OP-Z Cheat Sheet

olwal.com/op-z

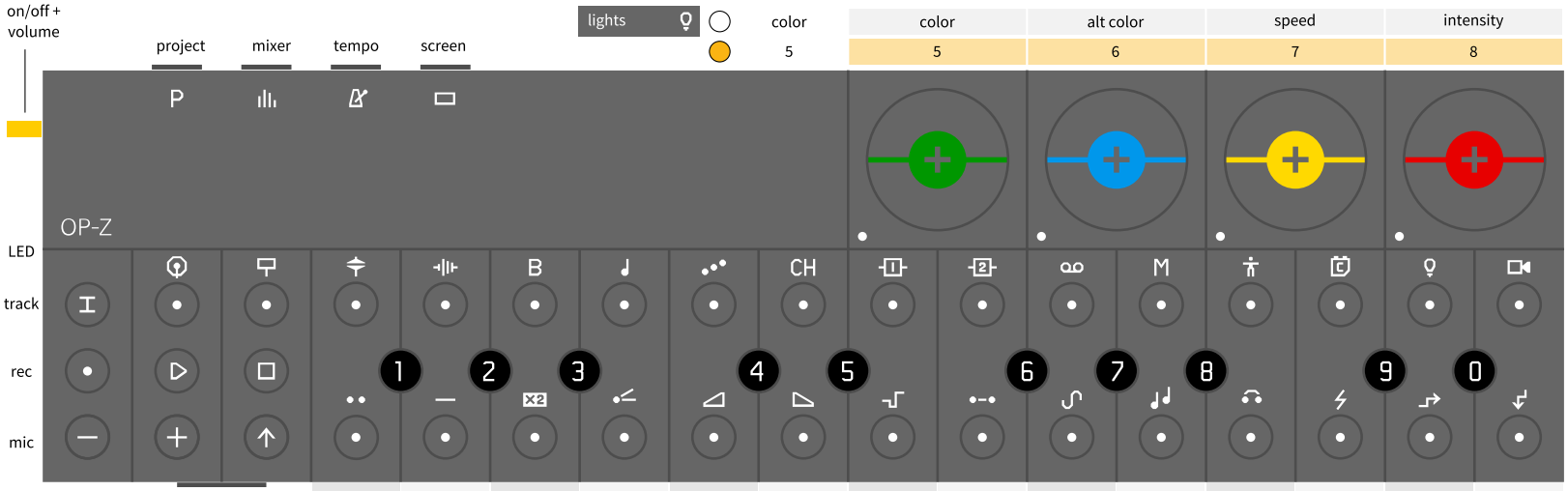
punch-in effects

low octave: current track high octave: current track group (drums | synths)

filter sweep stereo pitch short long

duck loop 1 loop 2 follow / echo ramp ↑ / fill 1 ramp ↓ / fill 2 random

track			note length	note style	quantize	portamento
mixer			drum group	synth group	punch	master
tempo			tempo	swing	sound	level
kick		sound	pitch	reverse	filter	resonance
snare		envelope	start	attack	hold	decay
percussion		lfo	depth	rate	destination	shape
sample		fx / pan / level	fx 1 send	fx 2 send	pan	level
bass		sound	param 1	param 2	filter	resonance
lead		envelope	attack	decay	sustain	release
chord		lfo	depth	rate	destination	shape
		fx / pan / level	fx 1 send	fx 2 send	pan	level
arp		sound	param 1	param 2	filter	resonance
		envelope	attack	decay	sustain	release
		arpeggio	speed	pattern	style	range
		fx / pan / level	fx 1 send	fx 2 send	pan	level
fx1		effect	param 1	param 2	filter	resonance
fx2						
tape		pitch	speed	fine tune	filter	resonance
master		chorus	chorus	drive	filter	resonance
module		1	1	2	3	4
motion		5	5	6	7	8
		9	9	10	11	12
		13	13	14	15	16
lights		color	color	alt color	speed	intensity
		5	5	6	7	8



	octave ↓	octave ↑	shift	pulse	pulse hold	multiply	velocity	ramp ↑	ramp ↓	random	portamento	sweep	tonality	jump	param spark	comp spark	trigger spark
			pitch bend														
1				count: 1	count: 1	X1	-4	2 steps 1 octave	2 steps 1 octave	2 steps 1 octave	glide 1	filter ↑	ignore chord progression	to start	1	1	1
2												filter ↓	transpose only	to 2/4	12	12	12
3												synth ↑	offset octave	to 3/4			
4							-1					synth ↓	offset fifth	to 4/4			
5							default	6 steps 1 octave	6 steps 1 octave	6 steps 1 octave		pan	offset third	forward			
6							+1	2 steps 3 octaves	2 steps 3 octaves	2 steps 3 octaves		filter ↑ long	chromatic up	back			
7												filter ↓ long	chromatic down	to random			
8						X8	+3				glide 8	synth ↑ long	quantize 1	stay	1234 5678	1234 5678	1234 5678
9				count: 9	count: 9	broken chord	mute				direct	synth ↓ long	quantize 2	align to global track	random	random	random
0				random	random	quantize	random	6 steps 3 octaves	6 steps 3 octaves	6 steps 3 octaves	random	pan	quantize 3	gate step	reset counter	reset counter	reset counter

step components