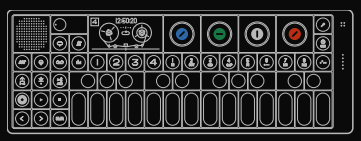
OPUS 2

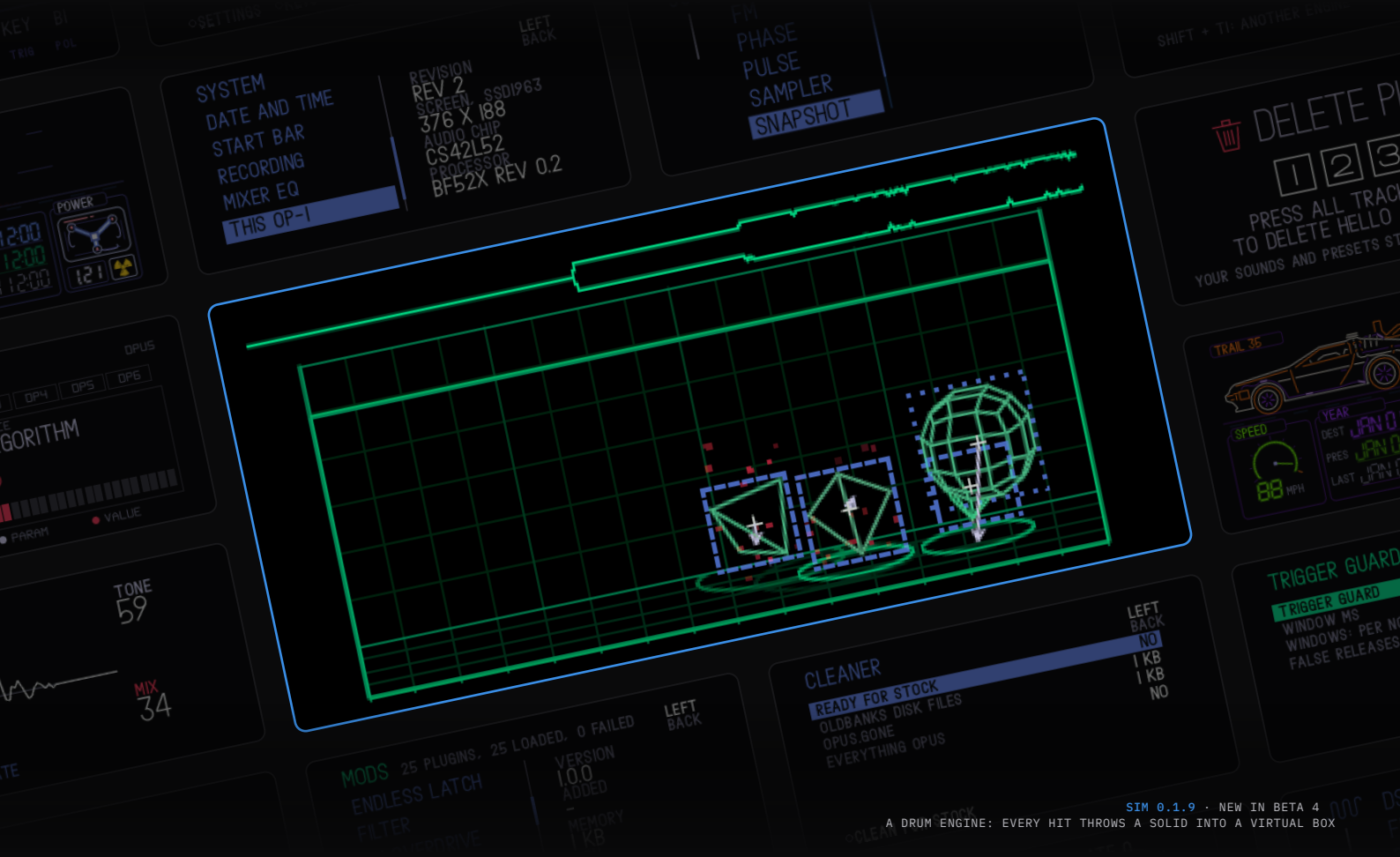
PLUGIN MANAGER FOR OP-1
GESTIONNAIRE DE PLUGINS POUR OP-1
PLUGIN-MANAGER FÜR OP-1
OP-1用プラグインマネージャー



PUBLIC BETA

4

BUILD 6 · CORE 2.33



SIM 0.1.9 · NEW IN BETA 4
A DRUM ENGINE: EVERY HIT THROWS A SOLID INTO A VIRTUAL BOX

25	8	512	27 → 7 %
PLUGINS IN THE STARTER PACK	LFOS AND ENVELOPES ON ONE PAGE	PRESETS AS FILES ON THE USB DISK	A STILL DRUM PAGE'S SHARE OF THE CPU

OPUS 2 · PUBLIC BETA 4

The biggest update so far.

Plugins can add their own LFOs now, and Matrix puts eight of them on one page. Your presets are files on the USB disk. A new drum engine throws shapes into a virtual box, the OP-1's own help is back as a plugin, a monitor shows what everything costs, and silence costs almost zero resources.

IN THIS UPDATE — QUICK GUIDE OVERLEAF

1	LFOs from plugins	THE MATRIX
2	Presets are files	PRESET TOOLS
3	SIM	A DRUM ENGINE
4	Stock help and the monitor	FN HELD
5	The mods list	OFF · ORDER · DELETE
6	Lighter	AUDIO AND SCREENS
7	The audio warning	WHAT SPIKED
8	Also new	LATCH · NO LIMIT

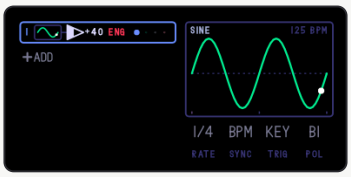
Opus is an independent project, not affiliated with or endorsed by Teenage Engineering. OP-1 is a trademark of Teenage Engineering AB.

OPUS 2 beta 4 · quick guide

FOR THE ORIGINAL OP-1, FIRMWARE 246
NOT THE OP-1 FIELD · BUILD 6 · CORE 2.33

1 LFOS FROM PLUGINS

MATRIX 0.5.1



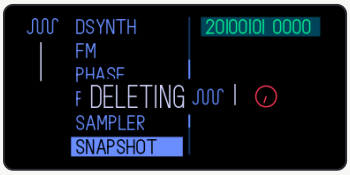
Plugins can add their own LFOs to the OP-1's LFO list now. The matrix puts up to 8 rows on one page, each an LFO or an envelope per note, with an amount and a destination. Saved with the sound.

SHAPES	SINE · TRIANGLE · SAW UP · SAW DOWN · SQUARE · SAMPLE AND HOLD
RATE	0.1–50 HZ, OR A NOTE LENGTH FROM 4 BARS TO 1/32, TRIPLETS TOO
TO	ENGINE AND EFFECT KNOBS · AMP ENVELOPE · VOLUME · PITCH · RING · DUCK

SHIFT + T4 › MATRIX · ROW · SOURCE · AMOUNT · DESTINATION

2 PRESETS ARE FILES

PRESET TOOLS 1.0.1

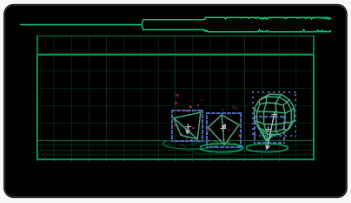


Your saved presets and kits are the files in the disk's synth and drum folders. Add, change or delete them on the computer: they're there as the OP-1 leaves disk mode. No import screen, no restart. Up to 512 in 64 folders.

HOLD SYNTH + HOLD S1–S8: OVERWRITE · BROWSER: PUSH: NAME · SHIFT + PUSH, HELD: DELETE

3 SIM

DRUM ENGINE 0.1.9



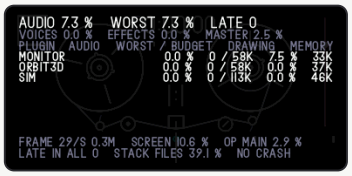
Every hit throws a solid into a virtual box, and what it does shows the key's sound.

- PITCH · ITS SIZE
- DECAY · ITS BOUNCE
- SWEEP · ITS THROW
- NOISE · ITS DEBRIS

DRUM: SHIFT + T1 › SIM · SHIFT + ENCODERS: COLOUR, SHAPE, CHOKE, DRIVE · NEEDS ORBIT3D (IN THE PACK)

4 STOCK HELP AND THE MONITOR

1.0.2 · 0.1.3



Stock help brings the OP-1's own help screen back. The monitor, beside the pack, shows what the OP-1 and every plugin cost: CPU, the audio's load, its worst block, frames, memory, the last crash.

HOLD FN: HELP, OR THE MONITOR WITH STOCK HELP OFF · SHIFT + FN: DATE AND TIME

5 THE MODS LIST

MENU › T2



Switch plugins off, order them and delete them on the OP-1 itself. A sound whose plugin is gone waits for it: its page says what's missing, and it plays again when the plugin is back.

OFF / ON, FROM THE NEXT START · ORDER: NAME, DATE, SIZE, COST · PUSH: DELETE, HOLD T1–T4

6 LIGHTER

ON THE DEVELOPER'S OP-1

STILL DRUM PAGE	▮▮▮	27 → 7% CPU
STILL SEQUENCER	▮▮▮	17 → 4% CPU
STILL TAPE	▮▮▮	7 → 2% CPU
HEAVY SOUND, IDLE	▮▮▮▮▮	½ → ¼ BLOCK
A 10 S TAKE	▮	615 → 28 WRITES

Silence costs next to nothing, and the fastest memory goes to what plays. Four plates at once play clean, and the OS has 125 KB more memory.

7 THE AUDIO WARNING

SYSTEM › AUDIO WARNING



When the audio clicks, a small red triangle at the top right names what spiked: a plugin, or "op-1" for the OS. It goes about 2 s after the clicks stop.

About 50 clicks in 2 s switch the heaviest plugin off until the next start.

8 ALSO NEW

ENDLESS LATCH	on the endless page, SHIFT SHIFT keeps recording on; SHIFT lets go
NO PLUGIN LIMIT	the 30 plugin limit is gone: memory is the only limit
LOAD REPORT	/logs/load_report.txt on the disk: attach it to a bug report
THIS OP-1	system: your OP-1's revision, screen, audio chip and processor
THE CLEANER	ready for stock, the leftovers of removed plugins, everything opus
OPUS 1	deprecated: going back to it from Opus 2 isn't supported

GET STARTED

OPUS-OP1.PAGES.DEV/#INSTALL

1 BACK UP

Disk mode (SHIFT + COM, T3): copy tape, synth and drum to a computer.

2 MAKE THE UPDATE

In the patcher, from your own op1_246.op1. It runs in your browser; nothing is uploaded.

3 INSTALL

Off, hold COM, on, press T1 in te-boot, copy the update onto the disk. s7 and s8 erase your sounds.

4 THE PLUGINS

Drag the starter pack's mods folder onto the disk and eject. At the first start your presets move into files, once.

FROM OP1R OR HUNDEKRAFT

Trying it out: install over it. For good: back up, factory reset (te-boot's 7), install, copy your presets back. Any install removes Hundekraft's plugin files: put the .knl files you have into mods/bridge after.

THE STARTER PACK

25 PLUGINS, SIX NEW · BESIDE IT: MONITOR 0.1.3, BRIDGE 0.9.1 (ALPHA)

SYNTH ENGINES
dimension · amp · dx · outatime · iter

DRUMS · LFO
SIM · orbit3d · matrix

EFFECTS
bitcrush · chorus · plate · filter · fx overdrive

PLAYING
scales and chords · bend · dice · trigger guard · endless latch

TAPE
tape undo · zoom · play as pause

PRESETS · SYSTEM
preset tools · stock help · splash · halloween

Opus 2 public beta 4 is for the original OP-1 on firmware 246. Starter pack SHA-256 80c7ee9e993c396d32c23f36d6b42945731ef56e0c21baf4cef994ed044cbcf1, every other one on the site. Back to stock: the cleaner's "ready for stock", then TE's firmware the same way; te-boot is never changed. Opus is an independent project by LizardMan, not affiliated with or endorsed by Teenage Engineering. OP-1 is a trademark of Teenage Engineering AB.

OPUS-OP1.PAGES.DEV