

The screenshot displays the OP-Z ChnTzT interface, which is divided into several functional sections:

- Top Bar:** Contains icons for Main, ADSR, LFO, ARP, FX, and Firmw. 1.2.31.
- Parameters:** A grid of controls for Pitch, Speed, Revs, onTune, Pm1, ilLChorus, Pm2, ilLDrive, Filter, Resonance, Attack, Delay, Sustain, Release, LFO Amount, Speed, **Destination**, **LFO Shape**, ARP Speed (0-Off), **Pattern**, Style, Range, FX FX1 Send, FX2 Send, Pan, Level, Drum Group, Synth Group, Punch, Master, BPM, Swing, Metronome Level, Note Length, **Note Style**, Quantize, and **Slide-On/Off**.
- Synth Engines:** Includes Bow String Synthesis, Cluster Clustered Oscillators Tone, Digital Digital Raw Engine Octave, Electrical Crnpl/Tmpf. Crshtn, Snd Mod, Saw Filtered Waves, Shade Smooth Piano, Sample PCM Sample Player Pitch, Uranus Clean Bass, Volt Multi Osc. Elec. Synth Osc Var, Analog Virtual Analog, Organ FM Organ, and EP Electric Piano.
- Effect Engines:** Includes Delay Digital Delay, Rymd Digital Reverb, Dist Overdrive Dist., Electrical Crnpl/Tmpf. Crshtn, Snd Mod, Reverb Clean Reverb, Chorus-80 80s Chorus, Speed Depth, Retrig Mono, Note, **Slide**, Poly Mono, Gate Loop, and Legato.
- Control Buttons:** Clear Pattern, Clear Proj, Select Ptn, Copy Ptn | Pref | Active Track, Chn Ptn Mode | Bounce Ptn, Save Snapshot, Recall Snap., Hold+Manual Save Mode, and Hold+Save.
- Mute Controls:** Mute Tracks, Mute Groups, and Mute Audio.
- Tempo and Time:** Type in BPM, Tap Tempo, Tempo Nudge, and Lock Tempo.
- OP-Z ChnTzT Section:** Includes Select Sound, Select Variant, Rndmize Variant, OffsetTrack, and StepCnt/Lnght.
- Transp. Octave (Synth) | Note (Drum):** A section for transposition and note selection.
- Sample Mode:** Includes Enter, Exit, Monitor, and InpLvl controls.
- Hold to Record | To**: A section for recording and input selection.
- Component 1-9:** A section for component selection and control.
- Velocity:** A section for velocity control.
- RampUp, R. Down, Random:** Controls for ramping up, ramping down, and randomization.
- Portament, Glide 1-8:** Controls for portamento and glide.
- Sweep:** Controls for sweep and filter.
- Tonal:** Controls for tonal selection and quantization.
- Jump:** Controls for jumping to specific points.
- PrmLock, StepCmp, Trig(Step):** Controls for parameter locking, step comparison, and step triggering.
- FitSwp Stereo Pch:** Controls for stereo panning and switching.
- Duck:** Controls for ducking.