

lexicon

PCM 91 Presets

450 PCM 91 presets are organized in 9 Banks (P0-P8) 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 91 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 MultPlateDly: **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. Pre-delay 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 Pre-delay 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.

Program Bank P5: Studio

Environments

- 0.0 Lunar Blue** **ADJUST: Lunar Cycle**
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.
- 0.1 Air 1/Air 2** **ADJUST: Blend**
A small bright room and one with more low end/dull sound.
- 0.2 Ambi 1/Air 3** **ADJUST: Blend**
Similar to Air 1/Air 2 with a small bright room and one with a dull, muffled sound.
- 0.3 Big/Bigger** **ADJUST: Blend**
Very large rooms with plenty of available reflections.
- 0.4 Big Rooms** **ADJUST: Blend**
Large rooms with a long reverb time.
- 0.5 HallA /HallB** **ADJUST: Blend**
A typical large hall preset.
- 0.6 Living Dead** **ADJUST: Blend**
A lively, reflective locker room and a muffled, carpeted room.
- 0.7 Wave/NuHall** **ADJUST: Blend**
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 Chambers** **ADJUST: Blend**
Two chambers with varied brightness.
- 0.9 Crusher** **ADJUST: Bark**
AR Env is 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**
A Mono Split preset that emulates a studio setting. Studio A is a smaller drier sounding room than Studio B which is more reflective.
- 1.1 Two Rooms** **ADJUST: Blend**
Medium size rooms with clean, clear ambience.
- 1.2 Reversals** **ADJUST: Blend**
A special effects preset that emulates the sound source played in reverse. Listen at 100% wet.
- 1.3 Thiss/Flubb** **ADJUST: Blend**
A modest reverb preset with adjustable brightness.
- 1.4 Sax Gates** **ADJUST: Blend**
Preset gates for saxophones.
- 1.5 Fat Guitars** **ADJUST: Blend**
A mono split preset for guitar with a lively guitar room and an aggressive gated effect.
- 1.6 Vintage FX** **ADJUST: Blend**
A great chamber multi-tap tape echo with dark reverb, adjustable to a spring reverb effect.
- 1.7 TremoloVerb** **ADJUST: Tremolo Speed**
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**
For the ballad soloist. Perfect long decays that trail off on the "weeping" guitar solo.
- 1.9 Amp>Add Room** **ADJUST: Blend**
Produces the dry amplifier sound associated with close miking. No need to set up all those extra ambience mics anymore.

Vocal

- 2.0 Far/CloseMic** **ADJUST: Blend**
Emulates the distance of source miking. ADJUST changes the distance between the sound source and the mic.
- 2.1 Vox Doublers** **ADJUST: Blend**
A short reverb to brighten dialog.
- 2.2 Real Vocals** **ADJUST: Blend**
Two natural vocal chamber rooms, one medium, one small.
- 2.3 ErsatzPlates** **ADJUST: Blend**
Mono split chamber rooms mutated to sound like a Vocal plate with medium Rt and bright timbre and an Old plate with a darker sound.
- 2.4 Endless Vox** **ADJUST: Blend**
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.
- 2.5 Tapps/Mic** **ADJUST: Blend**
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**
The Room2 side mimics a dry microphone, closely miked.
- 2.7 Studio>Walls** **ADJUST: Blend**
The first space is a very diffuse inverse chamber. ADJUST adds high-frequency response.
- 2.8 Airclips>Room** **ADJUST: Blend**
A small, clear environment with a very short reverb time and a very natural, clear room.
- 2.9 Plate>DifEko** **ADJUST: DifEko**
A large, clear space with good high-frequency response and a short reverberation time with multiple echo reflections.

Drums/Perc

- 3.0 Drum Gates** **ADJUST: Blend**
A gating effect for percussion.
- 3.1 Nonlin A+B** **ADJUST: Blend**
'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**
A dark room for the kick sound, and a lively reverb for the snare.
- 3.3 Kick+Snare2** **ADJUST: Blend**
This preset can place your kick drum inside a dark chamber as well as gating a snare.
- 3.4 Bucksлам Oil** **ADJUST: Blend**
The Bucksлам 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**
Similar to the classic PCM 70 Atom Smasher and Ski Jump presets. Great for special effects.
- 3.6 70Kick+Snare** **ADJUST: Blend**
Reproductions of the classic PCM 70 Kick and Snare chambers.
- 3.7 Ballad Drums** **ADJUST: Blend**
A large, lively chamber room and a darker, monstrous room.
- 3.8 HiphopDrumz** **ADJUST: Infinite Hold**
The wild delays are tempo controlled. ADJUST gives you the Infinite Hold feature of Room2.
- 3.9 NuGate+Room** **ADJUST: Blend**
A great sounding gate with a fairly quick reverb decay time and a simple small sized room with little reverb.

Custom

- 4.0 Rise n'Verbs** **ADJUST: Blend**
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.
- 4.1 Brick n 'Wood** **ADJUST: Blend**
Medium size rooms with moderate amounts of Mid Rt.
- 4.2 Grit Verbs** **ADJUST: Blend**
Large rooms with different Mid RT settings. When the Grits rise, the Mid RT increases.
- 4.3 Zippers A/B** **ADJUST: Blend**
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.
- 4.4 Stereoizers** **ADJUST: Blend**
A very dry, tight sounding preset with ADJUST varying the dimension of the sound between two small spaces.
- 4.5 EchoVerb** **ADJUST: Delay Patterns**
A cool echo reverb effect with ADJUST controlling the echoes from mono to stereo with different speeds.
- 4.6 Flipped Tape** **ADJUST: Blend**
Two distinct inverse reverbs achieve a "flipped tape" effect. Listen at 100% wet.
- 4.7 Direct GTR** **ADJUST: Mic Proximity**
Adds reflections much like those found right at the mic in front of the speaker cabinet. Great for distorted guitar.
- 4.8 Clipp/Bsmnt** **ADJUST: Blend**
A quick gate and a large basement with a hollow sound.
- 4.9 TrembleRobot** **ADJUST: Mottle**
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!

Program Bank P6: Live

Acoustic

- 0.0 Sprites A/B** ADJUST: Blend
A bright/crisp reverb with adjustable decay times.
- 0.1 Brass+Room** ADJUST: Blend
A bright room for brass instruments and a general purpose, average ambient room. A mono split preset.
- 0.2 Horns+String** ADJUST: Blend
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
A mono split preset with two warm chamber rooms, one for electric guitar, the other for acoustic guitar.
- 0.4 Hall/Chamber** ADJUST: Blend
A large hall with fairly long reverb decay time and a medium sized chamber with short decay time.
- 0.5 Wind+Brass** ADJUST: Blend
A medium size, clear room with lots of high end. No delays.
- 0.6 Place>Roomed** ADJUST: Blend
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.
- 0.7 Dream Hornz** ADJUST: Fbks
A heavy reverb with vibrato that sizzles with the right program material. Flitt is similar, but with a dry sound.
- 0.8 Dream Hornz2** ADJUST: Brightness
A large, diffuse room with long echo delays.
- 0.9 Small Halls** ADJUST: Blend
An average size, unimpeccable, fairly bright hall and a mellow, smooth hall.

Electric

- 1.0 Grin/Flitt** ADJUST: Blend
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
Quick, tight sounding gates with ADJUST varying the shape of the gate.
- 1.2 HiPass/Club** ADJUST: Blend
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
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
The first chamber is a large room with multiple echo reflections and Mid RT set to the shortest duration. The second is a smaller space with a very diffuse reverberant sound.
- 1.5 Brite>Hallit** ADJUST: Blend
A very clear, sibilant room is transformed into a huge, diffuse chamber via ADJUST.
- 1.6 Echo>Room** ADJUST: Echo Attitude
A very small space with enough echo feedback to give a much larger overall sound and a huge, diffuse room.
- 1.7 Gate>Hall** ADJUST: Blend
An inverse chamber with short duration and large slope creating a gated sound, and a large, clear space.

1.8 Gater>Silkey ADJUST: Blend
An inverse chamber with long duration, small slope and high diffusion settings to create a gated reverb and a large, clear hall with a similar frequency response.

1.9 Slap>Bleed ADJUST: Blend
An inverse chamber with short duration and very little low-end response and a small room with good high-end response.

Vocal

- 2.0 Vocals** ADJUST: Contour
A vocal reverb that ranges from a bright, almost plate-like room to a mid-size average room.
- 2.1 Sax+Vox Hall** ADJUST: Blend
A mono split preset adjustable between a bright chamber with echoes (great for sax) and a vocal chamber.
- 2.2 LiveVoxPlate** ADJUST: Blend
Mono split chamber rooms designed to sound like a Vocal plate with medium Rt and bright timbre and a Dim plate with a darker sound.
- 2.3 Air>Club** ADJUST: Blend
A short duration inverse chamber with a high diffusion setting, and a medium size, very clear room.
- 2.4 Gated>Hiss** ADJUST: Blend
A medium-duration inverse chamber, with a large slope on the low end to give it a gated sound. The low-end response is enhanced by adding the second chamber, which is a very high-end responsive, diffuse room with long Mid RT.
- 2.5 ArchAngels** ADJUST: Accent Level
Bright reverb spaces with a dynamic delay/reverb accent for transients. Perfect to widen a choir.
- 2.6 Lead+BackVox** ADJUST: Blend
A split mono preset with two very different reverbs for vocals — a short, bright reverb for the leads and one with more pronounced reverb for background vocals.

2.7 Small>Hall ADJUST: Blend
A small hall and a large, more diffuse hall, both with a dark sound.

2.8 Nonlin>Open ADJUST: Blend
A room with medium duration and a high shape setting, creating a very diffuse, inverse reverberation and a very large, diffuse room.

2.9 SmlGate>Chmb ADJUST: Blend
An inverse chamber emulates a small room with a gated sound and a second chamber with a larger size and Mid RT.

Drums/Perc

3.0 Nonlin Plus ADJUST: Tone(1-5)
Nonlin (a grainy trash vibe inverse) with an ambient tail to soften the gate.

3.1 PercussHalls ADJUST: Blend
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
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
Two gated effects — one with a loose sound, the other tight sounding with a couple of quick delays.

3.4 Kick+Sn InvrS ADJUST: Blend
Gated percussion effects, one for the snare and a darker one for the kick. A mono split preset.

3.5 Drums/2Kill ADJUST: Duration
Very diffuse chamber with left side reflection controlled by tempo.

3.6 Live DRUMrms ADJUST: Blend
A medium size room with moderate reflections giving a diffuse overall sound.

3.7 JumpinDrumZ ADJUST: Feedback
A clear chamber with moderate taps and echo reflections.

3.8 Nonlin>Garaj ADJUST: Blend
A gated, diffuse chamber with a small slope and a larger, sibilant chamber.

3.9 Room>Woosh ADJUST: Woosh
A small chamber with accurate characteristics, and a medium-sized room with a high-end boost.

Custom

4.0 Angels Sing ADJUST: Accent Level
Bright reverb rooms with a dynamic delay/reverb accent for transients.

4.1 StompVox FX ADJUST: Decay Power
Designed for the vocalist who likes to add effects in short duration to voice. Mid RT can be cranked by holding down Footswitch1. To add a few seconds of strong delays, hold down Footswitch 2.

4.2 Flitz>Echo ADJUST: Amount of Echo
A very sibilant chamber with long duration setting, creating a very long inverse reflection and a very large chamber with long echo settings and Mid RT.

4.3 Horn Section ADJUST: Blend
A split mono preset with two distinct reverbs for horns. The soloist gets a strong reverb with a long reverb time while the reverb designed for the horn section is much more subtle.

4.4 Soliloquy ADJUST: Bass Multiply
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.

4.5 Room>Chamber ADJUST: Amount of Chamber
A medium size, diffuse chamber and a much larger, brighter chamber.

4.6 Hang>BigCan ADJUST: Blend
An inverse chamber with a long duration and large shape and a large room with a very diffuse sound.

4.7 Chmbr+Plate ADJUST: Blend
A large, diffuse chamber and a large, bright, diffuse plate.

4.8 2 Big Halls ADJUST: Blend
Two chamber halls, one large and benign, the other very big with a darker sound.

4.9 2 FakePlates ADJUST: Blend
Great sounding chamber reverb plates — one bright plate adjustable to a thicker, fuller sounding plate.

Program Bank P7: Post

SmallSpaces

0.0 Booth 1/2 ADJUST: Blend
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.

0.1 Bathroom M/W ADJUST: Blend
Small to medium size rooms with the characteristics of tiled bathrooms.

0.2 Bedroom/Gate ADJUST: Blend
A room which sounds like a bedroom and a nice gate.

0.3 Bath/Gate ADJUST: Blend
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**
A muffled, dry effect that emulates the characteristics inside a car and an effect that makes the source sound as if it's playing backward.

0.5 Oil Drums ADJUST: **Blend**
Tinny metal drums. ADJUST increases the size of the drums.

0.6 Two Coffins ADJUST: **Blend**
A wooden coffin with a muffled sound and a metal coffin with a brighter, more reflective sound.

0.7 Small Rooms ADJUST: **Blend**
A very small reflective room and small, warmer room. Both with little reverb.

0.8 Close/Closet ADJUST: **Blend**
Very small environment effects with very little reverb

0.9 Coffin>Heavn ADJUST: **Blend**
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**
A mono split preset with the spatial characteristics of a garage. ADJUST increases and decreases the size of the garage.

1.1 Locker/Booth ADJUST: **Blend**
A locker room with reflections and a booth which is very dry and tight.

1.2 Garage/Booth ADJUST: **Blend**
A large empty garage with ADJUST controlling the size of the space from large down to the size of a booth.

1.3 Class/LoGate ADJUST: **Blend**
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**
Typical dry studio environment adjustable to a good sounding gate.

1.5 Farm Rooms ADJUST: **Blend**
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**
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**
A room similar to the classic PCM 70 Medium Room. ADJUST makes it grainy and unnatural.

1.8 Room>Smooth ADJUST: **Smoothness**
A bright, small room with a short Mid RT and a very large, diffuse chamber with less high-end response.

1.9 Store>Wrhrse ADJUST: **Blend**
A medium size, unmuffled chamber and a large, diffuse chamber with a high shape setting.

Large Spaces

2.0 Club/Rehurse ADJUST: **Blend**
Large size rooms with Club having a brighter, more live sound than Rehurse.

2.1 Hangar/Wave ADJUST: **Blend**
A large airplane hangar with loads of decay, and a wash effect.

2.2 TajMahal/Gat ADJUST: **Blend**
A very large chamber with a long decay and a simple, fairly dry, gated effect.

2.3 Gym/DublGate ADJUST: **Blend**
Gym is a chamber room with a lengthy decay. DublGate has a reverse gate effect.

2.4 5:15 Hall ADJUST: **Blend**
Mono split chamber rooms, one a pre-show hall with echoes and the other a backstage green room.

2.5 Wembley ADJUST: **Proximity**
Wembley Stadium. ADJUST controls your position in relation to the stage.

2.6 Bloom>Gym ADJUST: **Blend**
A medium-sized, diffuse room and a gymnasium.

2.7 Box>Hall ADJUST: **Blend**
A very close, unmuffled sound and a large, clear hall with good high-end response.

2.8 Small & Huge ADJUST: **Blend**
A very small chamber with little reverb and a very large chamber with loads of reverb and a long decay time.

2.9 Skydome ADJUST: **Liveness**
A large indoor environment.

Cool Places

3.0 Igloo ADJUST: **Blend**
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**
Two metallic sounding environments for percussion. A mono split preset.

3.2 Rolly+Arena ADJUST: **Blend**
A medium size environment adjustable to a very large arena effect with a long decay.

3.3 Stair>Canyon ADJUST: **Blend**
A large, diffuse first chamber and one with very long Mid RT.

3.4 Close>Far ADJUST: **Distance**
This preset moves the perceived sound source from a small, slightly reverberant room to one at a distance.

3.5 Bricks>Wash ADJUST: **Wash**
A medium-sized, diffuse room and a much larger chamber with a very long predelay.

3.6 Tin Castle ADJUST: **Wall Vibrancy**
A large, open space. ADJUST changes the texture of the walls to a very reflective, vibrant metal.

3.7 Cemetery ADJUST: **Blend**
A short reverb with reflections creating the cemetery walls and a spooky underground crypt.

3.8 Log Cabin ADJUST: **Reflections**
An open, yet dead, space. ADJUST makes the space livelier.

3.9 Brick+Glass ADJUST: **Blend**
A brick basement room and a bright, reflective greenhouse.

Custom

4.0 Up & Down ADJUST: **Speed (1-5)**
A special effect with bright escalation and a large, dark fall.

4.1 Silos ADJUST: **Blend**
A dark, hollow grain silo and a missile silo with a distinct metal sound.

4.2 Rivets>Tank ADJUST: **Blend**
Two very diffuse chambers, one with two distinct echoes, the other a tank effect.

4.3 Phazer>Hall ADJUST: **Blend**
An inverse chamber with a long duration setting and another chamber with a long Mid RT and a full diffusion setting.

4.4 Wind+Thunder ADJUST: **Blend**
The wind reverb adds an eerie ambience, the Thunder reverb thickens a clap of thunder and the roar travels off in the distance.

4.5 Pitfall! ADJUST: **Pit Depth**
Input Level acts as an inverse trigger to reverb time. The weaker the signal gets, the longer the reverb time. Add screams to simulate falling down a reverberant bottomless pit.

4.6 TemporalRift ADJUST: **X Factor**
An inverse reverb to add strangeness to dialog or effects.

4.7 Ricochets ADJUST: **Blend**
Two different reverb effects for ricocheting bullets.

4.8 NaturaSpace ADJUST: **Blend**
A mono split preset with two general, all purpose, natural sounding chamber rooms.

4.9 Reverse>Echo ADJUST: **Echo**
A reverse echo sound in a medium-sized environment and a much larger room with a very long predelay.

Program Bank P8: Surround

Small Spaces

0.0 Submersible ADJUST: **Fade**
A surround effect with the tight, resonant space of a diving submersible.

0.1 Tap Chamber ADJUST: **Fade**
A tight chamber with liveness that is constantly changing with the. Use this preset to open up sampled drum mixes.

0.2 Tempo Verb ADJUST: **Liveness**
A tempo controlled reverb effect. Slow tempos yield longer reverb time; fast tempos result in shorter decay.

0.3 SnareChamber ADJUST: **Liveness**
A classic PCM 70 preset, translated for surround.

0.4 Tiled Surrnd ADJUST: **Decay**
A responsive tiled chamber.

0.5 SurrndChambr ADJUST: **Fade**
A mid size chamber for surround.

0.6 Surrnd Room ADJUST: **Fade**
A small room for drums or spoken voice.

0.7 Surrnd Booth ADJUST: **Fade**
A very tight space for dialog or vocals.

0.8 Dark Room ADJUST: **Decay**
A small room with dark timbre.

0.9 Phone Booth ADJUST: **Fade**
Tight and reflective.

Large Spaces

1.0 Classical ADJUST: **Reflections**
A medium size, diffuse chamber with pronounced right side reflection.

1.1 Surround Vox ADJUST: **Fade**
A large, diffuse surround chamber designed for voice.

1.2 LincolnTunnl ADJUST: **Location**
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**
A small, clear surround chamber with pronounced short reflections.

1.4 Vox Chamber ADJUST: **Liveness**
Combines recirculating echoes which fall away quickly once signal is absent. For vocals.

1.5 Surrnd Club ADJUST: **Fade**
The front chamber uses large size, Mid RT, Shape and diffusion settings. The surround chamber has a similar reverberation pattern.

PCM 91 Presets

1.6 Surrnd Space **ADJUST: Fade**
The front chamber creates a very large, diffuse reverberation, the surround chamber creates an even larger space.

1.7 Lecture Hall **ADJUST: Attendance**
A large, clear chamber. ADJUST adds people in the room to make it more diffuse without affecting the size.

1.8 Bayside Expo **ADJUST: Fade**
A very large expo center. Lots of room to get lost in.

1.9 Tin RearWall **ADJUST: Fade**
The front of the chamber is medium size. The rear wall has a long decay and a ringy sound associated with metallic walls.

Unnatural FX

2.0 InvFront2Bak **ADJUST: Front 2 Back**
A large surround chamber with pronounced high end.

2.1 DlyUpVerbBak **ADJUST: Delay Feedback**
A clear chamber with long echo delay times controlled by tempo.

2.2 DynamicSwell **ADJUST: Delays**
A medium, diffuse matrix chamber. Input level acts as an inverse trigger for a set of delays in the front, and a long bright reverb in the rear. While signal is present the audio is fairly dry. As the level lowers or stops, the delays and reverb become apparent.

2.3 Steam Bath **ADJUST: Steam Valve**
A small, bright surround chamber. ADJUST creates a hissing 'steam' sound.

2.4 Clockwise **ADJUST: Rotation Speed**
Whirling delays cause a spinning sensation. Excellent special effect for dialog.

2.5 Quad Tremolo **ADJUST: Tremolo Speed**
A true surround tremolo.

2.6 HipHopSurrnd **ADJUST: Fade**
Tempo controlled hiphop delays.

2.7 Cyber Vortex **ADJUST: Vortex Ferocity**
A wild stuttering reverb. Stutter rate is tempo driven. Sort of a turbo-tremolo.

2.8 Yodel!! **ADJUST: Fade/Distance**
Sing it from the Alps! A long predelay in the rear makes a distant reply to the signal.

2.9 CyberVox **ADJUST: Fade**
A special effect that uses tight delays with high feedback to create a "cyber" sound for dialog. Input to the fronts are somewhat gated. The lower the input level, the longer the decay time in the rear.

Custom

3.0 Bombs Away! **ADJUST: Srrnd Decay**
A large size chamber with long Low RT varied by LFOs. ADJUST creates a 'Nuclear Meltdown' effect.

3.1 Brick Kick **ADJUST: Liveness**
A medium, diffuse surround chamber with a thick shape setting. Great on kick drums or an entire submix.

3.2 BypassStompFX **ADJUST: Decay**
This is a large, breathy chamber. Footswitch 1 will mute the front signal. Footswitch 2 will mute the surrounds.

3.3 StompSwellFX **ADJUST: Fade**
Footswitch 1 swells the front decay. Footswitch 2 swells the rears.

3.4 RollinThundr **ADJUST: Fade**
An exaggerated decay that rolls over you from front to rear.

3.5 Dark Cavern **ADJUST: Fade**
Big and brooding.

3.6 Invertigo **ADJUST: Inverse Delay**
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**
Similar to Invertigo, with the inverse reverb in the front, and flying overhead to meet the dry signal in the rear.

3.8 Guitar Hero **ADJUST: Fade**
The perfect preset to put a wailing soloist on stage in a huge auditorium.

3.9 Stranglehold **ADJUST: Fade**
A tight, almost gated surround reverb.

Clean Slate Presets

4.0 Room2/Room2

4.1 Invr/Invr

4.2 Chmbr/Invr

4.3 Invr/Room2

4.4 Chmbr/Chmbr

4.5 Chmbr>Room2

4.6 Invr>Chmbr

4.7 Room2>Chmbr

4.8 Invr>Room2

4.9 Matrix Chmb

