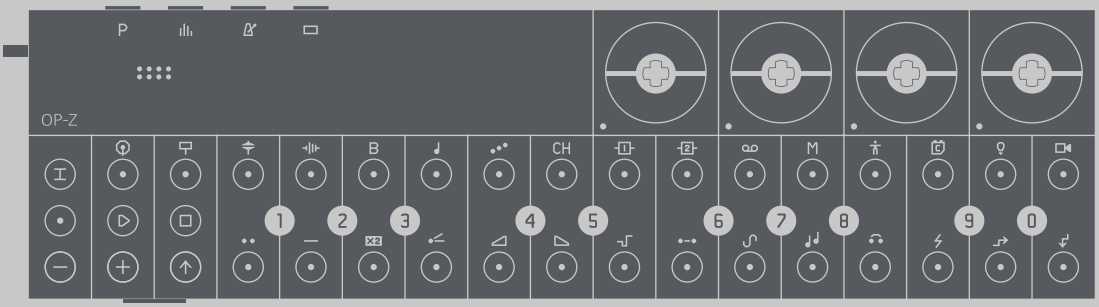
OP-Z

portable synthesizer

user guide

ガイド

v.1.0



thank you for choosing the OP-Z multimedia sequencer and synthesizer. we are proud to present to you this portable, powerful and playful music making device. we hope it will inspire your creativity for many years, and become a trusted companion for both audio and visual expression. enjoy OP-Z, the dream machine.

make sure to read this manual carefully to get the most out of your new OP-Z. once you've become acquainted with its operation, use it as a reference guide. for even deeper understanding visit the ems site and take a lesson, check out the latest videos and sign up for a workshop.

quick start

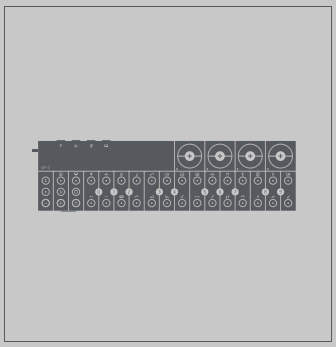
check out the OP-Z quick guide.

user guide

click on the section you want to read more about

what's in the box

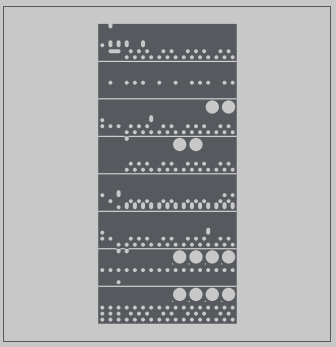
check that the following items are included when you open the box



OP-Z unit

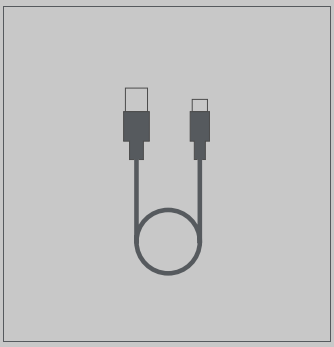
OP-Z quick guide

use this to get started creating your first pattern, and as a reference guide for buttons, parameters and step components.



OP-Z cheat sheets

overlays to accompany the quick guide.



usb-c cable

standard usb to usb-c cable for midi, for data transfer between OP-Z and computer, and for charging the OP-Z internal battery.

credit

thank you so much!

content

cuckoo
seba
eran hilleli
redmount studios
ally mobbs

beta testing

alvaro villalobos
brandon guerra
bruno kramm
cuckoo
david najarian
dimitri
eran hilleli
hot science
jean-louis huhta
jennifer hernandez
matt donald
matt milligan

beta testing

mike waring
matthew williams
nick martin
patrik berger
steeezo
thomas s white
tim harrington
timur kuyanov

special thanks

keijiro takahashi

warnings, warranty & fcc

warnings & important notes

before connecting this unit to other devices, turn off the power to all units. this will help prevent malfunctions and/or damage to speakers or other devices. if you need to connect/disconnect wires during use, always make sure to connect the cable to the OP-Z first. never connect the 3.5mm plugs going from the OP-Z's input or output to a mic input on a sound card with phantom power active. this could destroy the ports on the OP-Z. be sure to charge the unit using only 5v usb power, such as that from the usb ports of a computer, or by using a dedicated usb charger. make sure you always have the OP-Z placed so it is level and sure to remain stable. never install or use the unit in any of the following locations:

- humid environments or baths and washrooms.
- safety-critical applications.
- nuclear facilities and weapons systems.

warranty and return policy

the OP-Z is fully factory tested and comes with a 12 month (from purchase date) warranty. this does not include malfunction due to misuse of the device, such as being dropped, crushed or used in an application of inappropriate voltages to the device's connectors or improperly designed or executed modifications. in particular, you are the sole responsible for damage caused by a charging method other than 5V usb power. the general warranty policy does not cover esd (static discharge) damaged products due to improper handling.

the warranty does not cover shipping charges.

make sure to read the terms & conditions here.

fcc id: Z23012A

ic: 9915A-012A
this device complies with part 15 of the fcc rules. operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

this device complies with industry canada licence-exempt rss standard(s). operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

fcc note:
this equipment has been tested and found to comply with the limits for a class b digital device, pursuant to

generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. however, there is no guarantee that interference will not occur in a particular installation. if this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- reorient or relocate the receiving antenna
- increase the separation between the equipment and receiver.
- connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- consult the dealer or an experienced radio/tv technician for help.

the manufacturer is not responsible for any radio or tv

- aerospace applications or environments for automotive installations.

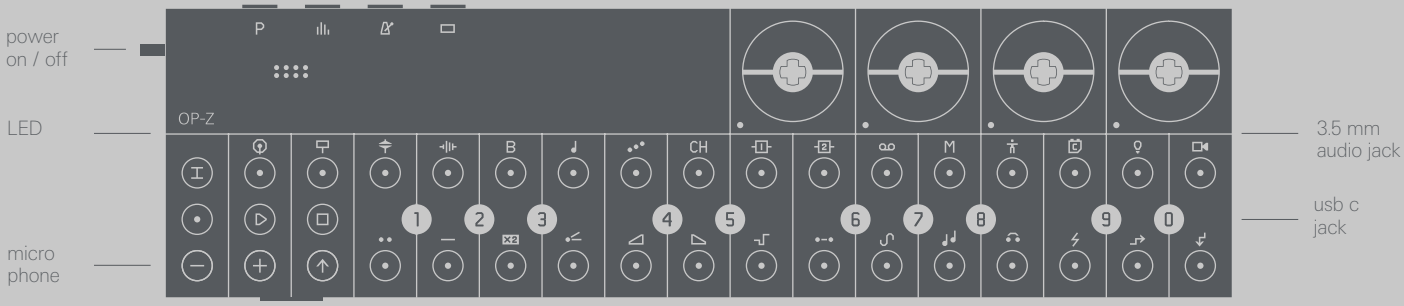
store small parts out of the reach of children and infants. if accidentally swallowed, contact a doctor immediately.

part 15 of the fcc rules. these limits are designed to provide reasonable protection against harmful interference in a residential installation. this equipment

interference caused by unauthorized modifications to this equipment. such modifications could void the user's authority to operate the equipment.

1. hardware overview

return to menu



1.1 power on / off

to power on your OP-Z, turn the yellow knob located on the left side of the unit clockwise, until you feel and hear a click. the track leds will light up in a rainbow pattern and the internal speaker will play a startup sound. OP-Z is now ready to be used.

keep turning the knob to adjust the master volume. always make sure to be careful with your ears.

to power off OP-Z, turn the knob counterclockwise, past the click.

note: all OP-Z data is stored on-the-fly, so everything will still be there next time you power on your unit.

it's a good habit to occasionally back-up OP-Z using disk mode.

1.2 charging the battery

OP-Z has an internal rechargeable battery which can be charged using the included usb-c cable. connect the unit to a computer or any standard usb charger.

keep OP-Z connected for as long as you want to charge. while charging and turned off the motion led will be blinking green.

when connected and fully charged the motion led will be solid green.

to check the battery level press and hold screen. the track led lights will light up to indicate the charge level, from 1 to 16.

note: when paired with the app, battery level is shown in the main interface.

press and hold screen button to check battery level

1.3 replacing the battery

the internal battery is easy to replace. simply remove the back plate to access it.

OP-Z uses a custom battery design. do not attempt to use any other battery to power your unit.

replacement / backup batteries are sold separately.

1.4 inputs and outputs

in its standard configuration OP-Z has two ports located on the right hand side of the unit:

- main audio for headphones, headset or line out.
- usb-c port for charging, file transfers and midi.

on the top side you find four expansion ports, for use with a physical hardware module (sold separately).

more info about the modules and how to expand the hardware will be available soon.

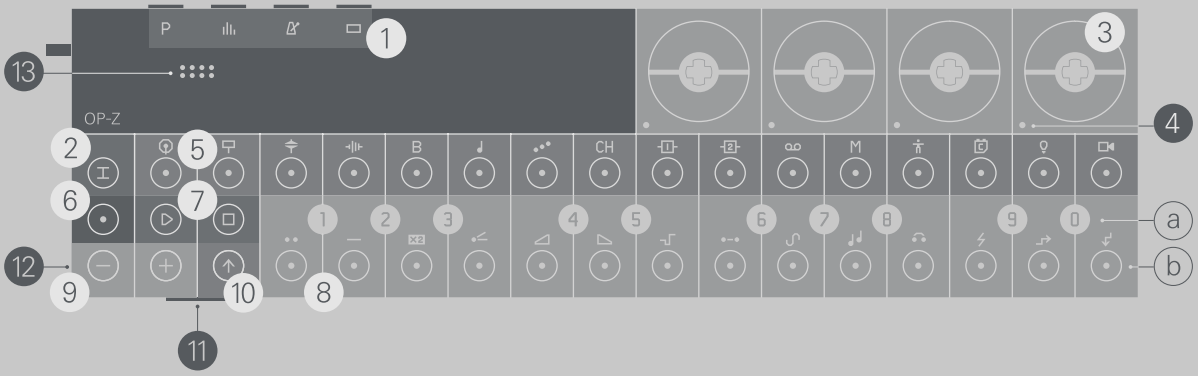
on the left side, next to the volume knob, is the microphone and mic led indicator.

read more about how to use the microphone here.

return to menu next chapter

2. interface overview

return to menu



the OP-Z interface can be divided into different sections for easy reading and intuitive workflow.

all the main sections are listed above, with links to their own chapters below.

click on a section to find out more about its use and operation.

the OP-Z app is covered in a chapter of its own.

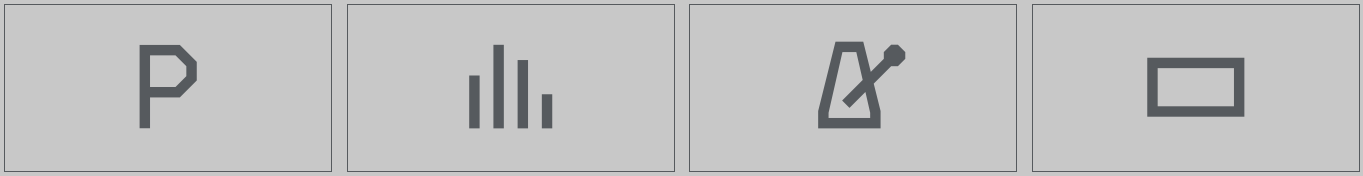
1. index buttons: project, mixer, tempo, screen
2. track select button
3. color dials: green, blue, yellow, red
4. parameter leds
5. tracks: audio tracks, control tracks, patterns, step buttons
6. record button
7. transport buttons: play / stop
8. musical keyboard: / piano keys, value keys [a], component keys [b]
9. transpose buttons
10. shift button
11. pitch bend
12. microphone
13. speaker

the main OP-Z functionality can be arranged into the following hierarchy:

projects	patterns	tracks	steps
10 projects	16 patterns per project	16 tracks per pattern	16 steps per track
14 pattern chains / project			14 step components
10 mute groups / project			24 ticks per step

2.1 index buttons

the four index buttons are central for operating your OP-Z. they have a lot of usage and are presented below, with links to each individual chapter for detailed information. generally press and hold the buttons to toggle their unique temporary context for the interface.



project

the project button is used for selecting projects, patterns and slots, as well as for certain power functions. read more here.

mixer

mixer is used for muting or unmuting tracks, for group and master gain control and for the master compressor. read more here.

tempo

the tempo button is used for tempo / bpm, swing and metronome settings. read more here.

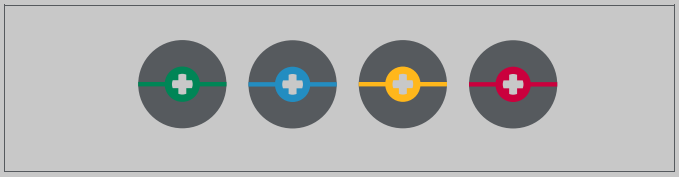
screen

hold the screen button to display the battery charge, to navigate the app and to activate photomatic. read more here.

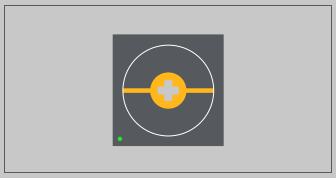
2.2 color dials

turning the color dials is the main way to control the parameters of OP-Z. there are four color coded endless dials which are often used in combinations with other buttons.

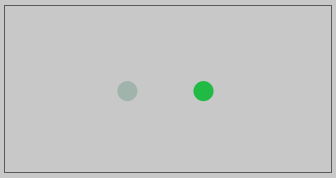
generally there are four different pages for these dials, allowing each dial to control a number of settings. read more about the color dials and parameter pages here.



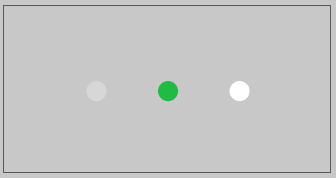
2.3 parameter leds



the led next to each dial is used to show the value of the corresponding dial, in any of the following ways:



a gradual min – max level, where led brightness represent dial value.



a gradual min – max level, with a default / neutral / mid green state at 50 %.

through different color segments, for toggled static values.

2.4 parameter pages

each track can have up to four pages of parameters. each page is color coded so you always know what you're controlling.

learning these colors will help you to navigate the interface and to find the setting you want.

press and release shift to toggle parameter page.

see chart for detailed info

2.5 track select button

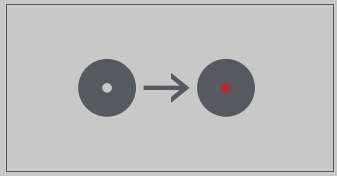
use the track select button or just 'track' to select which track is active.

press and hold track and press any of the track buttons to select that track.

the currently selected track is indicated by a white led when track is held.

see the track chapter for more information.

2.6 tracks / patterns / step buttons



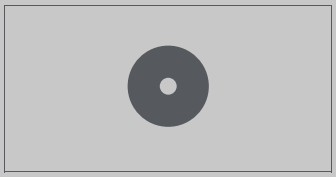
the top row buttons act both as track buttons, as pattern select buttons and as steps in the sequencer.

the functionality depend on what button combination you are pressing.

holding project will allow you to select patterns, while holding track will allow you to select track.

pressing them alone will place a trigger on a step in the sequencer.

2.7 record button



the record button, 'rec', is used for recording events into the sequencer.

read about the different ways to record here.

2.8 transport buttons

play

press play to start playback from the start of the active pattern. while playing you can press play to restart playback.

stop

press stop while the sequencer is playing to stop playback.

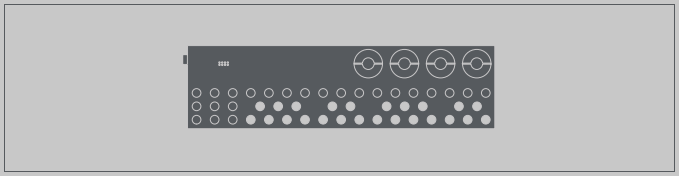
panic

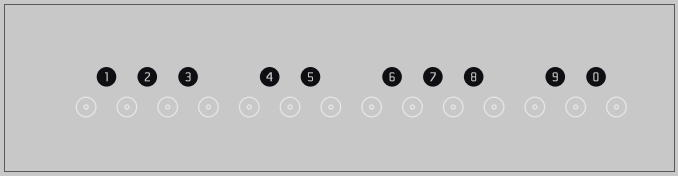
press stop while sequencer is stopped to end all active notes.

super panic

pressing stop twice while sequencer is stopped will also clear all audio buffers.

2.9 musical keyboard



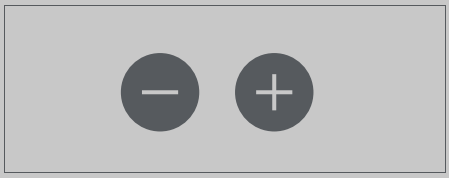


OP-Z features a two octave musical keyboard, used for playing and programming the unit. use the piano keys to trigger and play sounds from the currently selected track.

the keyboard and its piano keys can be divided into two sections. the black keys are also called value keys,

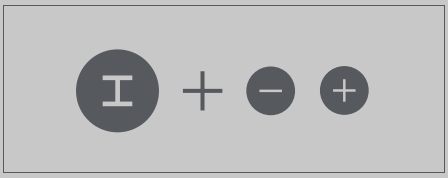
and the white keys are also called component keys.

2.10 transpose buttons



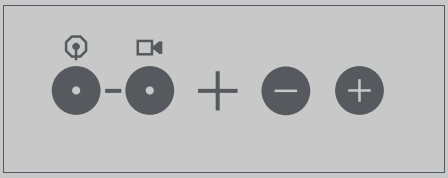
change octave

press – and + to transpose the musical keyboard, and change the current octave, visualized by the value keys.



offset notes

when sequencing you can use track together with
– and + to shift all notes on the active track one step left or right.



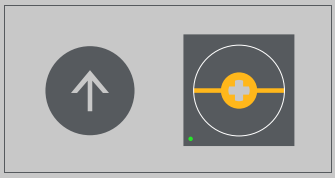
micro timing

press and hold a step and press – or + to shift timing of that step 1 tick back or forth.

each step has a resolution of 24 ticks.

2.11 shift button

the shift button is often used in combination with other buttons. there is a difference between holding and momentarily pressing shift.

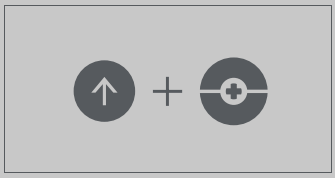


next parameter page

press and release shift to toggle parameter page, indicated by different color parameter leds.

add punch-in effects

press and hold shift and the piano keys to momentarily add punch-in effects on the active track.



pro-tip: use shift combined with the color dials for temporary tweaking of a parameter. release shift to revert back to previous setting. this is great when live jamming!

2.12 pitch bend

applying pressure to the pitch bend control will allow you to gradually change pitch of the current selected audio track.

you can also use it on the tape track and master track.

holding a lit step and using the pitch bend lets you modify the velocity for that step.

pro-tip: try using pitch bend on the tape track to add a live tape stop effect.

2.13 microphone

OP-Z features a built-in microphone and can also be used together with a headset.

read about this here.

2.14 speaker

the built-in speaker on OP-Z is used to play the startup sound, and to play the main sound, if no headphones or speakers are connected in the line out.

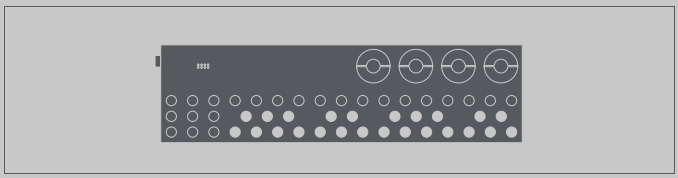
control the volume of the built in speaker using the main volume knob.

previous chapter return to menu next chapter

3. general operation

return to menu

3.1 playing notes



use the two octave keyboard to play notes on the currently selected track.

3.2 playback

play

press play to start playback from the start of the active pattern. while playing you can press play to restart playback.

stop

press stop while the sequencer is playing to stop playback.

panic

press stop while sequencer is stopped to end all active notes.

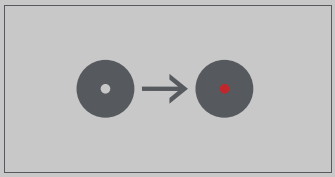
super panic

pressing stop twice while sequencer is stopped will also clear all audio buffers.

3.3 editing

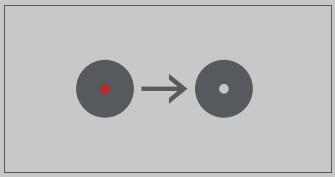
there are many ways to edit your recorded or programmed material. here is an overview of the various edit operations.

3.4 editing operations



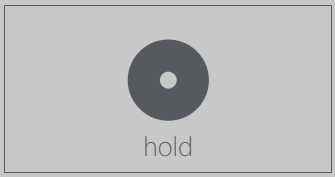
add note

press an empty step to add the last played note to that step.



clear step

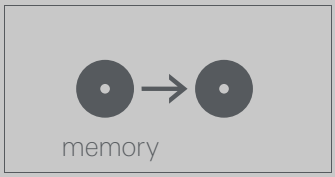
press a lit step (indicated by red light) to clear it.



copy step

press and hold a lit step to copy it to memory.

copying another note or playing a note using the



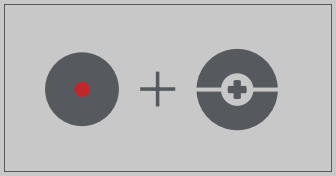
paste step

whenever a step is copied to memory, pressing any empty step will paste it.

musical keyboard replaces the copied step in memory.

edit step note

hold a lit step and press notes to change the notes for that step.

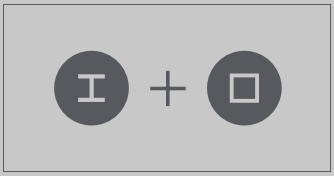


add parameter lock

hold a lit step and turn any dial to set or edit the dial parameter for that step.

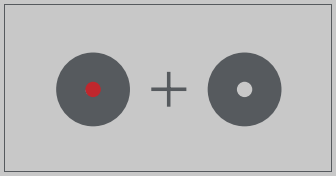
clear parameter locks

hold rec and stop and wait until all steps are lit. this will clear all parameter locks on the current track. release before to abort.



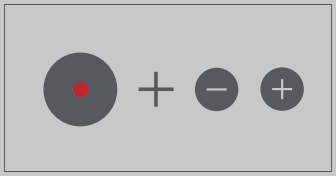
clear track

hold track and stop and wait until all step lights are lit. this will clear all triggers on the current track. release before to abort.



note length

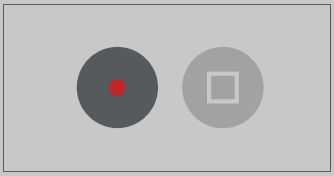
hold a lit step and press another step to set the duration of the held step.



micro timing

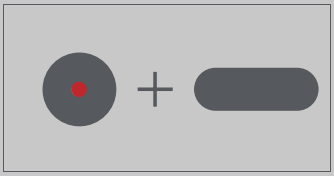
press and hold a step and press – or + to shift timing of that step 1 tick back or forward.

each step has a resolution of 24 ticks.



preview step

holding a lit step while the sequencer is stopped will play a preview of that step, as well as copy it to memory.



change velocity

hold a lit step and use the pitch bend to modify the velocity for that step.

3.5 recording

one of the most powerful features of the OP-Z is its many possibilities to record your tweaks and operations, wether it is through live recording or through careful step by step recording.

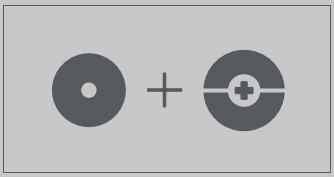
3.6 how to record

the record button

the record button, or 'rec' is used for example when live recording events into the sequencer.

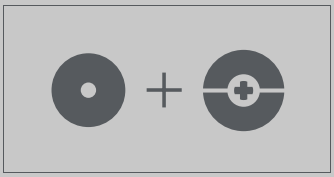
record

hold record while the sequencer is running to record all input from the piano keys.



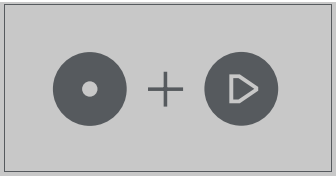
step by step recording

hold rec while the sequencer is stopped and use the musical keyboard to record notes step by step.



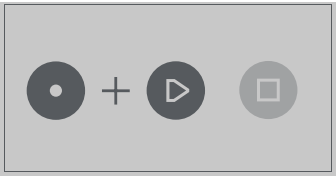
parameter lock

hold record and turn a dial while the sequencer is running to record that parameter to the steps.



record lock

hold rec + play to lock recording mode. all input is recorded without the need for holding down rec.

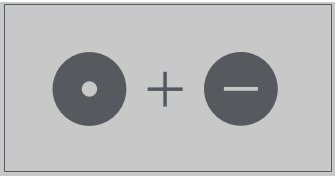


record arm

if the sequencer is stopped when holding rec + play then recording will be armed and any note will start record lock mode.

release record lock

press play or stop to release record lock if engaged.



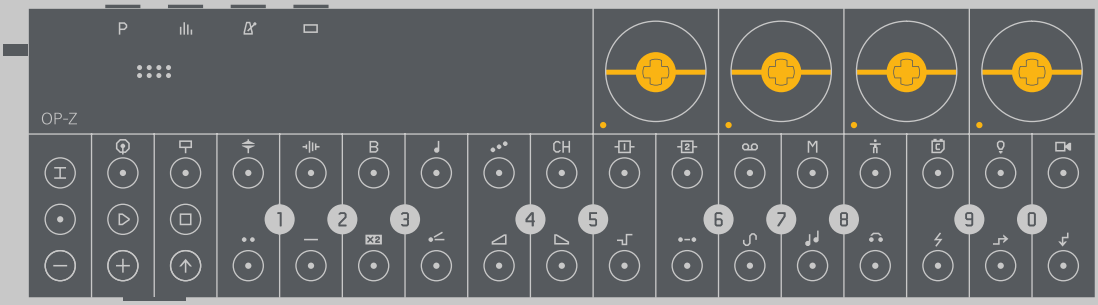
subtractive recording

press – while holding rec for subtractive recording mode. held notes will now be removed from active steps.

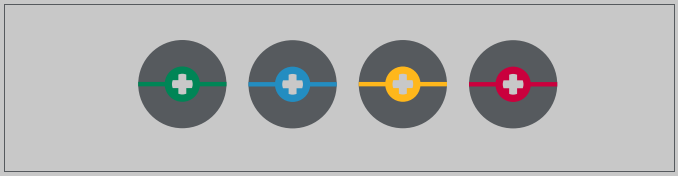
previous chapter return to menu next chapter

4. parameter pages

return to menu

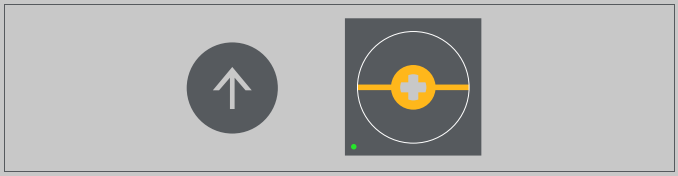


4.1 introduction to parameter pages



turning the color dials is the main way to control the parameters of OP-Z. there are four color coded endless dials and the tracks can have up to four pages of parameters, each having its unique color. by learning to navigate these pages you'll become fluent with the OP-Z in no time.

4.2 toggle pages



press and release shift to toggle parameter page. the parameter led lights indicate by color which page you are on.

4.3 reference chart

this chart shows what is affected on each parameter when in different pages. the pages are illustrated by color and the features change depending on track.

kick / snare / hihat / perc				
led color	green dial	blue dial	yellow dial	red dial
⚪	pitch	reverse	filter	resonance
🟢	attack	decay	sustain	release
🟣	lfo amount	lfo speed	lfo target	lfo shape
🟡	fx1 send	fx2 send	pan	level

bass / lead / chord				
led color	green dial	blue dial	yellow dial	red dial
⚪	param 1	param 2	filter	resonance
🟢	attack	decay	sustain	release
🟣	lfo amount	lfo speed	lfo target	lfo shape
🟡	fx1 send	fx2 send	pan	level

arp				
led color	green dial	blue dial	yellow dial	red dial
⚪	param 1	param 2	filter	resonance
🟢	attack	decay	sustain	release
🔵	arp speed	arp pattern	arp style	arp range
🟡	fx1 send	fx2 send	pan	level

fx1 fx2				
led color	green dial	blue dial	yellow dial	red dial
⚪	param 1	param 2	filter	resonance

tape				
led color	green dial	blue dial	yellow dial	red dial
⚪	speed	fine tune	filter	resonance
🟡	fx1 send	fx2 send	pan	level

master				
led color	green dial	blue dial	yellow dial	red dial
⚪	chorus	drive	filter	resonance

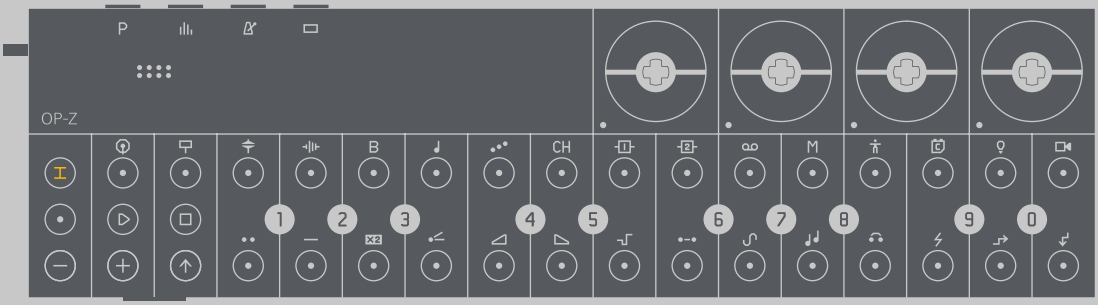
module motion				
led color	green dial	blue dial	yellow dial	red dial
⚪	1	2	3	4
🟢	5	6	7	8
🟣	9	10	11	12
🟡	13	14	15	16

lights				
led color	green dial	blue dial	yellow dial	red dial
⚪	color	alt color	speed	intensity
🟡	5	6	7	8

previous chapter return to menu next chapter

5. track

return to menu

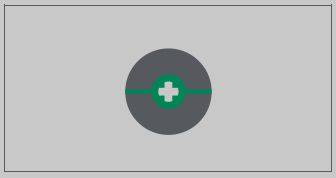


5.1 track introduction

the track select button, or 'track', is an important button with a lot of functionality. its main use is for selecting tracks, for setting track and note length, and for working with presets.

you also use track when for example adjusting quantize and portamento. usually press and hold track to access its features.

5.2 track parameters

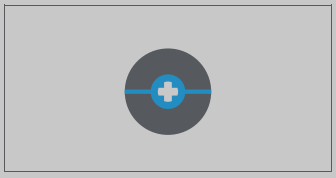


note length

note length controls the duration of notes that are of default note length. all other notes remain unaffected.

hold track and turn the green dial to set note length from 1/64 notes to a whole bar.

turning all the way to the right enables drone mode.

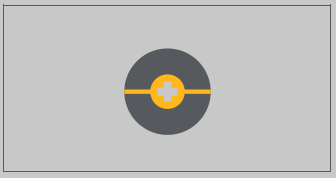


note style

note style is set using track together with the blue dial.

settings for drum tracks:
- retrig
- gate
- loop

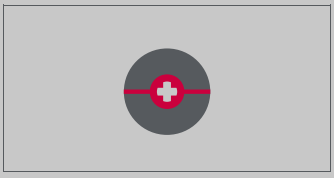
settings for synth tracks:
- poly
- mono
- legato



quantize

quantize live recorded notes by holding track and turning the yellow dial.

this lets you control quantization amount per track, from 0 – 100 %.



portamento

portamento adds glide between notes.

hold track and turn the red dial to adjust portamento.

0 is no portamento and 100 is very slow.

5.3 step count

with step count you can decide the number of steps that a track will use.

for example, if you choose step number four, the track will loop over the first four steps.

for example, if you choose step number four, the track will loop over the first four steps.

5.4 step length

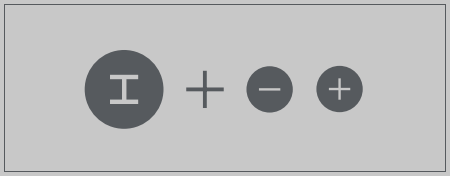
you can set a step length multiplier to extend the duration of each step.

this will essentially change the playback speed of the track.

hold track and shift and press the value key that corresponds to the desired length of the track.

for example: having a step count of 16 and a step length of 4 will extend the current track to play across four bars.

5.5 offset notes



to offset notes press and hold track together with – or + to move all notes on the active track one step left or right.

5.6 select plug / preset

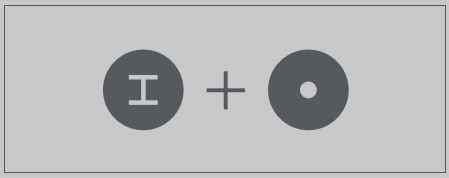
if a slot is lit it contains a plug, such as a sample kit, synth engine or effect.

to select a plug hold track and press

to select a preset for the active plug, hold track and press any of the lit white piano keys.

the black value keys.

5.7 randomize preset



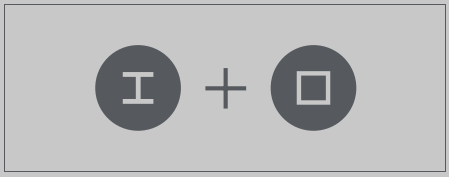
to randomize a new preset hold track and press rec.

this is a great way to come up with new sounds.

5.8 store preset

press and hold track together with any of the white piano keys for two seconds, to store the current parameters as a preset on the held key position. a maximum of 14 presets can be stored per plug.

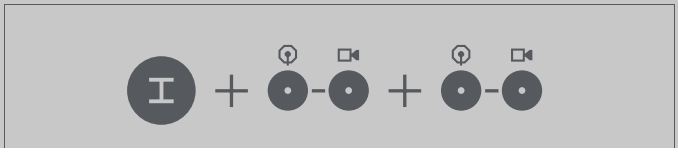
5.9 kill track notes



while the sequencer is playing you can hold track and press stop to kill all active notes on the current track.

playback will continue but notes with long release or drone notes will be silenced.

5.10 link / unlink tracks



press and hold track together with the current active track, then press additional track buttons to link these tracks together with the first. the originally selected track will be solid white, and the linked tracks will be blinking.

playing and triggering the original track will now also trigger linked tracks.

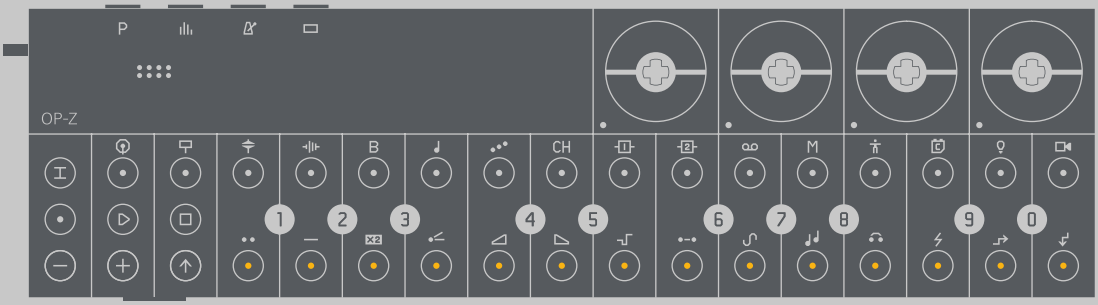
to unlink the tracks select the original track again.

pro-tip: try linking audio tracks together with the motion track for tightly integrated audio / graphics.

previous chapter return to menu next chapter

6. step components

return to menu

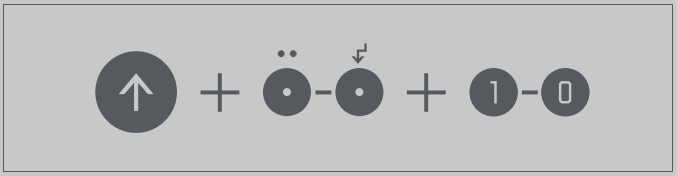


6.1 step components introduction

using step components in your programming opens up new possibilities for creative sequencing. step components can be applied to any of the audio tracks, tracks 1 – 8. each step can have multiple step components, adding unique playback behavior per step.

6.2 using step components

press and hold shift and select the steps you wish to apply step components to. the leds of these steps will change to green indicating marked steps.



keep holding shift and select the component you wish to add by pressing the corresponding white piano key. then select the desired component setting with the value keys 1–0.

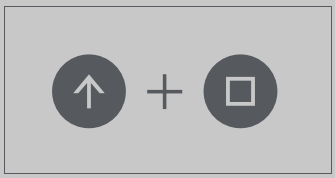
release shift and your step component is added.

alternatively, if you continue holding shift you can add a further component. you can also adjust the setting of a component by momentarily holding its corresponding white piano key.

quickly pressing an applied component will remove it.

pro-tip: try combining the last three step components (spark components) with the note-based step components. it's possible to get some very interesting results.

6.3 clear step components



press and hold shift and stop to clear all the step components on current track.

6.4 step component reference chart

	component	1	2	3	4	5	6	7	8	9	0
••	pulse	count: 1	count: 2	count: 3	count: 4	count: 5	count: 6	count: 7	count: 8	count: 9	random
—	pulse hold	count: 1	count: 2	count: 3	count: 4	count: 5	count: 6	count: 7	count: 8	count: 9	random
x2	multiply	X1	X2	X3	X4	X5	X6	X7	X8	broken chord	quantize
	velocity	-4	-3	-2	-1	default	+1	+2	+3	mute	random
	ramp up	2 steps 1 octave	3 steps 1 octave	4 steps 1 octave	5 steps 1 octave	6 steps 1 octave	2 steps 3 octaves	3 steps 3 octaves	4 steps 3 octaves	5 steps 3 octaves	6 steps 3 octaves
	ramp down	2 steps 1 octave	3 steps 1 octave	4 steps 1 octave	5 steps 1 octave	6 steps 1 octave	2 steps 3 octaves	3 steps 3 octaves	4 steps 3 octaves	5 steps 3 octaves	6 steps 3 octaves
	random	2 steps 1 octave	3 steps 1 octave	4 steps 1 octave	5 steps 1 octave	6 steps 1 octave	2 steps 3 octaves	3 steps 3 octaves	4 steps 3 octaves	5 steps 3 octaves	6 steps 3 octaves
	portamento	glide 1	glide 2	glide 3	glide 4	glide 5	glide 6	glide 7	glide 8	direct	random
	sweep	filter up	filter down	synth up	synth down	pan	filter up long	filter down long	synth up long	synth down long	pan
	tonality	ignore chord progression	transpose only	offset octave	offset fith	offset third	chromatic up	chromatic down	quantize 1	quantize 2	quantize 3
	jump	jump to start	jump to 2/4	jump to 3/4	jump to 4/4	jump forward	jump back	jump to random	stay	align to global track	gate step
	parameter spark	1	1 2	1 2 3	1 2 3 4	1 2 3 4 5	1 2 3 4 5 6	1 2 3 4 5 6 7	1 2 3 4 5 6 7 8	random	reset counter
	component spark	1	1 2	1 2 3	1 2 3 4	1 2 3 4 5	1 2 3 4 5 6	1 2 3 4 5 6 7	1 2 3 4 5 6 7 8	random	reset counter
	trigger spark	1	1 2	1 2 3	1 2 3 4	1 2 3 4 5	1 2 3 4 5 6	1 2 3 4 5 6 7	1 2 3 4 5 6 7 8	random	reset counter

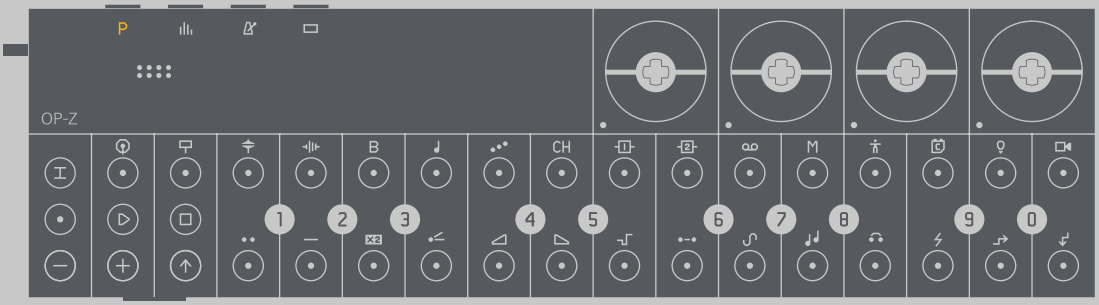
6.4 step components + app

while using OP-Z paired with the app, and using the main OP-Z interface, you will get a visual guide briefly explaining the step components.

previous chapter return to menu next chapter

7. project

return to menu



7.1 project introduction

project is the first of the four index buttons, on the top side of OP-Z. this is where you select the project and pattern that you wish to work on. each of the 10 projects holds 16 pattern. switch patterns instantly or create patterns chains to make longer compositions. you can also perform operations such as copying patterns and settings and more.

7.2 select project

press and hold project and press the value keys 1-0 to select a project.

pro-tip: while playing, press play before selecting a new project to delay the switch until the end of the current bar

7.3 select pattern

press and hold project and press the pattern keys 1-16 to select a pattern.

if the sequencer is playing, the patterns switches instantly, maintaining the current step position for all

tracks.

7.4 chain patterns

press and hold project and press play to enter chain mode. keep holding project and select up to 32 patterns to create a pattern chain or song sequence.

7.5 copy pattern

press and hold project and press shift once to copy the currently active pattern.

keep holding project and press the destination pattern 1–16 to paste it.

pro-tip: keep holding project and select multiple patterns to quickly copy the pattern to multiple slots.

7.6 copy settings

press and hold project and press shift twice to copy the currently active pattern settings.

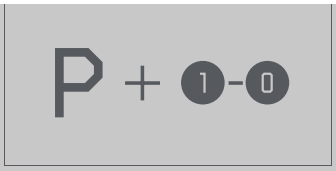
keep holding project and press the destination track 1–16 to paste the settings.

7.7 copy track

press and hold project and press shift three times to copy the currently active track.

keep holding project and press the destination pattern 1–16 to paste it.

7.8 copy project



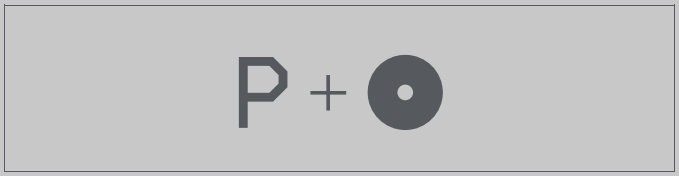
press and hold project and any value key 1-0 to save the active project to the slot corresponding to the pressed key.

7.9 clear pattern

press and hold project and stop and wait for the bar to fill up. when full the pattern is cleared. release before full to cancel the operation.

press and hold project and stop and shift to clear the entire project.

7.10 bounce pattern



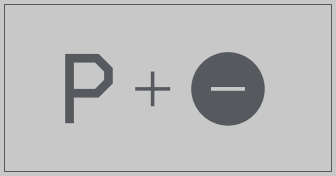
press and hold project and rec to render a 10 second audio file of the current pattern. the audio file will be saved to disk along with a copy of the project.

you can store up to 5 bounces. trying to store more than 5 bounces will result in a red led flash. use content mode to access your bounces.

pro-tip: if you have an active pattern chain this will be bounced to disk. (still limited to 10 sec)

7.11 snapshot

hold project and + to store a snapshot of the current project. any previous snapshot will be overwritten.



hold project and – to recall the stored project snapshot. any changes made since storing the snapshot will be overwritten.

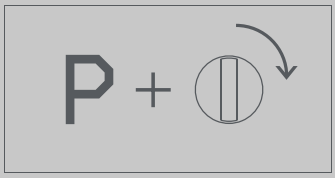
7.12 saving

auto save

by default, any changes to a project is automatically saved and there is no need to save manually.

manual save mode

you can toggle manual save mode and disable auto save by holding project and track for a few seconds.



manual save mode (alt.)

you can also hold project while turning on the power on OP-Z to start in manual save mode.

this can handy when lending your OP-Z to your friends and not risk loosing any of your patterns.

manual save

to manually save a project press and hold project and hold the desired project slot using the value keys 1-0.

7.13 project + app

when paired with the OP-Z app, holding project will display the project page.

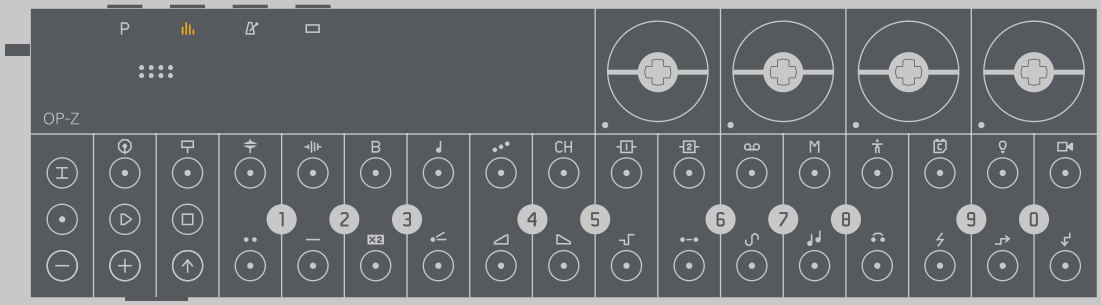
the project page gives an overview of the current project, pattern and pattern chain.

there are also some handy shortcut hints for button combinations, as well as visual progress feedback when performing operations.

previous chapter return to menu next chapter

8. mixer

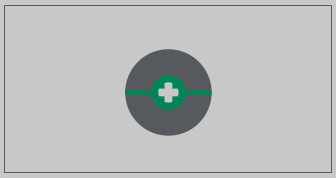
return to menu



8.1 mixer introduction

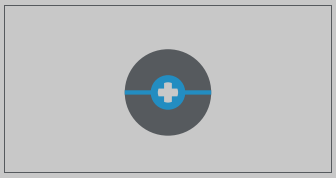
the mixer button is the second index button on the top side of the device, and is represented by the mixer symbol ıllı. using mixer you can mute and unmute tracks, select different mute groups, control the gain for the drum group and synth group respectively, as well as controlling the master compressor and overall project gain. press and hold this button to access the project-wide mixer functions.

8.2 mixer parameters



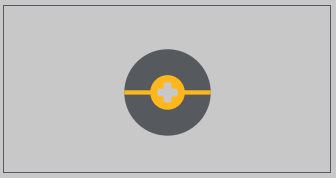
drum group

adjust gain for tracks 1 - 4 as a single group.



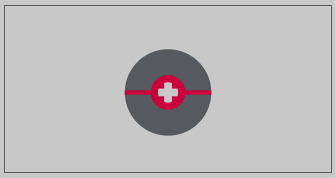
synth group

adjust gain for tracks 5 - 8 as a single group.



punch

adjust the master compressor.

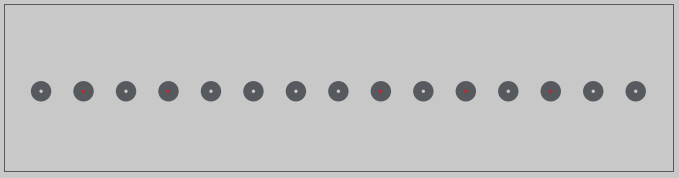


master

adjust the master gain level.

8.3 mute track

while holding mixer, the track keys 1–16 act as toggles for muting and



tracks that are lit are active, playing audio and sending midi information by default. tracks that are unlit are muted.

unmuting the corresponding tracks.

8.4 mute groups

mute groups allow you to store different mute configurations. each projects holds 10 mute groups. use the value keys 1-0 to select which mute group to be active. the active mute group is stored per pattern.

8.5 mute audio

by default, muting a track will stop any notes from being triggered. however, it is possible to mute only the audio signal sent to the master bus. the track will still output midi and audio signal to the effect and tape tracks.

to do this, while holding the mixer button, press the shift key. the shift key will light red. now when muting tracks they will turn red when muted. this will mute only the track audio but not the outgoing midi.

pro-tip: you can mix and match the two mute types, and store these settings across multiple mute groups.

8.6 mixer + app

when paired with the OP-Z app, holding mixer will display the mixer page.

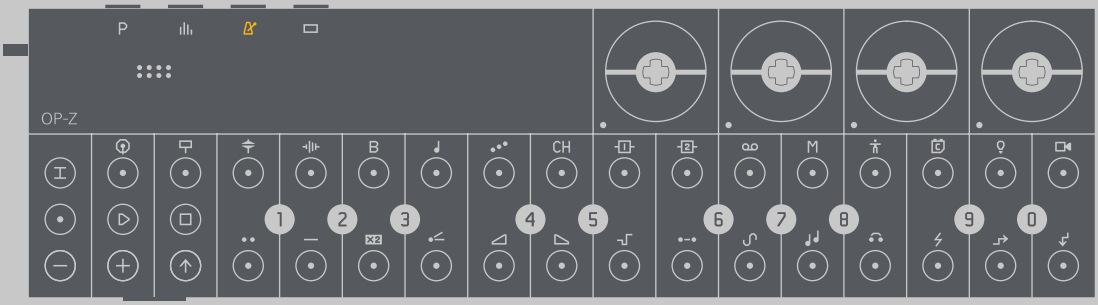
the mixer page gives an overview of your track levels. on this page it is possible to adjust the faders with your fingers much like a traditional mixing desk.

the buttons below the faders allow you to mute / unmute tracks. when muted the fader will be greyed out.

previous chapter return to menu next chapter

9. tempo

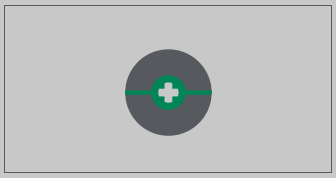
return to menu



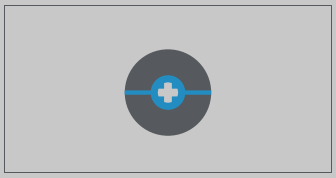
9.1 tempo introduction

the third index button on the top side of OP-Z is the tempo button. this is represented by a metronome symbol and is used for adjusting project-wide tempo in bpm, swing setting and the metronome sound and level. by pressing and holding tempo you access the different tempo functions.

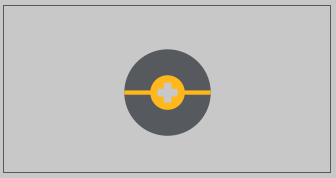
9.2 tempo parameters



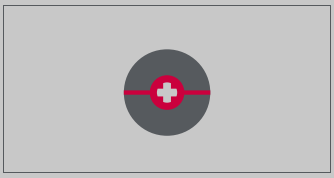
bpm



swing



metronome sound



metronome level

9.3 set tempo

tempo in OP-Z is set in beats per minutes (bpm). values between 40 – 200 bpm can be used.

use one of the following ways to set bpm on OP-Z.

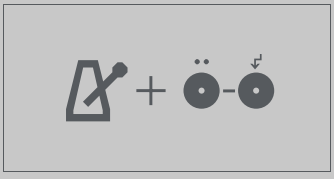
turn dial

press and hold tempo and turn the green dial. current bpm is indicated by 0 - 9 leds.

enter value

press and hold tempo and enter the desired bpm with the value keys.

example: holding tempo and



tap tempo

press and hold tempo and repeatedly tap any of the white piano keys.

pressing 1 + 2 + 0 will set bpm to 120.

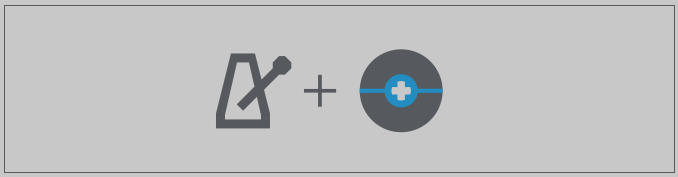
9.4 tempo nudge

while the sequencer is running, press and hold tempo and momentarily press – / + to nudge tempo down or up. this can be handy when jamming together with others in a non synced setting.

X.5 lock tempo

to lock the current tempo, hold the tempo button and press shift. tempo won't change until unlocked by pressing shift again.

9.6 adjust swing



swing is a way to slightly alter the timing of notes played in a sequence. to add swing hold tempo and turn the blue dial. no swing is a 50% setting.

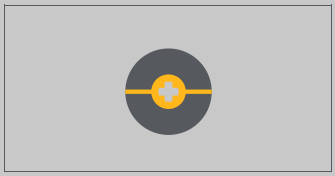
turn the dial as you wish and listen for that perfect groove.

note: swing is only applied to step-programmed and quantized live recorded notes.

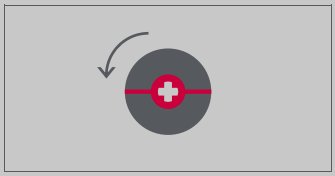
9.7 using the metronome

to use the metronome when playing or recording make sure the sequencer is running and hold tempo.

turn up the metronome level by using the red dial.



select a sound for the metronome, ranging from click, swedish, english, german, japanese to italian, using the yellow dial.



turn the red dial counterclockwise all the way to turn the metronome off again.

9.8 external sync

sending midi clock to OP-Z will automatically active the external sync mode. this is indicated by the track leds 1-16 blinking green, in

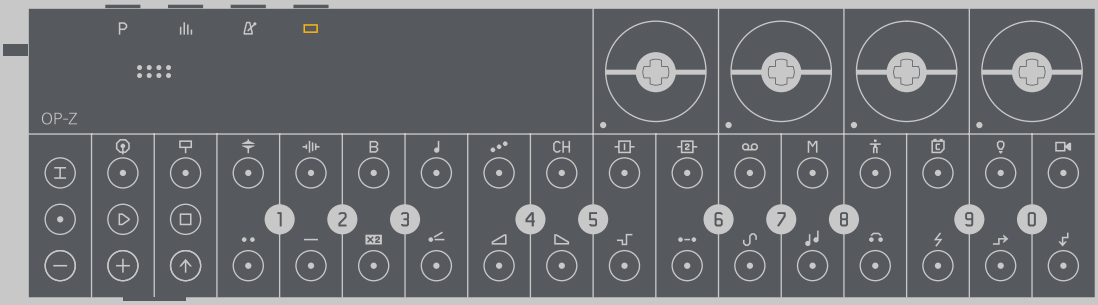
by default, incoming midi clock is disabled, this can be configured in the midi settings.

groups of four.

previous chapter return to menu next chapter

10. screen

return to menu



10.1 screen introduction

the fourth index button on the top side of OP-Z is called screen. the screen button is used to display the current battery charge, or used in conjunction with the app to navigate around or to display the current battery status.

when using the OP-Z standalone, you can press and hold screen to show the current battery level of the OP-Z internal battery.

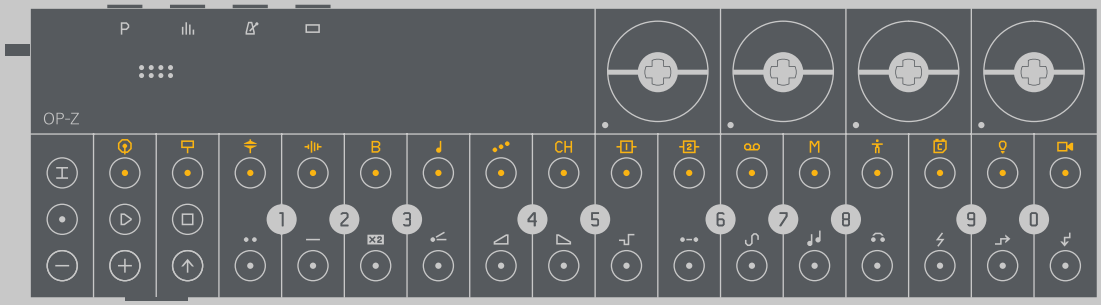
when using the OP-Z connected to the app, holding screen and at the same time turning the dials will allow you to navigate through app pages.

screen is also used to activate the camera on photomatic.

previous chapter return to menu next chapter

11. tracks

return to menu



11.1 introduction to tracks

OP-Z is a 16-track sequencer. it features eight audio tracks and eight control tracks. the audio tracks are divided into two groups, the drum group (track 1 – 4) and the synth group (track 5 – 8).

the eight control tracks can be sequenced just like any other track, and allow deep control over all parameters. in parallel, all 16 tracks can also send and receive midi, each on its own channel.

11.2 tracks overview

drum group	synth group	control tracks	
kick	bass	fx1	perform
snare	lead	fx2	module
perc	arp	tape	lights
sample	chord	master	motion

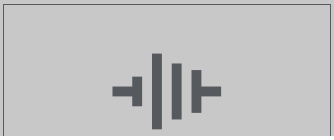
11.3 audio tracks 1-4 (drum group)

there are four drum tracks in the drum group. these are kick, snare, perc and sample. each track in this group has a two note polyphony per step.

they are all sample based and consist of 24 different sounds across the musical keyboard. this is called a kit and is compatible with the OP-1 drum kit file format.

four kits together is called a sample pack. load different packs using the app or by connecting to a computer and using content mode.



kick

snare

perc

sample

11.4 audio tracks 5-8 (synth group)

there are four audio tracks in the synth group. these are bass, lead, arp and chord.

all tracks in the synth group can utilize any of the available synth engines, or load OP-1 format sample sounds.

each synth track behaves slightly differently.

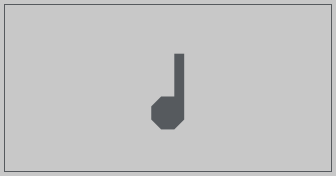
for bass, lead and chord the parameter pages are the same: synth, envelope, lfo and send.

arp has dedicated arp control, instead of the lfo.

for detailed information please refer to the bass, lead, arp and chord tracks respectively.

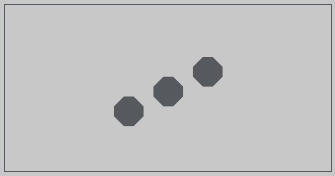
bass

bass is an audio track dedicated to powerful bass lines. it is monophonic which means one note per step. this track is the main source for the master track transpose analysis.



lead

lead is a track dedicated to synth leads. any note style can be used. the polyphony for this track is three, meaning maximum tree notes per step.



arp

the arp is an arpeggiator with dedicated arp control, replacing the lfo page. it is monophonic and any notes placed on the same step will be arpeggiated.

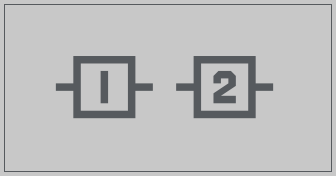
chord

the chord track is great for adding harmony to your music, with its four note polyphony per step, for beautiful chords.

11.5 control tracks 9-16

there are a total of eight control tracks on the OP-Z. these are fx1, fx2, tape, master, perform, module, lights and motion.

11.6 fx



the two fx tracks are where you select your send effects. you can assign a different effect to any one

to select an effect: while on fx1/fx2 hold track and press one of the black keys. turn the dials to control fx

pro-tip: holding shift while on an fx track enables you to play the previously selected drum / synth track

of the two fx tracks.

check the reference page to see all available fx engines and parameters.

parameters p1, p2, filter and filter resonance.

so that you can hear what that track sounds like with different fx settings.

11.7 tape

the tape track is an audio buffer that is constantly recording when in playback. it can be used for tape tricks and beat repeat style looping effects.

read more about it here.

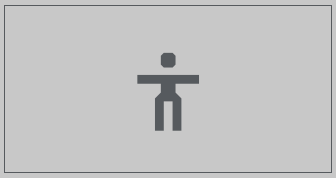
11.8 master

the master track allows you to transpose selected tracks and add harmonic chord progressions.

like other control tracks the master track can be sequenced allowing you to record interesting key changes and harmonic chord progressions.

read more about it here.

11.9 performance



the performance track allows you to apply punch-in effects on all tracks at once.

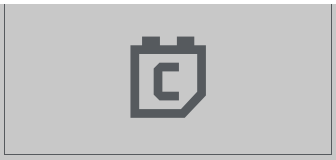
hold track and press perform to select the performance track.

hold the piano keys to add punch-in effects.

you can record, copy and delete punch-in effects in the same way you would work with notes on a drum/synth track.

read more about punch-in effects here.

11.10 module



the module track is used to control any OP-Z expansion modules. more information will be available as more modules are released.

modules are sold separately.

when no module is inserted the module track can act as a midi track with 16 independent midi cc values.

11.11 lights

the OP-Z is capable of handling dmx which is the universal protocol for controlling lighting rigs.

it is possible to sequence up to 16 fixtures or lights. you can use the OP-Z sequencer to control these fixtures.

learn all about it here.

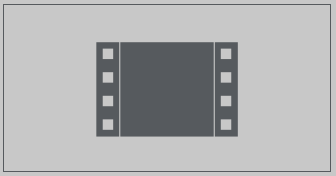
11.12 motion

in addition to audio, midi and lights sequencing, OP-Z is also a powerful visual sequencer.

when using the OP-Z app you can sequence photos via photomatic, or visual graphics via motion, just as easy as sequencing on any other track.

photomatic is basically a camera app, connected to your OP-Z.

learn all about it here.



motion allows you to program and control live 2d or 3d graphics made in the unity real-time graphics engine.

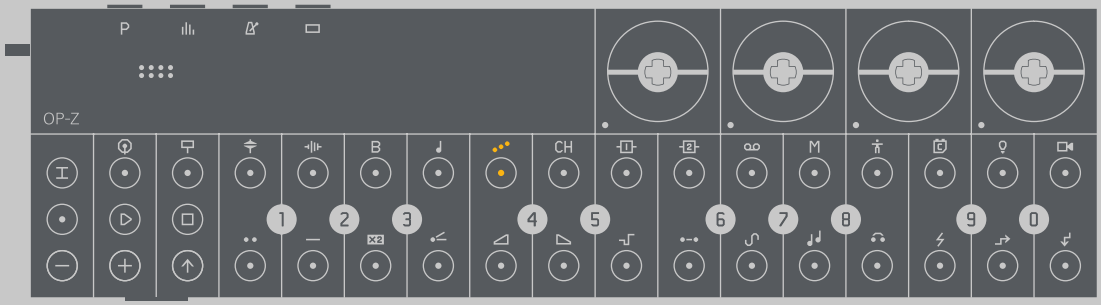
here's how.

use your ios device or computer and sequence locally, or go big and program your entire live show using OP-Z.

previous chapter return to menu next chapter

12. arp

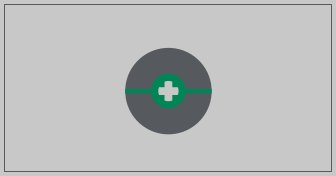
return to menu



12.1 arp introduction

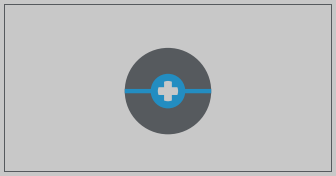
the arp or arpeggio track functions slightly differently to other tracks. holding notes and chords will play an arpeggio pattern. the arp track has no lfo but instead has its own unique parameters.

12.2 arp parameters



speed

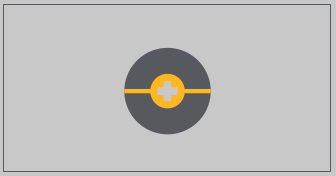
turn the green dial to set the arpeggio speed, in eight different settings.



pattern

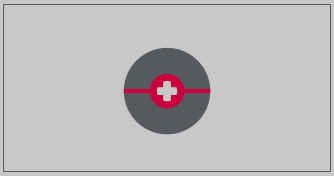
the blue dial sets the arpeggio pattern type:

- manual
- up
- down
- up/down
- down/up
- random



style

use the yellow dial to set arpeggio style. this allows you to choose different rhythmic patterns for the arpeggio. there are six different rhythms.



range

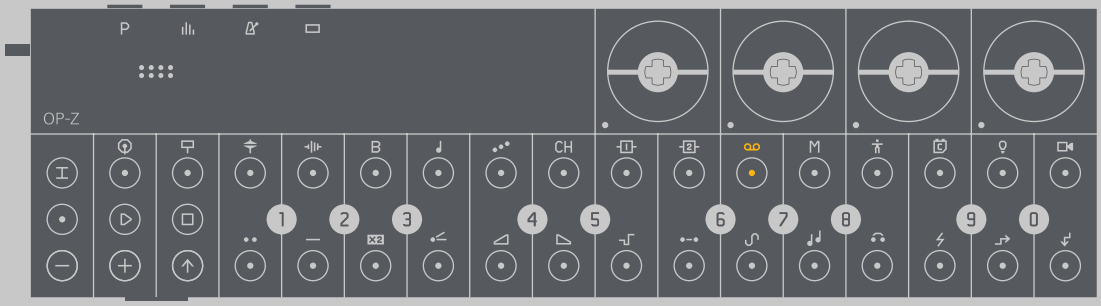
set the range of the arpeggio with the red dial. high values will add higher octaves to the pattern.

pro-tip: put the arpeggio track into mono mode then increase the portamento for a sliding arp.

previous chapter return to menu next chapter

13. tape

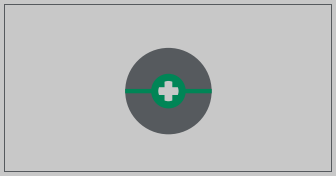
return to menu



13.1 tape introduction

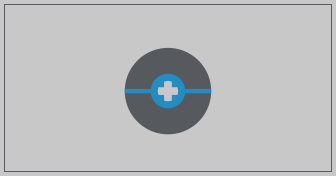
the tape track is an audio buffer that is constantly recording when in playback. it can be used for tape tricks and beat repeat style looping effects.

13.2 tape parameters



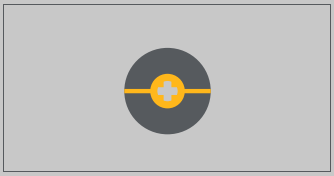
speed coarse

set the speed of the buffer playback. left plays back at regular speed. scrolling right increases the speed and then once again decreases to a full stop.



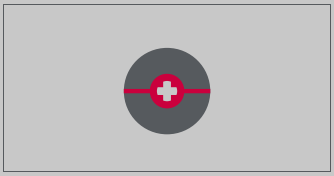
speed fine

the center position (led green) will play the buffer at normal speed. rotating left will play at half speed and rotating right will play at double speed.



filter

control the filter of the tape effect.

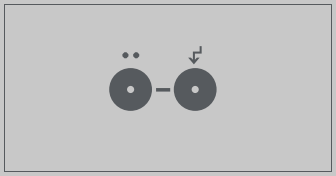


resonance

control the resonance on the tape filter.

pro-tip: sending midi cc simultaneously to parameters 1 and 2 can result in some cool scratching effects.

13.2 tape controls



the white keys are used to

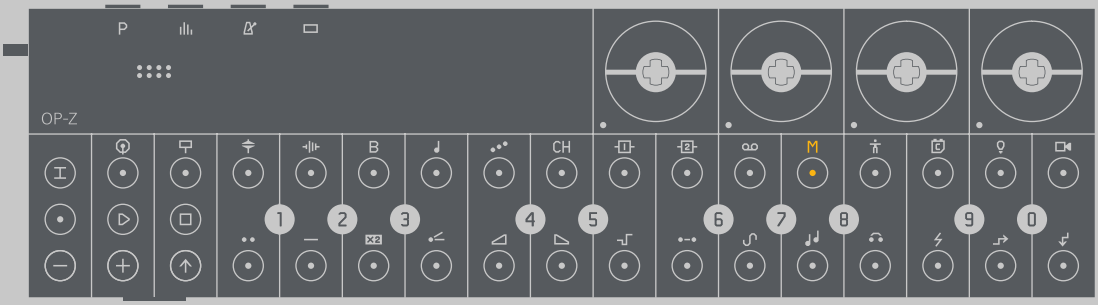
the black keys choose the

choose from which part of the buffer playback begins.	length of the tape loop with 1 being the shortest and 0 being the longest.

previous chapter return to menu next chapter

14. master

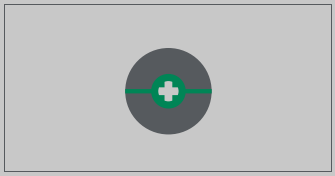
return to menu



14.1 master introduction

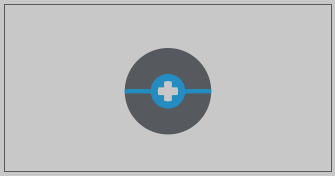
the master track allows you to transpose selected tracks and create harmonic chord progressions. the OP-Z automatically analyses the notes used in the bass, lead, arp and chord tracks to determine the key of the pattern. using the piano keys it is then possible to change key / mode. use the dials to control the master effects and filter.

14.2 master parameters



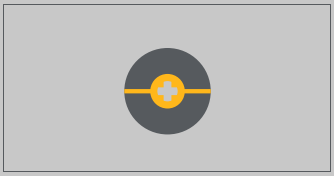
chorus

turn the green dial to adjust the master chorus effect. this will also add a subtle stereo effect.



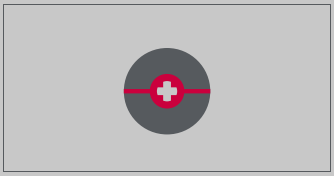
drive

the blue dial controls the master drive, adding a subtle overdrive to your mix.



filter

the yellow and red dials control the master filter. it's a combination high-pass / low-pass filter, with an unaffected neutral setting in the middle.

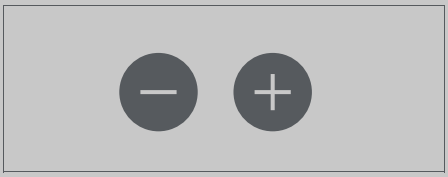


resonance

14.3 transpose tracks

OP-Z automatically analyses the

to choose which tracks to be



use the transpose buttons

notes used in the bass, lead, arp and chord tracks and detects the mode and key of the active pattern.

the bass track is the main source for this analysis.

using the piano keys it is then possible to transpose the pattern and change its key and mode.

included press and hold shift and press the different track buttons. to include a track make sure its track led is lit.

pro-tip: transposing drums can be a great way to do drum fills.

to change octave used (represented by the value keys).

14.4 chord progressions

by programming different chords onto the master track you can create chord progressions.

program the master track just like any of the audio tracks.

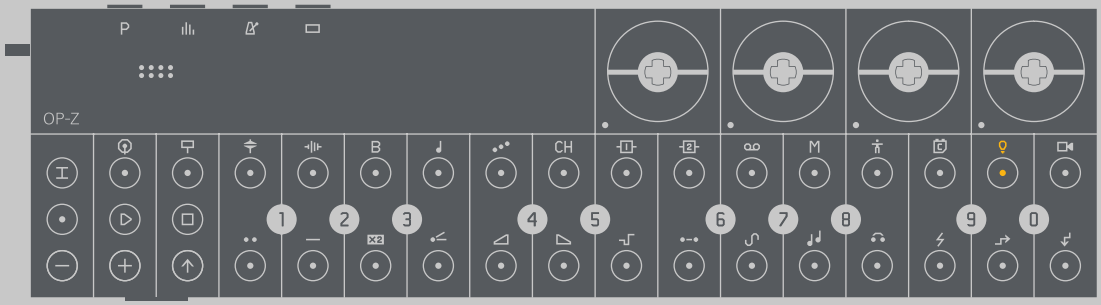
hold track + shift and choose playback speed using the value keys. a setting of 4 gives you a four bar loop.

pro-tip: extend the master track duration by lowering the playback speed to allow for longer sequences.

previous chapter return to menu next chapter

15. lights

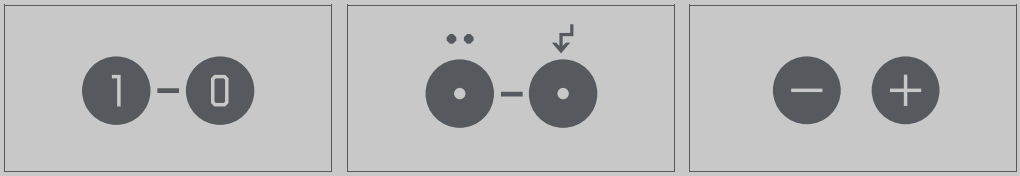
return to menu



15.1 lights introduction

the OP-Z has a separate track dedicated entirely to controlling your light rig.
you can program this track just like any other track on the OP-Z.

15.2 lights operation



set pattern

use the value keys to select one of the 10 patterns.

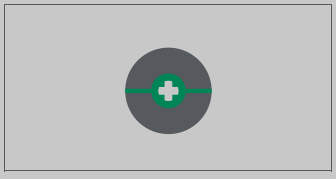
effects

play the white keys to trigger effects and animations.

preview mode

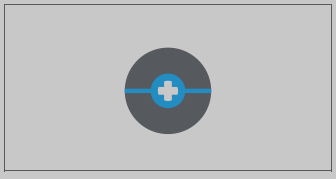
toggle between fixture preview and step view

15.3 light parameters



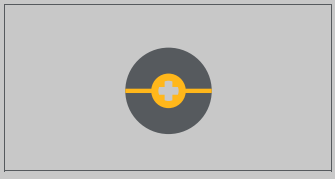
main color

the main color applied to all connected rgb fixtures



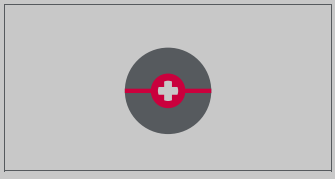
alternate color

used by certain effects to instantly switch color



pattern speed

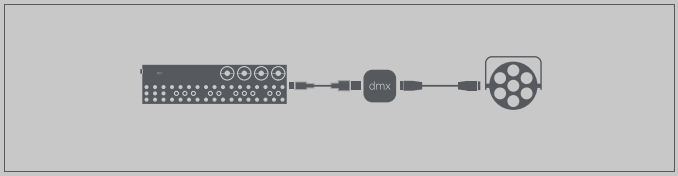
the scroll speed of the currently selected pattern

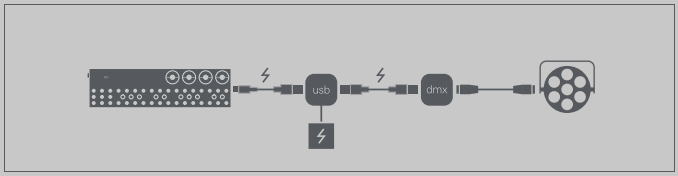


intensity

the default intensity of the currently lit fixtures

15.4 setup





to control dmx you need a usb dmx interface connected to the OP-Z. It can be connected directly to the usb port.

connecting the dmx interface directly to you OP-Z is convenient but might deplete you battery faster than you want. in that case, use a powered hub.

refer to the usb chapter to learn which hubs and dmx interfaces that are compatible with OP-Z (sold separately).

15.5 configure dmx

dmx.json

OP-Z can transform sequencer data to dmx channel data and send it out using a usb dmx interface. use the dmx.json file found in content mode to configure the outgoing channel data to correspond to your dmx fixture setup.

the maximum total number of channels that can be configured is 128.

the supported channel types are:

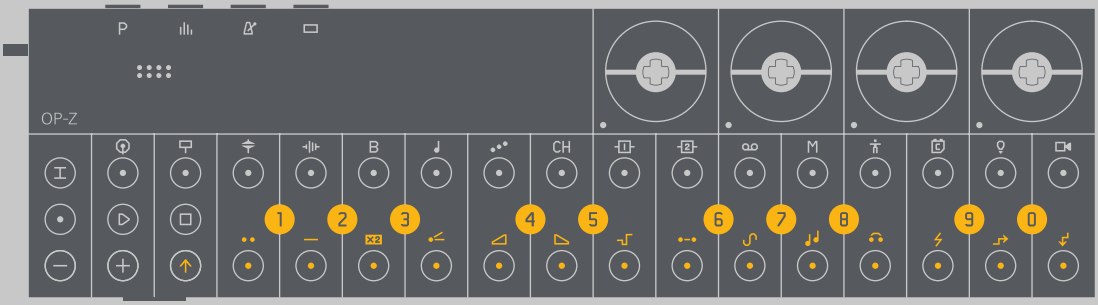
channel	range	description
red	0 – 255	red color
green	0 – 255	green color
blue	0 – 255	blue color
white	0 – 255	white color
color	0 – 255	color wheel
intensity	0 – 255	intensity / dimmer
fog	0, 255	triggered by animation 14
dial 1	0 – 255	green dial (page 1)
dial 2	0 – 255	blue dial (page 1)
dial 3	0 – 255	yellow dial (page 1)
dial 4	0 – 255	red dial (page 1)
dial 5	0 – 255	green dial (page 2)
dial 6	0 – 255	blue dial (page 2)
dial 7	0 – 255	yellow dial (page 2)
dial 8	0 – 255	red dial (page 2)
0 – 255	0 – 255	custom fixed value

on	255	always on
off	0	always off

previous chapter return to menu next chapter

16. punch-in effects

return to menu

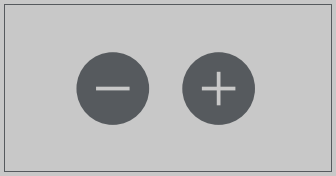


16.1 punch-in effects introduction

using punch-in effects is a fun way to add powerful on the fly effects to your OP-Z patterns. the approach is inspired by the pocket operators. select a track, hold shift and start jamming on the musical keyboard. the punch-in effects can be applied to any of the audio tracks, tracks 1 – 8, and can be recorded to the performance track.

16.2 using punch-in effects

press and hold shift and hold any of the piano keys to add punch-in effects.



the low octave affects the current track, and the high octave affects the current track group: the drum group or the synth group.

record the punch-in effects by holding rec or using record lock.

this will be recorded on the performance track, and can be fully edited.

16.4 punch-in effect reference chart

key	effect
F	duck
F#	filter sweep
G	loop 1
G#	stereo
A	loop 2
Bb	pitch

table of punch-in effects, their white keys and black key settings.

B	follow / echo
C	ramp up
C#	short
D	ramp down
C#	long
E	random

16.4 punch-in effects + app

while using OP-Z paired with the app, and using the main OP-Z interface, you will get visual feedback when using the punch-in effects.

these graphics can be a striking way to add some visual action to your live performance.

previous chapter return to menu next chapter

17. microphone

return to menu

OP-Z has a built-in microphone. this can be found on the left side of the unit, next to the volume knob and the mic led indicator.

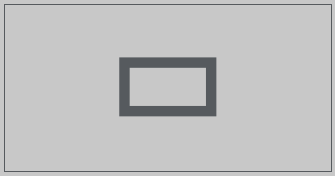
to activate the microphone hold and tilt the unit, so that this left side is facing upwards. the mic led will be green.

17.1 microphone mode

press to increase microphone volume.

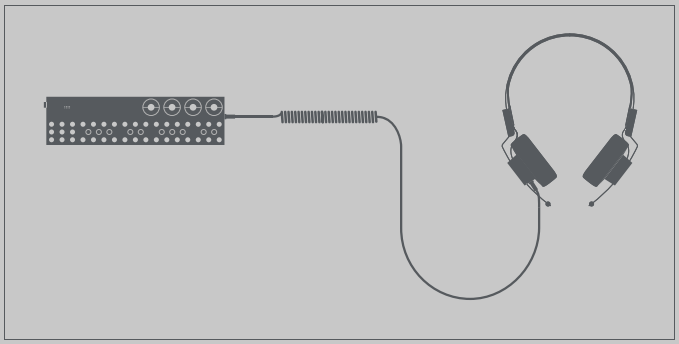
press to decrease microphone volume.

press to toggle between fx1, fx2, both fx1 & fx2, and no effect.



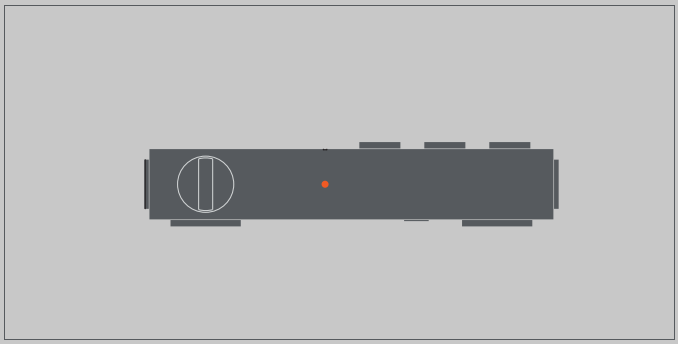
press and hold to enable the microphone. the mic led will be red.

17.2 headset mode



having a headset connected to OP-Z and pressing the headset answer button will toggle headset mode.

this will disable the built-in microphone and activate the headset mic.



the mic led on OP-Z will be orange.

the volume and fx control buttons will function the same as in microphone mode, however the headset mic will be constantly enabled.

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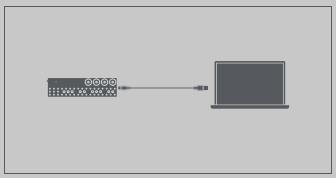
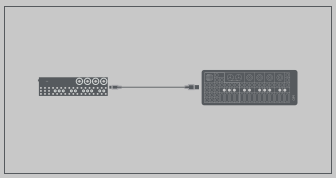
18. usb

return to menu

18.1 usb introduction

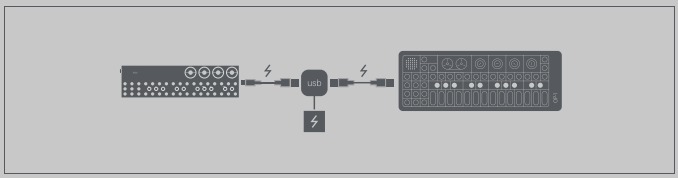


OP-Z can be controlled using the usb midi port. connect OP-Z to a computer or other usb host using the included C to A cable. if using a C to C cable, please make sure to use a high quality cable.



OP-Z has usb host functionality that allows you to connect usb devices directly into the usb-c port.

OP-Z supports most usb midi devices that adhere to the usb plug-and-play standard.



the OP-Z can provide a maximum of 100 mA which is not enough for some midi devices. for these cases, use a powered hub. please refer to the whitelist to see which hubs are supported.

some devices present themselves as more than one midi device, which currently is not supported by the OP-Z. please refer to our device whitelist if you want to be on the safe side. this list will be extended over time.

18.2 supported devices

this list is does not include all supported devices but rather the ones that we recommend and guarantee to work. the list will be extended over time.

midi device	direct	needs external power	comments
OP-1	yes	no	
oplab	yes	yes	
KORG microKEY Air	yes	no	

powered hub	direct	needs external power	comments
Kingston Nucleum	yes	yes	

usb adapter	direct	needs external power	comments
Apple C to A	yes	no	
AUKEY C to A	yes	no	

dmx interface	direct	needs external power	comments
ENTTEC DMXUSB PRO	yes	no	
ENTTEC DMXUSB PRO Mk2	yes	yes	

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19. midi

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19.1 midi introduction

each of the OP-Z's 16 tracks can both send and receive midi. the outgoing cc values of each parameter on each track can be assigned a custom control number. the outgoing channel of each track can also be customized.

19.2 external clock

sending a midi timing clock to your OP-Z will automatically put it into external sync mode. this is indicated by four green leds showing the current tempo when tempo button is held.

19.3 midi config shortcuts

midi settings for the OP-Z can be configured via the module track. first go to the module track by holding shift and pressing module. the midi settings are turned on or off by holding shift and then pressing the corresponding keys while in the module track. if the led is lit the

key combination	setting	description
shift + 1	channel one to active	any incoming midi on channel 1 is redirected to the currently active track
shift + 2	incoming midi	enable incoming midi
shift + 3	outgoing midi	enable outgoing midi
shift + 4	midi clock in	enable incoming midi clock
shift + 5	midi clock out	enable outgoing midi clock
shift + 6	enable program change	enable program change in/out
shift + 7	alt program change	on: use bank 1–16 / program 1–16 to set active pattern. off: pattern 1–16 is activated with bank 1 / program 1–128 and bank 2 / program 1–32.
shift + 8	midi echo	echo incoming midi back on same port
shift + track 1 - 16	mute track	mute the outgoing midi on the corresponding track.

19.4 midi config content mode

use the midi.json file found in content mode to customize the OP-Z midi configuration.
the available settings are as follows:

setting	range	description
channel_one_to_active	true / false	any incoming midi on channel 1 is redirected to the currently active track
incoming_midi	true / false	enable incoming midi
outgoing_midi	true / false	enable outgoing midi
timing_clock_in	true / false	enable incoming midi clock
timing_clock_out	true / false	enable outgoing midi clock
enable_program_change	true / false	enable program change in/out
alt_program_change	true / false	true: use bank 1–16 / program 1–16 to set active pattern. false: pattern 1–160 is activated with bank 1 / program 1–128 and bank 2 / program 1–32.
midi_echo	true / false	echo incoming midi back on same port
track_enable	true / false	enable midi per track
track_channels	1 – 16	set outgoing channel per track
parameter_cc_out	0 – 255	set outgoing cc value per parameter per track

19.5 midi config via app

the OP-Z midi configuration can be set using the OP-Z app. using the app it is also possible to assign the midi cc values and midi send channels for each track.

read here for more information.

19.6 incoming midi table

parameters	absolute			relative		
name	cc	track/ channel	range	cc	track/ channel	range
parameter 1	1	1-16	0-127	32	1-16	1, 127
parameter 2	2	1-16	0-127	33	1-16	1, 127
filter cutoff	3	1-16	0-127	34	1-16	1, 127
filter resonance	4	1-16	0-127	35	1-16	1, 127
envelope attack	5	1-16	0-127	36	1-16	1, 127
envelope decay	6	1-16	0-127	37	1-16	1, 127
envelope sustain	7	1-16	0-127	38	1-16	1, 127
envelope release	8	1-16	0-127	39	1-16	1, 127
lfo depth	9	1-16	0-127	40	1-16	1, 127
lfo speed	10	1-16	0-127	41	1-16	1, 127
lfo target	11	1-16	0-127	42	1-16	1, 127
lfo shape	12	1-16	0-127	43	1-16	1, 127
fx 1 send	13	1-16	0-127	44	1-16	1, 127
fx 2 send	14	1-16	0-127	45	1-16	1, 127

pan	15	1-16	0-127	46	1-16	1, 127	
volume	16	1-16	0-127	47	1-16	1, 127	
portamento	17	1-16	0-127	48	1-16	1, 127	
note style	18	1-16	0-127	49	1-16	1, 127	

system			
name	cc	track/ channel	range
track gain	50	1-16	0-127
track gain (relative)	51	1-16	1, 127
reset track	52	any	any
mute	53	1-16	0-1
audio mute	54	1-16	0-1
mute group	55	1-16	0-9
tempo	56	any	0-127
swing	57	any	0-127

track			
name	cc	track/ channel	range
track step count	60	1-16	1-16
track step length	61	1-16	1-16
quantize	62	1-16	0-127
note length	63	1-16	0-127

other / real time			
name	cc	track/ channel	range
start			
stop			
continue			
program change		1-16	0-15
program change		1, 2	0-127
clock			
pitch bend		1-16	
song pointer		not used	
sense		not used	

ui			
name	cc	track/ channel	range
active track	102	1-16	0-127
parameter	102	1-16	1, 127

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20. disk modes

return to menu

20.1 introduction

there are a couple of ways to connect the OP-Z to a computer. to update the firmware of the unit or to perform a factory reset, you can use upgrade mode.

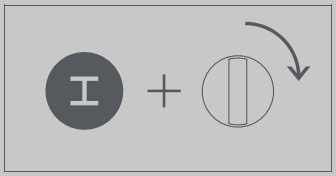
to add, remove or modify the OP-Z content, use content mode. both modes connect the OP-Z to a computer using usb. remember to always safely eject the OP-Z disk before disconnecting from the computer or unplugging usb.

20.2 content mode

content mode allows you to backup and restore content on OP-Z, as well as adding custom content, such as adding your own sounds. this is also where you manage your projects and access your bounces

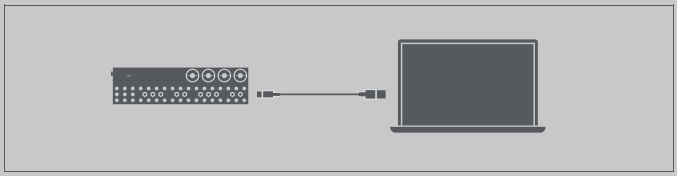
finally you can use content mode to configure midi and dmx.

enter content mode like this:



press and hold the track button while turning on the unit.

OP-Z will start in content mode, and all track leds will be green.



connect your OP-Z to your computer via the usb cable provided.

.

once connected it will show up in the computer as an external removable usb disk.

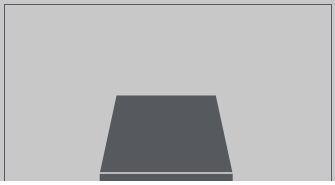
open the OP-Z disk on your computer to access the files.

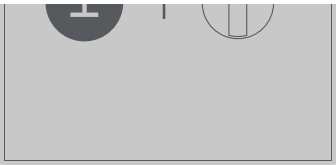
note: remember to eject the disk before disconnecting.

20.3 import sounds

you can add your own sounds and sample packs to OP-Z. the supported file format is the OP-1 .aif sample format. for drum tracks it is the drum sample format and for synth tracks it is the synth sample format.

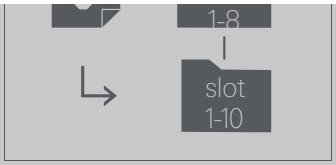
you can either export samples from OP-1, build your own packs using the OP-1 drum utility, or download packs from the web. to import sounds and sample packs into OP-Z do the following:





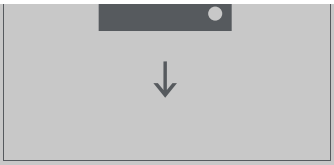
make sure OP-Z is in content mode by holding track when power cycling the unit. connect it to a computer. open the OP-Z disk and open the 'samplepacks' folder.

the 10 slots of a track are represented by ten sub folders for each track.



drag and drop your sound files to the different track folders 1–8 and slots 1–10.

choose a free slot folder and place your new sample pack there. only one sample pack per slot folder will be imported, any additional ones will be rejected.



safely eject the usb disk.

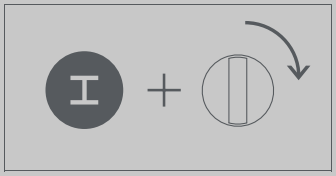
OP-Z will update and restart when ready. do not power off your device during this process.

to access the new sounds in OP-Z select the corresponding track and slot.

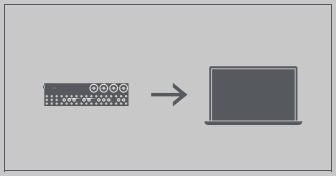
you can store a total of 32 MB of sample data.

remove any sample files you do not use anymore to make room for new ones.

20.4 backup content

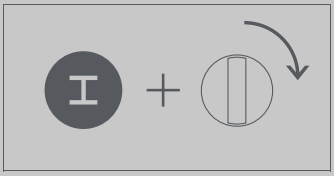


make sure OP-Z is in content mode and connected to a computer.

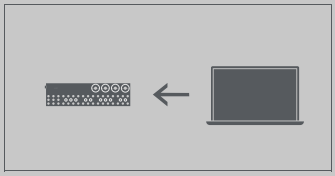


open the OP-Z disk and drag and drop the desired files from OP-Z to your computer.

20.5 restore content



make sure OP-Z is in content mode and connected to a computer.



open the OP-Z disk and drag and drop the desired files from your computer to the corresponding locations on the OP-Z disk.

type	add	modify	remove
projects	yes	yes	yes
sample packs	yes	yes	yes
bounces	no	no	yes
config	no	yes	no

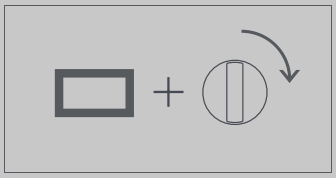
this chart shows which operations are available per type of content:

any changes you do to the files on the OP-Z disk are reflected on the unit after you eject the disk. wait for the unit to synchronize the content and restart in normal mode.

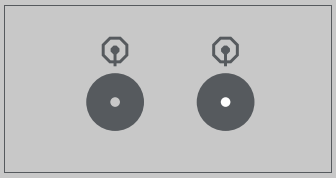
if any content was rejected, it will end up in a folder named 'rejected' on the OP-Z disk the next time content mode is entered.

note: please see the how_to_import.txt and how_to_dmx.txt files, both found on the content disk, for further reference.

20.6 upgrade mode



upgrade mode is used for



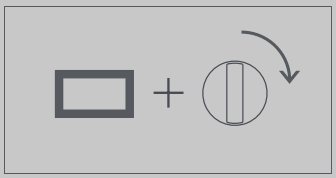
OP-Z will start in upgrade

updating the OP-Z firmware and for initiating a factory reset.

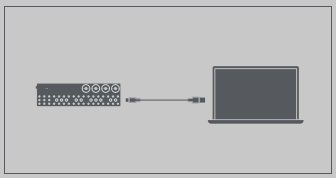
press and hold the screen button while turning on the unit.

mode, the kick led will be blinking white and the parameter dial leds will all be white.

20.7 software update

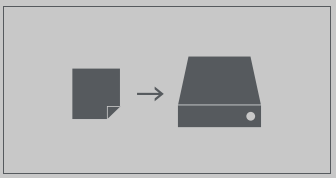


to update the OP-Z firmware, make sure OP-Z is in upgrade mode.

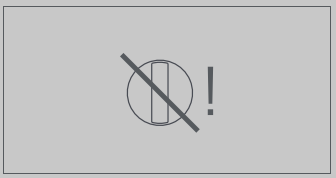


connect the unit to a computer using usb.

OP-Z will show up in the computer as an external removable usb disk.



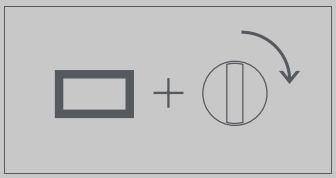
drag and drop the firmware file onto this disk and make sure it's copied in full.



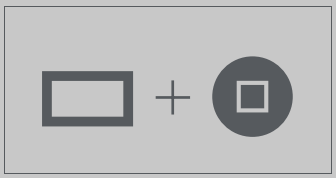
safely eject the usb disk. OP-Z will update and restart in normal mode when ready.

note: do not power off your device during this update process.

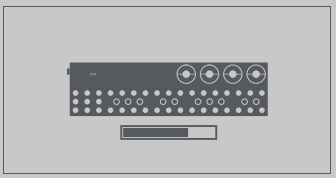
20.8 factory reset



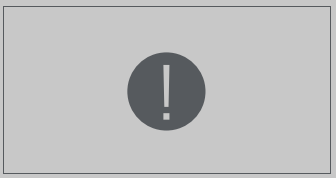
upgrade mode can also be used to initiate a factory reset, restoring OP-Z to its original factory settings.



make sure OP-Z is in upgrade mode. press and hold screen and stop for a second.



this triggers factory reset and OP-Z will restart in normal mode when ready.



note: any custom user content will be removed when a factory reset is performed.

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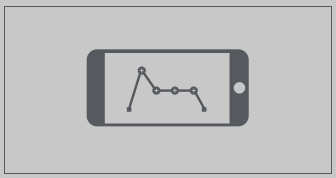
21. OP-Z app

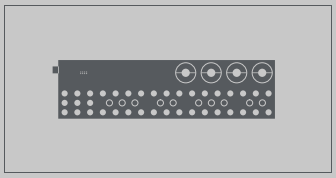
return to menu

21.1 app introduction



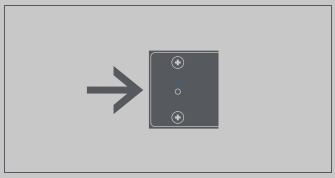
use the OP-Z app together with your OP-Z to get detailed info about your compositions, enable multi touch features and experience live 3d visuals. download the OP-Z app from app store. currently available for ios and macos.

21.2 pairing with OP-Z

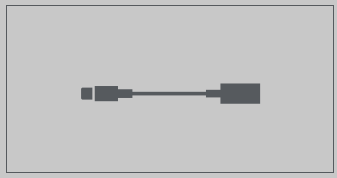


go to the devices screen in the app. if you have navigated somewhere else use the main menu to get there.

tap the scan button to show a list of BLE devices available to your system.

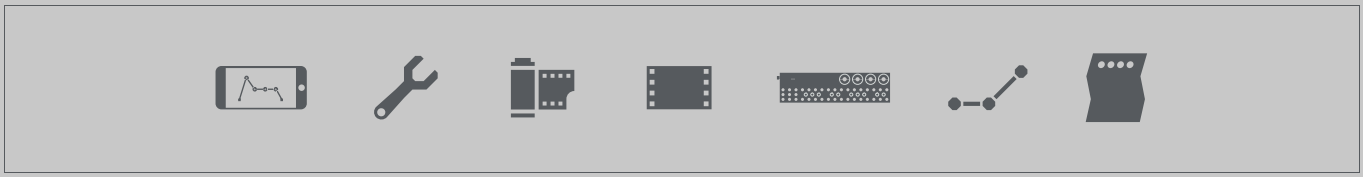


push the pair button on the backside of your OP-Z. tap to connect when it appears in the device list.

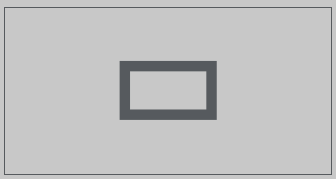


if you prefer you can use a usb-c to lightning adapter to get a wired connection.

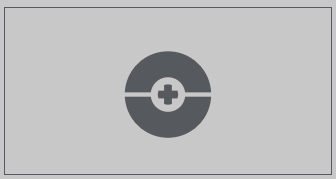
21.3 navigating the app



apart from acting as a screen for the OP-Z, the app provides a number of unique features of its own. everything can be accessed through the main menu.

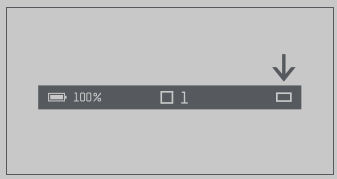


press and hold the screen key on the OP-Z to access the main menu.



use any color dial on the OP-Z to scroll the main menu.

use the step keys to speed dial. release screen key to confirm your selection.

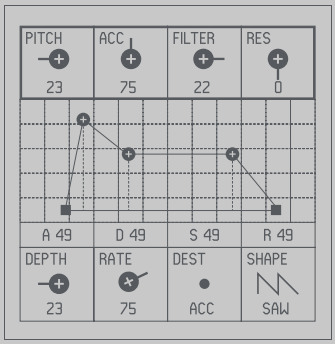


you can also access the main menu by tapping the screen icon in the status bar of the app. swipe to

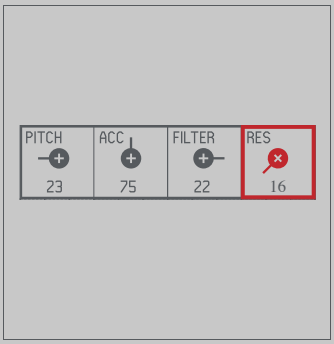
navigate the menu. tap to confirm your selection.

21.4 screen

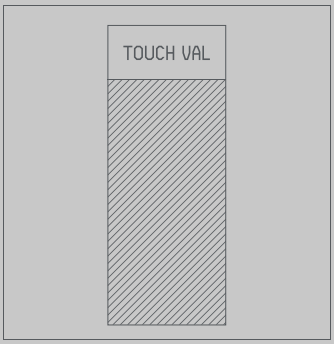
this is the OP-Z external screen and main user interface. view and tweak the multitude of parameters on your OP-Z.



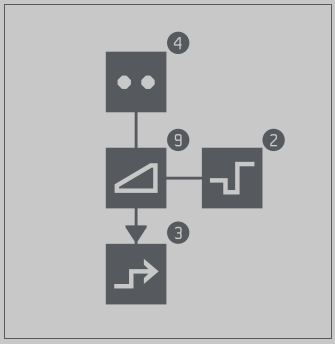
on most tracks you get an overview of all the control parameters. the parameter indicators are grouped into pages just like on the OP-Z itself.



tap any of the indicators to select the parameter for touch tweaking. notice how the dial led colors change to match the selected page color.



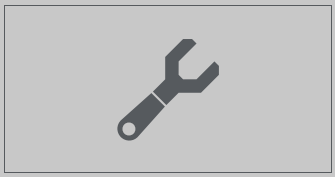
drag your finger over the touch pad area to make fine adjustments to the selected parameter.



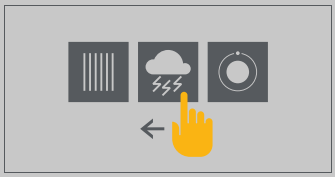
while editing step components on the OP-Z a wiring diagram will display temporarily on screen.

the performance track will show visual punch-in effects. punch-in effects are also overlain on the audio track screens when the shift key is held on OP-Z.

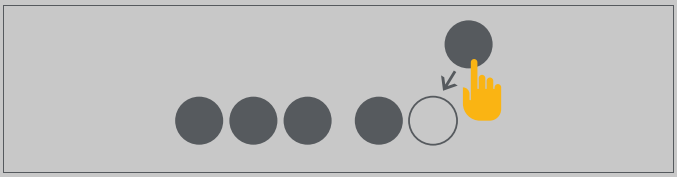
21.5 configurator



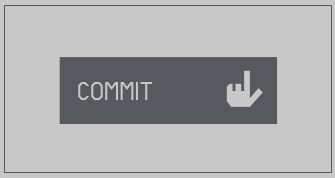
this is where you configure what plug goes in what slot on your OP-Z.



swipe to scroll through the list of available plugs for the active track.



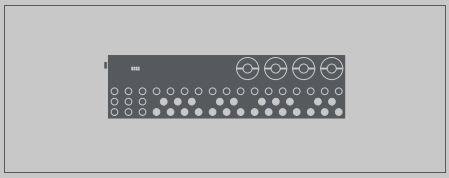
the round slots at the bottom of the screen correspond to the 10 value keys on the OP-Z. grab the current plug from round area in the center of the screen. drag & drop to the slot where you want it.



when you are happy with you slot configuration hit commit to transfer to the OP-Z.

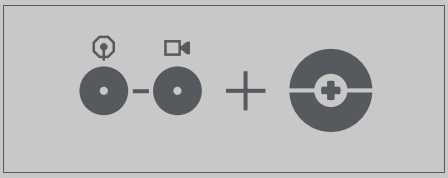
hit revert if you want to reload the configuration from your OP-Z.

21.6 photomatic



photomatic lets you snap and arrange photos with the camera on your ios device. you can sequence the images and apply effects using the OP-Z.

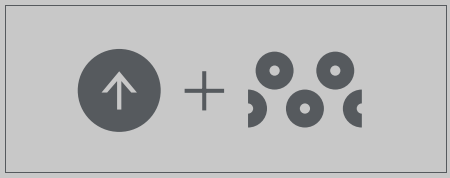
a photomatic camera roll consists of 24 image slots.
play the 24 piano keys on track 16 to display the corresponding images.
you can sequence these changes just like you sequences musical notes.



use the color dials on track 16 to apply photomatic adjustments to your images:

- hue
- saturation
- brightness
- contrast.

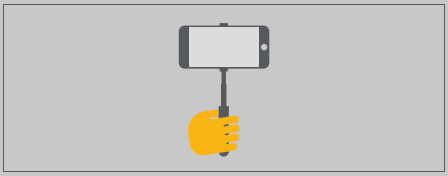
be careful, extreme settings on brightness and contrast can make your images appear too light or dark.



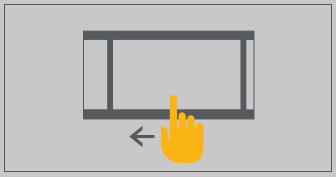
you can apply punch-in effects to photomatic too.
the black keys switch between the 10 photomatic camera rolls. the white keys apply various effects:

- previous image
- next image
- random image
- first image
- invert color
- flip horizontal
- flip vertical
- punch zoom
- white out
- black out
- sharpen
- kill red
- kill green
- kill blue

press and hold the screen index key to activate the photomatic remote shutter. press any of the 24 piano keys to snap photos with the camera on your ios device. photos will be saved to the corresponding slot in the photomatic camera roll.

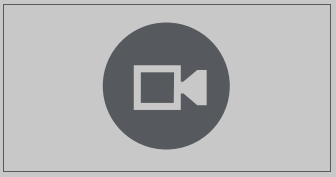


while using the OP-Z remote shutter feature use a camera stand or friendly bystander to hold your ios device.

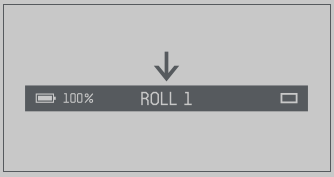


you can also use the touch screen to work with photomatic. swipe to scroll through the images. this will

instead of snapping new photos you can load existing images from the photo library on your ios



tap the camera button to toggle the camera on your ios device on/off. the flip button cycles available



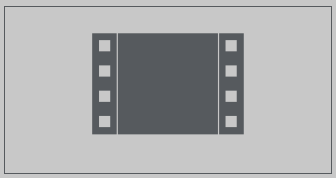
access the photomatic roll selection by tapping the current roll text in the status bar.

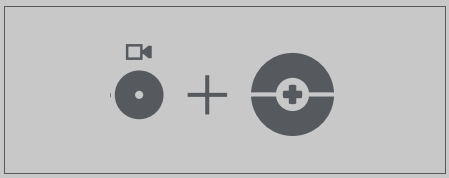
bring up a helpful touch button interface.

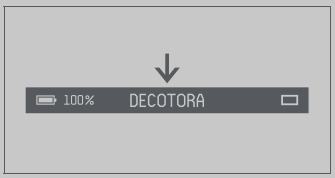
device.

cameras. the snap button takes a photo and saves it to the current image slot.

21.7 motion







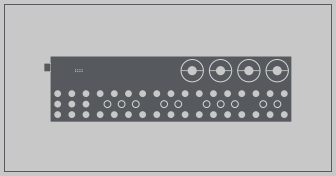
display and control live 2d or 3d visuals. load one of the included videopaks, or load one you or your friend made using the free unity toolkit videolab.

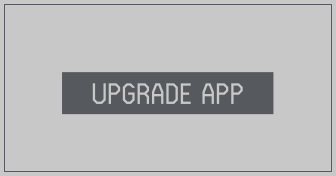
use the musical keyboard on track 16 to control the visuals. black keys make cuts between cameras. white keys apply various effects while held. you can sequence these changes just like you sequences musical notes.

the color dials on track 16 can also be used to tweak various properties of the visuals.

access the selection of installed videopaks by tapping the current videopak text in the status bar.

21.8 devices

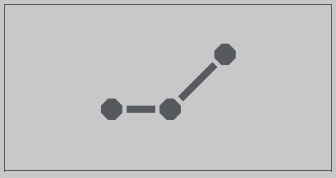


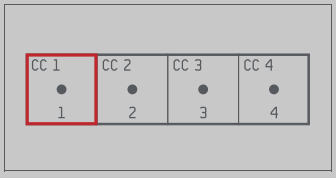


if you have multiple OP-Z devices available you can browse them and select which one to connect to the app.

if your app is too old to work with the firmware of an available OP-Z you will get an option to upgrade the app. if the firmware is too old, visit the download page for instructions on how to upgrade your OP-Z.

21.9 midi setup





here you can tweak the midi connectivity settings of your OP-Z.

select a parameter indicator and use the touch pad to edit the midi control change number it sends out.

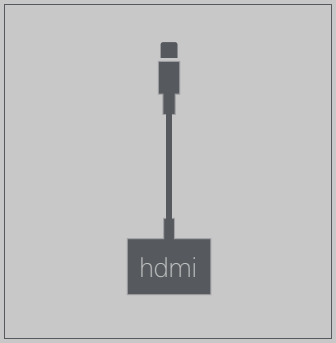
tap the + and – buttons to edit the midi channel used by this track.

toggle the global midi settings by tapping these boxes. refer to the midi reference section for detailed descriptions of these settings.

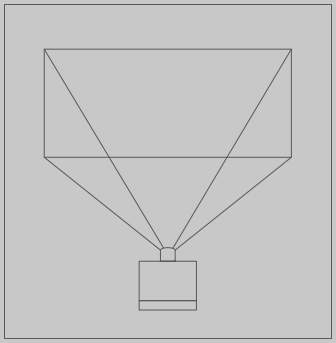
21.10 guide

this very guide conveniently available inside the app. an internet connection is needed to access the guide.

21.11 video out

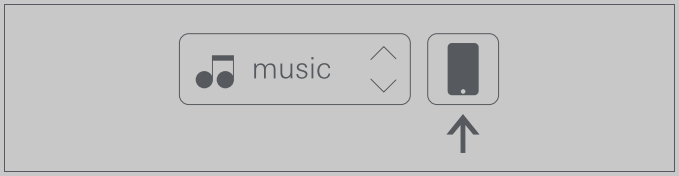


the OP-Z app supports external displays over the ios lightning to hdmi adapter. simply connect the adapter to your ios device and run an hdmi cable from the adapter to an external display or projector.



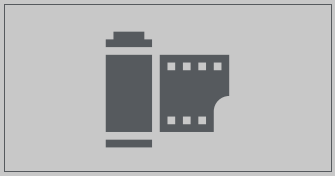
photomatic and motion will automatically render to the external display. the app user interface stays on the ios device screen.

21.12 file transfer



connect your ios device computer and launch itunes. click the minuscule device button next to the music dropdown in itunes.

in itunes click file sharing in the ios device panel to the left. select select OP-Z in the list of available apps. under OP-Z documents to the right you will see a few folders.



the photomatic folder contains all your photomatic camera rolls. drag and drop the photomatic folder from itunes to your desktop. in the folder there are 10 subfolders, one for each photomatic camera roll. each roll folder contains up to 24 images and a simple configuration file called roll.json. if you edit the image content of a roll folder, trash the configuration file - the app will rebuild it once you relaunch. when you are done drag and drop the photomatic folder back to itunes to replace the old folder.

the motion folder is used to install custom videopaks. videopaks are designed in videolab, our unity toolkit. learn more about videolab on github.

to install a custom videopak simply drag and drop it into the videopaks folder in itunes.

previous chapter return to menu next chapter

22. reference

return to menu

22.1 synth engines

bow	
string synthesis	
	
	
tension	chorus

cluster	
clustered oscillators	
	
	
tone	gravity

digital	
digital raw engine	
	
	
octave	feedback

electric	
complex and transforming	
	
	
cross mod	x mod

saw	
filtered waves	
	
	
envelope	tone

shade	
smooth piano	
	
	
detune	drive

sample	
pcm sample player	
	
	
pitch	

uranus	
clean bass	
	
	
tone	feedback

volt	
multi oscillator electric synthesis	
	
	
oscillator variation	oscillator modulation

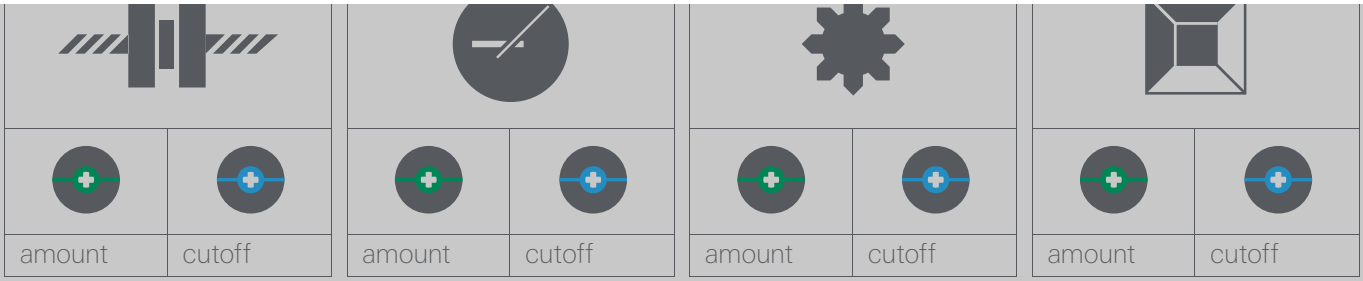
22.2 fx engines

crush	
type: vector semilinear crusher	

delay	
type: basic digital delay	

dist	
type: overdrive distortion	

rymd	
type: digital reverb	



previous chapter return to menu end of guide