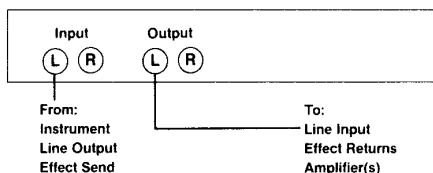
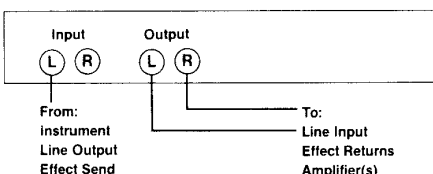


CONNECTIONS

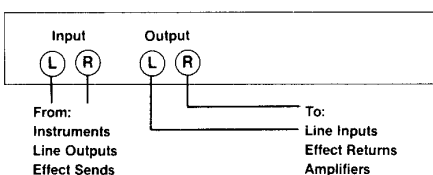
Mono In, Mono Out



Mono In, Stereo Out

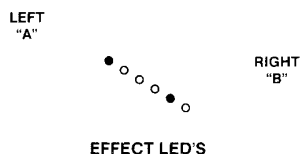


Stereo In, Stereo Out



EDITING PARAMETERS

In addition to being able to save Mix and Dry Kill settings for each preset, effect parameters can be edited and stored as well. Every preset's editable parameters are indicated by two lit LED's in the effects display on the front panel. The LED furthest to the left is adjusted by the **A Parameter Encoder** and the LED furthest to the right is adjusted by the **B Parameter Encoder**. Any changes can be stored by pressing the **SAVE** button.



DRY KILL

When the Dry Kill function is active (indicator lit) only effected signal is present at the Elite's Outputs. The Dry Kill status can be stored in any preset by pressing the **SAVE** button. Muting of all Output audio is achieved when activating the Dry Kill when the FXR Elite is in Bypass mode.

BYPASS

When the Bypass function is active (indicator lit) only Dry signal is present at the Elite's Outputs. All audio is muted when the Elite is in Bypass mode and the Dry Kill function is activated.

INPUT

The Input Level control adjusts the incoming level for both of the input channels of the FXR Elite. Each channel has a level indicator LED. The Clip (red) Indicator monitors both audio channels. For best performance, the Input level should be adjusted so that the Clip Indicator lights dimly with only the loudest portions of the audio. Turning the Input Control Clockwise increases the Input level. Turning the Input Control counter-clockwise reduces the level.

If you are using a mono (only one) input source, plug into the **Left Input** on the rear panel. The signal will be electronically split and the FXR Elite's Output will be stereo.

OUTPUT

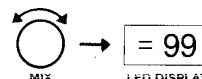
The Output Level Control adjusts the final output level from both channels of the FXR Elite. Turning the control clockwise increases output level and turning it counter-clockwise decreases output level.

SELECTING PRESETS

Presets are selected using the two buttons located directly to the right of the LED display. These are marked with up and down arrows. Rapid scrolling through presets is achieved by pressing and holding down either of these buttons. See the FXR Elite Preset List for effect locations.

MIX ENCODER

The Mix Encoder adjusts the ratio of Dry (no effect) to Wet (effected) level at the FXR Elite's Outputs. When you turn this Encoder the LED window will change from displaying the PRESET number to a flashing "=" sign and then two digit number indicating the Mix value. 00 indicates 100% Dry Mix and 99 indicates 100% Wet Mix.



When using the unit in an effects loop of a mixer, typically you would have the Mix set at 99 (100% Wet). When plugging an instrument directly into the FXR Elite, or using it in the effects loop of an amplifier, start with the Mix set at 00 (100% dry) and turn the value up until you hear the balance of Dry and Effect that you desire. Pressing the **SAVE** button stores the change to the preset.

To get the fullest sounding Chorus, Flange, and Panning from your FXR Elite, Set the Mix control for 50% Wet regardless of the hook up combination.

A PARAMETER ENCODER

The parameter indicated by the effect LED furthest to the LEFT is controlled by the A Parameter Encoder. When this encoder is turned, the LED will blink in time with the equal sign in the numeric display. Values range from 00 (min) to 99 (max). Changes are stored by pressing the **SAVE** button.

B PARAMETER ENCODER

The parameter indicated by the effect LED furthest to the RIGHT is controlled by the B Parameter Encoder. When this encoder is turned, the LED will blink in time with the equal sign in the numeric display. Values range from 00 (min) to 99 (max). Changes are stored by pressing the **SAVE** button.



Reverb (Bank 1) L & R Channel

Preset #	Description
1	Bright 0.5 s Small Room
2	Warm 0.5 s Small Room
3	Bright 0.8 s Small Room
4	Bright 1.2 s Medium Room
5	Warm 1.2 s Medium Room
6	Warm 1.5 s Medium Room
7	Bright 1.5 s Medium Room
8	Dark 1.5 s Medium Room
9	Warm 2.0 s Large Room
10	Bright 2.0 s Large Room
11	Warm 2.5 s Large Room
12	Bright 2.5 s Large Room
13	Dark 2.0 s Medium Hall
14	Bright 2.0 s Medium Hall
15	Dark 3.5 s Medium Hall
16	Warm 3.5 s Medium Hall

Gates and Reverse Reverbs (Bank 3) L & R Channel

Preset #	Description
33	50 ms Flat Dark
34	50 ms Flat Bright
35	50 ms Sloped Bright
36	50 ms Reverse Bright
37	100 ms Flat Bright
38	100 ms Sloped Dark
39	100 ms Sloped Bright
40	100 ms Reverse Medium
41	150 ms Flat Bright
42	150 ms Sloped Dark
43	150 ms Sloped Bright
44	150 ms Reverse Medium
45	200 ms Flat Bright
46	200 ms Sloped Dark
47	200 ms Sloped Bright
48	200 ms Reverse Medium

Reverb/Delays (Bank 5) L & R Channel

Preset #	Description
65	0.5 s Room Bright w/100ms Slap ddi
66	0.8 s Room Bright w/125 ms Slap ddi
67	1.2 s Room Bright w/175 ms 33% regen ddi
68	1.5 s Room Bright w/200 ms 50% regen ddi
69	2.0 s Hall Warm w/50 ms double ddi
70	2.5 s Hall Bright w/100 ms double ddi
71	3.5 s Hall Warm w/175 ms 33% regen ddi
72	5.0 s Hall Bright w/200 ms 50% regen ddi
73	1.5 s Chamber Bright w/100 ms Slap ddi
74	2.0 s Chamber Warm w/150 ms Step ddi
75	2.5 s Chamber Warm w/175 ms 33% regen ddi
76	5.0 s Chamber Warm w/225 ms 50% regen ddi
77	0.5 s Plate Bright w/75 ms double ddi
78	1.0 s Plate Bright w/125 ms double ddi
79	2.5 s Plate Bright w/75 ms double ddi
80	3.5 s Plate Bright w/125 ms double ddi

Reverb (Bank 2) L & R Channel

Preset #	Description
17	Bright 3.5 s Large Hall
18	Warm 3.5 s Large Hall
19	Bright 5.0 s Large Hall
20	Warm 5.0 s Large Hall
21	Warm 10.0 s Large Hall
22	Bright 10.0 s Large Hall
23	Bright 1.2 s Chamber
24	Warm 0.8 s Chamber
25	Bright 1.5 s Chamber
26	Bright 2.5 s Chamber
27	Bright 0.5 s Soft Attack Plate
28	Bright 0.5 s Hard Attack Plate
29	Warm 0.8 s Hard Attack Plate
30	Warm 1.5 s Soft Attack Plate
31	Warm 2.5 s Soft Attack Plate
32	Warm 2.5 s Hard Attack

Delays (Bank 4) L & R Channel

Preset #	Description
49	Left 25 ms/Right 65 ms 50% regen
50	Left 75 ms/Right 150 ms 50% regen
51	Left 120 ms/Right 190 ms 50% regen
52	Left 180 ms/Right 320 ms 50% regen
53	50 ms 3 tap Sloped multitap L/R/L
54	75 ms 3 tap Flat R/L/R
55	100 ms 3 tap Sloped L/R/L
56	125 ms 3 tap Sloped R/L/R
57	Left 25 ms/Right 35 ms Slap
58	Left 35 ms/Right 50 ms Slap
59	Left 65 ms/Right 80 ms Slap
60	Left 100 ms/Right 120 ms Slap
61	80 ms ping pong delay L/R/L 60% regen
62	120 ms ping pong delay L/R/L 60% regen
63	160 ms ping pong delay L/R/L 60% regen
64	175 ms ping pong delay L/R/L 60% regen

Delays/Flanger and Chorus (Bank 6) L & R Channel

Preset #	Description
81	Slow wide flange 33% regen
82	Medium flange 33% regen
83	Tremolo flange 25% regen
84	Slow wide chorus
85	Medium wide chorus
86	Tremolo chorus
87	Slow wide flange w/150 ms 20% regen ddi
88	Medium flange w/125 ms 40% regen ddi
89	Tremolo flange w/100 ms 20% regen ddi
90	Slow wide flange w/200 ms 33% regen ddi
91	Medium wide flange w/75 ms Slap ddi
92	Slow wide chorus w/50 ms 33% regen ddi
93	Medium wide chorus w/75 ms 30% regen ddi
94	Medium wide chorus w/125 ms 25% regen ddi
95	Tremolo chorus w/70 ms Slap ddi
96	Tremolo chorus w/200 ms 33% regen ddi

Reverb/Flanger or Chorus (Bank 7) L & R Channel

Preset #	Description
97	Slow wide flange w/0.8 s Medium Bright Chamber reverb
98	Medium slow wide flange w/0.8 s Medium Bright Plate reverb
99	Medium wide flange w/0.8 s Medium Bright Plate reverb
100	Tremolo flange w/0.8 s Medium Bright Room reverb
101	Slow wide chorus w/0.8 s Medium Bright Room reverb
102	Medium slow wide chorus w/1.0 s Medium Bright Hall reverb
103	Medium wide chorus w/1.5 s Medium Bright Hall reverb
104	Tremolo chorus w/0.8 s Medium Bright Plate reverb
105	Slow wide flange w/2.0 s Medium Warm Room reverb
106	Medium slow wide flange w/1.5 s Medium Warm Room reverb
107	Medium wide flange w/1.0 s Medium Warm Room reverb
108	Tremolo flange w/0.5 s Small Warm Room reverb
109	Slow wide chorus w/1.5 s Medium Warm Room reverb
110	Medium slow wide chorus w/2.0 s Medium Warm Hall reverb
111	Medium wide chorus w/2.0 s Medium Bright Hall reverb
112	Tremolo chorus w/1.0 s Medium Warm Room reverb

Delays + Gated Reverb (Bank 12) L & R Channel

Preset #	Description	
176	1 tap 200 ms 33% regen ddi	50ms Bright gate
177	1 tap 190 ms 33% regen ddi	50ms Dark gate
178	1 tap 180 ms 33% regen ddi	100ms Bright gate
179	1 tap 150 ms 33% regen ddi	100ms Dark gate
180	1 tap 200 ms 33% regen ddi	150ms Bright gate
181	1 tap 190 ms 33% regen ddi	150ms Dark gate
182	1 tap 180 ms 33% regen ddi	200ms Bright gate
183	1 tap 150 ms 33% regen ddi	200ms Dark gate
184	1 tap 35 ms 0% regen ddi	50ms Bright gate
185	1 tap 90 ms 40% regen ddi	50ms Dark gate
186	1 tap 65 ms 0% regen ddi	100ms Bright gate
187	1 tap 120 ms 40% regen ddi	100ms Dark gate
188	1 tap 75 ms 0% regen ddi	150ms Bright gate
189	1 tap 150 ms 40% regen ddi	150ms Dark gate
190	1 tap 100 ms 0% regen ddi	200ms Bright gate
191	1 tap 200 ms 40% regen ddi	200ms Dark gate

Ddi/Reverb/Flanger, Chorus/Special Effects (Bank 8) L & R Channel

Preset #	Description
113	0.8 s Bright Room reverb + Regen ddi L-175 ms/R-200 ms 40% + med wide chorus
114	1.5 s Warm Room reverb + Slap ddi L-45 ms/R-55 + med wide chorus
115	2.5 s Warm Room reverb + Regen ddi L-80 ms/R-120 ms 30% + slow wide chorus
116	3.0 s Sizzle Plate reverb + Slap ddi L-45 ms/R-55 + Tremolo chorus
117	0.5 s Bright Plate reverb + Regen ddi L-200 ms/R-175 ms 40% + med wide flange
118	1.5 s Warm Room reverb + Slap ddi L-45 ms/R-55 ms + med wide flange
119	2.5 s Warm Room reverb + Regen ddi L-80 ms/R-120 ms 30% + slow wide flange
120	3.0 s Sizzle Plate reverb + Slap ddi L-45 ms/R-55 + Tremolo flange
121	Slow panner
122	Medium panner
123	Fast Panner
124	1.5 s Bright Hall reverb w/Slow panner
125	1.5 s Bright Hall reverb w/Medium panner
126	1.5 s Bright Hall reverb w/Fast panner
127	2.5 s Bright Hall reverb + 200ms ddi + medium panner

Flanger or Chorus + Gated Reverb (Bank 13) L & R Channel

Preset #	Description	
192	Medium Slow wide chorus	50ms Bright gate
193	Medium Fast wide chorus	50ms Dark gate
194	Medium Slow Wide flange	50ms Bright gate
195	Medium Fast wide flange	50ms Dark gate
196	Slow wide chorus	100ms Bright gate
197	Tremolo chorus	100ms Dark gate
198	Slow wide flange	100ms Bright gate
199	Fast flange	100ms Dark gate
200	Medium Slow wide chorus	150ms Bright gate
201	Medium Slow wide chorus	150ms Dark gate
202	Medium Slow wide flange	150ms Bright gate
203	Medium Slow wide flange	150ms Dark gate
204	Medium Slow wide chorus	200ms Bright gate
205	Tremolo chorus	200ms Dark gate
206	Medium Slow wide chorus	200ms Bright gate
207	Fast Flange	200ms Dark gate

Reverb/Delay + Flanger or Chorus (Bank 15) L & R Channel**Preset # Description**

224	0.5 s Room Bright w/100ms Slap ddl	Medium Wide chorus
225	0.8 s Room Bright w/125ms Slap ddl	Medium Wide flange
226	1.2 s Room Bright w/175ms 33% regen ddl	Medium Wide chorus
227	1.5 s Room Bright w/200ms 50% regen ddl	Medium Wide flange
228	2.0 s Hall Warm w/50ms double ddl	Slow Wide chorus
229	2.0 s Hall Bright w/100ms double ddl	Slow Wide flange
230	2.5 s Hall Warm w/175ms 33% regen ddl	Tremolo chorus
231	3.5 s Hall Bright w/200ms 50% regen ddl	Tremolo flange
232	1.5 s Chamber Bright w/100ms Slap ddl	Tremolo chorus
233	2.0 s Chamber Warm w/150ms Slap ddl	Tremolo flange
234	2.5 s Chamber Warm w/175ms 33% regen ddl	Slow Wide chorus
235	5.0 s Chamber Warm w/225ms 50% regen ddl	Slow Wide flange
236	0.5 s Plate Bright w/75ms double ddl	Medium Wide chorus
237	1.0 s Plate Bright w/125ms double ddl	Medium Wide flange
238	2.5 s Plate Bright w/75ms double ddl	Tremolo chorus
239	3.5 s Plate Bright w/125ms double ddl	Tremolo flange

Reverbs + Reverbs (Bank 10) L & R Channel**Preset # Description**

144	1.8 s Dark Plate	0.8 s Bright Plate
145	1.8 s Dark Room	1.2 s Bright Room
146	1.8 s Dark Chamber	1.8 s Bright Chamber
147	1.8 s Dark Hall	2.5 s Bright Hall
148	2.5 s Dark Plate	0.5 s Bright Plate
149	2.5 s Dark Room	1.2 s Bright Room
150	2.5 s Dark Chamber	1.8 s Bright Chamber
151	2.5 s Dark Hall	3.5 s Bright Hall
152	3.5 s Dark Plate	0.8 s Bright Plate
153	3.5 s Dark Room	1.2 s Bright Room
154	3.5 s Dark Chamber	1.8 s Bright Chamber
155	3.5 s Dark Hall	2.5 s Bright Hall
156	5 s Dark Room	1.8 s Bright Room
157	5 s Dark Plate	3.5 s Bright Hall
158	10 s Dark Hall	1.8 s Bright Chamber
159	10 s Warm Hall	3.5 s Bright Hall

Delays + Delays (Bank 11) L & R Channel**Preset # Description**

160	2 tap 25 ms/65 ms Slap	1 tap 225 ms 50% regen
161	2 tap 55 ms/70 ms Slap	1 tap 265 ms 50% regen
162	2 tap 65 ms/85 ms Slap	1 tap 235 ms 50% regen
163	2 tap 100 ms/120 ms Slap	1 tap 325 ms 50% regen
164	1 tap 25 ms 50% regen	1 tap 50 ms 40% regen
165	1 tap 45 ms 50% regen	1 tap 90 ms 35% regen
166	1 tap 75 ms 50% regen	1 tap 150 ms 35% regen
167	1 tap 100 ms 50% regen	1 tap 200 ms 35% regen
168	1 tap 125 ms 50% regen	1 tap 250 ms 35% regen
169	1 tap 165 ms 50% regen	1 tap 330 ms 35% regen
170	1 tap 250 ms 50% regen	1 tap 125 ms 50% regen
171	1 tap 350 ms 50% regen	1 tap 150 ms 50% regen
172	1 tap 450 ms 50% regen	1 tap 50 ms 50% regen
173	3 tap 175 ms Flat 0% regen	3 tap 325 ms Flat 0% regen
174	3 tap 125 ms Flat 0% regen	3 tap 200 ms Flat 0% regen
175	3 tap 80 ms Flat 0% regen	3 tap 120 ms Flat 0% regen

Reverb + Delay/Flanger/Chorus/Special Effects (Bank 16) L & R Channel**Preset # Description**

240	1.8 s Warm Room	Slow Wide flange 33% regen
241	1.2 s Bright Room	Medium flange 33% regen
242	1.8 s Warm Room	Tremolo flange 25% regen
243	1.8 s Bright Plate	Slow wide chorus
244	1.8 s Warm Chamber	Medium wide chorus
245	2.5 s Bright Hall	Tremolo chorus
246	2.5 s Bright Plate	Slow wide flange w/150ms 20% regen ddl
247	1.8 s Warm Hall	Medium flange w/125ms 40% regen ddl
248	1.8 s Bright Plate	Tremolo flange w/100ms 20% regen ddl
249	1.2 s Warm Room	Slow wide flange w/200ms 33% regen ddl
250	1.2 s Bright Plate	Medium wide flange w/75ms Slap ddl
251	2.5 s Warm Chamber	Chorus w/50ms 33% regen ddl
252	1.8 s Bright Hall	Medium wide chorus w/75ms 30% regen ddl
253	1.2 s Warm Room	Medium wide chorus w/125ms 25% regen ddl
254	1.2 s Bright Plate	Tremolo chorus w/70ms Slap ddl
255	2.5 s Bright Plate	Slow wide chorus w/125ms Slap ddl