A.R.T. has increased the power of the ALPHA 2.0 by 400% and kept the ease of use factor unchanged. There are some variations between the two units which will be explained in this addendum. All other functions remain the same.

Included in the MULTIVERB ALPHA 2.0 S.E. are:

* Hundreds of new presets!
* Extended User Interface
* Enhanced reverb algorithms!
* Expanded tuner algorithm
* Regenerated delay time increased
* Refined acoustic environment simulator!
* Expanded MIDI implementation!

Use this manual to reference all features and functions of your new ALPHA 2.0 S.E. processor. Refer to the large reference manual for hook-up diagrams and "getting started" suggestions.
Included in this addendum:

Enhanced user interface
   Preset bank selection
   Recalling presets
   Storing presets
   Creating presets
   Banks
   Organizing Presets
   Preset hints
   Preset list

Changes in the main reference manual:

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A word about refined Algorithms:
All reverb algorithms, natural and fabricated (halls, rooms, gated) have been redone allowing you to experience great sounding effects. No change to the user interface for creating patches with reverb was necessary. When creating patches, just listen to the reverb type to determine which space is right for you.

We have expanded the Digital Tuner to accommodate a wider range of tuning options. Included in the new options are a reference oscillator which produces a reference tone at the outputs to speed your tuning (or to give someone else in the band a tone to tune to) and the option of tuning to 12th fret harmonics.

The delay length of the Regenerated Delay has been increased from a maximum delay time of 1150ms to 1300ms.
ENHANCED USER INTERFACE

PRESET BANKS, WHAT'S IN THEM

When hundreds of presets are available in a device, you must make it effortless to access them all, as well as group them, in an intelligent fashion. A.R.T. has created "banks" of presets to supply you with every possible need. Four banks of factory presets, with a total of 404 patches have been created for the ALPHA 2.0 S.E.. The first bank, titled CLASSIC and designated by the letter "A", contains 112 instant use presets for every imaginable need. In bank two, the "B" bank, you will find 103 STUDIO presets. These presets will get you through any studio/recording situation. Bank "C", the third bank is the PERFORMANCE bank of the MULTIVERB ALPHA 2.0 S.E.. This bank contains 103 patches you would use while performing. The last bank "D", PRODUCTION, contains 86 patches to be used for quick access production presets.

Bank "A" CLASSIC
We've put together a small sample of the multitudes of sound capabilities the ALPHA 2.0 S.E. has waiting inside for you to experience! The first 19 presets start off with the best variety of reverb spaces, pitch, delay, chorus, flange, and phaser effects patches. In presets 20-23, the Digital tuner is used for auto-tuning and an 'A440' reference tone. Continuing up through preset 36, are various effects and sounds you are sure to use, sampling, panning, delay, flanged effects and more. From preset 37 to preset 60 are various reverb spaces starting with short decay times and progressively getting bigger. Gated rooms are from preset 61 through 67. Swept effects start at preset 68 and go to preset 88 and include chorus, flange and phaser sounds. Delay patches start at preset 89 and go to 96. Presets 97 through 112 are pitch shifted and "special" effects patches. Not enough? You still have three more banks of exciting sounds to go!

Bank "B" PERFORMANCE
Drum and vocal reverb and ambient spaces are all found in this bank. Check out the variety of rooms, halls, plates, gates and spaces specially designed for instant use in your studio. Just look at the preset titles to give you an idea of what these presets were designed for. Don't let the names stop you from being creative though, create your sound by being different.

Bank "C" PRODUCTION
Get specific patches directly from this bank. Presets were created to use directly with keyboard controllers, vocals, guitar bass presets and specific applications. Just plug in and go! You'll even find some presets developed directly to emulate artists and sounds.
Bank "D"  **CONTRIBUTION**
Quick preproduction presets are accessed from this group. Many single function patches were created for instant use when all you need is one effect. A library of rooms and effects were created and then applied to different situations. Use these presets as building blocks to your own sounds. Use the lead guitar sounds together with a preamp in front of your ALPHA 2.0 S.E., the sounds will amaze you!

Bank "U"  **USER**
Your own presets are stored in memory slots designated as "U" presets. When you create presets whether by starting from scratch, or modifying an existing factory preset, that preset is stored in "User" memory. Though there is no actual bank "U" assessable through the Utility function, the preset is labeled "U" in the title bar when you store a preset.

**PRESET BANKS, HOW TO USE THEM**

**WHERE AM I?**
To find out which bank of presets you are in, look at the title in the LCD window. The last space on the top line of the LCD (the title bar) is reserved to show you the bank designator. A capital letter "A", "B", "C", "D", or "U" will be visible in reversed text.

```
OPEN AIR
5  EQL+AES+LPF>
```

This diagram represents a preset in bank "A". The top line shows the preset title and the bank designator (last character space). Look at the numeric display to the right of the LCD for the actual preset number.

To switch between presets in a bank, be sure the PRESET LED is lit. If it isn't, press the Preset button. Now use the Encoder to select the preset you wish. The preset number will be displayed by the seven segment display. You may also select presets by entering the preset with the alphanumeric keypad (see main reference manual).

To switch banks, press the Edit Mode button, now press the Utility button. This puts you into utility mode. One of the utilities is switching banks, turn the Encoder until you see:

```
*CLASSIC* BANK — or *STUDIO* BANK — or *PERFORMANCE* BANK — or *PRODUCTION* BANK —
```

The name of the bank is on the top and the bank designation letter is on the bottom. Now press the value button and turn the Encoder until you see the bank you wish to access. Press the Preset button to return to preset select mode and use the encoder to select presets. You will notice the bank indicator letter as the last character in the title bar. After you first switch between banks, the last preset you used will still be displayed in the LCD. This is normal, just turn the Encoder or use the keypad to select your next preset.
STORING PRESETS, I LIKE SOME, HOW DO I GET THEM IN ONE PLACE?
Having hundreds of presets at your fingertips is great! Switching between banks and scrolling through presets is not the most efficient way to use your ALPHA 2.0 S.E.! To make life easier, you should arrange the presets you are going to use in one spot. Here's how to do it.

PRESET SLOTS
First of all there are 200 preset "slots" in the ALPHA 2.0 S.E.. Each slot may hold a preset permanently in RAM if you store it there. If you store a preset in "slot 1", every time you access preset 1 in any bank, the preset you stored in "slot 1" will be present. Obviously you may not want that to happen. What we suggest is to first listen to all the presets in the ALPHA 2.0 S.E. and write down the bank and preset number of the presets you like and think you will use on a separate sheet of paper. Now, it's time to store those presets into slots which will not copy over factory presets. As an added precaution to overwriting factory presets, there is a "Lock" utility which you can turn on or off. See the Utility section in the main reference manual for more information. We suggest you start storing your presets beginning with slot 200 and working down.

STORE PRESET
Storing presets is easy. While in preset mode, find a preset in whichever bank you are in, press the Edit button, use the Encoder to select a memory slot, (the numeric display will start flashing the preset number) press the Store button. You have now stored the preset into that memory slot. If no changes were made, the bank designator letter will indicate which bank the preset came from. If you modified a preset or created one from scratch, the bank designator letter will change to a "U" indicating the preset is your work. If the preset location was blank, the LCD will look like:

NOTE: If you store any preset over an existing factory preset in any bank, that preset will overwrite each existing factory preset in each bank! We suggest you start storing your presets starting with slot 200 and working down.

WHERE DID THE PRESET COME FROM
If you juggle and shift presets around as well as making your own and then store them in user memory slots, you may lose track of which preset number in the bank you chose. In the Utility Mode, there is an easy way to find out where the preset came from. At any time, press the Edit button, and then the Utility button. You will see a display in the LCD which looks like:
The first window indicates no preset is stored into the memory slot and it is "open", ready to have information stored into it. In the second window, the display indicates a user preset (a preset you created) is stored into that memory slot location. The last display indicates preset 91 from bank "A" is stored in memory slot 198.

RECALLING A FACTORY PRESET
If you store over a factory preset memory slot, you do not lose the four factory presets in that location forever. You may recall any factory preset from any bank at any time. Again you enter Utility Mode to access this function.

To recall a factory preset first press the Edit Mode button and then the Utility button. Press the Value button until the display looks like:

```
| "CLASSIC" BANK = |
| "STUDIO" BANK = |
| "PERFORMANCE" BANK = |
| "PRODUCTION" BANK = |
```

Select the bank you which to recall a preset from with the Encoder. Now, press the Value button until you see

```
HIT RECALL FOR A.R.T. PRESET #
```

in the LCD window. Use the Encoder to select the preset number and then press the Recall button. the preset then becomes active at the memory slot you are currently in. You now have the option to store the preset in this memory slot or transfer it to another. To store in the current slot, just press Store now. If you want to store it elsewhere, press the Edit button and select a preset slot with the Encoder and then press Store.

USING THE ART X-15 WITH YOUR ALPHA 2.0 S.E.

RECALLING PRESETS
You can access all two hundred memory slots of the ALPHA Express with your X-15. The MPT of the ALPHA 2.0 S.E. may reconfigured to select the preset of your choice to correspond with the X-15's preset number. Operate the X-15 by selecting a "bank of ten" using the Arrow Up/Down pads, then select one of the numbered pads to recall the preset. Press the Mode pad to enable you to turn on and off the individual effects in the preset you've selected.

USING THE CONTROLLER PEDALS
You will notice some of the presets have MIDI controllers assigned to control an effects parameter in the preset. Use the controller pedals on the X-15 to control the parameters. If you set up a preset in the ALPHA 2.0 S.E., remember, you do not have to program the X-15, all programming is done with the ALPHA. Refer to the main manual for instructions to add MIDI controllers to presets.
HINTS FOR PRESETS
The first thing you should do is check out all the presets in your ALPHA 2.0 S.E.. Sure it will take time, but you really should find all the sounds we have created for you. All presets were developed with the front panel knobs at twelve o'clock except for the Drive and Master Output which were set at 3 o'clock. The sliders were centered. Each preset has a Programmable Level utility built into it. Use this utility to adjust the preset's master level to your taste. Refer to the main reference manual for hints on setting your levels.

Organize the presets you will use in the upper memory slots starting with slot 200 and then working down. This will help you keep them from being overwritten and in one spot for easy reference. Access the presets you store in the upper memory slots with a preset select pedal via the MIDI Program Table (MPT). You may assign any preset to a MIDI Program Number. See the main reference manual for examples of editing the MIDI Program Table.

REFINED ALGORITHM

DIGITAL TUNER

[TUNER], [TNR]

Parameters:
TYPE = [GUITAR] BASS, GUITAR, BASS12F, GTR12F
REFRNC (guitar) = [OFF] OFF, E 82, A 110, D 147, G 196, B 247, E 330, A 440,
AUTO (gtr12f) = [OFF] OFF, E 164, A 220, D 284, G 392, B 494, E 659, A 440, AUTO
(bass) = [OFF] OFF, B 31, E 41, A 55, D 73, G 98, C 131, A440, AUTO
(bass12f) = [OFF] OFF, B 62, E 82, A 110, D 146, G 196, C262, A 440, AUTO
DETUNE = [0.00] (-)2.00 to (+)2.00 in 0.04 (four cent) intervals
LEVEL = [0%] 0 to 100% in 2% increments

Type allows you to choose what instrument you are going to tune. There are four choices, two for Guitar and two for Bass. Open string tuning can be done when you select either the GUITAR or BASS TYPE. Select TYPE GTR12F or BASS 12F to tune your instrument to the twelfth fret. After you choose what "type" of instrument, the Reference frequency (Refrnc) parameter defaults to the appropriate Guitar or Bass tuning frequencies. The strings start low and go high. The frequency A 440 is included for tuning keyboards, or checking the intonation of your neck. When you select Refrnc to equal Off, it allows you to access the preset and display the preset number instead of [- - -]. The Tuner at this point is inactive, you must change the Refrnc parameter to a string value to activate the Tuner. When you set the Refrnc parameter to Auto, tuning is simplified even more. Auto enables the ALPHA 2.0 S.E. to know which string you are trying to tune and automatically switch the Reference parameter to the correct string/frequency. The Auto range has a frequency window of 2.5 half steps.
Detune will let you change the reference frequency A 440 plus or minus 2 half steps. This allows you to detune up to 50Hz. As a rule of thumb 4 cents, displayed as [0.04] equals 1Hz. So, to detune A440 to A435 you would set the Detune parameter to [-0.20]. To detune a full half step, set the Detune parameter to = [1.00] (plus or minus). Level sets the signal output level of the Tuner in a preset.

TUNER NOTES:
1) If you do not wish anyone to hear you tune up when you realize you're out of tune, set the Tuner Level and the ANFX level of the Mix to [0%] in the preset.
2) If you want signal to pass through the tuner, set the Tuner Level and the ANFX Level to the desired output level. The tuner is designed to respond to open string tuning only, no harmonics. For best results, tune your guitar in the position you will be playing in. Plucking the string at or near the 12th fret will help the tuner lock on to the signal.
3) Accuracy of the ALPHA 2.0 S.E. Tuner is better than .5 cents!
4) 100 cents = 1 semitone = 1 half step.

Select presets 21-23 in Bank "A" for quick tuning while on stage. These presets are set up to auto detect which string you are playing and display the tuning scale on the front panel.

THINGS TO NOTE:

UTILITY
Two new Utilities are present when the Utility Mode is accessed:
1) "SLOT" Information
2) "BANK" Information