

QUICK CONNECTIONS

The RXR Elite is designed to use either a mono or stereo input and give a stereo output. The input signal can either be a (-)10 or (+)4 level. **If using a mono input**, connect the Left input to the output of your signal source. Connect the Left and Right outputs to the effects returns (inputs) of your console or to line inputs of another processor or power amp.

SELECTING PRESETS

Reverb types are arranged in 8 banks. These banks are represented by the letter which appears in the first digit of the LED display. **a=** rooms, **b=** halls, **c=** plates, **d=** chambers, **e=** gated, **f=** reverse, **g=** dual rooms, and **h=** dual plates. Bank indicators are printed on the front panel for your convenience. **Changing Banks:** Pressing the Bank button scrolls forward to the next bank (from a to b, from b to c, etc.) Pressing and holding the bank button while turning the Preset encoder allows you to scroll forwards or backwards through banks. **Changing Presets:** Turning the Preset encoder scrolls through the 16 presets in each bank.

EDITING PARAMETERS

Turning the Parameter encoder scrolls through the editable parameters for each preset. You will notice that as you turn the encoder the parameter LED's will light indicating which parameter is selected. Once you've selected the parameter you wish to edit, turn the Value encoder to change the value of that parameter. The LED display will show you the parameters value. The LED display will revert back to the preset indication once the parameter or value encoders have been idle (not used) for approximately 4 seconds.

COMPARE

The Compare function allows you to compare changes to a preset against the original settings. Pressing the Compare button toggles between the last stored preset and your current settings. This function can also be used to toggle between two different presets. If you are using preset '2' for a verse and preset '3' for a chorus; load preset 2 and then preset 3. When Compare is pressed it will toggle between the two presets.

STORING PRESETS

Any preset can be edited and stored to any of the 16 locations in a bank. *You cannot store a preset in a different bank from which it was created.* When the Store button is pressed the LED display will blink. At this time the Parameter encoder may be used to move the preset to a different location. Once at the desired location, press Store again. If you wish to store the preset at its present location, press Store twice.

RECALL

The Recall function allows you to "set up" another preset while another preset is in use. For example, if you are currently using Room 12 (preset 'a12') and wish to switch to Chamber 1 (preset 'd_1') press Recall, Bank up to 'd' and turn the Parameter encoder to preset 1. Audio is still being processed by Room 12. Pressing Recall a second time automatically loads preset 'd_1'. Now pressing the Compare button allows you to toggle between these presets.

For further information please refer to the RXR Elite manual.

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		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Room Reverb	A	Live Room	Warm Room	Bright Small Room	Tight Room	Large & Bright	Guitar Room	Bright Tiled Room	Live Guitar Room	Isolation Booth	Dead Room	Sparkling Room	Huge Room	Bright Isolation Booth	Ambient Space	Warm-Pre-delayed	Tom Slap
Hall Reverb	B	Large Hall	Small Hall	Dark Hall	Soft Hall	Bright Hall	Dark Corridor	Perc. Hall	Recital Hall	Dense Hall	Reflective Hall	Ambient/Bright	Practice Spot	1.0 sec Hall	1.2 sec Hall	1.7 sec Hall	2.1 sec Hall
Plate Reverb	C	Gold Plate	Short Gold Plate	Long Gold Plate	Perc. Plate	Vocal Plate	Dark Plate	Steel Plate	Bright Plate	Pre-delay Plate	Brass Plate	Long Brass Plate	Guitar Plate	Short Vocal Plate	Long Vocal Plate	1.0 sec Plate	1.6 sec Plate
Chambers	D	Chamber	Large Vocal Chamber	Bright Vocal	Small Vocal	Concrete Chamber	String Chamber	Medium Reflective Chamber	Dark Chamber	Shimmer Chamber	Pre-delay Chamber	Dense Chamber	Metal Lined Chamber	Warm Vocal	Large Delayed Vocal	Small Delay-fed Chamber	Cavern
Gated Reverb	E	150ms Gate	175ms Gate	325ms Gate	Ambient Gate	Pre-delay Gate	Warm Gate	Dark Gate	400ms Bright Gate	Snare Gate	Vocal Space	Pre-delayed Vocal	Vocal Enhance	150ms Delayed Gate	Fat Snare	Thick Snare	Dense Gate
Reverse Reverbs	F	Inverse Room	325ms	75ms	400ms	325ms pre-delayed	175ms Bright	75ms Ambient	100ms Ambient	125ms Thick	225ms Inverse	300ms Dead	225ms Crispy	50ms pre-delayed	375ms pre-delayed	250ms Dense	325ms Dark
Dual Amb. Rooms	G	100ms Ambient	1.0 sec Dark	300ms Bright	400ms Ambient	300ms w/ pre delay	600ms Bright	1.2 sec Dark	600ms Warm	300ms Ambient	600ms pre-delay Warm	100ms pre-delay Bright	100ms Smooth	200ms pre-delay warm	1.0 sec Slap	900ms Bright Slap	200ms Slap Ambient
Dual Amb. Plates	H	200ms	1.10sec	500ms Smooth	200ms Warm	200ms Pre-delayed	500ms Warm	700ms Pre-delayed	300ms Pre-delayed	600ms Bright	1.2 sec Sizzle	800ms Warm	400ms	600ms	900ms Dark	900ms Sizzle	200ms Bright