

# PCM 80 Pitch FX Preset ERRATA

Presets **X0 0.0 FixYerVox** and **X0 0.1 FixYerVoxChm** on the Version 1.0 PCM Pitch FX Algorithm Card each have a patch parameter error and do not work as described when controlled with MIDI PitchBend. To correct this error on Version 1.0 cards, you must disconnect the PitchBend patch in the presets. Version 1.1 of the Pitch FX card contains this modification. **There are no other changes between Version 1.0 and Version 1.1.**

## On Version 1.0

Disconnect the PitchBend patch, by setting Patch 0 Dst to \*\*\*\*\*Unassigned\*\*\*\*\* as follows:

1. Load the preset (**X0 0.0 FixYerVox** or **X0 0.1 FixYerVoxChm**), and press **Edit**.
2. Press **Up** until the display reads: **Patch 0**.
3. With **Patch 0** displayed, press **Load/\*** until the display reads:

<b>Patch 0</b>	<b>*Src</b>
<b>MIDI</b>	<b>P Bend</b>

This confirms that Patch 0 is assigned to PitchBend — continue to press **Load/\*** until the display reads:

<b>Patch 0</b>	<b>*Dst</b>
<b>Pitch</b>	<b>Shift L+R</b>

4. Turn ADJUST counterclockwise until the display reads:

<b>Patch 0</b>	<b>*Dst</b>
<b>*****Unassigned*****</b>	

5. To save your changes, press **Store**, rename the effect, and save to a register. (See page 2-25 in the Pitch FX User Guide.)

## On Version 1.1

The above modification has already been made to the presets. The description of Version 1.1 **X0 0.0 FixYerVox** should read as follows:

<b>0.0 FixYerVox</b>	<b>ADJUST: Offset</b>	<b>0-100</b>
Turns a marginal singer into a star. Bounce vocals to another track and fix the pitch on the fly. ADJUST gives you $\pm 100$ cents of offset.		

## Note:

To make a version that allows you to control pitch offset with both Pitch Bend and ADJUST, set up the two patches described below on either **FixYerVox** or **FixYerVoxChm**. (In order for this to work correctly, you must have a MIDI PitchBend source connected — and you'll have to wiggle its pitch bender after loading the register to initialize the patch.) Set ADJUST to 64 to get  $\pm 64$  cent pitch correction with the Pitch bender.

<b>Patch 0</b>	<b>Patch 1</b>
Src: ADJUST	Src: P BEND
Dst: Shift L+R	Dst: Shift L+R
000: +0 cents	000: -3600 cents
127: -127 cents	127: -3473 cents

In V1.0, you'll also need to clear patch value 100 (which is set to 100 cents in FixYerVox and FixYerVoxChm).