

# EMP100 Preset Program List

## ■ General

| No. | Effect                | Program Name           | Comments                                                                                                                                                                                 |
|-----|-----------------------|------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1   | Reverb                | Large Hall Reverb 1    | These two programs simulate the reverberation of two different large halls. Both are excellent "general-use" reverb effects.                                                             |
| 2   |                       | Large Hall Reverb 2    |                                                                                                                                                                                          |
| 3   |                       | Room Reverb 1          | These effects produce the type of reverberation you'd experience in a small to medium-size room with hard wall surfaces. Both are particularly effective with drum or percussive sounds. |
| 4   |                       | Room Reverb 2          |                                                                                                                                                                                          |
| 5   |                       | Vocal Reverb 1         | An ideal reverb effect for use with solo vocals or chorus.                                                                                                                               |
| 6   |                       | Vocal Reverb 2         |                                                                                                                                                                                          |
| 7   |                       | Plate Reverb 1         | These are relatively "soft" reverb effects that are well suited for use with strings or brass.                                                                                           |
| 8   |                       | Plate Reverb 2         |                                                                                                                                                                                          |
| 9   | Early Reflection      | Hall ER                | This is a straightforward early-reflection effect that has a distinct "gated" feel.                                                                                                      |
| 10  |                       | Random ER              | A somewhat "rougher" sound than the Hall ER program.                                                                                                                                     |
| 11  |                       | Reverse ER             | The level of the reflections increases rather than decreasing with time, producing an effect similar to that of a tape recording played backwards.                                       |
| 12  |                       | Spring ER              | This program simulates the sound of a spring reverb unit, and produces a much tighter sound than the Hall ER program.                                                                    |
| 13  | Delay                 | Stereo Delay 1         | In this stereo delay program the left-channel delay is set at 300 milliseconds while the right-channel delay is 600 milliseconds.                                                        |
| 14  |                       | Stereo Delay 2         | The left- and right-channel delays are set slightly before and after 400 milliseconds, emphasizing the stereo effect. This stereo delay matches a wide range of tempos.                  |
| 15  | Chorus                | Stereo Chorus          | This is the EMP100 chorus effect in its most basic form. Perfect for adding width to just about any sound.                                                                               |
| 16  | Flange                | Flange                 | Flange is another sound "widening" effect, but with more pronounced timbral undulations than either chorus or symphonic.                                                                 |
| 17  | Symphonic             | Symphonic              | Similar to Chorus, but with a softer, more gentle sound.                                                                                                                                 |
| 18  | Stereo Pitch          | Stereo Detune 1        | In this effect pitch change is used to just slightly detune the left- and right-channel pitches, producing a fairly orthodox detune sound.                                               |
| 19  |                       | Stereo Detune 2        | The same as Stereo Detune 1, except that a short delay has been added to accentuate the stereo effect.                                                                                   |
| 20  | Triple Pitch          | Dominant Pitch         | This effect "harmonizes" the input note with notes a fourth below and a fifth above.                                                                                                     |
| 21  |                       | 7th Chord              | Triple pitch change is used to add the third, fifth, and seventh degrees above the input note, producing a seventh chord.                                                                |
| 22  | Stereo Pitch + Reverb | Stereo Detune Reverb 1 | While a slight left-right pitch detuning produces a feeling of width, the addition of reverb gives this effect extra depth, too.                                                         |
| 23  |                       | Stereo Octave Detune   | A note is added one octave up for thickness, and a fairly long reverb time is used for a feeling of spaciousness.                                                                        |
| 24  | Stereo Pitch → Reverb | Stereo Detune Reverb 2 | A slight left-right pitch detuning produces a thicker sound, while the addition of reverb provides an even greater sense of scale.                                                       |
| 25  | Symphonic + Reverb    | Symphonic Reverb       | A combination of symphonic and reverb effects.                                                                                                                                           |
| 26  | Delay + Reverb        | Stereo Delay Reverb    | This is a fairly straightforward combination of delay and reverb.                                                                                                                        |
| 27  | Delay → ER            | Delay ER 1             | A combination of the basic delay and early reflection effects.                                                                                                                           |
| 28  |                       | Delay ER 2             | A variation on the Delay ER 1 program with a different delay time and ER type.                                                                                                           |
| 29  | Chorus → Delay        | Delay Chorus 1         | Both of these effects apply delay to the chorus sound. That is, the chorus and delay effects are connected "in series."                                                                  |
| 30  |                       | Delay Chorus 2         |                                                                                                                                                                                          |

## ■ Keyboard

| No. | Effect             | Program Name        | Comments                                                                                                                                                                                        |
|-----|--------------------|---------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 31  | Reverb             | Piano Hall          | A natural reverb simulation that is ideally suited to piano.                                                                                                                                    |
| 32  | Flange             | Fast Rotary Organ   | The rotary speaker effect is essential to organ simulations. This one is a relatively fast rotary speaker.                                                                                      |
| 33  |                    | Slow Rotary Organ   | A slower rotary speaker for use with organ voices.                                                                                                                                              |
| 34  | Reverb             | Church              | This is a reverb program that will make organ voices sound as if they are being played in a spacious church.                                                                                    |
| 35  | Delay + Reverb     | Clavi Magic         | Use this effect to liven up clavi type voices that have a sharp, accented attack.                                                                                                               |
| 36  | Delay              | Lead Synth 1        | A wide range of effects are used with synth solos, but delay effects like this one are probably the most useful.                                                                                |
| 37  | Delay → ER         | Lead Synth 2        | Delay combined with early reflections can give your synth solos extra depth.                                                                                                                    |
| 38  | Reverb             | Attack Brass Reverb | This sharp, short reverb effect will help brass section phrases to stand out.                                                                                                                   |
| 39  | Delay              | Stereo Delay 3      | Use this one with tunes at a tempo of 120 beats per minute.                                                                                                                                     |
| 40  | Delay + Reverb     | Stereo Echo         | A few repeats appear within the overall reverb sound.                                                                                                                                           |
| 41  |                    | Short Delay Reverb  | Recommended for use with synthesizer brass and other voices that have a strong attack.                                                                                                          |
| 42  | Symphonic          | Symphonic Pad       | This effect can give a lift to "pad" type voices or any other voice used to play long notes.                                                                                                    |
| 43  | Stereo Pitch       | Stereo Detune 3     | The amount of detuning between the left- and right-channel notes increases with each repeat.                                                                                                    |
| 44  | Symphonic + Reverb | Symphonic Wall      | Use with big string or brass sections to create a veritable wall of sound.                                                                                                                      |
| 45  | Chorus             | Tremolo Chorus      | In this effect the side-to-side sound shift is much more pronounced than in a simple stereo chorus effect. The effect is strongest if you connect your instrument directly to the EMP100 input. |
| 46  |                    | Round Chorus        | This variation on the Tremolo Chorus effect has more of a panning sound. Once again, direct-connect your instrument for the strongest effect.                                                   |
| 47  | Chorus → Delay     | Pan Chorus          | A variation on the Round Pan effect.                                                                                                                                                            |
| 48  | Flange             | Mod Flange          | Deeper undulations than even the flange effect.                                                                                                                                                 |
| 49  | Delay → ER         | Synth Bass ER       | Use this short ER effect with synthesizer bass voices for added thickness. Also good for synth brass sections.                                                                                  |
| 50  | Triple Pitch       | Triad               | Automatically "harmonizes" the input note with others a second and a fourth below. Try this one for a unique effect on solos.                                                                   |

**NOTE:** The preset guitar and bass programs (numbers 51 — 63) are designed for use with the instrument connected directly to the EMP100 input, and therefore have their BALANCE parameters set to less than 100%. If you intend to use these programs in the effect loop of a mixing console, please set the BALANCE parameter to 100%.

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## ■ Guitar

| No. | Effect                | Program Name        | Comments                                                                                                     |
|-----|-----------------------|---------------------|--------------------------------------------------------------------------------------------------------------|
| 51  | Stereo Pitch          | Pitch Change Chorus | Sounds like chorus, but this effect is actually produced using pitch change.                                 |
| 52  | Symphonic + Reverb    | Chord Symphonic     | Recommended for slow chord work on electric guitar or relaxed bass phrases.                                  |
| 53  | Stereo Pitch → Reverb | Rock Room           | Great for straight-ahead chord work with a slightly distorted original sound.                                |
| 54  | Early Reflection      | Lead ER             | Use with distortion for a wild lead sound.                                                                   |
| 55  | Chorus → Delay        | Deep Delay Chorus   | A rather pronounced effect with stereo delays around 290 milliseconds and a deep chorus effect.              |
| 56  | Delay + Reverb        | Jazz Guitar         | Great for jazz style guitar. Try it with other styles as well.                                               |
| 57  |                       | 60's Guitar         | This effect should bring back memories of the golden age of electric guitar.                                 |
| 58  | Delay → ER            | Acoustic Jazz       | Early reflections bring out the round, warm sound associated with full-acoustic electric guitar.             |
| 59  | Symphonic             | Arpeggio Flange     | Ideally suited for use with arpeggios.                                                                       |
| 60  | Flange                | Guitar Flange       | If you play it just right, this effect can make your guitar chords sound like organ backing.                 |
| 61  | Triple Pitch          | 2nd Down            | A note is added a second down from the input note — but not exactly. Great for guitar solos with distortion. |

## ■ Bass

| No. | Effect       | Program Name             | Comments                                                              |
|-----|--------------|--------------------------|-----------------------------------------------------------------------|
| 62  | Triple Pitch | Pitch Change Bass Chorus | Play your bass in the “slap” style, or use a pick near the tailpiece. |
| 63  | Flange       | Bass Flange              | A flange effect that will match just about any bass style.            |

## ■ Drums

| No. | Effect                | Program Name    | Comments                                                                                                      |
|-----|-----------------------|-----------------|---------------------------------------------------------------------------------------------------------------|
| 64  | Reverb                | Room Ambience   | An excellent effect to add ambience to rhythm machine sequences.                                              |
| 65  |                       | Hall Ambience   | A very reflective, “live” ambience for all types of drums.                                                    |
| 66  |                       | Bright Ambience | A basic but bright ambience that can bring your drum sound to life.                                           |
| 67  |                       | Tight Ambience  | This tight, punchy reverb is a good choice for simple drum phrases.                                           |
| 68  |                       | Hard Room       | This is a rather pronounced ambience effect that can be used for a range of instruments in addition to drums. |
| 69  |                       | Kick Reverb     | Recommended for use with rhythm machine bass drum sounds. Also good for toms.                                 |
| 70  | Delay → ER            | Kick Gate       | A gated-reverb type effect that can accentuate the warmth of rhythm machine bass drums.                       |
| 71  | Reverb                | Snare Reverb    | An orthodox snare drum reverb effect.                                                                         |
| 72  | Delay → ER            | Snare Gate      | This gate-like effect can add a smooth, natural depth to snare drums.                                         |
| 73  | Stereo Pitch + Reverb | Cymbal Reverb   | Recommended for use with cymbals, hi-hat, and other “metallic” sounds.                                        |
| 74  | Early Reflection      | Reverse Gate    | A popular effect for a wide range of drums and percussion instruments.                                        |

## ■ Percussion

| No. | Effect           | Program Name            | Comments                                                                                                                                                |
|-----|------------------|-------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| 75  | Early Reflection | Percussion Gate         | Indispensable for cowbell, conga, and other percussion instruments that have a strong attack. Can really bring an instrument forward in an ensemble.    |
| 76  |                  | Percussion Reverse gate | A reverse gate created specifically for use with percussion instruments. Use on instruments you want to stand out.                                      |
| 77  | Flange           | Percussion Flange       | An excellent match for electric drum type sounds.                                                                                                       |
| 78  | Stereo Pitch     | Stereo Pitch Doubler    | Slight detuning creates a pleasant percussion sound.                                                                                                    |
| 79  | Reverb           | Percussion Reverb       | The fundamental reverb for all percussion instruments. You can lengthen the reverb time a bit to make this effect perfect for use in slow tunes.        |
| 80  |                  | Percussion Room         | A very spacious reverb that is useful with all percussion instruments.                                                                                  |
| 81  | Early Reflection | Percussion ER           | A fairly short gate-like effect adds a unique touch to percussion.                                                                                      |
| 82  |                  | Shaker Reverse          | This one adds a reverse effect to shaker sounds. Try it for extra impact in introductions.                                                              |
| 83  | Stereo Pitch     | Multi Percussion        | Pitch change and short left-right delays simulate the sound of a multi-instrument percussion ensemble.                                                  |
| 84  | Delay → ER       | Ethnic Percussion       | Heavy application of feedback to a short delay produces this unusual "ethnic percussion" effect. Try changing the delay time for even stranger effects. |

## ■ Vocal

| No. | Effect                | Program Name                | Comments                                                                                             |
|-----|-----------------------|-----------------------------|------------------------------------------------------------------------------------------------------|
| 85  | Reverb                | Vocal Reverb                | A basic and very useful reverb for vocals.                                                           |
| 86  | Stereo Pitch + Reverb | Pop Vocal Reverb            | Sounds a bit like a vocal harmonizer. This effect can add real flavor to pop vocals.                 |
| 87  | Stereo Pitch          | Vocal Pitch Change Doubling | Slight pitch detuning and a very short delay produces a pleasant doubling effect.                    |
| 88  | Early Reflection      | Bathroom                    | This effect should need no explanation. If you've ever sung in the bathroom, you've heard it before. |
| 89  | Delay + Reverb        | Karaoke                     | This is the thick, syrupy reverb and delay commonly used with sing-along "Karaoke" machines.         |

## ■ Sound Effects

| No. | Effect       | Program Name          | Comments                                                                                                                                         |
|-----|--------------|-----------------------|--------------------------------------------------------------------------------------------------------------------------------------------------|
| 90  | Triple Pitch | Stereo Pitch Droop    | The pitch drops slightly with each repeat.                                                                                                       |
| 91  |              | Stereo Pitch Rise     | The reverse of the previous effect: the pitch rises slightly with each repeat.                                                                   |
| 92  |              | Chromatic Slide       | The pitch drops by a semitone with each repeat, producing the effect of a chromatic glissando. Try changing the delay time for a different feel. |
| 93  |              | Triplet Slide         | Careful delay settings produce successive triplets that drop in semitones. Experiment with different delay time settings.                        |
| 94  |              | Whole Tone Slide      | The pitch drops by a whole tone with each repeat.                                                                                                |
| 95  |              | Triplet Rise          | The opposite of the Triplet Slide" effect: successive triplets that rise in semitones. Experiment with different delay time settings.            |
| 96  |              | Arpeggio              | This effect automatically produces a simple arpeggio by successively producing notes a third and a fifth above the original note.                |
| 97  |              | Stereo Pitch + Reverb | Deep Detune Reverb                                                                                                                               |
| 98  | Long Tunnel  |                       | Quite a reverb — about 12 seconds worth, in fact.                                                                                                |
| 99  | Flange       | Warp                  | Interesting effects with sustained or percussive sounds.                                                                                         |
| 100 |              | Boing                 | Oddly enough, this effect produces essentially the same sound no matter what you play into it.                                                   |