

**1.9 DynaChrsXpnd** ADJUST: Rvb Mix 0–100  
A warm chorus that turns on when the input signal rises above the preset threshold. *Must be used in line with a mixer.*

**Delay Effects**

**2.0 FlangedEkos** ADJUST: Mstr Dly X 10–127  
Flanged echoes bounce around the stereo field. Great for leads. **Tap** controls echoes. **T**

**2.1 FlngEkos+Vrb** ADJUST: FdbkMstr% 0–100  
Flanged echoes on a smooth bed of reverb.

**2.2 SwimmingDlys** ADJUST: Delay Time 0–100  
Stereo delays “swimming” around in the stereo field. No reverb.

**2.3 SwimmingDly2** ADJUST: Delay Time 0–100  
Like SwimmingDlys with **Tap** control of delay times. **T**

**2.4 Flanged Slap** ADJUST: FdbkMstr% 0–100  
A slapback echo that flanges. **Tap** controls the Delay Master. Nice for fattening up lead vocals. **T**

**2.5 Warble Ekos** ADJUST: Rpt Rate 0–127  
Echoes that flange into oblivion.

**2.6 Slappy Room** ADJUST: Room Size 0–10  
A room full of slap echoes with a subtle flange. Nice on vocals and clean guitars. **T**

**2.7 DuckDly&Chrs** ADJUST: FdbkMstr% 0–90  
A delay with a chorus that ducks when the input signal rises. *Must be used in line with a mixer.*

**2.8 XpndDly&Chrs** ADJUST: FdbkMstr% 0–90  
A delay with a chorus that turns on when the input signal rises. *Must be used in line with a mixer.*

**2.9 XpndDly & Tap** ADJUST: FdbkMstr% 0–100  
A variation of XpndDly&Chrs with **Tap** controlling Delay Time. *Must be used in line with a mixer.* **T**

**Special Effects/EQ Effects**

**3.0 The Abyss** ADJUST: Darkness 0–14  
Low frequencies trigger this effect nicely.

**3.1 WarpMtlTank** ADJUST: Tank Size 0–64  
Sounds like you’re inside a big empty metal tank. Particularly interesting for metallic percussion.

**3.2 WarpMtlTank 2** ADJUST: Rvb Width 0–45  
Same big empty tank. On this one data entry (MIDI controller 6) simulates putting your hand on the side of the tank. (Increase the value during decay.)

**3.3 Inverse Room** ADJUST: Duration 0–127  
A classic backwards reverb effect for vocals. With shorter Duration it sounds great on drums and percussion.

**3.4 Reverb Xpand** ADJUST: Decay 0–30  
A reverb that expands when the input signal rises above the preset threshold. Create an interesting gated reverb by using AR Env Release as a “gate time” control.

**3.5 Reverb Duck** ADJUST: Decay 0–30  
A reverb that turns off when the input signal rises above the preset threshold.

**3.6 DynaPan** ADJUST: LFO Speed 0–127  
An auto-panner which begins panning when the input signal rises. *Must be used in line with a mixer.*

**3.7 DynaPan&Chrs** ADJUST: LFO Speed 0–127  
Same as DynaPan with a stereo chorus. *Must be used in line with a mixer.*

**3.8 Sweep Up** ADJUST: Spacing 0–70  
Multiple delays with decreasing bandwidth. Interesting effect for snare drums and percussion.

**3.9 Sweep Down** ADJUST: Spacing 0–70  
Multiple delays with decreasing bandwidth for snare drums and percussion.

**MIDI Clock**

Presets 4.0-4.4 provide rhythmic stereo delays with MIDI Clock controlling tempo (delay time). To use these presets, go to Tempo Mode 0.2 and set Tempo Source to MIDI. ADJUST controls master feedback over a range of 0-40.

- 4.0 MIDiclkDly 4 quarter-note delay (1:1 Echo:Beat) **T**
- 4.1 MIDiclkDly 8 eighth-note delay (2:1 Echo:Beat) **T**
- 4.2 MIDiclkDly 16 sixteenth-note delay (4:1 Echo:Beat) **T**
- 4.3 MIDiclkDly 3 eighth-note triplet delay (3:1 Echo:Beat) **T**
- 4.4 MIDiclkDly 6 sixteenth-note triplet delay (6:1 Echo:Beat) **T**

**4.5 MIDiclkDly X** ADJUST: FdbkMstr% 0–40  
A multipurpose delay (1:1 Echo:Beat). Voice 1=1/4 note; Voice 2=8th note; Voice 3=16th note; Voice 4=32nd note. Use Voice Levels to select delays. MIDI Clock controls tempo. **T**

**4.6 MIDiclkDly3X** ADJUST: FdbkMstr% 0–40  
A multipurpose delay similar to MIDiclkDly X, but here Voice 1=1/4 note triplet; Voice 2=8th note triplet; Voice 3=16th note triplet; Voice 4=32nd note triplet. **T**

**4.7 MIDiclkVerb** ADJUST: High Cut 0–30  
Reverb decay time is continuously controlled by MIDI Clock tempo. Slow tempos lengthen the reverb time, faster tempos shorten it. Great for drums or any rhythm instrument. **T**

**4.8 Stereo Sim 1** ADJUST: L-R Lean 0–100  
Stereo simulation via frequency distribution. ADJUST controls panning of high frequencies (for imaging placement).

**4.9 Stereo Sim 2** ADJUST: L-R Lean 35–100  
Similar to Stereo Sim 1, with the panning range of ADJUST altered for different image placement.

# lexicon PCM 80 Presets

The 100 David Rosenthal Music FX presets are organized in 2 Banks (C0-C1) of 50 presets/Bank (numbered 0.0 – 4.9). Press **Program Banks** repeatedly to cycle through the Banks. Turn SELECT to view the presets in the selected Bank. Press **Load/\*** to load any displayed preset. Each preset has one or more parameters patched to the front panel ADJUST knob to give you instant access to some of the most interesting aspects of the effect. In addition, all of the presets marked with a **T** can be synchronized to tempo. To set the tempo, press the front panel **Tap** button twice in time with the beat. (Tempo can also be dialed in as a parameter value, or it can be determined by MIDI Clock.) Be sure to try these effects synchronized with MIDI sequence and drum patterns.

## David Rosenthal Music FX

Lexicon is proud to present this customized set of presets, crafted especially for the PCM 80 by David Rosenthal — world-renowned keyboardist/producer.

*“Whether I’m on a world tour, or in a world-class recording studio, the PCM 80 is an indispensable production tool — and one of the most powerful and inspiring effects processors I’ve ever used.*

*My personal collection of presets for the PCM 80 has turned my PCM 80 into a “Swiss army knife” of music production effects that can be used for a wide variety of recording and mixing applications. Ranging from simple to complex, each of these presets has proven to be useful in studio sessions and/or in live performances. I’ve arranged the presets into groups of similar effects so you can quickly find what you need.*

*Whether you use them “as is”, or as templates for your own effects, I hope you enjoy using these presets as much as I enjoyed creating them.”*



David Rosenthal



## Program Bank C0

### Keyboards

**0.0 BrtKybdHall** ADJUST: Decay 0-60  
An all-purpose reverb that works well on most types of synth sounds. I used this one for my keyboards on Billy Joel's *River of Dreams* tour.

**0.1 SynthPlate 1** ADJUST: Decay 0-12  
A lush plate with smooth decay. Great for big synth sounds.

**0.2 SynthPlate 2** ADJUST: Decay 0-15  
Similar to SynthPlate 1 with larger size and longer decay.

**0.3 SynPlt&Dly 1** ADJUST: Dly/Rvb 0-100  
Warm synth plate with stereo delays.

**0.4 SynPlt&Dly 2** ADJUST: Rev&Dly X 0-100  
A variation of SynPlt&Dly 1 with ADJUST changing delay time and reverb decay in tandem.

**0.5 SynPlt+Sus1** ADJUST: Decay 0-12  
MIDI Sustain pedal works like a reverb sustain pedal. While pedal is depressed, reverb time jumps to 19.6 seconds.

**0.6 SynPlt+Sus2** ADJUST: Decay 0-15  
Similar to SynPlt+Sus1 with larger size and longer decay.

**0.7 Kybd Solo 1** ADJUST: Dly/Rvb 0-100  
A big reverb with trailing delays. Crank up your old analog synths and wail!

**0.8 Kybd Solo 2** ADJUST: Dly/Rvb 0-100  
A smaller version of Kybd Solo1. Try this one on electric pianos or other solos with percussive sounds.

**0.9 Bright Hall** ADJUST: Decay 0-60  
A large bright hall for vocals, guitars and anything with smooth transients. Master Lvl adds presence.

### More Keyboards and Guitars

**1.0 BrtPianoHall** ADJUST: Decay 0-60  
A concert hall with a bright open sound.

**1.1 Warm Rotor** ADJUST: Slow/Fast 0-1  
A warm Leslie with a slow subtle flange.

**1.2 NeatLesChrs** ADJUST: Speed 0-10  
A variation on the PCM 80 Rotowood preset. FX Mix adds a small room. Brings organ patches to life! Also great for guitars.

**1.3 OrbitLes Chrs** ADJUST: FX Mix 0-100  
A variation of NeatLesChrs with stereo phasing. ADJUST adds in a small room. *Not mono compatible.*

**1.4 No Quarter** ADJUST: Speed 0-10  
Similar to the effect on the vocal and Rhodes of Led Zep's "No Quarter". Best when not mixed with dry source signal.

**1.5 Ster Tremolo** ADJUST: Speed 0-127  
Stereo tremolo similar to the old Rhodes suitcase piano.

**1.6 Detune+Verb** ADJUST: Reverb % 0-100  
Stereo Pitch Shift with a small chamber reverb. Adds life to clavinet and works well with most plucked string sounds.

**1.7 Empty Arena** ADJUST: ArenaSize 0-5  
Ah - the familiar sound of an empty arena. Yes, folks, this is actually what it sounds like at a sound check.

**1.8 Cln Gtr Verb** ADJUST: Decay 0-34  
A plate reverb optimized for clean guitar and other plucked string sounds.

**1.9 Lush Chorus** ADJUST: Chorus Depth 0-127  
A warm enriching chorus. Sounds great on acoustic guitars.

### Guitar/Bass

**2.0 Tite Chrs** ADJUST: Chorus Depth 0-127  
A dry chorus great for guitars and vocals.

**2.1 Chrs&Plate** ADJUST: Plate Level 0-127  
Similar to Tite Chrs with a medium-sized plate reverb.

**2.2 Gtr Amp Trem** ADJUST: Speed 0-127  
A mono tremolo effect like an old classic guitar amp tremolo. Best when not mixed with dry signal.

**2.3 Fat Gtr Verb** ADJUST: Decay 0-41  
A very short ambience reverb for beefing up guitar sounds.

**2.4 Rich Chorus** ADJUST: Depth 30-120  
A rich chorus for bass and guitars. Use higher Depth settings on bass.

**2.5 RichChrs+Rvb** ADJUST: FX Mix 0-100  
A rich chorus with reverb for clean and acoustic guitars.

**2.6 Strummms+Rvb** ADJUST: Dly/Rvb 0-100  
Adds more strings and stereo spread to acoustic guitars.

**2.7 Gtr Chamber** ADJUST: Decay 0-41  
A chamber optimized for fattening up guitar sounds.

**2.8 Guitar Solo** ADJUST: Delay X 0-100  
Lush chorus with reverb, mixed with 400ms delay on the left, and 405ms delay on the right. Great for guitar solos.

**2.9 Bass Chorus** ADJUST: Depth 0-127  
A simple chorus that sounds great on bass.

### Drums

**3.0 DrumRoom Med** ADJUST: Decay 0-16  
A live ambient room for drums.

**3.1 DrumRoom Lrg** ADJUST: Decay 0-12  
A larger version of DrumRoom Med.

**3.2 FatDrm Chmbr** ADJUST: Decay 0-8  
A chamber for fat drum sounds and big ballads. For pitched instruments, adjust Spin (in the Soft row) below 50%.

**3.3 Rock N Room** ADJUST: Room Size 0-24  
An all-purpose room.

**3.4 BriteDrumRm** ADJUST: Decay 0-15  
A small, bright drum room.

**3.5 Snare Plate** ADJUST: Decay 0-55  
An all-purpose snare plate. Adjusting Hi Cut makes it work well with other drums too.

**3.6 Snare Chambr 1** ADJUST: Liveness 0-60  
An all-purpose snare chamber. Good for tight and dry snare drums.

**3.7 Snare Chambr 2** ADJUST: Liveness 0-60  
A variation on Snare Chambr 1.

**3.8 SudoGatePlt** ADJUST: Release X 0-50  
A simulation of the classic gated plate. Input signal must rise above the preset threshold, which can be set in the Soft row.

**3.9 DarkGatePlt** ADJUST: Release X 0-50  
A very dark gated plate. Very unnatural, but a great effect. Set the preset threshold in the Soft row.

### Orchestral

**4.0 ClscPnoHall** ADJUST: Decay 0-60  
A smooth hall for classical piano.

**4.1 Strings Hall** ADJUST: Decay 0-60  
A hall for orchestral strings.

**4.2 Brass Hall** ADJUST: Decay 0-59  
A hall for horn sections. Also sounds great with short decay.

**4.3 BrasPlt Med** ADJUST: Decay 0-19  
A classic plate reverb for horn sections. Sounds best with medium to long decays.

**4.4 BrassPlt Tite** ADJUST: Decay 0-48  
Another classic plate reverb for horn sections. Sounds best with short decays.

**4.5 Perc Plate** ADJUST: Decay 0-48  
An all-purpose percussion plate. Especially nice on congas.

**4.6 Sax Hall** ADJUST: Decay 0-39  
A hall for sax solos and sax sections. Master Lvl adds presence.

**4.7 Sax Plate** ADJUST: Decay 0-45  
A plate reverb for sax solos and sax sections.

**4.8 WoodwindHall** ADJUST: Decay 0-19  
A concert hall optimized for woodwinds.

**4.9 Chamber Orch** ADJUST: Decay 0-13  
A concert hall optimized for a chamber orchestra. ADJUST selects longer decay times for full orchestra.

## Program Bank C1

### Vocal Effects

**0.0 Stereo Delay** ADJUST: FdbkMstr% 0-40  
A simple stereo in/stereo out delay. T

**0.1 Mono Delay** ADJUST: FdbkMstr% 0-40  
A simple mono delay. T

**0.2 Mono Dly-Pan** ADJUST: FdbkMstr% 0-40  
A mono delay that pans left and right. LFO controls pan speed. T

**0.3 Two 42's** ADJUST: LFO Rate 0-25  
A classic effect simulating two PCM 42s with short delays and modulation. Great for vocals.

**0.4 Two 42's+Dly** ADJUST: FdbkMstr% 0-50  
Same as Two 42's but with stereo trailing delays added in from Voices 2 and 5. Tap controls trailing delay times. T

**0.5 Vocal Slap1** ADJUST: Delay (ms) 0-127  
A classic vocal slapback effect. Voice diffusion on the Soft row adds a nice effect.

**0.6 Vocal Slap2** ADJUST: Delay (ms)x2 0-127  
A variation of Vocal Slap1 with twice the delay time. The actual delay time is twice the displayed value of ADJUST.

**0.7 Dual Detune** ADJUST: Detune 0-3  
A dual pitch shift effect similar to a stereo harmonizer. Great for fattening up vocals or guitars.

**0.8 Mono Detune** ADJUST: Detune 0-4  
A mono pitch shift effect for fattening up vocals or guitars.

**0.9 Tap4Rvb Decay** ADJUST: High Cut 0-60  
A simple chamber reverb. Tap controls reverb decay. T

### Modulation Effects

**1.0 Stereo Flange** ADJUST: FdbkMstr% 0-95  
The classic flanger effect with an added chorus.

**1.1 WateryFlange** ADJUST: Water Level 0-100  
A stereo flange with lots of feedback.

**1.2 StrangePhase** ADJUST: LFO Speed 0-20  
A strange chorusing flange with phasing qualities. *Not mono compatible.*

**1.3 Band Sweep 1** ADJUST: LFO Speed 0-127  
A stereo phase shifter created with LFO-modulated bandpass filters.

**1.4 Band Sweep 2** ADJUST: Mstr Dly X 0-127  
Similar to Band Sweep 1 with delay in addition to the phase shifter. LFO Speed is available in the Soft Row.

**1.5 Up&DownLFO** ADJUST: LFO Speed 0-100  
A bizarre pitch shifting effect with delay. Use it at your own risk!

**1.6 Ster Sim+Trem** ADJUST: Trem Rate 0-60  
Similar to SterSim 1 (4.8) with a panning tremolo effect. Reverb can be added in from the Soft row if desired.

**1.7 DynaVib Ster** ADJUST: Glide 0-127  
A stereo variation on the PCM 80 Dyna Vibrato preset without reverb. LFO Depth and Rate are patched to control FX Width. *Must be mixed with dry signal.*

**1.8 DynaChrsDuck** ADJUST: Rvb Mix 0-100  
A warm chorus that ducks when the input signal rises above the preset threshold. *Must be used in line with a mixer.*