

The screenshot displays the OP-Z Synth Engine interface, which is divided into several sections for parameter control:

- Top Bar:** Contains icons for various functions like Pitch, Speed, Reverb, and Filter, along with a color-coded bar.
- Left Column:** Features a vertical menu with icons for Main, LFO, ARP, FX, and Firmw. 1.2.3.1.
- Top Section:** Includes controls for Pitch (Pitch, Speed, Reverb, Filter), Chorus (Chorus, Delay, Sustain, Resonance), and LFO (LFO Shape, Style, Range, Level, Master, Metronome, Quantize).
- Middle Section:** Divided into "Synth Engines" and "Effect Engines". Synth Engines include parameters like String, Oscillator, Cluster, Digital, and Saw. Effect Engines include Digital, Delay, Reverb, and Chorus.
- Bottom Section:** Contains a "Sample Mode" section with controls for Start, End, Pitch, Gain, and Gate. Below this is a "Component" section with a table of parameters (Pulse, P. Hold, Multiply, Velocity, RampUp, R. Down, Random) and their values. The bottom right corner shows a "Portament Glide" section with controls for Sweep, Filter, Synt, and Pan.