

# Editor: Lexicon LXP-1/Reflex

This document discusses how to edit patches with *Galaxy Plus Editors* using the Editor module for:

- Lexicon LXP-1
- Lexicon Reflex

This manual describes only features specific to the LXP-1/Reflex Editor. See your Galaxy manual to learn:

- how to install the Editor module
- how to use common editing features (such as graphic envelopes, pop-up menus, and numerics)
- about the various menu items

This document assumes you're familiar with Galaxy Plus Editors and with basic computer operations. If you're not, you should take time to study those manuals before using this Editor. You should also be familiar with the LXP-1 Librarian module (which is used by the Reflex, as well). Read Galaxy's online Help if you need assistance.

This document does not attempt to teach LXP-1/Reflex programming and it does not discuss each parameter in detail. Often, the effect of one parameter depends on the setting of other parameters. If you alter a parameter and don't hear any change in sound, it's probably because the edited parameter is ineffectual due to the setting of some other parameter. Refer to your LXP-1 or Reflex manual to learn how various parameters interact and affect the overall sound.

## SETTING UP YOUR LEXICON

### MIDI THRU VS. MIDI OUT

To use this Editor, your Lexicon's MIDI ports must be configured as MIDI IN and MIDI OUT ports. Some LXP-1's are shipped with MIDI THRU ports rather than MIDI OUT ports. You must convert an LXP-1's MIDI THRU port to a MIDI OUT port. To do so:

- ① Using a Phillips-head screwdriver, remove the 2 screws from either side of the LXP-1 front panel.  
Do not remove the two screws on the rear panel.
  - ② Using either a 9/16" nut driver or a pair of miniature pliers, carefully unscrew the 5 nuts and washers surrounding the 1/4" jacks labeled DEFEAT, OUTPUTS, and INPUTS.
  - ③ Hold the unit with both hands, and gently separate the outer case from the front panel.
  - ④ Slide the front panel and its circuit board out of the case.  
The thin rubber protectors on the sides of the circuit board may come off. These can easily be replaced prior to reinserting the board and the front panel.
- ☆ *IMPORTANT: Avoid touching any of the parts on the board unless you are confident that both you and your LXP-1 are properly grounded.*
- ⑤ Locate the single small jumper (usually a small blue plastic piece) at the back of the circuit board close to the MIDI jacks.
  - ⑥ Lift the jumper off of the two pins it is sitting on and place it on the two pins beside it.  
Your MIDI THRU port is now a MIDI OUT port.
  - ⑦ Carefully reinsert the board into the outer case, sliding the rubber protectors into their grooves.
  - ⑧ Seat the front and rear panel properly so that the 1/4" jacks protrude from the proper holes.
  - ⑨ Replace the 5 washers and nuts without over-tightening them and then replace the two front panel screws.

If you ever want the port to act as a MIDI THRU again, you can always undo the above procedure and move the jumper back to its original position.

- ☆ *NOTE: The Reflex ships in MIDI OUT mode. Therefore, no hardware conversion is necessary to make it work with Galaxy Plus Editors.*

## SETTING THE MIDI CHANNEL

Changing your Lexicon's MIDI channel is somewhat quirky, as discussed in the following sections. If you need more information, look in your LXP-1/Reflex owner's manual.

### SETTING THE LXP-1 MIDI CHANNEL

Follow this procedure to set the LXP-1's MIDI channel:

- ① Decide which MIDI channel you want for the LXP-1, then set your MIDI controller to that MIDI channel.
- ② Hold in the LXP-1's MIDI button and send any complete MIDI message from the controller to the LXP-1.  
This could be a program change message, a note on, a sustain pedal, etc.
- ③ Release the MIDI button, and the LXP-1 will be reset to the desired MIDI channel.

### SETTING THE REFLEX MIDI CHANNEL

- ① Decide which MIDI channel you want for the Reflex, then set your MIDI controller to that MIDI channel.
- ② Hold in the Reflex's PARAMETER/LEARN button and send any complete MIDI message from the controller to the Reflex.  
This could be a program change message, a note on, a sustain pedal, etc.
- ③ Release the PARAMETER/LEARN button, and the Reflex will be reset to the desired MIDI channel.

## EDITING LXP-1 & REFLEX REGISTERS

☆ *NOTE: The LXP-1 and Reflex use the same Librarian module and share a common Register architecture. For this reason, all registers are referred to as "LXP-1 Registers," regardless of whether you use the LXP-1 or the Reflex.*

### OPEN AN EDIT WINDOW

To open an LXP-1/Reflex Register Edit Window:

- ① Open any Bundle that contains a bank of LXP-1 registers.
- ② Double-click the LXP-1 Register Bank to open a Bank Window showing all 128 registers.
- ③ Click a register in the Bank Window to select it, then click the **Edit** button.  
Galaxy sends the selected register to the LXP-1/Reflex edit buffer and opens a Register Edit Window similar to the one shown in [Figure 1](#).

## SELECT REFLEX OR LXP-1

Select whether or not you want the Edit Window to display LXP-1 or Reflex parameters:

- To Edit LXP-1 Parameters: With an Edit Window open, disable (uncheck) the **Editing Reflex** option in the **Edit** menu.
- To Edit Reflex Parameters: With an Edit Window open, enable (check) the **Editing Reflex** option in the **Edit** menu.

## ANATOMY OF AN EDIT WINDOW

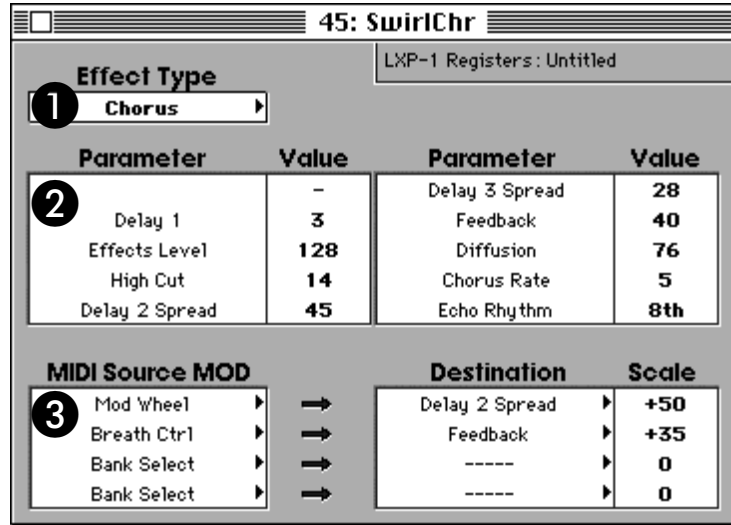


Figure 1: Typical Register Edit Window (this one for Reflex)

As seen in [Figure 1](#), the Register Edit Window contains three types of parameters:

- 1 Effect Type pop-up menu
- 2 Effect Parameters
- 3 Dynamic MIDI Parameters

## SELECTING AN EFFECT TYPE

The LXP-1 and Reflex each have eight different effects algorithms, all of which are shown in the Effect Type pop-up menu.

To select an effect type:

- a Select an algorithm from the Effect Type pop-up menu.

Figure 2: Effect Type Pop-Up Menu

## EDITING EFFECT PARAMETERS

The LXP-1 and Reflex support up to ten parameters per effect type. Each effect type has its own group of editable parameters. The Effect Parameters section of the Register Edit window changes depending on the type of effect you choose.

Edit each effect parameter using its corresponding 7 TD7 TD7326

