



Effektparameterliste für PRONOMIC Mixer

Effect parameter list for PRONOMIC mixing consoles

Tableau synoptique des effets sonores par PRONOMIC tableaux de mixage

M-602FX / M-602UD / M-802FX / M-802UD

HALL (00 – 09)		
00	SMALL HALL 1	approx. 1.0 s reverb decay
01	SMALL HALL 2	approx. 1.2 s reverb decay
02	SMALL HALL 3	approx. 1.5 s reverb decay
03	MID HALL 1	approx. 1.8 s reverb decay
04	MID HALL 2	approx. 2.0 s reverb decay
05	MID HALL 3	approx. 2.5 s reverb decay
06	BIG HALL 1	approx. 2.8 s reverb decay
07	BIG HALL 2	approx. 3.2 s reverb decay
08	BIG HALL 3	approx. 4.0 s reverb decay
09	CHURCH	approx. 7.0 s reverb decay
ROOM (10 – 19)		
10	SMALL ROOM 1	approx. 0.5 s reverb decay
11	SMALL ROOM 2	approx. 0.8 s reverb decay
12	SMALL ROOM 3	approx. 1.0 s reverb decay
13	MID ROOM 1	approx. 1.2 s reverb decay
14	MID ROOM 2	approx. 1.5 s reverb decay
15	MID ROOM 3	approx. 1.8 s reverb decay
16	BIG ROOM 1	approx. 2.0 s reverb decay
17	BIG ROOM 2	approx. 2.2 s reverb decay
18	BIG ROOM 3	approx. 2.5 s reverb decay
19	CHAPEL	approx. 3.0 s reverb decay

PLATE (20 – 29)		
20	SHORT PLATE	approx. 1.0 s reverb decay
21	MID PLATE	approx. 1.5 s reverb decay
22	LONG PLATE	approx. 2.2 s reverb decay
23	VOCAL PLATE	approx. 1.2 s reverb decay
24	DRUMS PLATE	approx. 1.0 s reverb decay
25	GOLD PLATE 1	approx. 1.2 s reverb decay
26	GOLD PLATE 2	approx. 2.0 s reverb decay
27	SHORT SPRING	approx. 1.0 s reverb decay
28	MID SPRING	approx. 2.0 s reverb decay
29	LONG SPRING	approx. 2.5 s reverb decay
GATED/REVERSE (30 – 39)		
30	GATED REV SHORT	approx. 0.8 s gate time
31	GATED REV MID	approx. 1.2 s gate time
32	GATED REV LONG	approx. 2.0 s gate time
33	GATED REV XXL	approx. 3.0 s gate time
34	GATED REV DRUMS 1	approx. 0.8 s gate time
35	GATED REV DRUMS 2	approx. 1.2 s gate time
36	REVERSE SHORT	approx. 0.8 s reverb raise
37	REVERSE MID	approx. 1.2 s reverb raise
38	REVERSE LONG	approx. 2.0 s reverb raise
39	REVERSE XXL	approx. 3.0 s reverb raise
EARLY REFLECTIONS (40 – 49)		
40	EARLY REFLECTION 1	short
41	EARLY REFLECTION 2	medium-short
42	EARLY REFLECTION 3	medium-long
43	EARLY REFLECTION 4	long
44	SHORT AMBIENCE	short
45	MID AMBIENCE	medium-short
46	LIVE AMBIENCE	medium-short
47	BIG AMBIENCE	medium-long
48	STADIUM	long
49	GHOST AMBIENCE	extra-long special FX

DELAY (50 – 59)		
50	SHORT DELAY 1	like a short shattering
51	SHORT DELAY 2	1 – 2 short impulse(s)
52	SHORT DELAY 3	1 – 2 short impulse(s)
53	MID DELAY 1	classical delay for up-tempo music (115 – 125 BPM)
54	MID DELAY 2	classical delay for mid-tempo music (105 – 115 BPM)
55	MID DELAY 3	classical delay for slow-tempo music (95 – 105 BPM)
56	LONG DELAY 1	classical delay for reggae-tempo music (85 – 95 BPM)
57	LONG DELAY 2	classical delay for dub-tempo music (75 – 85 BPM)
58	LONG DELAY 3	extra long (nearly infinite) delay effect
59	LONG ECHO	extra long canyon echo effect
CHORUS (60 – 69)		
60	SOFT CHORUS 1	unobtrusive effect
61	SOFT CHORUS 2	unobtrusive effect with different colour
62	WARM CHORUS 1	analog sounding
63	WARM CHORUS 2	analog sounding with different colour
64	PHAT CHORUS 1	pronounced chorus effect
65	PHAT CHORUS 2	pronounced chorus effect with different colour
66	CLASSIC FLANGER	standard flanger effect
67	WARM FLANGER	more analog touch
68	DEEP FLANGER	deep modulation impression
69	HEAVY FLANGER	extremely pronounced effect
PHASE/PITCH (70 – 79)		
70	CLASSIC PHASER	standard phaser effect
71	WARM PHASER	more analog touch
72	DEEP PHASER	deep modulation impression
73	HEAVY PHASER	extreme strong effect
74	PITCH SHIFT DETUNE	2 – 3 times detune for a wider solo voice sound
75	PITCH SHIFT +3	minor third added voice
76	PITCH SHIFT +4	major third added voice
77	PITCH SHIFT +7	quint above third added voice
78	PITCH SHIFT -5	fourth down added voice
79	PITCH SHIFT -12	1 octave down added voice

MULTI 1 (80 – 89)		
80	CHORUS + REVERB 1	soft chorus + medium-short reverb
81	CHORUS + REVERB 2	deep chorus + medium-long reverb
82	FLANGER + REVERB 1	soft flanger + medium-short reverb
83	FLANGER + REVERB 2	deep flanger + medium-long reverb
84	PHASER + REVERB 1	soft phaser + medium-short reverb
85	PHASER + REVERB 2	deep phaser + medium-long reverb
86	PITCH + REVERB 1	soft voice detuning + medium-short reverb
87	PITCH + REVERB 2	fourth above interval + medium-long reverb
88	DELAY + REVERB 1	short delay + medium-short reverb
89	DELAY + REVERB 2	medium-long delay + medium-long reverb
MULTI 2 (90 – 99)		
90	DELAY + GATED REV	short delay + medium-long gated reverb
91	DELAY + REVERSE	medium-short delay + medium-long reverse reverb
92	DELAY + CHORUS 1	short delay + soft chorus
93	DELAY + CHORUS 2	medium-long delay + deep chorus
94	DELAY + FLANGER 1	short delay + soft flanger
95	DELAY + FLANGER 2	medium-long delay + deep flanger
96	DELAY + PHASER 1	short delay + soft phaser
97	DELAY + PHASER 2	medium-long delay + deep phaser
98	DELAY + PITCH 1	short delay + fourth down interval
99	DELAY + PITCH 2	medium-long delay + minor third above interval

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