lexicon MPX 1 Presets

The MPX 1 DataBase function can sort the 200 presets into numerical or alphabetical order, show you only those programs that are tagged for specific audio sources (guitars, vocals, etc.), or only those which use specific effects (pitch, chorus, etc.).To select the sorting criteria you want, press **Program**, then press **Options**. (The **Options** LED will blink.) Use either the knob or the < and > buttons to select the sorting option you want. Press **Options** again to return to Program mode and to re-sort the DataBase. When you return to **Program** mode, the knob will scroll through the programs that match your sorting criteria. The < and > buttons will jump to the next sorting category.

In **Program** mode, press **Value** to access Soft Row parameters for each program. Use the < and > buttons to select parameters, and the knob to modify values. Press **Value** again to exit the Soft Row.

If the front panel **Tempo** LED lights, the program you have loaded 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. If the front panel **A** or **B** LED lights, the program you have loaded has parameters patched to the **A/B Gide** controller. Press the front panel **A/B** button to glide between the **A** and **B** versions of the program.

1 MPX Blue
Illustrates the power of the MPX 1 with 6 simultaneous effects blocks, split-path routing, and 5 patches to the internal controllers. Centrifuge and plate on one path, and a filtered, autopanned delay on the other path create a unique effect for vocals or instruments.

2 RvbEko Morph
A/B glides between a long decay reverb and echoes.

3 480PrimeFlng
A recreation of the 480L Prime Flange program.

4 RandomDetune
Randomly demodulated dual detuners for thickening vocals, guitars, and other instruments. Stereo delay and plate reverb are bypassed — press Delay or Reverb to add them to the effect.

5 Vintage Trem
A reverb "tank" feeding into a deep tremolo to modulate the reverb decay. Tremolo in stereo maintains reverb spaciousness. **Value** accesses controls for tremolo rate and depth as well as tweaks for the reverb.

6 Tap Delay
A single quarter-note slap. Press **Value** for delay rhythm, feedback and damping parameters.

7 Tape Echo
Echoes get darker as they repeat. **A/B** shifts between delay times equivalent to 7 1/2 and 15 ips. Press **Value** for time, feedback, and damping controls. The R1 pedal controls feedback. The Toe Switch turns high-frequency damping on and off.

8 ParametricEQ
A 4-band mono EQ set up like a "channel strip" equalizer – low shelf at 250 Hz, high shelf at 6kHz, and two variable mid-range bands centered at 500Hz and 3kHz. Mod is used to add an input volume trim for the EQ, so you can compensate for gain boost. Press **Value** for gain, frequency, and Q controls.

9 Chorus Chambr
A Chorus effect in front of a small Chamber adds dimension to any guitar or electric piano.

10 Autowah Chrs
Input level-controlled wah fed into a stereo chorus.

11 Dialog Booth
A tiny ambient space.

12 Small Booth
A small, partially dark recording booth.

13 PCM 60 Room
A classic effect from the Lexicon PCM 60.

14 Bright Room
A small, airy room.

15 Plate Space
A huge, bright, loooong plate reverb.

16 Ambience 4 PA
Adds "air" around vocals or other sources without making them muddy. The ambience effect is followed by a stereo 2-band EQ so you can fine tune to the room.

17 Short Nonlin
A short bright nonlinear reverb.

18 Multigate
A short delayed gate with 3 syncopated repeats.

19 Gate 4 PA
Thickens drums or other sources without making them muddy. The gate effect is followed by a stereo 2-band EQ so you can fine tune to the room.

20 Plate 4 PA
A bright, dense plate tuned for PA's. A stereo 2-band EQ lets you fine tune to the room.

21 Bright Plate
A bright percussive plate with moderate decay.

22 Vocal Plate
A plate reverb for vocals.

23 Snare Plate
Designed for snare drum, the high setting of Rt HC without high cutoff filters allows for rapid high frequency buildup.

24 BigDrumPlate
A medium long bright plate for drums and vocals.

25 DrumgateFlng
A flanged gated reverb for drums.

26 Drum Booth
A very small dead booth.

27 Big Bottom
Adds a low frequency tone (92.5Hz) and a small Chamber to the audio signal. The knob tunes the frequency, attack and decay characteristics.

28 Percus Place
A bright medium-sized room for percussion.

29 Snare Gate
A short, EQ'd, gated chamber to fatten up the snare.

30 Miked Room
Adds a realistic sense of space to direct sources. Chorus and Delay simulate a "close mic" sound, Ambience provides the sound and feel of stereo far mics. A stereo volume effect in the Mod block provides independent level for the far mics. Press **Value** for this parameter and additional ambience controls.

31 Live Room
A small bright live room with far mic's.

32 Empty Club
A small empty night club.

33 Big Studio
A big bright studio room with far mic's.

34 Chamber&Refl
A large dark Chamber with heavy reflections and a set of short delays. Good to use when creating reverbs.

35 Jazz Chamber
Medium-sized space, with a gentle EQ boost. Great for blending several direct sources into an ensemble.

36 Chamber Pan
A medium chamber fed into an auto panner.

37 Big Chamber
A big bright chamber reverb.

38 Chamber 4 PA
A bright, medium chamber tuned for PA's. A stereo 2-band EQ lets you fine tune to the room.

39 Hall 4 PA
Similar to Chamber 4 PA, but a bright large hall.

40 Small Hall
Just what the name says.

41 Medium Hall
A bright, empty medium-sized hall.

42 Large Hall
A very large space with extra emphasis in the low end.

43 Piano Hall
A long smooth hall optmized for acoustic piano. Stereo EQ follows the reverb so you can fine tune the tone or the reverberation to fit the mix.

44 Rich Hall
A large bright smooth hall.

45 Tajma Hall
A huge reverb space with long decay.

46 Small Church
A moderate size space with characteristics of a small chapel.

47 Cathedral
A cathedral — for organ music.

48 M Sq. Garden
A large arena reverb. Great for simulating a big venue.

49 Morph Spaces
A/B glides from a large room to a tiny closet. Press **Value** to adjust the glide times between the two spaces.