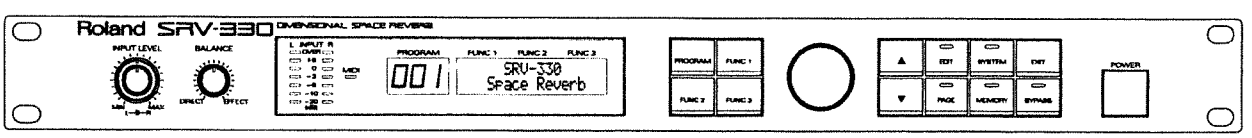
Roland

DIMENSIONAL SPACE REVERB

SRV-330

Algorithm Guide



KEY TO THE ALGORITHM GUIDE

This guide is organized so that you can easily, speedily find information about the composition and functioning of each of the algorithms. As such, it forms a convenient reference that can be used when creating effects programs, or when making settings for Control Assign.

** For instructions on how effects are created, refer to the Owner's Manual.*

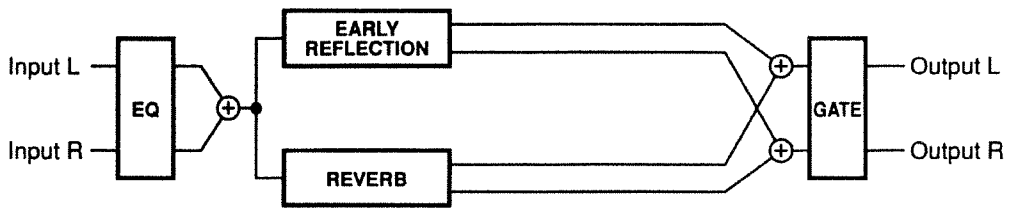
CONTENTS

Block Diagrams of the Algorithms

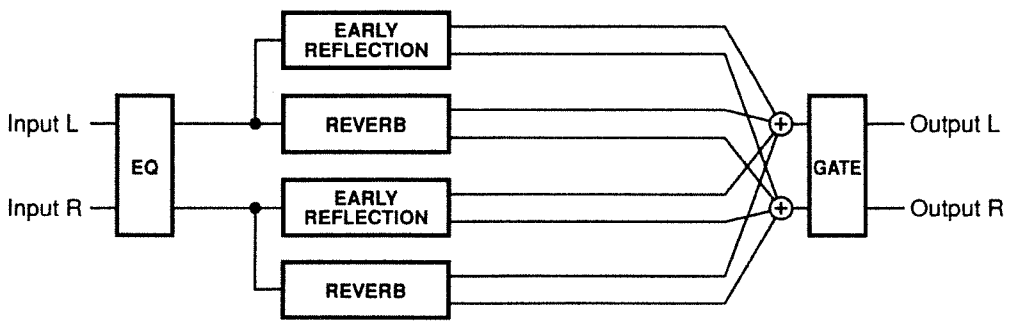
An algorithm is a collection of information that determines which effectors are to be used, and provides a configuration for all the parameters that go toward creating a desired effect.

Each diagram in this chapter graphically detailes the composition of the algorithm.

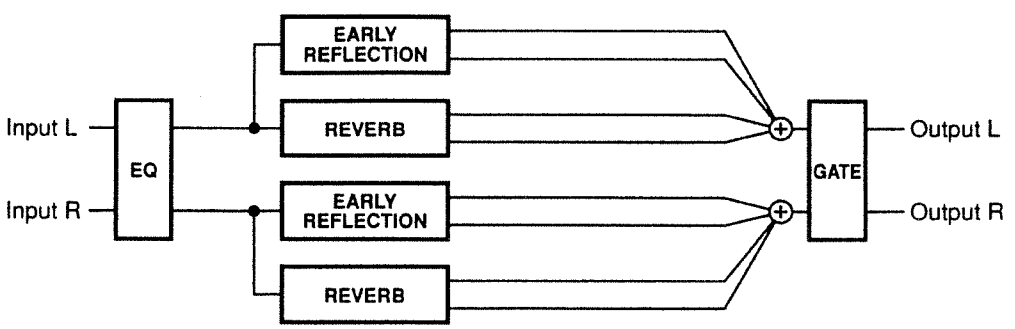
1:Reverb



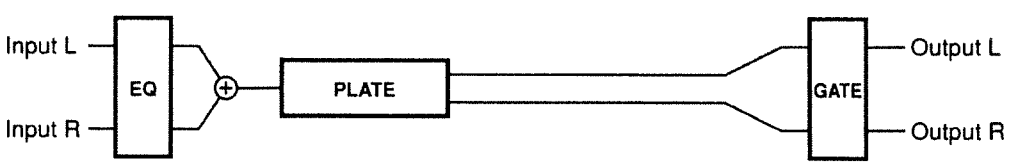
2:Stereo Reverb



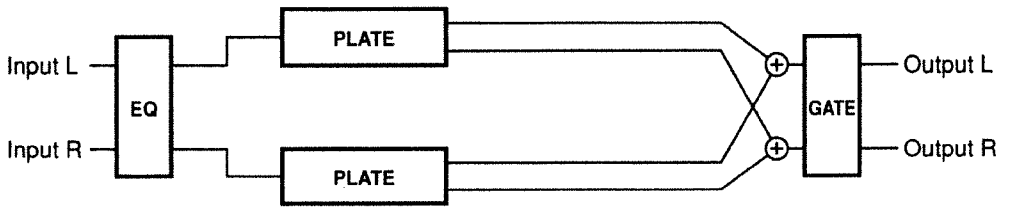
3:2x Reverb



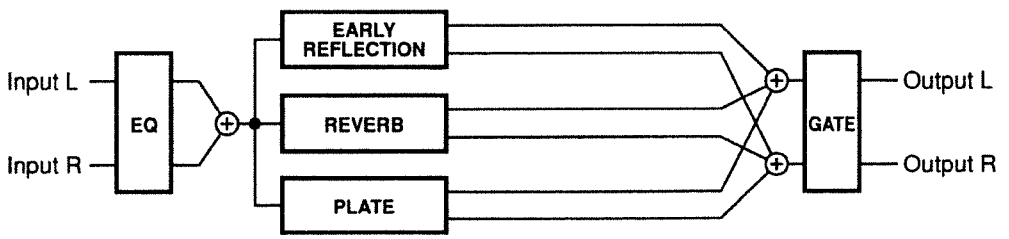
4:Plate



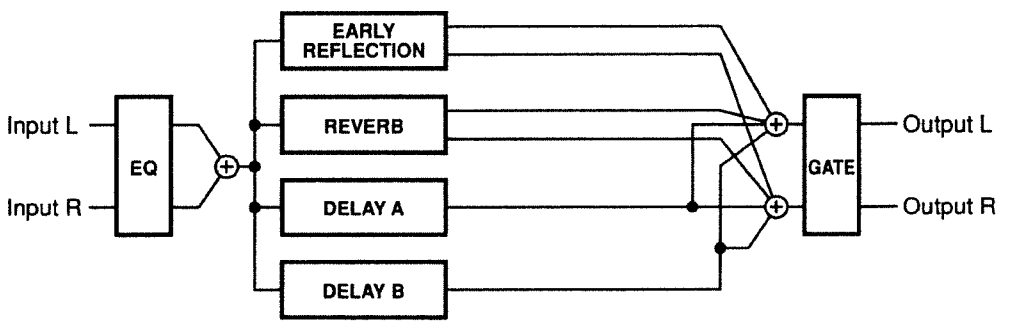
5:Stereo Plate



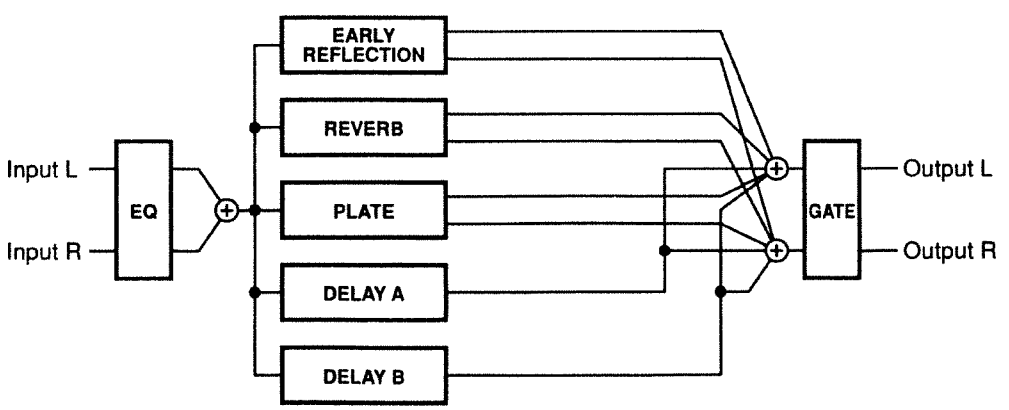
6:Reverb+Plate



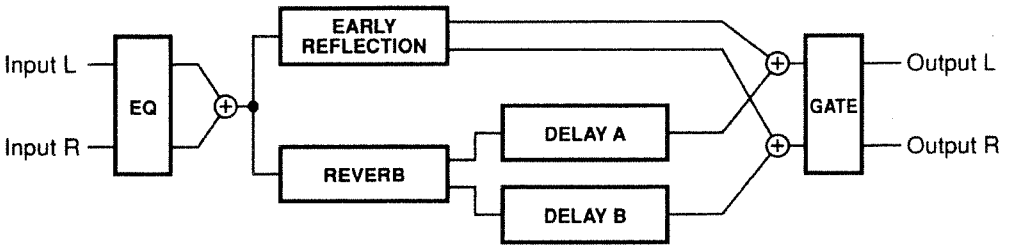
7:Reverb+Delay



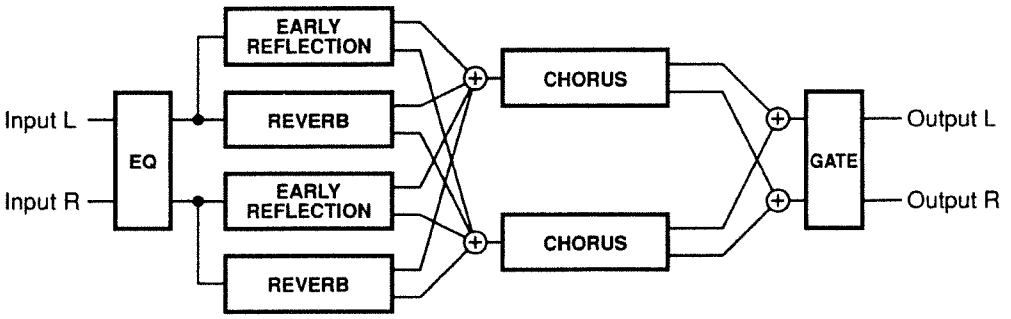
8:Reverb+Plate+Delay



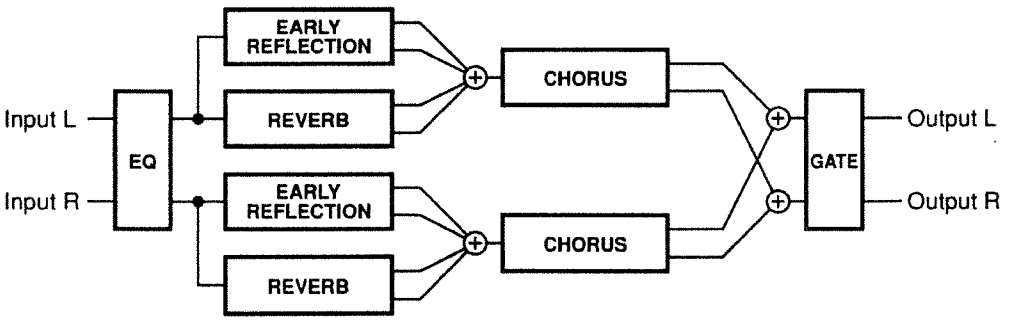
9:Delayed Reverb



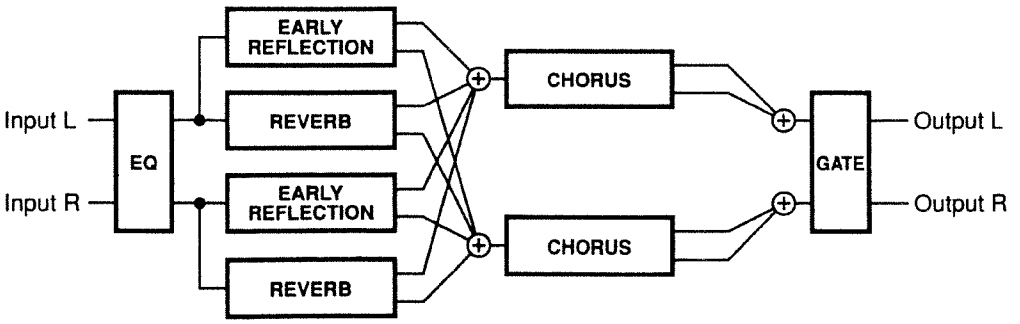
10:Chorus Reverb



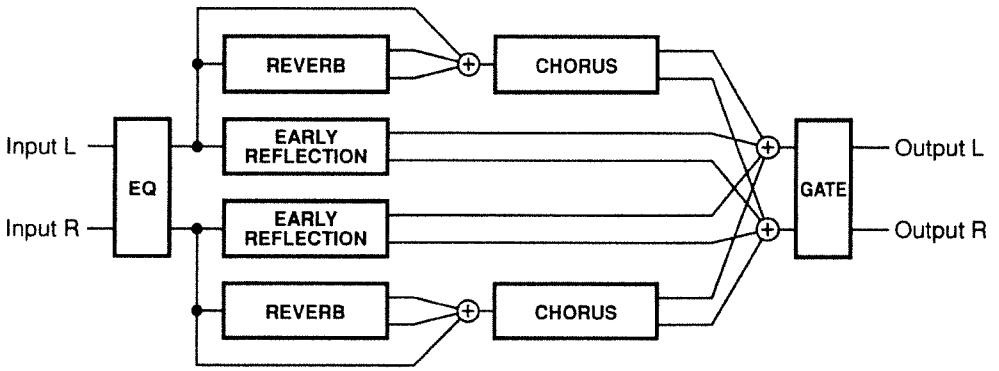
11:2x Chorus Reverb



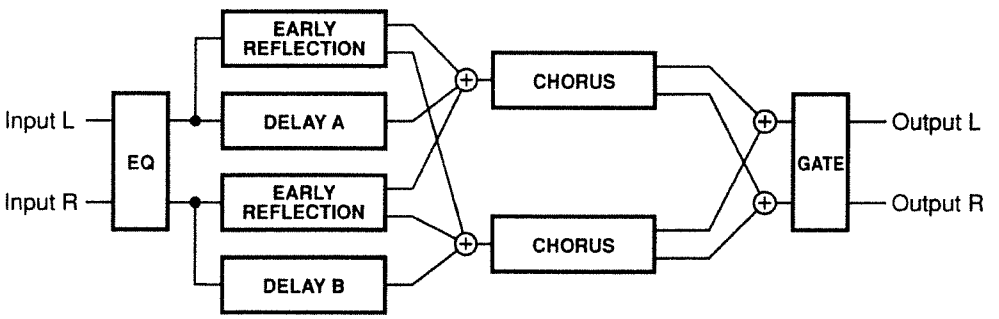
12:Phaser Reverb



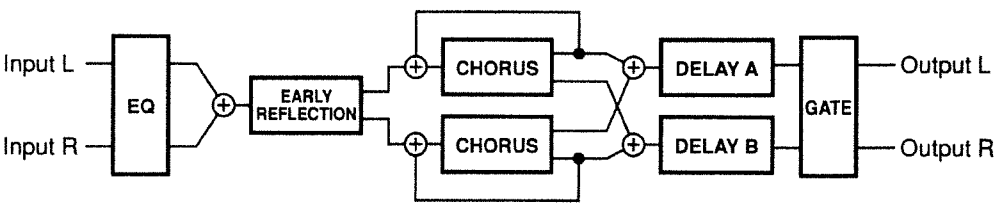
13:Direct Mix Chorus Reverb



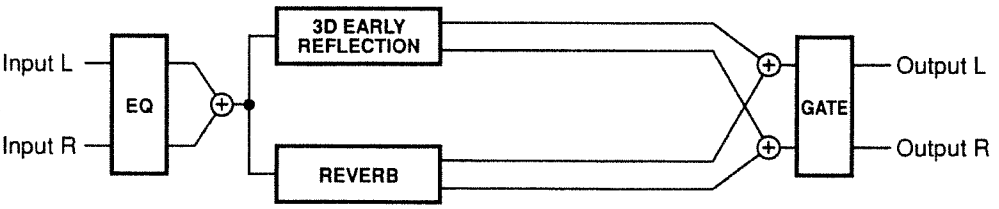
14:Delay Chorus



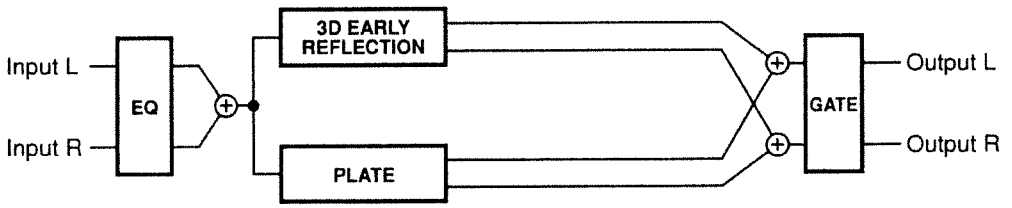
15:Phaser Delay



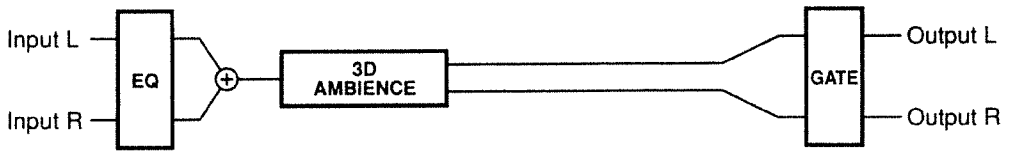
16:3D Early Reflection+Reverb



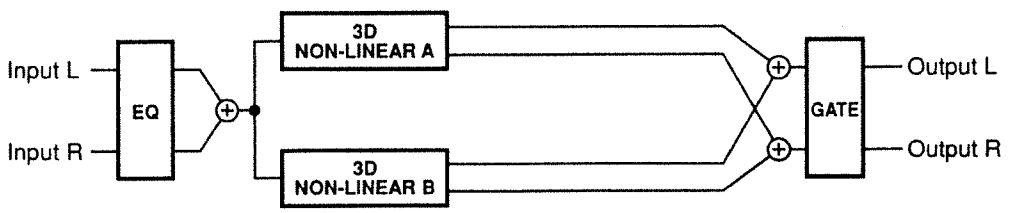
17:3D Early Reflection+Plate



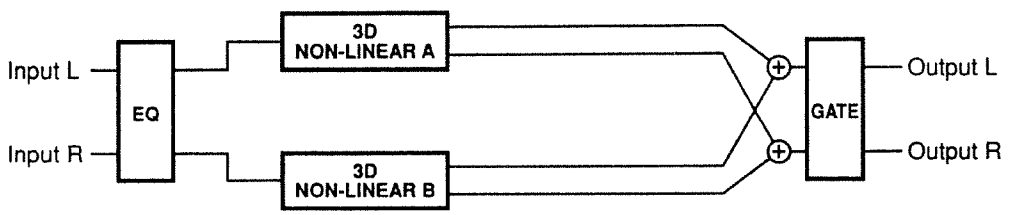
18:3D Ambience



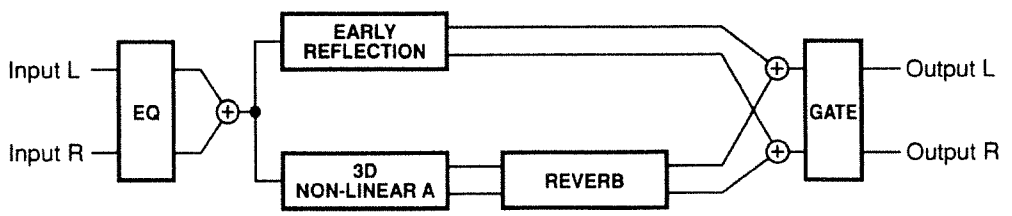
19:3D Non-linear



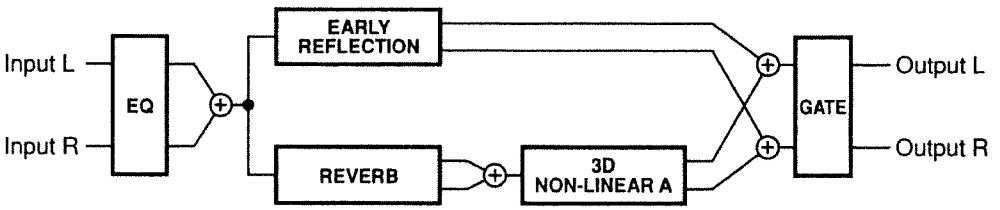
20:Stereo 3D Non-linear



21:3D Non-linear Reverb



22:Reverb 3D Non-linear



Sections and Available Parameters

Each algorithm employs a number of sections, combined to provide a specific effect. This chapter shows all parameters used for the sections.

3BAND EQUALIZER section

LowFq	Low EQ Frequency	20	2.00k	Hz
LowGn	Low EQ Gain	-12.0	+12.0	dB
Low_Q	Low EQ Q	SHELV, 0.3 to 10.0		
MidFq	Middle EQ Frequency	200	8.00k	Hz
MidGn	Middle EQ Gain	-12.0	+12.0	dB
Mid_Q	Middle EQ Q	0.3	10.0	
HigFq	High EQ Frequency	1.50k	20.0k	Hz
HigGn	High EQ Gain	-12.0	+12.0	dB
Hig_Q	High EQ Q	SHELV, 0.3 to 10.0		

3D EFFECTS<AMBIENCE> section

RSize	Ambience Room Size	1	100	%
Dnsty	Density	0	100	
HFDmp	Ambience HF Damp<Gain>	-36.0	0.0	dB
3DEff	3D Effects	0	100	

3D EFFECTS<EARLY REFLECTION> section

ERLvl	ER Level	0	100	
ERTim	ER Time	1	100	%
ERDif	ER Diffusion	0	100	
ERDmp	ER High Dump	-36.0	0.0	dB
3DEff	3D Effects	0	100	

3D EFFECTS<NON-LINEAR> section

TypeA	Type A	1<-2/NORML/1->2		
Elv1A	Elevation 1 A	-60	+60	
Azm1A	Azimuth 1 A	L180	R180	
Elv2A	Elevation 2 A	-60	+60	
Azm2A	Azimuth 2 A	L180	R180	
PrDyA	Pre Delay A	0	800	ms
EnT1A	Envelope Time1 A	1	1200	ms
EnT2A	Envelope Time2 A	1	1200	ms
EnT3A	Envelope Time3 A	1	1200	ms
EnT4A	Envelope Time4 A	1	1200	ms
EnL1A	Envelope Level1 A	0	100	
EnL2A	Envelope Level2 A	0	100	
EnL3A	Envelope Level3 A	0	100	
TypeB	Type B	1<-2/NORML/1->2		
Elv1B	Elevation 1 B	-60	+60	
Azm1B	Azimuth 1 B	L180	R180	
Elv2B	Elevation 2 B	-60	+60	
Azm2B	Azimuth 2 B	L180	R180	
PrDyB	Pre Delay B	0	800	ms
EnT1B	Envelope Time1 B	1	1200	ms
EnT2B	Envelope Time2 B	1	1200	ms
EnT3B	Envelope Time3 B	1	1200	ms
EnT4B	Envelope Time4 B	1	1200	ms
EnL1B	Envelope Level1 B	0	100	
EnL2B	Envelope Level2 B	0	100	

EnL3B	Envelope Level3 B	0	100	
Dnsty	Density	0	100	
3DEff	3D Effects	0	100	

CHORUS section

ChoPD	Chorus Pre Delay	0	40	ms
ChoRt	Chorus Rate	0.01	10.00	Hz
ChoDp	Chorus Depth	0	100	
ChoPh	Chorus Phase	0	180	deg

DELAY section

DyTmA	Delay Time A	0	370	ms
DyFbA	Delay Feedback Level A	-100	+100	
DyLvA	Delay Output Level A	-100	+100	
DyTmB	Delay Time B	0	370	ms
DyFbB	Delay Feedback Level B	-100	+100	
DyLvB	Delay Output Level B	-100	+100	

EARLY REFRECTION section

ERLvl	ER Level	0	100	
ERTim	ER Time	1	100	%
ERDif	ER Diffusion	0	100	

GATE section

GtMod	Gate Mode	THRU, GATE, DUCK		
GtBal	Gate Balance Level	0	100	
GtThd	Gate Threshold Level	-30.0	+10.0	dB
GtATm	Gate Attack Time	0.000	10.0	sec
GtHTm	Gate Hold Time	0.000	10.0	sec
GtRTm	Gate Release Time	0.000	10.0	sec

PLATE section

RevTm	Reverb Time	0.01	100.0	sec
PrDly	Pre Delay	0	300	ms
Dnsty	Density	0	100	
LoDFq	LF Damp<Frequency>	50	4.00k	Hz
LoDmp	LF Damp<Gain>	-36.0	0.0	dB
HiDFq	HF Damp<Frequency>	4.00k	20.0k	Hz
HiDmp	HF Damp<Gain>	-36.0	0.0	dB
Depth	Plate Depth	0	100	
Brill	Plate Brilliance	0	100	

REVERB section

RevTm	Reverb Time	0.01	100.0	sec
PrDly	Pre Delay	0	800	ms
Dnsty	Density	0	100	
LoDFq	LF Damp<Frequency>	50	4.00k	Hz

LoDmp	LF Damp<Gain>	-36.0	0.0	dB
HiDFq	HF Damp<Frequency>	4.00k	20.0k	Hz
HiDmp	HF Damp<Gain>	-36.0	0.0	dB

CONTROL ASSIGN section

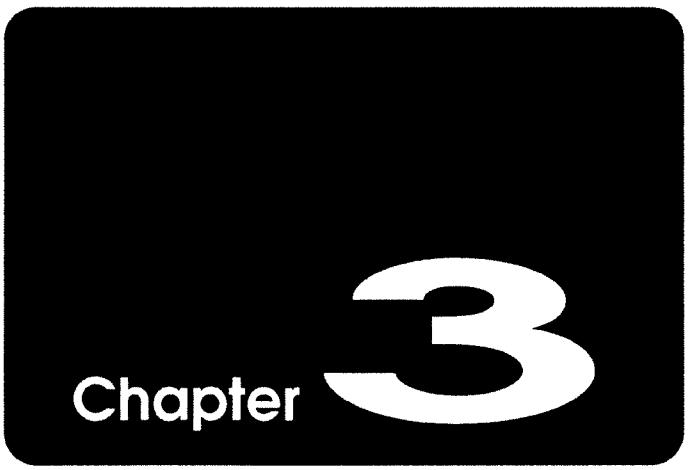
SwMod	Control Assign Switch Mode	(NORML/TOGGL)
C1Src	Control Assign 1 Source	
C1Trg	Control Assign 1 Target Parameter	
C1Min	Control Assign 1 Min value	
C1Max	Control Assign 1 Max value	
C2Src	Control Assign 2 Source	
C2Trg	Control Assign 2 Target Parameter	
C2Min	Control Assign 2 Min value	
C2Max	Control Assign 2 Max value	
C3Src	Control Assign 3 Source	
C3Trg	Control Assign 3 Target Parameter	
C3Min	Control Assign 3 Min value	
C3Max	Control Assign 3 Max value	
C4Src	Control Assign 4 Source	
C4Trg	Control Assign 4 Target Parameter	
C4Min	Control Assign 4 Min value	
C4Max	Control Assign 4 Max value	
C5Src	Control Assign 5 Source	
C5Trg	Control Assign 5 Target Parameter	
C5Min	Control Assign 5 Min value	
C5Max	Control Assign 5 Max value	

OUTPUT LEVEL section

OutLv	Effect Output Level	0	200

OTHERS

(NAM)	Program Name Edit Enter
(PRM)	Monitor Parameter



How the Parameters Function

Each effect section employs a number of parameters. This chapter explains the workings of the individual parameters provided by each section.
Note that any one section may offer a different selection of parameters, and the range of values for them may vary, depending on the particular algorithm it is used in. For details, refer to each composition for the algorithms (see Chapter 1 & 2).

EQUALIZER section

This is a three band equalizer. Each band provides parametric control. Peaking or shelving can be selected for the low and high ranges.

Low Frequency
This parameter sets the center frequency of the low range.

Low Gain
This parameter sets the gain (amount of boost/cut) of the low range.

Low Q
This parameter sets the width of the range which will be affected by the equalizer, centered on the point specified by Low Frequency. Higher settings result in a narrower bandwidth.

* *If this parameter is set to "SHELV", the low frequency band will be a shelving-type equalizer.*

Middle Frequency
This parameter sets the center frequency of the middle range.

Middle Gain
This parameter sets the gain (amount of boost/cut) of the middle range.

Middle Q
This parameter sets the width of the range which will be affected by the equalizer, centered on the point specified by Middle Frequency. Higher settings result in a narrower bandwidth.

High Frequency
This parameter sets the center frequency of the high range.

High Gain
This parameter sets the gain (amount of boost/cut) of the high range.

High Q
This parameter sets the width of the range which will be affected by the equalizer, centered on the point specified by High Frequency. Higher settings result in a narrower bandwidth.

* *If this parameter is set to "SHELV", the high frequency band will be a shelving-type equalizer.*

3D EFFECTS <AMBIENCE> section

This effect modifies the spatial position of the sound, using RSS (Roland Sound Space) technology to give three-dimensional depth to the sound.

In this effect, the "3D EFFECTS" Section is used to simulate ambient sound (late reverberation).

Ambience Room Size
This parameter sets the size of the room. Higher settings result in a larger simulated room for a more spacious sound.

Density
This parameter adjusts the density of the ambient reverberation. Higher settings result in denser sound.

Ambience HF Damp
This parameter adjusts the damping (decay rate) of the high frequencies of the ambient reverberation. With a setting of "0" there will be no HF Damp effect.

3D Effects
This parameter adjusts the three-dimensional spread of the ambient reverberation.

3D EFFECTS <EARLY REFLECTION> section

This effect modifies the spatial position of the sound, using RSS (Roland Sound Space) technology to give three-dimensional depth to the sound.

In this effect, the "3D EFFECTS" Section is used to simulate the early reflections which reach the listener after bouncing off the wall once or several times.

Early Reflection Level
This parameter sets the volume of the early reflections.

Early Reflection Time
This parameter sets the length of the early reflections.

Early Reflection Diffusion
This parameter sets the diffusive spaciousness of the early reflections. Higher settings result in more spacious early reflections.

Early Reflection HF Damp
This parameter adjusts the damping (decay rate) of the high frequencies of the early reflections. With a setting of "0" there will be no HF Damp effect.

3D Effects
This parameter adjusts the three-dimensional spread of the early reflections.

3D EFFECTS <NON-LINEAR> section

This effect modifies the spatial position of the sound, using RSS (Roland Sound Space) technology to give three-dimensional depth to the sound.

In this effect, time and level can be adjusted to create artificial-sounding reverberation (quite unlike natural reverberation).

Pre Delay
This parameter sets the time delay between the direct sound and the reverberation.

Density
This parameter adjusts the density of the reverberation. Higher settings result in denser sound.

Azimuth
This parameter sets the horizontal position of the sound over a range of 180 degrees left and right, with the "0" position directly in front of the listener.

Elevation
This parameter sets the vertical position of the sound over a range of 60 degrees up or down, with the "0" position directly in front of the listener.

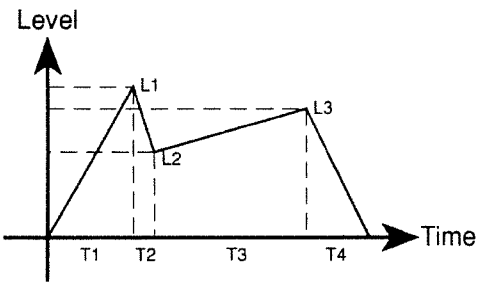
Non-Linear Type
This parameter selects the way in which Mix1 and Mix2 are panned.

1->2 : pan from Mix1 to Mix2
NORML : no panning (this creates a spacious effect)
2->1 : pan from Mix2 to Mix1

Non-Linear Envelope L1 (level 1)
Non-Linear Envelope L2 (level 2)
Non-Linear Envelope L3 (level 3)
These parameters set the output level at each point of the envelope.

Non-Linear Envelope T1 (time 1)
Non-Linear Envelope T2 (time 2)
Non-Linear Envelope T3 (time 3)
Non-Linear Envelope T4 (time 4)
These parameters set the time required to reach each point of the envelope.

** If the length of the non-linear envelope (T1+T2+T3+T4) exceeds the length shown below, the delayed sound will be cut during the excess time.*



(T1+T2+T3+T4=1200ms)

3D Effects
This parameter adjusts the three-dimensional spread of the reverberation.

CHORUS section

This effect adds a slightly pitch-shifted sound to the direct sound, creating richness and depth.

Chorus Pre Delay

This parameter sets the time until the chorused sound is output. Longer settings of pre-delay will create a doubling effect (the effect of multiple sounds playing in unison).

Chorus Rate

This parameter sets the modulation speed of the chorus.

Chorus Depth

This parameter sets the modulation depth of the chorus.

Chorus Phase

This phase sets the phase shift of the chorus.

DELAY section

This effect adds a delayed sound to the direct sound, creating richness or special effects.

Delay Time

This parameter sets the delay time.

Feedback Level

This parameter sets the amount of feedback. Changing the feedback level will affect the number of delay repeats. Negative (-) settings will invert the phase of the feedback sound.

Delay Output Level

This parameter sets the volume of the delayed sound. Negative (-) settings will invert the phase of the delayed sound.

EARLY REFLECTION section

This simulates the early reflections which reach the listener after bouncing off the wall once or several times.

Early Reflection Level

This parameter sets the volume of the early reflections.

Early Reflection Time

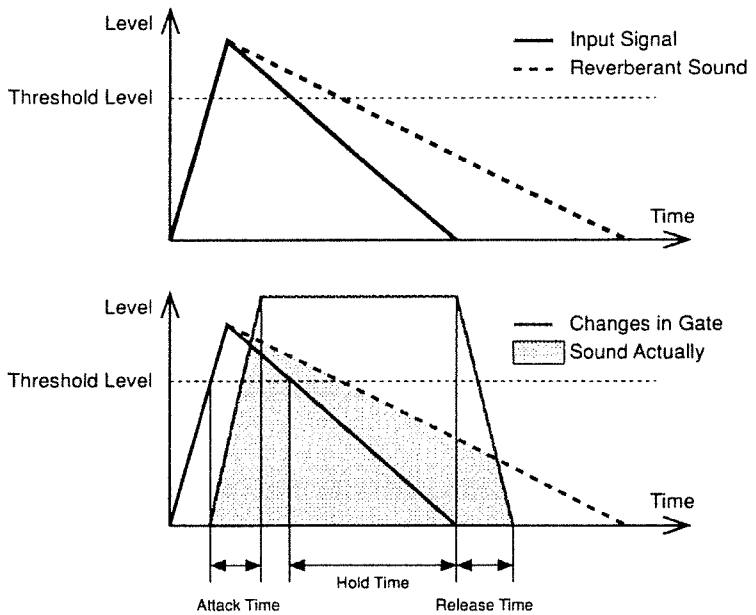
This parameter sets the length of the early reflections.

Early Reflection Diffusion

This parameter sets the diffusive spaciousness of the early reflections. Higher settings result in more spacious early reflections.

GATE section

This effect detects the level of the input signal in relation to a specified threshold level, and opens or closes a gate accordingly.



Gate Mode

This parameter determines how the gate will operate.

THRU: The gate will always be open.
GATE: The gate will open when the input signal exceeds the Gate Threshold Level.
DUCK: The gate will open when the input signal is less than the Gate Threshold Level.

Gate Balance Level

This parameter adjusts the balance between the reverb sound muted by the gate and the normal reverb sound. Higher settings will increase the normal reverb sound.

Gate Threshold Level

This parameter specifies the input level at which the gate will operate.

If the Gate Mode is GATE, the gate will begin to open when the input signal exceeds the threshold level and will begin to close when the input signal falls below the threshold level.

If the Gate Mode is DUCK, the gate will begin to open when the input signal falls below the threshold level and will begin to close when the input signal exceeds the threshold level.

Gate Attack Time
This parameter sets the time from when the input signal exceeds the threshold level until the gate opens completely.

Gate Hold Time
This parameter sets the time from when the input signal falls below the threshold level until the gate begins to close.

Gate Release Time
This parameter sets the time from when the hold time ends to when the sound is completely muted.

PLATE Section

This simulates the metallic-sounding reverb produced by a plate reverb Section (a device using a metal plate to create reverb).

Reverb Time
This parameter sets the length of the reverberation.

Pre Delay
This parameter sets the time delay between the direct sound and the reverberation.

Density
This parameter adjusts the density of the reverberation. Higher settings result in denser sound.

LF Damp <Frequency>
This parameter sets the frequency for the LF Damp adjustment. The LF Damp <Gain> parameter will adjust the decay of the reverberant sound which is below the frequency you specify here.

LF Damp <Gain>
This parameter adjusts the damping (decay rate) of the low frequency reverberant sound. With a setting of "0" there will be no LF Damp effect.

HF Damp <Frequency>
This parameter sets the frequency for the HF Damp adjustment. The HF Damp <Gain> parameter will adjust the decay of the reverberant sound which is above the frequency you specify here.

HF Damp <Gain>
This parameter adjusts the damping (decay rate) of the high frequency reverberant sound. With a setting of "0" there will be no HF Damp effect.

Plate Depth
This parameter adjusts the depth of the reverberation.

Plate Brilliance
This parameter adjusts the brilliance of the reverberation. Higher settings result in a brighter sound.

REVERB section

This simulates the diffuse reflections which reach the listener after bouncing off the walls many times (later reverberation).

Reverb Time

This parameter sets the length of the reverberation.

Pre Delay

This parameter sets the time delay between the direct sound and the reverberation.

Density

This parameter adjusts the density of the reverberation. Higher settings result in denser sound.

LF Damp <Frequency>

This parameter sets the frequency for the LF Damp adjustment. The LF Damp <Gain> parameter will adjust the decay of the reverberant sound which is below the frequency you specify here.

LF Damp <Gain>

This parameter adjusts the damping (decay rate) of the low frequency reverberant sound. With a setting of "0" there will be no LF Damp effect.

HF Damp <Frequency>

This parameter sets the frequency for the HF Damp adjustment. The HF Damp <Gain> parameter will adjust the decay of the reverberant sound which is above the frequency you specify here.

HF Damp <Gain>

This parameter adjusts the damping (decay rate) of the high frequency reverberant sound. With a setting of "0" there will be no HF Damp effect.

OUTPUT LEVEL section

This section sets the output level.

Effect Output Level

This parameter sets the output level of the effect processed sound.

Appendix

Newly developed "3D Effects" are provided thanks to the technological expertise accumulated through Roland's development of the RSS (Roland Sound Space) System. The following are a few things you should keep in mind when using them.

Before using the 3D Effects

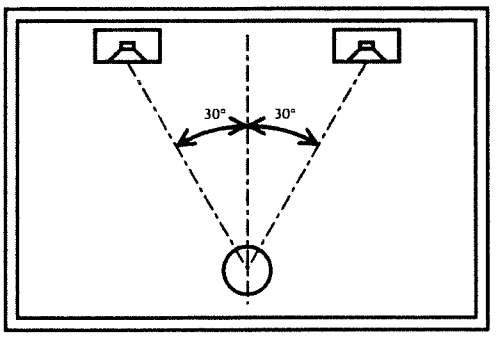
Note on monitoring

The 'sound positioning' created by the 3D Effects will give different results depending on the system used for monitoring or the position of the listener, etc. Please take the following into consideration when using the 3D Effects.

When using loud speakers

- A non-reverberant control room is suitable for use with the 3D Effects.
- Speaker systems of a coaxial or virtual coaxial design are suitable for use with the 3D Effects.

** Monitor the sound at the sweet spot of the 3D Effects.*



For best results the speaker should be placed close to the rear wall and far from the side wall. Do not place the speakers too far apart. Excessive room reverberation will also have an adverse affect upon the sonic result.

** Confirming sound position may be difficult if the volume is too low (or too high).*

When using effects devices

When effects devices are used with the 3D Effects, the sound position created by the system may change. Please note the following:

How to connect effects devices

- Use an effects device that affects the original sound (such as distortion, limiter, compressor or pitch shifter), prior to entering the 3D Effects.

SRV-330 Effect Name Table

Roland

< User Area >

No.	Preset Name	Algorithm No.
001	STEREO 140 PLATE	2:Stereo Reverb
002	SMALL "AIR" PLATE	1:Reverb
003	NICE PLATE #1	1:Reverb
004	140 PLATE #2	1:Reverb
005	251 250 PLATE #4	1:Reverb
006	DENSE SMALL PLATE	1:Reverb
007	BRITE CAVE PLATE	1:Reverb
008	SHORT BRIT PLATE1	1:Reverb
009	LONG VOC PLATE #1	1:Reverb
010	70 RICH PLATE	1:Reverb
011	SMALL AMBIENCE	1:Reverb
012	MEDIUM AMBIENCE	1:Reverb
013	LARGE AMBIENCE	1:Reverb
014	ST SOFT AMBIENCE	2:Stereo Reverb
015	SUBTLE AMBIENCE	16:3D ER+Reverb
016	LIBRARY AMBIENCE	1:Reverb
017	LIBRALY AMB. #2	1:Reverb
018	CathedralAmbience	1:Reverb
019	ROOM AMBIENCE	18:3D Ambience
020	DRUM AMBIENCE	18:3D Ambience
021	SMALL WOOD ROOM	1:Reverb
022	ST TILED ROOM #1	2:Stereo Reverb
023	ST NICE RM SIZZLE	2:Stereo Reverb
024	ST ORCHESTRA ROOM	2:Stereo Reverb
025	REAL ROOM	1:Reverb
026	CHURCH ROOM	1:Reverb
027	ST LITTLE ROOM #1	2:Stereo Reverb
028	TILE ROOM SMALL	4:Plate
029	DISTANCE ROOM #1	1:Reverb
030	TILE ROOM BIG	4:Plate
031	ST JAZZ CHAMBER	2:Stereo Reverb
032	LARGE CHAMBER	1:Reverb
033	STEREO MUSIC CLUB	2:Stereo Reverb
034	STEREO STUDIO #3	2:Stereo Reverb
035	WALKER BROS HALL	1:Reverb
036	StSHORT BRT HALL1	2:Stereo Reverb
037	StSHORT BRT HALL2	2:Stereo Reverb
038	OCEAN HALL #1	1:Reverb
039	LEX HALL	1:Reverb
040	CONCERT HALL LONG	1:Reverb
041	LONG VOC PLATE #2	1:Reverb
042	LONG VOC PLATE #3	1:Reverb
043	VOCAL ROOM	1:Reverb
044	VOX HALL AMBIENCE	16:3D ER+Reverb
045	NICE VOCAL HALL#1	1:Reverb
046	NICE VOCAL HALL#2	1:Reverb
047	LONG HI TAIL ECHO	1:Reverb
048	DEEP BREATHING	19:3D NLR
049	HUGE CATHEDRAL	1:Reverb
050	AVE CATHEDRAL	1:Reverb
051	STEREO PIANO HALL	2:Stereo Reverb
052	ST GALACTIC CHO	10:Chorus Reverb
053	ST SYNTH VANISH	10:Chorus Reverb
054	MAJESTIC PLATE	1:Reverb
055	CHORUS REVERB #1	10:Chorus Reverb
056	ST CHORUS REV #2	10:Chorus Reverb
057	AARON'S ROOM	1:Reverb
058	ST CLASSICAL #1	2:Stereo Reverb
059	THE ABBEY	1:Reverb
060	BITCHIN ECHO	6:Reverb+Plate
061	TIGHT DRM ROOM #2	1:Reverb
062	MIRRORED DRM ROOM	1:Reverb
063	MEDIUM + STAGE	1:Reverb
064	ROCK SNARE #1	1:Reverb
065	ST CRACK SNARE	2:Stereo Reverb
066	ST SNARE CHAMBER	2:Stereo Reverb
067	ST KICK CHAMBER	2:Stereo Reverb
068	GATED BRASS	1:Reverb
069	ORCHESTRA HIT	1:Reverb
070	ST LUSH GUITAR	10:Chorus Reverb
071	140 PLATE #5	1:Reverb
072	NICE PLATE #2	1:Reverb
073	251 250 PLATE #1	1:Reverb
074	251 250 PLATE #3	1:Reverb
075	ST PLATER THAN H	5:Stereo Plate
076	BIG STACK ROOM	1:Reverb
077	RICH AND SMOOTH	1:Reverb
078	BIG GYM #1	4:Plate
079	BIG GYM #2	4:Plate
080	BIG GYM #3	4:Plate
081	DIMENSIONAL SPACE	16:3D ER+Reverb
082	SPARKLING VERB	1:Reverb
083	CORRIDOR(LONG)	1:Reverb
084	WAREHOUSE	1:Reverb
085	MEDIUM WAREHOUSE1	1:Reverb
086	BIG CATHEDRAL	1:Reverb
087	DARK CATHEDRAL	1:Reverb
088	STADIUM ANNOUNCE	1:Reverb
089	STADIUM #1	16:3D ER+Reverb
090	BIG FOOT	1:Reverb
091	GATED ATTACK SLAP	1:Reverb
092	STEREO NON LIN	20:Stereo 3D NLR
093	BACK SLAP NLR	19:3D NLR
094	REBOUND NLR	19:3D NLR
095	SUDDEN DROP NLR	19:3D NLR
096	IN THE PAST NLR	19:3D NLR
097	RISING NON LIN	19:3D NLR
098	ATTACK NON LINEAR	19:3D NLR
099	SQUEAKY BOARDS	19:3D NLR
100	TOTALLY OFF	15:Phaser Delay

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SRV-330 Effect Name Table

Roland

< Preset Area 3-1 >

No.	Preset Name	Algorithm No.
101	STEREO 140 PLATE	2:Stereo Reverb
102	140 PLATE #1	1:Reverb
103	140 PLATE #2	1:Reverb
104	140 PLATE #3	1:Reverb
105	140 PLATE #4	1:Reverb
106	140 PLATE #5	1:Reverb
107	140 PLATE #6	1:Reverb
108	251 250 PLATE #1	1:Reverb
109	251 250 PLATE #2	1:Reverb
110	251 250 PLATE #3	1:Reverb
111	251 250 PLATE #4	1:Reverb
112	NICE PLATE #1	1:Reverb
113	NICE PLATE #2	1:Reverb
114	DENSE SMALL PLATE	1:Reverb
115	ST RICH PLATE #1	2:Stereo Reverb
116	RICH PLATE #2	1:Reverb
117	70 RICH PLATE	1:Reverb
118	SMALL "AIR" PLATE	1:Reverb
119	FAT PLATE	1:Reverb
120	THIN PLATE	6:Reverb+Plate
121	LONG VOC PLATE #1	1:Reverb
122	LONG VOC PLATE #2	1:Reverb
123	LONG VOC PLATE #3	1:Reverb
124	SNARE PLATE	6:Reverb+Plate
125	ST BRASS PLATE	2:Stereo Reverb
126	ST VOCAL PLATE	2:Stereo Reverb
127	ST VOX PLATE	2:Stereo Reverb
128	ST PR DLY PLATE	2:Stereo Reverb
129	ST BRIGHT PLATE	2:Stereo Reverb
130	SHORT PLATE	1:Reverb
131	ST SIZZLIN PLATE	5:Stereo Plate
132	ST LIL'OLE PLATE	5:Stereo Plate
133	ST PLATER THAN H	5:Stereo Plate
134	ST PLT 0 9 TAILS	5:Stereo Plate
135	MEDIUM NICE PLATE	1:Reverb
136	BRITE CAVE PLATE	1:Reverb
137	DENSE BRITE PLATE	1:Reverb
138	MAJESTIC PLATE	1:Reverb
139	LONG PLATE	1:Reverb
140	ST DARK DENSE PLT	2:Stereo Reverb
141	ANYTHING PLATE	1:Reverb
142	ANSWER PLATE #1	1:Reverb
143	ANSWER PLATE #2	1:Reverb
144	SHORT BRIT PLATE1	1:Reverb
145	SHORT BRIT PLATE2	1:Reverb
146	BOOMY PLATE	1:Reverb
147	CANNON PLATE #1	1:Reverb
148	LONG BALAD SN PLT	1:Reverb
149	2001 VOC PLATE #1	1:Reverb
150	2001 VOC PLATE #2	1:Reverb
151	SUBTLE AMBIENCE	16:3D ER+Reverb
152	PERC AMBIENCE	1:Reverb
153	LIBRARY AMBIENCE	1:Reverb
154	BALLROOM AMBIENCE	1:Reverb
155	LARGE AMBIENCE	1:Reverb
156	MEDIUM AMBIENCE	1:Reverb
157	SMALL AMBIENCE	1:Reverb
158	SMALLER AMBIENCE	1:Reverb
159	SMALL AMBIENCE T1	1:Reverb
160	SMALL AMBIENCE T4	1:Reverb
161	ST SOFT AMBIENCE	2:Stereo Reverb
162	ROOM AMBIENCE	18:3D Ambience
163	MED ROOM AMBIENCE	16:3D ER+Reverb
164	HALL AMBIENCE #1	16:3D ER+Reverb
165	HALL AMBIENCE #2	1:Reverb
166	DRUM AMBIENCE	18:3D Ambience
167	GUITAR AMBIENCE	18:3D Ambience
168	VOX HALL AMBIENCE	16:3D ER+Reverb
169	LIBRARY AMB. #2	1:Reverb
170	CathedralAmbience	1:Reverb
171	ST NICE RM SIZZLE	2:Stereo Reverb
172	SMALL WOOD ROOM	1:Reverb
173	ST LOCKER ROOM	2:Stereo Reverb
174	3D LOCKER ROOM	16:3D ER+Reverb
175	GOODBYE ROOM	1:Reverb
176	Biggggg ROOM	1:Reverb
177	HOLLOW ROOM	1:Reverb
178	BRIGHT ROOM	1:Reverb
179	SMALLISH ROOM	1:Reverb
180	VOCAL ROOM	1:Reverb
181	BIG STACK ROOM	1:Reverb
182	AARON'S ROOM	1:Reverb
183	STEREO ROOM	2:Stereo Reverb
184	DISTANCE ROOM #1	1:Reverb
185	DISTANCE ROOM #2	1:Reverb
186	LARGE ROOM	6:Reverb+Plate
187	MEDIUM ROOM	6:Reverb+Plate
188	SMALL ROOM	6:Reverb+Plate
189	VERY SMALL ROOM	6:Reverb+Plate
190	WARM ROOM	6:Reverb+Plate
191	Sml LiveDrumRoom	1:Reverb
192	SMALL CLEAR ROOM	1:Reverb
193	PIANO ROOM	1:Reverb
194	REAL ROOM	1:Reverb
195	ST MEDIUM ROOM	2:Stereo Reverb
196	ST MID BRIT ROOM	2:Stereo Reverb
197	ST SIZZLE ROOM #1	2:Stereo Reverb
198	ST SIZZLE ROOM #2	2:Stereo Reverb
199	ST LITTLE ROOM #1	2:Stereo Reverb
200	ST LITTLE ROOM #2	2:Stereo Reverb

SRV-330 Effect Name Table

Roland

< Preset Area 3-2 >

No.	Preset Name	Algorithm No.
201	ST ORCHESTRA ROOM	2:Stereo Reverb
202	TECHNO ROOM #1	4:Plate
203	TECHNO ROOM #2	1:Reverb
204	STEREO SHORT ROOM	2:Stereo Reverb
205	ST CLOSET ROOM	2:Stereo Reverb
206	HIGH CEIL ROOM	16:3D ER+Reverb
207	ST SNARE ROOM #1	2:Stereo Reverb
208	ST SNARE ROOM #2	2:Stereo Reverb
209	ST TILED ROOM #1	2:Stereo Reverb
210	TILED ROOM #2	1:Reverb
211	SWEET ROOM	1:Reverb
212	LIGHT ROOM	16:3D ER+Reverb
213	TILE ROOM SMALL	4:Plate
214	TILE ROOM MEDIUM	4:Plate
215	TILE ROOM BIG	4:Plate
216	KITCHEN ROOM #1	1:Reverb
217	KITCHEN ROOM #2	1:Reverb
218	KITCHEN ROOM #3	1:Reverb
219	SMALL TILE BATH R	1:Reverb
220	MID TILE BATH R	1:Reverb
221	LARGE TILE BATH R	1:Reverb
222	MIRRORED DRM ROOM	1:Reverb
223	TIGHT DRM ROOM #1	1:Reverb
224	TIGHT DRM ROOM #2	1:Reverb
225	CHURCH ROOM	1:Reverb
226	ST MID REFLECT RM	2:Stereo Reverb
227	ST SML REFLECT RM	2:Stereo Reverb
228	COLLINS DRM RM #1	1:Reverb
229	COLLINS DRM RM #2	1:Reverb
230	COLLINS DRM RM #3	1:Reverb
231	LARGE CHAMBER	1:Reverb
232	SMALL CHAMBER	1:Reverb
233	SMALL DARK CHAMB	1:Reverb
234	ST LARGE CHAMBER	2:Stereo Reverb
235	ST SMALL CHAMBER	2:Stereo Reverb
236	GUITAR CHAMBER	1:Reverb
237	ST SNARE CHAMBER	2:Stereo Reverb
238	ST KICK CHAMBER	2:Stereo Reverb
239	ST VOX CHAMBER	2:Stereo Reverb
240	ST JAZZ CHAMBER	2:Stereo Reverb
241	3D DEEP HALL #1	16:3D ER+Reverb
242	STEREO LARGE HALL	2:Stereo Reverb
243	Biggggg HALL	1:Reverb
244	OCEAN HALL #1	1:Reverb
245	OCEAN HALL #2	1:Reverb
246	STEREO PIANO HALL	2:Stereo Reverb
247	LEX HALL	1:Reverb
248	WARM HALL	1:Reverb
249	LARGE DARK HALL	1:Reverb
250	MEDIUM DARK HALL	1:Reverb
251	SMALL DARK HALL	1:Reverb
252	ST GOTHIC HALL	2:Stereo Reverb
253	ST MEDIUM HALL 1	2:Stereo Reverb
254	ST SIMPL SML HALL	2:Stereo Reverb
255	ST SHORT HALL	2:Stereo Reverb
256	ST MEDIUM HALL 2	10:Chorus Reverb
257	StSHORT BRT HALL1	2:Stereo Reverb
258	StSHORT BRT HALL2	2:Stereo Reverb
259	NICE VOCAL HALL#1	1:Reverb
260	NICE VOCAL HALL#2	1:Reverb
261	DENSE MEDIUM HALL	1:Reverb
262	WALKER BROS HALL	1:Reverb
263	POWER MEDIUM HALL	1:Reverb
264	BIG HALL WITH DLY	16:3D ER+Reverb
265	HALL DELAY #1	16:3D ER+Reverb
266	HALL DELAY #2	16:3D ER+Reverb
267	ST LONG HALL #1	2:Stereo Reverb
268	LONG HALL #2	1:Reverb
269	LONG HALL W.DLY	16:3D ER+Reverb
270	CONCERT HALL LONG	1:Reverb
271	STEREO MUSIC CLUB	2:Stereo Reverb
272	LARGE + STAGE	1:Reverb
273	MEDIUM + STAGE	1:Reverb
274	STEREO STUDIO #1	2:Stereo Reverb
275	STEREO STUDIO #2	2:Stereo Reverb
276	STEREO STUDIO #3	2:Stereo Reverb
277	HARD WALL CHURCH	16:3D ER+Reverb
278	LARGE CHURCH	1:Reverb
279	SMALL CHURCH	1:Reverb
280	STEREO CHURCH	2:Stereo Reverb
281	ST SMALL CHURCH	2:Stereo Reverb
282	AVE CATHEDRAL	1:Reverb
283	DARK CATHEDRAL	1:Reverb
284	HUGE CATHEDRAL	1:Reverb
285	BIG CATHEDRAL	1:Reverb
286	BRIGHT CORRIDOR	1:Reverb
287	CORRIDOR(SHORT)	1:Reverb
288	CORRIDOR(LONG)	1:Reverb
289	METAL GARAGE	10:Chorus Reverb
290	BIG GYM #1	4:Plate
291	BIG GYM #2	4:Plate
292	BIG GYM #3	4:Plate
293	WAREHOUSE	1:Reverb
294	SMALL WAREHOUSE	1:Reverb
295	BOOMY WAREHOUSE	4:Plate
296	MEDIUM WAREHOUSE1	1:Reverb
297	MEDIUM WAREHOUSE2	1:Reverb
298	BASH WAREHOUSE	4:Plate
299	ST CLASSICAL #1	2:Stereo Reverb
300	ST CLASSICAL #2	2:Stereo Reverb

SRV-330 Effect Name Table

Roland

< Preset Area 3-3 >

No.	Preset Name	Algorithm No.
301	STADIUM ANNOUNCE	1:Reverb
302	BIG FOOT	1:Reverb
303	STADIUM #1	16:3D ER+Reverb
304	STADIUM #2	16:3D ER+Reverb
305	BIG THEATER	16:3D ER+Reverb
306	THEATER	16:3D ER+Reverb
307	DEEP CAVE	16:3D ER+Reverb
308	SMALL AND BRIGHT	1:Reverb
309	RICH AND SMOOTH	1:Reverb
310	ST TIGHT & BRIGHT	2:Stereo Reverb
311	STEREO RICH	2:Stereo Reverb
312	BITCHIN ECHO	6:Reverb+Plate
313	TOP WALL ECHO	18:3D Ambience
314	WIDE ECHO	18:3D Ambience
315	HARD WALL ECHO	18:3D Ambience
316	SLAP ECHO	18:3D Ambience
317	DEEP SPRING	1:Reverb
318	MOTOWN SPRING	13:Di-Mix Cho Rev
319	LARGE WARM TUNNEL	1:Reverb
320	FAT BACK REVERB	1:Reverb
321	THE ABBEY	1:Reverb
322	WARM TAIL	1:Reverb
323	LIGHT WEIGHT REV1	1:Reverb
324	LIGHT WEIGHT REV2	6:Reverb+Plate
325	MEDIUM WELL #1	1:Reverb
326	MEDIUM WELL #2	1:Reverb
327	ST PANNED REVERB	2:Stereo Reverb
328	ST FOLLOW ME VERB	2:Stereo Reverb
329	PUDGY SPACE	1:Reverb
330	NEAR THE CAVE	1:Reverb
331	LONG HI TAIL ECHO	1:Reverb
332	SPARKLING VERB	1:Reverb
333	VOC SOUND CHECK	4:Plate
334	DRUM SOUND CHECK	4:Plate
335	GATED ATTACK SLAP	1:Reverb
336	CHORUS REVERB #1	10:Chorus Reverb
337	ST CHORUS REV #2	10:Chorus Reverb
338	BIG VERB CHORUS	10:Chorus Reverb
339	ST GALACTIC CHO	10:Chorus Reverb
340	STEAMING	12:Phaser Reverb
341	JET PHASE REVERB	12:Phaser Reverb
342	ST FANTASIA	11:2x Chorus Rev
343	DIMENSIONAL SPACE	16:3D ER+Reverb
344	WRM ROOM W/ECHO	7:Reverb+Delay
345	CROSS-FADE REVERB	3:2x Reverb
346	ER CITY	1:Reverb
347	STEREO DRUM #1	2:Stereo Reverb
348	DRUM #2	1:Reverb
349	ST TECHNO DRUM	2:Stereo Reverb
350	ST ROCK KICK #1	2:Stereo Reverb
351	ST ROCK KICK #2	2:Stereo Reverb
352	STEREO SNARE	2:Stereo Reverb
353	ROCK SNARE #1	1:Reverb
354	ST ROCK SNARE #2	2:Stereo Reverb
355	ST TECHNO SNARE90	2:Stereo Reverb
356	BABY SNARE	1:Reverb
357	ST BIG SNARE #1	2:Stereo Reverb
358	ST BIG SNARE #2	2:Stereo Reverb
359	ST BIG SNARE #3	2:Stereo Reverb
360	BIG SNARE #4	1:Reverb
361	ST CRACK SNARE	2:Stereo Reverb
362	ST SWEET SNARE	2:Stereo Reverb
363	ST DEBBIE DRUMS	2:Stereo Reverb
364	ST CRIES DRUMS	2:Stereo Reverb
365	ORCHESTRA HIT	1:Reverb
366	GATED BRASS	1:Reverb
367	BRIGHT BRASS	6:Reverb+Plate
368	ST SYNTH VANISH	10:Chorus Reverb
369	ST HUGE STRINGS	10:Chorus Reverb
370	ST LUSH GUITAR	10:Chorus Reverb
371	WARM GUITAR	1:Reverb
372	BRIGHT GUITAR	6:Reverb+Plate
373	TONY'S VOX	1:Reverb
374	SPREAD CHOIR	18:3D Ambience
375	STREAM SOUND	18:3D Ambience
376	METALIC RING	4:Plate
377	LARGE ROOM W/DLY	8:Rev+Plt+Dly
378	DARK WITH DLY	17:3D ER+Plate
379	SLOW ATTACK REV	22:Reverb3D NLR
380	ST DELAY CHOAS	14:Delay Chorus
381	BACK SLAP NLR	19:3D NLR
382	REBOUND NLR	19:3D NLR
383	SUDDEN STOP NLR	19:3D NLR
384	SUDDEN DROP NLR	19:3D NLR
385	IN THE PAST NLR	19:3D NLR
386	RISING NON LIN	19:3D NLR
387	STEREO NON LIN	20:Stereo 3D NLR
388	MONO NON LINEAR	19:3D NLR
389	EQ SHRT NON LIN	19:3D NLR
390	160ms NON LINEAR	19:3D NLR
391	BALANCED NON LIN	19:3D NLR
392	ATTACK NON LINEAR	19:3D NLR
393	DEEP BREATHING	19:3D NLR
394	GUIRO REVERB	19:3D NLR
395	SQUEAKY BOARDS	19:3D NLR
396	TOTALLY OFF	15:Phaser Delay
397	SWIRL	9:Delayed Reverb
398	SCRAPE ITON HOME	21:3D NLR Reverb
399	DOCTOR WHO	21:3D NLR Reverb
400	SURFIN!	1:Reverb

Roland®

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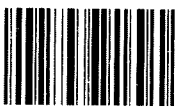

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