Provides a dense reverb with a soft initial double tap of the stage.

1.9 Slap Hall ADJUST: Decay
A large hall with a gentle bloom in the reverberation envelope.

1.8 Wide Vox ADJUST: Width Arc
A natural sounding medium-size hall, with moderate decay.

1.6 Deep Verb ADJUST: Decay
A natural sounding medium-size 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
A large, spacious and filtered, medium-bright hall made of stone. Smaller room sizes add density to the sound.

0.7 Gothic Hall ADJUST: Decay
A large, smooth, dark and lush hall. Very dense with reflections added to reinforce the sound. Classic Lexicon!

0.5 M Hall+Stage ADJUST: Stage Size
A medium-sized room that blends a 2-second reverb decay with tempo-controlled delay tap.

0.3 Small Hall ADJUST: Predelay
A medium-sized cave with short decay time.

0.2 Small Room ADJUST: Decay
A very large space, ideal for horns.

0.1 Medium Room ADJUST: Decay
A small, relatively bright sounding hall for all program material.

2.0 Live Arena ADJUST: Seating
A live 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 Whrse ADJUST: Decay Level
An enormous, slightly reflective room. ADJUST sets your distance from the stage.

2.7 Sizzle Hall ADJUST: Decay
A tight and punchy ambience effect, combining the smallest of sizes and reverb times.

2.8 Bright Hall ADJUST: Tail Brightness
A bright, close hall with medium short decay and a very live reverb quality.

2.9 Utility Hall ADJUST: Decay
A large hall with very high frequency content. Adds spaciousness to all sounds without getting in the way.

3.0 Horns Hall ADJUST: Timbre
A large, spacious and filtered, medium-bright hall made of stone. Smaller room sizes add density to the sound.

3.1 Snare Gate ADJUST: Release & Threshold
A light, 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
A large, dense reverb sound for toms and other percussives.

3.6 For The Toms ADJUST: Room Type
A large, dense reverb sound for toms and other percussives.

3.7 Synth Halls ADJUST: Decay
A small, closely packed reverb room that works well with all program material.

3.8 ShortReverse ADJUST: Shape
A short reverb 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.

4.0 Tidal Hall ADJUST: LF01 Rate
A long, smooth and natural sounding room. ADJUST sets your distance from the stage.

4.1 Dream Hall ADJUST: LF01 & LF02 Rates
A large hall with an LFO controlling reverb high cut as well as creating an “in and out” kind of washing action on the verb.

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
A large, spacious and filtered, medium-bright hall made of stone. Smaller room sizes add density to the sound.

4.4 Utility 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 Nonlinear1 ADJUST: Room Size
A large, 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 large hall with long early reflections. The main delay taps give it a lot of left and right bouncing activity. Great solo preset.

4.8 Gen. Concert ADJUST: not patched
A generic hall with random reflections. Use this as a starting point 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 point to make your own random hall effects.

5.0 Large Room ADJUST: Decay
A perfectly smooth listening room with high diffusion. Very natural sounding on any sound source.

5.1 Medium Room ADJUST: Decay
A smaller version of Large Room.

5.2 Small Room ADJUST: Decay
A tight, but smooth and natural sounding room.

5.3 Guitar Room ADJUST: High Cut
A large and punchy ambience effect, combining the smallest of sizes and reverb times.

5.4 Organ Room ADJUST: Low Rt
A Chamber/Room effect for organ and other keyboards.

5.5 Large Chamber ADJUST: Decay
A large, dense reverb sound for toms and other percussives.

5.6 Small Chamber ADJUST: Decay
Similar to Large Chamber with tighter Mid Rt and smaller size.

5.7 SpinningRoom ADJUST: Speed
A small, closely packed reverb room that works well with all program material.

5.8 Wide Chamber ADJUST: Decay
A big, wide space with a dark, somber effect.

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

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.

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 BigRoom 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.

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 soften or tighten up until the time it takes to get that perfect backwards sound.

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 In/Out.

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 ambiance effect. Use this as a starting place to make your own ambiance effects.

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

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

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

6.0 Plate4Brass ADJUST: RT HC
A good plate for brass sounds.

6.1 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.

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

6.3 A.Gtr Plate ADJUST: Dly Lvl
A really smooth plate with a slow rebuild for acoustic guitar.

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

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

6.6 GtrPlateBPM ADJUST: Dry Dly
A moderate size dark plate reverberant for guitar with tempo-driven delays to fatten up the sound.

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

6.8 VocalPlate2 ADJUST: Liveness
A large plate with a moderate decay time for backing vocals.

6.9 SmVoxPlate ADJUST: Decay
A small bright plate for vocals.

6.10 VocEchoPlate ADJUST: Predelay
A large dark plate with just the right amount of delay to enhance vocal tracks.

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

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

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

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

6.15 VocalTapBPM ADJUST: Reverb Level
Similar to VocalEcho BPM with different delay taps.

6.16 VocalTapBPM2 ADJUST: Size
A large plate optimized for all vocal tracks.

6.17 VocalTapBPM3 ADJUST: Depth
A plate optimized for live vocals.

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

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

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

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

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

6.23 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 Plate/Dly/Bpm ADJUST: Reverb Lvl
This preset can be a plate reverb, a tap tempo delay or both!

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.

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 LFO2 which modulates OutWidth.

4.2 Gtr/Dly/Plate: 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 MultiPlate/Dly: ADJUST: Tap Delay Speed
A multi-purpose plate delay with Custom Controls for some unique spatial effects.

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

4.6 TapDelay/BPM: 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 PanEko/Bpm: 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.

4.10 0.0 Cabin Fever ADJUST: Decay
Sounds like you’ve been snowed in too long! Basically a dead space — muffled and not much width.

4.11 0.1 Echo Kitchen ADJUST: Blend
A split program providing a syncopated echo delay, and a reverb like the inside of a small kitchen.

4.12 0.2 Hardwood Room ADJUST: Size
Designed to sound like a room with a hardwood floor.

4.13 0.3 Meeting Room ADJUST: Decay
Hotel-like meeting room. The wet mix sounds like the microphone is at the back of the room.

4.14 0.4 Locker Room ADJUST: Decay
The ambience of a locker room.

4.15 0.5 Living Room ADJUST: Size
A soft room with short RT and some stereo width removed.

4.16 0.6 Bedroom ADJUST: Size
A small bedroom with furniture and heavy curtains. Good on lots of instruments and drums.

4.17 0.7 Dual Closets ADJUST: Blend
A split effect with an empty and a full closet.

4.18 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.

4.19 0.9 Coffin ADJUST: Mix
A light small space. ADJUST controls dry delay mix to brighten or deaden the sound for an open or closed casket.

4.20 1.0 Metal Chamber ADJUST: Decay
Short, boomy, and bright. Like the inside of an anechoic chamber without the absorption cones.

4.21 1.1 Stairwell ADJUST: Number Of Floors
Short decay of a single room, to large reflections lost in the high-rise.

4.22 1.2 Make-A-Space ADJUST: Decay
ADJUST and Liveness controls let you quickly design your chamber without the absorption cones.

4.23 1.3 Dry/Hallway ADJUST: Blend
A split program with a short ping-pong delay, and a medium-long hallway reverb.

4.24 1.4 Lecture Halls ADJUST: Blend
A split program with an empty and a full hall.

4.25 1.5 Dance Hall ADJUST: Decay
A medium bright hall.

4.26 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.

4.27 1.7 Empty Club ADJUST: Decay
Typical Monday night at the club. Reflections and delays simulate the emptiness.

4.28 1.8 NYC Clubs ADJUST: Blend
A split program with the acoustics of two famous New York City nightclubs.

4.29 1.9 Sports Verbs ADJUST: Blend
A split reverb with the inside of a locker room, and a large empty arena.

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

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

5.0.2 Hardwood Room ADJUST: Size
Designed to sound like a room with a hardwood floor.

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5.0.11 Stairwell ADJUST: Number Of Floors
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5.0.12 Make-A-Space ADJUST: Decay
ADJUST and Liveness controls let you quickly design your chamber without the absorption cones.

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

5.0.14 Lecture Halls ADJUST: Blend
A split program with an empty and a full hall.

5.0.15 Dance Hall ADJUST: Decay
A medium bright hall.

5.0.16 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.

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

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

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

The stereo input configuration of the Chamber/Room algo-

1.0 Vocal Verbs  
ADJUST: Lead/Back  
Verbs designed for background and lead vocals. 

1.1 Studio Rooms  
ADJUST: StudioA/StudioB  
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/VeryOften  
A large room, triggered in place of a small constantly running 
Chamber. 

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

1.5 Bread  
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. 

These presets provide dual independent mono input ma-
chines with a combined stereo output. These are utilized 
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 Hall reverb is configured to sound like a large 
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. 

2.6 Two Delays  
ADJUST: Delay 1/Delay 2  
A synchronized 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. 

3.1 Bass Mics  
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. 

3.2 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 PercSynth  
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/Plano  
ADJUST: Organ/Plano  
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. 

4.0 Thunder&Ice  
ADJUST: Effects Blend  
A short, bright Room and a big, thundery 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 & Brittle  
ADJUST: Reverb Blend  
A dark, dense, and bright, thin reverb. Custom Controls let you 
set 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 Room  
Two very distinct rooms allow for quick switching. 

4.7 TapDelay&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.