

# MPX 110

## Errata Notes

### TAP TEMPO

*(addition to page 2-5)*

Changes made to tempo with the Tap/Cancel button are not considered program edits, and therefore will not cause the Edit LED to light.

### SYSTEM MODE PARAMETER BYPASS

*(modification to the table on page 3-3 and the Bypass parameter description on page 3-4)*

The Bypass parameter can be set to Bypass Dry or Mute Input. When set to Bypass Dry, the unit sends only dry, unprocessed audio to the outputs. When set to Mute Input, the unit mutes the inputs only. Running effects will continue their natural decay.

### SPECIAL FX

*(modification to pages 4-18 and 4-19)*

The Tap/Cancel button is patched to Delay Time in Special FX variations 10, 11, and 13.

### FLANGE-REVERB

*(modification to pages 4-30 and 4-31)*

The Tap/Cancel button is not patched to Delay Time in the Flange-Reverb variations. The table below shows the correct Tap/Cancel patch for each variation:

| Flange-Reverb VARIATIONS      | Tap   |
|-------------------------------|-------|
| 1 Light Flange - Small Space  | Speed |
| 2 Light Flange - Medium Space | –     |
| 3 Light Flange - Large Space  | Speed |
| 4 Deep Flange - Small Space   | –     |
| 5 Deep Flange - Medium Space  | Speed |
| 6 Deep Flange - Large Space   | Speed |
| 7 Light Flange - Large Space  | –     |
| 8 Deep Flange - Large Space   | –     |

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**FLANGE-REVERB** *(continued)*

| Flange-Reverb VARIATIONS       | Tap   |
|--------------------------------|-------|
| 9 Light Flange > Room          | –     |
| 10 Deep Flange > Room          | Speed |
| 11 Light Flange + Medium Space | Speed |
| 12 Light Flange + Room         | Speed |
| 13 Deep Flange + Medium Space  | Speed |
| 14 Deep Flange + Room          | –     |
| 15 Light Flange / Large Space  | Speed |
| 16 Light Flange / Large Space  | –     |

**PITCH, PITCH-DELAY, AND PITCH-REVERB**

*(addition to page 4-14, 4-24 to 4-25, and 4-32 to 4-33)*

The tables that begin below show which Pitch, Pitch-Delay, and Pitch-Reverb variations are dual mono and which are stereo. In this instance, dual mono refers to signal type, not routing configuration. True stereo (as opposed to dual mono) material requires that the same pitch shift be applied to both channels. This is necessary to maintain proper phasing between loud channels for any mono components.

**Pitch VARIATIONS**

|                            |           |
|----------------------------|-----------|
| 1 Semi-tone Shift          | Stereo    |
| 2 Glide Shifter            | Stereo    |
| 3 ±100 cents               | Stereo    |
| 4 Minor 3rd to 4th Harmony | Stereo    |
| 5 4th/5th Harmony          | Stereo    |
| 6 5th/6th Harmony          | Stereo    |
| 7 2nd Inversion Triad      | Dual Mono |
| 8 Power Chords             | Dual Mono |

**Pitch-Delay VARIATIONS**

|                                      |        |
|--------------------------------------|--------|
| 1 5th Up/Down - Stereo 1/4 Note      | Stereo |
| 2 Octave Up/Down - Triplet Shuffle   | Stereo |
| 3 Octave Up/Down - Eighth and Triple | Stereo |
| 4 3rd Up/4th Up - Ping Pong 1/4 Note | Stereo |
| 5 4th Up/5th Up - Triplet Rhythm 1   | Stereo |
| 6 5th Up/6th Up - Triplet Rhythm 2   | Stereo |
| 7 Octave Up/Down > Triplet Rhythm 1  | Stereo |
| 8 5th Up/Down > Stereo 1/4 Note      | Stereo |

**Pitch-Delay VARIATIONS**

|    |                                  |           |
|----|----------------------------------|-----------|
| 9  | Major/Minor                      | Dual Mono |
| 10 | Intervals Up                     | Dual Mono |
| 11 | 5th Up/Down + Stereo 1/4 Note    | Stereo    |
| 12 | Octave Up/Down + Triplet Shuffle | Stereo    |
| 13 | 4th Up/5th Up + Triplet Rhythm 1 | Stereo    |
| 14 | 5th Up/6th Up + Triplet Rhythm 2 | Stereo    |
| 15 | Octave Up/Down / Mono 1/4 Note   | Dual Mono |
| 16 | Octave Up/Down / Triplet Shuffle | Dual Mono |

**Pitch-Reverb VARIATIONS**

|    |                             |           |
|----|-----------------------------|-----------|
| 1  | Minor 3rd to 4th - Room     | Stereo    |
| 2  | 4th to 5th - Room           | Stereo    |
| 3  | 5th to 6th - Room           | Stereo    |
| 4  | ±1 Octave - Medium Space    | Stereo    |
| 5  | Power Chords - Medium Space | Dual Mono |
| 6  | Manual Detune - Room        | Dual Mono |
| 7  | ±100 > Small Space          | Stereo    |
| 8  | Power Chords > Large Space  | Dual Mono |
| 9  | 4ths > Medium Space         | Dual Mono |
| 10 | Octaves > Medium Space      | Dual Mono |
| 11 | 4th to 5th + Room           | Stereo    |
| 12 | 5th to 6th + Room           | Stereo    |
| 13 | 4ths + Large Space          | Dual Mono |
| 14 | Octaves + Medium Space      | Dual Mono |
| 15 | Octaves / Medium Space      | Dual Mono |
| 16 | 4ths / Large Space          | Dual Mono |

**PERMANENT MIDI PATCHES**

(modification to table on pages 5-10 and 5-11)

| CC | Plate     | Gate      | Hall      | Chamber   | Ambience  | Room      | Tremolo  | Rotary    |
|----|-----------|-----------|-----------|-----------|-----------|-----------|----------|-----------|
| 1  | Decay     | Duration  | Decay     | Decay     | DecayTime | Decay     | Rate     | MstrRate  |
| 2  | PreDelay  | PreDelay  | PreDelay  | PreDelay  | PreDelay  | PreDelay  | Depth    | MstrDepth |
| 3  | RTHiCut   | LowSlope  | RTHiCut   | RTHiCut   | RTHiCut   | RTHiCut   | Phase    | Resnce1   |
| 4  | Bassmult  | HighSlope | Bassmult  | Bassmult  | DecayLvl  | Bassmult  | Waveform | Resnce2   |
| 5  | Bassxover | Crossover | Bassxover | Bassxover | –         | Bassxover | –        | Width     |
| 6  | –         | RTHiCut   | –         | –         | –         | –         | –        | –         |
| 7  | Rolloff   | Rolloff   | Rolloff   | Rolloff   | Rolloff   | Rolloff   | Rolloff  | Rolloff   |

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**PERMANENT MIDI PATCHES** *(continued)*

| CC | Chorus    | Flange   | Pitch     | Detune  | Delay,<br>Echo | Flange-<br>Delay | Pitch-<br>Delay | Chorus-<br>Delay |
|----|-----------|----------|-----------|---------|----------------|------------------|-----------------|------------------|
| 1  | KorRate1  | FlgRate  | Interval2 | Detune1 | MstrDly        | FlgRate          | Decay           | KorRate1         |
| 2  | KorRate2  | FlgDepth | Pitch2    | Detune2 | MstrFbk        | FlgDepth         | PreDelay        | KorRate2         |
| 3  | KorDepth1 | FlgRes   | Interval1 | –       | MstrXFbx       | FlgRes           | RTHiCut         | KorDepth1        |
| 4  | KorDepth2 | FlgBlend | Pitch1    | –       | RTHiCut        | FlgBlend         | Bassmult        | KorDepth2        |
| 5  | KorRes1   | –        | Fbk2      | –       | DlyLeft1       | DMstrDly         | Bassxover       | KorRes1          |
| 6  | KorRes2   | –        | Fbk1      | –       | DlyLeft2       | DMstrFbk         | –               | KorRes2          |
| 7  | KorSpread | Rolloff  | Rolloff   | Rolloff | DlyLeft3       | FlgHiCut         | RvbHiCut        | KorSpread        |
| 8  | Rolloff   | –        | –         | –       | Rolloff        | DlyHiCut         | PchHiCut        | KorHiCut         |
| 9  | –         | –        | –         | –       | LvlLeft1       | –                | –               | MstrDly          |
| 10 | –         | –        | –         | –       | LvlLeft2       | –                | –               | MstrFbk          |
| 11 | –         | –        | –         | –       | LvlLeft3       | –                | –               | DlyHiCut         |
| 12 |           |          |           |         | DlyRight1      |                  |                 |                  |
| 13 |           |          |           |         | DlyRight2      |                  |                 |                  |
| 14 |           |          |           |         | DlyRight3      |                  |                 |                  |
| 15 |           |          |           |         | LvlRight1      |                  |                 |                  |
| 16 |           |          |           |         | LvlRight2      |                  |                 |                  |
| 17 |           |          |           |         | LvlRight3      |                  |                 |                  |

| CC | Delay-<br>Reverb | Flange-<br>Reverb | Pitch-<br>Reverb | Chorus-<br>Reverb |
|----|------------------|-------------------|------------------|-------------------|
| 1  | Decay            | Decay             | Decay            | Decay             |
| 2  | PreDelay         | PreDelay          | PreDelay         | PreDelay          |
| 3  | RTHiCut          | RTHiCut           | RTHiCut          | RTHiCut           |
| 4  | Bassmult         | Bassmult          | Bassmult         | Bassmult          |
| 5  | Bassxover        | Bassxover         | Bassxover        | Bassxover         |
| 6  | –                | –                 | –                | –                 |
| 7  | RvbHiCut         | RvbHiCut          | RvbHiCut         | RvbHiCut          |
| 8  | DlyHiCut         | FlgHiCut          | PchHiCut         | KorHiCut          |