

# Here's the guide to the effects engine in your JamHub® silent rehearsal studio

Effects table – Note: A smaller copy of this table is on the bottom of your JamHub

Dial Location	Name of effect	Description	Left Brain	Right Brain
A	Slap D	Slap-back Delay	A delay that represents a room with a hard wall at the opposite end.	For that rock-a-billy sound.
B	Ping D	Ping Pong Delay	Your JamHub is a full stereo device and this ping pong delay takes advantage of that.	Delays in stereo, very nice. Listen to it with both ears.
C	Big	Big Ambiance	A big room with a fair amount of reflections.	This one has ambiance in the name. Hearing is believing.
D	Early	Early Reflections	A delay with a series of early reflections.	A small, dead room with walls close by.
E	Chorus	Chorus	Pitch and time modulation to create a sound that is sometimes called "larger" than the dry signal.	A phaser and a flanger together gives you a chorus like effect. Check it out.
F	Echo	Echo	A repeat of the original signal.	Echo, echo, echo...
G	Flanger	Classic flanger effect	Essentially a sweeping comb filter where the original signal is mixed with a time changing original signal.	Flangers sound like a jet flyby. Try it, you might like it. But again, let's keep it limited to a song or two, okay?
H	Phaser	Classic phase shifting effect	Modulated peaks and troughs. (just like the classics)	Phaser effect for you vocals. Try it, but only once in a while for effect.
I	Spring	Reverb Spring (2.0 seconds)	2.0 seconds of reverb from a spring reverb tank.	Spring reverbs on a mic? Why not? And it won't crash the tank if you knock your JamHub while using this setting.
J	Chapel	Reverb Chapel (3.0 seconds)	3.0 seconds of reverb with plenty of late reflections.	Reverb that's between a church and a big hall.
K	Gated	Reverb Gated (0.8 seconds)	A gated reverb that's 0.8 seconds long.	Adds a little bit of reverb without making things sound too cluttered.
L	Reverse	Reverb Reverse (1.2 seconds)	A reverse reverb with 1.2 seconds of reverb time.	What? Reverse reverb? Okay, let's give it a try!
M	Church	Reverb Church (7.0 seconds)	7.0 seconds of reverb with a lot of late reflections.	Making music at church has never been this easy.
N	Med	Reverb Room (1.8 seconds)	1.8 seconds of reverb with short early reflections.	Like playing a small room with hard surfaces and more reflections.
O	Hall	Reverb Big Hall (2.8 seconds)	2.8 seconds of reverb with later reflections.	Like playing in a room that fits 300~500 people.
P	Small	Reverb Small Hall (1.5 seconds)	1.5 seconds of reverb with early reflections.	Like playing in a room that fits 100 people.