

**DJM909 Effects List**

NO	Effect	Effect Name	Explanation	Parameter 1
	Type			(TIME/SELECT)
				Explanation
1	Normal Effect	DELAY	Output one repeated sound synchronized with BPM	set delay time
2		ECHO	Output several repeated decrescendo sound synchronized with BPM	set delay time
3		PAN ECHO	Output repeated L-R panned sound synchronized with BPM	set delay time
4		PITCH ECHO	Output repeated sound with pitch-changing synchronized with BPM	set delay time
5		REVERSE DELAY	Output repeated reverse sound synchronized with BPM	set delay time
6		DUCKING DELAY	Output repeated sound when the sound volume is lower than threshold dose	set delay time
7		ROLL	Record the inputted sound with the effect switch on as a trigger, and output repeated sound synchronized with BPM	set effect time
8		HOLD ECHO	Output several repeated decrescendo sound synchronized with BPM. The repeated sound is maintained even when the effect switch off.	set delay time
9		MULTI TAP DELAY	Output the delayed sound synchronized with BPM according to the interval of preset delay time	set effect time
10		RAIN	Output the sound with the atmosphere of playback in the water	set effect time
11		REVERB1	Output the reverb sound in the garage-class	set reverb time
12		REVERB2	Output the reverb sound in the hall-class s	set reverb time
13		REVERB3	Add the hall reverb to the sound delay(echo)	set delay time
14		PITCH1	Can change the pitch within the range of $\pm 1$ octave	set the pitch to be changed
15		PITCH2	Output the sound with originally preset 3 different pitches at a time	set harmony type(chord)
16		PAN	Output L-R panned sound synchronized with BPM	set effect time
17		TRANS	Cut the sound synchronized with BPM	set effect time
18		TRANS	Cut the sound synchronized with BPM and preset pattern	set effect time
19		TRANS PAN	Cut the long cycle PAN output according to the setting time synchronized with BPM	set effect time
20		TREMOLO	Output tremolo (flickered) sound by modulating the sound volume	set the modulation cycle minutely
21		VIBRATO	Output vibrated sound by modulating the f	set the modulation cycle minutely
22		CHORUS	Output with extended effect as if the same pitched sounds coming from multiple sound source	set the modulation cycle of chorus sound
23		CHORUS2	More extended effect than CHORUS 1	set the modulation cycle of chorus sound
24		CHORUS3	Deeper effect than CHORUS 1	set the modulation cycle of chorus sound
25		FLANGER1	Creates flanger effect by adding delayed sound. Flange-effected frequency range varies synchronized with BPM	set the transferring cycle of flange-effected frequency range
26		FLANGER2	Flange-effected frequency range varies synchronized with BPM. Effect like the undulation rotation.	set the transferring cycle of flange-effected frequency range
27		PHASER	Creates phaser effect by adding phase lagged sound. Phaser-effected frequency range varies synchronized with BPM.	set the transferring cycle of flange-effected frequency range
28		PHASER2	Phaser-effected frequency range varies synchronized with BPM. Phaser-effect variation reverses between L-R.	set the transferring cycle of flange-effected frequency range
29		TOUCH PHASER	Creates phaser effect depending on the sound input volume. The bigger the sound input volume is, the effect works on the higher frequency.	set the sensitivity to the inputted sound volume
30		TOUCH PHASER2	Creates phaser effect depending on the sound input volume. The bigger the sound input volume is, the effect works on the lower frequency.	set the sensitivity to the inputted sound volume
31		FILTER	The cut-off frequency of low-pass filter varies synchronized with BPM	set the transferring cycle of cut-off frequency range
32		FILTER	The cut-off frequency of high-pass filter varies synchronized with BPM	set the transferring cycle of cut-off frequency range
33		FILTER	The passband of band-pass filter varies synchronized with BPM	set the transferring cycle of cut-off frequency range
34		FILTER	Bass and treble sound pannels to the opposite direction synchronized with BPM.	set the transferring cycle of cut-off frequency range
35		COMPRESSER	Output with sound volume compressed when the volume exceeds threshold level.	set the time to complete compression.
36	Fader Effect	ROLL	Record the inputted sound with the effect switch on or the fader position as a trigger, and output recorded sound repeatedly within the range of 1/1 ~ 1/16 beat.	set the criterial roll time
37		MULTI TAP DELAY2	Output the repeated sound with the preset interval synchronized with 1/1 ~ 1/16 beat set by fader.	set the criterial effect time
38		TRANS/PAN	Cut the long cycle PAN output synchronized with BPM according to the setting time corresponding to the fader position.	set the criterial effect time
39		ZIP	Can change the pitch within the range of 0%-200% corresponding to the fader position	
40		FADER PITCH	Output the inputted sound as $\pm 1$ octave musical scale corresponding to the fader position	set Up/DOWN of scale controlled by fader
41		RING	Effect that bass sounds become like metallic clank	-
42		VOCODER1	Vocoder which modulates the inner oscillating sound. It varies the criterial frequency of the inner oscillating sound depending on the fader position.	set the sensitivity to the inputted sound volume
43		FADER FILTER (LPF)	Furthermore, it can add 7 forms of chord. Vary the cut-off frequency of low-pass filter depending on the fader position.	-
44		FADER FILTER (HPF)	Vary the cut-off frequency of high-pass filter depending on the fader position.	-
45		FADER FILTER (BPF)	Vary the cut-off frequency of band-pass filter depending on the fader position.	-
46		FADER FLANGER	Vary the flange-effected frequency range depending on the fader position.	-
47		FADER PHASER	Vary the phase-effected frequency range depending on the fader position.	-
48		SINE WAVE	Output sine wave as sound source	Basal oscillation frequency
49		SAW TOOTH WAVE	Output saw-tooth wave as sound source	Basal oscillation frequency
50		RECTANGULAR WAVE	Output recutangular wave as sound source	Basal oscillation frequency