

Part 3

EFFECTS LCD MODE

Overview

The two 328XD Lexicon FX Processors algorithms include Hall, Plate, Gate and Inverse Reverbs, Flanger, Multi Tap Delay, Resonator, and Chorus effects.

The FX processors can make a huge difference to the sound of your mixes and are essential for getting a professional sounding result.

Using the FX processors is similar to the way in which you would use external processing units connected to the auxiliary outputs of the console, but eliminating the need to pass the signal through A/D and D/A conversion stages.

The FX processors are fed on a per-channel basis from the FX-1 and FX-2 send Rotary Encoders of the E-Strip when in channel SELECT mode, and the processed signals returned to the Mix or Group Buses by using the dedicated FX-1 and FX-2 Return level encoders and SELECT switches/SELECT PANEL. The master FX send levels which can be used to adjust the global input level to each FX unit are controlled with faders 14 and 15 of the Master BANK SELECT.

The FX-1 and FX-2 sends can be configured to be Post or Pre-Fade using the AUX/FX PRE switch located in the GROUP/AUX/FX panel (see **Section 3H**).

100 User Preset locations are offered to which effect settings can be stored for later recall.

THE FX MENUS

To access the 4 main FX Menu from the LCD, press the EFFECTS button.

The ▲▼ cursor keys and the PARAM encoder can now be used to scroll through the 4 FX Menus shown on the LCD display, as follows:

FX 1 PRESETS
FX 2 PRESETS
FX 1 SETTINGS
FX 2 SETTINGS

THE DIFFERENCE

The FX SETTINGS Menu is where the 8 basic FX blocks reside, from which all of the variations found in the FX PRESETS Menus are built.

These 8 basic FX blocks are made up of the following FX - **Hall Reverb, Plate Reverb, Flanger, Multi Tap Delay, Resonator, Inverse Reverb, Gate** and **Chorus**.

If you know you need a straightforward Hall Reverb with a Reverb time of around 2.5 seconds, use the FX 1 or 2 Settings Menu, select the basic Hall Reverb algorithm and adjust the parameters accordingly.

If you wish to use a Factory Preset, use the FX 1/2 Presets Menu, select Factory, and simply scroll through until you find something that works for you. Once the Factory Preset has been loaded, the parameters can still be adjusted.

CHOOSING THE EFFECT FROM THE FX 1 OR FX 2 PRESETS MENU

Press the EFFECTS button to enter the Effects Menus.

Use the ▲▼ cursor keys or the PARAM encoder to scroll through the LCD display and choose either the FX 1 Presets or FX 2 Presets Menu.

```
FX1 Presets
FX2 Presets
```

Press ENTER.

The LCD display will now show:

```
< FX Presets >
Factory / User
```

Use the ◀▶ cursor keys to select 'Factory' and press ENTER again.

The LCD will display the list of Factory Presets so that you can scroll through the effects until you find a Preset that appears suitable.

Once you have made a choice press the ENTER button to load the effect into the FX Settings menu.

NOTE: Selecting a Factory or User Preset loads the parameters into the relevant FX 1/2 Settings menu. Having pressed ENTER to load a preset, the LCD will automatically change to display the FX Settings menu, with the parameters of the selected Preset loaded.

AUDITIONING THE CHOSEN EFFECT

Now that you have successfully loaded your chosen effect you will want to apply it to an input signal to hear it.

Press the SELECT switch for the Channel to which you wish to apply the loaded effect.

As a safety measure press the MASTERS button in the BANK SELECT panel, and ensure that the FX-1 Master fader, Fader 14, is placed at unity gain (0dB).

Now turn the FX-1 send encoder, active for the selected channel on the E-Strip. Signal will appear on the FX-1 Master Send meter, Meter 14.

Continue to turn the FX-1 send encoder until a reasonable level is seen on the FX 1 Master Send meter. To achieve a good signal to noise ratio, aim to have no more than the top 2 orange LEDs lighting permanently, the top red LED flicking on occasionally with the loudest peaks in the signal.

Now gradually turn up the level encoder for FX-1 Return.

You should now hear the effect on your monitors.

NOTE: If you do not hear any signal, check that FX-1 Return is routed to the Mix Bus. To do this press the SELECT button below the FX-1 Return level encoder and check that the MIX switch is illuminated in the SELECT panel. Check also that the MUTE switch is not lit.

CREATING AND SAVING YOUR OWN EFFECTS

Whilst we have tried our very best to give you a range of effects suitable for most applications, it's quite possible that you might want to create a few of your own and save them for use on your own projects.

There are two ways to do this:

USING AN EXISTING FACTORY PRESET

Press the EFFECTS button to enter the Effects menus.

Use the ▲▼ cursor keys or the PARAM encoder to scroll through the menus displayed in the LCD and choose either the FX 1 Presets or FX 2 Presets menu.

```
FX1 Presets
FX2 Presets
```

Press ENTER once.

The LCD will now display:

```
< FX Presets >
Factory / User
```

Use the ◀▶ cursor keys to select 'Factory' and press the ENTER button.

You will now be looking at the list of Factory Presets and can scroll through the preset effect names until you find something suitable to use as your basic starting point.

Press ENTER to load the chosen effect.

The LCD display will now show the parameters available, having loaded the parameters into the appropriate FX Settings menu.

NOTE: When an FX Preset is loaded, the settings stored within it are loaded directly into the FX Settings menu, which the LCD automatically changes to display.

Use the ▲▼ cursor keys to select the parameter you wish to adjust, and the PARAM encoder to adjust the value.

STORING THE NEW EFFECT

To store the new effect, while viewing the FX Settings menu in the LCD, press ENTER.

Use the PARAM encoder to select one of the 100 destinations for the FX User Preset. Unused locations will be labeled <Empty>.

```
Store To User ?
1:<Empty>
```

Press ENTER to store the new effect in the chosen User effects library. The LCD display will prompt you to name the effect:

```
<FX Preset # 1>
ID :FX PRES 001
```

Using the ◀▶ cursor keys, select the character(s) you wish to change, and the PARAM encoder to adjust.

Characters can be deleted in the following ways:

- To delete the selected character and move the cursor one character to the right, press and hold the ◀ cursor key and press the ▶ cursor key once for each character to be deleted
- To delete the selected character and move the cursor one character to the left, press and hold the ▶ cursor key and press the ◀ cursor key once for each character to be deleted

Once you are happy with your choice press ENTER to store the new name or EXIT to abort.

To rename the preset at a later date, highlight the chosen preset within the FX 1 or FX 2 User Presets menu and press the ◀ and ▶ FUNCTION keys simultaneously. Renaming is done as above.

CREATING A NEW EFFECT FROM THE FX 1 AND 2 SETTINGS MENU

Press the FX button to enter the FX menus.

Use the ▲▼ cursor keys or the PARAM encoder to scroll through the LCD display and choose either the FX 1 Settings or FX 2 Settings menu, depending on which Lexicon FX unit you wish to edit.

Press the ENTER/YES key once.

The LCD display will now show **<FX Algorithm>** and one of the following default effects - **Hall Reverb, Plate Reverb, Flanger, Multi Tap Delay, Resonator, Inverse Reverb, Gate and Chorus.**

```
<FX 1 Algorithm>
Hall Reverb
```

Use the ▲▼ cursor keys to select the default effect that you would like to use as a starting point.

Press ENTER/YES to load the chosen effect.

The LCD display will now show the parameters available.

Use the ▲▼ cursor keys to select the parameter you want to adjust, and the PARAM encoder to adjust the chosen parameter.

The effect should be stored in the same manner as described above.

DELETING FX PRESETS

Press the EFFECTS button to enter the FX menus.

Use the ▲▼ cursor keys or the PARAM encoder to scroll through the LCD display and choose either the FX 1 Presets or FX 2 Presets menu, depending on which Lexicon FX unit you wish to edit.

```
FX1 Presets
FX2 Presets
```

Press ENTER.

The LCD will display:

```
< FX Presets >
Factory / User
```

Use the ► cursor key to select 'User'.

Press the ENTER again.

With the PARAM encoder, select the FX Preset you wish to delete.

Press DELETE.

The LCD will prompt you to confirm the delete.

```
Confirm Delete ?
FX PRES 001
```

Press YES to confirm or press NO to abort.

The LCD will return to displaying the list of stored User FX Presets.

NOTE: FX 1 and FX 2 Settings menus are stored and recalled within a Snapshot.

FX PRESET LIST

The list of Factory Presets available to both Lexicon effects unit 1 and 2 is as follows:

Program no.	Effect name	Effect algorithm
1	Large Hall	Hall Reverb
2	Vocal Hall	
3	Piano Hall	
4	Music Club	
5	Guitar Stage	
6	Small Room	
7	Inverse	Inverse Reverb
8	Gate	Gate
9	Rich Plate	Plate Reverb
10	Drum Plate	
11	Vocal Plate	
12	Flanger	Flanger
13	Chorus	Chorus
14	Canyon	
15	Multi Tap	Multi Tap Delay
16	Resonate	Resonator
17	Small Hall	Hall Reverb
18	Dark Hall	
19	Bright Hall	
20	Big Hall	
21	Mid Reverb	
22	Long Reverb	
23	Huge Reverb	
24	Tight	
25	Small Room 1	
26	Small Room 2	
27	Small Room 3	
28	Medium Rm 1	
29	Medium Rm 2	
30	Large Rm 1	
31	Large Rm 2	
32	Small Plate	Plate Reverb
33	Plate	
34	Plate 15	
35	Guitar Plate	
36	Drum Plate	
37	Gold Plate	
38	Guild Plate	
39	Vocal Plate	
40	Rusty Plate	
41	Dark Plate	
42	Bright Plate	
43	Church	
44	Long Plate	
45	Diff Plate	
46	Big Plate	
47	Bottom Plate	
48	Solo Plate	
49	Echo Plate	
50	Deep End	
51	Small Gate	Gate
52	Short Gate	
53	Med Gate 1	
54	Med Gate 2	
55	Large Gate	

FX PRESET LIST CONTINUED

56	Gate 1	Gate
57	Gate Slap	
58	Bright Gate	
59	Slap Gate	
60	Spring Chor	
61	Mega Gate	
62	Snare & Tom	
63	Metal Gate	
64	Elvis Gate	Inverse Reverb
65	Inverse 1	
66	Deverse	
67	Rev Repeat	
68	Ski Slope	Flanger
69	Talk Flange	
70	Full Chorus	
71	Slap Flange	
72	Sisi Echoes	Resonator
73	Resonate 2	
74	Edge 1	
75	Open Harp	
76	Rich Room	Chorus
77	Delay 1	
78	Slap It!	
79	Long Chorus	
80	Long Delay	
81	Delay 280ms	
82	Delay 450ms	
83	Antr Chorus	
84	Chorus Too	
85	Chorus Dble	
86	Slap Chorus	
87	Chorus Delay	
88	Thru Ringer	
89	Thick Chorus	
90	Swing Delay	
91	Long Echoes	
92	6 Vocal Chor	
93	Vocal Chorus	
94	MAT Chorus	
95	Chorus Slap	
96	Kick Slap	
97	Long Chorus	
98	Slap Chorus	
99	Sheen Chorus	
100	Booty Bass	

THE EFFECT ALGORITHMS - A DESCRIPTION

HALL REVERB

This is Lexicon's famous hall reverb, used to create spaces as large as a concert hall, or as intimate as a small club.

The clean reverberation of the Hall algorithm is designed to add spaciousness, while leaving the source material unchanged. In addition to general instrumental and vocal applications, the Hall algorithm is a good choice for giving separately recorded tracks the sense of belonging to the same performance.

Generally, you should set the Size control first to establish the dimensions of the space you are trying to create - or start with a preset of a similar room size. The remaining parameters will determine the character of the space.

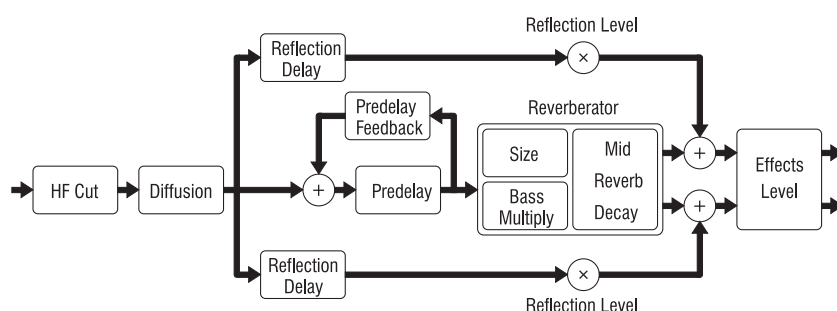
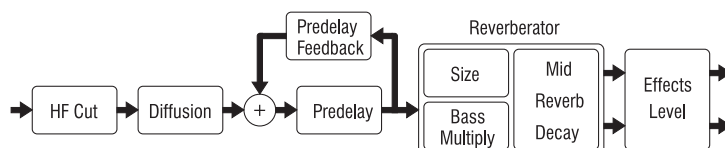


PLATE REVERB

This algorithm gives you all of the sonic traits of a metal plate reverberator.

Plate effects are designed to be heard as part of the music, enhancing and thickening the source material.

In this algorithm the Size parameter sets the rate of the build-up of diffusion after the initial period (set by Diffusion), and acts as a master control for decay. Because of this link, you should set Size before adjusting other parameters.

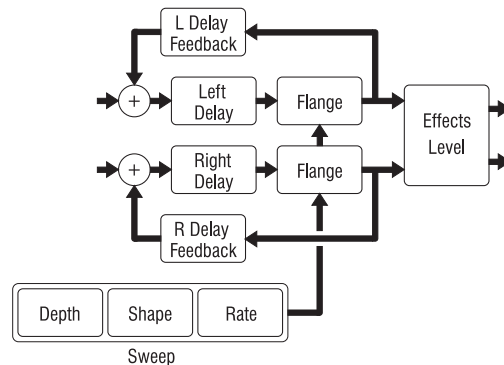


FLANGER

This algorithm produces stereo flanging with two flangers that can be used to create different effects from left and right outputs.

Individual delays of as much as 1 second are provided with separate feedback controls for each delay, as well as rate and shape controls for the flange. The flanging effect is altered by recirculating the delays with the feedback controls. Larger amounts of feedback cause exaggerated 'deep' flanges.

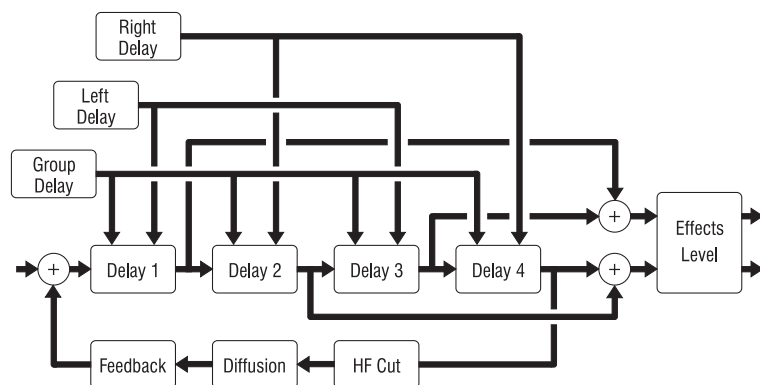
The Negative Feedback parameter simultaneously controls both Left Delay Feedback and Right Delay Feedback, overriding previously set relations between them. This control applies slightly more feedback to the left channel than to the right.



MULTI TAP DELAY

This algorithm is a 4 tap bouncing delay, with the bounce going back and forth between left and right outputs.

The Group Delay parameters allow you to individually vary the left and right delay pairs. Simple equalization is provided in the feedback loop.

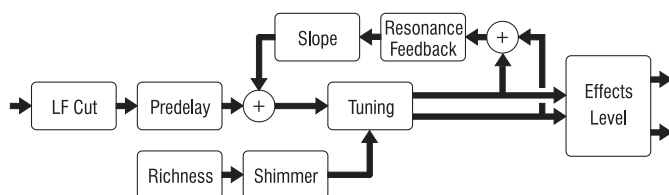


RESONATOR

This algorithm simulates the acoustic effects of multi-stringed instruments. A series of resonators tuned to a chromatic scale are provided with controls for tuning and damping.

Suggested applications for this algorithm include enhancing synthetic instruments and amplified strings. Caution is advised in using this algorithm with voice (especially spoken) and percussion.

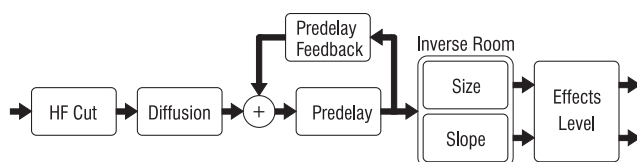
The Tuning parameter tunes all 12 resonators over a range of more than an octave to match the tuning of your instrument. Predelay spaces out the onset of the resonators to produce a strumming effect. The Low Frequency Cutoff parameter filters the input audio to reduce boominess for low tunings. Resonance Feedback affects the lowest pitch resonator. The other resonators are set based on this value and the value of Slope. Shimmer affects the period of resonator detuning. This parameter is factory preset to change one resonator about every 0.5 seconds. Richness sets the amount of periodic detuning. Slope controls timbre.



INVERSE REVERB

Inverse Reverb is similar to gated reverb except that the reverberation envelope is sharply tilted to provide a long rising attack followed by a sharp cutoff.

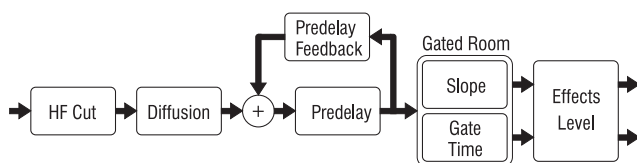
This algorithm is an excellent choice for percussion and the controls allow you to set up anything from a subtle thickening or enhancement to a solid wall of reverb. Size adjusts the perceived length of the inverse effect. As this parameter changes both time and density, it subtly affects the timbre.



GATE

This algorithm provides a very dense field with a sudden cutoff, rather than the smoothly decaying envelope normally associated with reverberation. This is effective on many types of material, including percussion.

The Slope parameter defines the shape of the reverberation envelope, increasing the steepness as the value is raised. A digital delay with recirculation, simple equalization, diffusion and the gated reverb are all simultaneously available. Gate Time adjusts the received length of the gated sound, and subtly changes the timbre.



CHORUS

This algorithm is a 6 voice stereo chorus with both chorusing and delay effects. It lets you create single, recirculating echo effects and slap echoes or make use of long delay times (1.5 seconds).

This algorithm has three separate delay pairs. Feedback routes the audio back to Delay 1, as well as feeding Delays 2 and 3. All three of the delay pairs are sent to the Rate control which adjusts the overall amount of random chorus generation.

