PCM 90 Dual Rvb

MIDI Implementation Details

Lexicon

© 1996, Lexicon, Inc.
All Rights Reserved

Lexicon, Inc. • 3 Oak Park • Bedford MA 01730-1441 • Tel: 781 280-0300 • Fax: 781 280-0490

Lexicon Part No. 070-11789

Printed in U.S.A.

Contents

Algorithm 5: Chmb/Chmb 1
Algorithm 6: Chmb>Rm2 3
Algorithm 7: Chmb/Inv 4
Algorithm 8: Inv/Inv 6
Algorithm 9: Inv/Rm2 7
Algorithm 10: Rm2/Rm2 8
Algorithm 11: Inv>Chmb 10
Algorithm 12: Rm2>Chmb 11
Algorithm 13: Inv>Rm2 13
Algorithm 14: MatrixChmb 14

PCM 90 Dual Rvb

MIDI Implementation Details

This document contains all parameter information for the PCM 90 Dual Rvb Algorithm Card, which requires PCM 90 software Version 1.01 or higher. This document should be considered as a supplement to the document: PCM 90 MIDI Implementation Details.

Algorithm 5: Chmb/Chmb

Param # (Hex)	Flags	Row Name	Param Name	Max Value	Dest List ID	Dest List Index(Hex)
00	00	Controls	Mix	100	00	00
01	01	LFO1	Rate	1000	01	00
02	00	LFO1	Shape	6	01	01
03	00	LFO1	P Width	98	01	02
04	00	LFO1	Depth	100	01	03
05	01	LFO2	Rate	1000	01	04
06	00	LFO2	Shape	6	01	05
07	00	LFO2	P Width	98	01	06
08	00	LFO2	Depth	100	01	07
09	00	Follow	Env L	500	01	0B
0A	00	Follow	Env R	500	01	0C
0B	00	Follow	Env L+R	500	01	0D
0C	00	AR Env	Attack	500	01	08
0D	00	AR Env	Release	500	01	09
0E	00	AR Env	Mode	3	01	0A
0F	00	Sw 1	Mode	2	01	10
10	01	Sw 1	Rate	1000	01	0E
11	00	Sw 1	P Width	98	01	0F
12	00	Sw 2	Mode	2	01	13
13	01	Sw 2	Rate	1000	01	11
14	00	Sw 2	P Width	98	01	12
15	01	Delay	DlyTime	250	01	14
16	00		Not active	0	7F	7F
17	00		Not active	0	7F	7F
18	00	Controls	A OutLvl	15	00	03
19	00	Controls	B OutLvl	15	00	05
1A	00	Controls	InRouting	2	00	01
1B	00	Design:A	High Cut	15	00	11
1C	00	Design:B	High Cut	15	00	2A
1D	00	Design:A	Size	144	00	0B
1E	00	Design:A	Spin	50	00	0F
1F	00	Time:A	Rt HC	48	00	09
20	00	Time:A	Low Rt	9	00	06
21	00	Time:A	Crossover	60	00	08
22	00	Time:A	Mid Rt	63	00	07
23	00	Design:A	Diffusion	100	00	0C
24	01	Time:A	Pre Delay	465	00	0A
25	00	Design:A	Spread	255	00	0E
26	00	Design:A	Shape	255	00	0D
27	00	Design:A	Link	1	00	10
28	00	Design:A	RvbOut	15	00	12
29	01	Echo:A	Dly L	600	00	1B
2A	01	Echo:A	Dly R	600	00	1D
2B	00	Echo:A	Fbk L	30	00	1C

2C	00	Echo:A	Fbk R	30	00	1E
2D	01	Reflect:A	Dly L	600	00	15
2E	01	Reflect:A	Dly R	600	00	17
2F	00	Reflect:A	Lvl L	15	00	16
30	00	Reflect:A	Lvl R	15	00	18
31	00	Controls	A InLvl	15	00	02
32	00	Echo:A	Mstr Dly	200	00	19
33	00	Echo:A	Mstr Fbk	100	00	1A
34	00	Reflect:A	Mstr Lvl	100	00	14
35	00	Reflect:A	Mstr Dly	200	00	13
36	00	Design:B	Size	144	00	24
37	00	Design:B	Spin	50	00	28
38	00	Time:B	Rt HC	48	00	22
39	00	Time:B	Low Rt	9	00	1F
3A	00	Time:B	Crossover	60	00	21
3B	00	Time:B	Mid Rt	63	00	20
3C	00	Design:B	Diffusion	100	00	25
3D	01	Time:B	Pre Delay	465	00	23
3E	00	Design:B	Spread	255	00	27
3F	00	Design:B	Shape	255	00	26
40	00	Design:B	Link	1	00	29
41	00	Design:B	RvbOut	15	00	2B
42	01	Echo:B	Dly L	600	00	34
43	01	Echo:B	Dly R	600	00	36
44	00	Echo:B	Fbk L	30	00	35
45	00	Echo:B	Fbk R	30	00	37
46	01	Reflect:B	Dly L	600	00	2E
47	01	Reflect:B	Dly R	600	00	30
48	00	Reflect:B	Lvl L	15	00	2F
49	00	Reflect:B	Lvl R	15	00	31
4A	00	Controls	B InLvl	15	00	04
4B	00	Echo:B	Mstr Dly	200	00	32
4C	00	Echo:B	Mstr Fbk	100	00	33
4D	00	Reflect:B	Mstr Lvl	100	00	2D
4E	00	Reflect:B	Mstr Dly	200	00	2C

Algorithm 6: Chamber>Room2

Param # (Hex)	Flags	Row Name	Param Name	Max Value	Dest List ID	Dest List Index(Hex)
00	00	Controls	Mix	100	00	00
01	01	LFO1	Rate	1000	01	00
02	00	LFO1	Shape	6	01	01
03	00	LFO1	P Width	98	01	02
04	00	LFO1	Depth	100	01	03
05	01	LFO2	Rate	1000	01	04
06	00	LFO2	Shape	6	01	05
07	00	LFO2	P Width	98	01	06
08	00	LFO2	Depth	100	01	07
09	00	Follow	Env L	500	01	0B
0A	00	Follow	Env R	500	01	0C
0B	00	Follow	Env L+R	500	01	0D
0C	00	AR Env	Attack	500	01	08
0D	00	AR Env	Release	500	01	09
0E	00	AR Env	Mode	3	01	0A
0F	00	Sw 1	Mode	2	01	10
10	01	Sw 1	Rate	1000	01	0E
11	00	Sw 1	P Width	98	01	0F
12	00	Sw 2	Mode	2	01	13
13	01	Sw 2	Rate	1000	01	11
14	00	Sw 2	P Width	98	01	12
15	01	Delay	DlyTime	250	01	14
16	00		Not active	0	7F	7F
17	00		Not active	0	7F	7F
18	00	Controls	A OutLvl	15	00	03
19	00	Controls	B OutLvl	15	00	05
1A	00	Controls	InRouting	2	00	01
1B	00	Design:A	High Cut	15	00	11
1C	00	Design:B	High Cut	15	00	2B
1D	00	Design:A	Size	144	00	0B
1E	00	Design:A	Spin	50	00	0F
1F	00	Time:A	Rt HC	48	00	09
20	00	Time:A	Low Rt	9	00	06
21	00	Time:A	Crossover	60	00	08
22	00	Time:A	Mid Rt	63	00	07
23	00	Design:A	Diffusion	100	00	0C
24	01	Time:A	Pre Delay	465	00	0A
25	00	Design:A	Spread	255	00	0E
26	00	Design:A	Shape	255	00	0D
27	00	Design:A	Link	1	00	10
28	00	Design:A	RvbOut	15	00	12
29	01	Echo:A	Dly L	600	00	1B
2A	01	Echo:A	Dly R	600	00	1D
2B	00	Echo:A	Fbk L	30	00	1C
2C	00	Echo:A	Fbk R	30	00	1E
2D	01	Reflect:A	Dly L	600	00	15
2E	01	Reflect:A	Dly R	600	00	17
2F	00	Reflect:A	Lvl L	15	00	16
30	00	Reflect:A	Lvl R	15	00	18
31	00	Controls	A InLvl	15	00	02
32	00	Echo:A	Mstr Dly	200	00	19
33	00	Echo:A	Mstr Fbk	100	00	1A
34	00	Reflect:A	Mstr Lvl	100	00	14
35	00	Reflect:A	Mstr Dly	200	00	13
36	00	Design:B	Spin	50	00	29
37	00	Design:B	Size	144	00	25

38	00	Design:B	Range	31	00	2C
39	00	Design:B	Rate	5	00	2D
3A	00	Time:B	Rt HC	48	00	22
3B	00	Time:B	Low Rt	9	00	1F
3C	00	Time:B	Crossover	60	00	21
3D	00	Time:B	Mid Rt	63	00	20
3E	00	Design:B	Diffusion	100	00	26
3F	01	Time:B	Pre Delay	465	00	23
40	00	Design:B	Spread	255	00	28
41	00	Design:B	Shape	255	00	27
42	00	Design:B	Link	1	00	2A
43	01	Echo:B	Dly L	600	00	30
44	01	Echo:B	Dly R	600	00	32
45	00	Echo:B	Fbk L	30	00	31
46	00	Echo:B	Fbk R	30	00	33
47	00	Time:B	Infinite	1	00	24
48	00	Controls	B InLvl	15	00	04
49	00	Echo:B	Mstr Dly	200	00	2E
4A	00	Echo:B	Mstr Fbk	100	00	2F

Algorithm 7: Chamber/Inverse

Param # (Hex)	Flags	Row Name	Param Name	Max Value	Dest List ID	Dest List Index(Hex)
00	00	Controls	Mix	100	00	00
01	01	LFO1	Rate	1000	01	00
02	00	LFO1	Shape	6	01	01
03	00	LFO1	P Width	98	01	02
04	00	LFO1	Depth	100	01	03
05	01	LFO2	Rate	1000	01	04
06	00	LFO2	Shape	6	01	05
07	00	LFO2	P Width	98	01	06
08	00	LFO2	Depth	100	01	07
09	00	Follow	Env L	500	01	0B
0A	00	Follow	Env R	500	01	0C
0B	00	Follow	Env L+R	500	01	0D
0C	00	AR Env	Attack	500	01	08
0D	00	AR Env	Release	500	01	09
0E	00	AR Env	Mode	3	01	0A
0F	00	Sw 1	Mode	2	01	10
10	01	Sw 1	Rate	1000	01	0E
11	00	Sw 1	P Width	98	01	0F
12	00	Sw 2	Mode	2	01	13
13	01	Sw 2	Rate	1000	01	11
14	00	Sw 2	P Width	98	01	12
15	01	Delay	DlyTime	250	01	14
16	00		Not active	0	7F	7F
17	00		Not active	0	7F	7F
18	00	Controls	A OutLvl	15	00	03
19	00	Controls	B OutLvl	15	00	05
1A	00	Controls	InRouting	2	00	01
1B	00	Design:A	High Cut	15	00	11
1C	00	Design:B	High Cut	15	00	27
1D	00	Design:A	Size	144	00	0B
1E	00	Design:A	Spin	50	00	0F
1F	00	Time:A	Rt HC	48	00	09

20	00	Time:A	Low Rt	9	00	06
21	00	Time:A	Crossover	60	00	08
22	00	Time:A	Mid Rt	63	00	07
23	00	Design:A	Diffusion	100	00	0C
24	01	Time:A	Pre Delay	465	00	0A
25	00	Design:A	Spread	255	00	0E
26	00	Design:A	Shape	255	00	0D
27	00	Design:A	Link	1	00	10
28	00	Design:A	RvbOut	15	00	12
29	01	Echo:A	Dly L	600	00	1B
2A	01	Echo:A	Dly R	600	00	1D
2B	00	Echo:A	Fbk L	30	00	1C
2C	00	Echo:A	Fbk R	30	00	1E
2D	01	Reflect:A	Dly L	600	00	15
2E	01	Reflect:A	Dly R	600	00	17
2F	00	Reflect:A	Lvl L	15	00	16
30	00	Reflect:A	Lvl R	15	00	18
31	00	Controls	AInLvl	15	00	02
32	00	Echo:A	Mstr Dly	200	00	19
33	00	Echo:A	Mstr Fbk	100	00	1A
34	00	Reflect:A	Mstr Lr\	100	00	14
35	00	Reflect:A	Mstr Dly	200	00	13
36	00	Time:B	Low Slope	32	00	1F
37	00	Time:B	Mid Slope	32	00	20
38	00	Time:B	Crossover	60	00	21
39	00	Time:B	Rt HC	48	00	22
3A	01	Time:B	Pre Delay	465	00	23
3B	01	Reflect:B	Dly L	400	00	2A
3C	01	Reflect:B	Dly R	400	00	2C
3D	00	Reflect:B	Lvl L	15	00	2B
3E	00	Reflect:B	Lvl R	15	00	2D
3F	00	Design:B	Duration	112	00	24
40	00	Design:B	Diffusion	100	00	25
41	00		Not Active	255	7F	7F
42	00	Design:B	Shape	255	00	26
43	00	Controls	BInLvl	15	00	04
44	00	Reflect:B	Mstr Lvl	100	00	29
45	00	Reflect:B	Mstr Dly	200	00	28

Algorithm 8: Inverse/Inverse

Param # (Hex)	Flags	Row Name	Param Name	Max Value	Dest List ID	Dest List Index(Hex)
00	00	Controls	Mix	100	00	00
01	01	LFO1	Rate	1000	01	00
02	00	LFO1	Shape	6	01	01
03	00	LFO1	PWidth	98	01	02
04	00	LFO1	Depth	100	01	03
05	01	LFO2	Rate	1000	01	04
06	00	LFO2	Shape	6	01	05
07	00	LFO2	PWidth	98	01	06
08	00	LFO2	Depth	100	01	07
09	00	Follow	EnvL	500	01	0B
0A	00	Follow	EnvR	500	01	0C
0B	00	Follow	EnvL+R	500	01	0D
0C	00	AREnv	Attack	500	01	08
0D	00	AREnv	Release	500	01	09
0E	00	AREnv	Mode	3	01	0A
0F	00	Sw1	Mode	2	01	10
10	01	Sw1	Rate	1000	01	0E
11	00	Sw1	PWidth	98	01	0F
12	00	Sw2	Mode	2	01	13
13	01	Sw2	Rate	1000	01	11
14	00	Sw2	PWidth	98	01	12
15	01	Delay	DlyTime	250	01	14
16	00		Notactive	0	7F	7F
17	00		Notactive	0	7F	7F
18	00	Controls	AOutLvl	15	00	03
19	00	Controls	BOutLvl	15	00	05
1A	00	Controls	InRouting	2	00	01
1B	00	Design:A	HighCut	15	00	0E
1C	00	Design:B	HighCut	15	00	1D
1D	00	Time:A	LowSlope	32	00	06
1E	00	Time:A	MidSlope	32	00	07
1F	00	Time:A	Crossover	60	00	08
20	00	Time:A	RtHC	48	00	09
21	01	Time:A	PreDelay	465	00	0A
22	01	Reflect:A	DlyL	400	00	11
23	01	Reflect:A	DlyR	400	00	13
24	00	Reflect:A	LvlL	15	00	12
25	00	Reflect:A	LvlR	15	00	14
26	00	Design:A	Duration	112	00	0B
27	00	Design:A	Diffusion	100	00	0C
28	00		NotActive	255	7F	7F
29	00	Design:A	Shape	255	00	0D
2A	00	Controls	AInLvl	15	00	02
2B	00	Reflect:A	MstrLvl	100	00	10
2C	00	Reflect:A	MstrDly	200	00	0F
2D	00	Time:B	LowSlope	32	00	15
2E	00	Time:B	MidSlope	32	00	16
2F	00	Time:B	Crossover	60	00	17
30	00	Time:B	RtHC	48	00	18
31	01	Time:B	PreDelay	465	00	19
32	01	Reflect:B	DlyL	400	00	20
33	01	Reflect:B	DlyR	400	00	22
34	00	Reflect:B	LvlL	15	00	21
35	00	Reflect:B	LvlR	15	00	23
36	00	Design:B	Duration	112	00	1A
37	00	Design:B	Diffusion	100	00	1B
38	00		NotActive	255	7F	7F

39	00	Design:B	Shape	255	00	1C
3A	00	Controls	BInLvl	15	00	04
3B	00	Reflect:B	MstrLvl	100	00	1F
3C	00	Reflect:B	MstrDly	200	00	1E

Algorithm 9: Inverse/Room2

Param # (Hex)	Flags	Row Name	Param Name	Max Value	Dest List ID	Dest List Index(Hex)
00	00	Controls	Mix	100	00	00
01	01	LFO1	Rate	1000	01	00
02	00	LFO1	Shape	6	01	01
03	00	LFO1	PWidth	98	01	02
04	00	LFO1	Depth	100	01	03
05	01	LFO2	Rate	1000	01	04
06	00	LFO2	Shape	6	01	05
07	00	LFO2	PWidth	98	01	06
08	00	LFO2	Depth	100	01	07
09	00	Follow	EnvL	500	01	0B
0A	00	Follow	EnvR	500	01	0C
0B	00	Follow	EnvL+R	500	01	0D
0C	00	AREnv	Attack	500	01	08
0D	00	AREnv	Release	500	01	09
0E	00	AREnv	Mode	3	01	0A
0F	00	Sw1	Mode	2	01	10
10	01	Sw1	Rate	1000	01	0E
11	00	Sw1	PWidth	98	01	0F
12	00	Sw2	Mode	2	01	13
13	01	Sw2	Rate	1000	01	11
14	00	Sw2	PWidth	98	01	12
15	01	Delay	DlyTime	250	01	14
16	00		Notactive	0	7F	7F
17	00		Notactive	0	7F	7F
18	00	Controls	AOutLvl	15	00	03
19	00	Controls	BOutLvl	15	00	05
1A	00	Controls	InRouting	2	00	01
1B	00	Design:A	HighCut	15	00	0E
1C	00	Design:B	HighCut	15	00	21
1D	00	Time:A	LowSlope	32	00	06
1E	00	Time:A	MidSlope	32	00	07
1F	00	Time:A	Crossover	60	00	08
20	00	Time:A	RtHC	48	00	09
21	01	Time:A	PreDelay	465	00	0A
22	01	Reflect:A	DlyL	400	00	11
23	01	Reflect:A	DlyR	400	00	13
24	00	Reflect:A	LvlL	15	00	12
25	00	Reflect:A	LvlR	15	00	14
26	00	Design:A	Duration	112	00	0B
27	00	Design:A	Diffusion	100	00	0C
28	00		NotActive	255	7F	7F
29	00	Design:A	Shape	255	00	0D
2A	00	Controls	AInLvl	15	00	02
2B	00	Reflect:A	MstrLvl	100	00	10
2C	00	Reflect:A	MstrDly	200	00	0F
2D	00	Design:B	Spin	50	00	1F
2E	00	Design:B	Size	144	00	1B
2F	00	Design:B	Range	31	00	22
30	00	Design:B	Rate	5	00	23

31	00	Time:B	RtHC	48	00	18
32	00	Time:B	LowRt	9	00	15
33	00	Time:B	Crossover	60	00	17
34	00	Time:B	MidRt	63	00	16
35	00	Design:B	Diffusion	100	00	1C
36	01	Time:B	PreDelay	465	00	19
37	00	Design:B	Spread	255	00	1E
38	00	Design:B	Shape	255	00	1D
39	00	Design:B	Link	1	00	20
3A	01	Echo:B	DlyL	600	00	26
3B	01	Echo:B	DlyR	600	00	28
3C	00	Echo:B	FbkL	30	00	27
3D	00	Echo:B	FbkR	30	00	29
3E	00	Time:B	Infinite	1	00	1A
3F	00	Controls	BInLvl	15	00	04
40	00	Echo:B	MstrDly	200	00	24
41	00	Echo:B	MstrFbk	100	00	25

Algorithm 10: Room2/Room2

Param # (Hex)	Flags	Row Name	Param Name	Max Value	Dest List ID	Dest List Index(Hex)
00	00	Controls	Mix	100	00	00
01	01	LFO1	Rate	1000	01	00
02	00	LFO1	Shape	6	01	01
03	00	LFO1	PWidth	98	01	02
04	00	LFO1	Depth	100	01	03
05	01	LFO2	Rate	1000	01	04
06	00	LFO2	Shape	6	01	05
07	00	LFO2	PWidth	98	01	06
08	00	LFO2	Depth	100	01	07
09	00	Follow	EnvL	500	01	0B
0A	00	Follow	EnvR	500	01	0C
0B	00	Follow	EnvL+R	500	01	0D
0C	00	AREnv	Attack	500	01	08
0D	00	AREnv	Release	500	01	09
0E	00	AREnv	Mode	3	01	0A
0F	00	Sw1	Mode	2	01	10
10	01	Sw1	Rate	1000	01	0E
11	00	Sw1	PWidth	98	01	0F
12	00	Sw2	Mode	2	01	13
13	01	Sw2	Rate	1000	01	11
14	00	Sw2	PWidth	98	01	12
15	01	Delay	DlyTime	250	01	14
16	00		Notactive	0	7F	7F
17	00		Notactive	0	7F	7F
18	00	Controls	AOutLvl	15	00	03
19	00	Controls	BOutLvl	15	00	05
1A	00	Controls	InRouting	2	00	01
1B	00	Design:A	HighCut	15	00	12
1C	00	Design:B	HighCut	15	00	27
1D	00	Design:A	Spin	50	00	10
1E	00	Design:A	Size	144	00	0C
1F	00	Design:A	Range	31	00	13
20	00	Design:A	Rate	5	00	14

21	00	Time:A	RtHC	48	00	09
22	00	Time:A	LowRt	9	00	06
23	00	Time:A	Crossover	60	00	08
24	00	Time:A	MidRt	63	00	07
25	00	Design:A	Diffusion	100	00	0D
26	01	Time:A	PreDelay	465	00	0A
27	00	Design:A	Spread	255	00	0F
28	00	Design:A	Shape	255	00	0E
29	00	Design:A	Link	1	00	11
2A	01	Echo:A	DlyL	600	00	17
2B	01	Echo:A	DlyR	600	00	19
2C	00	Echo:A	FbkL	30	00	18
2D	00	Echo:A	FbkR	30	00	1A
2E	00	Time:A	Infinite	1	00	0B
2F	00	Controls	AInLvl	15	00	02
30	00	Echo:A	MstrDly	200	00	15
31	00	Echo:A	MstrFbk	100	00	16
32	00	Design:B	Spin	50	00	25
33	00	Design:B	Size	144	00	21
34	00	Design:B	Range	31	00	28
35	00	Design:B	Rate	5	00	29
36	00	Time:B	RtHC	48	00	1E
37	00	Time:B	LowRt	9	00	1B
38	00	Time:B	Crossover	60	00	1D
39	00	Time:B	MidRt	63	00	1C
3A	00	Design:B	Diffusion	100	00	22
3B	01	Time:B	PreDelay	465	00	1F
3C	00	Design:B	Spread	255	00	24
3D	00	Design:B	Shape	255	00	23
3E	00	Design:B	Link	1	00	26
3F	01	Echo:B	DlyL	600	00	2C
40	01	Echo:B	DlyR	600	00	2E
41	00	Echo:B	FbkL	30	00	2D
42	00	Echo:B	FbkR	30	00	2F
43	00	Time:B	Infinite	1	00	20
44	00	Controls	BInLvl	15	00	04
45	00	Echo:B	MstrDly	200	00	2A
46	00	Echo:B	MstrFbk	100	00	2B

Algorithm 11: Inverse>Chamber

Param # (Hex)	Flags	Row Name	Param Name	Max Value	Dest List ID	Dest List Index(Hex)
00	00	Controls	Mix	100	00	00
01	01	LFO1	Rate	1000	01	00
02	00	LFO1	Shape	6	01	01
03	00	LFO1	PWidth	98	01	02
04	00	LFO1	Depth	100	01	03
05	01	LFO2	Rate	1000	01	04
06	00	LFO2	Shape	6	01	05
07	00	LFO2	PWidth	98	01	06
08	00	LFO2	Depth	100	01	07
09	00	Follow	EnvL	500	01	0B
0A	00	Follow	EnvR	500	01	0C
0B	00	Follow	EnvL+R	500	01	0D
0C	00	AREnv	Attack	500	01	08
0D	00	AREnv	Release	500	01	09
0E	00	AREnv	Mode	3	01	0A
0F	00	Sw1	Mode	2	01	10
10	01	Sw1	Rate	1000	01	0E
11	00	Sw1	PWidth	98	01	0F
12	00	Sw2	Mode	2	01	13
13	01	Sw2	Rate	1000	01	11
14	00	Sw2	PWidth	98	01	12
15	01	Delay	DlyTime	250	01	14
16	00		Notactive	0	7F	7F
17	00		Notactive	0	7F	7F
18	00	Controls	AOutLvl	15	00	03
19	00	Controls	BOutLvl	15	00	05
1A	00	Controls	InRouting	2	00	01
1B	00	Design:A	HighCut	15	00	0E
1C	00	Design:B	HighCut	15	00	20
1D	00	Time:A	LowSlope	32	00	06
1E	00	Time:A	MidSlope	32	00	07
1F	00	Time:A	Crossover	60	00	08
20	00	Time:A	RtHC	48	00	09
21	01	Time:A	PreDelay	465	00	0A
22	01	Reflect:A	DlyL	400	00	11
23	01	Reflect:A	DlyR	400	00	13
24	00	Reflect:A	LvlL	15	00	12
25	00	Reflect:A	LvlR	15	00	14
26	00	Design:A	Duration	112	00	0B
27	00	Design:A	Diffusion	100	00	0C
28	00		NotActive	255	7F	7F
29	00	Design:A	Shape	255	00	0D
2A	00	Controls	AInLvl	15	00	02
2B	00	Reflect:A	MstrLvl	100	00	10
2C	00	Reflect:A	MstrDly	200	00	0F
2D	00	Design:B	Size	144	00	1A
2E	00	Design:B	Spin	50	00	1E
2F	00	Time:B	RtHC	48	00	18
30	00	Time:B	LowRt	9	00	15
31	00	Time:B	Crossover	60	00	17
32	00	Time:B	MidRt	63	00	16
33	00	Design:B	Diffusion	100	00	1B
34	01	Time:B	PreDelay	465	00	19
35	00	Design:B	Spread	255	00	1D
36	00	Design:B	Shape	255	00	1C
37	00	Design:B	Link	1	00	1F
38	00	Design:B	RvbOut	15	00	21

39	01	Echo:B	DlyL	600	00	2A
3A	01	Echo:B	DlyR	600	00	2C
3B	00	Echo:B	FbkL	30	00	2B
3C	00	Echo:B	FbkR	30	00	2D
3D	01	Reflect:B	DlyL	600	00	24
3E	01	Reflect:B	DlyR	600	00	26
3F	00	Reflect:B	LvlL	15	00	25
40	00	Reflect:B	LvlR	15	00	27
41	00	Controls	BInLvl	15	00	04
42	00	Echo:B	MstrDly	200	00	28
43	00	Echo:B	MstrFbk	100	00	29
44	00	Reflect:B	MstrLvl	100	00	23
45	00	Reflect:B	MstrDly	200	00	22

Algorithm12:Room2>Chamber

Param # (Hex)	Flags	Row Name	Param Name	Max Value	Dest List ID	Dest List Index(Hex)
00	00	Controls	Mix	100	00	00
01	01	LFO1	Rate	1000	01	00
02	00	LFO1	Shape	6	01	01
03	00	LFO1	PWidth	98	01	02
04	00	LFO1	Depth	100	01	03
05	01	LFO2	Rate	1000	01	04
06	00	LFO2	Shape	6	01	05
07	00	LFO2	PWidth	98	01	06
08	00	LFO2	Depth	100	01	07
09	00	Follow	EnvL	500	01	0B
0A	00	Follow	EnvR	500	01	0C
0B	00	Follow	EnvL+R	500	01	0D
0C	00	AREnv	Attack	500	01	08
0D	00	AREnv	Release	500	01	09
0E	00	AREnv	Mode	3	01	0A
0F	00	Sw1	Mode	2	01	10
10	01	Sw1	Rate	1000	01	0E
11	00	Sw1	PWidth	98	01	0F
12	00	Sw2	Mode	2	01	13
13	01	Sw2	Rate	1000	01	11
14	00	Sw2	PWidth	98	01	12
15	01	Delay	DlyTime	250	01	14
16	00		Notactive	0	7F	7F
17	00		Notactive	0	7F	7F
18	00	Controls	AOutLvl	15	00	03
19	00	Controls	BOutLvl	15	00	05
1A	00	Controls	InRouting	2	00	01
1B	00	Design:A	HighCut	15	00	12
1C	00	Design:B	HighCut	15	00	26
1D	00	Design:A	Spin	50	00	10
1E	00	Design:A	Size	144	00	0C
1F	00	Design:A	Range	31	00	13
20	00	Design:A	Rate	5	00	14
21	00	Time:A	RtHC	48	00	09
22	00	Time:A	LowRt	9	00	06
23	00	Time:A	Crossover	60	00	08
24	00	Time:A	MidRt	63	00	07
25	00	Design:A	Diffusion	100	00	0D
26	01	Time:A	PreDelay	465	00	0A
27	00	Design:A	Spread	255	00	0F

28	00	Design:A	Shape	255	00	0E
29	00	Design:A	Link	1	00	11
2A	01	Echo:A	DlyL	600	00	17
2B	01	Echo:A	DlyR	600	00	19
2C	00	Echo:A	FbkL	30	00	18
2D	00	Echo:A	FbkR	30	00	1A
2E	00	Time:A	Infinite	1	00	0B
2F	00	Controls	AInLvl	15	00	02
30	00	Echo:A	MstrDly	200	00	15
31	00	Echo:A	MstrFbk	100	00	16
32	00	Design:B	Size	144	00	20
33	00	Design:B	Spin	50	00	24
34	00	Time:B	RtHC	48	00	1E
35	00	Time:B	LowRt	9	00	1B
36	00	Time:B	Crossover	60	00	1D
37	00	Time:B	MidRt	63	00	1C
38	00	Design:B	Diffusion	100	00	21
39	01	Time:B	PreDelay	465	00	1F
3A	00	Design:B	Spread	255	00	23
3B	00	Design:B	Shape	255	00	22
3C	00	Design:B	Link	1	00	25
3D	00	Design:B	RvbOut	15	00	27
3E	01	Echo:B	DlyL	600	00	30
3F	01	Echo:B	DlyR	600	00	32
40	00	Echo:B	FbkL	30	00	31
41	00	Echo:B	FbkR	30	00	33
42	01	Reflect:B	DlyL	600	00	2A
43	01	Reflect:B	DlyR	600	00	2C
44	00	Reflect:B	LvlL	15	00	2B
45	00	Reflect:B	LvlR	15	00	2D
46	00	Controls	BInLvl	15	00	04
47	00	Echo:B	MstrDly	200	00	2E
48	00	Echo:B	MstrFbk	100	00	2F
49	00	Reflect:B	MstrLvl	100	00	29
4A	00	Reflect:B	MstrDly	200	00	28

Algorithm13:Inverse>Room2

Param # (Hex)	Flags	Row Name	Param Name	Max Value	Dest List ID	Dest List Index(Hex)
00	00	Controls	Mix	100	00	00
01	01	LFO1	Rate	1000	01	00
02	00	LFO1	Shape	6	01	01
03	00	LFO1	PWidth	98	01	02
04	00	LFO1	Depth	100	01	03
05	01	LFO2	Rate	1000	01	04
06	00	LFO2	Shape	6	01	05
07	00	LFO2	PWidth	98	01	06
08	00	LFO2	Depth	100	01	07
09	00	Follow	EnvL	500	01	0B
0A	00	Follow	EnvR	500	01	0C
0B	00	Follow	EnvL+R	500	01	0D
0C	00	AREnv	Attack	500	01	08
0D	00	AREnv	Release	500	01	09
0E	00	AREnv	Mode	3	01	0A
0F	00	Sw1	Mode	2	01	10
10	01	Sw1	Rate	1000	01	0E
11	00	Sw1	PWidth	98	01	0F
12	00	Sw2	Mode	2	01	13
13	01	Sw2	Rate	1000	01	11
14	00	Sw2	PWidth	98	01	12
15	01	Delay	DlyTime	250	01	14
16	00		Notactive	0	7F	7F
17	00		Notactive	0	7F	7F
18	00	Controls	AOutLvl	15	00	03
19	00	Controls	BOutLvl	15	00	05
1A	00	Controls	InRouting	2	00	01
1B	00	Design:A	HighCut	15	00	0E
1C	00	Design:B	HighCut	15	00	21
1D	00	Time:A	LowSlope	32	00	06
1E	00	Time:A	MidSlope	32	00	07
1F	00	Time:A	Crossover	60	00	08
20	00	Time:A	RtHC	48	00	09
21	01	Time:A	PreDelay	465	00	0A
22	01	Reflect:A	DlyL	400	00	11
23	01	Reflect:A	DlyR	400	00	13
24	00	Reflect:A	LvlL	15	00	12
25	00	Reflect:A	LvlR	15	00	14
26	00	Design:A	Duration	112	00	0B
27	00	Design:A	Diffusion	100	00	0C
28	00		Notactive	255	7F	7F
29	00	Design:A	Shape	255	00	0D
2A	00	Controls	AInLvl	15	00	02
2B	00	Reflect:A	MstrLvl	100	00	10
2C	00	Reflect:A	MstrDly	200	00	0F
2D	00	Design:B	Spin	50	00	1F
2E	00	Design:B	Size	144	00	1B
2F	00	Design:B	Range	31	00	22
30	00	Design:B	Rate	5	00	23
31	00	Time:B	RtHC	48	00	18
32	00	Time:B	LowRt	9	00	15
33	00	Time:B	Crossover	60	00	17
34	00	Time:B	MidRt	63	00	16
35	00	Design:B	Diffusion	100	00	1C
36	01	Time:B	PreDelay	465	00	19
37	00	Design:B	Spread	255	00	1E

38	00	Design:B	Shape	255	00	1D
39	00	Design:B	Link	1	00	20
3A	01	Echo:B	DlyL	600	00	26
3B	01	Echo:B	DlyR	600	00	28
3C	00	Echo:B	FbkL	30	00	27
3D	00	Echo:B	FbkR	30	00	29
3E	00	Time:B	Infinite	1	00	1A
3F	00	Controls	BInLvl	15	00	04
40	00	Echo:B	MstrDly	200	00	24
41	00	Echo:B	MstrFbk	100	00	25

Algorithm14:MatrixChamber

Param # (Hex)	Flags	Row Name	Param Name	Max Value	Dest List ID	Dest List Index(Hex)
00	00	Controls	Mix	100	00	00
01	01	LFO1	Rate	1000	01	00
02	00	LFO1	Shape	6	01	01
03	00	LFO1	PWidth	98	01	02
04	00	LFO1	Depth	100	01	03
05	01	LFO2	Rate	1000	01	04
06	00	LFO2	Shape	6	01	05
07	00	LFO2	PWidth	98	01	06
08	00	LFO2	Depth	100	01	07
09	00	Follow	EnvL	500	01	0B
0A	00	Follow	EnvR	500	01	0C
0B	00	Follow	EnvL+R	500	01	0D
0C	00	AREnv	Attack	500	01	08
0D	00	AREnv	Release	500	01	09
0E	00	AREnv	Mode	3	01	0A
0F	00	Sw1	Mode	2	01	10
10	01	Sw1	Rate	1000	01	0E
11	00	Sw1	PWidth	98	01	0F
12	00	Sw2	Mode	2	01	13
13	01	Sw2	Rate	1000	01	11
14	00	Sw2	PWidth	98	01	12
15	01	Delay	DlyTime	250	01	14
16	00		Notactive	0	7F	7F
17	00		Notactive	0	7F	7F
18	00	Controls	AOutLvl	15	00	03
19	00	Controls	BOutLvl	15	00	05
1A	00	Controls	InRouting	2	00	01
1B	00	Design:A	HighCut	15	00	11
1C	00	Design:B	HighCut	15	00	2A
1D	00	Design:A	Size	144	00	0B
1E	00	Design:A	Spin	50	00	0F
1F	00	Time:A	RtHC	48	00	09
20	00	Time:A	LowRt	9	00	06
21	00	Time:A	Crossover	60	00	08
22	00	Time:A	MidRt	63	00	07
23	00	Design:A	Diffusion	100	00	0C
24	01	Time:A	PreDelay	465	00	0A
25	00	Design:A	Spread	255	00	0E
26	00	Design:A	Shape	255	00	0D
27	00	Design:A	Link	1	00	10
28	00	Design:A	RvbOut	15	00	12
29	01	Echo:A	DlyL	600	00	1B

2A	01	Echo:A	DlyR	600	00	1D
2B	00	Echo:A	FbkL	30	00	1C
2C	00	Echo:A	FbkR	30	00	1E
2D	01	Reflect:A	DlyL	600	00	15
2E	01	Reflect:A	DlyR	600	00	17
2F	00	Reflect:A	LvlL	15	00	16
30	00	Reflect:A	LvlR	15	00	18
31	00	Controls	AInLvl	15	00	02
32	00	Echo:A	MstrDly	200	00	19
33	00	Echo:A	MstrFbk	100	00	1A
34	00	Reflect:A	MstrLvl	100	00	14
35	00	Reflect:A	MstrDly	200	00	13
36	00	Design:B	Size	144	00	24
37	00	Design:B	Spin	50	00	28
38	00	Time:B	RtHC	48	00	22
39	00	Time:B	LowRt	9	00	1F
3A	00	Time:B	Crossover	60	00	21
3B	00	Time:B	MidRt	63	00	20
3C	00	Design:B	Diffusion	100	00	25
3D	01	Time:B	PreDelay	465	00	23
3E	00	Design:B	Spread	255	00	27
3F	00	Design:B	Shape	255	00	26
40	00	Design:B	Link	1	00	29
41	00	Controls	BInLvl	15	00	04

Lexicon, Inc.
3 Oak Park
Bedford MA 01730-1441
Tel: 781 280-0300
Fax: 781 280-0490

Lexicon Part No. 070-11789

Printed in U.S.A.