- 127 **DualGates** \_\_\_\_\_ (Dynamics)  
*xfade:* *dual noisegates*  
Cut out hiss or hum when an instrument isn't playing. When levels are below the selectable threshold, nothing gets through and you hear blissful silence. When levels are above the threshold, the instrument should mask the offending hiss or hum. Set the attack and release carefully for the best effect.
- 128 **FM Panner** \_\_\_\_\_ (Dynamics, Modulation)  
*xfade:* *fm panner*  
Pan signals between stereo speakers to baffle dogs. With (T\_FMRATE) on, the signal pans faster the louder the music gets, for seriously disorienting psychedelia.
- 129 **FM Trem** \_\_\_\_\_ (Dynamics, Modulation)  
*xfade:* *fm trem*  
Add a "gated" rhythm to continuous tracks or sounds. With (T\_FMRATE) on, the signal level varies faster the louder the music gets.
- 130 **2BandXover** \_\_\_\_\_ (EQ)  
*xfade:* *two band x-over*  
Use this effect if you need to send the high frequencies to one place and the low frequencies to another. Alternatively, this is a handy way to change levels between the high and low frequencies of a signal.
- 131 **Dual 4B Parametric** \_\_\_\_\_ (EQ)  
*xfade:* *dual 4band para*  
A four-band, fully parametric equalizer, useful for tweaking the timbre of a signal.

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- 132 **Dual8Band Eq** \_\_\_\_\_ (EQ)  
*xfade:* *dual 8 band eq*  
Like the "Dual 4B Parametric," except with eight bands and less control over each channel's width (Q).
- 133 **Dual Filters** \_\_\_\_\_ (EQ)  
*xfade:* *dual filters*  
Nice, sharp filters for blocking off regions of a signal's spectrum wholesale. Use as a lowpass filter to dull out a sound (or to make it sound like it was recorded on low-fi equipment). Use as a highpass filter to blow out the low-end. This is especially useful when the low-end is serving little musical purpose. (Extraneous low-end quickly mucks up a mix!)
- 134 **Dual Modfilters** \_\_\_\_\_ (Dynamics, EQ, Modulation)  
*xfade:* *dual modfilters*  
A radical effect that can sound like an analog keyboard or an envelope filter, depending on (MODE). Super-funky and never subtle.
- 135 **St Phaser** \_\_\_\_\_ (EQ, Modulation)  
*xfade:* *stereo phaser*  
That classic milky sound that can sweeten instruments up in small amounts or can completely whack them out in large amounts. Moves around in stereo. Quite psychedelic...
- 136 **StereoizingPhaser** \_\_\_\_\_ (EQ, Modulation)  
*xfade:* *stereoize phaser*  
A stronger version of "St. Phaser". It moves even more and has been known to knock the less-than-sober out of chairs.
- 137 **DualSamp/Hold** \_\_\_\_\_ (EQ, Modulation)  
*xfade:* *dual sample/hold*  
Creates a random "melody" on top of the signal for a completely altered sound. Turn to this when you're looking for something rhythmic and very different. Use in small amounts in the background to give that twenty-third century feeling.
- 138 **VocalizedWa** \_\_\_\_\_ (EQ, Modulation)  
*xfade:* *vocal wa*  
Ya! An effect that makes it sound like your music is being played in the stomach of a talkative, albeit repetitive little man. Not subtle at all, but quite "tasty" in the right context.
- 139 **Vocoder10** \_\_\_\_\_ (Dynamics, EQ, Modulation)  
*xfade:* *10 band vocoder*  
Impose the spectrum of one instrument (usually a voice) on the spectrum of noise. Alternatively, set (CARRIER) to "left in" to impose the spectrum of the right input (usually a voice) on the spectrum of the left input (usually a keyboard "pad"). Sometimes it pays to resist the urge to sing into the right input - it might work better if you just speak rhythmically.
- 140 **Delay8Plex** \_\_\_\_\_ (Delay, Reverb)  
*xfade:* *delay 8 plex*  
A reverb with pronounced delays. Use it to give things space without pretense of being any real room.
- 141 **LrgDelay8Plex** \_\_\_\_\_ (Delay, Reverb)  
*xfade:* *large dly8 plex*  
Like "Delay8Plex" but with significantly longer delays.
- 142 **Detune4Plex** \_\_\_\_\_ (Delay, Reverb, Pitchshift)  
*xfade:* *detune 4 plex*  
A slightly detuned reverb-ish sort of delay. Stands nicely apart from the source material. With small amounts of detune, it creates a sweet reverb, but with large amounts of detune, you'll make your listeners worried that something really bad is about to happen.

# Eclipse Presets – Descriptions

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- 143 **Reverse4Plex** \_\_\_\_\_ (Delay, Reverb, Pitchshift)  
*xfade:* *reverse 4 plex*  
Much like “Detune4Plex”, but uses a reverse shifter.
- 144 **FuzzADSRPreamp** \_\_\_\_\_ (Dynamics, EQ, Coloration, Modulation)  
*xfade:* *fuzzADSRpre*  
Excellent guitar processing, complete with distortion, a funky envelope filter, and an ADSR that modifies the output level.
- 145 **BassPreamp** \_\_\_\_\_ (Dynamics, EQ, Coloration)  
*xfade:* *bass pre*  
Fine bass processing, with a bonus "thickener" added at no extra charge. For the meaner types, distortion is included.
- 146 **OverdrivePreamp** \_\_\_\_\_ (Dynamics, EQ, Coloration)  
*xfade:* *overdrive preamp*  
Distortion for your guitar, voice, or wimpy snare. Potentially subtle, but loads nasty. Compare with the timbre of “FuzzPreamp.”
- 147 **FuzzPreamp** \_\_\_\_\_ (Dynamics, EQ, Coloration)  
*xfade:* *fuzz preamp*  
Need distortion? You called the right program. Try it on guitar. If you like this one, you should also try “OverdrivePreamp.”
- 148 **PolyDriver** \_\_\_\_\_ (Dynamics, EQ, Coloration)  
*xfade:* *polydriver*  
A gritty sort of distortion for your guitar or worldview. It separates the signal into six frequency bands before processing to keep the notes separate.
- 149 **FuzzWaWammyPre** \_\_\_\_\_ (Dynamics, EQ, Coloration, Modulation, Pitchshift)  
*xfade:* *fuzzpre wa/wammy*  
Use with guitar and a pedal for distortion and volume or pitch control!
- 150 **EZPolyFuzz** \_\_\_\_\_ (Dynamics, EQ, Coloration)  
*xfade:* *ez polyfuzz*  
A stereo distortion that's warm and fuzzy (and easy)! Compresses before it distorts!
- 151 **PolyFuzz** \_\_\_\_\_ (Dynamics, EQ, Coloration)  
*xfade:* *polyfuzz*  
A stereo distortion that bites. Does not compress before it distorts!
- 152 **FmFilterPan** \_\_\_\_\_ (Dynamics, EQ, Modulation)  
*xfade:* *fm modfilter/pan*  
Two filters that pan for spaced out effects. Sounds like your favorite candy tastes. Entirely un-subtle. Use it to simultaneously "stereo-ize" and color keyboard or guitars.
- 153 **LfoFilter+Pong** \_\_\_\_\_ (EQ, Modulation, Delay)  
*xfade:* *lfo filter+pingpong*  
Modulating filters that feed into a ping-pong delay for a healthy helping of creamy resonance soup. Colors things with big, overbearing crayons. Quite beautiful in the right context (try keyboards).
- 154 **S/HFilter+Pong** \_\_\_\_\_ (EQ, Modulation, Delay)  
*xfade:* *s/h filt+pingpong*  
Crazy computers in space! Add rhythm, color, and depth to any sound. Creates random melodies in time with your music. Careful - only drown your source if it deserves it!

# Eclipse Preset List - Descriptions

# V1.1

- 155 ManifoldAlpha** \_\_\_\_\_ (Delay, Pitchshift)  
*xfade:*            *manifold alpha*  
A teeming mass of pitch-shifted delayed craziness in full stereo. Keep it quiet to hint at unspoken insanity. Turn it up for barking madness.
- 156 ManifoldBeta** \_\_\_\_\_ (Delay, Pitchshift)  
*xfade:*            *manifold beta*  
Make things swim in a stereoized ocean of tone. Like “ManifoldAlpha,” but with reverse delays. Insane, but paradoxically less so than its predecessor.
- 157 VocalProcess** \_\_\_\_\_ (Dynamics, EQ)  
*xfade:*            *dual comp/de-ess*  
A compressor with de-essing. Use it on vocals or any ssssignal with excccccsssive sssssibilanccccc. Gets the “ouch” out and smoothes dynamics in one fell swoop.
- 158 AutoCorrect** \_\_\_\_\_ (Modulation, Pitchshift)  
*xfade:*            *auto correct*  
Use on vocals, guitars, or other similarly pitched instruments to correct minor flaws in pitch. Use on whole mixes or un-pitched instruments for unpredictable madness.
- 159 DualWammy** \_\_\_\_\_ (Modulation, Pitchshift)  
*xfade:*            *dual wammy*  
Stereo pitch shifters conveniently tied to the foot pedal jack. Best used when you don't have techs to bring you freshly tuned guitars between songs.
- 160 4Detuners** \_\_\_\_\_ (Pitchshift)  
*xfade:*            *4 detuners*  
Slight detuning adds “sweetness” when combined with the source. Use it when something needs a touch of stereo “niceness.” Increase (TIGHTNESS) to smear things out.
- 161 ReverseCrystals** \_\_\_\_\_ (Delay, Pitchshift)  
*xfade:*            *reverse crystals*  
Regal sounding reverse delays add a unique time-based timbre to your favorite track. Use in moderation for a swamy, swimmy effect.
- 162 St Shifter** \_\_\_\_\_ (Pitchshift)  
*xfade:*            *stereoshift*  
A stereo coherent pitch shifter for doubling parts in fixed harmonies. Often used on guitars and vocals at low volume.
- 163 DiatonicShift2** \_\_\_\_\_ (Modulation, Delay, Pitchshift)  
*xfade:*            *diatonic 2*  
Use with a very pitched input to render key-sensitive pitch shifting (guitars or vocals). Use with a poorly pitched input for madness (your whole mix?). Also has an LFO for cyclic shifting (look under the PARAMETER key).
- 164 MultiShift2** \_\_\_\_\_ (Modulation, Delay, Pitchshift)  
*xfade:*            *multishift 2*  
Two voices of pitch shift for adding fixed harmonies. Also has an LFO for cyclic shifting (look under the PARAMETER key).
- 165 DualDiatonic** \_\_\_\_\_ (Modulation, Delay, Pitchshift)  
*xfade:*            *dual diatonic*  
Like “DiatonicShift2,” except applied to each channel independently with no LFO.
- 166 DualMultishift** \_\_\_\_\_ (Modulation, Delay, Pitchshift)  
*xfade:*            *dual multishift*  
Like “DualDiatonic,” only (wait for it ..) not diatonic.



# Eclipse Presets – Descriptions

# V1.1

- 167 **DiatonicShift4** \_\_\_\_\_ (Delay, Pitchshift)  
*xfade:*            *diatonic 4*  
Four voices of key-sensitive pitch shift.
- 168 **MultiShift4** \_\_\_\_\_ (Delay, Pitchshift)  
*xfade:*            *multishift 4*  
Four voices of fixed interval pitch shift.
- 170 **ModFreqShift** \_\_\_\_\_ (Dynamics, Coloration, Modulation, Pitchshift)  
*xfade:*            *dual modfreqshift*  
A very cool "3D-ish" effect that bubbles along with the dynamics of the input. Think of it as a unique tremolo effect. (Watch for mono compatibility!)
- 174 **Reverb 8** \_\_\_\_\_ (Reverb)  
*xfade:*            *reverb 8*  
Reverb! Makes the source sound like it's being played in a big room. High end damped.
- 175 **LongVerb8** \_\_\_\_\_ (Delay, Reverb)  
*xfade:*            *long reverb 8*  
Like "Reverb 8," but an even bigger room.
- 176 **Reverb 16** \_\_\_\_\_ (Reverb)  
*xfade:*            *reverb 16*  
A slightly more articulated version of "Reverb 8" for lower sampling rates only.
- 177 **DenseRoom 8** \_\_\_\_\_ (Delay, Reverb)  
*xfade:*            *dense room 8*  
A very reflective room with plenty of high-end reflection.
- 178 **DenseRoom16** \_\_\_\_\_ (Delay, Reverb)  
*xfade:*            *dense room 16*  
A very smooth, large room.
- 180 **St Diffusor** \_\_\_\_\_ (Reverb)  
*xfade:*            *s\_diffusor*  
A nicely imaged small reverb.
- 181 **Diffchorus** \_\_\_\_\_ (Reverb)  
*xfade:*            *diffchorus*  
A very smeared out reverb with slight detuning for added "sweetness." Sounds like the instrument is playing on the other side of the building in a gargantuan racquetball court.
- 183 **Chordlys+Verb8** \_\_\_\_\_ (Modulation, Delay, Reverb)  
*xfade:*            *moddelays+verb 8*  
Chorused delays into a nice reverb. Use on instruments that need "space" and some rhythmic excitement.
- 184 **Mshift+Reverb8** \_\_\_\_\_ (Modulation, Delay, Reverb, Pitchshift)  
*xfade:*            *multishift+verb8*  
Pitch shifters into a reverb. Use it to add fixed harmonies to such instruments as guitar or voice and then use the reverb to smooth things out.
- 185 **Dshift+Reverb8** \_\_\_\_\_ (Modulation, Delay, Reverb)  
*xfade:*            *diatonic+verb8*  
Diatonic pitch shifters into a reverb. Use it to add key-sensitive harmonies to such instruments as guitar or voice and then use the reverb to smooth things out.
- 186 **Stshift+Reverb8** \_\_\_\_\_ (Modulation, Delay, Reverb)  
*xfade:*            *stereoshift+verb8*  
Phase coherent fixed-interval pitch shifters into a reverb, preserving the stereo image.

# Eclipse Preset List - Descriptions

V1.1

- 190 **Dither** \_\_\_\_\_  
*xfade:* *dither*  
Use dither to increase the signal quality when outputting to a 16 or 20 bit device. Many users load a program that only uses effects block A and then load "Dither" into effects block B in a series configuration.
- 191 **OSC440** \_\_\_\_\_  
*xfade:* *oscillator (440)*  
Use this to tune your instrument, or crank it up and leave the house to punish bad neighbors. Use the modulator (under the PARAMETER key) to sweep 20Hz to 20kHz for room or equipment tests .
- 192 **Tuner** \_\_\_\_\_  
*xfade:* *chromatic tuner*  
Tune your guitar or keyboard! Give your old tuner to the kid down the street!
- 200 **Biomec 1** \_\_\_\_\_ (Dynamics, EQ, Coloration, Modulation, Delay)  
*series:* *fuzz preamp lfo filter+pingpong*  
A distorting, modulating sonic blanket. Use when only a heavy hand will do!
- 201 **Biomec 2** \_\_\_\_\_ (Dynamics, EQ, Coloration, Modulation, Delay)  
*series:* *fuzz preamp s/h filt+pingpong*  
A distorted, dreamy random melody played over your input. Free of annoying subtlety.
- 202 **FuzzPitch** \_\_\_\_\_ (Dynamics, EQ, Coloration, Pitchshift)  
*series:* *fuzz preamp multishift 2*  
A distortion with "feedback" effect - useful for guitars or anything else that needs to sound loud without actually being so.
- 203 **Desert Gtr** \_\_\_\_\_ (Dynamics, EQ, Coloration, Reverb)  
*series:* *polydriver diffchorus*  
A smooth, slightly distorted, 'reverberous' slice of heaven. Space things (like guitars!) out in a nice way. Certain frequencies distort more than others.
- 204 **Wide Crunch** \_\_\_\_\_ (Dynamics, EQ, Coloration, Pitchshift)  
*series:* *overdrive preamp 4 detuners*  
Thick, deep and mean as hell. For guitars that bench 315 and hate everything.
- 205 **Dominion** \_\_\_\_\_ (Dynamics, EQ, Coloration, Modulation, Delay, Reverb, Pitchshift)  
*series:* *fuzz preamp moddelays+verb 8*  
A smeared out, thick distortion for guitars or that "Al Jourgensen vocals" sound.
- 206 **PolyCloudverb** \_\_\_\_\_ (Dynamics, EQ, Coloration, Delay, Reverb)  
*series:* *ez polyfuzz long reverb 8*  
A stereo-ized, fuzzy, feedback-y distortion.
- 207 **LittleDemons** \_\_\_\_\_ (Dynamics, EQ, Coloration, Pitchshift)  
*series:* *fuzz preamp reverse crystals*  
Thick, thick distortion with a head-swimming haze attached to any tones that hold out for a while.
- 208 **Mountainrange** \_\_\_\_\_ (Dynamics, EQ, Coloration, Delay, Reverb, Pitchshift)  
*series:* *fuzz preamp ultratap 2*  
Use on un-pitched instruments (e.g., drums) for a distorted, electronic sound.
- 209 **Hemispheres** \_\_\_\_\_ (Dynamics, EQ, Modulation, Delay)  
*series:* *overdrive preamp st chorus delays*  
A lumbering, low distortion that speaks softly but carries a big gun.
- 210 **ElementalBass** \_\_\_\_\_ (Dynamics, EQ, Coloration, Modulation, Delay)  
*series:* *fuzz preamp m\_pandelays*  
A blurry high end distortion that moves around in a way that's hard to describe.

# Eclipse Presets – Descriptions

# V1.1

- 211 **GerrysBass+Tune** \_\_\_\_\_ (Dynamics, EQ)  
*parallel: bass pre chromatic tuner*  
Nice processing for your bass with a tuner "built in."
- 212 **ODV VerbedDly** \_\_\_\_\_ (Dynamics, EQ, Coloration, Modulation, Delay, Reverb)  
*series: overdrive preamp moddelays+verb 8*  
A washed out, thick distortion that hurls insults.
- 213 **Bandpong** \_\_\_\_\_ (Delay)  
*xfade: m\_bandtaps*  
An unobtrusive delay with nice timbral color that doesn't separate from the source signal
- 214 **BandCenter&Pong** \_\_\_\_\_ (Delay)  
*xfade: m\_bandtaps*  
A pug-nosed, unobtrusive delay that, unlike "Bandpong," does manage to separate itself from the source signal.
- 215 **BandtapsL/C/R** \_\_\_\_\_ (Delay)  
*xfade: m\_bandtaps*  
A more obvious delay that pans in a predictable left, center, right fashion. Filters separate it from the source.
- 216 **BandtapsR/C/L** \_\_\_\_\_ (Delay)  
*xfade: m\_bandtaps*  
Similar to "BandtapsL/C/R," except it pans the other way and has a higher cutoff frequency.
- 217 **Choruspong** \_\_\_\_\_ (Modulation, Delay)  
*xfade: m\_chorustaps*  
A ringy, stereo modulating delay that hints at comb filters. Use on anything that needs more rhythm or is too weak to stand on its own.
- 218 **Ticktock** \_\_\_\_\_ (Delay)  
*xfade: m\_combtaps*  
A heavily comb-filtered delay that is perhaps best used on poorly pitched instruments (e.g., drums).
- 219 **Ticktock2** \_\_\_\_\_ (Delay)  
*xfade: m\_combtaps*  
A variant on "Ticktock". Compare, you'll see.
- 220 **Ringpong** \_\_\_\_\_ (Coloration, Delay, Pitchshift)  
*xfade: m\_ringtaps*  
A bubbling delay that adds a unique if slightly dissonant character to the input.
- 221 **RingpongRoom** \_\_\_\_\_ (Coloration, Delay, Reverb, Pitchshift)  
*series: m\_ringtaps reverb 8*  
A hazy reverb. The ring modulators make it swarm like bees. Adds an interesting space when used in moderation.
- 222 **DualCompress** \_\_\_\_\_ (Dynamics)  
*xfade: dual compressors*  
Like the "Stereo Comp" except that the controls for each channel are separated for your convenience.
- 223 **Flangerator** \_\_\_\_\_ (Modulation, Delay, Reverb)  
*xfade: large dly8 plex*  
A reverbish delay that bends the pitch of the input in subtle and interesting ways. Use it to add a unique space that choruses unpredictably.
- 224 **ChorusSpace2** \_\_\_\_\_ (Modulation, Delay, Reverb)  
*series: delay 8 plex st chorus delays*  
A LONG delay/reverb that modulates to "sweeten" the input. One of the favorite effects from earlier products!

# Eclipse Preset List - Descriptions

# V1.1

- 225 **Brown** ..... (Pitchshift)  
*xfade:* 4 detuners  
A nicely articulated close reverb (or "ambiance") that uses subtle detuning to add "sweetness" and flanging to the input.
- 226 **Browner** ..... (Pitchshift)  
*xfade:* 4 detuners  
A very flanged, very stereo version of "Brown".
- 227 **WIDE solo** ..... (Pitchshift)  
*parallel:* 4 detuners 4 detuners  
Stereoize and chorus your guitar in one (big) fell swoop. Oh so large!
- 228 **De-Bigulator** ..... (EQ)  
*xfade:* dual filters  
A bandpass filter that makes your input sound sixty years too late. Like playing over a telephone line. Lo-fi for the hi-fi age.
- 229 **Detunedspace** ..... (Reverb, Pitchshift)  
*xfade:* detune 4 plex  
A reverb that forever falls in pitch. Very worrisome. Great for "bad dream" sequences.
- 230 **WhiplashSnare** ..... (Modulation, Reverb)  
*series:* reverb 8 dual modfilters  
Adds lovely noise to a dull snare. Increases the "crack" at no cost to you.
- 231 **Bob's Claps** ..... (Delay, Reverb)  
*xfade:* ultratap 2  
A dreamy, reversed delay to space out sharp instruments.
- 232 **Bob's Delay** ..... (Delay, Pitchshift)  
*series:* mono loop (10) multishift 4  
A panning flange that's apt to get water on your speakers. Very ghost-like and spooky. A lovely, if intense, delay for vocals.
- 233 **Angelic Echos** ..... (Modulation, Delay, Reverb, Pitchshift)  
*series:* st chorus delays multishift+verb8  
More gorgeous smear...
- 234 **ResonEchoes** ..... (Delay, Reverb)  
*series:* delay 8 plex dual loops (5)  
A long (long) singing delay, with plenty of feedback to overwhelm any last remnant of clarity.
- 235 **CompressedRoom** ..... (Delay, Reverb)  
*series:* dual compressors dense room 8  
Reverb for overly-dynamic instruments. Keeps the reverb at a consistent level.
- 236 **Dual Reverbs** ..... (Reverb)  
*dual:* reverb 8 reverb 8  
One reverb for each input for when you need different reverbs on two mono instruments. The outputs of each reverb are mixed for stereo lushness.
- 237 **Phaser+Verb** ..... (Modulation, Reverb)  
*series:* stereo phaser reverb 8  
A smeared out phase for those times when a dry phaser is too heavy handed.

# Eclipse Presets – Descriptions

# V1.1

- 238 **TremmedVerb** \_\_\_\_\_ (Dynamics, Modulation, Reverb)  
*series:*            *reverb 8*                            *fm trem*  
Tremolo on a reverb for guitar, vocals, or keyboards. The imposition of the very stark tremolo *after* the very smeared reverb makes for a neat reversal of the audio equivalent of entropy.
- 239 **LarynxDelays** \_\_\_\_\_ (Dynamics, Modulation, Delay)  
*series:*            *dual modfilters*                            *m\_chorusdelays*  
A dusty, scratchy reverb straight out of the last century (or maybe the one before that)! Add a nice, dynamic, muted color to any instrument.
- 240 **Larynx 2** \_\_\_\_\_ (Dynamics, Modulation, Delay)  
*series:*            *dual modfilters*                            *m\_chorustaps*  
A higher fidelity variation of "LarynxDelays."
- 241 **LatinCathedral** \_\_\_\_\_ (Reverb, Pitchshift)  
*xfade:*            *reverse 4 plex*  
A medium reverb with plenty of high-end energy.
- 242 **LarynxVerb1** \_\_\_\_\_ (Dynamics, Modulation, Reverb)  
*series:*            *dual modfilters*                            *diffchorus*  
A more coherent variation of "LarynxDelays."
- 243 **LarynxVerb2** \_\_\_\_\_ (Dynamics, Modulation, Reverb)  
*series:*            *dual modfilters*                            *reverb 8*  
A longer variation of "LarynxDelays."
- 244 **Biomec 3** \_\_\_\_\_ (Dynamics, EQ, Modulation, Delay)  
*series:*            *fuzz preamp*                            *lfo filter+pingpong*  
Mad distortion and rapid filtering for altering sounds wholesale!
- 245 **ShiftedVerb1** \_\_\_\_\_ (Reverb, Pitchshift)  
*series:*            *stereoshift*                            *reverb 8*  
Use when you need to blur out a fixed-interval, stereo-coherent pitch shift.
- 246 **ShiftedVerb2** \_\_\_\_\_ (Reverb, Pitchshift)  
*series:*            *stereoshift*                            *long reverb 8*  
A variation on "ShiftedVerb1".
- 247 **ShiftedClusters** \_\_\_\_\_ (Delay, Reverb, Pitchshift)  
*series:*            *stereoshift*                            *long reverb 8*  
Another variation on "ShiftedVerb1."
- 248 **ArenaSound2** \_\_\_\_\_ (Delay, Reverb)  
*xfade:*            *dense room 16*  
A large and smooth reverb.
- 249 **Crystal Verb** \_\_\_\_\_ (Reverb, Pitchshift)  
*series:*            *reverse crystals*                            *reverb 16*  
A reverb with an interesting tinge of reverse, pitch-shifted delay, giving a lovely, swimming effect that is suitable for any instrument that needs a well-colored space.
- 250 **EarlyReflec1** \_\_\_\_\_ (Delay, Reverb)  
*xfade:*            *ultratap 2*  
Places the input in a small room.
- 251 **EarlyReflec2** \_\_\_\_\_ (Delay, Reverb)  
*dual:*            *ultratap 2*                            *ultratap 2*  
Like "EarlyReflec1" but the room is larger and slightly duller.

# Eclipse Preset List - Descriptions

# V1.1

- 252 **EarlyClust1** \_\_\_\_\_ (Delay, Reverb)  
*xfade:*            *ultratap 2*  
A medium reverb with a pronounced, delayed "cluster" of echoes. Adds a nice reverb with a bit of rhythmical excitement.
- 253 **EarlyClust2** \_\_\_\_\_ (Delay, Reverb)  
*dual:*            *ultratap 2*                            *ultratap 2*  
Like "EarlyClust1," but gets right in your face.
- 254 **BostonChamber** \_\_\_\_\_ (Delay, Reverb)  
*series:*            *ultratap 2*                            *dense room 8*  
A beautiful, large reverb.
- 255 **MediumChamber** \_\_\_\_\_ (Delay, Reverb)  
*series:*            *ultratap 2*                            *dense room 8*  
A large reverb with reversed early reflections for a uniquely unnatural ambiance.
- 256 **ToonChamber2** \_\_\_\_\_ (Delay, Reverb, Pitchshift)  
*parallel:*            *4 detuners*                            *dense room 8*  
A nice "stereoizing" reverb, with slight flanging and plenty of color.
- 257 **EMT Plate** \_\_\_\_\_ (Delay, Reverb)  
*series:*            *ultratap 2*                            *dense room 8*  
Mimics a slightly-dry room with excellent imaging – in other words, a plate.
- 258 **MetallicPlate** \_\_\_\_\_ (Delay, Reverb)  
*series:*            *ultratap 2*                            *dense room 8*  
An unusual sounding reverb with plenty of early reflection feedback.
- 259 **StereoPlate** \_\_\_\_\_ (Delay, Reverb)  
*xfade:*            *dense room 16*  
An unassuming and clean reverb that won't get in the way.
- 260 **StPlate2&Chorus** \_\_\_\_\_ (Modulation, Delay, Reverb)  
*parallel:*            *dense room 8*                            *st chorus delays*  
Smearred out modulated delays and a lush reverb run in parallel for minimum definition!
- 261 **ReelRoom** \_\_\_\_\_ (Delay, Reverb)  
*parallel:*            *dense room 8*                            *4 detuners*  
A mild reverb that can place an input in "space" without including *any* of the dry signal.
- 262 **UnreelRoom** \_\_\_\_\_ (Delay, Reverb, Pitchshift)  
*parallel:*            *dense room 8*                            *4 detuners*  
A wide, large room with a wealth of early reflections.
- 263 **MediumBooth** \_\_\_\_\_ (Delay, Reverb)  
*xfade:*            *delay 8 plex*  
A small, full-frequency room with nice imaging.
- 264 **SweptBooth** \_\_\_\_\_ (Delay, Reverb)  
*xfade:*            *delay 8 plex*  
A phasey, chorused medium space that adds considerable color when combined with the dry signal.
- 265 **RMX Ambience** \_\_\_\_\_ (Delay, Reverb)  
*series:*            *ultratap 2*                            *dense room 8*  
A completely unrealistic reverb with pronounced and prolonged early reflections. Slightly reminiscent of a popular effect from the past.

# Eclipse Presets – Descriptions

# V1.1

- 266 **SpongeSpring** \_\_\_\_\_ (Delay, Reverb)  
*xfade:*            *delay 8 plex*  
A sweet, mellow reverb that won't trip over your feet.
- 267 **New Air 2** \_\_\_\_\_ (Delay, Reverb)  
*series:*            *ultratap 2*                    *dense room 8*  
An unnatural, mildly "gated-sounding" reverb.
- 268 **SoftSmallRoom** \_\_\_\_\_ (Delay, Reverb)  
*xfade:*            *dense room 16*  
A small but wide room that keeps you out of trouble.
- 269 **StMike&Room2** \_\_\_\_\_ (Modulation, Delay, Reverb)  
*series:*            *delay 8 plex*                    *st chorus delays*  
A small room with an edge.
- 270 **AcousticRoom2** \_\_\_\_\_ (Delay, Reverb)  
*parallel:*            *dense room 16*                    *4 detuners*  
A medium, dense room with a wealth of mid-range energy.
- 271 **EchoRoom** \_\_\_\_\_ (Modulation, Delay, Reverb)  
*series:*            *m\_chorusdelays*                    *dense room 8*  
A long reverb with pronounced "bumps" (i.e., echoes) of energy.
- 272 **StringRoom2** \_\_\_\_\_ (Reverb)  
*xfade:*            *reverb 16*  
A luscious, long, smooth reverb for nice, well-behaved instruments.
- 273 **BlackHole2** \_\_\_\_\_ (Reverb)  
*series:*            *diffchorus*                    *diffchorus*  
An insanely long and deep reverb that might be useful for dramatic endings or fadeouts. A popular effect from previous Eventide products.
- 274 **EchospaceOfGod** \_\_\_\_\_ (Modulation, Delay, Reverb)  
*series:*            *delay 8 plex*                    *st chorus delays*  
An insanely long, but friendlier reverb than "BlackHole2." Everything ends up one happy smear.
- 275 **FlangeCanyon** \_\_\_\_\_ (Modulation, Delay, Reverb)  
*series:*            *st chorus delays*                    *delay 8 plex*  
A very, very long reverb with flanging color for added value.
- 275 **ChorusCanyon** \_\_\_\_\_ (Modulation, Delay, Reverb)  
*series:*            *st chorus delays*                    *delay 8 plex*  
A subdued version of "FlangeCanyon." Not subdued by any other measure!
- 277 **ReverseNonlin** \_\_\_\_\_ (Delay, Reverb)  
*series:*            *ultratap 2*                    *s\_diffussor*  
Plays things backwards! Adjust the (LENGTH) for rhythmically interesting results. Record the output and then bump the resulting tracks backward for easy "reverse reverb."
- 278 **Wormhole2** \_\_\_\_\_ (Delay, Reverb)  
*series:*            *ultratap 2*                    *dense room 8*  
A "mega-insanely long" reverb that slowly pitches up and down like a drunken sailor.
- 279 **Diat +3rd+5th** \_\_\_\_\_ (Modulation, Pitchshift)  
*xfade:*            *diatonic 2*  
Both inputs are combined and then shifted to 3rds and 5ths within a given key. Nice for adding subtle harmonies to well-pitched instruments.

# Eclipse Preset List - Descriptions

# V1.1

- 280 **Diat +5th+7th** \_\_\_\_\_ (Modulation, Pitchshift)  
*xfade:* *diatonic 2*
- 281 **Diat +4th+6th** \_\_\_\_\_ (Modulation, Pitchshift)  
*xfade:* *diatonic 2*
- 282 **Diat +5th+Oct** \_\_\_\_\_ (Modulation, Pitchshift)  
*xfade:* *diatonic 2*
- 283 **Diat -4th+5th** \_\_\_\_\_ (Modulation, Pitchshift)  
*xfade:* *diatonic 2*
- 284 **Diat -Oct+5th** \_\_\_\_\_ (Modulation, Pitchshift)  
*xfade:* *diatonic 2*
- 285 **Diat -Oct+Oct** \_\_\_\_\_ (Modulation, Pitchshift)  
*xfade:* *diatonic 2*
- 286 **Diat +5th+10th** \_\_\_\_\_ (Modulation, Pitchshift)  
*xfade:* *diatonic 2*
- 287 **E/R+Verb8** \_\_\_\_\_ (Modulation, Delay, Reverb)  
*xfade:* *moddelays+verb 8*  
A medium reverb with a pronounced early reflection.
- 288 **Delays+Verb8** \_\_\_\_\_ (Modulation, Delay, Reverb)  
*xfade:* *moddelays+verb 8*  
Delays smoothed out by a medium reverb.
- 289 **Vibrato** \_\_\_\_\_ (Modulation, Pitchshift)  
*xfade:* *multishift 2*  
A subtle modulating pitch shift that adds color and beauty. Favorites include vocals, guitars, and keyboards.
- 290 **BuenosNotches** \_\_\_\_\_ (EQ, Modulation)  
*xfade:* *stereoize phaser*  
A radical, stereo phaser that drives straight through a listener's brain (in one ear and out the other). Hypnotic... hypnotic... hypnotic... hypnotic... hypn... hyp... h...
- 291 **DolphinTalk** \_\_\_\_\_ (Delay, Pitchshift)  
*xfade:* *reverse crystals*  
A choppy reverse delay that breaks the input into a hundred little pieces and then reassembles it in a way that's of special interest to cetaceans. A popular H3000 effect.
- 292 **Jimi James** \_\_\_\_\_ (Delay, Pitchshift)  
*xfade:* *reverse crystals*  
A nice, long reverse delay that flips those guitar solos around without touching the tape.
- 293 **AcidReign** \_\_\_\_\_ (Delay, Pitchshift)  
*xfade:* *reverse crystals*  
A subtle reverse delay that is particularly suitable for those instruments that need, uh, subtle reverse delay.
- 294 **AnalogDelays2** \_\_\_\_\_ (Delay, Pitchshift)  
*series:* *multishift 2* *dual filters*  
Analog? Don't you mean "frequency-challenged"? Dulled delays that add rhythmic intrigue without stealing the show.
- 295 **FatAsCan B** \_\_\_\_\_ (Delay, Pitchshift)  
*xfade:* *multishift 2*  
Slight detunes for increased stereo width and rich sonic texture. Very useful for "stereoizing" boringly mono signals.



# Eclipse Presets – Descriptions

# V1.1

- 296 **Micropitchshift** \_\_\_\_\_ (Delay, Pitchshift)  
*xfade:* *multishift 2*  
This is the perfect effect to fatten up or widen a sound without adding any color. An H3000 favorite !
- 297 **MicropitchSlap** \_\_\_\_\_ (Delay, Pitchshift)  
*xfade:* *multishift 2*  
A stereo slap delay that incorporates a slight detune for separation.
- 298 **DigDly+Wah** \_\_\_\_\_ (Dynamics, Modulation, Delay)  
*series:* *mono loop (10)* *dual modfilters*  
A healthy loop modulated by lowpass filters for a fluid, low-end smear.
- 299 **ThickShft 700** \_\_\_\_\_ (Delay, Pitchshift)  
*xfade:* *multishift 2*  
A solid, fixed-interval pitch shift useful for adding subtle harmonies to guitars or vocals.
- 300 **ThickShft -500** \_\_\_\_\_ (Delay, Pitchshift)  
*xfade:* *multishift 2*
- 301 **ThickShft 1200** \_\_\_\_\_ (Delay, Pitchshift)  
*xfade:* *multishift 2*
- 302 **ThickShft -1200** \_\_\_\_\_ (Delay, Pitchshift)  
*xfade:* *multishift 2*
- 303 **ScaryMovie** \_\_\_\_\_ (Delay, Pitchshift)  
*xfade:* *reverse crystals*  
Horrrifying pitch shifted, reversed madness. Useful for doing evil sonic things.
- 304 **RicherChorus** \_\_\_\_\_ (Modulation, Delay)  
*parallel:* *m\_chorusdelays* *m\_chorusdelays*  
A very pleasant chorus that's a champ at making "unspecial" instruments special.
- 305 **JustStereo2** \_\_\_\_\_ (Reverb, Pitchshift)  
*xfade:* *detune 4 plex*  
A very subtle, micro-pitch shift. Just enough to add a presence to an otherwise flat mono sound.
- 306 **EchoplexingPong** \_\_\_\_\_ (Delay)  
*series:* *m\_combtaps* *dual filters*  
A fuzzy, loose delay.
- 307 **Micro-Verb2** \_\_\_\_\_ (Reverb, Pitchshift)  
*xfade:* *detune 4 plex*  
A small, thick reverb that almost "shimmies." Somewhat bass-heavy.
- 308 **Steeplechase2** \_\_\_\_\_ (Modulation, Delay, Pitchshift)  
*xfade:* *multishift 2*  
A maddening pitch shift that oscillates from quite low to quite high in the blink of an eye. Lock your enemies in a room with this one.
- 309 **WarmFlange** \_\_\_\_\_ (Modulation, Delay)  
*xfade:* *m\_chorusdelays*  
A lush flange useful for "sweetening" deserving inputs. Candidates must be sonically pure and well-intentioned with no prior record of strident outbursts.
- 310 **Pandemonium** \_\_\_\_\_ (Dynamics, EQ, Coloration, Delay, Reverb, Pitchshift)  
*series:* *fuzz preamp* *ultratap 2*  
Distortion that only vaguely resembles the input.

# Eclipse Preset List - Descriptions

# V1.1

- 311 **OpenVerb** \_\_\_\_\_ (Reverb)  
*xfade:*            *reverb 16*  
A medium reverb. Completely unassuming and harmless.
- 312 **Backwards 1** \_\_\_\_\_ (Delay, Pitchshift)  
*xfade:*            *reverse crystals*  
A long and loud reverse to punish sonic miscreants.
- 313 **Backwards 2** \_\_\_\_\_ (Delay, Pitchshift)  
*xfade:*            *dual reverse(5)*  
A variation on "Backwards 1".
- 314 **Aliens** \_\_\_\_\_ (Delay, Pitchshift)  
*xfade:*            *reverse crystals*  
Crazy pitch shifts that sound like aliens. Need a sound for your Sci-fi movie? Here you go.
- 315 **Taps L>R** \_\_\_\_\_ (Delay)  
*xfade:*            *ultratap 2*  
Straightforward taps that pan from left to right, from left to right, from left to right...
- 316 **DeathFlange2** \_\_\_\_\_ (Delay, Reverb)  
*xfade:*            *delay 8 plex*  
A thick, some what grotesque flange that hangs like the Rancor Monster between your speakers, waiting to gobble up good little timbres.
- 317 **Undulator 2** \_\_\_\_\_ (Dynamics, Delay, Reverb)  
*series:*            *delay 8 plex*            *fm trem*  
A nice "gate" effect with a little bit of front-end haze to keep things consistent. Try this on guitars, vocals, or keyboards.
- 318 **Phase/Plex** \_\_\_\_\_ (Pitch, Reverb, Modulation)  
*parallel:*        *stereoize phaser*        *reverse 4 plex*  
This is a performance crossfade effect in that the two effects are controlled by an external control (typically pedal) to crossfade between them and alter specific parameters, giving a morph-like result. Goes from a rich deep phase shift to a thick octave up, reverse crystal reverberant field.
- 319 **Chorus/Ring** \_\_\_\_\_ (Pitch, Delay, Modulation, Coloration)  
*parallel:*        *m\_chorusdelays*        *dual modfreqshift*  
Another performance crossfade effect. This one goes from a lush chorus effect to an offset ring modulation.
- 320 **Crystal/Wash** \_\_\_\_\_ (Pitch, Reverb, Delay)  
*parallel:*        *reverse crystals*        *reverse 4 plex*  
This is a performance xfade effect in that the two effects are controlled by an external control to xfade between them. This one sweeps from a reverse crystal delay effect to a tighter crystal reverberant wash.
- 321 **GatedCorrecter** \_\_\_\_\_ (Pitch, Modulation, Dynamics)  
*series:*            *dual noisegates*        *auto correct*  
This useful tool contains a pitch corrector fed from the output of a noise gate – ideal for cleaning up a less than pristine source.
- 322 **Gate V16** \_\_\_\_\_ (Reverb)  
*series:*            *dual noisegates*        *reverb 16*  
This smooth reverb is also fed from the output of a noise gate to help with messy sources. Unlike post gating of the reverb, as a special effect, this one stops the source from entering the reverb, preventing ringing of the gate transition.

# Eclipse Presets – Descriptions

# V1.1

- 323 RealRingmod** \_\_\_\_\_ (Pitch, Modulation, Coloration, Dynamics)  
*xfade:* *dual modfreqshift*  
This ring modulator offsets the two channels for a natural beating effect as well as pulling them up at 100 Hz for a usable metallic effect. Good for guitar and percussion.
- 324 Choralspace** \_\_\_\_\_ (Pitch, Reverb, Modulation)  
*xfade:* *detune 4 plex*  
This detuned and staggered delay effect adds drama to sparse sources of any kind. Great for string pad enhancement.
- 325 Moonlight Gtr** \_\_\_\_\_ (Reverb, Coloration, EQ, Dynamics)  
*series:* *fuzz preamp* *diffchorus*  
This guitar texture derives lots of color and character from the amp simulation followed by the diffused chorus reverb. Without a specific delay queue nothing will get in the way of your phrasing – but try turning the drive up to 45 for a more pronounced lead sound. This has become one of our favorite members of our arsenal of guitar sonics.
- 326 CJ's EchoFlange** \_\_\_\_\_ (Delay, Modulation)  
*series:* *st chorus delays* *st chorus delays*  
A stereo delay effect into a deep flange dramatically colors the delays.
- 327 CJ's EchoPhase** \_\_\_\_\_ (Delay, Modulation)  
*series:* *st chorus delays* *stereo phaser*  
Similar to "CJ's EchoFlange," this one has a sine wave driven phaser.
- 328 TriangleFlange** \_\_\_\_\_ (Delay, Modulation)  
*xfade:* *st chorus delays*  
Smoothly driven deep flange with left and right channels sweeps synched giving a strong flange effect. Great on any material.
- 329 CJ's Fugue** \_\_\_\_\_ (Delay)  
*series:* *m\_chorustaps* *dual filters*  
An instant fugue effect - play a line and, as it repeats, add new material on top. The slight feedback can be turned off to give two specific repeats. Great with any melodic source.
- 330 NQ Phase** \_\_\_\_\_ (Modulation, EQ)  
*xfade:* *stereoize phaser*  
A classic phaser effect with a fast 'wobble', similar to a Leslie rotating speaker effect. Stereoizes mono sources, producing a very wide field. Plays well with almost anything
- 331 Megaphone** \_\_\_\_\_ (EQ)  
*xfade:* *dual filters*  
A megaphone simulator that is great for voice-overs or to limit the bandwidth of a vocal.
- 332 DistortVoxFilt** \_\_\_\_\_ (Coloration, EQ)  
*series:* *dual filters* *fuzz preamp*  
This is "Megaphone", feeding a fuzz preamp tweaked specifically with voice in mind to produce a fuzzed out voice, while retaining just the right amount of articulation.
- 333 SolsticeBells** \_\_\_\_\_ (Pitch, Delay, Modulation, Coloration)  
*xfade:* *m\_ringtaps*  
Spreading delays and offset ring modulation at 440 Hz create a wonderful orchestral bells effect. Great on melodic and percussive material.
- 334 Solstice2** \_\_\_\_\_ (Pitch, Delay, Modulation, Coloration)  
*series:* *m\_ringtaps* *reverb 8*  
This is "SolsticeBells" with a large smooth reverb added to help create a lush texture. This will work as its predecessor but is better for chordal sources as the bells are pushed further into the ambience.

# Eclipse Preset List - Descriptions

# V1.1

- 335 **'Aarrhh** \_\_\_\_\_ (Modulation, EQ)  
*xfade:* *vocal wa*  
This is a new tweak of our infamous vocalized wa effect giving a repeating 'R' sound. It can also be used with a pedal, instead of being driven with an LFO.
- 336 **Rich Plate** \_\_\_\_\_ (Reverb, Delay, Modulation)  
*xfade:* *delay 8 plex*  
Another H3000 favorite, this gently swept reverb gives a rich sound with a smooth tail.
- 337 **Shimmerish** \_\_\_\_\_ (Reverb, Delay, Modulation)  
*xfade:* *delay 8 plex*  
More from the ever-popular H3000, this re-circulating delay effect fades into a smooth reverb.
- 338 **FuzzySampleMe** \_\_\_\_\_ (Pitch, Coloration, Dynamics)  
*series:* *fuzzpre wa/wammy dual sample/hold*  
Gated heavy fuzz through a resonant, rhythmic sample and hold lowpass filter. Sounds great on percussive material like drums, chunk guitar etc.
- 339 **Rainbow Drops** \_\_\_\_\_ (Pitch, Reverb, Delay)  
*series:* *reverse crystals stereoshift+verb8*  
Long rising, reversed, shifted echoes through a nice chamber-like reverb. Sounds great on melodic instruments and repeating lines in time with the echo.
- 340 **RingDelayWa** \_\_\_\_\_ (Pitch, Delay)  
*series:* *m\_ringdelays vocal wa*  
Long, slightly ring-modulated delay echoes through vocal format filters that sweep in time with the echo. Works well on staccato melodic lines from guitar and keyboards.
- 341 **FilterEchos** \_\_\_\_\_ (Reverb, Delay, EQ)  
*series:* *large dly8 plex dual modfilters*  
Large plex delay/echoes that decay into a reverb tail, sent through a modulating resonant low pass filter. Adds a nice sweep wash to all kinds of melodic sounds, chords and rhythms.
- 342 **Diamond Rain** \_\_\_\_\_ (Pitch, Reverb, Delay)  
*series:* *reverse 4 plex detune 4 plex*  
A beautiful high, shimmery crystal like echo verb that adds a transcendent quality to melodies, chords and single notes. Stunning!
- 343 **MiniMalism** \_\_\_\_\_ (Delay, Modulation)  
*series:* *m\_chorustaps mono reverse(20)*  
Very long echo delays, flowing into a nice hall reverb, that reverse on themselves and feed back for a long long time. Play single notes, and wait for the reversed delays to get the tempo right. Ideal for creating complex sonic structures.
- 344 **Spaced Spaces** \_\_\_\_\_ (Pitch, Reverb, Delay, Modulation)  
*xfade:* *multishift+verb8*  
Alternate rhythmic, rising pitched echoes with feedback in a reverb space. Play in time with staccato melodic/rhythmic lines for total space coolness.
- 345 **Doubler Phased** \_\_\_\_\_ (Delay, Modulation)  
*series:* *st chorus delays stereo phaser*  
Dual slap back stereo chorused delays into a sweeping stereo phase shifter. Sounds great on all melodic and chord sounds.
- 346 **FiltaPongVerb** \_\_\_\_\_ (Reverb, Delay)  
*series:* *dense room 8 lfo filter+pingpong*  
A great effect - a repeating echo-like verb that is fed into an oddly sweeping filter in time with the echoes. Sounds great on rhythmic stuff.

# Eclipse Presets – Descriptions

# V1.1

- 347 ChoralFlange** \_\_\_\_\_ (Delay, Modulation)  
*series: m\_chorusdelays st chorus delays*  
A shimmering stereo chorus slides into a nice sweeping resonant flanger. Great on all melodic sounds, as well as percussives. A studio favorite!
- 348 Eclipsed Delays** \_\_\_\_\_ (Delay)  
*series: m\_bandtaps mono reverse(10)*  
An Eventide original ! Watery sweeping synthetic filtered echoes with feedback create an unusual repeating figure. Sounds great on rhythm guitar !
- 349 Flangedown** \_\_\_\_\_ (Pitch, Reverb)  
*series: reverb 16 stereoshift*  
A medium reverb feeding into dual detuned resonant pitch shifters gives a downward bending flange on input. Sounds good on percussive and chunky rhythm material.
- 350 Trem-A-Phase** \_\_\_\_\_ (Modulation, Dynamics)  
*series: fm trem stereoize phaser*  
A stereo tremolo running through a stereo phaser. Sounds great on all types of material, especially guitar and keyboards.
- 351 FritterpanVerb** \_\_\_\_\_ (Pitch, Reverb, Dynamics)  
*series: reverse 4 plex fm panner*  
Sliding and modulated short echo-like delays that feed a strong variable rate FM tremolo whose speed is controlled by input signal strength. Good on melodic percussives.
- 352 FuzzyFlange** \_\_\_\_\_ (Pitch, Delay, Modulation, Coloration)  
*series: fuzzpre wa/wammy m\_chorusdelays*  
The name says it all. A nice heavy distortion into a stereo flanger. Grunge-ifies almost anything! Tap tempo controls flange speed.
- 353 Reson8Delayz** \_\_\_\_\_ (Delay, Modulation)  
*series: s/h filt+pingpong m\_combtaps*  
Multitap resonant delays play a nice melodic/rhythmic pattern. Sounds very cool on un-pitched percussive sounds.
- 354 FiltaShiftVerb** \_\_\_\_\_ (Pitch, Reverb, Modulation)  
*series: multishift+verb8 dual modfilters*  
Another Eclipse original! Long hall reverb feeds a rising octave up delayed and shifted echo through a sweeping filter. A mouthful to say, but certainly sounds cool !
- 355 BrillianceLoop** \_\_\_\_\_ (Pitch, Delay)  
*series: manifold beta stereoshift*  
A very long echo loop with a strange pitch shifted quality. Sounds great on slow, melodic or staccato guitar sounds.
- 356 PhasedRoom** \_\_\_\_\_ (Reverb, Delay, Modulation)  
*series: dense room 16 stereoize phaser*  
Need we say more? A medium room verb into a resonant phase shifter. Works with everything.
- 357 4Evers Loop** \_\_\_\_\_ (Reverb, Delay)  
*series: reverb 8 mono loop (20)*  
A VERY long reverb with VERY long echo that decays and repeats into the dense reverb for a VERY long time. Play spaced out staccato notes and listen for the repeats !
- 358 Filters Nonstop** \_\_\_\_\_ (Modulation, EQ)  
*series: dual modfilters dual sample/hold*  
Dual modulating semi-resonant filters that sound great on all material !

# Eclipse Preset List - Descriptions

# V1.1

- 359 **Quintilizer** \_\_\_\_\_ (Pitch, Modulation)  
*series:* *vocal wa multishift 2*  
What it is, we don't know but it is REALLY cool and very strange. Spaced, filtered pitch shifted ascending mini echoes from another place. Good on percussive sounds.
- 360 **Insta-Magic** \_\_\_\_\_ (Pitch, Reverb, Delay)  
*series:* *dual reverse(5) reverse 4 plex*  
Dual reverse shifters into dual reverse plex's create a shimmered echoverb in reverse. Good on melodic material.
- 361 **Vox-A-Verb** \_\_\_\_\_ (Reverb, Modulation)  
*series:* *reverb 8 vocal wa*  
A big reverb into modulating vocal format filters. Sounds "trés neat" on all forms of sounds and unsounds. Tempo controls the sweep of the filters.
- 362 **6th World** \_\_\_\_\_ (Pitch, Delay)  
*series:* *multishift 2 4 detuners*  
Dual multishifters set at unique intervals, feeding into 4 detuners. Sounds good on chordal and melodic lines.
- 363 **Octa-Fuzz** \_\_\_\_\_ (Pitch, Coloration)  
*series:* *dual multishift fuzz preamp*  
An octave up shifted and delayed fuzz with slap back. Good on choppy melodic lines in rhythm with the slap.
- 364 **PanVerbEcho** \_\_\_\_\_ (Reverb, Delay, Modulation, Dynamics)  
*series:* *reverb 16 m\_pandelays*  
Reverb into multi echoes with panning. Play staccato chords in time with repeats.
- 365 **RingerPhase** \_\_\_\_\_ (Delay, Modulation, Coloration, Dynamics)  
*series:* *m\_ringdelays stereoize phaser*  
Ring modulated echoes feed into a highly resonant stereo phase shifter. Good for rhythmic sounds.
- 366 **GhostingDelay** \_\_\_\_\_ (Reverb, Delay)  
*series:* *ultratap 2 m\_bandtaps*  
Repeating multitap and feedback echo clusters with long multi-band delays sound like they will begin to get out of control - but they never do. Good on all types of material.
- 367 **Ample Say** \_\_\_\_\_ (Delay, Modulation)  
*series:* *mono reverse(10) dual sample/hold*  
"Pig latin" long reverse shifted echoes with filtering. Play and listen for the long echo delay pattern, or work melodically in time with the echo.