Modulation and Pitch Shifter FX

Stereo Flanger	Originally generated by playback of two synchronized "reel to reel" tape decks with finger rubbing flange of 1 take-up reel
Vintage Flanger	Simulates guitar flanger stomp box
Jet Stream Flanger	Simulates classic analog flanger
Stereo Chorus	Combines a slightly detuned signal with the original
Analog Chorus	Simulates guitar chorus stomp box
Vintage Chorus	Simulates classic analog studio chorus
Ultra Chorus	Creates sound of an 8-person chorus
Stereo Phaser	Combines additional, phase-shifted signal with original
Vintage Phaser	Simulates guitar phaser stomp box
Dual Phaser	Processes the left and right channels separately
Leslie	Simulates rotating speakers typically used on an organ - Slow or Fast
Pitch Shifter	Creates harmonies with original signal, or replaces it with altered pitch
Vibrato	Peak frequency of tone periodically and uniformly changed - Slow or Fast
Tremolo	Volume of tone periodically and uniformly changed - Slow or Fast
Auto Panning	Signal automatically sent from left to right, either once or multiple times

Dynamic FX

Compressor	Reduces signal dynamic range, maintains consistent level to avoid distortion from high input levels
Expander	Broadens dynamic range of signal, reduces background noise
Gate	Mutes sounds below threshold, very effective on drum/vocal mics
Analog Compressor/Limiter	Similar to Compressor, but limits maximum volume level
Ultramizer	Analyses signal and applies automatic compression across 2 independent frequency bands
Denoiser	Eliminates or reduces noise and other interference
De-esser	Reduces or removes sibilance (Ssss sound) from signal
Wave Designer	Allows adjustment of attack and release of the signal envelope

Psychoacoustic FX

Exciter	Artificially adds overtones, increasing presence and perceived loudness without actually increasing volume
Enhancer	Dynamic EQ for improving clarity and stereo image, similar to Exciter
Ultra Bass	Sub-harmonic processor combined with bass Exciter and Limiter
Stereo Imager	Divides input into middle and side signals, so they can be amplified selectively and then placed within the stereo image
Ultra Wide	Creates much broader stereo image
Binauralizer	Creates broader stereo image with compensation for speaker crosstalk

Filter/EQ FX

Auto Filter	3 filter options for changing the signal's frequency response: low pass, band pass and high pass
LFO Filter	Similar to Auto Filter, but modulated by an oscillator with variable wave types and speeds
Parametric EQ	Allows control of bandwidth, frequency and amplitude of signal
Graphic EQ	Signal content divided into 6 adjacent frequency bands, can be cut or boosted (fixed bandwidth)

Distortion FX and Amp Simulations

Vocal Distortion	Highly effective on vocals and drum loops, when combined with delay flanger
Tube Distortion	Simulates the sound of a wide range of vacuum tube types
Guitar Amp	Recreates the sound characteristics of a complete guitar amplifier
Tri-Fuzz	Simulates classic '60s guitar fuzz box using 3 separate frequency bands
Speaker Simulation	Adds the sound of a variety of loudspeaker configurations
Ring Modulator	Radical effect based on Frequency Modulation (FM), similar to robot voice
Lo-Fi	Generates warm, old-school analog signal with added noise and hum

Special FX	
Vinylizer	Adds clicks and/or noise to signal, simulating old vinyl records and tape decks
Sampler	Allows recording and playback - up to 5 seconds
Vocoder	Allows input signal to modulate another signal (usually synthesizer) to create "talking synthesizer" effect
Voice Canceler	Removes mono vocals from stereo recordings for "instant Karaoke"
Resonator	Simulates an oscillating system amplifying a specific frequency

FX Combinations	
Chorus & Reverb	Phaser & Reverb
Flanger & Reverb	Chorus & Delay
Leslie & Reverb	Flanger & Delay
Pitch & Reverb	Pitch & Delay
Delay & Reverb	Tremolo & Delay
Tremolo & Reverb	