

Pitch Sequences

2.0 Major Across ADJUST: MasterDly 0-100
A major triad arpeggiated across the stereo field.

2.1 Minor Across ADJUST: MasterDly 0-100
A minor triad arpeggiated across the stereo field.

2.2 Dim hARP ADJUST: GlissRate 0-100
The inputs rise in a diminished arpeggiated scale. This preset turns a harp note into a glissando, or a quarter-note into a harp chord. Individual voices are panned across the stereo field. Stereo In/Stereo Out.

2.3 Dim hARP Vrb ADJUST: GlissRate 0-100
Similar to Dim hARP with an added reverb.

2.4 DimScaleDown ADJUST: ScaleRate 0-100
The inputs descend into a diminished arpeggiated scale. This preset turns one note into a scale or glissando. Individual voices are panned across the stereo spectrum. A little reverb is added.

2.5 GlassCascade ADJUST: MasterDly 0-100
A glassy, chime-like tail makes this great for sustained single-note melodies. Spooky and pretty at the same time. Stereo In/Stereo Out.

2.6 Carnival ADJUST: MstrFdbk 0-100
Turns guitar or piano into steel drums, especially if you play diatonic thirds. Stereo In/Stereo Out.

2.7 Sequence 1 ADJUST: MasterFbk 0-100
Adds M6 and M9 to single note lines. Stereo In/Stereo Out. T

2.8 Sequence 2 ADJUST: MasterFbk 0-100
Similar to Sequence1 with a very different sound. T

2.9 Pentatonics! ADJUST: MasterFbk 0-100
A sequence of notes from the minor pentatonic scale are played for each input note. The input note is treated as the root of the scale. T

Pads & Drones

3.0 JurassicSolo ADJUST: Decay 0-100
A very long plate reverb pitched down a minor third. Spooky. Good for single-note melody soundtracks. Stereo In/Stereo Out.

3.1 SwrlWhInT ADJUST: MasterDly 0-100
An LFO controls FX Width. FX Mix=100% reverb, delay time=0ms. Slightly detuned swirling voices produce a reverb that is especially wonderful on whole notes. Stereo In/Stereo Out.

3.2 Sweet Chorus ADJUST: Spd/Width 0-100
An LFO sine wave alternates detuning from positive to negative pitch values. ADJUST changes both the speed and width of detuning (faster=wider). Stereo In/Stereo Out.

3.3 MirrorChorus ADJUST: Speed 0-100
An LFO square wave alternates detuning from positive to negative pitch values. The pitch shift of the left output is the opposite of the right. Stereo In/Stereo Out.

3.4 LFO Detune ADJUST: Detune 0-100
A slow, chorusy detuner. Stereo In/Stereo Out.

3.5 SpatialDuck ADJUST: cents +/- 0-100
Produces a wash of detuned echoes with long reverb decay. Reverb OutWidth is modulated to create spatial movement and the entire effect is ducked by input level.

3.6 Vibrato BPM ADJUST: Depth 0-100
Tempo control for vibrato synchronized to the beat. T

3.7 VerbatO ADJUST: Depth 0-100
A small stereo chamber reverb routed through a stereo pitch shifter set to create vibrato. A nice way to thicken up a track without messing with the dry sound. T

3.8 WetDtune Dly ADJUST: cents +/- 0-100
A detune chorus feeding long delays and reverb. Just right when you need to add another brick to the wall.

3.9 Acid Chorus ADJUST: speed 0-100
An LFO sine wave alternates detuning of both outputs from positive to negative pitch values. This preset has an extra large amount of detuning. Stereo In/Stereo Out.

Utility Programs (VSO, Dual Mono, Clean Slates)

4.0 Stereo VSO ADJUST: Rvb Mix 0-100
For pitch correcting stereo off-speed playback material. Set the Varispeed parameter (in the Soft row) to match the amount of varispeed used for playback.

4.1 Mono VSO ADJUST: Rvb Mix 0-100
For pitch correcting mono off-speed playback material. Set the Varispeed parameter (in the Soft row) to match the amount of varispeed used for playback.

4.2 Pitch + Rvb1 ADJUST: cents +/- 0-100
The left input feeds a mono in/stereo out dual detuner. The right input feeds a mono in/stereo out reverb. Allows you to process 2 mono sources independently or to process 1 mono source with independent detune and reverb.

4.3 Pitch + Rvb2 ADJUST: HalfSteps 0-24
A variation of Pitch+Rvb1 with the left input feeding a mono in/stereo out chromatic pitch shifter. ADJUST controls the amount of pitch shifting — up (24) or down (0) one octave in half steps.

Presets 4.4-4.9 are clean slate versions of the Pitch FX algorithms with no ADJUST, Soft row or patch assignments. Use them to create your own effects from scratch.

- 4.4 NewVSO-Chmb ADJUST: none
- 4.5 NewQuad>Hall ADJUST: none
- 4.6 NewDual-Chmb ADJUST: none
- 4.7 NewDual-Inv ADJUST: none
- 4.8 NewDual-Pit ADJUST: none
- 4.9 NewSter-Chmb ADJUST: none

lexicon PCM 80 Pitch FX V1.1 Presets

The 100 Pitch FX presets are organized in 2 Banks (X0-X1) 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 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. Full descriptions of each preset are available in the Pitch FX User Guide.

Program Bank X0

Vocal Shift

0.0 FixYerVox ADJUST: Offset 0-100
Turns a marginal singer into a star. Bounce vocals to another track and fix the pitch on the fly. ADJUST gives you ±100 cents of offset to correct any other intonation. Stereo In/Stereo Out.

0.1 FixYerVoxChm ADJUST: Offset 0-100
Similar to FixYerVox with an added vocal chamber for occasions when you run out of tracks and need to fix the pitch while you mix. Stereo In/Stereo Out.

0.2 ThickFixVox ADJUST: Thickness 0-50
Similar to FixYerVoxChm. ADJUST controls the amount of detuning, in cents. Stereo In/Stereo Out.

0.3 Cocomo ADJUST: Thickness 0-100
The inputs are detuned. The left is delayed 31ms, the right 47ms. ADJUST controls detuning in cents. Stereo In/Stereo Out.

0.4 QuadDTune ADJUST: Tune Knob 0-100
Fatten up vocals with 4 pitch shift voices panned across the stereo field. ADJUST sets the amount of detuning. (2 voices go sharp, 2 go flat.)

0.5 ADTStereoIn ADJUST: LFO Rate 0-100
The left input is pitch shifted up, the right input is shifted down. An LFO modulates the pitch from 2-12 cents. Stereo In/Stereo Out.

0.6 TripleTrack ADJUST: Separate 0-100
Adds 2 vocal tracks. ADJUST controls how closely the pitch shifted voices track the original.

0.7 Quad Track ADJUST: Separate 0-100
Similar to TripleTrack, this preset adds a third doubling to the original track.

0.8 Quint Track ADJUST: Separate 0-100
Makes 1 voice sound like 5 by adding 4 double tracks to the original. Each one is slightly out of time and out of tune with the others.

0.9 Add Voices ADJUST: How many? 1-4
A variation of QuintTrack with ADJUST adding 1-4 doublings to the original.

Vocal Harmony

1.0 Major Thirds ADJUST: Inversion 0-4
Allows you to treat the input note as the root or third in major third harmony. ADJUST 0=slight detune, 1=sixth below, 2=third below, 3=third above, 4=sixth above.

1.1 Minor Thirds ADJUST: Inversion 0-4
Allows you to treat the input note as the root or third in minor third harmony. ADJUST 0=slight detune, 1=sixth below, 2=third below, 3=third above, 4=sixth above.

1.2 Major Triads ADJUST: Inversion 0-6
The input note can be harmonized as the root, third or fifth of a major chord. ADJUST 0=slight detune, 1=input is root (1st inversion), 2=input is root (2nd inversion), 3=input is third (1st inversion), 4=input is third (2nd inversion), 5=input is fifth (1st inversion), 6=input is fifth (2nd inversion).

1.3 Minor Triads ADJUST: Inversion 0-6
The input note can be harmonized as the root, third or fifth of a minor chord. ADJUST selects the harmony and inversion as for Major Triads.

1.4 Major & Dbls ADJUST: Inversion 0-4
The input note is doubled and harmonized as the root of a major triad. T

1.5 Minor & Dbls ADJUST: Inversion 0-4
The input note is doubled and harmonized as the root of a minor triad. T

1.6 4ths & Dbl ADJUST: Inversion 0-4
The input note is doubled and harmonized as the root of chord made of 4 perfect fourths.

1.7 MIDI Pitch ADJUST: Rvb Mix 0-100
Harmonizes source material via single notes played on a MIDI keyboard. The amount of pitch shift is determined by the interval above or below middle C. The audio source should not be the one used to generate the MIDI notes.

1.8 MIDI Harmony ADJUST: Rvb Mix 0-100
Play 2 notes at once on a MIDI keyboard to add 2 voices to the input note to create 3-part harmonies relative to middle C. The audio source should not be the one used to generate the MIDI notes.



1.9 MIDI Chord ADJUST: V2 Pitch 1-25
Creates 4-part harmonies. You can add 2 notes to the input note from a MIDI keyboard and dial in an additional fixed harmony with ADJUST (1 octave up or down in half steps). The audio source should not be the one used to generate the MIDI notes. T

Guitar Magic

2.0 SingleDetune ADJUST: 10=unison 0-20
A high quality detuner. ADJUST shifts pitch up or down 10 cents. Detune is at unison when ADJUST=10.

2.1 DualDetune ADJUST: cents +/- 0-100
A classic detune effect with 2 additional voices. The 4 voices are panned across stereo space to widen up the sound. One side shifts up, the other shifts down.

2.2 Phat Detune ADJUST: TuneKnob 0-100
A classic guitar effect. 2 pitch shifters are used to spread out and thicken up the sound. One side shifts up, the other shifts down.

2.3 EGtrPitchRm ADJUST: Fbk Mix 0-50
Produces a rich, room-like halo around every note. Sounds like reverb, but it's not — Choke off a note and you'll hear there's no decay. The effect is created by using pitch shifted echoes with cross feedback controlled by input level. When the input dies out, the X-feedback goes to 0. ADJUST lets you dial some back in.

2.4 VibroShift1 ADJUST: Rate 0-100
A simple unison vibrato. Mix with the original signal for chorusing or use 100% wet for straight vibrato.

2.5 VibroShift2 ADJUST: Rate 0-100
Similar to VibroShift1 with a touch of octave down vibrato. Nice on single notes or chords.

2.6 VibroTrem ADJUST: Rate 0-100
Pitch shift vibrato and out-of-phase tremolo combined for a new take on a retro sound. ADJUST controls the rate of the throb. For the fullest effect, don't mix any dry signal with the PCM 80 output.

2.7 VibroTremRvb ADJUST: Rate 0-100
Another cool take on a vintage effect with reverb added between the vibrato and the tremolo. Play some chunky chords and listen to the verb pump.

2.8 OctDown Verb ADJUST: Oct Mix 0-100
Great with muted single note licks and runs, or chords. The reverb is fed by a unison vibrato and an additional vibrato shifted down one octave. ADJUST controls the mix of the unison and octave. 0=unison only, 50=unison and octave down, 100=octave down only.

2.9 PitchSlapRvb ADJUST: Rvb Tune 0-100
Delivers a tight reverb slap after each note. You can tune the reverb sharp relative to the original note with ADJUST — a little goes a long way.

Instrument Shift & Harmony

3.0 24 String ADJUST: 8va Level 0-100
Fatten up your 6-string with both detuning and an octave up. Stereo In/Stereo Out. T

3.1 HonkyTonkPno ADJUST: Delay 0-100
Go West, young man, to the frontier...and don't forget the pretzels and beer. Stereo In/Stereo Out.

3.2 PowerNotes ADJUST: 5ths Lvl 0-100
Tuned up to give you a power chord from a single note. Each note is doubled at the unison and at an octave down. ADJUST lets you tune in two fifths, one below and one above the input note.

3.3 4-NoteChords ADJUST: Inversion 0-6
Treats the input note as the root or fifth of a major seventh, minor seventh or dominant seventh chord. ADJUST lets you select the chord and the inversion. T

3.4 ModalChords1 ADJUST: Mode 1-8
Produce 4-note chords relative to the input note. ADJUST selects the chord. The chords are voiced in parallel, each chord in root position. T

3.5 ModalChords2 ADJUST: Mode 1-8
A variation of ModalChords1 with the chords voice-led in close position to minimize the amount of pitch shifting required to produce each chord. T

3.6 Chromatic Up ADJUST: HalfSteps 0-12
Straightforward and simple, ADJUST lets you tune any chromatic interval up to an octave above the input note.

3.7 Chromatic Dn ADJUST: HalfSteps 0-12
This variation lets you dial in any chromatic interval down to an octave below the input note.

3.8 FootPdl Oct ADJUST: Up / Down 0-1
Designed to be used with a foot pedal. When connected, it produces a whammy bar slide up or down one octave. ADJUST sets the direction of the slide. 0=up, 1=down. T

3.9 FootPdlChord ADJUST: UnisonMix 0-100
Designed to be used with a foot pedal. In this case, the pedal slides 2 voices from unison to a major sixth (a fourth below and major third above the input note). ADJUST mixes in the original note so you can pedal-slide major chords.

Percussion & Tempo

4.0 SnareTools 1 ADJUST: Crack 0-100
Natural snare reverb with ADJUST "crack" control. Detune is added to the original input before both are sent to the reverb. FX Mix controls the blend of dry vs. pitched signal to achieve optimal "crack". Stereo In/Stereo Out.

4.1 SnareTools 2 ADJUST: Crack 0-100
Trippy backwards effect. Reverb feeds the pitch shifter. Mono In/Stereo Out.

4.2 SnareTools 3 ADJUST: Crack 0-100
Inverse snare reverb with ADJUST "crack" control. Detune is added to the original input before both are sent to the reverb. FX Mix controls the blend of dry vs. pitched signal to achieve optimal "crack". Mono In/Stereo Out.

4.3 TomTomTools ADJUST: Boom! 0-100
Turns oatmeal boxes into cannons. Stereo In/Stereo Out.

4.4 Slap Up BPM ADJUST: pitch 0-100
A tuned percussion plate with a slap pre-delay. Great for unpitched percussion. Use ADJUST to tune the pitch of the reverb above the pitch of the percussion. T

4.5 Slap Dn BPM ADJUST: pitch 0-100
A variation with ADJUST tuning the reverb below the pitch of the percussion source. T

4.6 Thick Slap ADJUST: detune 0-100
This preset detunes the reverb above and below the original source. A great alternative for thickening drums.

4.7 RepeatSlaps ADJUST: Fbk 0-100
Pitched reverb echoes produce arpeggios. Try this with any short percussive track for an interesting effect. ADJUST controls the decay of the arpeggio.

4.8 AutoScratch ADJUST: Rvb Mix 0-100
Run a rhythm bed or drum machine into this preset and it will "scratch it" in tempo. ADJUST adds reverb. T

4.9 Stop n Go ADJUST: Rvb Mix 0-100
A more radical version of AutoScratch. T

Program Bank X1

Sci-Fi FX

0.0 PullThePlug! ADJUST: Off/On 0-1
A special effect that simulates the sound of a tape machine, juke box (etc.) running down when power is cut off in the middle of a tune. Turn ADJUST from 1 to 0 to cut the power, and from 0 to 1 to turn it back on.

0.1 Stargate ADJUST: Velocity 0-100
Transforms a single percussive sound into a spatial wash of ascending and descending pitches. Try this with single drum hits or short sound effect samples.

0.2 WhiteHole ADJUST: Big>Small 0-100
A variation of Stargate that transforms a single sonic event into a randomized series of pitched echoes.

0.3 MotherShip ADJUST: Velocity 0-100
Processing for lift-off or acceleration effects. Drive it with a single impulse or short sound effect to produce a spatial glide that ascends to the limits of audibility.

0.4 XplodeDown ADJUST: Velocity 0-100
Transforms the input source into an eerie downward glide. Use this to add more drama to special effects or single drum hits.

0.5 Xplode Up ADJUST: Velocity 0-100
A variation of XplodeDown with the input source transformed into an upward glide.

0.6 DialogCloner ADJUST: Tuning 0-100
Creates the effect of several people speaking at once. 4 additional voices are added above and below the pitch of the input source. T

0.7 Toon Voices ADJUST: Character 0-7
Changes the character of vocals for special effect dialog tracks. ADJUST creates a range of characters from scary monsters, to chipmunks, to talking bees.

0.8 Evil Voice ADJUST: Pitch 0-100
Downward pitch shift and a touch of reverb are used to turn a normal male speaking voice into something decidedly dark and nasty. ADJUST selects the amount of evil.

0.9 Evil Echoes ADJUST: Pitch 1-100
A special effect with echoes that change pitch as they repeat. ADJUST 1-49=descending pitch, 50=no change, 51-100=ascending pitch.

Pitch & Delay

1.0 Pitch Across ADJUST: Detune 0-100
A single note produces a 4-voice panned delay. ADJUST controls the amount of pitch shift for the 4 voices. Small values produce detuning. The maximum value produces a major arpeggio. T

1.1 PitchEkoRvb ADJUST: Eko/Rvb 0-100
Dual pitch shifters produce a detune/echo effect with reverb. ADJUST lets you set the balance of the two effects from 0 (detune echoes only) to 100 (reverb only). T

1.2 PitchPong ADJUST: DelayRate 0-100
The inputs are delayed, pitched down a little, then cross fed to the other side. Slap echoes bounce from left to right and fall slightly in pitch. An LFO adds chorusing. Stereo In/Stereo Out.

1.3 AR DlyVerb ADJUST: Detune 0-100
When the input level drops, delays fade away into reverb. Stereo In/Stereo Out. T

1.4 In The Air ADJUST: Go 0-1
The inputs are detuned + and - 8 cents. When ADJUST is changed from 0 to 1, a quarter-note delay recirculates through the detuner. Stereo In/Stereo Out.

1.5 Thick>Ducked ADJUST: Detune 0-100
The inputs are detuned. When the input level drops below the threshold, quarter-note delays with regeneration recirculate into the detuners. Stereo In/Stereo Out. T

1.6 FootPdlEkos ADJUST: Detune 0-100
Designed to be used with a foot pedal. A detune chorus is routed through stereo delays and reverb with pedal control of input level. Use the pedal to capture specific phrases in the delays/reverb. Great with guitar and other solo instruments. T

1.7 DualDTuneDly ADJUST: cents +/- 0-100
This preset combines 2 detuned voices with delays. Controls for the delays and reverb are in the Soft row.

1.8 QuaDTuneDly1 ADJUST: TuneKnob 0-100
For thicker detune and delay effects, this preset uses 4 pitch shifters for detuning. ADJUST controls the pitch spread of the shifters. Delay and reverb controls are in the Soft row.

1.9 QuaDTuneDly2 ADJUST: TuneKnob 0-100
Similar to QuadTuneDly1 with the delays set to rhythmic values (eighths and triplets). T