



- 01 OPEN YOUR OP-Z IN CONTENT MODE [+ ON/OFF] OP-Z MANUAL 20.2
- 02 MAKE A BACKUP OF YOUR UNIT AND REMOVE ALL FILES IN THE OPZ DISK.
- UNZIP "KARATE KIT" PACK AND COPY ALL "ZK01" FILES IN THE OP-Z DISK_
- IF YOU WANT TO IMPORT SOUNDS ONLY, SELECT THE AIFF FILES IN "KKS01"
- FOLDER AND COPY IT ON YOUR OP-Z _ MANUAL 20.3 (IMPORT SOUNDS) *









PROJECTs + + *

PATTERNS + + * ® ®

SOUND KITS [*. AIF FILES]

+ GROUP MUTE + SYNTH PATCHES

>>> HTTPS://DIGI-TO45.WIXSITE.COM/DIGITOUCH/ZETA

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EACH AIF FILE CONTAINS 24 SAMPLES

IN KIT CONTENT : PDF INSTRUNCTION + ZETA 1 (ZIP) + PERSONAL LINK IF YOU NEED TO RETURN BACK TO INITAL POINT, HOLD P AND - BUTTON (OP-Z KEY) THE ACTIVATION AND DEACTIVATION OF THE CHANNELS ON THE MASTER TRACK (HOLD I + TRACK) WILL HAVE REPERCUSSIONS ON THE RANDOMIZATION (TRY IT ON PATTERN 01!)

IN THE VIDEO DEMO WE HAVE USED "SPHERE" PACK BY KEIJIRO TAKAHASHI MADE IN UNITY®



MUTE GROUP IS A NICE WAY FOR PATTERN PROGRESSION! |+*#| PERFORMANCE MODE TOO!!***

PROPTIPS: SELECT TRACK AND SAMPLE ON THE OPZ KEYBOARD PRESS AND HOLD SHIFT + PIANO KEY TO APPLY PUNCH-IN EFFECT!

THE LAST SOUND SELECTED IN EACH TRACK INTERACTS IN DIFFERENT WAYS WITH THE OP-Z PERFORMANCE MODE...HAVE FUN!



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PS: THE ORIGINAL SOUNDS REMAINED INTACT ON THE OP-Z DISCZ _ WE HAVE ONLY ADDED OUR KITS & PROJECTS, HAVE FUN ^_^



V1.03 REV88

-2-[PROJECT 01] 1B VARIANT OF PATTEN 1- MUTE GROUP 7 [PROJECT 02 [PROJECT 03] • VERSION 1.03 REV88 TEENAGE ENGINEERING OP-Z KIT HTTPS://DIGI-TOYS.WIXSITE.COM/DIGITOUCH/ZETA @ 2019 DIGI-TO45

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