

# lexicon

# 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.

- 1.7 TremoloVerb**      **ADJUST: Tremolo Speed**  
A bright chamber and a dark chamber, the outputs of which are alternated using an LFO, creating a tremolo effect.
- 1.8 Guitar Weeps**      **ADJUST: Feedback**  
For the ballad soloist. Perfect long decays that trail off on the "weeping" guitar solo.
- 1.9 Amp+Add Room**      **ADJUST: Blend**  
Produces the dry amplifier sound associated with close miking. No need to set up all those extra ambience mics anymore.

### Vocal

- 2.0 Far/CloseMic**      **ADJUST: Blend**  
Emulates the distance of source miking. ADJUST changes the distance between the sound source and the mic.
- 2.1 Vox Doublers**      **ADJUST: Blend**  
A short reverb to brighten dialog.
- 2.2 Real Vocals**      **ADJUST: Blend**  
Two natural vocal chamber rooms, one medium, one small.
- 2.3 ErsatzPlates**      **ADJUST: Blend**  
Mono split chamber rooms mutated to sound like a Vocal plate with medium Rt and bright timbre and an Old plate with a darker sound.
- 2.4 Endless Vox**      **ADJUST: Blend**  
Two nice sounding vocal rooms, one with a clean vocal reverb, the other a vocal reverb room with echo, feedback patched to a pedal control, and infinite "bottomless pit" reverb activated via Footswitch 1.
- 2.5 Tapps/Mic**      **ADJUST: Blend**  
A combination of Predelay and a large Shape setting give this preset a fast tapping effect. Mic is a simple room setting with little reverb.
- 2.6 Mic>Add Room**      **ADJUST: Blend**  
The Room2 side mics a dry microphone, closely miked.

- 2.7 Studio>Walls**      **ADJUST: Blend**  
The first space is a very diffuse inverse chamber. ADJUST adds high-frequency response.
- 2.8 Airclip>Room**      **ADJUST: Blend**  
A small, clear environment with a very short reverb time and a very natural, clear room.
- 2.9 Plate>DifEko**      **ADJUST: DifEko**  
A large, clear space with good high-frequency response and a short reverberation time with multiple echo reflections.

### Drums/Perc

- 3.0 Drum Gates**      **ADJUST: Blend**  
A gating effect for percussion.
- 3.1 Nonlin A+B**      **ADJUST: Blend**  
'A' is a bright, nonlinear reverb with a lengthy decay while 'B' is a duller sounding inverse reverb with a shorter decay.
- 3.2 Kick+Snare**      **ADJUST: Blend**  
A dark room for the kick sound, and a lively reverb for the snare.
- 3.3 Kick+Snare2**      **ADJUST: Blend**  
This preset can place your kick drum inside a dark chamber as well as gating a snare.

- 3.4 Bucksiam Oil**      **ADJUST: Blend**  
The Bucksiam setting helps create an aggressive snare and toms. The oil drum setting creates a classic oil drum kick verb.
- 3.5 Atom Jumper**      **ADJUST: Blend**  
Similar to the classic PCM 70 Atom Smasher and Ski Jump presets. Great for special effects.
- 3.6 70Kick+Snare**      **ADJUST: Blend**  
Reproductions of the classic PCM 70 Kick and Snare chambers.
- 3.7 Ballad Drums**      **ADJUST: Blend**  
A large, lively chamber room and a darker, monstrous room.
- 3.8 HiphopDrumz**      **ADJUST: Infinite Hold**  
The wild delays are tempo controlled. ADJUST gives you the Infinite Hold feature of Room2.
- 3.9 NuGate+Room**      **ADJUST: Blend**  
A great sounding gate with a fairly quick reverb decay time and a simple small sized room with little reverb.

### Custom

- 4.0 Rise n'Verbs**      **ADJUST: Blend**  
A large room with a high Shape setting to give an inverse effect. Generous Mid RT settings allow for plenty of reverb. ADJUST blends the two rooms.
- 4.1 Brick n 'Wood**      **ADJUST: Blend**  
Medium size rooms with moderate amounts of Mid Rt.
- 4.2 Grit Verbs**      **ADJUST: Blend**  
Large rooms with different Mid RT settings. When the Grits rise, the Mid RT increases.
- 4.3 Zippers A/B**      **ADJUST: Blend**  
A great special effect with A and B providing drastically different effect options. With ADJUST set to Rise, maximum Duration and Shape settings create a reverse rumbling effect. ADJUST set to decay gives a tinny reverberation effect.
- 4.4 Stereoizers**      **ADJUST: Blend**  
A very dry, tight sounding preset with ADJUST varying the dimension of the sound between two small spaces.
- 4.5 EchoVerb**      **ADJUST: Delay Patterns**  
A cool echo reverb effect with ADJUST controlling the echoes from mono to stereo with different speeds.
- 4.6 Flipped Tape**      **ADJUST: Blend**  
Two distinct inverse reverbs achieve a "flipped tape" effect. Listen at 100% wet.
- 4.7 Direct GTR**      **ADJUST: Mic Proximity**  
Adds reflections much like those found right at the mic in front of the speaker cabinet. Great for distorted guitar.
- 4.8 Clipp+Bsmnt**      **ADJUST: Blend**  
A quick gate and a large basement with a hollow sound.
- 4.9 TrembleRobot**      **ADJUST: Mottle**  
Lots of movement and modulation. The left side is a long reverb with an LFO modulating OutLvl. ADJUST controls the pulsing speed of the level modulation while Axiom controls the depth. Machine B has high cut tied to a triggered switch that opens and abruptly shuts. This reverb has a pair of very short delays with a ton of feedback to create a robotic effect. Torque controls the aggression of the filter sweep effect triggered via Sw1. Overhang sets the amount of dark reverb tail left over after the high cut filter slams down. Wild!

## Program Bank X1: Live

### Acoustic

- 0.0 Sprites A/B**      **ADJUST: Blend**  
A bright/crisp reverb with adjustable decay times.
- 0.1 Brass+Room**      **ADJUST: Blend**  
A bright room for brass instruments and a general purpose, average ambient room. A mono split preset.
- 0.2 Horns+String**      **ADJUST: Blend**  
A mono Split preset for brass and strings. The brass room is bright and punchy. The string room is full of reverb, with reflections and long decay time with a slow attack.
- 0.3 Elecoustic**      **ADJUST: Blend**  
A mono split preset with two warm chamber rooms, one for electric guitar, the other for acoustic guitar.
- 0.4 Hall/Chamber**      **ADJUST: Blend**  
A large hall with fairly long reverb decay time and a medium sized chamber with short decay time.
- 0.5 Wind+Brass**      **ADJUST: Blend**  
A medium size, clear room with lots of high end. No delays.
- 0.6 Place>Roomed**      **ADJUST: Blend**  
An inverse chamber with a short duration and a small slope, creating a slightly gated effect, and a medium size, clear sounding room with short predelay.
- 0.7 Dream Hornz**      **ADJUST: Fbks**  
A large, diffuse auditorium with long echo delays. Feedback level is alternated from chamber to room via ADJUST.
- 0.8 Dream Hornz2**      **ADJUST: Brightness**  
A large, diffuse room with long echo delays.
- 0.9 Small Halls**      **ADJUST: Blend**  
An average size, unimimidating, fairly bright hall and a mellow, smooth hall.

### Electric

- 1.0 Grln/Flitt**      **ADJUST: Blend**  
A heavy reverb with vibrato that sizzles with the right program material. Flitt is similar, but with a dry sound.
- 1.1 Pico Gates**      **ADJUST: Blend**  
Quick, tight sounding gates with ADJUST varying the shape of the gate.
- 1.2 HiPass/Club**      **ADJUST: Blend**  
A fairly bright, hissy effect with high Shape and Spread settings to give a quick delay effect. Club is a medium size room with moderate decay.
- 1.3 Rock Guitars**      **ADJUST: Blend**  
Mono Split chamber rooms for electric and acoustic guitars. The electric room has a washy effect with a slow build and multi-echo effects. The acoustic room gives the guitar an aggressive sound.
- 1.4 Spritz>Verb**      **ADJUST: Amt of Verb**  
The first chamber is a large room with multiple echo reflections and Mid RT set to the shortest duration. The second is a smaller space with a very diffuse reverberant sound.
- 1.5 Brite>Hallit**      **ADJUST: Blend**  
A very clear, sibilant room is transformed into a huge, diffuse chamber via ADJUST.
- 1.6 Echo>Room**      **ADJUST: Echo Attitude**  
A very small space with enough echo feedback to give a much larger overall sound and a huge, diffuse room.
- 1.7 Gate>Hall**      **ADJUST: Blend**  
An inverse chamber with short duration and large slope creating a gated sound, and a large, clear space.

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

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

### Vocal

**2.0 Vocals**      **ADJUST: Contour**  
A vocal reverb that ranges from a bright, almost plate-like room to a mid-size average room.

**2.1 Sax+Vox Hall**      **ADJUST: Blend**  
A mono split preset adjustable between a bright chamber with echoes (great for sax) and a vocal chamber.

**2.2 LiveVoxPlate**      **ADJUST: Blend**  
Mono split chamber rooms designed to sound like a Vocal plate with medium Rt and bright timbre and a Dim plate with a darker sound.

**2.3 Air>Club**      **ADJUST: Blend**  
A short duration inverse chamber with a high diffusion setting, and a medium size, very clear room.

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

**2.5 ArchAngels**      **ADJUST: Accent Level**  
Bright reverb spaces with a dynamic delay/reverb accent for transients. Perfect to widen a choir.

**2.6 Lead+BackVox**      **ADJUST: Blend**  
A split mono preset with two very different reverbs for vocals — a short, bright reverb for the leads and one with more pronounced reverb for background vocals.

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

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

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

### Drums/Perc

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

**3.1 PercussHalls**      **ADJUST: Blend**  
Two different halls optimized for percussion sound sources. One is small and bouncy, the other is large and smoother. A mono split preset.

**3.2 Drums+Vox**      **ADJUST: Blend**  
A dual purpose mono split preset for drums and vocals. The drum setting is a medium multi-purpose percussion room. The vocal room is a nice reverb room with a slight echo.

**3.3 Gate Weight**      **ADJUST: Blend**  
Two gated effects — one with a loose sound, the other tight sounding with a couple of quick delays.

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

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

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

**3.7 JumpinDrumZ**      **ADJUST: Feedback**  
A clear chamber with moderate taps 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.

### Custom

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

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

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

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

**4.4 Soliloquy**      **ADJUST: Bass Multiply**  
Mono level acts as a trigger for the reverb time. While signal is present, the reverb is very subtle. As signal lowers or disappears, Mid RT boosts significantly, processing the ends of phrases with a thick, lush reverb.

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

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

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

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

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

## Program Bank X2: Post

### SmallSpaces

**0.0 Booth 1/2**      **ADJUST: Blend**  
Booth 1 is a small, dull sounding room with a slight pre delay. Booth 2 is a small room with a more high end, open sound.

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

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

**0.3 Bath/Gate**      **ADJUST: Blend**  
A nice bathroom effect with very short reflections. ADJUST activates a very effective gate while holding on to the same bathroom characteristics.

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

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

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

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

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

**0.9 Coffin>Heavn** ADJUST: Blend  
A small, muffled environment with little high-end or low-end response and a very large, diffuse space with better high-end response.

### Medium Spaces

**1.0 Garage A+B** ADJUST: Blend  
A mono split preset with the spatial characteristics of a garage. ADJUST increases and decreases the size of the garage.

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

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

**1.3 Class/LoGate** ADJUST: Blend  
The dry reverb characteristics of a classroom adjustable to a bassy gated effect which puts the sound source off to a distance.

**1.4 Studio/Gate** ADJUST: Blend  
Typical dry studio environment adjustable to a good sounding gate.

**1.5 Farm Rooms** ADJUST: Blend  
With ADJUST turned hard left, the rooms are moderate size. As you turn the knob to the right, the rooms get smaller with less and less reverb.

**1.6 Barns** ADJUST: Blend  
A big wooden barn with haystacks to absorb the sound, and a metal barn with a brighter, tinnier sound.

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

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

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

### Large Spaces

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

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

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

**2.3 Gym/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.

### Cool Places

**3.0 Igloo** ADJUST: Blend  
Two distinct chamber settings. One with a small, dry sound, the other with a huge, dark sound and a long reverb decay.

**3.1 Scrap Yard** ADJUST: Blend  
Two metallic sounding environments for percussion. A mono split preset.

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

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

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

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

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

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

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

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

### Custom

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

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

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

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

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

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

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

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

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

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

## Program Bank X3: Surround

### Small Spaces

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

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

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

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

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

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

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

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

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

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

### Large Spaces

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

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

**1.2 LincolnTunnl** ADJUST: Location  
The large, reverberant sound from New York, optimized for surround. Choose how far from the tunnel entrance your listening position is with ADJUST.

**1.3 Empty Stage** ADJUST: Liveness  
A small, clear surround chamber with pronounced short reflections.

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

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

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

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

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

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

### Unnatural FX

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

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

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

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

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

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

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

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

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

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

### Custom

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

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

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

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

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

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

**3.6 Invertigo**      **ADJUST: Inverse Delay**  
Listen to this one at 100% wet. An inverse reverb flies over you from the rear to meet the dry signal in the front. Super flipped tape effect! The inverse effect delays the dry signal 500-1000ms, depending on the setting of ADJUST.

**3.7 Invertigo2**      **ADJUST: Inverse Delay**  
Similar to Invertigo, with the inverse reverb in the front, and flying overhead to meet the dry signal in the rear.

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

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

### Clean Slate Presets

**4.0 Room2/Room2**

**4.1 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**