

# 480L Quick Reference Guide

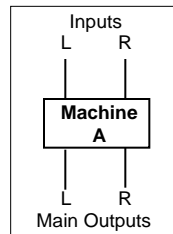
## 1. Choosing a Configuration

In the Single configuration, the 480L runs one program. In the Cascade, Stereo Split, and Mono Split configurations, it can run two programs simultaneously.

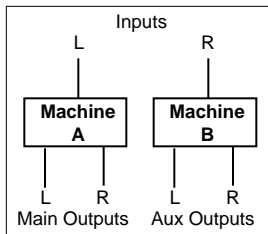
To choose a configuration, press **CTRL** to enter the control mode.

Use slider 2 on page 1 to choose one of the four configurations shown below.

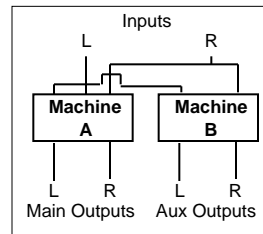
Press **CTRL** again to exit the control mode.



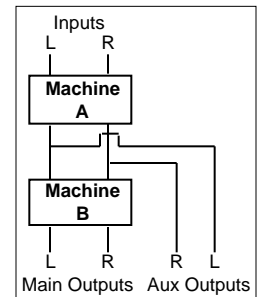
Single Configuration



Mono Split Configuration



Stereo Split Configuration



Cascade Configuration

## 2. Loading a Program

Use **BANK** to select the bank that contains the program you want. Press **BANK** repeatedly to scroll through all the banks, or press **BANK** and a numeric key to go directly to the bank you want.

Press **PGM** and the number of the program you want to load into machine A.

If you set up the 480L with a Split or Cascade configuration, you can load a second program into machine B.

Press **MACH** to switch LARC control to machine B. Now use **BANK**, **PGM**, and the numeric keys to load a program. Switch control between machine A and B at any time by pressing **MACH**.

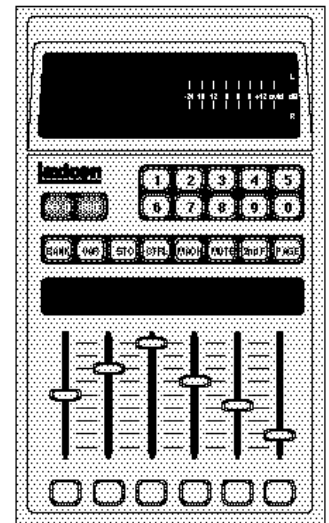
**Example:** To load program 5.6, Rebound, press **BANK 5** to select the Effects bank. Then press **PGM 6** to load the program.

## 3. Editing Parameters

After loading a program, you can edit its parameters with the LARC's sliders.

A code appears in the display window above each slider. To display the complete title in the main display, move the slider, or press the key directly below the slider.

Most programs have several pages of parameters. Press **PAGE** to step through the pages. Press **PAGE** and a numeric key to go directly to the page you want.



The LARC

## 4. Storing Edited Programs in Registers

The 480L stores five banks (1-5) of ten user-programmable registers in internal memory. Another five banks (6-10) of ten registers can be stored in a cartridge plugged into the front panel of the 480L.

To store an edited version of a program in a register, press **REG** once to enter the register mode. Press **BANK** repeatedly to locate the bank you want to store the register in.

Press **REG** repeatedly to locate an "Unused" register, or any register you don't mind erasing. Hold down **STO** and press **REG** at the same time. The register is now stored.

## 5. Loading a Register

Press **REG** to switch from program to register mode.

Use **BANK** to select the bank that contains the register you want. Press **BANK** repeatedly to scroll through all the banks, or press **BANK** and one of the numeric keys.

Press **REG** repeatedly to find the register you want to load. Press the number of the register you want to load into machine A.

If you set up the 480L with a Split or Cascade configuration, you can load a second program or register into machine B.

This completes the basic introduction to the Lexicon 480L. For detailed explanations of the many features and capabilities not described here, read the *480L Owner's Manual*.

**lexicon**

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## Program Directory - Software Version 4.0

Bank	Program Name									
<b>Bank 1</b> 480 Halls	1.1 Large Hall	1.2 Large + Stage	1.3 Medium Hall	1.4 Medium + Stage	1.5 Small Hall	1.6 Small + Stage	1.7 Large Church	1.8 Small Church	1.9 Jazz Hall	1.0 Auto Park
<b>Bank 2</b> 480 Rooms	2.1 Music Club	2.2 Large Room	2.3 Medium Room	2.4 Small Room	2.5 Very Small Room	2.6 Large Wood Rm	2.7 Small Wood Rm	2.8 Large Chamber	2.9 Small Chamber	2.0 Small & Bright
<b>Bank 3</b> Wild Spaces	3.1 Brick Wall	3.2 Buckram	3.3 Big Bottom	3.4 10W-40	3.5 20W-50	3.6 Metallica	3.7 Silica Beads	3.8 Inside Out	3.9 Ricochet	3.0 Varoom
<b>Bank 4</b> Plates	4.1 A Plate	4.2 Snare Plate	4.3 Small Plate	4.4 Thin Plate	4.5 Fat Plate					
<b>Bank 5</b> Effects	5.1 Illusion	5.2 Surfin'	5.3 Vocal Whispers	5.4 Doubler	5.5 Back Slap	5.6 Rebound	5.7 Git It Wet	5.8 Sudden Stop	5.9 In the Past	5.0 Tremolo L & R
<b>Bank 6</b> Twin Delays	6.1 4-Voice Double	6.2 Double Delay	6.3 4-Bounce Delay	6.4 Pitter Patter	6.5 X-Pan Double	6.6 Delay Cave	6.7 Circles	6.8 There & Back	6.9 Soft Roller	6.0 On and On
<b>Bank 7</b> Samplers*	7.1 Stereo 3 Sec.	7.2 Mono 6 Sec.	7.3 Mono 3 Sec.	7.4 Dual Rate Change	7.5 Mono Fwd & Rev	7.6 Stereo 3S Drum	7.7 Dual Rate Chg Drum	7.8 Mono Fwd Rev Drum	7.9 Stereo 10S Rate Chg	7.0 Mono 20S Rate Chg
<b>Bank 8</b> Pitch/Doppler	8.1 Pitch Change	8.2 Pitch Chorus	8.3 1% Up 1% Down	8.4 Barber Pole	8.5 Half Steps	8.6 Stair Case	8.7 XPres Subway	8.8 Indy Corner	8.9 Airport Land	8.0 Airport Tkof
<b>Bank 9</b> Mastering	9.1 The In-Out	9.2 Stereo Adjust	9.3 PONS Adjust	9.4 M/S Decode	9.5 Invert L-R	9.6 Channel Swap	9.7 Stereo Param EQ	9.8 Stereo 60Hz Ntch	9.9 Mono Param EQ	9.0 Panorama
<b>Bank 10</b> Compressor	10.1 2:1 Comp	10.2 6.24:1 Comp	10.3 18.28:1 Comp	10.4 Transfer	10.5 Vox Easy	10.6 FM	10.7 Nailed	10.8 Noise Gate	10.9 2-Slp-Mach A	10.0 2-Slp-Mach B
<b>Bank 11</b> Random Hall	11.1 Large R Hall	11.2 Large R + Stage	11.3 Medium R Hall	11.4 Medium R + Stage	11.5 Small R Hall	11.6 Small R + Stage	11.7 Large R Church	11.8 Small R Church	11.9 Jazz R Hall	11.0 Auto Park R
<b>Bank 12</b> Random Spaces	12.1 Music Club R	12.2 Large Room R	12.3 Medium Room R	12.4 Small Room R	12.5 Very Small R	12.6 Large CHamber R	12.7 Small Chamber R	12.8 Small & Bright R	12.9 Chorus Room	12.0 Wet & Tacky
<b>Bank 13</b> Ambience	13.1 Very Large Ambience	13.2 Large Ambience	13.3 Medium Ambience	13.4 Small Ambience	13.5 Strong Ambience	13.6 Heavy Ambience	13.7 Ambient Hall	13.8 Announcer	13.9 Closet	13.0 Gated Ambience
<b>Bank 14</b> Post Ambience	14.1 Car Interior	14.2 Living Room	14.3 Bathroom	14.4 Kitchen Ambience	14.5 Kellars Cell	14.6 Small Foley	14.7 Warehouse	14.8 Airhead	14.9 Dial It Up	14.0 Reverb Tail
<b>Bank 15</b> Prime Time III	15.1 Prime Chorus	15.2 Slap Chorus	15.3 Bounce Glide	15.4 Swirls	15.5 Heavy Detune	15.6 Shake It Up	15.7 Wowza	15.8 Wowza 2	15.9 Vocalz	15.0 XFlange
<b>Bank 16</b> Freq. Stuff	16.1 Mix Finish	16.2 BG Vocals	16.3 Drums	16.4 AC Guitars	16.5 Bass Thump	16.6 Carbon Mic	16.7 Saxophone	16.8 Horn Blast	16.9 Softener	16.0 Some Fuzz
<b>Bank 17</b> Test & Reference	17.1 100 Hz -12dB	17.2 500 Hz -17dB	17.3 500 Hz -12dB	17.4 1 kHz -17dB	17.5 1 kHz -12dB	17.6 10 kHz -12dB	17.7 30 Hz Slate	17.8 A-440 Tuner	17.9 Pink Noise	17.0 Binaural Simulator

## Program Directory - 480L Classic Cart\*\*

Bank	Program Name									
<b>Bank 18</b> Concert Hall	18.1 Concert Hall	18.2 Medium Hall	18.3 Small Hall	18.4 Gold Hall	18.5 Guitar Hall	18.6 Reggae Hall	18.7 Reflex Hall	18.8 Bright Hall	18.9 Dark Hall	18.0 Oliver's Hall
<b>Bank 19</b> Rich Plate	19.1 Large Plate	19.2 Drum Plate	19.3 Vocal Plate	19.4 Vox Plate #2	19.5 Slap Plate	19.6 Guitar Plate	19.7 Short Plate	19.8 Horn Plate	19.9 Echo Plate	19.0 Silver Plate
<b>Bank 20</b> 6-Voice Chorus	20.1 Woo-Woo	20.2 6 Vc Korus	20.3 3-Voice Chorus	20.4 4-Voice Chorus	20.5 Ekouz & Korus	20.6 Vocal Chorus	20.7 Soft Echoes	20.8 Hard Echorus	20.9 Canyon Korus	20.0 Tuff Stuff
<b>Bank 21</b> Multiband Delays	21.1 Closet	21.2 Telephone	21.3 Phartage	21.4 Stadium	21.5 Downstairs	21.6 Bandsweep	21.7 Bass Echoes	21.8 Band Bounce	21.9 Whispers	21.0 On Stage

\* Programs 7.9 and 7.0 require the Sampling Memory Expansion option. See your Lexicon dealer for details.

\*\* Programs in Banks 18-21 require the Classic Cart option. See your Lexicon dealer for details.