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710-00021 OP-Z MANUAL
DRAWING + ARTWORK REV. E
MATERIAL 60 G PAPER

SCALE 1:1

FRONT

212.5

57.5

345

quick guide

overlay

overlay

overlay

overlay

read first

before connecting the unit to other devices, turn off the power to all units. this will help prevent malfunctions and/or damage to speakers or other devices.

never connect the headphone jack to a microphone input on a sound card or mixer with phantom power active. this will damage the OP–Z.

start with guided tour

use the colored overlays that came with the packaging to optimize this quick guide tour.

in the app go to 'OP–Z' to access the interface.

start the sequencer by pressing play and listen to the current pattern.

OP–Z is now in play mode. press stop to pause the music.

record live

in addition to step programming you can also record live. use the blue overlay (3). select the lead track by holding track and pressing lead. press play. and while in play mode, hold rec and play notes on the musical keyboard. the notes will be placed in the sequencer according to your own free timing.

press and hold track together with stop for a second if your want to clear the current track and record again.

step components

each step can have multiple step components, adding unique playback behavior per step. hold shift and select a step, select a component and adjust settings – 0–9.

example: let's trigger a step every fourth cycle. use the yellow overlay (5). select the snare track by holding track and snare. hold shift and press the two last steps on the sequencer. keep holding shift and press the last step component key. now press 9.

see chart 02 for a reference of all the step components.

color dials

the color dials are used to adjust the parameters of OP–Z. use the red overlay (7). turning a dial on an audio track will affect the sound of that track. by holding a step and turning the dials you lock the corresponding parameters to that specific step.

parameter pages

each track can have multiple pages of parameters. press shift to toggle page. each page is color coded so you always know what you're controlling. see chart 03 for reference of parameter pages.

power on

turn the yellow knob clockwise to turn on the OP–Z. after the startup sound the unit is ready to be used. keep turning to adjust the master volume.

charge

connect the included usb cable to the unit and charge it using a computer or any other usb compliant charger (5.0V).

holding screen ⬜ the green led lights indicate, from 1 to 16, how much battery is left.

select project

use the green overlay (1). press and hold project and press 0–9 to select a project. on your new unit, 0 is empty and a good option when starting to build your own patterns. each project contains 16 patterns and the first pattern is selected by default.

select track

each pattern contains 16 tracks. press and hold track and press kick to select the kick track.

quantize

to gradually quantize notes on the currently selected track, hold track and turn the yellow dial.

glide

if you want to add glide or portamento between notes, again on the currently selected track, hold track and turn the red dial.

punch-in effects

now that you have created a pattern it's time to punch in some effects. use the yellow overlay (6). hold track and press perc to select that track.

while in play mode press and hold shift and momentarily hold the piano keys to add different punch-in effects.

if also holding rec the punch-in effects will be recorded and stored to the performance track.

more controls

by holding track or top index buttons and turning color dials you get access to even more controls.

holding track lets you control default note length, playmode, quantization and glide for the active track.

holding mixer controls drum and synth bus levels, global compressor and global level.

hold tempo to adjust bpm, swing, and the sound and level of the metronome. see chart 01 for reference.

pair

to pair the unit with the OP–Z app activate bluetooth on your iphone and open the OP–Z app.

in the app, go to 'devices'. press the button on the back of OP–Z to activate pairing mode. press 'connect' in the app.

the led will be blinking blue when available for pairing, and solid green when paired.

place notes

use the piano keys on the musical keyboard to find a sound you like. the latest played sound can be placed in the sequencer by pressing the step buttons. use the green overlay (2) as an example of where to place the triggers.

now do the same with snare, percussion and bass. select the tracks, find sounds and place them in the sequencer. this is called step programming.

change tempo

use the blue overlay (4). press and hold tempo and turn the green dial to adjust the bpm to your liking – between 40–200 bpm.

you can also hold tempo and press the numbers 0–9 corresponding to the bpm you want.

finally you can also tap the tempo by holding tempo and tapping any of the white piano keys.

performance mode

performance mode works like punch-in effects except you don't have to hold shift – and all tracks are affected.

hold track and press perform to go to performance mode.

press play. while in play mode press the piano keys to add punch-in effects.

any recorded effects are stored to the steps and can be cleared by pressing the corresponding steps again.

chart 01

ꞮꞮ	note	playmode	quant	glide
ⅈⅉⅈ	drums	synths	compress	level
◪	bpm	swing	sound	level

step components
chart 02

	pulse	pulse hold	multiply	velocity	ramp up	ramp down	random	glide	sweep	tonality	jump	param spark	comp spark	trigger spark
1	count: 1	count: 1	X1	−4	2 steps 1 octave	2 steps 1 octave	2 steps 1 octave	glide: 1	filter up	ignore chord progr	jump to start	1	1	1
2	count: 2	count: 2	X2	−3	3 steps 1 octave	3 steps 1 octave	3 steps 1 octave	glide: 2	filter down	transpose only	jump to 2/4	1 2	1 2	1 2
3	count: 3	count: 3	X3	−2	4 steps 1 octave	4 steps 1 octave	4 steps 1 octave	glide: 3	synth up	offset octave	jump to 3/4	1 2 3	1 2 3	1 2 3
4	count: 4	count: 4	X4	−1	5 steps 1 octave	5 steps 1 octave	5 steps 1 octave	glide: 4	synth down	offset fifth	jump to 4/4	1 2 3 4	1 2 3 4	1 2 3 4
5	count: 5	count: 5	X5	default	6 steps 1 octave	6 steps 1 octave	6 steps 1 octave	glide: 5	pan	offset third	jump to random	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5
6	count: 6	count: 6	X6	+1	2 steps 3 octaves	2 steps 3 octaves	2 steps 3 octaves	glide: 6	filter up long	chrom up	align to global track	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6
7	count: 7	count: 7	X7	+2	3 steps 3 octaves	3 steps 3 octaves	3 steps 3 octaves	glide: 7	filter down long	chrom down	skip step	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7
8	count: 8	count: 8	X8	+3	4 steps 3 octaves	4 steps 3 octaves	4 steps 3 octaves	glide: 8	synth up long	quantize 1	reverse	1 2 3 4 5 6 7 8	1 2 3 4 5 6 7 8	1 2 3 4 5 6 7 8
9	count: 9	count: 9	broken chord	mute	5 steps 3 octaves	5 steps 3 octaves	5 steps 3 octaves	direct	synth down long	quantize 2	quantize 2	random	random	random
0	random	random	quantize	random	6 steps 3 octaves	6 steps 3 octaves	6 steps 3 octaves	random	pan long	quantize 3	quantize 3	reset counter	reset counter	reset counter

dials and pages
chart 03

Group 1

(white)	pitch	reverse	filter	res
(green)	start	attack	hold	decay
(purple)	amount	speed	target	shape
(yellow)	fx 1 send	fx 2 send	pan	level

Group 2

(white)	param 1	param 2	filter	res
(green)	attack	decay	sustain	release
(purple)	amount	speed	target	shape
(yellow)	fx 1 send	fx 2 send	pan	level

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Group 3

(white)	param 1	param 2	filter	res
(green)	attack	decay	sustain	release
(blue)	speed	pattern	style	range
(yellow)	fx 1 send	fx 2 send	pan	level

Group 4

(white)	param 1	param 2	filter	res

Group 5

(white)	speed	param 2	filter	res
(green)	fx 1 send	fx 2 send	pan	level

Group 6

(white)	chorus		filter	res

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warranty
the OP–Z is fully factory tested and comes with a 12 month (from original 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. the warranty does not cover damages from spilled liquid of any kind on the product.

disclaimer
although teenage engineering will use all reasonable endeavours to ensure the accuracy and reliability of this product, neither teenage engineering nor any third party supplier will be liable for any loss or damage in connection with the sale or use of the product except for: a) personal injury caused by our negligence or that of our employees or agents when acting in the course of their employment with ourselves and; b) any other direct loss or damage caused by our gross negligence or wilful misconduct.

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