Mastering Tool Kit

Number	Name	Comment
P000	Mixdown	Mix down for CD.
P001	PreMastering	Pre-master for video editing.
P002	Live Mixing	Final mix of live recording.
P003	Pop Mixing	for Pop music.
P004	Dance Mixing	for Dance music.
P005	Jingle Mixing	Jingle for FM radio.
P006	Hard Comp	Heavy compression.
P007	Soft Comp	Light compression.
P008	Clean Comp	Eliminating the background noise and clean up the sound.
P009	Dance Comp	Compression for dance music.
P010	Orchestra Comp	Compression for orchestra
P011	Vocal Comp	Compression for vocal
P012	Acoustic Guitar	for Acoustic guitar.
P013	Rock Band	for Rock band.
P014	Orchestra	for Orchestra.
P015	Low Boost	Enhancing the low frequency range.
P016	Brighten	Enhancing the high frequency range.
P017	DJ's Voice	DJ Microphone.
P018	Phone Vox	Telephone voice modeling.

Tempo Mapping Effect

Number	Name	Comment
P019	Short Delay	An ambience effect that adds depth to the sound by doubling.
P020	Medium Delay	Natural echo optimized for vocals.
P021	Long Delay	Long delay suited for brass and analog synth solos.
P022	Analog Delay	Analog sound with gradually diminishing feedbacking highs.
P023	Tape Echo	Modeled tape echo with distinctive wow flutter.
P024	Karaoke	Intense reverberation that effectively enhances karaoke vocals.
P025	OneShot Delay <1/4 note>	One Shot Delay in 1/4th note.
P026	OneShot Delay <1/4t note>	One Shot Delay in 1/4th triplets note.
P027	OneShot Delay <1/8 note>	One Shot Delay in 1/8th note.
P028	OneShot Delay <1/8t note>	One Shot Delay in 1/8th triplets note.
P029	OneShot Delay <1/16 note>	One Shot Delay in 1/16th note.
P030	HiHat Double	Double time echo effect for repetitive hi-hat and percussion parts.
P031	Vocal Double	Creates a stereo, double tracked character for mono vocal tracks.
P032	Reflections	Warm natural echo found in older studio vocal or drum rooms.
P033	Warm Chorus	Rich chorus effect for keyboards and guitars.
P034	Outdoor Stage	Natural acoustics of an outdoor concert stage.
P035	1/8 Note Echo	One Shot Delay in $1/8$ note with warm room ambiance.
P036	1/4 Note Echo	One Shot Delay in $1/4$ note with warm room ambiance.
P037	Triplet Echo	Provides a syncopated feel for keyboard or instrument parts.
P038	Clean Delay	Bright, subtle echo to enhance pop, rock or dance vocals.
P039	Synth Lead	Warm, stereo echo and chorus effect for synth lines.
P040	Comp Delay	Warm, stereo echo and chorus effect for keyboard chord patterns.
P041	Pop Voice	Room reflection, with natural doubling effect to enhance vocals.
P042	Infinite Echo	Sound on sound echo effect.

Stereo Reverb

Number	Name	Comment
P043	Large Hall	Large concert hall reverberation.
P044	Small Hall	Small hall reverberation.
P045	Strings	Reverberation optimized for delicate highs of strings.
P046	Piano Hall	Rich and warm reverberation optimized for pianos.
P047	Orchestra Room	Reverberation of large-capacity rooms such as big banquet halls.
P048	Vocal Room	Room reverb suitable for vocals and chorus.
P049	Medium Room	Warm and naturally spacious room reverb.
P050	Large Room	Modeled acoustics of wide rooms with lots of reverberation.
P051	Cool Plate	Distinctive bright plate reverb.
P052	Short Plate	Shorter plate reverb.
P053	Vocal Plate	Crystal-clear reverb optimized for vocals.
P054	Soft Ambience	Modeled reverberation of a room with minimal wall reflections.

Number	Name	Comment
P055	Room Ambience	Natural reverberation of rooms with good acoustics, suitable for drums and guitars.
P056	Cathedral	Acoustics of a very large, high-ceilinged church.
P057	Long Cave	Modeled reverberation of deep caves.
P058	Garage Drums	Natural reverb that enhances unique drum sounds.
P059	Rock Kick	Reverb with many low-frequency components, suitable for rock kicks.
P060	Rock Snare	Rich and thick sounding reverb suitable for rock snares.

Vocal Channel Strip

Number	Name	Comment
P061	VO:Vocal Fx	Basic setup for recording/mixdown of vocals.
P062	VO:Jazz Vocal	A natural sounding jazz club-like ambience for warm reverb well-suited for vocals.
P063	VO:Rock Vocal	Sound featuring limiter/enhancer processing as well as a unison effect.
P064	VO:Big Chorus	A spacious-sounding stereo effect similar to increasing the number of vocalists.
P065	VO:Male Vocal	Improves the tone quality of a male vocal.
P066	VO:Rock Male Vocal	Equalizer that adds energy to a male vocal.
P067	VO:Jazz Male Vocal	Equalizer that boosts the Low Resonance of a mellow jazz vocal.
P068	VO:Female Vocal	Equalizer that smooths out HiMid and adds sparkle to upper frequencies of female vocal.
P069	VO:Rock Female Vocal	Equalizer that adds energy to a female vocal.
P070	VO:Jazz Female Vocal	Equalizer that accentuates huskiness of intimate female vocal.
P071	VO:Background Vocal	Equalizer that enhances BG Vocals in overall mix.
P072	VO:Telephone Vox	Simulates the frequency response of an old telephone.
P073	VO:Narration(1)	An effect with heavy compression, used for narration.
P074	VO:Narration(2)	Standard equalizer for male narration. Brings out the character of the voice.
P075	VO:Smooth DJ	For a smooth radio announcer's voice. Warm muted lows and attenuated mids.
P076	VO:Club DJ	A club DJ-tailored effect that uses a pitch shifter to make voices lower.
P077	VO:AM-Radio	Sound featuring hard compression and narrower frequency range.
P078	PS:-4th Voice	Adds sound down a fourth to the direct sound.
P079	GT:DI'ed Clean	Superclean sound like line recording directly into the console.
P080	GT:Acoustic	Optimized for electroacoustic guitars.
P081	GT:Electric Guitar	Settings that keep the lead guitar from being buried in the mix.
P082	GT:Nylon Guitar	Emphasize the tone of nylon strings. Adjust fret sound with HiG.
P083	GT:Blues Guitar	Adds a delicate nuance suitable when playing blues on an acoustic guitar.
P084	GT:Slide Guitar	Adds a rich feel to acoustic slide guitar.
P085	BS:DI'ed Bass	Slight limiting and equalization optimized, ideal for line recording applications.
P086	BS:Jazz Bass	For stand-up bass in an intimate jazz setting. Accentuates finger attack.
P087	BS:Wood Bass	Warms up Lo and LoMid setting to bring out "woodiness" of acoustic bass.
P088	DR:Kick Drum	For Kick drum. Adjust LowQ and HiG.
P089	DR:Snare Drum	For Snare drum. Drops the Mid-Lows and emphasizes the attack and snares.
P090	DR:Kick&Snare Drum	L-ch for Kick Drum, R-ch for Snare Drum.
P091	DR:Tom Drums	For toms. Adjust LowF and LowMidF.
P092	DR:Hi-Hat	For crisper hi-hat. Adjust bell sound with HiMidG.
P093	DR:Cymbal	For cymbals. Emphasizes the difference in tone between cymbals and adds clarity.
P094	DR:Drum Kit	For drum kit. Use when miking the sound of the entire kit.
P095	ID:Grand Piano	Cleans up muddiness in lower registers and emphasizes harmonics in upper register.
P096	ID:Upright Piano	Smooths out frequency response between Lo and Mid registers.
P097	ID:Trumpet	Evens out the trumpet by attenuating resonant frequencies. Adjust the LoMid frequency and Q
P098	ID:Saxophone	For alto/soprano sax. Lower HiG for mellow sound.
P099	ID:Clarinet	Emphasizes the fundamental tone of the clarinet.
P100	ID:Flute	Rolls off the lows that can cause "plosives" from breath.
P101	ID:Oboe	Equalizer that smooths out the nasalness of the oboe.
P102	ID:Violin	Slightly enhances the rosin tone of the bow, while attenuating the shrillness of the higher register
P103	ID:Viola	Brings out the sonority of the lower Midrange.
P104	ID:Cello	Adds roundness to the lower range of the cello.

Pre Amp Modeling

Number	Name	Comment
P105	Amp Red7	For vocal. Post production and voicing processor.
P106	Amp N1073	Old console sound.
P107	Amp ManSS	Intended for use with modern capacitor microphones.
P108	Amp AvTube	For acoustic instrument and vocal. High fidelity and natural.
P109	Amp AvSolS	Deep, musical sound-stage, transparent amplification.
P110	Amp HHTube	Vintage tube tone.
P111	Amp MillHV	For acoustic recording. Delicate nuance and ambience.
P112	Amp SATube	Clean microphone signal, tube guitar distortion and warm bass tone.
P113	Amp CSSlSt	Musically transparent amplifier.