

OP-FM SHIELD
USER MANUAL

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Screens

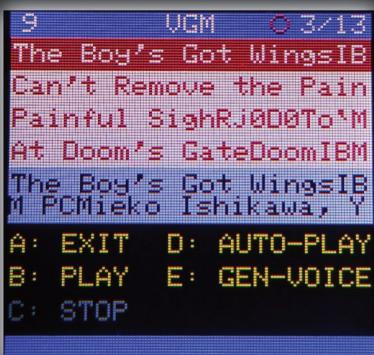
The device works on three main screens:



Live Mode A:
All keyboard keys are available for the selected voice.



Live Mode B:
The keyboard is divided in two, one half for red voices and the other half for green voices.



VGM Player Mode:
Play video game music files compatible with OPL, OPL2 and OPL3 games. The .UGM files must be previously extracted.

Press the A button to change mode.



ACCESS SLOTS

Access slots give an easy and fast change between saved preferred voices, a feature that can be very handy for those who perform live. This feature requires an SD card.

SAVE SELECTED VOICE TO A SLOT

1. Press D button + H button.
2. H light will start blinking.
3. Press one button between A to E.
4. “Access Loaded” message will be displayed.



LOAD VOICE FROM A SLOT

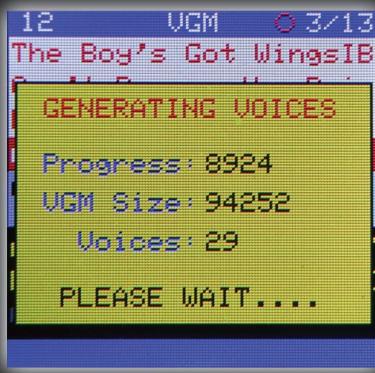
1. Press D button.
2. H light will turn on.
3. Press one button between A to E.
4. “Access Saved!” message will be displayed.
5. The selected slot light will turn on.



EXTRACT AND SAVE VOICES

One of the unique features of OP-FM Shield is the possibility to extract the voices of a UGM song and use them in any live mode.

To generate the voices press the E button (GEN-VOICE) in the UGM Player Mode, it may take some minutes to extract the voices, this time depends on the complexity of the song.



All the extracted voices are saved in the SD_TEMP folder than can only be accessed from the Live Mode A by changing the voices' folder (pressing D button + red knob button).

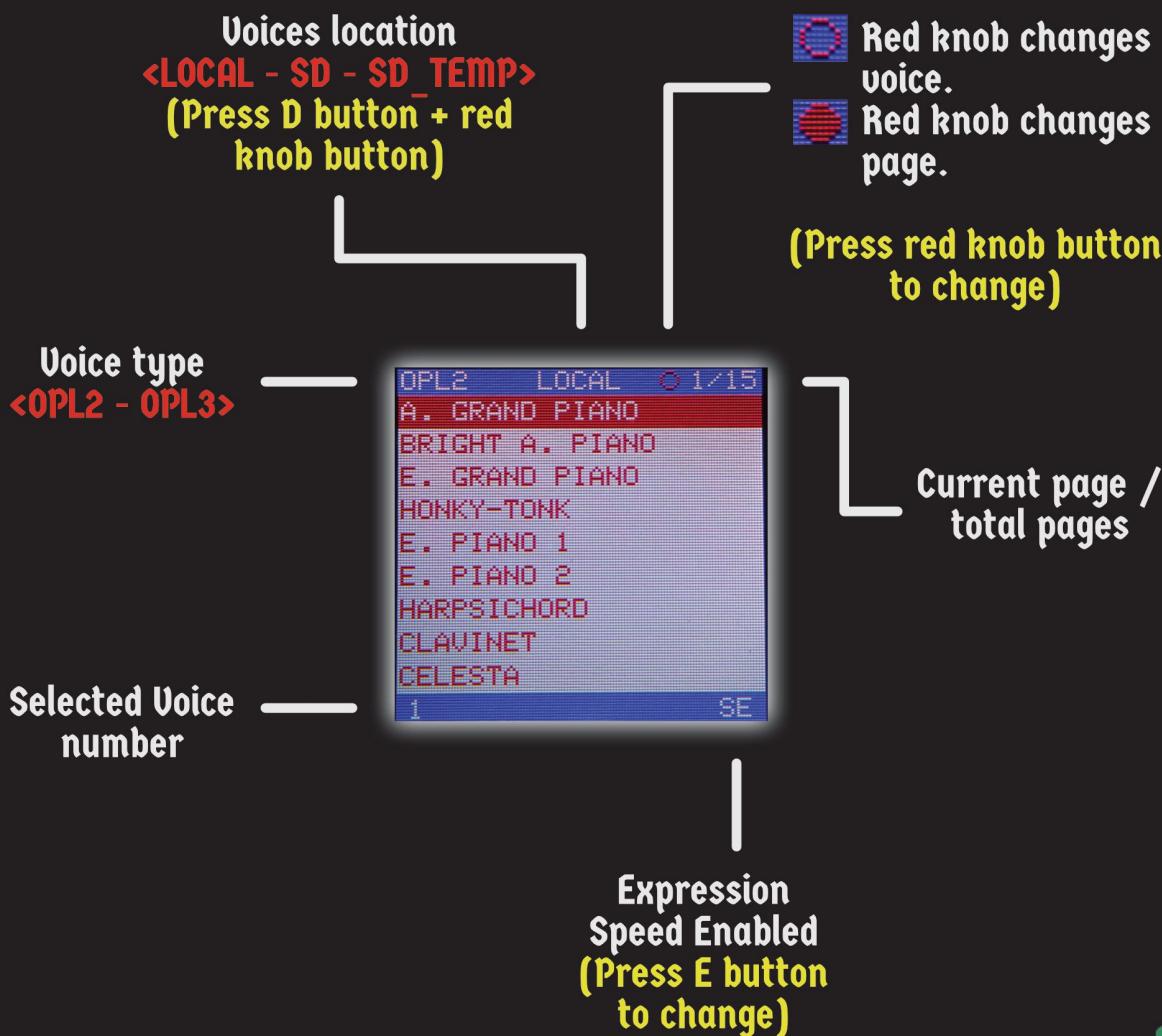
The voices inside the SD TEMP folder must be saved manually or they'll get deleted when extracting voices from other song, follow the "EDIT A VOICE" section for information on how to do it.



Live Mode A

Features in this mode:

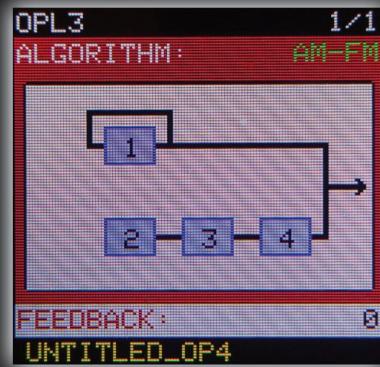
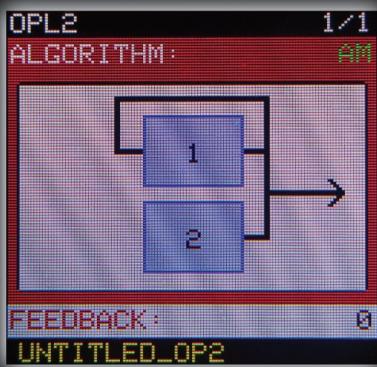
- All the keyboard is available for the selected voice.
- 12 keys can be pressed simultaneously for OPL2 voices and 6 keys for OPL3 voices.
- Create new OPL2 and OPL3 voices.
- Edit voices.



CREATE A NEW VOICE

New voices are saved in the SD card folder meaning that an SD card is required.

In order to create a voice **press the H button**, the H light will turn on, then **press the red knob button** for a new OPL2 voice or **press the green knob button** for a new OPL3 voice.



EDIT A VOICE

All voices can be edited, after the parameters are changed the user can save changes or save as a new voice.

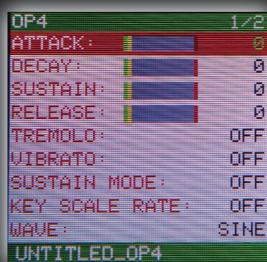
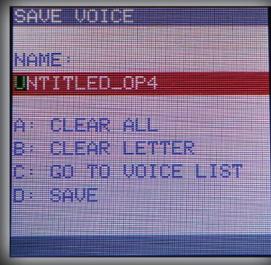
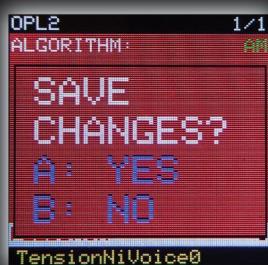
To edit a voice, select the voice and **press the B button**, after all the parameters are edited **press the A button** to exit and save changes or **press the E button** to save the voice as a new voice.

NOTE: Changing parameters of a preset voice will automatically create a copy of the voice into the SD card folder. The original preset voice will never change.



VOICE PARAMETERS BUTTONS

Buttons options when editing or creating a new voice.



Live Mode B

Press the A button Features in this mode:

- Half keyboard is for red voices, other half for green voices.
- 5 keys can be pressed simultaneously for OPL2 voices and 5 keys for OPL3 voices.



The note marks the limit between red and green voices. Press the B button to swap sides.



To change the note reference, press the C button, then press the key note in the keyboard.

Selected Red Voice number



— Current red voice page / total pages

— Selected Green Voice number

— Current green voice page / total pages



