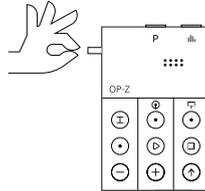


OP-Z quick start guide

1. power up

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

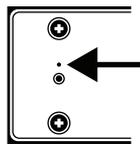


2. app (optional)

to pair the unit with the OP-Z app, activate BLE on your device and open the OP-Z app. in the app, go to 'devices' and press 'scan'. (you do not have to press scan on android.)



push the button on the back of OP-Z and press 'connect' in the app. the led will be blinking blue when available for pairing, and solid green when paired.



3. get started

start

start the sequencer by pressing [play] and listen to the current pattern. OP-Z is now in 'play mode'.

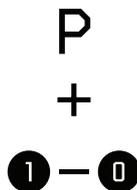


press [stop] to pause the music.



select project

press and hold [project] and select [0-9] to choose a project. on your new unit, project 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.

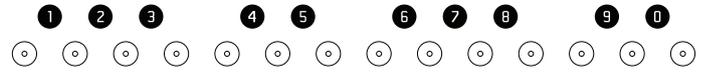


select track

each pattern contains 16 tracks. press and hold [track] and press [kick] to select the kick track. the active track is indicated by a white led when holding the track selection button.



4. make a beat



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.

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



record live

in addition to step programming you can also record live. select the [lead] track.



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.



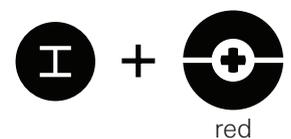
quantize

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.



change tempo

press and hold [tempo]. 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, such as [1], [2], [7].



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



OP-Z quick start guide

5. effects

punch-in effects

now that you have created a pattern it is time to punch in some effects. hold [track] and press [percussion] to select it.

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

if you also hold the [record] button the punch-in effects will be recorded and stored to the performance track.



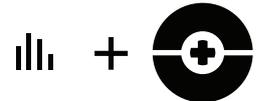
more controls

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

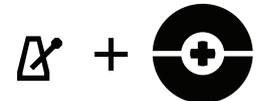
holding [track] lets you control default note length, playmode, quantization and glide for the active track.



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.



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 select the performance track.

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.



7. congratulations!

you have now learned the basics of OP-Z operation. there is still much more to explore, so keep playing.

find out more about OP-Z and teenage engineering by visiting the website:
<https://teenage.engineering>



make sure to read the in-depth OP-Z user guide here:
<https://teenage.engineering/guides/op-z>

#opz

6. dials

color dials

the color dials are used to adjust the parameters of OP-Z. 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.

