PCM 90 Dual Rvb Presets

The 200 Dual Rvb presets are organized in 4 Banks (X0-X3) 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 Dual Rvb User Guide.

Program Bank X0: 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.

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 Kicks/Snare
   ADJUST: Blend
   A dark room for the kick sound, and a lively reverb for the snare.
   3.3 Kicks+Snare2
   ADJUST: Blend
   This preset can place your kick drum inside a dark chamber as well as gating a snare.

Vocal

1.0 Air 1/Air 2
   ADJUST: Blend
   A bright chamber and a dark chamber, the outputs of which are alternated using an LFO, creating a tremolo effect.
   1.1 Two Rooms
   ADJUST: Blend
   The first space is a very diffuse inverse chamber. ADJUST controls the aggression of the filter sweep effect triggered via Footswtch 1.
   1.2 Real Vocals
   ADJUST: Blend
   Two natural vocal chamber rooms, one medium, one small.
   1.3 Nonlin A+B
   ADJUST: Blend
   One with a large, lively room and a more muffled, monstrous room.
   1.4 Calcium
   ADJUST: Blend
   A very natural, clear room.
   1.5 Plate>DifEko
   ADJUST: Blend
   Very large rooms with plenty of available reflections.
   1.6 Airclip>Room
   ADJUST: Blend
   A small, clear environment with a very short reverb time and a duller sound.

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, light sounding preset with ADJUST varying the dimension of the sound between two small spaces.

Custom

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 Cliffs/Bliss
   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 off after the high cut filter slams down. Wild!

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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.

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 Live/Vox Plate 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 reverbation 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.

2.10 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
Mono Split chamber rooms for electric and acoustic guitars. The electric room has a washy effect with a slow build and moderate decay.

3.2 Drums+Vox 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.

3.3 Gate Weight ADJUST: Blend
Two gated effects — one with a bose 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 end 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.

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 stong 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.
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 a warm 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.

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/LuGate 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-Whrs ADJUST: Blend
A medium size, unmuffled chamber and a large, diffuse chamber with a high shape setting.

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/DubiGate ADJUST: Blend
Gym is a chamber room with a lengthy decay. DubiGate 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.

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 Rollys-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 reverber 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.

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

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

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

3.13 Piazza-Hall ADJUST: Blend
An inverse chamber with a long duration setting and another chamber with a long Mid RT and a full diffusion setting.

3.14 Winds-Thunder ADJUST: Blend
The wind reverber adds an eerie ambience, the Thunder reverber thickens a clap of thunder and the roar travels off in the distance.

4.0 3x Lipstick ADJUST: Blend
A very small, dry environment.

4.1 Silk ADJUST: Blend
A mid-size studio with reflective qualities.

4.2 Gated BUDDY ADJUST: Blend
A gated effect sound.

4.3 Lighthouse ADJUST: Blend
A very large, very dry, and unmuffled sound.

4.4 Large Tunnels ADJUST: Blend
Large space with a strong reverb effect.

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 X3: Surround

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 temps yield longer reverb time; fast temps result in shorter decay.

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

0.4 Tiled Surrnd ADJUST: Decay
A responsive tiled chamber.

0.5 SurrndChambre ADJUST: Fade
A mid size chamber for surround.

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

0.7 Surrn Booth ADJUST: Fade
A very light space for dialog or vocals.

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

0.9 Phone Booth ADJUST: Fade
Tight and reflective.

### Large Spaces

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

1.1 Surround Vox ADJUST: Fade
A large, diffuse surround channel 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 scene with pronounced left reflections.

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

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

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.

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 reverbs 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 hip hop 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.

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 BypasStompFX 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 reverberates 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.

4.0 Room2/Room2
4.1 Invrs/Invrs
4.2 Chmbr/Invrs
4.3 Invrs/Room2
4.4 Chmbr/Chmbr
4.5 Chmbr>Room2
4.6 Invrs>Chmbr
4.7 Room2>Chmbr
4.8 Invrs>Room2
4.9 Matrix Chmb