

# lexicon

# PCM 90 Presets

250 PCM 90 presets are organized in 5 Banks (P0-P4) of 50 presets/Bank (numbered 0.0 – 4.9). Press **Program Banks** repeatedly to cycle through the Banks. Turn SELECT to scroll through all of the presets. Press **Load/\*** to load any displayed preset. Press **Program Banks** once beyond the last bank to display selected presets sorted by KeyWord. (To sort by a different KeyWord, press **Control**, then turn SELECT to display 1.8. Turn ADJUST to select a new KeyWord.) 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, many 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. Press **Edit** to access the most useful parameters for each effect as well as any Custom Controls. Full descriptions of each preset are available in the PCM 90 User Guide.

## Program Bank P0: Halls

### Orchestral

- 0.0 Deep Blue** ADJUST: Decay  
An all-purpose hall with moderate size and delay time.
- 0.1 Large Hall** ADJUST: Decay  
A large hall with a gentle bloom in the reverberation envelope.
- 0.2 Medium Hall** ADJUST: Decay  
A natural sounding medium-size hall, with moderate decay.
- 0.3 Small Hall** ADJUST: Predelay  
A natural sounding small hall with bright initial reverb that decays quickly.
- Presets 0.4-0.6 are similar to 0.1-0.3, with added reflections from a stage.
- 0.4 L Hall+Stage** ADJUST: Stage Size
- 0.5 M Hall+Stage** ADJUST: Stage Size
- 0.6 S Hall+Stage** ADJUST: Stage Size
- 0.7 Gothic Hall** ADJUST: Decay  
A large, spacious and filtered, medium-bright hall made of stone. Smaller room sizes add density to the sound.
- 0.8 Concert Hall** ADJUST: Decay  
A large, smooth, dark and lush hall. Very dense with reflections added to reinforce the sound. Classic Lexicon!
- 0.9 Small Church** ADJUST: Decay  
A small hall with no reflections and short decay time.

### Vocal

- 1.0 Choir Hall** ADJUST: Decay  
A medium-sized space with lots of reflections. Fairly dark timbre and a bit of predelay make it more suitable for a group of voices than for solos.
- 1.1 Vocal Hall** ADJUST: Liveness  
A medium-sized hall with short, clear reverb decay that doesn't get in the way of the source. Great for vocals or any instrument with very defined pitch, such as piano.
- 1.2 Vocal Hall2** ADJUST: Liveness  
A fairly large hall with a generous reverb decay. A flat high cut keeps the tail from muddying the source.
- 1.3 VocalConcert** ADJUST: Seating  
An enormous, slightly reflective room. ADJUST sets your distance from the stage.
- 1.4 Rise'n Hall** ADJUST: Decay  
A strange hall with a long early reflection rise and a short decay, creating an echo verb effect for leads.
- 1.5 Good Ol' Verb** ADJUST: Attitude  
A quick solution when you're looking for a well rounded reverb.
- 1.6 Deep Verb** ADJUST: Decay  
A large, washy, chorused space.
- 1.7 Vocal Magic** ADJUST: Decay  
A lovely reverb with short decay — a perfect vocal reverb.
- 1.8 Wide Vox** ADJUST: Width Arc  
Close delays double the source. ADJUST widens the signal.
- 1.9 Slap Hall** ADJUST: Decay  
Provides a dense reverb with a soft initial double tap of the source, before darkening and decaying.

### Live Sound

- 2.0 Live Arena** ADJUST: Seating  
A very large hall with moderate reverb decay time for non-percussive sources.
- 2.1 Real Hall** ADJUST: Decay  
A small, relatively bright sounding hall for all program material.
- 2.2 Great Hall** ADJUST: Decay  
A great hall reverb that works well with all program material.
- 2.3 Brick Wallz** ADJUST: Decay  
A wide and abrupt sounding, gated effect.
- 2.4 Cannon Gate** ADJUST: Decay  
A medium-sized room with sharp, medium long decay. Great on percussive and lead sounds.
- 2.5 Spatial Hall** ADJUST: Decay  
A strange hall with an LFO controlling spatial EQ. The reverb tail moves in and out of the stereo field.
- 2.6 Nonlin Wrhse** ADJUST: Decay Level  
A large nonlinear reverb that sounds like a gated warehouse.
- 2.7 Sizzle Hall** ADJUST: Decay  
A bright, close hall with medium short decay and a very live reverb quality.
- 2.8 Bright Hall** ADJUST: Tail Brightness  
A light reverb with a great deal of high end activity. Designed to provide a lush, bright reverb to cut through the darkness in live settings.
- 2.9 Utility Hall** ADJUST: Decay  
A large hall with very little high frequency content. Adds spaciousness to all sounds without getting in the way.
- 3.0 Horns Hall** ADJUST: Timbre  
A very large space, ideal for horns.
- 3.1 Snare Gate** ADJUST: Release & Threshold  
A tight, gated hall reverb for snares and percussive instruments. Roomy and dense when open, slamming shut abruptly.
- 3.2 Guitar Cave** ADJUST: Decay  
Long predelay with recirculating echoes. The main delay taps give it a lot of left and right bouncing activity. Great solo preset.
- 3.3 Drum Cave** ADJUST: Decay  
A medium sized cave with short decay time.
- 3.4 Saxy Hangar** ADJUST: Out Width  
An airplane hangar designed for a spacious sax solo.
- 3.5 Gated Hall** ADJUST: Room Size  
If it were possible to have a gated hall, it would sound like this.
- 3.6 For The Toms** ADJUST: Room Type  
A large, dense room reverb for toms and other percussives.
- 3.7 Synth Hall** ADJUST: Decay  
A chorused hall with long decay time for all synth type pads and washes. Also good on strings.
- 3.8 ShortReverse** ADJUST: Shape  
A short reverse reverb with a quick build up and short decay. Good for leads and percussives.
- 3.9 GtrBalladBPM** ADJUST: High Cut  
A medium-sized room that blends a 2-second reverb decay with tempo-controlled delay tap.

### Custom

- 4.0 Tidal Hall** ADJUST: LFO1 Rate  
A strange hall with an LFO controlling reverb high cut as well as creating an "in and out" kind of washing action on the verb.
- 4.1 Dream Hall** ADJUST: LFO1 & LFO2 Rates  
A bright, crystalline hall with potent but subtle delay taps that pan randomly from left to right, then fade.
- 4.2 PumpVerb** ADJUST: Decay  
A strange, semi-gated reverb with pumping from a compressor. Try this on drums and percussives.
- 4.3 PanHallBPM** ADJUST: Tap Rate  
An LFO patched to OutWidth creates a subtle sweeping sensation.
- 4.4 Utility Verb** ADJUST: Out Width  
A general, all purpose reverb.
- 4.5 Museum Hall** ADJUST: Reflective Material  
A reverberant hall like a large room in a museum.
- 4.6 Nonlinear#1** ADJUST: Room Size  
A dense, medium long, nonlinear gated verb. Good for all sorts of program material, especially percussive sounds.
- 4.7 Tap BrickBPM** ADJUST: Tap Rate  
A very reflective sound, as if the source were pounding against a brick wall. The LFO opens up the Mid RT and controls OutWidth in tempo-controlled cycles.
- 4.8 Gen. Concert** ADJUST: not patched  
A generic concert hall. Use this as a starting place to make your own concert hall effects.
- 4.9 Gen. RHall** ADJUST: not patched  
A generic hall with random reflections. Use this as a starting place to make your own random hall effects.

## Program Bank P1: Rooms

### Instrument

- 0.0 Large Room** ADJUST: Decay  
A perfectly smooth listening room with high diffusion. Very natural sounding on any sound source.
- 0.1 Medium Room** ADJUST: Decay  
A smaller version of Large Room.
- 0.2 Small Room** ADJUST: Decay  
A tight, but smooth and natural sounding room.
- 0.3 Guitar Room** ADJUST: High Cut  
A tight and punchy ambience effect, combining the smallest of sizes and reverb times.
- 0.4 Organ Room** ADJUST: Low Rt  
A Chamber/Room effect for organ and other keyboards.
- 0.5 LargeChamber** ADJUST: Decay  
A smooth, large reverberant space using Shape and Spread to add some definition.
- 0.6 SmallChamber** ADJUST: Decay  
Similar to Large Chamber with tighter Mid Rt and smaller size.
- 0.7 SpinningRoom** ADJUST: Speed  
A nice Ambience reverb with a circular sweep of Out Width. Great as a special effect or for adding movement to a mix.
- 0.8 Wide Chamber** ADJUST: Decay  
A big, wide space with a dark, somber effect.

**0.9 Tiled Room** ADJUST: Rt HC  
Just what you'd expect — an incredibly sibilant and bright reverberant space.

### Vocal

**1.0 Brite Vocal** ADJUST: High Cut  
A bit of predelay separates bright reverb from the source for definition and clarity on vocals.

**1.1 Vocal Space** ADJUST: Size  
A short Mid RT and small Size — an ideal space for vocals due to the use of Shape and Spread.

**1.2 Vocal Amb** ADJUST: Diffusion  
Short and soft. A very realistic small room.

**1.3 VerySmallAmb** ADJUST: Width  
Just like Vocal Amb, but smaller and tighter. ADJUST provides mono-to-stereo OutWidth control.

**1.4 S VocalSpace** ADJUST: High Cut  
A small, smooth space, well-suited for vocals. A Decay Level of -8dB keeps the reverb from becoming overpowering.

**1.5 L VocalSpace** ADJUST: High Cut  
A bigger version of S VocalSpace.

**1.6 S Vocal Amb** ADJUST: Diffusion  
Custom 1 in the Soft row lets you choose the right studio for your vocalist.

**1.7 L Vocal Amb** ADJUST: Diffusion  
A more spacious version of S Vocal Amb. Set to Studio "A".

**1.8 AmbientSus** ADJUST: Size  
A bit of dry delay makes this a sweet selection for your vocal tracks. The subtleties of this preset also suit instruments.

**1.9 Vocal Booth** ADJUST: Walls/Size  
The most confining of isolation booths.

### Live Sound

**2.0 LargeSpace** ADJUST: Decay  
Designed for live sound reinforcement in all situations.

**2.1 Med. Space** ADJUST: Decay  
A small, intimate setting with smooth reverb and soft timbre.

**2.2 Delay Space** ADJUST: Decay  
Attitude for live drums, guitar, or vocals with a less dominating reverb, punchier sound, and lots of delay.

**2.3 BigBoom Room** ADJUST: Blend  
Saturated with bottom-heavy, dense reverb. Configure the input as stereo or mono.

**2.4 Tight Space** ADJUST: Proximity  
Vibrancy and attitude with a gated feel to give live drums an extra push.

**2.5 Reflect Room** ADJUST: Arena Size  
Super-saturated, atmospheric quality. Great for creating a dreamy landscape for solo instrument or vocals.

**2.6 RockRoom** ADJUST: Liveness  
Extremely bright live drum sound with no RT HC.

**2.7 Real Room** ADJUST: Size  
A natural reverb for a live setting. Smooth and subtle on anything you throw at it.

**2.8 Spatial Bass** ADJUST: High Cut  
Spatial EQ bass boost enhances the lower frequencies of your sound source and combines it with a bright reverb on top.

**2.9 Great Room** ADJUST: Liveness  
The warm smooth reverb of Real Room with more decay time and an overall warmer timbre.

### Drums&Perc

**3.0 Drum Room** ADJUST: Size  
A dark preset with dense, saturated reverb for the whole drum kit.

**3.1 Snare Trash** ADJUST: Rt HC  
Large room size, short Mid Rt, and Spatial EQ bass boost all play a significant role in this snare reverb.

**3.2 MetallicRoom** ADJUST: Decay Lvl  
A resonant drum preset with very small Size and Mid Rt settings. Best on individual drums rather than the whole kit.

**3.3 Slap Place** ADJUST: Pre Delay  
A dark and wet reverb. Medium room size and long reverb tail make this a good choice for a big drum sound.

**3.4 PercussPlace** ADJUST: Decay Lvl  
Congas, bongos, bells and whistles are all at home with this preset. A full and resonant reverb accentuates the transients as well as the pitch material in percussive instruments.

**3.5 PercussRoom** ADJUST: Decay Lvl  
Similar to PercussPlace with slightly smaller Mid Rt and Size settings for a more intimate effect.

**3.6 Room 4 Drums** ADJUST: Decay Lvl  
All you could ever want for drums — punch, attitude, and a tight, beefy reverb. Crank it up!

**3.7 Sloppy Place** ADJUST: Sloppiness  
An unnatural room reverb that will enhance any drum track.

**3.8 WideSlapDrum** ADJUST: Spatial Enhance  
A special drum effect with ADJUST taking you from narrow and dry to wide and slap happy.

**3.9 InverseDrums** ADJUST: Spread  
A backwards effect. Great as a special effect for one drum, or the whole kit. ADJUST lets you smooth out or tighten up the time it takes to get that perfect backwards sound.

### Custom

**4.0 PCM 60 Room** ADJUST: Reverb Time  
Let this preset take you back to the good old days when life and reverbs were simple. Four Custom Controls in the Soft row let you control Size, exercise a wonderful feeling of power with Bass/Treble Contour control, create backwards effects and adjustable echoes.

**4.1 InverseRoom2** ADJUST: Width  
Lots of options via ADJUST and Custom Controls to create a great backwards effect.

**4.2 BeeBeeSlapz** ADJUST: Feedback  
Perfect for creating dreamy soundscapes and atmospheric moods dripping with reverb.

**4.3 Storeroom** ADJUST: Amount of Boxes  
Use ADJUST to decide how empty or full this storeroom is. Soft row parameters let you customize the space.

**4.4 Split Rooms** ADJUST: Reverb Balance  
A Chamber/Room where a small room and a big, bright chamber are patched with the AR Envelope to Mono InLvl.

**4.5 Spatial Room** ADJUST: Spatial Movement  
Similar to SpinningRoom with different parameters and more Custom Controls.

**4.6 Hole Room** ADJUST: Decay  
A dense concert hall.

**4.7 Storage Tank** ADJUST: Fullness/Size  
A storage tank with a metallic sound and bright resonance.

**4.8 StrangePlace** ADJUST: Chorus  
A super-tight concert hall with lots of spatial enhancement.

**4.9 Gen. Ambi** ADJUST: None  
A generic ambience effect. Use this as a starting place to make your own ambience effects.

## Program Bank P2: Plates

### Instrument

**0.0 Just Plate** ADJUST: Liveness  
A basic plate for any kind of sound source.

**0.1 Rich Plate** ADJUST: Decay  
An old standard, bright and diffuse.

**0.2 Gold Plate:** ADJUST: Size & Decay  
A classic plate with long decay and medium high end response.

**0.3 Plate4Brass** ADJUST: Rt HC  
A good plate for brass sounds.

**0.4 Rock Plate** ADJUST: Out Width  
A big boomy dark plate with a moderate reverb tail for high frequency sound sources where you do not want to add more high end.

**0.5 Eko Plate** ADJUST: Mstr Delay  
A sweet combination of recirculating pre-echoes and bright sounding reverb for guitar and keys.

**0.6 A.Gtr Plate** ADJUST: Dly Lvl  
A really smooth plate with a slow reverb build for acoustic guitar.

**0.7 SynthLdBPM** ADJUST: Delay Lvl  
A medium bright plate with tempo delays optimized for use with synth patches.

**0.8 Floyd Wash** ADJUST: In Width:OutWidth  
A big plate reverb with long predelay and repeating echo delays to add a spacey wash to slow program material. Great for guitar and synth sounds.

**0.9 GtrPlateBPM** ADJUST: Dry Dly  
A moderate size dark plate reverb optimized for guitar with tempo-driven delays to fatten up the sound.

### Vocal

**1.0 Vocal Plate** ADJUST: Decay  
A short plate with low diffusion. Great for a solo vocal track.

**1.1 Vocal Plate2** ADJUST: Liveness  
A large plate with a moderate decay time for backing vocals.

**1.2 SmVoxPlate** ADJUST: Decay  
A small bright plate for vocals.

**1.3 VocIEkoPlate** ADJUST: PreDelay  
A large dark plate with just the right amount of delay to enhance vocal tracks.

**1.4 Choir Plate** ADJUST: Choir Size & Type  
A large silky plate with a long decay time for background vocals.

**1.5 Multi Vox** ADJUST: Size & Decay  
A small short plate. Designed for gang vocals.

**1.6 Bright Vox** ADJUST: Darkknob  
A large bright plate with a long decay time for various vocals.

**1.7 VocIEcho BPM** ADJUST: Dry Signal Pan  
A silky smooth plate with moderate decay time and recirculating delays. Great for all vocals.

**1.8 VocalTapBPM** ADJUST: Reverb Level  
Similar to VocalEchoBPM with different delay taps.

**1.9 VocalTapBPM2** ADJUST: Size  
Similar to VocalEcho BPM with a more linear straight BPM delay.

### Live Sound

**2.0 Live Plate** ADJUST: Decay  
A crisp clean basic plate with medium decay time and low bass response optimized for live PA applications.

**2.1 Clean Plate** ADJUST: Diffusion  
A clean plate with ADJUST control of diffusion.

**2.2 Live Gate** ADJUST: Gate or Inverse  
Change from a tight gate or crisp inverse sounds on the fly.

**2.3 Bright Plate** ADJUST: Liveness  
A small bright plate with short decay time. Great for enhancing an instrument without overpowering it.

**2.4 Hot Plate** ADJUST: Plate Temperature  
A medium sizzling plate optimized for live sound mixing, good for all material.

**2.5 Ever Plate** ADJUST: Decay  
Mono Level is patched to Attack and Spread in this ever-changing plate.

**2.6 Warm Plate**      **ADJUST: Decay**  
A slightly warmer plate with less edge. Try this on a solo acoustic guitar performance.

**2.7 Live Drums**      **ADJUST: High Cut**  
A medium plate with short reverb time. Great for a full kit!

**2.8 Great Plate**      **ADJUST: Decay**  
A basic plate for most any sound source. Not too dark and not too bright!

**2.9 PlateDlyBPM**      **ADJUST: Reverb Lvl**  
This preset can be a plate reverb, a tap tempo delay or both!

### Drums&Perc

**3.0 Big Drums**      **ADJUST: Size**  
A medium size plate with high diffusion and moderate decay.

**3.1 Drum Plate**      **ADJUST: Decay**  
A large dark plate with high diffusion and a long decay time. The ultimate drum plate!

**3.2 Fat Drums**      **ADJUST: Reverb Attack**  
A moderate sized deep sounding plate with a high attack time.

**3.3 Cool Plate**      **ADJUST: Liveness**  
A short dull plate for percussion.

**3.4 Tight Plate**      **ADJUST: Decay**  
Small and tight with moderate diffusion. Use this to add punch to percussion tracks.

**3.5 Short Plate**      **ADJUST: Decay**  
A short plate reverb with a fairly short decay time and good high end. Great for a full kit.

**3.6 Dark Plate**      **ADJUST: Diffusion**  
A classic! Dark and smooth with a long decay time to fatten any percussion track.

**3.7 Plate Gate**      **ADJUST: Pre Delay**  
A gate with the tonal qualities of a plate. The ultimate drum gate!

**3.8 Plate Gate 2**      **ADJUST: Size**  
A heavy, dense, short, nonlinear reverb designed to emulate a plate.

**3.9 Bongo Plate**      **ADJUST: Diffusion**  
Gives bongos and native drums thickness. ADJUST allows you to smooth out the sound.

### Custom

**4.0 Plate 90**      **ADJUST: Attitude**  
A general purpose, dark plate.

**4.1 WhatTheHeck?:**      **ADJUST: LFO2**  
A tap tempo-controlled LFO1 modulates High Cut. ADJUST controls the speed of LFO 2 which modulates OutWidth.

**4.2 GtrDlyPlate:**      **ADJUST: Delay Separation**  
A basic guitar delay with some plate reverb mixed in.

**4.3 Patterns BPM:**      **ADJUST: LFO Rate**  
A tempo-driven spatial effect that moves delays around the room. Use ADJUST for more dramatic spatial effects on any sound source.

**4.4 MultiPlateDly:**      **ADJUST: Tap Delay Speed**  
A multi-purpose plate delay with Custom Controls for some unique spatial effects.

**4.5 MonoOrStereo:**      **ADJUST: Mono or Stereo**  
A general plate that can be run in mono, stereo or any of 3 choices in between.

**4.6 TapDelayBPM:**      **ADJUST: Eko Feedback Decay**  
An all purpose tap tempo delay with a small amount of plate reverb.

**4.7 Spatial Plate:**      **ADJUST: LFO 1 & 2**  
A spatial plate reverb with two LFOs independently controlling InWidth and OutWidth scaled inversely.

**4.8 PanEkoBPM:**      **ADJUST: Panning Speed**  
LFOs modulate dry reflections levels to give you a panning effect. InWidth and OutWidth are inversely scaled to produce some interesting spatial effects with Custom Controls.

**4.9 Gen. Plate:**      **ADJUST: Not Patched**  
A generic plate preset. Use this as a starting point to make your own plate presets.

### Program Bank P3: Post

#### Indoor Small

**0.0 Cabin Fever**      **ADJUST: Decay**  
Sounds like you've been snowed in too long! Basically a dead space — muffled and not much width.

**0.1 Echo/Kitchen**      **ADJUST: Blend**  
A split program providing a syncopated echo delay, and a reverb like the inside of a small kitchen.

**0.2 HardwoodRoom**      **ADJUST: Size**  
Designed to sound like a room with a hardwood floor.

**0.3 MeetingRoom**      **ADJUST: Decay**  
Hotel-like meeting room. The wet mix sounds like the microphone is at the back of the room.

**0.4 Locker Room**      **ADJUST: Decay**  
The ambience of a locker room.

**0.5 Living Room**      **ADJUST: Size**  
A soft room with short Rt and some stereo width removed.

**0.6 Bedroom**      **ADJUST: Size**  
A small bedroom with furniture and heavy curtains. Good on lots of instruments and drums.

**0.7 Dual Closets**      **ADJUST: Blend**  
A split effect with an empty and a full closet.

**0.8 Phone Booth**      **ADJUST: Size**  
How much sound can you squeeze into a phone booth? A Custom Control in the Soft row links pre delay, dry delay, and dry delay mix to change the characteristics of the booth.

**0.9 Coffin**      **ADJUST: Mix**  
A tight small space. ADJUST controls dry delay mix to brighten or deaden the sound for an open or closed casket.

#### Indoor Large

**1.0 MetalChamber**      **ADJUST: Decay**  
Short, boomy, and bright. Like the inside of an anechoic chamber without the absorption cones.

**1.1 Stairwell**      **ADJUST: Number Of Floors**  
Short decay of a single room, to large reflections lost in the high-rise.

**1.2 Make-A-Space**      **ADJUST: Decay**  
ADJUST and Liveness controls let you quickly design your own space.

**1.3 Dly/Hallway**      **ADJUST: Blend**  
A split program with a short ping-pong delay, and a medium-long hallway reverb.

**1.4 LectureHalls**      **ADJUST: Blend**  
A split program with an empty and a full hall.

**1.5 Dance Hall**      **ADJUST: Decay**  
A medium bright hall.

**1.6 Ballrooms**      **ADJUST: Blend**  
A split program providing two different shaped ballrooms: a rectangular-shaped room with strong reflections and a fan-shaped room with a smooth decay.

**1.7 Empty Club**      **ADJUST: Decay**  
Typical Monday night at the club. Reflections and delays simulate the emptiness.

**1.8 NYC Clubs**      **ADJUST: Blend**  
A split program with the acoustics of two famous New York City nightclubs.

**1.9 Sports Verbs**      **ADJUST: Blend**  
A split reverb with the inside of a locker room, and a large empty arena.

### Outdoor

**2.0 Inside-Out**      **ADJUST: Decay**  
A strange hall reverb with input level controlling the output width of the reverb. At high levels the signal goes mono. As it decays, the sound fills out the stereo field.

**2.1 Outdoor PA**      **ADJUST: Mix**  
An open space without much reflection. Takes advantage of maximum DryDly time with no Pre Delay to provide a simple outdoor echo.

**2.2 Outdoor PA 2**      **ADJUST: Decay/DecayLvl**  
Similar to Outdoor PA. ADJUST provides 5 different settings.

**2.3 Two Autos**      **ADJUST: Blend**  
The inside of a VW van and the inside of a VW bug.

**2.4 NYC Tunnels**      **ADJUST: Blend**  
A split reverb simulating two automobile tunnels.

**2.5 Indoors/Out**      **ADJUST: Blend**  
A medium chamber and an outdoor space.

**2.6 Echo Beach**      **ADJUST: Mstr Delays**  
Echo, echo, echo. Custom 1 selects the two echoes.

**2.7 Block Party**      **ADJUST: Pre Delay**  
Input signals reflect off brick buildings and paved surfaces, down alleys and up to the rooftops.

**2.8 Stadium**      **ADJUST: Decay**  
Designed to simulate a large sports stadium.

**2.9 Dull/Bright**      **ADJUST: Blend**  
A dull backstage sound and a large open space.

### Spatial

**3.0 Wobble Room**      **ADJUST: Delay Lvl**  
An LFO drives OutWidth to make the room wobble. A Custom Control allows you to set the LFO rate.

**3.1 Spatializer**      **ADJUST: Out Width**  
Compress and Expand ratios are cranked. A Custom Control allows you to vary liveness from dull to bright. Compression and expansion parameters are also available in the Soft row.

**3.2 Mic Location**      **ADJUST: Delay Mix**  
Use bipolar ADJUST to add Predelay or Dry Delay effects. The center position is dry close mic. Mono drops out at either extreme.

**3.3 Voices?**      **ADJUST: More Voices**  
Get lost in the crowd. ADJUST produces multiple voices.

**3.4 Voices? 2**      **ADJUST: More Voices**  
Similar to Voices? with OutWidth controlled by an LFO for a maddening spatial effect. ADJUST sets the delays. Custom 1 sets the rate, decreasing depth as rate is increased to maintain smooth transitions.

**3.5 Voices? BPM**      **ADJUST: More Voices**  
Tempo drives individual left/right delays. As in Voices? 2, OutWidth is modulated by an LFO, with rate set by Custom 1.

**3.6 MovingDelays**      **ADJUST: High Cut**  
An LFO modulates OutWidth to produce wildly moving echoes with left and right delays 500ms apart.

**3.7 Window**      **ADJUST: Window**  
The sound source is on the opposite side of windows that can be opened or closed with ADJUST.

**3.8 Wall Slap**      **ADJUST: Decay Lvl**  
Use ADJUST to determine the wall texture. Custom 1 links predelay, dry delay, and the dry delay mix. Fully clockwise is dry, anything less introduces ambience.

**3.9 BombayClub**      **ADJUST: Location**  
ADJUST varies Decay, Out Width, and High Cut to simulate different locations within the club. Custom 1 links predelay, dry delay, and the dry delay mix. Fully clockwise is dry, anything less introduces ambience.

**Custom**

- 4.0 X Variable** ADJUST: **Decay**  
Custom Controls are the solution to this variable equation. Custom 1 links Rt HC, Crossover, and Shape to vary liveness from dull to bright. Custom 2 links Reflect Mstr Dly and Size for different reflections; 0 is all pre delay with no reflections. Predelay is also located in the Soft row for convenience.
- 4.1 Y Variable** ADJUST: **Decay**  
A Random Hall version of X Variable with Custom 2 varying reflections. The Soft row also contains Delay parameters.
- 4.2 Sound Check** ADJUST: **Decay**  
Imagine an empty hall, club, or arena from the perspective of the stage. ADJUST lets you choose the venue.
- 4.3 Sound Stage** ADJUST: **Decay**  
Custom 1 changes the Pre Delay/Dry Delay mix to vary the ambience.
- 4.4 BPM Looper** ADJUST: **Response**  
Tempo drives a time switch which ramps delay feedback for interesting looping effects. Great for wild drum machine rhythms with Tempo Source set to MIDI.
- 4.5 Reverse Taps** ADJUST: **Decay**  
ADJUST provides 5 choices of Mid Rt from 0.292-32.49 sec. Tempo sets Reflect Dly L/R to vary the reverse effect.
- 4.6 Air Pressure** ADJUST: **Compress/Expand**  
Use ADJUST to select compression or expansion and Custom 1 to add reverb.
- 4.7 The Tomb** ADJUST: **Decay**  
Places source material within a very reflective tomb. ADJUST moves the source deeper into this scary space. Custom Controls in the Soft row give additional variations in darkness.
- 4.8 Mythology** ADJUST: **Decay**  
Size and Delay are inversely proportionate to Custom 3; 0=long delay with minimal size, 50=large size with half the delay. Great for supernatural dialog.
- 4.9 Mr. Vader** ADJUST: **Special Effect Type**  
Use ADJUST to select Buzzing or Modulated special effects for out-of-this-world voice or techno-pop.

**Program Bank P4: Splits****Mono**

These presets provide dual independent mono input machines with a combined stereo output. These are utilized fully by connecting each input to a dedicated console effect send.

- 0.0 Chamber/Room** ADJUST: **Chamber/Room**  
Two independent reverberators — ADJUST allows you to monitor the Chamber, the Room or both.
- 0.1 Two Chambers** ADJUST: **Wood/Brick**  
A live reflective brick chamber and a dark, dense wood room.
- 0.2 Hall/Room** ADJUST: **Hall/Room**  
The Chamber reverb is configured to sound like a large hall while the Room maintains its smaller size and depth.
- 0.3 Mono Halls** ADJUST: **Left Hall, Right Hall**  
Left and right inputs are sent independently to two halls.
- 0.4 LgKick/Snare** ADJUST: **Kick/Snare**  
Designed for kick and snare — ADJUST allows you to monitor a single input while Input Configuration in the Soft row allows you to switch the effect for each instrument.
- 0.5 Keys Room** ADJUST: **Clavinet/Organ**  
Designed for Clavinet and Organ — ADJUST lets you swap the input into each Room.
- 0.6 Two Guitars** ADJUST: **Gtr1/Gtr2**  
Designed with a duo in mind, the Acoustic guitar space is fairly small and ambient, while the Electric guitar space is in a large wash with a bit of echo.

**0.7 Fusion BD/SN** ADJUST: **Kick/Snare**  
Ideal for adding live Room ambience to kick and snare. A Soft row parameter swaps the inputs.

**0.8 Dual Drums** ADJUST: **Chamber/Room**  
Similar to Fusion BD/SN — 2 great drum rooms.

**0.9 SmKick/Snare** ADJUST: **Kick/Snare**  
A smaller version of LgKick/Snare for snare and bass drums.

**Stereo**

The stereo input configuration of the Chamber/Room algorithm provides these 2 stereo-in, stereo-out effects.

**1.0 Vocal Verbs** ADJUST: **Lead/Backing**  
Reverbs designed for background and lead vocals.

**1.1 Studio Rooms** ADJUST: **StudioA/Studio B**  
Two different sounding studio rooms for all program material.

**1.2 Hard Rooms** ADJUST: **Smooth/Ragged**  
A ragged, bright small room, and a smooth, medium room.

**1.3 Random Rooms** ADJUST: **Rarely /Very Often**  
A large room, triggered in place of a small constantly running Chamber.

**1.4 Hall/Basemnt** ADJUST: **Hall/Bsmnt**  
A nice hall reverb, and a basement-like room.

**1.5 Breath** ADJUST: **Pre Delay**  
A dual reverb program with very large Size and Pre Delay.

**1.6 Cathedrals** ADJUST: **St. Peters/St. Johns**  
The inside of two cathedrals.

**1.7 Castle Chmbr** ADJUST: **Rt HC**  
An all-purpose Chamber.

**1.8 Warm Dual** ADJUST: **Chamber/Room**  
A Chamber and a Room with very low high frequency content.

**1.9 Rvb+DryDelay** ADJUST: **Stereo Delay Level**  
When the stereo reverb effect decays to silence, a slightly panned dry-signal delay is heard. The delays and reverb tail are tempo-driven.

**Live Sound**

Designed for Live Sound applications, these presets are dual mono input machines with a combined stereo output. All delay effects are based on Tap Tempo.

**2.0 Dlys/HallsBPM** ADJUST: **Delays/Reverb**  
A basic hall, and dual Tap-Tempo delays.

**2.1 Split Elvis** ADJUST: **Slap-back echo**  
Two slap-back echo effects: a large slap echo, and a small slap with Room ambience.

**2.2 Room In Room** ADJUST: **Big/Small Room**  
A small room and a large pre-delayed room. Combined, they provide a "small room in a large room" effect.

**2.3 Bloom Verbs** ADJUST: **Short/Long**  
A long, blooming reverb that rises and decays, and a short Bloom verb. Good on all types of sounds.

**2.4 DualEcho BPM** ADJUST: **Echo 1/Echo 2**  
Two different echo patterns that create a syncopated echo/delay.

**2.5 Chords/Leads** ADJUST: **Chords, Leads**  
A large hall with tempo-based reflections for added delay and a small room for chord comping. The AR Envelope crossfades between the two effects.

**2.6 Two Delays** ADJUST: **Delay 1/Delay 2**  
A syncopated multi delay, and a modulated resonant delay with LFO2 controlling Master Delay and Master Feedback.

**2.7 Gloss & BPM** ADJUST: **Gloss**  
The left input feeds A tempo-based stereo delay on the left and a large glossy reverb on the right. Controls in the Soft row allow you to change input assignments and adjust the amount of recirculation within the echoes.

**2.8 BPMVox/Drums** ADJUST: **Vocal Decay Time**  
A large vocal reverb combined with a tempo-based diffused echo on the left and a medium sized drum room on the right.

**2.9 DualDelayBPM** ADJUST: **Ganged Delay Hi Cut**  
Tempo-based dual delays that can be inserted in a console as two independent mono delays.

**Instrument**

**3.0 Symphonic** ADJUST: **Decay**  
An orchestral setting for large vocal choirs, strings and dark brass instruments.

**3.1 Bass Mics** ADJUST: **Blend**  
Two mic'd bass amps: one close mic'd and one farther away.

**3.2 Dyna Room** ADJUST: **Large Room Decay**  
Similar to Random Rooms with input level used to kick in the large Room.

**3.3 TwoDrumRooms** ADJUST: **Blend**  
A large, bright room with strong early reflections and a far mic, and a medium room with smoother response and a close mic.

**3.4 Full Kit** ADJUST: **Size**  
A multi-purpose Chamber for adding life to a full drum kit.

**3.5 Perc/Synth** ADJUST: **Blend**  
A room reverb for percussion, and a reverb for synth washes.

**3.6 Rhodes/Brass** ADJUST: **Rhodes/Brass**  
A highly reflective Brass reverb to accentuate keyboard samples and a Room reverb tailored for the Rhodes.

**3.7 Organ/Piano** ADJUST: **Organ/Piano**  
A room for organ sounds, and a hall for pianos.

**3.8 Brass/String** ADJUST: **String/Brass**  
One reverb for bright brass instruments, and one for strings.

**3.9 Guitar Verbs** ADJUST: **Gtr1/Gtr2**  
A dual reverb for electric and acoustic guitars.

**Custom**

**4.0 Thunder&Ice** ADJUST: **Effects Blend**  
A short, bright Room and a big, thunderous Chamber. Custom Controls let you create a backwards effect, change the In Routing configuration, ramp from Wet to Dry, or control an LFO patched to the High Cut of the Room.

**4.1 Ring Verb** ADJUST: **Verb to Mod**  
A long, bright reverb and an ultra-metallic ring mod.

**4.2 Dark & Brite** ADJUST: **Reverb Blend**  
A dark, dense and a bright, thin reverb. Custom Controls let you cut the highs on the Room while boosting them on the Chamber, create a backwards effect, or add Predelay or EQ.

**4.3 Dark & Gated** ADJUST: **Toggle Gate FX**  
A dynamic effect with input level affecting the Shape of the Room, and triggering a gate effect. ADJUST and Custom Controls let you customize the gate.

**4.4 Pipe Reverb** ADJUST: **PipeSize**  
A small drain to an enormous tunnel—great as a special effect for television or film.

**4.5 Weird Places** ADJUST: **Eko Box/Oil Drum**  
A short "Box" reverb with repeating echo delays, and one like the inside of an Oil drum.

**4.6 Two Rooms** ADJUST: **Little Thin/Dark Rm**  
Two very distinct rooms allow for quick switching.

**4.7 TapDly&Hall** ADJUST: **Tap Delay/Hall**  
A tempo-based delay on the left and a hall on the right. Custom Controls swap inputs and adjust delay feedback.

**4.8 E-NoseDelays** ADJUST: **Nose 1/Nose 2**  
Two very strange delays: one with a highly resonant short delay with Random LFO1 modulating delay time, the other with long modulated delays modulated by LFO2.

**4.9 Gen. Split** ADJUST: **not patched**  
A generic Chamber/Room preset. Use this as a starting point to create your own split reverb effects.