1.7 Flopper Pan   ADJUST: LFO Shape   0–4
ADJUST selects different LFO shapes, changing the feel of the pan. Selecting the triangle wave makes the sound flop from one side to the other.

1.8 Vibrato Verb   ADJUST: Mid Rt   0–64
An LFO controlling FX Width creates a vibrato effect.

1.9 Slap Verb   ADJUST: PreDelay   0–127
A high frequency rolloff on a delayed reverb creates a nice subtle slap effect.

2.0 Cave Echo   ADJUST: DelayTime   0–100
Hello...Is anybody there, there, there? A regenerting delay with reverb simulates a large cave.

2.1 Delay Rise 1   ADJUST: DelayMstr   0–100
Multiple delays rise out of the source material.

2.2 Delay Rise 2   ADJUST: DelayMstr   0–100
Similar to Delay Rise 1 with a longer decay of the delays following the end of the input signal.

2.3 MultiTap Dly   ADJUST: HiCut   0–127
A multi tap delay with adjustable high frequency rolloff.

2.4 TriPan-Delay   ADJUST: HiCut   0–127
Three delay voices, each separated by delay time and pan location. Use ADJUST to roll off the high end.

2.5 MeasureDelay   ADJUST: HiCut   0–127
Four voices of delay are used here to create a rhythmic pattern. Press **Tap** to alter the tempo. **T**

2.6 Simple-Tap 1   ADJUST: HiCut   0–127
Just a simple delay created by tapping in a delay time ...Simple, but VERY useful. **T**

2.7 Simple-Tap 2   ADJUST: Feedback   0–127
Similar to Simple-Tap 1 with more regenerations. Press **Tap** to alter the time between the delays. **T**

2.8 Stereo 1   ADJUST: Delay   0–100
Four voices of delay, panned at low levels across the stereo field. This, along with some reverb, helps to add width to the sound source.

2.9 Stereo 2   ADJUST: Delay   0–100
Similar to Stereo 1 with the addition of reflections. Use ADJUST to alter the onset of the reflections.

3.0 L*R Delay C   ADJUST: HiCut   0–127
Center speaker feeds the outputs of thePCM 80 into left and right speakers. Great for big punches, guns ....

3.1 C*Dly Surrnd   ADJUST: HiCut   0–127
Center speaker feeds your surround. Use on dialog, paced mono fx, or solo instruments.

3.2 StringSurrnd   ADJUST: HiCut   0–127
Feed your string or choir section in and feed this directly into your split surrounds.

3.3 Auditorium 1   ADJUST: PreDelay   0–127
My fellow classmates, this is the room where we drank milk out of a carton and had food fights.

3.4 Auditorium 2   ADJUST: PreDelay   0–127
Similar to Auditorium 1 with the addiiton of a late reflection.

3.5 Small Room   ADJUST: Diffusion   0–127
A nice, tight room. Great for adding a little flavor to your sound.

3.6 Tile Room   ADJUST: Diffusion   0–127
A bathroom preset. Good for shower singing and snares.

3.7 Metal Tank   ADJUST: Tank Size   0–127
Reverb from the inside of a septic tank or an empty oil tanker.

3.8 Paper Plate   ADJUST: RvbAttack   0–100
A standard plate reverb. Great for percussive sounds.

3.9 SmallChambr1   ADJUST: Low Rt   0–10
Extremely small chamber. Use it when you want to slightly color a sound.

4.0 SmallChambr2   ADJUST: RvbCrsOvr   0–100
Slightly larger than SmallChamber1. Use ADJUST to vary the frequency contour to match different reverb times.

4.1 SmallChambr3   ADJUST: PreDelay   0–127
Different tonal qualities from SmallChambers 1 and 2. Here, ADJUST controls the predelay.

4.2 StringRoom 1   ADJUST: Diffusion   0–100
High end enhancement. Great for strings and choir reverb. Long decay.

4.3 StringRoom 2   ADJUST: Diffusion   0–100
Similar to StringRoom 1, high end enhancement that's great for strings and choir reverb.

4.4 Large Room 1   ADJUST: RT CrsOvr   0–127
A standard large room with long decay time. Use ADJUST to vary the frequency contour to match different reverb times.

4.5 Large Room 2   ADJUST: RT CrsOvr   0–127
When you need a really large room, this is it. Use a short audio section to audition this preset.

4.6 Large Solo   ADJUST: RT CrsOvr   0–127
Shorter decay times and a darker tonal quality than the previous rooms. Try a flute sound with this preset.

4.7 Cool Verb   ADJUST: RT CrsOvr   0–127
My favorite all around PCM 80 general reverb patch.

4.8 Sting Verb   ADJUST: RT CrsOvr   0–127
Stingers that reverberate over a cut !!!!

4.9 HiKhzVerb   ADJUST: Diffusion   0–100
A chamber preset with long predelay and excessive amounts of high frequency content. Adds sizzle.

lexicon   PCM 80 Presets

The 100 Scott Martin Gershin presets are organized in 2 Banks (**C0-C1**) of 50 presets/Bank (numbered **0.0 – 4.9**). Press **Program Banks** repeatedly to cycle through the Banks. Turn SELECT to view the presets in the selected Bank. Press **Load/✱** to load any displayed preset. 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.

Note: Due to large variations in EQ, some presets have considerable differences in level.

Scott Martin Gershin

Lexicon is proud to present this set of presets, crafted especially for the PCM 80 by Scott Martin Gershin of Soundelux Media Labs — a company dedicated to creating illusions with sound for film and interactive entertainment.

"Our job is to create emotional illusions in audio — and Lexicon's PCM 80 is a powerful tool to get us there. The presets I've put together for this card have become an integral part of my sound design and mixing arsenal, and I hope you'll enjoy using them to create interesting textures in audio. Some of the presets are very simple, such as Simple-Tap 1 (C1 2.6) which allows you to just tap in a delay — simple, but needed often. Others provide complex EQ and special effects. The presets are organized along several themes, such as Sound Design and Surround delays for film, Reverbs for orchestras, and new manipulations of sounds. Variations on each theme get you closer to what you need when time is short.

I feel I have only scratched the surface of what can be created on the PCM 80, and encourage you to explore the depths of this processor. Good Luck."

Scott

lexicon

        Printed in U.S.A.

Program Bank C0

0.0 Phone Futz 1   ADJUST: Bandsweep   0–100
This preset is great for simulating music or dialog coming through a telephone or small speaker. Use ADJUST to select different band pass frequencies.

0.1 Phone Futz 2   ADJUST: Notch Q   0–100
You will notice a wider band width on this phone — If it's too wide, use ADJUST to change the Notch Q. ...but wait, there's more!

0.2 Phone Futz 3   ADJUST: Notch Q   0–100
Now what would you pay? The frequency band has been shifted down to provide a darker tonal quality to the phone conversation.

0.3 SpeakerPhone   ADJUST: Location   0–100
Use this preset to simulate a speaker phone in a room. Turn ADJUST to move the speaker phone around.

0.4 Phone Machine   ADJUST: FX Mix   0–100
Ahh! The dreaded Phone Machine. Similar to SpeakerPhone, but with more room amb. Use ADJUST to control the room size.

0.5 PhoneSqueez 1   ADJUST: Bandsweep   0–127
A slightly different type of futz which can be used as a phone, walkie talkie, CB.... Use ADJUST to change the bandpass frequencies.

0.6 PhoneSqueez 2   ADJUST: Bandsweep   0–127
The phone, walkie talkie, CB....,from PhoneSqueez 1, placed in a reverberant space. Look to the Soft Row for easy access of the important reverb parameters.

0.7 Radio Futz   ADJUST: Location   0–100
Music & dialog coming over AM airwaves (in the olden days). Crank ADJUST to move the radio from one side of the room to the other.

0.8 Lopass Futz   ADJUST: LowCut   0–127
Now, simply add a subwoofer to the old AM radio from Radio Futz, and presto, you have Lopass Futz.

0.9 TV Speaker   ADJUST: Rev Shape 0–100
"Can you turn it down — I'm tryin to sleep" simulator. Great for simulating a TV playing in the background. ADJUST alters the shape of the room.

1.0 Mic Check   ADJUST: Location   0–100
Check..one.. two.. three! (Aren't audio people original) Has slight feedback quality.

1.1 Radio Mic 1   ADJUST: Room   0–100
A deep radio microphone simulator for that close-up dry radio jock sound.

1.2 Radio Mic 2   ADJUST: Room   0–100
A "not as deep" radio microphone simulator. Use ADJUST to add space.

1.3 Radio Mic 3   ADJUST: Location   0–100
A totally different tonal quality than Radio Mic 1 or 2. Different space for a different place. Use ADJUST to change the location of the microphone.

Presets 1.4–1.8 are designed for speech and music over bullhorns and institutional PA systems.

1.4 PA Echo 1   ADJUST: Dly Time   0–100
I reccommend this one for the old baseball announcers. "Now batting, batting, batting..." ADJUST changes the delay times.

1.5 PA Echo 2   ADJUST: Dly Time   0–100
Similar to PA Echo 1 with fewer echoes and different tonality. Use ADJUST to change the delay times.

1.6 PA Echo 3   ADJUST: Dly Time   0–100
Tailored to resemble bingo halls across the country. Shorter delay times along with reverb help to define the auditorium's size. ADJUST changes the delay times.

1.7 PA Echo 4   ADJUST: Dly Time   0–100
In this preset you'll notice the onset of the initial echoes is longer. This helps to create the perception of a PA in a larger environment.

1.8 PA Echo 5   ADJUST: Dly Time   0–100
Similar to PA Echo 4, with longer delay times and more reverb.

1.9 Room/Phone   ADJUST: Source   0–1
Scene one: You're in a room listening to someone talking on the phone. Click ADJUST to the right for Scene two, where you're listening in through the phone. Turn ADJUST the other way to go back to Scene one.

2.0 In/Out Room   ADJUST: On/Out   0–1
Great for spy movies. With ADJUST at zero, you're in a room listening to a conversation. Click ADJUST to 1 and you're outside the room, listening in.

2.1 Other Room   ADJUST: Location   0–100
For the conversation that takes place off screen or in another room. Use ADJUST to change the location of the conversation.

2.2 Wider Image   ADJUST: Delay V2   0–127
Use this preset to widen the image of a mono source. Use ADJUST to change the relation of the right channel to the left channel.

2.3 XplodEnhan 1   ADJUST: Bomb Size 0–127
Great for stingers, explosion, hits ... Adds a slap verb and enhances the effects.

2.4 XplodEnhan 2   ADJUST: Feedback   0–100
Similar to XplodEnhan1 with more distinct reflections.

2.5 XplodEnhan 3   ADJUST: DelayMstr 0–100
LFO control of the FX Width parameter creates the illusion of shockwaves from an explosion. Hit this preset with a solid percussion sound.

Presets 2.6–3.3 are design presets that work great for flashback sequences or for special effects like poltergeist voices. Each Flashback has different qualities. Use approximately 2 seconds of audio (I recommend using vocals) to audition each one and take note of the attack and delay variations.

2.6 Flashback 1   ADJUST: Duration   14–70
2.7 Flashback 2   ADJUST: MstrFdBk   0–100
2.8 Flashback 3   ADJUST: PreDelay   0–127
2.9 Flashback 4   ADJUST: DelayMstr 0–100
3.0 Flashback 5   ADJUST: DelayMstr 0–100
3.1 Flashback 6   ADJUST: Voice Pan 0–50
3.2 Flashback 7   ADJUST: Voice Pan 0–50
3.3 Flashback 8   ADJUST: PreDelay   0–127

3.4 Fantasy   ADJUST: DelayMstr 0–100
The typically weird effect that comes with all presets.

Presets 3.5–4.3 are great for special vocal effects, as well as for instrument effects.

3.5 Vox Sweep   ADJUST: FlashTime 0–127
A different twist on a common sound. A sweep filter helps create a mechanical-sounding effect. Turn ADJUST to vary the AR Release time.

3.6 SweeperSaw 1   ADJUST: FlashTime 0–127
Use a vocal source to get the most from this effect.

3.7 SweeperSaw 2   ADJUST: FlashTime 0–127
The sweep time is slower in this preset, allowing more of the source material to be heard.

3.8 Strange FX   ADJUST: FlashTime 0–127
Input a signal to activate a crazy highpass filter effect. Things really get interesting when the input is removed. ADJUST controls the AR Release time.

3.9 StacatoVocod   ADJUST: Pitch   0–127
Just what the name says. Use ADJUST to alter the Pitch Assign parameter.

4.0 Bubble Vocal   ADJUST: FlashTime 0–127
Designed to create that under water effect on vocals.

4.1 Comput Vocal   ADJUST: MstrDepth 0–100
HAL ..HAL..wake up !!!! Yes, it's the doubling detuned computer vocal effect.

4.2 Skitzo Vocal   ADJUST: MstrDepth 0–100
Hearing those voices again are we? Multiple modulated voices pannned to the left with the original voice in a reverberant space to the right. Use ADJUST to increase the depth of the modulated voices.

4.3 Skitz2 Vocal   ADJUST: MstrDepth 0–100
The Skitzo Vocal placed in the center of a large room.

4.4 Heart Pulse   ADJUST: Resonance 0–100
Play a sustained sound in, it will dynamically pulse. Great for those Star Trek engines.

4.5 Sci-Fi Delay   ADJUST: HiCut   0–127
You are now entering a dimension of time and space... This filtered delay effect is similar to those used in old Sci Fi movies.

4.6 Bad Connect   ADJUST: LineBreak   0–1
Add some static noise to a voice and turn ADJUST to create the bad connection.

4.7 Bad Mic Cble   ADJUST: Short   0–1
Use ADJUST to simulate a bad microphone cable. Hello, Is this thing on??

4.8 Car Boom Box   ADJUST: Car Wndow   0–1
Use some dance music with big bass to simulate music coming from inside the car. ADJUST opens and closes the window. A foot controller can be used to pan the signal.

4.9 DJ Ptch Skip   ADJUST: Measures   1–4
Resonance skips a perfect fifth every measure. Hit **Tap** twice to set the tempo. Hit **Tap** once to sync the measure to the song. Use ADJUST to switch from 4 beats to 8, 12, or 16 beats.

Program Bank C1

Presets 0.0-0.7 are Cyber fx — great futuristic ambient sounds. Note that each has a unique timbre, modulation, resonance frequency, etc. Be careful not to overload the input. Use a short (1 second) piece of audio to trigger these effects.

0.0 Dreamscape 1   ADJUST: Surround   0–127
0.1 Dreamscape 2   ADJUST: Surround   0–127
0.2 Dreamslinger   ADJUST: Surround   0–127
0.3 Dreamsizzle   ADJUST: Surround   0–127
0.4 CyberFdbak 1   ADJUST: Surround   0–127
0.5 CyberFdbak 2   ADJUST: Surround   0–127
0.6 Cybermare 1   ADJUST: Surround   0–127
0.7 Cybermare 2   ADJUST: Surround   0–127

0.8 Tap Panner   ADJUST: Mid Rt   0–64
An LFO tied to Voice 1 creates the autopanning. Use **Tap** to alter the LFO Rate. **T**

0.9 TapRotate1:1   ADJUST: LFO Shape   0–5
Once each beat, the LFO pans source "1" a full rotation. Press **Tap** to change the tempo. **T**

1.0 TapRotate3:1   ADJUST: LFO Shape   0–5
Full rotation panning every 3 beats. Press **Tap** to change the tempo. **T**

1.1 TapRotate3:2   ADJUST: LFO Shape   0–5
The LFO pans the source two full rotations every 3 beats. Press **Tap** to change the tempo. **T**

1.2 EnvPanner 1   ADJUST: EnvAttack 0–127
Panning is controlled by the level of the mono input. Whenever the input crosses the selected threshold, the AR Env triggers the FX Width to cycle for approximately 1 second.

1.3 EnvPanner 2   ADJUST: EnvAttack 0–127
Similar to EnvPanner 1 with a cycle time of 1.4 seconds.

1.4 TapPanDelay   ADJUST: Feedback   0–100
A standard delay preset with the input level controlling the speed of the pan. As the input level decreases, the pan speeds up. Press **Tap** to set the delay times. **T**

1.5 Suspanner   ADJUST: Panner   0–127
A sustained panner. Use ADJUST to control the rate of the pan.

1.6 PannerW/verb   ADJUST: Panner   0–127
Similar to Suspanner with reverb added.