

PCM 90
Dual Rvb
Algorithm Card

User Guide

lexicon

Unpacking and Inspection

After unpacking the Dual Rvb Algorithm Card, save all packing materials in case you ever need to ship the card. Thoroughly inspect the card and packing materials for signs of damage. Report any shipment damage to the carrier at once; report equipment malfunction to your dealer.

Precautions

This is a read only card.

Use only with the Lexicon PCM 90.

To avoid damage to the card, do not expose to rain or moisture, extreme temperatures, direct sunlight, or extreme shock.

In the event the card is dropped, damaged, or exposed to liquids, do not insert it into the PCM 90.

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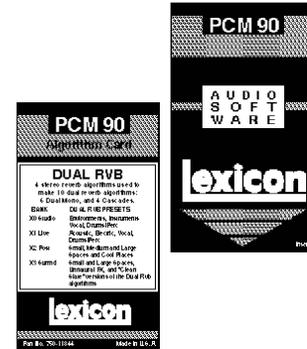
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Thank you for your purchase of the PCM 90 Dual Rvb Algorithm Card. Dual Rvb processing adds powerful split reverb control to the control capabilities of the PCM 90.

The Dual Rvb algorithms offer superb dual reverb and cascade configured stereo effects. Ten new algorithms are provided on the PC card, along with 200 exciting new presets.

Each Dual Rvb algorithm contains two independent reverb blocks. Each algorithm also has the full set of modulation and patch features featured in the PCM 90.

Introduction



The 10 Dual Rvb algorithms are made up of combinations of four Reverb blocks: Chamber, Inverse, Room2 and Surround Chamber. These effects and their associated parameters will all be familiar to PCM 90 users. The Chamber effect is identical to the PCM 90 Chamber. Surround Chamber is a variation of this same effect. Room2 is a variation on the PCM 90 Room effect, with slightly different Shape and Spread controls and a higher overall gain. The Inverse effect provides a new type of reverb for the PCM 90 which is excellent for gated and unnatural reverb effects, as well as for creating small, lively environments.

The Algorithms

The 10 algorithms on the Dual Rvb card are created by combining these effects in the following pairs:

- Splits: Room2-Room2
- Invrs-Invrs
- Chmbr-Invrs
- Invrs-Room2
- Chmbr-Chmbr
- MatrixChmbr
- Cascade: Chmbr>Room2
- Invrs>Chmbr
- Room2>Chmbr
- Invrs>Room2

Each algorithm has a different combination of Rvb blocks, but the basic functionality of each is the same. Controls for each algorithm are arranged in a PCM 90-type matrix. The audio parameters are identical to those in the PCM 90. A few new parameters are found in the Inverse effects, and new InRouting parameters allows you to select Stereo Split, Mono Split or Reverse Mono Split as routing configurations for the Dual Mono effects, and Left Cascade, Right Cascade or Stereo Cascade as routing configurations for the Cascade effects.

The Presets

Dual Rvb Card Banks	
Bank X0 Studio	
0.0 - 0.9	Environments
1.0 - 1.9	Instruments
2.0 - 2.9	Vocal
3.0 - 3.9	Drums/Perc
4.0 - 4.9	Custom
Bank X1 Live	
0.0 - 0.9	Acoustic
1.0 - 1.9	Electric
2.0 - 2.9	Vocal
3.0 - 3.9	Drums/Perc
4.0 - 4.9	Custom
Bank X2 Post	
0.0 - 0.9	Small Spaces
1.0 - 1.9	Medium Spaces
2.0 - 2.9	Large Spaces
3.0 - 3.9	Cool Places
4.0 - 4.9	Custom
Bank X3 Surround	
0.0 - 0.9	Small Spaces
1.0 - 1.9	Large Spaces
2.0 - 2.9	Unnatural FX
3.0 - 3.9	Custom
4.0 - 4.9	"Clean Slate" versions of the algorithms

The PCM 90 Dual Rvb card contains a built-in library of 200 preset programs that provide a completely new assortment of exciting and useful sounds. As in the PCM 90, the presets are organized into banks of 50, and functionally grouped for a wide range of applications. Be sure to experiment with all 200 presets to get a feel for the full range of the Dual Rvb capabilities. As in the PCM 90, each preset (except for the "Clean Slate" presets) has one or more parameters patched to the front panel ADJUST knob, giving you instant control over the primary aspect of the effect — without going into Edit mode.

The first bank of presets is for Music Production, the second bank is for Live Sound, the third bank is for Audio Post Production and the last is a bank of presets created for Surround. The "Clean Slate" presets in bank X3 are provided as a convenient starting place when you want to create a new program from scratch. There is one clean slate preset for each of the 10 algorithms.

We hope you will find the Dual Rvb card easy to use, and a great extension of the power of your PCM 90. To get the most out of the card, we suggest that you invest the time to explore this manual. We think you'll agree that the time spent investigating will reward you with enjoyment of the full capabilities of the card.

Dual Rvb Card Operation

The Dual Rvb Algorithm Card is a standard PC card designed to be used with the Lexicon PCM 90 (Version 1.01 or higher). Care and handling of the card, as well as some routine precautions are noted here. Please review these before using the card to avoid damage to the card, as well as error states in the PCM 90. Refer to your PCM 90 User Guide for information on troubleshooting the PCM 90 itself.

Handling the Algorithm Card

The Dual Rvb Algorithm Card is designed for use ONLY with the PCM 90. The Dual Rvb card is a Read Only Memory Card which cannot be overwritten.

Care and Handling

Handle cards with care.

Do not bend the card, or subject it to moisture, extreme temperature, direct sunlight, or extreme shock.

Insert card completely before attempting card operations.

Incomplete card insertion can cause abnormal behavior.

Card Insertion

Do not press EJECT while loading the card.

If the card is inserted before the PCM 90 is powered on, wait for the completion of Power On Diagnostics and the loading of the first program before attempting to use or remove the card.

Operational Behavior

Card algorithms will be loaded automatically into the PCM 90 on power on. Removing the card before the completion of the normal PCM 90 power on cycle may cause abnormal behavior.

Once the algorithms have been loaded from the card, you can either remove the card, or leave it in the PC card slot. In the PCM 90 Version 1.00, problems can occur if you load the card, remove it, and then reinsert it without power-cycling the unit.

While the PCM 90 is running an extension card algorithm, it will not load a second algorithm card.

Recognition of a second algorithm card requires returning to the PCM 90's internal memory by loading a preset or register from one of the internal algorithms before loading the new algorithm card.

MIDI SysEx register dumps require that the algorithm card used to create the effect(s) be loaded.

Be aware that, if you create a bank of registers with effects created from both internal algorithms and the algorithm card, you will need to perform separate SysEx dumps for the card registers and the internal registers.

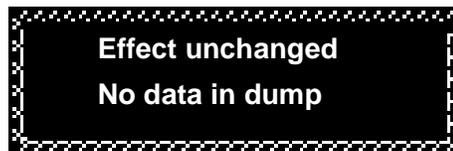
The algorithm used to create an effect must be loaded into the PCM 90 for a SysEx dump to occur. If you do not have the algorithm card loaded into the *transmitting* PCM 90, the data for the effect is not transmitted and the following message is displayed:



If you do not have the algorithm card loaded into the *receiving* PCM 90 when a valid SysEx for an effect created from a card algorithm is received, the following message is displayed:



A placeholder is transmitted for any register which cannot be dumped due to the absence of an algorithm card. This placeholder contains the program name and algorithm number, but no effect parameter data. This allows an editor to identify registers which were not sent, and the algorithm card which must be loaded to complete the dump. The PCM 90 will always ignore the placeholder, and will display the following message when a placeholder is received:



Note that registers made from algorithm cards *can* be freely copied between the PCM 90's internal register banks (R0, R1) and RAM card banks (C0, C1, etc.) without loading the algorithm card.

Loading the Dual Rvb Algorithms

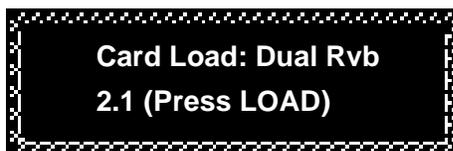
In order to run the Dual Rvb algorithms, the software must be loaded into the PCM 90's "extension" memory. To do this:

If the PCM 90 is turned off:

1. Insert the Dual Rvb algorithm card into the PC card slot.
2. Power up the PCM 90. The software will be loaded automatically.

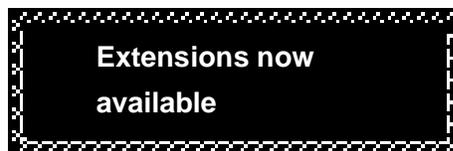
If the PCM 90 is already running:

1. Insert the Dual Rvb algorithm card into the PC card slot.
2. Press **Control** and use **SELECT** and **Up** and **Down** to go to **Control 2.1**. The following message should appear:



**Card Load: Dual Rvb
2.1 (Press LOAD)**

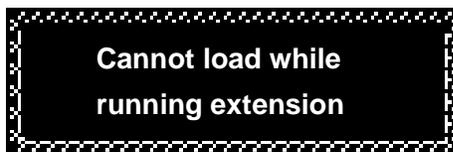
3. Press **Load/★**. The following message will appear briefly to indicate the load was completed:



**Extensions now
available**

If the PCM 90 is running an algorithm from a different extension card:

Loading a different algorithm card requires returning to the PCM 90's internal memory by loading a preset or register from one of the internal banks. Otherwise, the following error message will be displayed when you press **Load/★**:



**Cannot load while
running extension**

To load a different algorithm card :

1. Press **Program Banks** and select an internal preset bank (**P0 - P4**).
2. Turn **SELECT** to display any preset in any of these banks, then press **Load/★**.
3. The new algorithm card can now be loaded as described above.

Once extension card software is loaded, you can remove the card from the slot. The algorithms will remain in the PCM 90 until the unit is turned off. This makes the PC card slot available for loading and storing registers on RAM cards.

Loading the Dual Rvb Presets

Once the software is loaded, the PCM 90 will have access to the additional program banks available on the algorithm card. These extension memory banks are labeled with an **X**.

1. Press **Program Banks** repeatedly until the **X** banks are displayed. These will follow all of the PCM 90's internal Program banks.
2. Use SELECT, **Up** and **Down** and **Load/★** to view and load the Dual Rvb presets.

You can edit these presets and save the changed version into the PCM 90's internal registers, or you can save them into RAM card register banks. If the Dual Rvb algorithms are loaded, recalling programs created with the algorithms is as simple as selecting and loading any PCM 90 program.

If the Dual Rvb algorithms are not loaded when you attempt to load a program created with them, the display will indicate that the selected register requires extension memory (in this case, the Dual Rvb card).



Complete descriptions of all of the Dual Rvb presets are given in Chapter 3.

The PCM 90 Dual Reverb Card uses four reverb algorithms to produce six Dual Mono, and four Cascade effects. Each of the algorithms and its associated parameter matrix is presented in this section.

The Algorithms and Their Parameters

The parameters for the Dual Rvb algorithms are identical to those in the PCM 90 with the following additions and exceptions:

New Parameters

InRouting

The InRouting control for the Dual Rvb algorithms varies from the InRouting control in the PCM 90 in that three controls are provided to determine reverb routing: Mono Split, RevMono Split, and Stereo Split.

Mono Split separates the two reverb blocks, creating two independent mono in/stereo out reverbs. Machine A receives input from the left channel, and Machine B receives input from the right channel.

RevMono Split separates the two reverb blocks, like the Mono Split setting, but reverses the inputs so that A corresponds to the right channel, and B corresponds to the left channel.

Stereo Split creates two stereo in, stereo out reverbs. The outputs from both A and B are stereo.

In the cascade algorithms, the three routing selections are: Left Cascade, Right Cascade, and Stereo Cascade. Left Cascade feeds the left input to the cascade, and ignores audio input from the right channel. Similarly, Right Cascade feeds only the right input to the cascade. Stereo feeds left and right inputs into the corresponding inputs to the cascade.

The Inverse effect, which is new to the PCM 90 contains the following unique parameters:

Duration

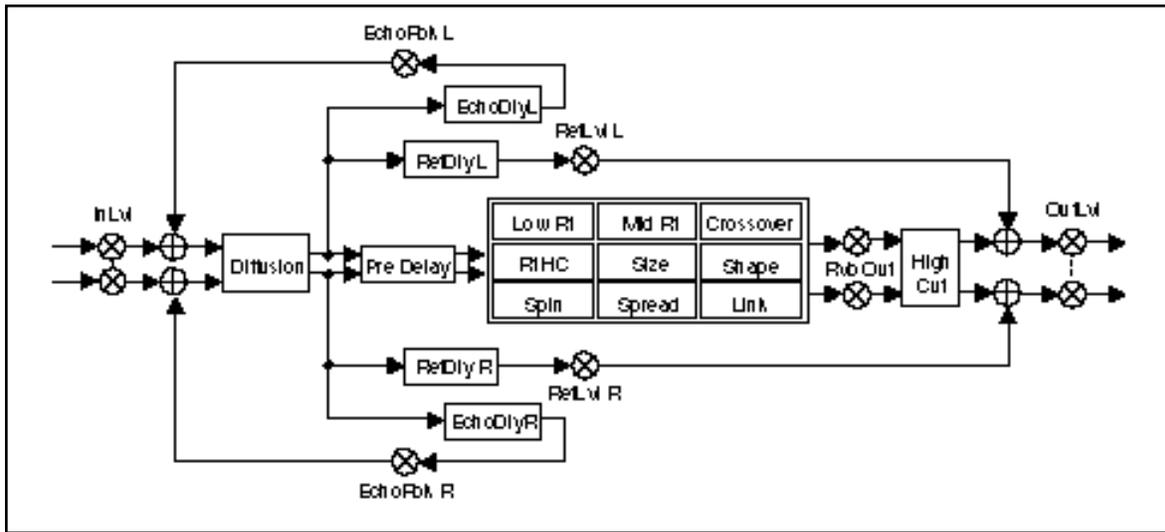
This parameter in the RvbDesign row determines the length of time, in milliseconds, which passes before the cutoff in Inverse effects.

Low Slope and Mid Slope

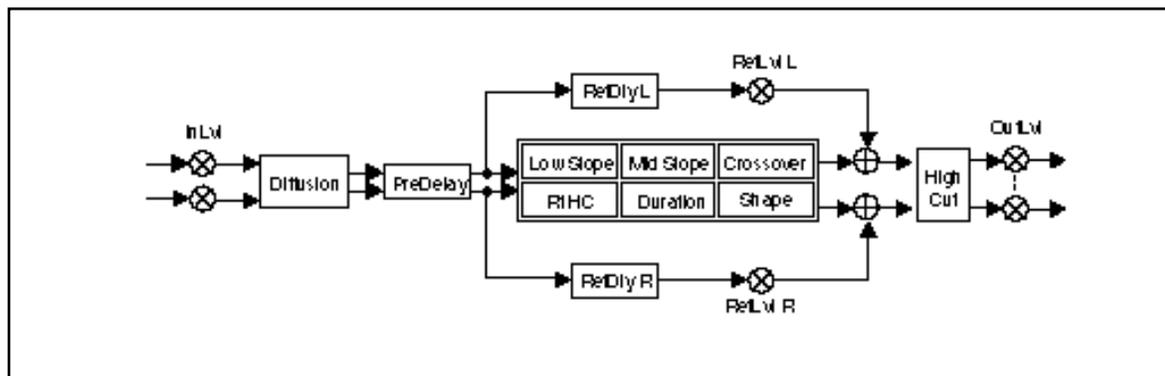
These parameters are found in the all of the Inverse Rvb Time rows. Low Slope determines the shape of the reverb envelope for low frequencies. When set to 0, the level of low reverb remains unchanged over its Duration, then cuts off abruptly (depending on the amount of diffusion in use). Setting Low Slope above 0 causes the level of low frequency reverb to rise smoothly from soft to loud until the sound is cut off. The greater the slope, the softer the initial reverberation and the more pronounced its rise. With negative values, the low frequency reverb drops from its initial level to a quieter one before cutoff. The lower the slope, the more pronounced the dropoff. Mid Slope is similar to Low Slope, but applies to middle and high frequencies. The actual frequencies affected are determined by Crossover.

The Reverb Blocks

Chamber This algorithm is identical to the Chamber algorithm in the PCM 90. It produces an even, relatively dimensionless reverberation, with little change in color as the sound decays. The initial diffusion is similar to the PCM 90 Concert Hall algorithm, but the sense of size and space is much less obvious. This characteristic, along with low color in the decay tail, makes Chamber useful on a wide range of program material. It is especially useful on spoken voice, giving a noticeable increase in loudness with very low color.

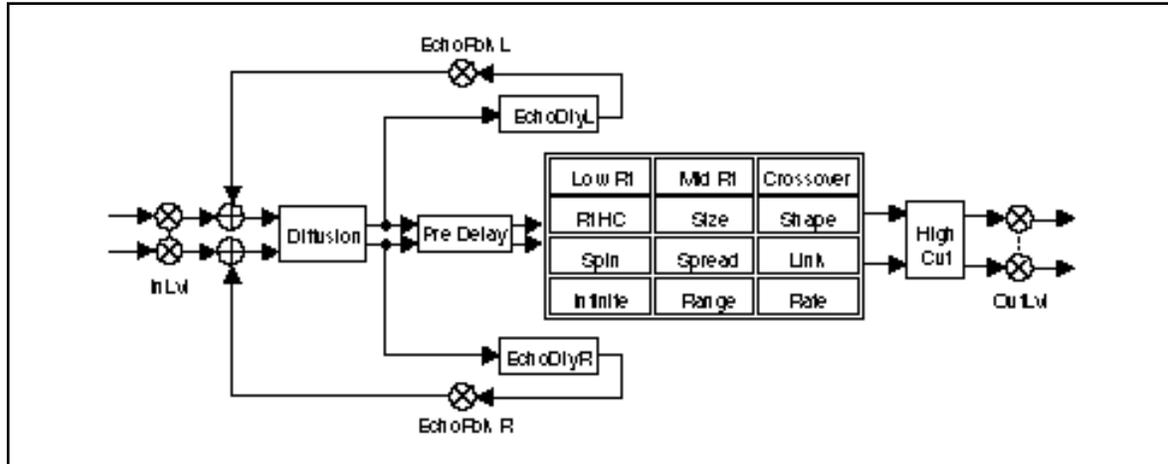


Inverse This algorithm allows you to vary the slope of the initial portion of the reverb envelope. The slope can decay, remain level, or rise over a variable time interval. When the time interval is up, the reverberation cuts off abruptly. The resulting effect is similar to a gate, but is not at all dependent on the level or complexity of the input signal. Slopes are adjustable over a negative, even, or positive slope. Positive slopes create inverse effects, while more even slopes create gated effects. Negative slope values have rather natural reverb tails.



This algorithm is a variation of the Room algorithm in the PCM 90 with different Shape and Spread characteristics, and an overall higher gain. This algorithm provides an excellent simulation of a very small room which is useful for dialog and voiceover applications, but which may be too colored for some sustained musical tones. Increasing the Size/Shape/Spread parameters produces an excellent reverb, and an Infinite parameter allows you to freeze the reverberation for as long as you like.

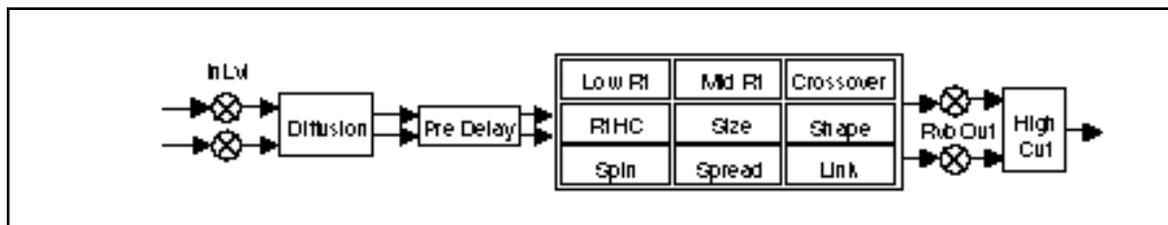
Room2



This algorithm is similar to the PCM 90 Chamber, but has a mono output. This output is added to the output of another reverb block 180° out-of-phase to allow a surround decoder to identify which signals are to be routed to the surround channel.

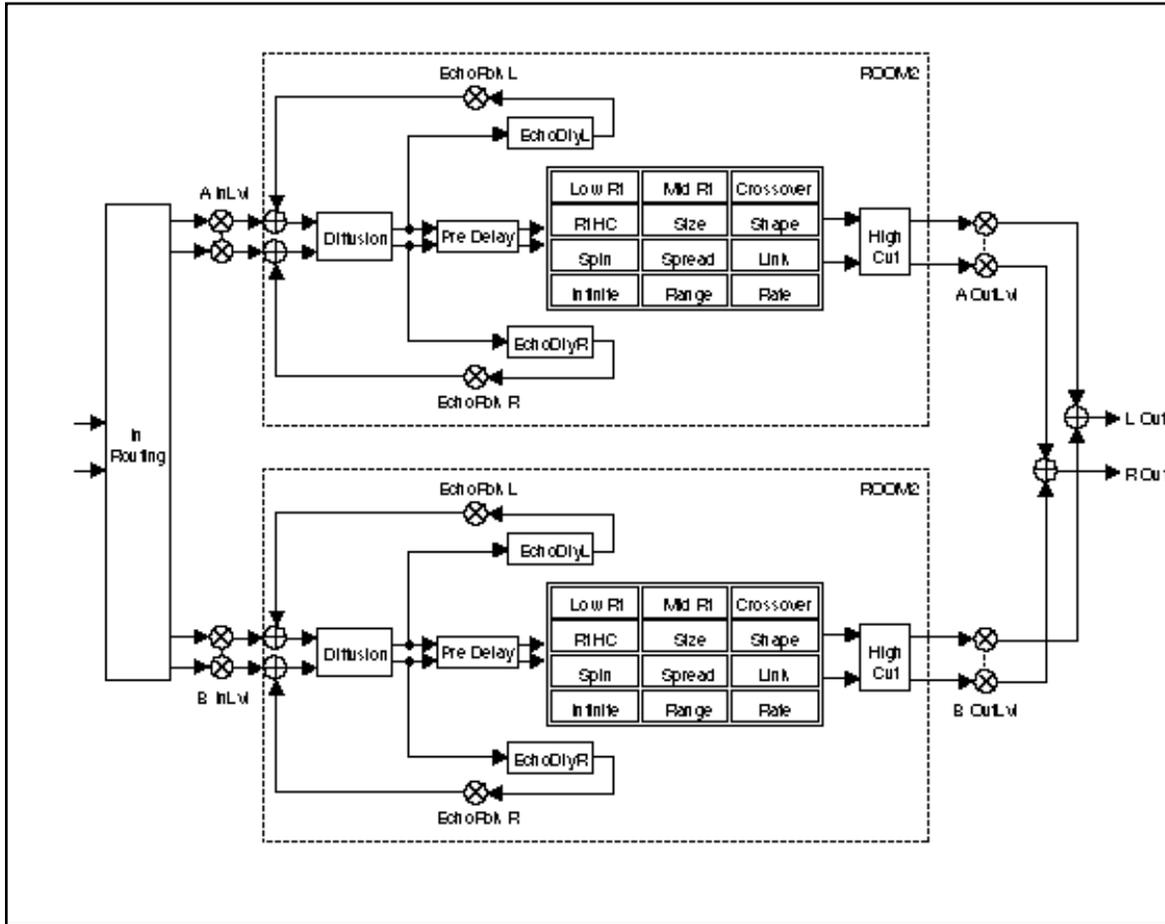
Surround Chamber

Note: This algorithm must be used through a surround decoder to avoid undesirable effects. When used with another reverb block (as in the Matrix Chamber algorithm, its entire signal can be canceled out when used in mono. In stereo, Surround Chamber can cloud the mix if it is of comparable loudness to the Chamber side of the algorithm.



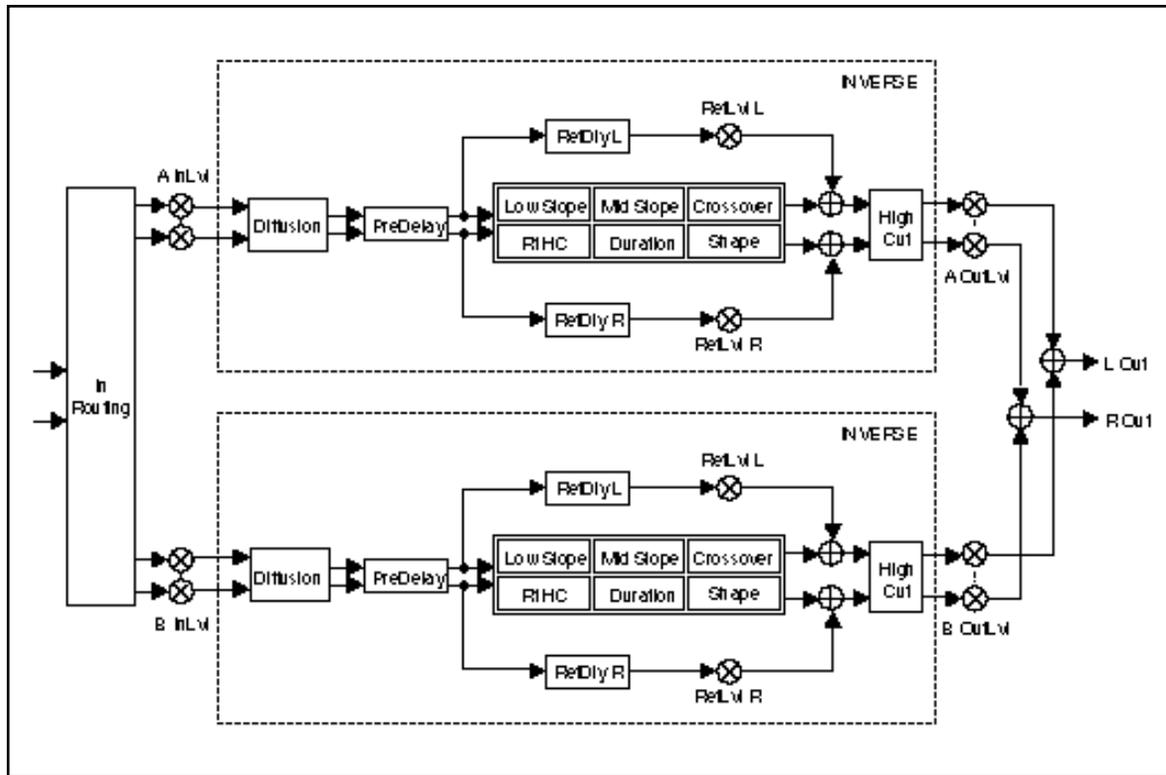
Dual Mono Reverbs

Room2-Room2



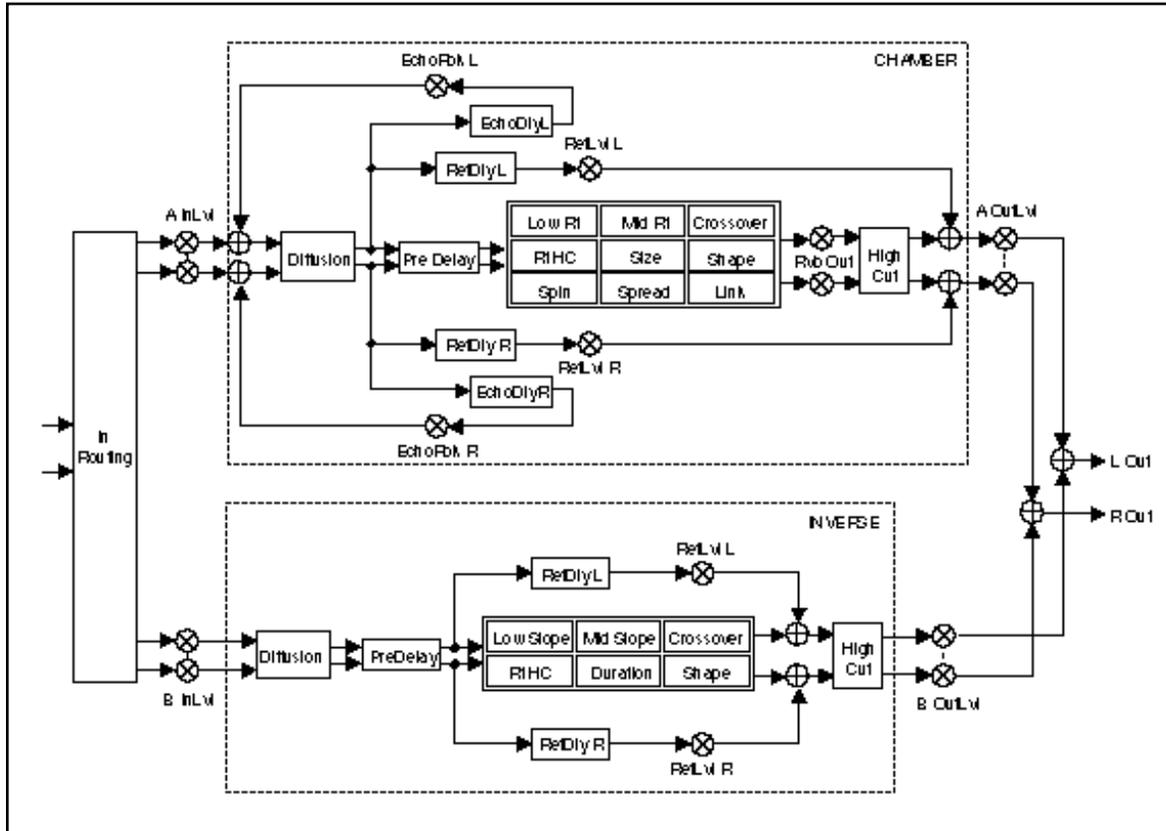
0	Controls	0.0 Mix	0.1 InRouting	0.2 A InL/R	0.3 A OutL/R	0.4 B InL/R	0.5 B OutL/R				
1	Time: A	1.0 Low RI	1.1 Mid RI	1.2 Crossover	1.3 RI HC	1.4 Pre Delay	1.5 In/Inf L				
2	Design: A	2.0 Size	2.1 Diffusion	2.2 Shape	2.3 Spread	2.4 Spin	2.5 Link	2.6 High Cut	2.7 Range	2.8 Rate	
3	Echo: A	3.0 *Matr Dly	3.1 *Dly L	3.2 *Dly R							
4	Time: B	4.0 Low RI	4.1 Mid RI	4.2 Crossover	4.3 RI HC	4.4 Pre Delay	4.5 In/Inf L				
5	Design: B	5.0 Size	5.1 Diffusion	5.2 Shape	5.3 Spread	5.4 Spin	5.5 Link	5.6 High Cut	5.7 Range	5.8 Rate	
6	Echo: B	6.0 *Matr Dly	6.1 *Dly L	6.2 *Dly R							
7	Modulation	7.0 *Mod LFO1	7.1 *Mod LFO2	7.2 *Mod AR Env	7.3 *Mod Follow	7.4 *Mod Latch	7.5 *Mod Sw 1	7.6 *Mod Sw 2	7.7 *Mod Delay	7.8 *Mod SM Hold	
	Patches	Patch 0	Patch 1	Patch 2	Patch 3	Patch 4	Patch 5	Patch 6	Patch 7	Patch 8	Patch 9
	Custom	*ADJUST	*Control 1	*Control 2	*Control 3	*Control 4	KeyWord 1	KeyWord 2	KeyWord 3	KeyWord 4	

Inverse-Inverse



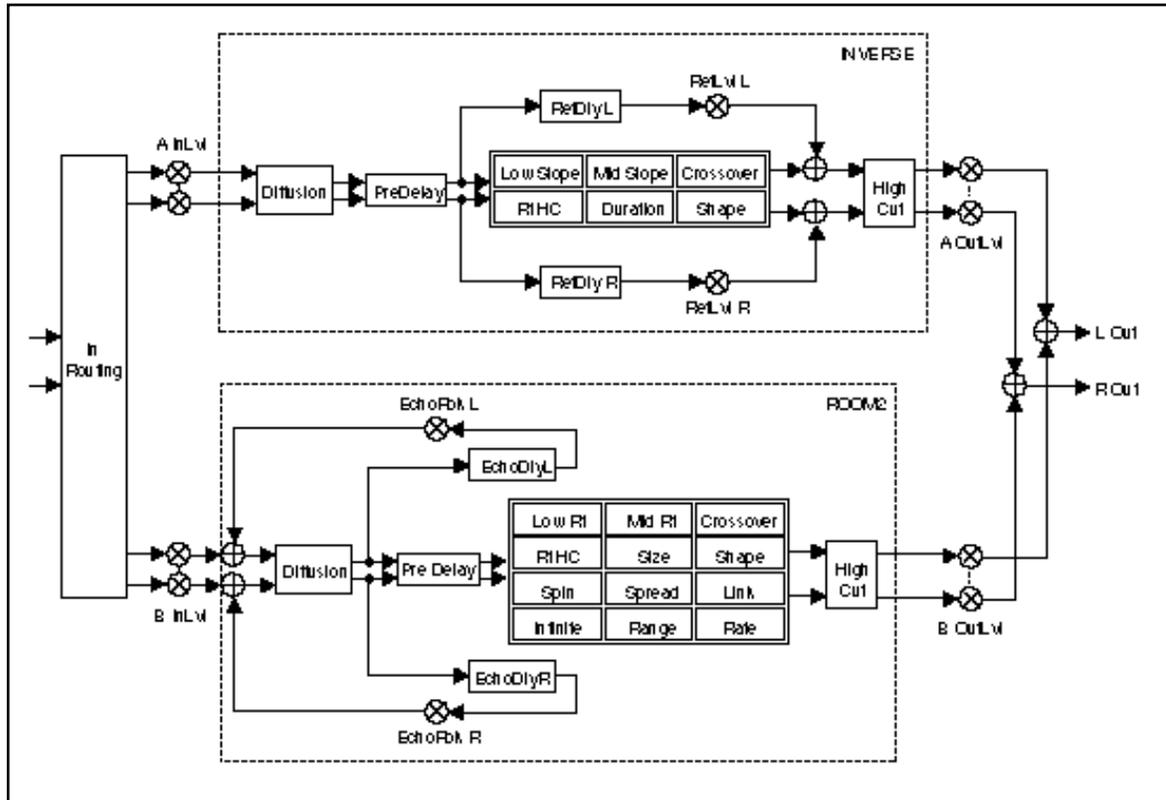
0	Controls	0.0 Mix	0.1 InRouting	0.2 A InL/M	0.3 A OutL/M	0.4 B InL/M	0.5 B OutL/M				
1	Time:A	1.0 Low Slope	1.1 Mid Slope	1.2 Crossover	1.3 RHC	1.4 Pre Delay					
2	Design:A	2.0 Duration	2.1 Diffusion	2.2 Shape	2.3 High Cut						
3	Reflect:A	3.0 *Matr Dly	3.1 *Dly L	3.2 *Dly R							
4	Time:B	4.0 Low Slope	4.1 Mid Slope	4.2 Crossover	4.3 RHC	4.4 Pre Delay					
5	Design:B	5.0 Duration	5.1 Diffusion	5.2 Shape	5.3 High Cut						
6	Reflect:B	6.0 *Matr Dly	6.1 *Dly L	6.2 *Dly R							
7	Modulation	7.0 *ModLFO1	7.1 *ModLFO2	7.2 *ModAR Env	7.3 *Mod Follow	7.4 *Mod Latch	7.5 *Mod Sw 1	7.6 *Mod Sw 2	7.7 *Mod Delay	7.8 *Mod SM Hold	
	Patches	Patch 0	Patch 1	Patch 2	Patch 3	Patch 4	Patch 5	Patch 6	Patch 7	Patch 8	Patch 9
	Custom	*ADJUST	*Control 1	*Control 2	*Control 3	*Control 4	KeyWord 1	KeyWord 2	KeyWord 3	KeyWord 4	

Chamber-Inverse



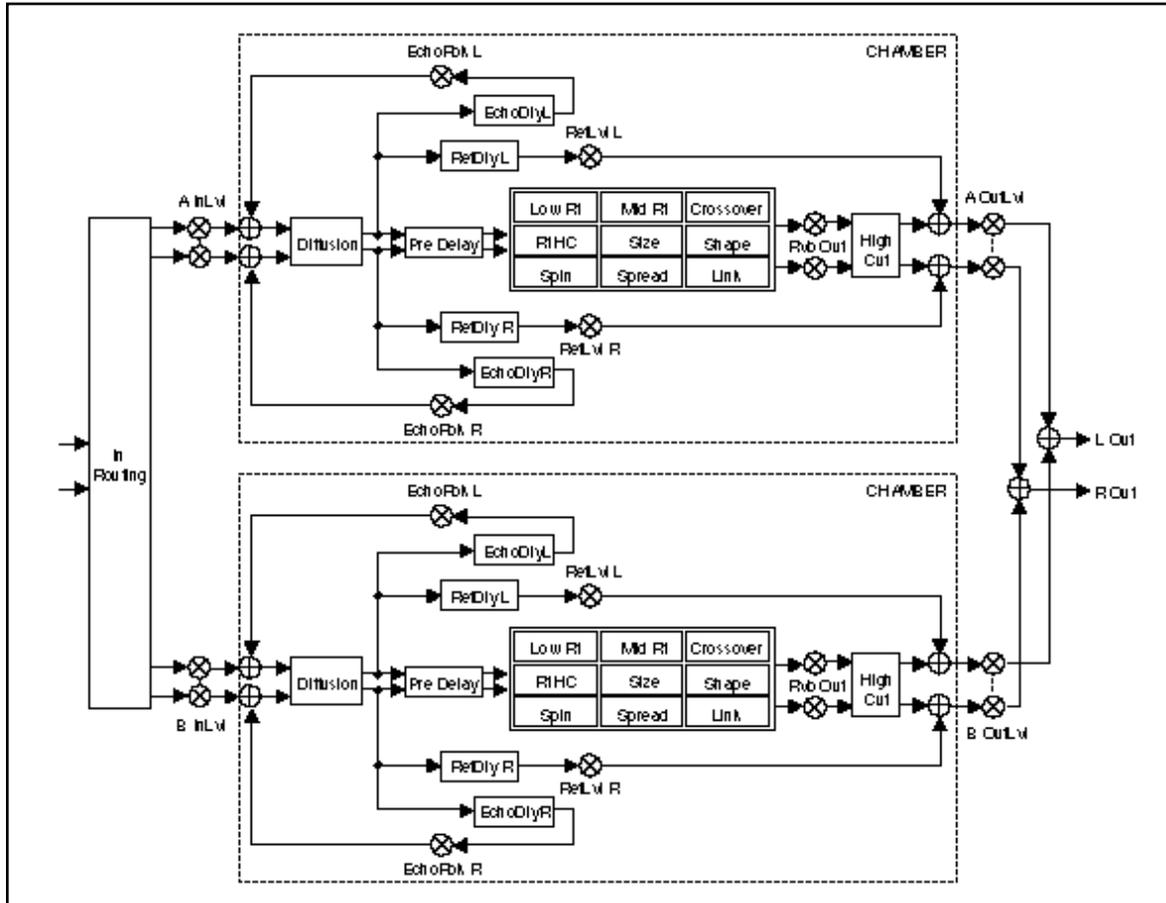
0	Controls	0.0 Mix	0.1 InRouting	0.2 A InL	0.3 A OutL	0.4 B InL	0.5 B OutL			
1	Time: A	1.0 Low D	1.1 Mid D	1.2 Crossover	1.3 R HC	1.4 Pre Delay				
2	Design: A	2.0 Size	2.1 Diffusion	2.2 Shape	2.3 Spread	2.4 Spin	2.5 Link	2.6 High Cut	2.7 Reverb	
3	Reverb: A	3.0 *Mod Dly	3.1 *Dly L	3.2 *Dly R						
4	Echo: A	4.0 *Mod Dly	4.1 *Dly L	4.2 *Dly R						
5	Time: B	5.0 Low Slope	5.1 Mid Slope	5.2 Crossover	5.3 R HC	5.4 Pre Delay				
6	Design: B	6.0 Duration	6.1 Diffusion	6.2 Shape	6.3 High Cut					
7	Reverb: B	7.0 *Mod Dly	7.1 *Dly L	7.2 *Dly R						
8	Modulation	8.0 *Mod LFD1	8.1 *Mod LFD2	8.2 *Mod AR Env	8.3 *Mod Follow	8.4 *Mod Latch	8.5 *Mod Sw 1	8.6 *Mod Sw 2	8.7 *Mod Delay	8.8 *Mod S/H Hold
Patches	Patch 0	Patch 1	Patch 2	Patch 3	Patch 4	Patch 5	Patch 6	Patch 7	Patch 8	Patch 9
Custom	*ADJUST	*Control 1	*Control 2	*Control 3	*Control 4	KeyWord 1	KeyWord 2	KeyWord 3	KeyWord 4	

Inverse-Room2



0	Controls	0.0 Mix	0.1 InRouting	0.2 A InLvl	0.3 A OutLvl	0.4 B InLvl	0.5 B OutLvl			
1	Time: A	1.0 Low Slope	1.1 Mid Slope	1.2 Crossover	1.3 RHC	1.4 Pre Delay				
2	Design: A	2.0 Duration	2.1 Diffusion	2.2 Shape	2.3 High Cut					
3	Reflect: A	3.0 *Matr Dly	3.1 *Dly L	3.2 *Dly R						
4	Time: B	4.0 Low Rl	4.1 Mid Rl	4.2 Crossover	4.3 RHC	4.4 Pre Delay				
5	Design: B	5.0 Size	5.1 Diffusion	5.2 Shape	5.3 Spread	5.4 Spin	5.5 Link	5.6 High Cut		
6	Reflect: B	6.0 *Matr Dly	6.1 *Dly L	6.2 *Dly R						
7	Modulation	7.0 *ModLFO1	7.1 *ModLFO2	7.2 *ModAR Env	7.3 *ModFolow	7.4 *ModLatch	7.5 *ModSw 1	7.6 *ModSw 2	7.7 *ModDelay	7.8 *ModSMHold
Patches	Patch 0	Patch 1	Patch 2	Patch 3	Patch 4	Patch 5	Patch 6	Patch 7	Patch 8	Patch 9
Custom	*ADJUST	*Control 1	*Control 2	*Control 3	*Control 4	KeyWord 1	KeyWord 2	KeyWord 3	KeyWord 4	

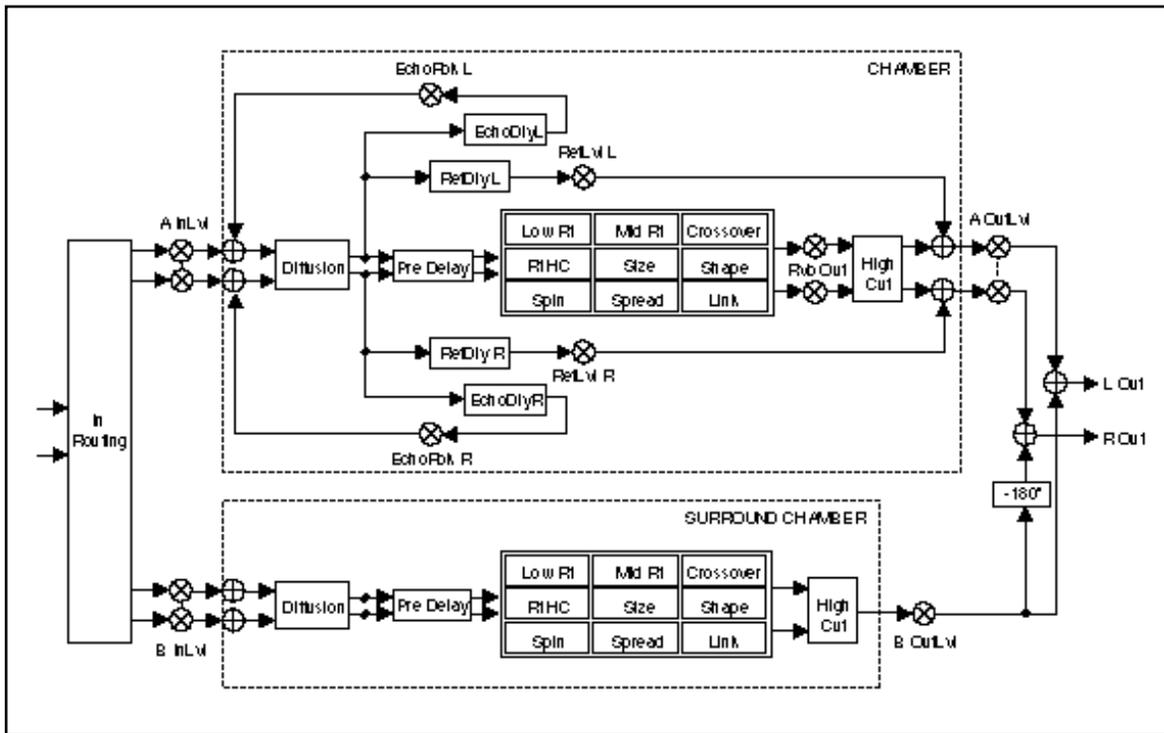
Chamber-Chamber



0	Controls	0.0 Mix	0.1 InRouting	0.2 A InLvl	0.3 A OutLvl	0.4 B InLvl	0.5 B OutLvl				
1	Time: A	1.0 Low Rf	1.1 Mid Rf	1.2 Crossover	1.3 Rt HC	1.4 Pre Delay					
2	Design: A	2.0 Size	2.1 Diffusion	2.2 Shape	2.3 Spread	2.4 Spin	2.5 Link	2.6 High Cut	2.7 RevbOut		
3	Reflected: A	3.0 *Mod Dly	3.1 *Dly L	3.2 *Dly R							
4	Echo: A	4.0 *Mod Dly	4.1 *Dly L	4.2 *Dly R							
5	Time: B	5.0 Low Rf	5.1 Mid Rf	5.2 Crossover	5.3 Rt HC	5.4 Pre Delay					
6	Design: B	6.0 Size	6.1 Diffusion	6.2 Shape	6.3 Spread	6.4 Spin	6.5 Link	6.6 High Cut	6.7 RevbOut		
7	Reflected: B	7.0 *Mod Dly	7.1 *Dly L	7.2 *Dly R							
8	Echo: B	8.0 *Mod Dly	8.1 *Dly L	8.2 *Dly R							
9	Modulation	9.0 *Mod LFO1	9.1 *Mod LFO2	9.2 *Mod AR Env	9.3 *Mod Follow	9.4 *Mod Latch	9.5 *Mod Sw 1	9.6 *Mod Sw 2	9.7 *Mod Delay	9.8 *Mod S&H Hold	
	Patches	Patch 0	Patch 1	Patch 2	Patch 3	Patch 4	Patch 5	Patch 6	Patch 7	Patch 8	Patch 9
	Custom	*Adj:ST	*Control 1	*Control 2	*Control 3	*Control 4	KeyWord 1	KeyWord 2	KeyWord 3	KeyWord 4	

Matrix Chamber is designed to create surround-encoded reverb mixes. The **Matrix Chamber** algorithm sends the Chamber effect to the front speakers and the Surround Chamber effect to the surround speakers.

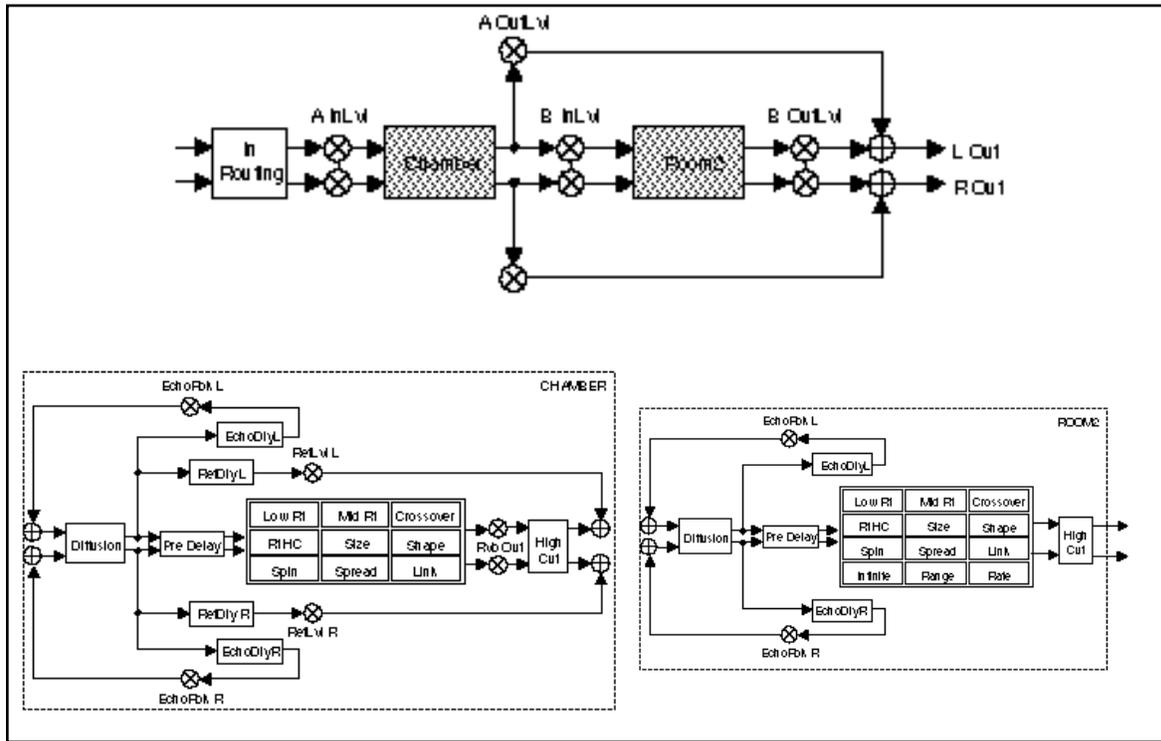
This effect should be recorded, monitored and played back in surround. The PCM 90 output must be decoded with any popular surround decoder.



0	Controls	0.0 Mix	0.1 InRouting	0.2 A InLvl	0.3 A OutLvl	0.4 B InLvl	0.5 B OutLvl			
1	Time: A	1.0 Low R	1.1 Mid R	1.2 Crossover	1.3 RHC	1.4 Pre Delay				
2	Design: A	2.0 Size	2.1 Diffusion	2.2 Shape	2.3 Spread	2.4 Spin	2.5 Link	2.6 High Cut	2.7 RebOut	
3	Reverb: A	3.0 *Matr Dly	3.1 *Dly L	3.2 *Dly R						
4	Echo: A	4.0 *Matr Dly	4.1 *Dly L	4.2 *Dly R						
5	Time: B	5.0 Low R	5.1 Mid R	5.2 Crossover	5.3 RHC	5.4 Pre Delay				
6	Design: B	6.0 Size	6.1 Diffusion	6.2 Shape	6.3 Spread	6.4 Spin	6.5 Link	6.6 High Cut		
7	Modulation	7.0 *ModLFD1	7.1 *ModLFD2	7.2 *ModAR Env	7.3 *ModFollow	7.4 *ModLatch	7.5 *ModSw 1	7.6 *ModSw 2	7.7 *ModDelay	7.8 *ModSMHold
	Patches	Patch 0	Patch 1	Patch 2	Patch 3	Patch 4	Patch 5	Patch 6	Patch 7	Patch 8
	Custom	*ADJUST	*Control 1	*Control 2	*Control 3	*Control 4	KeyWord 1	KeyWord 2	KeyWord 3	KeyWord 4

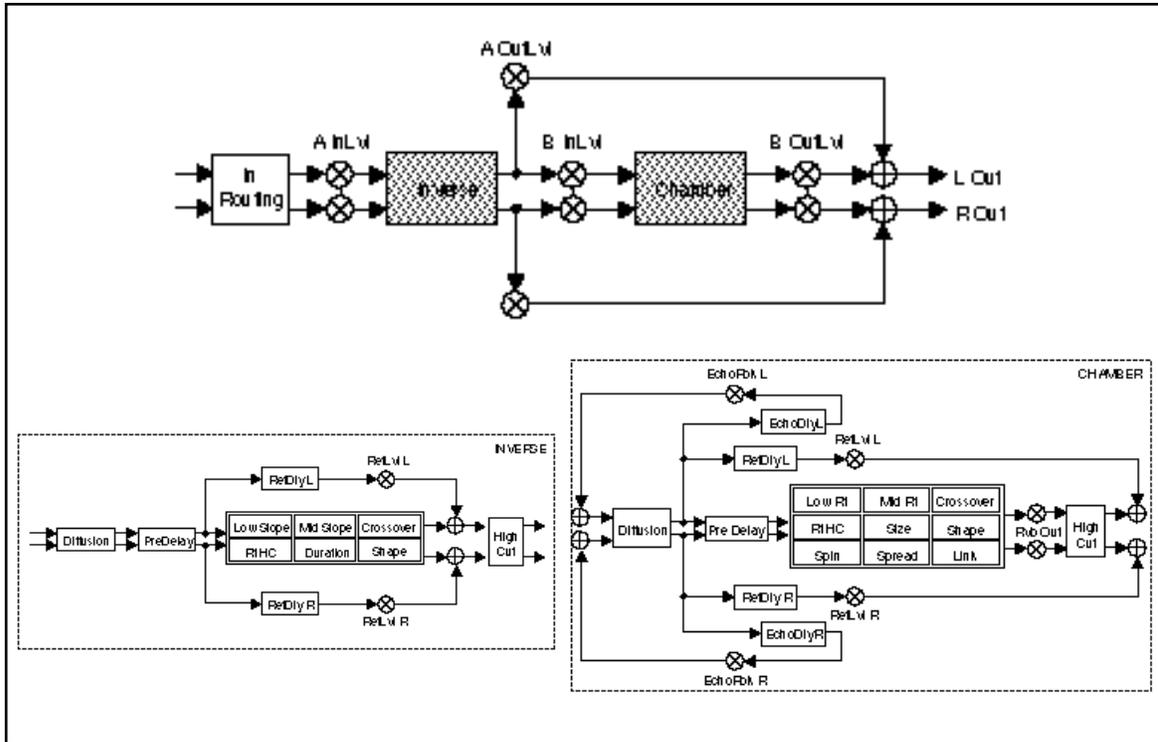
Cascade Reverbs

Chamber>Room2



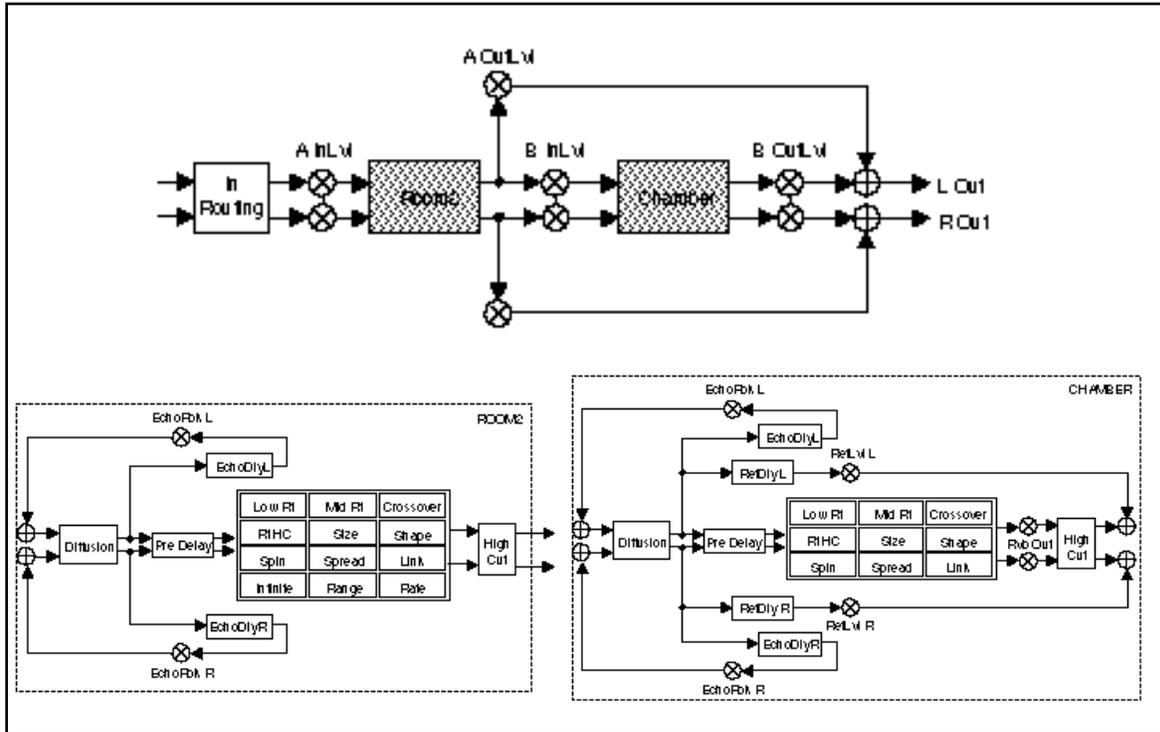
0	Controls	0.0 Mix	0.1 InRouting	0.2 A InLvl	0.3 A OutLvl	0.4 B InLvl	0.5 B OutLvl				
1	Time: A	1.0 Low Rf	1.1 Mid Rf	1.2 Crossover	1.3 RHc	1.4 Pre Delay					
2	Design: A	2.0 Size	2.1 Diffusion	2.2 Shape	2.3 Spread	2.4 Spin	2.5 Link	2.6 High Cut	2.7 ReverbOut		
3	Reflect: A	3.0 *Matr Dly	3.1 *Dly L	3.2 *Dly R							
4	Echo: A	4.0 *Matr Dly	4.1 *Dly L	4.2 *Dly R							
5	Time: B	5.0 Low Rf	5.1 Mid Rf	5.2 Crossover	5.3 RHc	5.4 Pre Delay	5.5 Infinite				
6	Design: B	6.0 Size	6.1 Diffusion	6.2 Shape	6.3 Spread	6.4 Spin	6.5 Link	6.6 High Cut	6.7 Range	6.8 Rate	
7	Echo: B	7.0 *Matr Dly	7.1 *Dly L	7.2 *Dly R							
8	Modulation	8.0 *ModLFD1	8.1 *ModLFD2	8.2 *ModAR Env	8.3 *ModFollow	8.4 *ModLatch	8.5 *ModSw 1	8.6 *ModSw 2	8.7 *ModDelay	8.8 *ModS&HHold	
	Patches	Patch 0	Patch 1	Patch 2	Patch 3	Patch 4	Patch 5	Patch 6	Patch 7	Patch 8	Patch 9
	Custom	*ADJUST	*Control 1	*Control 2	*Control 3	*Control 4	KeyWord 1	KeyWord 2	KeyWord 3	KeyWord 4	

Inverse>Chamber



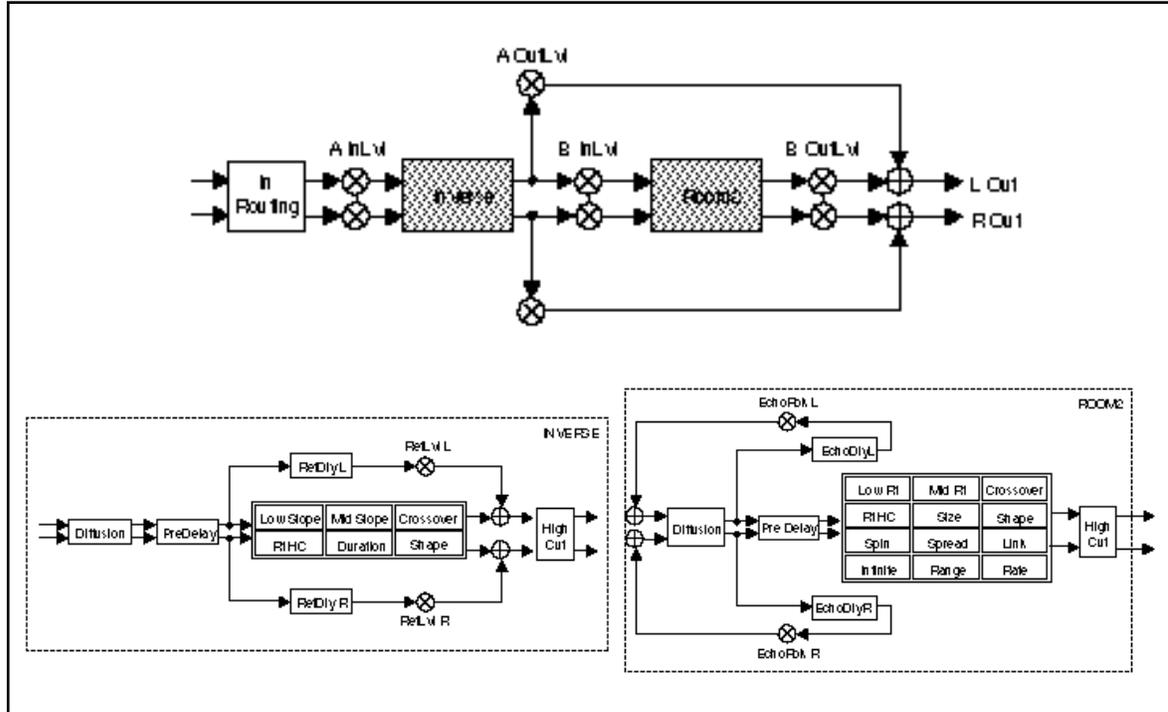
0	Controls	0.0 Mix	0.1 InRouting	0.2 A InLvl	0.3 A OutLvl	0.4 B InLvl	0.5 B OutLvl				
1	Time: A	1.0 Low Slope	1.1 Mid Slope	1.2 Crossover	1.3 Rf HC	1.4 Pre Delay					
2	Design: A	2.0 Duration	2.1 Diffusion	2.2 Shape	2.3 High Cut						
3	Reflect: A	3.0 *Matr Dly	3.1 *Dly L	3.2 *Dly R							
4	Time: B	4.0 Low Rf	4.1 Mid Rf	4.2 Crossover	4.3 Rf HC	4.4 Pre Delay					
5	Design: B	5.0 Size	5.1 Diffusion	5.2 Shape	5.3 Spread	5.4 Spin	5.5 Link	5.6 High Cut	5.7 RfbOut		
6	Reflect: B	6.0 *Matr Dly	6.1 *Dly L	6.2 *Dly R							
7	Echo: B	7.0 *Matr Dly	7.1 *Dly L	7.2 *Dly R							
8	Modulation	8.0 *ModLFD1	8.1 *ModLFD2	8.2 *ModAR Env	8.3 *Mod Follow	8.4 *Mod Latch	8.5 *ModSw 1	8.6 *ModSw 2	8.7 *ModDelay	8.8 *ModS&H Hold	
	Patches	Patch 0	Patch 1	Patch 2	Patch 3	Patch 4	Patch 5	Patch 6	Patch 7	Patch 8	Patch 9
	Custom	*ADJUST	*Control 1	*Control 2	*Control 3	*Control 4	KeyWord 1	KeyWord 2	KeyWord 3	KeyWord 4	

Room2>Chamber



0	Controls	0.0 Mix	0.1 InRouting	0.2 A InL/R	0.3 A OutL/R	0.4 B InL/R	0.5 B OutL/R				
1	Time: A	1.0 Low Ft	1.1 Mid Ft	1.2 Crossover	1.3 Rb HC	1.4 Pre Delay	1.5 Infinite				
2	Design: A	2.0 Size	2.1 Diffusion	2.2 Shape	2.3 Spread	2.4 Spin	2.5 Link	2.6 High Cut	2.7 Range	2.8 Rate	
3	Echo: A	3.0 *Matr Dly	3.1 *Dly L	3.2 *Dly R							
4	Time: B	4.0 Low Ft	4.1 Mid Ft	4.2 Crossover	4.3 Rb HC	4.4 Pre Delay					
5	Design: B	5.0 Size	5.1 Diffusion	5.2 Shape	5.3 Spread	5.4 Spin	5.5 Link	5.6 High Cut	5.7 Rvb Out		
6	Reflect: B	6.0 *Matr Dly	6.1 *Dly L	6.2 *Dly R							
7	Echo: B	7.0 *Matr Dly	7.1 *Dly L	7.2 *Dly R							
8	Modulation	8.0 *Mod LFD1	8.1 *Mod LFD2	8.2 *Mod AR Env	8.3 *Mod Follow	8.4 *Mod Latch	8.5 *Mod Srv 1	8.6 *Mod Srv 2	8.7 *Mod Delay	8.8 *Mod SM Hold	
Patches		Patch 0	Patch 1	Patch 2	Patch 3	Patch 4	Patch 5	Patch 6	Patch 7	Patch 8	Patch 9
Custom		*ADJUST	*Control 1	*Control 2	*Control 3	*Control 4	KeyWord 1	KeyWord 2	KeyWord 3	KeyWord 4	

Inverse>Room2



0	Controls	0.0 Mix	0.1 InRouting	0.2 A InLvl	0.3 A OutLvl	0.4 B InLvl	0.5 B OutLvl				
1	Time: A	1.0 Low Slope	1.1 Mid Slope	1.2 Crossover	1.3 RHC	1.4 Pre Delay					
2	Design: A	2.0 Duration	2.1 Diffusion	2.2 Shape	2.3 High Cut						
3	Reflect: A	3.0 *Matr Dly	3.1 *Dly L	3.2 *Dly R							
4	Time: B	4.0 Low RI	4.1 Mid RI	4.2 Crossover	4.3 RHC	4.4 Pre Delay					
5	Design: B	5.0 Size	5.1 Diffusion	5.2 Shape	5.3 Spread	5.4 Split	5.5 Link				
6	Reflect: B	6.0 *Matr Dly	6.1 *Dly L	6.2 *Dly R							
7	Modulation	7.0 *ModLFO1	7.1 *ModLFO2	7.2 *ModAR Env	7.3 *ModFollow	7.4 *ModLatch	7.5 *ModSw 1	7.6 *ModSw 2	7.7 *ModDelay	7.8 *ModS&HHold	
	Patches	Patch 0	Patch 1	Patch 2	Patch 3	Patch 4	Patch 5	Patch 6	Patch 7	Patch 8	Patch 9
	Custom	*ADJUST	*Control 1	*Control 2	*Control 3	*Control 4	KeyWord 1	KeyWord 2	KeyWord 3	KeyWord 4	

The Presets

The Dual Rvb Algorithm Card has 200 factory-designed presets which are organized into four banks of 50 each (labeled **X0**, **X1**, **X2**, and **X3**). As with the internal PCM 90 banks, each bank is organized in a matrix of 5 rows of 10. Press the front panel **Program Banks** button to display the first bank. Press it again to switch to another bank. Simultaneously press **Program Banks** and either the **Up** or **Down** button to backstep through the banks. The display will show the bank label, the row label, the matrix location, and the preset name.

Turn **SELECT** to scroll through all of the presets in a bank in numerical order. Use **Up** or **Down** to jump forward or backward by 10. Press **Load/★** to load any displayed preset.

In the Program Banks mode (as in the Register Banks mode), **ADJUST** is a soft knob. Each preset has one or more parameters patched to this knob, providing a quick way to make useful changes to the effect. When you turn **ADJUST**, the display will show the name assigned to **ADJUST**, as well as the patch value. Continue turning **ADJUST** to alter the patch value along its available range. The most common patch to the **ADJUST** knob is a Blend control that crossfeeds between the two effects. When set to the middle value, the outputs of both effects are balanced at -6dB. To optimize your levels, you can set the A Out Lvl or the B Out Lvl to its full setting. In addition, many of the presets 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. (Look for tempo driven presets with the KeyWord **Tempo**.)

The preset names often give clues as to the routing configuration used. Effect blocks configured in series are separated by the symbol **>**. Dual Mono In/Stereo Out effects are separated by the symbol **+**. Stereo In/Stereo Out effects are separated by the symbol **/**.

Each preset is described in this section with a header which indicates the matrix location, the program name, the name assigned to the **ADJUST** knob, and the range of **ADJUST** knob control, as well as the KeyWord assignments. This header is followed by a brief description of the effect. Custom Controls are listed for each preset where applicable.

Program Bank X0 Studio

Environments

- 0.0 Lunar Blue** **ADJUST: Lunar Cycle**
Keywords: Large, Custom, Special FX, Splits
 Captures the mood of the cycles of the moon. Full Moon is a bright, natural sound while New Moon provides a dark, unnatural, inverse effect. ADJUST cycles between the two. Use the Custom Control: Full Moon Fury in the Soft Row to add a sizzling feedback to the Full Moon.
Custom 1: Full Moon Fury
- 0.1 Air 1/Air 2** **ADJUST: Blend**
Keywords: Bright, Dark, Small, Splits
 Air 1 is a small bright room. Air 2 is the same size with more low end/dull sound. ADJUST is patched to OutLvl in each algorithm to allow you to blend the two rooms.
- 0.2 Ambi 1/Air 3** **ADJUST: Blend**
Keywords: Bright, Dark, Small, Splits
 Similar to Air 1/Air 2. Ambi 1 is a small bright room with Mid RT set to minimum. Air 3 is the same room with a dull, muffled sound. ADJUST is patched to the OutLvl and allows you to blend the two rooms.
- 0.3 Big/Bigger** **ADJUST: Blend**
Keywords: Bright, Echo, Large, Splits
 Very large rooms with plenty of available reflections. ADJUST blends the two rooms. Increasing ADJUST causes more reverb and reflections to appear.
- 0.4 Big Rooms** **ADJUST: Blend**
Keywords: Mono, Room, Large, Splits
 Large rooms with a long reverb time. Big Room 2 gives you a more distant sound. ADJUST allows you to blend the two rooms.
- 0.5 HallA /HallB** **ADJUST: Blend**
Keywords: Room, Long, Large, Splits
 Typical large hall preset. Generous Mid Rt and Size settings allow for plenty of decay time. ADJUST blends the two halls.
- 0.6 Living Dead** **ADJUST: Blend**
Keywords: Small, Short, Natural, Splits
 Chamber rooms from a lively, reflective locker room to a muffled, carpeted room.
- 0.7 Wave/NuHall** **ADJUST: Blend**
Keyword: Bright, Large, Long, Splits
 Wave produces a large booming effect with a quick reverb decay. NuHall is a typical large hall with a moderate amount of reflections.
- 0.8 Dual Chambrs** **ADJUST: Blend**
Keywords: Bright, Chamber, Natural, Splits
 Two chambers with varied brightness. Chambers are selectable via ADJUST.
- 0.9 Crusher** **ADJUST: Bark**
Keywords: Room, Special FX, Splits
 An interesting effect with AR Env patched to the output of channel A for a dynamic pumping effect. Channel B provides some light ambience to smooth the process.

Instruments

- 1.0 Studio A + B** **ADJUST: Blend**
Keywords: Acoustic, Mono, Room, Splits
 A Mono Split preset that emulates a studio setting. Studio A is a smaller drier sounding room than Studio B where higher Mid Rt and Shape settings add a more reflective sounding effect. ADJUST blends A & B.
- 1.1 Two Rooms** **ADJUST: Blend**
Keywords: Room, Mono, Medium, Splits
 Medium size rooms with clean, clear ambience. ADJUST blends the different spatial effects of the two rooms.
- 1.2 Reversals** **ADJUST: Blend**
Keywords: Gated, Special FX, Unnatural, Splits
 A special effects preset for just about any instrument. Designed to emulate the sound source played in reverse. Listen at 100% wet.
Custom 1: Delay Time
- 1.3 Thiss/Flubb** **ADJUST: Blend**
Keywords: Bright, Instrument, Special FX, Splits
 A modest reverb preset with adjustable brightness via ADJUST. The two reverbs sound much like their names.
- 1.4 Sax Gates** **ADJUST: Blend**
Keywords: Mono, Gated, Instrument, Splits
 Preset gates made just for saxophones. ADJUST controls the amount of decay.
- 1.5 Fat Guitars** **ADJUST: Blend**
Keywords: Guitar, Gated, Mono, Splits
 A mono split preset for guitar with a lively guitar room and an aggressive gated guitar effect.
Custom 1: Woof
- 1.6 Vintage FX** **ADJUST: Blend**
Keyword: Dark, Instrument, Mono, Splits
 A great chamber multi-tap tape echo with dark reverb, adjustable to a spring reverb effect.
Custom 1: Spring Brightness
- 1.7 TremoloVerb** **ADJUST: Tremolo Speed**
Keywords: Chamber, Large, Special FX, Splits
 A bright chamber and a dark chamber, the outputs of which are alternated using an LFO, creating a tremolo effect.
- 1.8 Guitar Weeps** **ADJUST: Feedback**
Keywords: Echo, Tempo, Guitar, Splits
 For the ballad soloist. Perfect long decays that trail off on the “weeping” guitar solo. Delays are Tap tempo controlled.
- 1.9 Amp>Add Room** **ADJUST: Blend**
Keywords: Room, Short, Cascade, Guitar
 An inverse chamber mimics the dry amplifier sound associated with close miking. ADJUST adds some room ambience into the track. No need to set up all those extra ambience mics anymore.

Vocal

- 2.0 Far/CloseMic** **ADJUST: Blend**
Keywords: Chamber, Short, Vocal, Splits
 This preset emulates the distance of source miking. ADJUST changes the distance between the sound source and the mic.
- 2.1 Vox Doublers** **ADJUST: Blend**
Keywords: Bright, Vocal, Dark, Splits
 A short reverb to brighten dialog.
- 2.2 Real Vocals** **ADJUST: Blend**
Keywords: Vocal, Mono, Small, Splits
 Two natural vocal chamber rooms, one of average size, the other small. A mono split preset.
Custom 1: Room A Brightness
- 2.3 ErsatzPlates** **ADJUST: Blend**
Keywords: Plate, Vocal, Mono, Splits
 Mono split chamber rooms mutated to sound like plates. A Vocal plate with medium Rt and bright timbre and an Old plate with a darker sound.
- 2.4 Endless Vox** **ADJUST: Blend**
Keywords: Vocal, Mono, Tempo, Splits
 Two nice sounding vocal rooms, one with a clean vocal reverb, the other a vocal reverb room with echo, feedback patched to a pedal control, and infinite "bottomless pit" reverb activated via Footswitch 1. Delays are Tap tempo controlled.
Custom 1: Feedback
- 2.5 Tapps/Mic** **ADJUST: Blend**
Keywords: Vocal, Echo, Slap FX, Splits
 A combination of Predelay and a large Shape setting give this preset a fast tapping effect. Mic is a simple room setting with little reverb.
- 2.6 Mic>Add Room** **ADJUST: Blend**
Keywords: Vocal, Room, Short, Cascade
 The Room2 side mimics a dry microphone, closely miked. ADJUST adds some room ambience.
- 2.7 Studio>Walls** **ADJUST: Blend**
Keywords: Chamber, Indoor, Vocal, Cascade
 The first space is a very diffuse inverse chamber. ADJUST adds high-frequency response.
Custom 1: Master Brightness
- 2.8 Airclip>Room** **ADJUST: Blend**
Keywords: Chamber, Vocal, Small, Cascade
 This preset includes a small, clear environment with a very short reverb time. Use ADJUST to add a medium-sized room with a very natural and clear sound.
- 2.9 Plate>DifEko** **ADJUST: DifEko**
Keywords: Vocal, Room, Echo, Cascade
 This preset includes a large, clear space with good high-frequency response. The second chamber has a short reverberation time with multiple echo reflections. ADJUST toggles the two.
Custom 1: Delay Time

Drums/Perc

- 3.0 Drum Gates** **ADJUST: Blend**
Keywords: Drums/Perc, Gated, Mono, Splits
 A gating effect for any percussion instrument.
- 3.1 Nonlin A+B** **ADJUST: Blend**
Keywords: Gated, Mono, Drums/Perc, Splits
 'A' is a bright, nonlinear reverb with a lengthy decay while 'B' is a duller sounding inverse reverb with a shorter decay.
- 3.2 Kick+Snare** **ADJUST: Blend**
Keywords: Drums/Perc, Gated, Mono, Splits
 This mono split preset has a dark room for your kick sound, and a lively reverb for the snare.
- 3.3 Kick+Snare2** **ADJUST: Blend**
Keywords: Drums/Perc, Mono, Splits
 This mono split preset can place your kick drum inside a dark chamber as well as gating a snare.
Custom 1: Kick Air
Custom 2: Snare Hype
- 3.4 Buckslam Oil** **ADJUST: Blend**
Keywords: Drums/Perc, Mono, Splits
 In this mono split preset the Buckslam setting helps create an aggressive snare and toms. The oil drum setting creates a classic oil drum kick verb.
- 3.5 Atom Jumper** **ADJUST: Blend**
Keywords: Mono, Drums/Perc, Special FX, Splits
 A nice mono split Inverse preset with effects similar to the classic PCM 70 Atom Smasher and Ski Jump presets. Great for special effects.
- 3.6 70Kick+Snare** **ADJUST: Blend**
Keywords: Drums/Perc, Mono, Splits
 Reproductions of the classic PCM 70 Kick and Snare chambers. A mono split preset.
- 3.7 Ballad Drums** **ADJUST: Blend**
Keywords: Drums/Perc, Mono, Ballad, Splits
 A mono split chamber preset with a large, lively chamber room and a darker, monstrous room. Use ADJUST to select the perfect chamber room.
- 3.8 HiphopDrumz** **ADJUST: Infinite Hold**
Keywords: Drums/Perc, Tempo, Mono, Splits
 For the hip-hop beat. The wild delays are tempo controlled. ADJUST gives you the Infinite Hold feature of Room2.
- 3.9 NuGate+Room** **ADJUST: Blend**
Keywords: Gated, Drums/Perc, Mono, Splits
 A great sounding gate with a fairly quick reverb decay time. Room is a simple small sized room with little reverb.
Custom 1: Room Brightness

Custom

- 4.0 Rise n'Verbs** **ADJUST: Blend**
Keywords: Bright, Echo, Splits, Slap FX
 A large room with a high Shape setting to give an inverse effect. Generous Mid RT settings allow for plenty of reverb. ADJUST blends the two rooms.
Custom 1: Rise A Depth
Custom 2: Rise B Depth
- 4.1 Brick n 'Wood** **ADJUST: Blend**
Keywords: Acoustic, Indoor, Medium, Splits
 Medium size rooms with moderate amounts of Mid Rt. The Brick room setting is brighter and more pronounced than the Wood room setting. ADJUST blends the two rooms.
Custom 1: Brick Liveness
Custom 2: Wood Room Type
- 4.2 Grit Verbs** **ADJUST: Blend**
Keywords: Large, Special FX, Unnatural, Splits
 Large rooms with different Mid RT settings which are adjustable via ADJUST. When the Grits rise, the Mid RT increases.
Custom 1: Rise Depth
- 4.3 Zippers A/B** **ADJUST: Blend**
Keywords: Gated, Large, Unnatural, Splits
 A great special effect with A and B providing drastically different effect options. With ADJUST set to Rise, maximum Duration and Shape settings create a reverse rumbling effect. ADJUST set to decay gives a tinny reverberation effect.
Custom 1: Rise Depth
Custom 2: Decay Depth
- 4.4 Stereoizers** **ADJUST: Blend**
Keywords: Chamber, Gated, Stereo, Splits
 A very dry, tight sounding preset with ADJUST varying the dimension of the sound between two small spaces.
Custom 1: Master Brightness
- 4.5 EchoVerb** **ADJUST: Delay Patterns**
Keywords: Echo, Tempo, Stereo, Splits
 A cool echo reverb effect with ADJUST controlling the echoes from mono to stereo with different speeds.
Custom 1: Delay Speed
Custom 2: Delay Regen
Custom 3: Rev Intensity
Custom 4: Reverb Lvl
- 4.6 Flipped Tape** **ADJUST: Blend**
Keywords: Special FX, Gated, Mono, Splits
 Two distinct inverse reverbs achieve a "flipped tape" effect. Listen at 100% wet.
Custom 1: Inverse Time A
Custom 2: Inverse Time B
- 4.7 Direct GTR** **ADJUST: Mic Proximity**
Keywords: Guitar, Ambience, Cascade
 A great reverb preset for distorted guitar. The room adds reflections much like those found right at the mic in front of the speaker cabinet.
Custom 1: Liveness
Custom 2: Ambience Level

4.8 Clipp/Bsmnt ADJUST: Blend**Keywords: Mastering, Room, Unnatural, Splits**

Clipp is a quick gate. Bsmnt is a typical large sounding basement effect with a hollow sound.

Custom 1: Clipp Room Liveness**Custom 2: Basement Liveness****4.9 TrembleRobot ADJUST: Mottle****Keywords: Mono, Special Effects, Unnatural, Splits**

Lots of movement and modulation. The left side is a long reverb with an LFO modulating OutLvl. ADJUST controls the pulsing speed of the level modulation while Axiom controls the depth. Machine B has high cut tied to a triggered switch that opens and abruptly shuts. This reverb has a pair of very short delays with a ton of feedback to create a robotic effect. Torque controls the aggression of the filter sweep effect triggered via Sw1. Overhang sets the amount of dark reverb tail left over after the high cut filter slams down. Wild!

Custom 1: Axiom**Custom 2: Torque****Custom 3: Overhang****Acoustic****Program Bank X1
Live****0.0 Sprites A/B ADJUST: Blend****Keywords: Bright, Echo, Special FX, Splits**

A bright/crisp reverb with adjustable decay times.

0.1 Brass+Room ADJUST: Blend**Keywords: Room, Mono, Acoustic, Splits**

A bright room for brass instruments and a general purpose, average ambient room. A mono split preset.

0.2 Horns+String ADJUST: Blend**Keywords: Mono, Instrument, Acoustic, Splits**

A mono Split preset for brass and strings. The brass room is bright and punchy. The string room is full of reverb, with reflections and long decay time with a slow attack.

0.3 Elecoustic ADJUST: Blend**Keywords: Guitar, Acoustic, Mono, Splits**

A mono split preset with two chamber rooms, one for electric guitar, the other for acoustic guitar. Both are warm rooms.

0.4 Hall/Chamber ADJUST: Blend**Keywords: Acoustic, Classical, Orchestral, Splits**

A large hall with fairly long reverb decay time and a medium sized chamber with short decay time.

0.5 Wind+Brass ADJUST: Blend**Keywords: Acoustic, Instrument, Mono, Splits**

A medium size, clear room with lots of high end. No delays.

0.6 Place>Roomed ADJUST: Blend**Keywords: Room, Short, Small, Cascade.**

An inverse chamber with a short duration and a small slope, creating a slightly gated effect, and a medium size, clear sounding room with short predelay. ADJUST adds the second chamber.

Custom 1: Place Brightness

- 0.7 Dream Hornz** **ADJUST: Fbks**
Keywords: Dynamic, Acoustic, Slap FX, Cascade
 A large, diffuse auditorium with long echo delays. Feedback level is alternated from chamber to room via ADJUST.
- 0.8 Dream Hornz2** **ADJUST: Brightness**
Keywords: Slap FX, Acoustic, Dynamic, Cascade
 A large, diffuse room with long echo delays. Feedback levels and Rt HCs are controlled by ADJUST.
- 0.9 Small Halls** **ADJUST: Blend**
Keywords: Indoor, Natural, Acoustic, Splits
 An average size, unimtimating, fairly bright hall and a mellow, smooth hall.

Electric

- 1.0 GrIn/Flitt** **ADJUST: Blend**
Keywords: Bright, Chamber, Gated, Splits
 A heavy reverb with vibrato that sizzles with the right program material. Flitt is similar, but with a dry sound.
- 1.1 Pico Gates** **ADJUST: Blend**
Keywords: Gated, Short, Unnatural, Splits
 Quick, tight sounding gates with ADJUST varying the shape of the gate.
- 1.2 HiPass/Club** **ADJUST: Blend**
Keywords: Bright, Indoor, Room, Splits
 A fairly bright, hissy effect with high Shape and Spread settings to give a quick delay effect. Club is a medium size room with moderate decay.
- 1.3 Rock Guitars** **ADJUST: Blend**
Keywords: Guitar, Instrument, Mono, Splits
 Mono Split chamber rooms for electric and acoustic guitars. The electric room has a washy effect with a slow build and multi-echo effects. The acoustic room gives the guitar an aggressive sound.
- 1.4 Spritz>Verb** **ADJUST: Amt of Verb**
Keywords: Chamber, Instrument, Echo, Cascade
 The first chamber is a large room with multiple echo reflections and Mid RT set to the shortest duration. The second chamber is a smaller space with long Mid RT. ADJUST adds the second chamber to create a very diffuse reverberated sound.
- 1.5 Brite>Hallit** **ADJUST: Blend**
Keywords: Bright, Chamber, Room, Cascade
 A very clear, sibilant room is transformed into a huge, diffuse chamber using ADJUST. The second chamber helps accomplish this with long Mid RT and predelay.
- 1.6 Echo>Room** **ADJUST: Echo Attitude**
Keywords: Tempo, Echo, Room, Cascade
 The first chamber is a very small space, but has enough echo feedback to give a much larger overall sound. The second chamber is a huge, diffuse room. ADJUST adds the second chamber.
- 1.7 Gate>Hall** **ADJUST: Blend**
Keywords: Gated, Chamber, Short, Cascade
 An inverse chamber with short duration and large slope creating a gated sound, and a large, clear space added via ADJUST.

1.8 Gater>Silkey ADJUST: Blend**Keywords: Room, Short, Cascade**

An inverse chamber with long duration, small slope and high diffusion settings to create a gated reverb. The second chamber is a large, clear hall with a similar frequency response. ADJUST adds the second chamber.

1.9 Slap>Bleed ADJUST: Blend**Keywords: Chamber, Short, Small, Cascade**

This preset uses an inverse chamber with a short duration and very little low-end response. The second chamber is a small room with good high-end response. ADJUST adds the second chamber.

Vocal**2.0 Vocals ADJUST: Contour****Keywords: Bright, Dialog, Vocals, Splits**

This vocal reverb preset ranges from a bright, almost plate-like room to a mid-size average room. ADJUST controls the bass and treble settings.

2.1 Sax+Vox Hall ADJUST: Blend**Keywords: Vocal, Instruments, Mono, Splits**

A mono split preset adjustable between a bright chamber with echoes (great for sax) and a vocal chamber.

2.2 LiveVoxPlate ADJUST: Blend**Keywords: Plate, Vocal, Mono, Splits**

Mono split chamber rooms designed to sound like plates. A Vocal plate with medium Rt and bright timbre and a Dim plate with a darker sound.

2.3 Air>Club ADJUST: Blend**Keywords: Chamber, Natural, Vocal, Cascade**

A short duration inverse chamber with a high diffusion setting, and a medium size, very clear room. ADJUST adds the second chamber.

2.4 Gated>Hiss ADJUST: Blend**Keywords: Vocal, Gated, Medium, Cascade**

A medium-duration inverse chamber, with a large slope on the low end to give it a gated sound. This low-end response is enhanced by adding the second chamber, which has a very high-end responsive, diffuse room with long Mid RT.

2.5 ArchAngels ADJUST: Accent Level**Keywords: Vocal, Tempo, Echo, Splits**

Bright reverb spaces with a dynamic delay/reverb accent for transients. Delay time is tempo-controlled. Perfect to widen a choir.

Custom 1: Feedback**Custom 2: Liveness****2.6 Lead+BackVox ADJUST: Blend****Keywords: Live PA, Mono, Vocal, Splits**

This split mono preset creates two very different reverbs to use on vocals. A short, bright reverb is used for the lead vocals. The background vocals get a much more pronounced reverb to widen their sound by using a longer decay time.

2.7 Small>Hall ADJUST: Blend**Keywords: Vocal, Room, Small, Cascade**

A small hall and a large hall, both with a dark sound. The large hall is much more diffuse. ADJUST toggles the rooms.

Custom 1: Small Brightness**Custom 2: Large Brightness**

2.8 Nonlin>Open **ADJUST: Blend**
Keywords: Room, Short, Unnatural, Cascade

The first chamber uses a medium duration with a high shape setting, creating a very diffuse, inverse reverberation. The second chamber is a very large, diffuse room which is added with ADJUST.

2.9 SmlGate>Chmb **ADJUST: Blend**
Keywords: Chamber, Gated, Medium, Cascade

An inverse chamber emulates a small room with a gated sound. ADJUST adds a second chamber with a larger size and Mid RT.

Drums/Perc

3.0 Nonlin Plus **ADJUST: Tone(1-5)**
Keywords: Drums/Perc, Live PA, Splits

Nonlin (a grainy trash vibe inverse) with an ambient tail to soften the gate.

3.1 PercussHalls **ADJUST: Blend**
Keywords: Drums/Perc, Live PA, Mono, Splits

Two different halls optimized for percussion sound sources. One is small and bouncy, the other is large and smoother. A mono split preset.

3.2 Drums+Vox **ADJUST: Blend**
Keywords: Drums/Perc, Vocal, Mono, Splits

A dual purpose mono split preset for drums and vocals. The drum setting is a medium multi-purpose percussion room. The vocal room is a nice reverb room with a slight echo.

3.3 Gate Weight **ADJUST: Blend**
Keywords: Drums/Perc, Gated, Mono, Splits

Two gated preset settings. One is large with a loose sound, the other is tight sounding with a couple of quick delays.

3.4 Kick+Sn Invrs **ADJUST: Blend**
Keywords: Gated, Drums/Perc, Mono, Splits

Gated percussion effects, one for the snare and a darker one for the kick. A mono split preset.

3.5 Drums/2Kill **ADJUST: Duration**
Keywords: Drums/Perc, Tempo, Room, Splits

Very diffuse chamber with left side reflection controlled by tempo. ADJUST controls duration of inverse chamber.

3.6 Live DRUMrms **ADJUST: Blend**
Keywords: Live PA, Drums/Perc, Tempo, Splits

A medium size room with moderate reflections giving a diffuse overall sound.

3.7 JumpinDrumZ **ADJUST: Feedback**
Keywords: Drums/Perc, Tempo, Live PA, Splits

A clear chamber with moderate taps end echo reflections. Feedback level is controlled by ADJUST.

3.8 Nonlin>Garaj **ADJUST: Blend**
Keywords: Drums/Perc, Unnatural, Short, Cascade

A gated, diffuse chamber with a small slope and a larger, sibilant chamber which is added with ADJUST.

3.9 Room>Woosh ADJUST: Woosh**Keywords: Chamber, Drums/Perc, Short, Cascade**

A small chamber with accurate characteristics, and a medium-sized room with a high-end boost. ADJUST adds the second room.

Custom**4.0 Angels Sing ADJUST: Accent Level****Keywords: Vocal, Bright, Echo, Splits**

Bright reverb rooms with a dynamic delay/reverb accent for transients. Delay time is tempo controlled.

Custom 1: Delay Regen**Custom 2: Liveness****4.1 StompVox FX ADJUST: Decay Power****Keywords: Vocal, Tempo, Special FX, Splits**

Designed for the vocalist who likes to add effects in short duration to voice. Mid RT can be cranked by holding down Footswitch 1. To add a few seconds of strong delays, hold down Footswitch 2. The delays are tempo controlled.

Custom 1: Regen Cycles**4.2 Flitz>Echo ADJUST: Amount of Echo****Keywords: Gated, Echo, Unnatural, Cascade**

A very sibilant chamber with long duration setting, creating a very long inverse reflection. ADJUST adds a very large second chamber with the long echo settings and Mid RT.

Custom 1: Flitz Depth**4.3 Horn Section ADJUST: Blend****Keywords: Mono, Medium, Instrument, Splits**

This split mono preset provides two distinct reverbs for a horn section. The soloist gets a strong reverb with a long reverb time while the reverb designed for the horn section is much more subtle.

Custom 1: Section Brightness**Custom 2: Solo Brightness****4.4 Soliloquy ADJUST: Bass Multiply****Keywords: Vocal, Long, Special FX, Cascade**

The mono level acts as a trigger for the reverb time. While signal is present, the reverb is very subtle. As signal lowers or disappears, Mid RT boosts significantly, processing the ends of phrases with a thick, lush reverb.

Custom 1: Liveness**4.5 Room>Chamber ADJUST: Amount of Chamber****Keywords: Bright, Chamber, Room, Cascade**

A medium size, diffuse chamber and a much larger, brighter chamber. ADJUST adds the second chamber.

Custom 1: Room Liveness**4.6 Hang>BigCan ADJUST: Blend****Keywords: Chamber, Gated, Medium, Cascade**

An inverse chamber with a long duration and large shape and a large room with a very diffuse sound. ADJUST adds the second chamber.

Custom 1: Hang Depth**4.7 Chmbr+Plate ADJUST: Blend****Keywords: Chamber, Plate, Mono, Splits**

A large, diffuse chamber controlled by ADJUST to become a large, bright, diffuse plate.

Custom 1: Chamber Liveness

- 4.8 2 Big Halls** **ADJUST: Blend**
Keywords: Bright, Large, Mono, Splits
 Two chamber halls, one large and benign, the other very big with a darker sound.
Custom 1: A Liveness
Custom 2: B Liveness
- 4.9 2 FakePlates** **ADJUST: Blend**
Keywords: Plates, Instruments, Large, Splits
 Great sounding chamber reverb plates — one bright plate adjustable to a thicker, fuller sounding plate.
Custom 1: Plate A Brightness
Custom 2: Plate B Brightness

Program Bank X2 Post

SmallSpaces

- 0.0 Booth 1/2** **ADJUST: Blend**
Keywords: Dark, Room, Short, Splits
 Booth 1 is a small, dull sounding room with a slight pre delay. Booth 2 is a small room with a more high end, open sound. ADJUST lets you blend the two rooms.
- 0.1 Bathroom M/W** **ADJUST: Blend**
Keywords: Bright, Indoor, Natural, Splits
 Small to medium size rooms with the characteristics of tiled bathrooms. ADJUST blends the two.
- 0.2 Bedroom/Gate** **ADJUST: Blend**
Keywords: Dialog, Gated, Short, Splits
 This dual use preset contains a room which sounds like a bedroom and a nice gate. ADJUST allows you to blend the two effects.
- 0.3 Bath/Gate** **ADJUST: Blend**
Keywords: Chamber, Gated, Natural, Splits
 A nice bathroom effect with very short reflections. ADJUST activates a very effective gate while holding on to the same bathroom characteristics.
- 0.4 Car/Reverse** **ADJUST: Blend**
Keywords: Gated, Indoor, Unnatural, Splits
 The car setting is a muffled, dry effect that emulates the characteristics inside a car. Reverse makes the source sound as if its playing backward.
- 0.5 Oil Drums** **ADJUST: Blend**
Keywords: Bright, Large, Small, Splits
 The effect of tinny metal drums. ADJUST increases the size of the drums.
- 0.6 Two Coffins** **ADJUST: Blend**
Keywords: Mono, Short, Small, Splits
 A wooden coffin with a muffled sound and a metal coffin with a brighter, more reflective sound.
- 0.7 Small Rooms** **ADJUST: Blend**
Keywords: Room, Small, Splits
 A very small reflective room and small, warmer room. Both with little reverb.
Custom 1: Room A Brightness
Custom 2: Room B Brightness

0.8 Close/Closet ADJUST: Blend**Keywords: Dialog, Small, Room, Splits**

Very small environment effects with very little reverb

0.9 Coffin>Heavn ADJUST: Blend**Keywords: Chamber, Room, Large, Cascade**

A small, muffled environment with little high-end or low-end response and a very large, diffuse space with better high-end response.

Medium Spaces**1.0 Garage A+B ADJUST: Blend****Keywords: Indoor, Mono, Room, Splits**

This Mono Split preset recreates the spatial characteristics of a garage. ADJUST increases and decreases the size of the garage.

1.1 Locker/Booth ADJUST: Blend**Keywords: Dialog, Chamber, Medium, Splits**

A locker room effect with reflections and a booth effect which is very dry and tight.

1.2 Garage/Booth ADJUST: Blend**Keywords: Chamber, Gated, Large, Splits**

A large empty garage effect with ADJUST controlling the size of the space from large down to the size of a booth.

1.3 Class/LoGate ADJUST: Blend**Keywords: Chamber, Dialog, Gated, Splits**

The dry reverb characteristics of a classroom adjustable to a bassy gated effect which puts the sound source off to a distance.

1.4 Studio/Gate ADJUST: Blend**Keywords: Chamber, Dialog, Gated, Splits**

Typical dry studio environment adjustable to a good sounding gate.

1.5 Farm Rooms ADJUST: Blend**Keywords: Indoor, Natural, Small, Splits**

With ADJUST turned hard left, the rooms are moderate size. As you turn the knob to the right, the rooms get smaller with less and less reverb.

1.6 Barns ADJUST: Blend**Keywords: Indoor, Room, Splits**

Two chamber rooms, one emulating a big wooden barn with haystacks to absorb the sound, and a metal barn with a brighter, tinnier sound.

1.7 Medium Rooms ADJUST: Blend**Keywords: Room, Medium, Splits**

A room similar to the classic PCM 70 Medium Room. ADJUST turns it into a grainy, abnormal room.

1.8 Room>Smooth ADJUST: Smoothness**Keywords: Chamber, Room, Medium, Cascade**

Two chambers, a bright, small room with a short Mid RT and a very large, diffuse chamber with less high-end response. ADJUST toggles the two.

1.9 Store>Wrhrse ADJUST: Blend**Keywords: Chamber, Room, Indoor, Cascade**

A medium size, unmuffled chamber and a large, diffuse chamber with a high shape setting. ADJUST adds the second chamber.

LargeSpaces

- 2.0 Club/Rehurse** **ADJUST: Blend**
Keywords: Room, Bright, Large, Splits
 Large size rooms with Club having a brighter, more live sound than Rehurse. ADJUST lets you blend the two.
- 2.1 Hangar/Wave** **ADJUST: Blend**
Keywords: Chamber, Gated, Unnatural, Splits
 A large airplane hangar with loads of decay, and a wash effect.
- 2.2 TajMahal/Gat** **ADJUST: Blend**
Keywords: Chamber, Gated, Large, Splits
 A very large chamber with a long decay and a simple, fairly dry, gated effect. ADJUST blends the two.
- 2.3 Gym/DublGate** **ADJUST: Blend**
Keywords: Chamber, Gated, Large, Splits
 Gym is a chamber room with a lengthy decay. DublGate has a reverse gate effect.
- 2.4 5:15 Hall** **ADJUST: Blend**
Keywords: Film-ADR, Mono, Large, Splits
 Mono split chamber rooms, one a pre-show hall with echoes and the other a backstage green room.
- 2.5 Wembley** **ADJUST: Proximity**
Keywords: Large, Special FX, Long, Cascade
 A preset made to emulate the characteristics of Wembley Stadium. ADJUST controls your position in relation to the stage.
- 2.6 Bloom>Gym** **ADJUST: Blend**
Keywords: Chamber, Room, Long, Cascade
 The first chamber consists of a medium-sized, diffuse room, which becomes a gymnasium via ADJUST.
- 2.7 Box>Hall** **ADJUST: Blend**
Keywords: Chamber, Room, Small, Cascade
 Box is a very close, unmuffled sound, like a wooden box. The other chamber is a large, clear hall with good high-end response. ADJUST toggles the two.
- 2.8 Small & Huge** **ADJUST: Blend**
Keywords: Chamber, Large, Small, Splits
 Two chambers adjustable between a very small chamber with little reverb to a very large chamber with loads of reverb and a long decay time.
- 2.9 Skydome** **ADJUST: Liveness**
Keywords: Room, Large, Bright, Splits
 A large indoor environment. ADJUST adds liveness to the sound source.

Cool Places

- 3.0 Igloo** **ADJUST: Blend**
Keywords: Ambience, Special FX, Splits
 Two distinct chamber settings. One with a small, dry sound, the other with a huge, dark sound and a long reverb decay.

- 3.1 Scrap Yard** **ADJUST: Blend**
Keywords: Drums/Perc, Mono, Unnatural, Splits
 Two metallic sounding environments for percussion. A mono split preset.
- 3.2 Rolly+Arena** **ADJUST: Blend**
Keywords: Large, Long, Mono, Splits
 A medium size environment adjustable to a very large arena effect with a long decay.
- 3.3 Stair>Canyon** **ADJUST: Blend**
Keywords: Chamber, Room, Large, Cascade
 A large, diffuse first chamber — ADJUST adds a much larger chamber with very long Mid RT.
- 3.4 Close>Far** **ADJUST: Distance**
Keywords: Chamber, Room, Short, Cascade
 This preset moves the perceived sound source from nearby, to far away, while maintaining the environmental characteristics. One chamber emulates a small, slightly reverberant room, while the other creates the same environment with more distance.
- 3.5 Bricks>Wash** **ADJUST: Wash**
Keywords: Chamber, Room, Bright, Cascade
 The first chamber emulates a medium-sized, diffuse room. ADJUST adds a much larger chamber with a very long predelay.
- 3.6 Tin Castle** **ADJUST: Wall Vibrancy**
Keywords: Chamber, Room, Bright, Cascade
 A large, open space. ADJUST changes the texture of the walls to a very reflective, vibrant metal.
- 3.7 Cemetery** **ADJUST: Blend**
Keywords: Room, Small, Mono, Splits
 A short reverb with reflections creating the cemetery walls. The B side of this preset is one of the spooky underground crypts in the cemetery.
- 3.8 Log Cabin** **ADJUST: Reflections**
Keywords: Chamber, Natural, Room, Cascade
 An open, yet dead, space. ADJUST adds reflections and makes the space livelier.
- 3.9 Brick+Glass** **ADJUST: Blend**
Keywords: Small, Mono, Bright, Splits
 The A side emulates a brick basement room. The B side is greenhouse where the great amount of glass makes the sound very reflective and bright.

Custom

- 4.0 Up & Down** **ADJUST: Speed (1-5)**
Keywords: Special FX, Large, Cascade
 A cool special effects preset with bright escalation and a large, dark fall. ADJUST controls the speed at which the escalation and fall occur.
Custom 1: Inverse Height

- 4.1 Silos** **ADJUST: Blend**
Keywords: Special FX, Splits
 Chamber rooms with characteristics of a grain silo and a missile silo. The grain silo is darker, hollow sounding with a long reverb decay, the missile silo has a distinct metal sound to it with short reverb reflections.
Custom 1: Silo 1 Capacity
Custom 1: Silo 1 Capacity
- 4.2 Rivets>Tank** **ADJUST: Blend**
Keywords: Chamber, Short, Long, Cascade
 Two very diffuse chambers. The first is an inverse chamber with a large slope, shape and duration which creates a sound with two distinct echoes. The second chamber has a very long Mid RT setting, creating a tank effect when it is added with ADJUST.
- 4.3 Phazer>Hall** **ADJUST: Blend**
Keywords: Chamber, Gated, Unnatural, Cascade
 An inverse chamber with a long duration setting. ADJUST adds another chamber with a long Mid RT and a full diffusion setting. The result is a very large, diffuse reverberation with multiple reflections.
Custom 1: Hall Type
- 4.4 Wind+Thunder** **ADJUST: Blend**
Keywords: Custom, Special FX, Mono, Splits
 Use this split mono preset with your nature effects. Use the wind reverb to add an eerie ambience to your signal. The Thunder reverb thickens a clap of thunder and the roar travels off in the distance.
- 4.5 Pitfall!** **ADJUST: Pit Depth**
Keywords: Large, Special FX, Dialog, Cascade
 Input Level acts as an inverse trigger to the reverb time. The weaker the signal gets, the longer the reverb time. Add to screams to simulate falling down a reverberant bottomless pit.
Custom 1: Delay Feedback
- 4.6 TemporalRift** **ADJUST: X Factor**
Keywords: Large, Special FX, Cascade
 An inverse reverb that can add a lot of strangeness to dialog or effects.
Custom 1: Rift Depth
- 4.7 Ricochets** **ADJUST: Blend**
Keywords: Special FX, Mono, Cascade
 Two different reverb effects for bullets ricocheting off of reverberant objects.
Custom 1: Ricochet 1 Length
Custom 2: Ricochet 2 Length
- 4.8 NaturaSpace** **ADJUST: Blend**
Keywords: Room, Natural, Mono, Splits
 A mono split preset with two general, all purpose, natural sounding chamber rooms.
Custom 1: Room A Size
Custom 2: Room B Liveness
- 4.9 Reverse>Echo** **ADJUST: Echo**
Keywords: Chamber, Echo, Unnatural, Cascade
 The first chamber uses a high shape setting to simulate a reverse echo sound in a medium-sized environment. The second chamber is a much larger room with a very long pre-delay. ADJUST adds the second chamber.
Custom 1: Echo Feedback

- 1.1 Surround Vox** **ADJUST: Fade**
Keywords: Large, Surround, Vocal, Splits
 A large, diffuse surround chamber designed for voice. ADJUST controls the level of the rear channel.
- 1.2 LincolnTunnl** **ADJUST: Location**
Keywords: Large, Long, Surround
 The large, reverberant sound from New York, optimized for surround. Choose how far from the tunnel entrance your listening position is with ADJUST.
- 1.3 Empty Stage** **ADJUST: Liveness**
Keywords: Chamber, Surround
 A small, clear surround chamber with pronounced short reflections. ADJUST increases liveness of the chamber.
- 1.4 Vox Chamber** **ADJUST: Liveness**
Keywords: Chamber, Surround
 Combines recirculating echoes which fall away quickly once signal is absent. ADJUST lengthens the reverb decay, which will mask the reflection echoes. For vocals.
- 1.5 Surrnd Club** **ADJUST: Fade**
Keywords: Chamber, Indoor, Surround, Splits
 The front chamber uses large size, Mid RT, Shape and diffusion settings. The surround chamber is very similar in reverberation pattern and is added to the preset with ADJUST.
- 1.6 Surrnd Space** **ADJUST: Fade**
Keywords: Chamber, Long, Surround, Cascade
 The front chamber creates a very large, diffuse reverberation. ADJUST adds the surround chamber, which creates an even larger space.
- 1.7 Lecture Hall** **ADJUST: Attendance**
Keywords: Chamber, Indoor, Surround, Natural
 A large, clear chamber with overall brightness controlled by ADJUST. ADJUST adds people in the room to make it more diffuse without affecting the size.
- 1.8 Bayside Expo** **ADJUST: Fade**
Keywords: Large, Surround, Long
 A very large expo center. Lots of room to get lost in. Select the surround levels with ADJUST.
- 1.9 Tin RearWall** **ADJUST: Fade**
Keywords: Chamber, Dialog, Surround, Splits
 This surround preset has dual characteristics. The front of the chamber is medium size. The rear wall has a long decay and a ringy sound associated with metallic walls. ADJUST controls the level to the rears.

Unnatural FX

- 2.0 InvFront2Bak** **ADJUST: Front 2 Back**
Keywords: Large, Surround, Drums/Perc, Splits
 Large surround chamber preset with pronounced high end. ADJUST switches between front and rear channels.
- 2.1 DiyUpVerbBak** **ADJUST: Delay Feedback**
Keywords: Large, Surround, Tempo, Splits
 Clear chamber with long echo delay times controlled by tempo function. Echo Feedback is controlled by ADJUST.

3.3 StompSwellFX **ADJUST: Fade**
Keywords: Large, Special FX, Surround

With a footswitch, you can control the decay times of the front and back of this chamber. Footswitch 1 swells the front decay. Footswitch 2 swells the rears.

3.4 RollinThundr **ADJUST: Fade**
Keywords: Large, Long, Surround, Special FX

An exaggerated decay that rolls over you from front to rear. Use ADJUST to control the surround levels.

Custom 1: Master Decay

3.5 Dark Cavern **ADJUST: Fade**
Keywords: Large, Dark, Surround, Long

Big and brooding. ADJUST controls the Fade to rear.

Custom 1: Master Delay

3.6 Invertigo **ADJUST: Inverse Delay**
Keywords: Special FX, Surround, Dialog

Listen to this one at 100% wet. An inverse reverb flies over you from the rear to meet the dry signal in the front. Super flipped tape effect! The inverse effect delays the dry signal 500-1000ms, depending on the setting of ADJUST.

3.7 Invertigo2 **ADJUST: Inverse Delay**
Keywords: Special FX, Surround, Dialog

Listen to this one at 100% wet. Similar to Invertigo, with the inverse reverb in the front, and flying overhead to meet the dry signal in the rear. The inverse effect delays the dry signal 500-1000ms, depending on the setting of ADJUST.

3.8 Guitar Hero **ADJUST: Fade**
Keywords: Large, Guitar, Surround, Long

The perfect preset to put a wailing soloist on stage in a huge auditorium. Use ADJUST to increase or decrease the surround levels.

Custom 1: Master Decay

3.9 Stranglehold **ADJUST: Fade**
Keywords: Short, Surround

A tight, almost gated surround reverb.

Custom 1: Master Decay

Clean Slate Presets

- 4.0 Room2/Room2**
- 4.1 Invrs/Invrs**
- 4.2 Chmbr/Invrs**
- 4.3 Invrs/Room2**
- 4.4 Chmbr/Chmbr**
- 4.5 Chmbr>Room2**
- 4.6 Invrs>Chmbr**
- 4.7 Room2>Chmbr**
- 4.8 Invrs>Room2**
- 4.9 Matrix Chmb**

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