Unpacking and Inspection
After unpacking the Dual Rvb Algorithm Card, save all packing materials in case you ever need to ship the card. Thoroughly inspect the card and packing materials for signs of damage. Report any shipment damage to the carrier at once; report equipment malfunction to your dealer.

Precautions
This is a read only card.
Use only with the Lexicon PCM 90.
To avoid damage to the card, do not expose to rain or moisture, extreme temperatures, direct sunlight, or extreme shock.
In the event the card is dropped, damaged, or exposed to liquids, do not insert it into the PCM 90.
Introduction

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Thank you for your purchase of the PCM 90 Dual Rvb Algorithm Card. Dual Rvb processing adds powerful split reverb control to the control capabilities of the PCM 90.

The Dual Rvb algorithms offer superb dual reverb and cascade configured stereo effects. Ten new algorithms are provided on the PC card, along with 200 exciting new presets.

Each Dual Rvb algorithm contains two independent reverb blocks. Each algorithm also has the full set of modulation and patch features featured in the PCM 90.

The 10 Dual Rvb algorithms are made up of combinations of four Reverb blocks: Chamber, Inverse, Room2 and Surround Chamber. These effects and their associated parameters will all be familiar to PCM 90 users. The Chamber effect is identical to the PCM 90 Chamber. Surround Chamber is a variation of this same effect. Room2 is a variation on the PCM 90 Room effect, with slightly different Shape and Spread controls and a higher overall gain. The Inverse effect provides a new type of reverb for the PCM 90 which is excellent for gated and unnatural reverb effects, as well as for creating small, lively environments.

The 10 algorithms on the Dual Rvb card are created by combining these effects in the following pairs:

- **Splits:**
  - Room2-Room2
  - Invrs-Invrs
  - Chmbr-Invrs
  - Invrs-Room2
  - Chmbr-Chmbr
  - MatrixChmbr

- **Cascade:**
  - Chmbr>Room2
  - Invrs>Chmbr
  - Room2>Chmbr
  - Invrs>Room2

Each algorithm has a different combination of Rvb blocks, but the basic functionality of each is the same. Controls for each algorithm are arranged in a PCM 90-type matrix. The audio parameters are identical to those in the PCM 90. A few new parameters are found in the Inverse effects, and new InRouting parameters allows you to select Stereo Split, Mono Split or Reverse Mono Split as routing configurations for the Dual Mono effects, and Left Cascade, Right Cascade or Stereo Cascade as routing configurations for the Cascade effects.
The PCM 90 Dual Rvb card contains a built-in library of 200 preset programs that provide a completely new assortment of exciting and useful sounds. As in the PCM 90, the presets are organized into banks of 50, and functionally grouped for a wide range of applications. Be sure to experiment with all 200 presets to get a feel for the full range of the Dual Rvb capabilities. As in the PCM 90, each preset (except for the "Clean Slate" presets) has one or more parameters patched to the front panel ADJUST knob, giving you instant control over the primary aspect of the effect — without going into Edit mode.

The first bank of presets is for Music Production, the second bank is for Live Sound, the third bank is for Audio Post Production and the last is a bank of presets created for Surround. The "Clean Slate" presets in bank X3 are provided as a convenient starting place when you want to create a new program from scratch. There is one clean slate preset for each of the 10 algorithms.

We hope you will find the Dual Rvb card easy to use, and a great extension of the power of your PCM 90. To get the most out of the card, we suggest that you invest the time to explore this manual. We think you’ll agree that the time spent investigating will reward you with enjoyment of the full capabilities of the card.

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Dual Rvb Card Operation

The Dual Rvb Algorithm Card is a standard PC card designed to be used with the Lexicon PCM 90 (Version 1.01 or higher). Care and handling of the card, as well as some routine precautions are noted here. Please review these before using the card to avoid damage to the card, as well as error states in the PCM 90. Refer to your PCM 90 User Guide for information on troubleshooting the PCM 90 itself.

The Dual Rvb Algorithm Card is designed for use ONLY with the PCM 90. The Dual Rvb card is a Read Only Memory Card which cannot be overwritten.

Handle cards with care.
Do not bend the card, or subject it to moisture, extreme temperature, direct sunlight, or extreme shock.

Insert card completely before attempting card operations.
Incomplete card insertion can cause abnormal behavior.

Do not press EJECT while loading the card.

If the card is inserted before the PCM 90 is powered on, wait for the completion of Power On Diagnostics and the loading of the first program before attempting to use or remove the card.
Card algorithms will be loaded automatically into the PCM 90 on power on. Removing the card before the completion of the normal PCM 90 power on cycle may cause abnormal behavior.

Once the algorithms have been loaded from the card, you can either remove the card, or leave it in the PC card slot. In the PCM 90 Version 1.00, problems can occur if you load the card, remove it, and then reinsert it without power-cycling the unit.

While the PCM 90 is running an extension card algorithm, it will not load a second algorithm card.
Recognition of a second algorithm card requires returning to the PCM 90's internal memory by loading a preset or register from one of the internal algorithms before loading the new algorithm card.
MIDI SysEx register dumps require that the algorithm card used to create the effect(s) be loaded.

Be aware that, if you create a bank of registers with effects created from both internal algorithms and the algorithm card, you will need to perform separate SysEx dumps for the card registers and the internal registers.

The algorithm used to create an effect must be loaded into the PCM 90 for a SysEx dump to occur. If you do not have the algorithm card loaded into the transmitting PCM 90, the data for the effect is not transmitted and the following message is displayed:

Effect unchanged
Need algorithm card

If you do not have the algorithm card loaded into the receiving PCM 90 when a valid SysEx for an effect created from a card algorithm is received, the following message is displayed:

Effect unchanged
Need algorithm card

A placeholder is transmitted for any register which cannot be dumped due to the absence of an algorithm card. This placeholder contains the program name and algorithm number, but no effect parameter data. This allows an editor to identify registers which were not sent, and the algorithm card which must be loaded to complete the dump. The PCM 90 will always ignore the placeholder, and will display the following message when a placeholder is received:

Effect unchanged
No data in dump

Note that registers made from algorithm cards can be freely copied between the PCM 90's internal register banks (R0, R1) and RAM card banks (C0, C1, etc.) without loading the algorithm card.
In order to run the Dual Rvb algorithms, the software must be loaded into the PCM 90’s “extension” memory. To do this:

**If the PCM 90 is turned off:**
1. Insert the Dual Rvb algorithm card into the PC card slot.
2. Power up the PCM 90. The software will be loaded automatically.

**If the PCM 90 is already running:**
1. Insert the Dual Rvb algorithm card into the PC card slot.
2. Press **Control** and use **SELECT** and **Up** and **Down** to go to **Control 2.1**.
   The following message should appear:
   
   ![Card Load: Dual Rvb 2.1 (Press LOAD)]

3. Press **Load/***. The following message will appear briefly to indicate the load was completed:
   
   ![Extensions now available]

**If the PCM 90 is running an algorithm from a different extension card:**
Loading a different algorithm card requires returning to the PCM 90's internal memory by loading a preset or register from one of the internal banks. Otherwise, the following error message will be displayed when you press **Load/***:

![Cannot load while running extension]

To load a different algorithm card:
1. Press **Program Banks** and select an internal preset bank (**P0 - P4**).
2. Turn **SELECT** to display any preset in any of these banks, then press **Load/***.
3. The new algorithm card can now be loaded as described above.

Once extension card software is loaded, you can remove the card from the slot. The algorithms will remain in the PCM 90 until the unit is turned off. This makes the PC card slot available for loading and storing registers on RAM cards.
Loading the Dual Rvb Presets

Once the software is loaded, the PCM 90 will have access to the additional program banks available on the algorithm card. These extension memory banks are labeled with an X.

1. Press Program Banks repeatedly until the X banks are displayed. These will follow all of the PCM 90's internal Program banks.

2. Use SELECT, Up and Down and Load/ to view and load the Dual Rvb presets.

You can edit these presets and save the changed version into the PCM 90’s internal registers, or you can save them into RAM card register banks. If the Dual Rvb algorithms are loaded, recalling programs created with the algorithms is as simple as selecting and loading any PCM 90 program.

If the Dual Rvb algorithms are not loaded when you attempt to load a program created with them, the display will indicate that the selected register requires extension memory (in this case, the Dual Rvb card).

Complete descriptions of all of the Dual Rvb presets are given in Chapter 3.
The PCM 90 Dual Reverb Card uses four reverb algorithms to produce six Dual Mono, and four Cascade effects. Each of the algorithms and its associated parameter matrix is presented in this section.

The parameters for the Dual Rvb algorithms are identical to those in the PCM 90 with the following additions and exceptions:

**InRouting**

The InRouting control for the Dual Rvb algorithms varies from the InRouting control in the PCM 90 in that three controls are provided to determine reverb routing: Mono Split, RevMono Split, and Stereo Split.

Mono Split separates the two reverb blocks, creating two independent mono in/stereo out reverbs. Machine A receives input from the left channel, and Machine B receives input from the right channel.

RevMono Split separates the two reverb blocks, like the Mono Split setting, but reverses the inputs so that A corresponds to the right channel, and B corresponds to the left channel.

Stereo Split creates two stereo in, stereo out reverbs. The outputs from both A and B are stereo.

In the cascade algorithms, the three routing selections are: Left Cascade, Right Cascade, and Stereo Cascade. Left Cascade feeds the left input to the cascade, and ignores audio input from the right channel. Similarly, Right Cascade feeds only the right input to the cascade. Stereo feeds left and right inputs into the corresponding inputs to the cascade.

The Inverse effect, which is new to the PCM 90 contains the following unique parameters:

**Duration**

This parameter in the RvbDesign row determines the length of time, in milliseconds, which passes before the cutoff in Inverse effects.

**Low Slope** and **Mid Slope**

These parameters are found in the all of the Inverse Rvb Time rows. Low Slope determines the shape of the reverb envelope for low frequencies. When set to 0, the level of low reverb remains unchanged over its Duration, then cuts off abruptly (depending on the amount of diffusion in use). Setting Low Slope above 0 causes the level of low frequency reverb to rise smoothly from soft to loud until the sound is cut off. The greater the slope, the softer the initial reverberation and the more pronounced its rise. With negative values, the low frequency reverb drops from its initial level to a quieter one before cutoff. The lower the slope, the more pronounced the dropoff. Mid Slope is similar to Low Slope, but applies to middle and high frequencies. The actual frequencies affected are determined by Crossover.
The Reverb Blocks

Chamber

This algorithm is identical to the Chamber algorithm in the PCM 90. It produces an even, relatively dimensionless reverberation, with little change in color as the sound decays. The initial diffusion is similar to the PCM 90 Concert Hall algorithm, but the sense of size and space is much less obvious. This characteristic, along with low color in the decay tail, makes Chamber useful on a wide range of program material. It is especially useful on spoken voice, giving a noticeable increase in loudness with very low color.

Inverse

This algorithm allows you to vary the slope of the initial portion of the reverb envelope. The slope can decay, remain level, or rise over a variable time interval. When the time interval is up, the reverberation cuts off abruptly. The resulting effect is similar to a gate, but is not at all dependent on the level or complexity of the input signal. Slopes are adjustable over a negative, even, or positive slope. Positive slopes create inverse effects, while more even slopes create gated effects. Negative slope values have rather natural reverb tails.
This algorithm is a variation of the Room algorithm in the PCM 90 with different Shape and Spread characteristics, and an overall higher gain. This algorithm provides an excellent simulation of a very small room which is useful for dialog and voiceover applications, but which may be too colored for some sustained musical tones. Increasing the Size/Shape/Spread parameters produces an excellent reverb, and an Infinite parameter allows you to freeze the reverberation for as long as you like.

This algorithm is similar to the PCM 90 Chamber, but has a mono output. This output is added to the output of another reverb block 180° out-of-phase to allow a surround decoder to identify which signals are to be routed to the surround channel.

Note: This algorithm must be used through a surround decoder to avoid undesirable effects. When used with another reverb block (as in the Matrix Chamber algorithm, its entire signal can be canceled out when used in mono. In stereo, Surround Chamber can cloud the mix if it is of comparable loudness to the Chamber side of the algorithm.
Dual Mono Reverbs

Room2-Room2
Matrix Chamber is designed to create surround-encoded reverb mixes. The algorithm sends the Chamber effect to the front speakers and the Surround Chamber effect to the surround speakers.

This effect should be recorded, monitored, and played back in surround. The PCM 90 output must be decoded with any popular surround decoder.
Cascade Reverbs

Chamber→Room2
The Algorithms and Their Parameters

Inverse-Chamber

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<th>0.1 InRouting</th>
<th>0.2 A InLat</th>
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<td>Design-A</td>
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<tr>
<td>Refl-A</td>
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<tr>
<td>Refl-B</td>
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<td>Echo-B</td>
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<td>*Control 3</td>
<td>*Control 4</td>
<td>*Knob 1</td>
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</table>
The Dual Rvb Algorithm Card has 200 factory-designed presets which are organized into four banks of 50 each (labeled X0, X1, X2, and X3). As with the internal PCM 90 banks, each bank is organized in a matrix of 5 rows of 10. Press the front panel Program Banks button to display the first bank. Press it again to switch to another bank. Simultaneously press Program Banks and either the Up or Down button to backstep through the banks. The display will show the bank label, the row label, the matrix location, and the preset name.

Turn SELECT to scroll through all of the presets in a bank in numerical order. Use Up or Down to jump forward or backward by 10. Press Load/\* to load any displayed preset.

In the Program Banks mode (as in the Register Banks mode), ADJUST is a soft knob. Each preset has one or more parameters patched to this knob, providing a quick way to make useful changes to the effect. When you turn ADJUST, the display will show the name assigned to ADJUST, as well as the patch value. Continue turning ADJUST to alter the patch value along its available range. The most common patch to the ADJUST knob is a Blend control that crossfeeds between the two effects. When set to the middle value, the outputs of both effects are balanced at -6dB. To optimize your levels, you can set the A Out Lvl or the B Out Lvl to its full setting. In addition, many of the 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. (Look for tempo driven presets with the KeyWord Tempo.)

The preset names often give clues as to the routing configuration used. Effect blocks configured in series are separated by the symbol >. Dual Mono In/Stereo Out effects are separated by the symbol +. Stereo In/Stereo Out effects are separated by the symbol /.

Each preset is described in this section with a header which indicates the matrix location, the program name, the name assigned to the ADJUST knob, and the range of ADJUST knob control, as well as the KeyWord assignments. This header is followed by a brief description of the effect. Custom Controls are listed for each preset where applicable.
Program Bank X0

Environments

0.0 Lunar Blue
Keywords: Large, Custom, Special FX, Splits
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. ADJUST cycles between the two. Use the Custom Control: Full Moon Fury in the Soft Row to add a sizzling feedback to the Full Moon.

Custom 1: Full Moon Fury

0.1 Air 1/Air 2
Keywords: Bright, Dark, Small, Splits
Air 1 is a small bright room. Air 2 is the same size with more low end/dull sound. ADJUST is patched to OutLvl in each algorithm to allow you to blend the two rooms.

0.2 Ambi 1/Air 3
Keywords: Bright, Dark, Small, Splits
Similar to Air 1/Air 2. Ambi 1 is a small bright room with Mid RT set to minimum. Air 3 is the same room with a dull, muffled sound. ADJUST is patched to the OutLvl and allows you to blend the two rooms.

0.3 Big/Bigger
Keywords: Bright, Echo, Large, Splits
Very large rooms with plenty of available reflections. ADJUST blends the two rooms. Increasing ADJUST causes more reverb and reflections to appear.

0.4 Big Rooms
Keywords: Mono, Room, Large, Splits
Large rooms with a long reverb time. Big Room 2 gives you a more distant sound. ADJUST allows you to blend the two rooms.

0.5 HallA /HallB
Keywords: Room, Long, Large, Splits
Typical large hall preset. Generous Mid Rt and Size settings allow for plenty of decay time. ADJUST blends the two halls.

0.6 Living Dead
Keywords: Small, Short, Natural, Splits
Chamber rooms from a lively, reflective locker room to a muffled, carpeted room.

0.7 Wave/NuHall
Keywords: Bright, Large, Long, Splits
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
Keywords: Bright, Chamber, Natural, Splits
Two chambers with varied brightness. Chambers are selectable via ADJUST.

0.9 Crusher
Keywords: Room, Special FX, Splits
An interesting effect with AR Env patched to the output of channel A for a dynamic pumping effect. Channel B provides some light ambience to smooth the process.
The Presets

Instruments

1.0 Studio A + B
   ADJUST: Blend
   Keywords: Acoustic, Mono, Room, Splits
   A Mono Split preset that emulates a studio setting. Studio A is a smaller drier sounding room than Studio B where higher Mid Rt and Shape settings add a more reflective sounding effect. ADJUST blends A & B.

1.1 Two Rooms
   ADJUST: Blend
   Keywords: Room, Mono, Medium, Splits
   Medium size rooms with clean, clear ambience. ADJUST blends the different spatial effects of the two rooms.

1.2 Reversals
   ADJUST: Blend
   Keywords: Gated, Special FX, Unnatural, Splits
   A special effects preset for just about any instrument. Designed to emulate the sound source played in reverse. Listen at 100% wet.
   Custom 1: Delay Time

1.3 Thiss/Flubb
   ADJUST: Blend
   Keywords: Bright, Instrument, Special FX, Splits
   A modest reverb preset with adjustable brightness via ADJUST. The two reverbs sound much like their names.

1.4 Sax Gates
   ADJUST: Blend
   Keywords: Mono, Gated, Instrument, Splits
   Preset gates made just for saxophones. ADJUST controls the amount of decay.

1.5 Fat Guitars
   ADJUST: Blend
   Keywords: Guitar, Gated, Mono, Splits
   A mono split preset for guitar with a lively guitar room and an aggressive gated guitar effect.
   Custom 1: Woof

1.6 Vintage FX
   ADJUST: Blend
   Keyword: Dark, Instrument, Mono, Splits
   A great chamber multi-tap tape echo with dark reverb, adjustable to a spring reverb effect.
   Custom 1: Spring Brightness

1.7 TremoloVerb
   ADJUST: Tremolo Speed
   Keywords: Chamber, Large, Special FX, Splits
   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
   Keywords: Echo, Tempo, Guitar, Splits
   For the ballad soloist. Perfect long decays that trail off on the “weeping” guitar solo. Delays are Tap tempo controlled.

1.9 Amp>Add Room
   ADJUST: Blend
   Keywords: Room, Short, Cascade, Guitar
   An inverse chamber mimics the dry amplifier sound associated with close miking. ADJUST adds some room ambience into the track. No need to set up all those extra ambience mics anymore.
Vocal

2.0  Far/CloseMic  ADJUST:  Blend
Keywords: Chamber, Short, Vocal, Splits
This preset emulates the distance of source miking. ADJUST changes the distance between the sound source and the mic.

2.1  Vox Doublers  ADJUST:  Blend
Keywords: Bright, Vocal, Dark, Splits
A short reverb to brighten dialog.

2.2  Real Vocals  ADJUST:  Blend
Keywords: Vocal, Mono, Small, Splits
Two natural vocal chamber rooms, one of average size, the other small. A mono split preset.

Custom 1: Room A Brightness

2.3  ErsatzPlates  ADJUST:  Blend
Keywords: Plate, Vocal, Mono, Splits
Mono split chamber rooms mutated to sound like plates. A Vocal plate with medium Rt and bright timbre and an Old plate with a darker sound.

2.4  Endless Vox  ADJUST:  Blend
Keywords: Vocal, Mono, Tempo, Splits
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. Delays are Tap tempo controlled.

Custom 1: Feedback

2.5  Tapps/Mic  ADJUST:  Blend
Keywords: Vocal, Echo, Slap FX, Splits
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
Keywords: Vocal, Room, Short, Cascade
The Room2 side mimics a dry microphone, closely miked. ADJUST adds some room ambience.

2.7  Studio>Walls  ADJUST:  Blend
Keywords: Chamber, Indoor, Vocal, Cascade
The first space is a very diffuse inverse chamber. ADJUST adds high-frequency response.

Custom 1: Master Brightness

2.8  Airclip>Room  ADJUST:  Blend
Keywords: Chamber, Vocal, Small, Cascade
This preset includes a small, clear environment with a very short reverb time. Use ADJUST to add a medium-sized room with a very natural and clear sound.

2.9  Plate>DifEko  ADJUST:  DifEko
Keywords: Vocal, Room, Echo, Cascade
This preset includes a large, clear space with good high-frequency response. The second chamber has a short reverberation time with multiple echo reflections. ADJUST toggles the two.

Custom 1: Delay Time
Drums/Perc

3.0 Drum Gates  ADJUST: Blend
Keywords: Drums/Perc, Gated, Mono, Splits
A gating effect for any percussion instrument.

3.1 Nonlin A+B  ADJUST: Blend
Keywords: Gated, Mono, Drums/Perc, Splits
‘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
Keywords: Drums/Perc, Gated, Mono, Splits
This mono split preset has a dark room for your kick sound, and a lively reverb for the snare.

3.3 Kick+Snare2  ADJUST: Blend
Keywords: Drums/Perc, Mono, Splits
This mono split preset can place your kick drum inside a dark chamber as well as gating a snare.

Custom 1: Kick Air
Custom 2: Snare Hype

3.4 Buckslam Oil  ADJUST: Blend
Keywords: Drums/Perc, Mono, Splits
In this mono split preset the Buckslam 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
Keywords: Mono, Drums/Perc, Special FX, Splits
A nice mono split Inverse preset with effects similar to the classic PCM 70 Atom Smasher and Ski Jump presets. Great for special effects.

3.6 70Kick+Snare  ADJUST: Blend
Keywords: Drums/Perc, Mono, Splits
Reproductions of the classic PCM 70 Kick and Snare chambers. A mono split preset.

3.7 Ballad Drums  ADJUST: Blend
Keywords: Drums/Perc, Mono, Ballad, Splits
A mono split chamber preset with a large, lively chamber room and a darker, monstrous room. Use ADJUST to select the perfect chamber room.

3.8 HiphopDrumz  ADJUST: Infinite Hold
Keywords: Drums/Perc, Tempo, Mono, Splits
For the hip-hop beat. The wild delays are tempo controlled. ADJUST gives you the Infinite Hold feature of Room2.

3.9 NuGate+Room  ADJUST: Blend
Keywords: Gated, Drums/Perc, Mono, Splits
A great sounding gate with a fairly quick reverb decay time. Room is a simple small sized room with little reverb.

Custom 1: Room Brightness
Custom

4.0 Rise n’Verbs
ADJUST: Blend
Keywords: Bright, Echo, Splits, Slap FX
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.
Custom 1: Rise A Depth
Custom 2: Rise B Depth

4.1 Brick n’Wood
ADJUST: Blend
Keywords: Acoustic, Indoor, Medium, Splits
Medium size rooms with moderate amounts of Mid RT. The Brick room setting is brighter and more pronounced than the Wood room setting. ADJUST blends the two rooms.
Custom 1: Brick Liveness
Custom 2: Wood Room Type

4.2 Grit Verbs
ADJUST: Blend
Keywords: Large, Special FX, Unnatural, Splits
Large rooms with different Mid RT settings which are adjustable via ADJUST. When the Grits rise, the Mid RT increases.

4.3 Zippers A/B
ADJUST: Blend
Keywords: Gated, Large, Unnatural, Splits
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.
Custom 1: Rise Depth
Custom 2: Decay Depth

4.4 Stereizers
ADJUST: Blend
Keywords: Chamber, Gated, Stereo, Splits
A very dry, tight sounding preset with ADJUST varying the dimension of the sound between two small spaces.
Custom 1: Master Brightness

4.5 EchoVerb
ADJUST: Delay Patterns
Keywords: Echo, Tempo, Stereo, Splits
A cool echo reverb effect with ADJUST controlling the echoes from mono to stereo with different speeds.
Custom 1: Delay Speed
Custom 2: Delay Regen
Custom 3: Rev Intensity
Custom 4: Reverb Lvl

4.6 Flipped Tape
ADJUST: Blend
Keywords: Special FX, Gated, Mono, Splits
Two distinct inverse reverbs achieve a “flipped tape” effect. Listen at 100% wet.
Custom 1: Inverse Time A
Custom 2: Inverse Time B

4.7 Direct GTR
ADJUST: Mic Proximity
Keywords: Guitar, Ambience, Cascade
A great reverb preset for distorted guitar. The room adds reflections much like those found right at the mic in front of the speaker cabinet.
Custom 1: Liveness
Custom 2: Ambience Level
The Presets

4.8 Clipp/Bsmnt ADJUST: Blend
Keywords: Mastering, Room, Unnatural, Splits
Clipp is a quick gate. Bsmnt is a typical large sounding basement effect with a hollow sound.
Custom 1: Clipp Room Liveness
Custom 2: Basement Liveness

4.9 TrembleRobot ADJUST: Mottle
Keywords: Mono, Special Effects, Unnatural, Splits
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!
Custom 1: Axiom
Custom 2: Torque
Custom 3: Overhang

Acoustic

0.0 Sprites A/B ADJUST: Blend
Keywords: Bright, Echo, Special FX, Splits
A bright/crisp reverb with adjustable decay times.

0.1 Brass+Room ADJUST: Blend
Keywords: Room, Mono, Acoustic, Splits
A bright room for brass instruments and a general purpose, average ambient room. A mono split preset.

0.2 Horns+String ADJUST: Blend
Keywords: Mono, Instrument, Acoustic, Splits
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
Keywords: Guitar, Acoustic, Mono, Splits
A mono split preset with two chamber rooms, one for electric guitar, the other for acoustic guitar. Both are warm rooms.

0.4 Hall/Chamber ADJUST: Blend
Keywords: Acoustic, Classical, Orchestral, Splits
A large hall with fairly long reverb decay time and a medium sized chamber with short decay time.

0.5 Wind+Brass ADJUST: Blend
Keywords: Acoustic, Instrument, Mono, Splits
A medium size, clear room with lots of high end. No delays.

0.6 Place>Roomed ADJUST: Blend
Keywords: Room, Short, Small, Cascade
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. ADJUST adds the second chamber.
Custom 1: Place Brightness
0.7 **Dream Hornz**  
**ADJUST:** Fbks  
**Keywords:** Dynamic, Acoustic, Slap FX, Cascade  
A large, diffuse auditorium with long echo delays. Feedback level is alternated from chamber to room via ADJUST.

0.8 **Dream Hornz2**  
**ADJUST:** Brightness  
**Keywords:** Slap FX, Acoustic, Dynamic, Cascade  
A large, diffuse room with long echo delays. Feedback levels and Rt HCs are controlled by ADJUST.

0.9 **Small Halls**  
**ADJUST:** Blend  
**Keywords:** Indoor, Natural, Acoustic, Splits  
An average size, unintimidating, fairly bright hall and a mellow, smooth hall.

**Electric**

1.0 **Griln/Flitt**  
**ADJUST:** Blend  
**Keywords:** Bright, Chamber, Gated, Splits  
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  
**Keywords:** Gated, Short, Unnatural, Splits  
Quick, tight sounding gates with ADJUST varying the shape of the gate.

1.2 **HiPass/Club**  
**ADJUST:** Blend  
**Keywords:** Bright, Indoor, Room, Splits  
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  
**Keywords:** Guitar, Instrument, Mono, Splits  
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>Mverb**  
**ADJUST:** Amt of Verb  
**Keywords:** Chamber, Instrument, Echo, Cascade  
The first chamber is a large room with multiple echo reflections and Mid RT set to the shortest duration. The second chamber is a smaller space with long Mid RT. ADJUST adds the second chamber to create a very diffuse reverberated sound.

1.5 **Brite>Hallit**  
**ADJUST:** Blend  
**Keywords:** Bright, Chamber, Room, Cascade  
A very clear, sibilant room is transformed into a huge, diffuse chamber using ADJUST. The second chamber helps accomplish this with long Mid RT and predelay.

1.6 **Echo>Room**  
**ADJUST:** Echo Attitude  
**Keywords:** Tempo, Echo, Room, Cascade  
The first chamber is a very small space, but has enough echo feedback to give a much larger overall sound. The second chamber is a huge, diffuse room. ADJUST adds the second chamber.

1.7 **Gate>Hall**  
**ADJUST:** Blend  
**Keywords:** Gated, Chamber, Short, Cascade  
An inverse chamber with short duration and large slope creating a gated sound, and a large, clear space added via ADJUST.
The Presets

1.8 Gater>Silkey ADJUST: Blend
   Keywords: Room, Short, Cascade
   An inverse chamber with long duration, small slope and high diffusion settings to create a gated reverb. The second chamber is a large, clear hall with a similar frequency response. ADJUST adds the second chamber.

1.9 Slap>Bleed ADJUST: Blend
   Keywords: Chamber, Short, Small, Cascade
   This preset uses an inverse chamber with a short duration and very little low-end response. The second chamber is a small room with good high-end response. ADJUST adds the second chamber.

Vocal

2.0 Vocals ADJUST: Contour
   Keywords: Bright, Dialog, Vocals, Splits
   This vocal reverb preset ranges from a bright, almost plate-like room to a mid-size average room. ADJUST controls the bass and treble settings.

2.1 Sax+Vox Hall ADJUST: Blend
   Keywords: Vocal, Instruments, Mono, Splits
   A mono split preset adjustable between a bright chamber with echoes (great for sax) and a vocal chamber.

2.2 LiveVoxPlate ADJUST: Blend
   Keywords: Plate, Vocal, Mono, Splits
   Mono split chamber rooms designed to sound like plates. A Vocal plate with medium Rt and bright timbre and a Dim plate with a darker sound.

2.3 Air>Club ADJUST: Blend
   Keywords: Chamber, Natural, Vocal, Cascade
   A short duration inverse chamber with a high diffusion setting, and a medium size, very clear room. ADJUST adds the second chamber.

2.4 Gated>Hiss ADJUST: Blend
   Keywords: Vocal, Gated, Medium, Cascade
   A medium-duration inverse chamber, with a large slope on the low end to give it a gated sound. This low-end response is enhanced by adding the second chamber, which has a very high-end responsive, diffuse room with long Mid RT.

2.5 ArchAngels ADJUST: Accent Level
   Keywords: Vocal, Tempo, Echo, Splits
   Bright reverb spaces with a dynamic delay/reverb accent for transients. Delay time is tempo-controlled. Perfect to widen a choir.
   Custom 1: Feedback
   Custom 2: Liveness

2.6 Lead+BackVox ADJUST: Blend
   Keywords: Live PA, Mono, Vocal, Splits
   This split mono preset creates two very different reverbs to use on vocals. A short, bright reverb is used for the lead vocals. The background vocals get a much more pronounced reverb to widen their sound by using a longer decay time.

2.7 Small>Hall ADJUST: Blend
   Keywords: Vocal, Room, Small, Cascade
   A small hall and a large hall, both with a dark sound. The large hall is much more diffuse. ADJUST toggles the rooms.
   Custom 1: Small Brightness
   Custom 2: Large Brightness
2.8 Nonlin>Open
ADJUST: Blend
Keywords: Room, Short, Unnatural, Cascade
The first chamber uses a medium duration with a high shape setting, creating a very
diffuse, inverse reverberation. The second chamber is a very large, diffuse room which
is added with ADJUST.

2.9 SmlGate>Chmb
ADJUST: Blend
Keywords: Chamber, Gated, Medium, Cascade
An inverse chamber emulates a small room with a gated sound. ADJUST adds a second
chamber with a larger size and Mid RT.

Drums/Perc

3.0 Nonlin Plus
ADJUST: Tone(1-5)
Keywords: Drums/Perc, Live PA, Splits
Nonlin (a grainy trash vibe inverse) with an ambient tail to soften the gate.

3.1 PercussHalls
ADJUST: Blend
Keywords: Drums/Perc, Live PA, Mono, Splits
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
Keywords: Drums/Perc, Vocal, Mono, Splits
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
Keywords: Drums/Perc, Gated, Mono, Splits
Two gated preset settings. One is large with a loose sound, the other is tight sounding with
a couple of quick delays.

3.4 Kick+Sn Invrs
ADJUST: Blend
Keywords: Gated, Drums/Perc, Mono, Splits
Gated percussion effects, one for the snare and a darker one for the kick. A mono split
preset.

3.5 Drums/2Kill
ADJUST: Duration
Keywords: Drums/Perc, Tempo, Room, Splits
Very diffuse chamber with left side reflection controlled by tempo. ADJUST controls
duration of inverse chamber.

3.6 Live DRUMrms
ADJUST: Blend
Keywords: Live PA, Drums/Perc, Tempo, Splits
A medium size room with moderate reflections giving a diffuse overall sound.

3.7 JumpinDrumZ
ADJUST: Feedback
Keywords: Drums/Perc, Tempo, Live PA, Splits
A clear chamber with moderate taps and echo reflections. Feedback level is controlled
by ADJUST.

3.8 Nonlin>Garaj
ADJUST: Blend
Keywords: Drums/Perc, Unnatural, Short, Cascade
A gated, diffuse chamber with a small slope and a larger, sibilant chamber which is added
with ADJUST.
3.9 Room>Woosh

**ADJUST:** Woosh

*Keywords: Chamber, Drums/Perc, Short, Cascade*

A small chamber with accurate characteristics, and a medium-sized room with a high-end boost. **ADJUST** adds the second room.

---

**Custom**

4.0 Angels Sing

**ADJUST:** Accent Level

*Keywords: Vocal, Bright, Echo, Splits*

Bright reverb rooms with a dynamic delay/reverb accent for transients. Delay time is tempo controlled.

- Custom 1: Delay Regen
- Custom 2: Liveness

4.1 StompVox FX

**ADJUST:** Decay Power

*Keywords: Vocal, Tempo, Special FX, Splits*

Designed for the vocalist who likes to add effects in short duration to voice. Mid RT can be cranked by holding down Footswitch 1. To add a few seconds of strong delays, hold down Footswitch 2. The delays are tempo controlled.

- Custom 1: Regen Cycles

4.2 Flitz>Echo

**ADJUST:** Amount of Echo

*Keywords: Gated, Echo, Unnatural, Cascade*

A very sibilant chamber with long duration setting, creating a very long inverse reflection. **ADJUST** adds a very large second chamber with the long echo settings and Mid RT.

- Custom 1: Flitz Depth

4.3 Horn Section

**ADJUST:** Blend

*Keywords: Mono, Medium, Instrument, Splits*

This split mono preset provides two distinct reverbs for a horn section. The soloist gets a strong reverb with a long reverb time while the reverb designed for the horn section is much more subtle.

- Custom 1: Section Brightness
- Custom 2: Solo Brightness

4.4 Soliloquy

**ADJUST:** Bass Multiply

*Keywords: Vocal, Long, Special FX, Cascade*

The 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.

- Custom 1: Liveness

4.5 Room>Chamber

**ADJUST:** Amount of Chamber

*Keywords: Bright, Chamber, Room, Cascade*

A medium size, diffuse chamber and a much larger, brighter chamber. **ADJUST** adds the second chamber.

- Custom 1: Room Liveness

4.6 Hang>BigCan

**ADJUST:** Blend

*Keywords: Chamber, Gated, Medium, Cascade*

An inverse chamber with a long duration and large shape and a large room with a very diffuse sound. **ADJUST** adds the second chamber.

- Custom 1: Hang Depth

4.7 Chmbr+Plate

**ADJUST:** Blend

*Keywords: Chamber, Plate, Mono, Splits*

A large, diffuse chamber controlled by **ADJUST** to become a large, bright, diffuse plate.

- Custom 1: Chamber Liveness
### 4.8 2 Big Halls
**ADJUST:** Blend
**Keywords:** Bright, Large, Mono, Splits
Two chamber halls, one large and benign, the other very big with a darker sound.
- Custom 1: A Liveness
- Custom 2: B Liveness

### 4.9 2 FakePlates
**ADJUST:** Blend
**Keywords:** Plates, Instruments, Large, Splits
Great sounding chamber reverb plates — one bright plate adjustable to a thicker, fuller sounding plate.
- Custom 1: Plate A Brightness
- Custom 2: Plate B Brightness

### Program Bank X2
**SmallSpaces**

<table>
<thead>
<tr>
<th>Number</th>
<th>Effect Name</th>
<th>ADJUST:</th>
<th>Keywords</th>
</tr>
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<tbody>
<tr>
<td>0.0</td>
<td>Booth 1/2</td>
<td>Blend</td>
<td>Dark, Room, Short, Splits</td>
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<td>Booth 1 is a small, dull sounding</td>
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<td>room with a slight pre delay.</td>
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<td>Booth 2 is a small room</td>
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<td>with a more high end, open sound.</td>
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<td>ADJUST lets you blend the two.</td>
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<td>Bathroom M/W</td>
<td>Blend</td>
<td>Bright, Indoor, Natural, Splits</td>
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<td>Small to medium size rooms with</td>
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<td>bathrooms. ADJUST blends the two.</td>
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<td>Bedroom/Gate</td>
<td>Blend</td>
<td>Dialog, Gated, Short, Splits</td>
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<td>This dual use preset contains a</td>
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<td>room which sounds like a bedroom</td>
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<td>and a nice gate. ADJUST allows you</td>
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<td>to blend the two effects.</td>
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<td>Bath/Gate</td>
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<td>Chamber, Gated, Natural, Splits</td>
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<td>A nice bathroom effect with very</td>
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<td>short reflections. ADJUST activates</td>
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<td>a very effective gate while</td>
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<td>holding on to the same bathroom</td>
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<td>characteristics.</td>
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<td>Car/Reverse</td>
<td>Blend</td>
<td>Gated, Indoor, Unnatural, Splits</td>
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<td>The car setting is a muffled, dry</td>
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<td>effect that emulates the</td>
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<td>characteristics inside a car.</td>
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<td>Reverse makes the source sound</td>
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<td>as if its playing backward.</td>
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<td>Oil Drums</td>
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<td>ADJUST increases the size of the</td>
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<td>drums.</td>
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<td>0.6</td>
<td>Two Coffins</td>
<td>Blend</td>
<td>Mono, Short, Small, Splits</td>
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<td>A wooden coffin with a muffled</td>
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<td>sound and a metal coffin with a</td>
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<td>brighter, more reflective sound.</td>
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<td>Small Rooms</td>
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<td>Room, Small, Splits</td>
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<td>A very small reflective room and</td>
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<td>small, warmer room. Both with</td>
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<td>Custom 1: Room A Brightness</td>
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<td>Custom 2: Room B Brightness</td>
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</tbody>
</table>
The Presets

0.8 Close/Closet
  ADJUST: Blend
  Keywords: Dialog, Small, Room, Splits
  Very small environment effects with very little reverb

0.9 Coffin>Heavn
  ADJUST: Blend
  Keywords: Chamber, Room, Large, Cascade
  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
  Keywords: Indoor, Mono, Room, Splits
  This Mono Split preset recreates the spatial characteristics of a garage. ADJUST increases and decreases the size of the garage.

1.1 Locker/Booth
  ADJUST: Blend
  Keywords: Dialog, Chamber, Medium, Splits
  A locker room effect with reflections and a booth effect which is very dry and tight.

1.2 Garage/Booth
  ADJUST: Blend
  Keywords: Chamber, Gated, Large, Splits
  A large empty garage effect with ADJUST controlling the size of the space from large down to the size of a booth.

1.3 Class/LoGate
  ADJUST: Blend
  Keywords: Chamber, Dialog, Gated, Splits
  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
  Keywords: Chamber, Dialog, Gated, Splits
  Typical dry studio environment adjustable to a good sounding gate.

1.5 Farm Rooms
  ADJUST: Blend
  Keywords: Indoor, Natural, Small, Splits
  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
  Keywords: Indoor, Room, Splits
  Two chamber rooms, one emulating a big wooden barn with haystacks to absorb the sound, and a metal barn with a brighter, tinier sound.

1.7 Medium Rooms
  ADJUST: Blend
  Keywords: Room, Medium, Splits
  A room similar to the classic PCM 70 Medium Room. ADJUST turns it into a grainy, abnormal room.

1.8 Room>Smooth
  ADJUST: Smoothness
  Keywords: Chamber, Room, Medium, Cascade
  Two chambers, a bright, small room with a short Mid RT and a very large, diffuse chamber with less high-end response. ADJUST toggles the two.

1.9 Store>Wrhrse
  ADJUST: Blend
  Keywords: Chamber, Room, Indoor, Cascade
  A medium size, unmuffled chamber and a large, diffuse chamber with a high shape setting. ADJUST adds the second chamber.
**LargeSpaces**

2.0 Club/Rehurse  
**ADJUST:** Blend  
**Keywords:** Room, Bright, Large, Splits  
Large size rooms with Club having a brighter, more live sound than Rehurse. ADJUST lets you blend the two.

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

2.2 TajMahal/Gat  
**ADJUST:** Blend  
**Keywords:** Chamber, Gated, Large, Splits  
A very large chamber with a long decay and a simple, fairly dry, gated effect. ADJUST blends the two.

2.3 Gym/DublGate  
**ADJUST:** Blend  
**Keywords:** Chamber, Gated, Large, Splits  
Gym is a chamber room with a lengthy decay. DublGate has a reverse gate effect.

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

2.5 Wembley  
**ADJUST:** Proximity  
**Keywords:** Large, Special FX, Long, Cascade  
A preset made to emulate the characteristics of Wembley Stadium. ADJUST controls your position in relation to the stage.

2.6 Bloom>Gym  
**ADJUST:** Blend  
**Keywords:** Chamber, Room, Long, Cascade  
The first chamber consists of a medium-sized, diffuse room, which becomes a gymnasium via ADJUST.

2.7 Box>Hall  
**ADJUST:** Blend  
**Keywords:** Chamber, Room, Small, Cascade  
Box is a very close, unmuffled sound, like a wooden box. The other chamber is a large, clear hall with good high-end response. ADJUST toggles the two.

2.8 Small & Huge  
**ADJUST:** Blend  
**Keywords:** Chamber, Large, Small, Splits  
Two chambers adjustable between a very small chamber with little reverb to a very large chamber with loads of reverb and a long decay time.

2.9 Skydome  
**ADJUST:** Liveness  
**Keywords:** Room, Large, Bright, Splits  
A large indoor environment. ADJUST adds liveness to the sound source.

**Cool Places**

3.0 Igloo  
**ADJUST:** Blend  
**Keywords:** Ambience, Special FX, Splits  
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
Keywords: Drums/Perc, Mono, Unnatural, Splits
Two metallic sounding environments for percussion. A mono split preset.

3.2 Rolly+Arena ADJUST: Blend
Keywords: Large, Long, Mono, Splits
A medium size environment adjustable to a very large arena effect with a long decay.

3.3 Stair>Canyon ADJUST: Blend
Keywords: Chamber, Room, Large, Cascade
A large, diffuse first chamber — ADJUST adds a much larger chamber with very long Mid RT.

3.4 Close>Far ADJUST: Distance
Keywords: Chamber, Room, Short, Cascade
This preset moves the perceived sound source from nearby, to far away, while maintaining the environmental characteristics. One chamber emulates a small, slightly reverberant room, while the other creates the same environment with more distance.

3.5 Bricks>Wash ADJUST: Wash
Keywords: Chamber, Room, Bright, Cascade
The first chamber emulates a medium-sized, diffuse room. ADJUST adds a much larger chamber with a very long predelay.

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

3.7 Cemetery ADJUST: Blend
Keywords: Room, Small, Mono, Splits
A short reverb with reflections creating the cemetery walls. The B side of this preset is one of the spooky underground crypts in the cemetery.

3.8 Log Cabin ADJUST: Reflections
Keywords: Chamber, Natural, Room, Cascade
An open, yet dead, space. ADJUST adds reflections and makes the space livelier.

3.9 Brick+Glass ADJUST: Blend
Keywords: Small, Mono, Bright, Splits
The A side emulates a brick basement room. The B side is greenhouse where the great amount of glass makes the sound very reflective and bright.

Custom

4.0 Up & Down ADJUST: Speed (1-5)
Keywords: Special FX, Large, Cascade
A cool special effects preset with bright escalation and a large, dark fall. ADJUST controls the speed at which the escalation and fall occur.

Custom 1: Inverse Height
4.1 Silos

**ADJUST:** Blend

**Keywords:** Special FX, Splits

Chamber rooms with characteristics of a grain silo and a missile silo. The grain silo is darker, hollow sounding with a long reverb decay, the missile silo has a distinct metal sound to it with short reverb reflections.

- Custom 1: Silo 1 Capacity
- Custom 1: Silo 1 Capacity

4.2 Rivets>Tank

**ADJUST:** Blend

**Keywords:** Chamber, Short, Long, Cascade

Two very diffuse chambers. The first is an inverse chamber with a large slope, shape and duration which creates a sound with two distinct echoes. The second chamber has a very long Mid RT setting, creating a tank effect when it is added with ADJUST.

4.3 Phazer>Hall

**ADJUST:** Blend

**Keywords:** Chamber, Gated, Unnatural, Cascade

An inverse chamber with a long duration setting. ADJUST adds another chamber with a long Mid RT and a full diffusion setting. The result is a very large, diffuse reverberation with multiple reflections.

- Custom 1: Hall Type

4.4 Wind+Thunder

**ADJUST:** Blend

**Keywords:** Custom, Special FX, Mono, Splits

Use this split mono preset with your nature effects. Use the wind reverb to add an eerie ambience to your signal. The Thunder reverb thickens a clap of thunder and the roar travels off in the distance.

4.5 Pitfall!

**ADJUST:** Pit Depth

**Keywords:** Large, Special FX, Dialog, Cascade

Input Level acts as an inverse trigger to the reverb time. The weaker the signal gets, the longer the reverb time. Add to screams to simulate falling down a reverberant bottomless pit.

- Custom 1: Delay Feedback

4.6 TemporalRift

**ADJUST:** X Factor

**Keywords:** Large, Special FX, Cascade

An inverse reverb that can add a lot of strangeness to dialog or effects.

- Custom 1: Rift Depth

4.7 Ricochets

**ADJUST:** Blend

**Keywords:** Special FX, Mono, Cascade

Two different reverb effects for bullets ricocheting off of reverberant objects.

- Custom 1: Ricochet 1 Length
- Custom 2: Ricochet 2 Length

4.8 NaturaSpace

**ADJUST:** Blend

**Keywords:** Room, Natural, Mono, Splits

A mono split preset with two general, all purpose, natural sounding chamber rooms.

- Custom 1: Room A Size
- Custom 2: Room B Liveness

4.9 Reverse>Echo

**ADJUST:** Echo

**Keywords:** Chamber, Echo, Unnatural, Cascade

The first chamber uses a high shape setting to simulate a reverse echo sound in a medium-sized environment. The second chamber is a much larger room with a very long predelay. ADJUST adds the second chamber.

- Custom 1: Echo Feedback
Small Spaces

0.0 Submersible ADJUST: Fade
Keywords: Small, Short, Surround
This surround preset emulates the tight, resonant space of a diving submersible. Use ADJUST to dial in the amount of rear channel activity you want.

0.1 Tap Chamber ADJUST: Fade
Keywords: Small, Tempo, Surround, Drums/Perc
A tight chamber with liveness that is constantly changing. The change is tempo controlled. Use this preset to open up sampled drum mixes.

0.2 Tempo Verb ADJUST: Liveness
Keywords: Chamber, Surround, Tempo
In this tempo controlled reverb effect, decay changes in tempo. Slow tempos yield longer reverb time; fast tempos result in shorter decay.

0.3 SnareChamber ADJUST: Liveness
Keywords: Drums/Perc, Chamber, Surround
A classic PCM 70 preset, translated for surround. Use ADJUST to alter the liveness of the chamber.

0.4 Tiled Surrnd ADJUST: Decay
Keywords: Chamber, Indoor, Surround
A responsive tiled chamber. Use ADJUST to alter the decay time of the chamber.

0.5 SurrndChambr ADJUST: Fade
Keywords: Indoor, Chamber, Surround, Splits
A mid size chamber for surround. Use ADJUST to increase or decrease the rear channel levels.

0.6 Surrnd Room ADJUST: Fade
Keywords: Indoor, Natural, Surround, Splits
A small room for surround. Good for drums or spoken voice.

0.7 Surrnd Booth ADJUST: Fade
Keywords: Chamber, Dialog, Surround, Splits
A very tight space for surround. Great for dialog or vocals.

0.8 Dark Room ADJUST: Decay
Keywords: Dark, Medium, Surround
A small room with dark timbre. Use ADJUST to alter the decay time.

0.9 Phone Booth ADJUST: Fade
Keywords: Small, Dialog, Surround
Tight and reflective. Use ADJUST to add or decrease rear channel levels.

Large Spaces

1.0 Classical ADJUST: Reflections
Keywords: Chamber, Orchestral, Surround, Splits
A medium size, diffuse chamber with pronounced right side reflection. ADJUST controls the level of the surround channel and reflection time.
1.1 **Surround Vox**
**Keywords:** Large, Surround, Vocal, Splits
ADJUST: Fade
A large, diffuse surround chamber designed for voice. ADJUST controls the level of the rear channel.

1.2 **LincolnTunnl**
**Keywords:** Large, Long, Surround
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**
**Keywords:** Chamber, Surround
ADJUST: Liveness
A small, clear surround chamber with pronounced short reflections. ADJUST increases liveness of the chamber.

1.4 **Vox Chamber**
**Keywords:** Chamber, Surround
ADJUST: Liveness
Combines recirculating echoes which fall away quickly once signal is absent. ADJUST lengthens the reverb decay, which will mask the reflection echoes. For vocals.

1.5 **Surrnd Club**
**Keywords:** Chamber, Indoor, Surround, Splits
ADJUST: Fade
The front chamber uses large size, Mid RT, Shape and diffusion settings. The surround chamber is very similar in reverberation pattern and is added to the preset with ADJUST.

1.6 **Surrnd Space**
**Keywords:** Chamber, Long, Surround, Cascade
ADJUST: Fade
The front chamber creates a very large, diffuse reverberation. ADJUST adds the surround chamber, which creates an even larger space.

1.7 **Lecture Hall**
**Keywords:** Chamber, Indoor, Surround, Natural
ADJUST: Attendance
A large, clear chamber with overall brightness controlled by ADJUST. ADJUST adds people in the room to make it more diffuse without affecting the size.

1.8 **Bayside Expo**
**Keywords:** Large, Surround, Long
ADJUST: Fade
A very large expo center. Lots of room to get lost in. Select the surround levels with ADJUST.

1.9 **Tin RearWall**
**Keywords:** Chamber, Dialog, Surround, Splits
ADJUST: Fade
This surround preset has dual characteristics. The front of the chamber is medium size. The rear wall has a long decay and a ringy sound associated with metallic walls. ADJUST controls the level to the rears.

**Unnatural FX**

2.0 **InvFront2Bak**
**Keywords:** Large, Surround, Drums/Perc, Splits
ADJUST: Front 2 Back
Large surround chamber preset with pronounced high end. ADJUST switches between front and rear channels.

2.1 **DlyUpVerbBak**
**Keywords:** Large, Surround, Tempo, Splits
ADJUST: Delay Feedback
Clear chamber with long echo delay times controlled by tempo function. Echo Feedback is controlled by ADJUST.
2.2 DynamicSwell  
**ADJUST:** Delays  
**Keywords:** Dynamic, Chamber, Surround, Special FX
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. ADJUST controls the delay times.

2.3 Steam Bath  
**ADJUST:** Steam Valve  
**Keywords:** Chamber, Bright, Surround, Unnatural
A small, bright surround chamber. ADJUST controls the overall RT and brightness, using large values to create a hissing ‘steam’ sound.

2.4 Clockwise  
**ADJUST:** Rotation Speed  
**Keywords:** Surround, Vocal, Echo, Unnatural
Whirling delays cause a spinning sensation. Excellent special effect for dialog.

2.5 Quad Tremolo  
**ADJUST:** Tremolo Speed  
**Keywords:** Surround, Unnatural, Echo, Unnatural
A true surround tremolo. Tremolo speed is controlled with ADJUST.

2.6 HipHopSurrnd  
**ADJUST:** Fade  
**Keywords:** Chamber, Tempo, Surround, Drums/Perc
Hiphop delays are patched to tempo.

2.7 Cyber Vortex  
**ADJUST:** Vortex Ferocity  
**Keywords:** Long, Dialog, Surround, Tempo
A wild stuttering reverb. Stutter rate is tempo driven. Sort of like a turbo-tremolo.

2.8 Yodel!!  
**ADJUST:** Fade/Distance  
**Keywords:** Long, Special FX, Surround, Slap FX
Sing it from the Alps! A long predelay in the rear makes a distant reply to the signal. Use ADJUST to make the reply move further away.

2.9 CyberVox  
**ADJUST:** Fade  
**Keywords:** Dialog, Special FX, Surround
This special effect 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. Use ADJUST to increase or decrease the surround levels.

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**Custom**

3.0 Bombs Away!  
**ADJUST:** Srrnd Decay  
**Keywords:** Film-ADR, Surround, Special FX, Splits
A large size chamber with long Low RT varied by LFOs. ADJUST increases Mid RT to full value, creating a ‘Nuclear Meltdown’ effect.  
**Custom 1:** Liveness

3.1 Brick Kick  
**ADJUST:** Liveness  
**Keywords:** Drums/Perc, Chamber, Surround
A medium, diffuse surround chamber with a thick shape setting. ADJUST alters the chamber liveness. Great on kick drums or an entire submix.  
**Custom 1:** Master Delay

3.2 BypasStompFX  
**ADJUST:** Decay  
**Keywords:** Chamber, Special FX, Surround
This is a large, breathy chamber. Use a footswitch to mute either or both of the machines in this preset. Footswitch 1 will mute the front signal. Footswitch 2 will mute the surrounds.
3.3 StompSwellFX
   ADJUST: Fade
   Keywords: Large, Special FX, Surround
   With a footswitch, you can control the decay times of the front and back of this chamber. Footswitch 1 swells the front decay. Footswitch 2 swells the rears.

3.4 RollinThundr
   ADJUST: Fade
   Keywords: Large, Long, Surround, Special FX
   An exaggerated decay that rolls over you from front to rear. Use ADJUST to control the surround levels.
   Custom 1: Master Decay

3.5 Dark Cavern
   ADJUST: Fade
   Keywords: Large, Dark, Surround, Long
   Big and brooding. ADJUST controls the Fade to rear.
   Custom 1: Master Delay

3.6 Invertigo
   ADJUST: Inverse Delay
   Keywords: Special FX, Surround, Dialog
   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
   Keywords: Special FX, Surround, Dialog
   Listen to this one at 100% wet. Similar to Invertigo, with the inverse reverb in the front, and flying overhead to meet the dry signal in the rear. The inverse effect delays the dry signal 500-1000ms, depending on the setting of ADJUST.

3.8 Guitar Hero
   ADJUST: Fade
   Keywords: Large, Guitar, Surround, Long
   The perfect preset to put a wailing soloist on stage in a huge auditorium. Use ADJUST to increase or decrease the surround levels.
   Custom 1: Master Decay

3.9 Stranglehold
   ADJUST: Fade
   Keywords: Short, Surround
   A tight, almost gated surround reverb.
   Custom 1: Master Decay

Clean Slate Presets

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