



# OP-1 Drum Utility

VSTi (Windows)

VSTi / AudioUnit / Application (OSX)

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**OP-1 Drum Utility VST plug-in  
for Windows and Macintosh OS X**

Coding: Steve Duda ([www.steveduda.com](http://www.steveduda.com))

Manual: Steve Duda  
*thanks to stevejay for the manual template*

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# 2. Introduction

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OP-1 Drum Utility is designed for creating Teenage Engineering Op-1 DrumKit files (custom .AIF files) by merging together one-shot samples you have on your hard disk.

## Getting in touch

If you experience any problems while using this plug-in, or you just wish to pass on your comments, you can email the developer directly at: [steve@xferrecords.com](mailto:steve@xferrecords.com).

## System Requirements

1280x800 or larger screen resolution (larger is strongly recommended / potentially required in some hosts)

Macintosh OSX: 10.6 or later is required.

Windows: Windows XP or later is required.

## Installing OP-1 Drum Utility

OP-1 Drum Utility is available in both Windows and Mac OS X versions.

On OSX, the file provided is a zipped application (see below for VST or AU instructions).

On Windows, a VST host is required in order to operate it (see below).

- **Installing (Windows)**

As mentioned above, a VSTHost is required - There are many commercial VST hosts on the market; if you do not own one you can download one for free, such as VSTHost (<http://www.hermannseib.com/english/vsthost.htm>)

Op1DrumUtil.dll must be placed in the VSTPlugins folder.

- **Installing on Macintosh OS X**

Unzip the .zip file.

(recommended) Move the unzipped file (OP-1 Drum Utility) to your applications folder.

OP-1 Drum Utility application is actually a simple VST Host program, which connects to your default CoreAudio output (for previewing sounds) and looks for the OP-1 MIDI connection (optional, for previewing sounds from the MIDI keys on the OP-1).

**If you prefer to run OP-1 Drum Utility as a VST:**

- In the Finder, right-click (ctrl-click) on the OP-1 Drum Utility application icon and select "Show Package Contents"
- Navigate to /Contents/Resources/
- Copy (do not move, or the app will no longer work) the file "Op1DrumUtil.vst" file to /Library/Audio/Plug-Ins/VST/

**If you prefer to run OP-1 Drum Utility as an AudioUnit:**

- In the Finder, right-click (ctrl-click) on the OP-1 Drum Utility application icon and select "Show Package Contents"
- Navigate to /Contents/Resources/
- Copy (do not move, or the app will no longer work) the "Op1DrumUtil.vst" file to /Library/Audio/Plug-Ins/Components/
- rename this copy you have just put in /Components/ to "Op1DrumUtil.component" .

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- **Uninstalling OP-1 Drum Utility**

(PC) simply delete the Op1DrumUtil.dll plug-in file from your VST Plugins folder.

(OSX) simply delete "Op1 Drum Utility.app" and any plug-in 'copies' you made in your /VST or /Components plug-in folders.

# 3. Operation

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## Step 1: Open the Interface (GUI)

On OSX when running it as an application, you should see the GUI appear (as shown on the cover page of the manual) when opening the application. In some situations it may not appear, you may need to select it in the Dock (or command-tab to make it the visible application).

In a VST or AudioUnit host, you may need to click a button to open the GUI editor. Refer to your host documentation about opening a GUI/Custom VST Editor window.

## Step 2: Add some sounds

Op-1 Drum Utility accepts sounds via drag-and-drop. Some VST/AU Host programs have internal file browsers, which is recommended, as it is often the most convenient way to audition sounds before loading them into the Op-1 Drum Utility window. Some hosts may not be compatible however; you may need to drag files in from your Operating System filebrowser (Explorer on Windows, Finder on Mac OS X).

To add sounds, you may either:

- Drag Files or a folder to the top-left of the plug-in, where it says “Drop Files / Folder Here”. If your folder has more than 24 sounds in it, only the first 24 will load. Files will be added to the top of the list (lowest key destination).
- Drag audio files directly to the name rectangles. While the mouse is held down, you will see the name rectangle glow (or multiple adjacent slots, if you have dragged multiple sound files). This lets you see where the files are going to end up if/when you let go of the mouse button.

## Step 3: Sort / Preview the sounds

Once you have dragged sounds in, their names and durations should appear, as shown below:

pfx_CHH_Acoustic	0.60
pfx_CHH_DrMach	0.20
pfx_CHH_Funk	0.51

- Clicking on the name (or Op-1 keys to the right of the names list) will trigger (preview) the sound.
- Ctrl-Clicking (Command-click OSX) will erase the sound from RAM.
- Shift-Control click (Shift-Command-Click OSX) will clear **everything!** This is most useful if you are making multiple kits, so you don't need to quit and restart the Utility.
- Alt-Dragging will allow you to move/swap sounds in the list.

## Step 4: Set other OP-1 Parameters

As shown below, there are 5 different Pages to the list of sounds. These pages allow you to set other parameters which are stored in an OP-1 Kit file:



Page Selector icons



**Main Page** – This is the main page for single-click auditioning of sounds, and the hotkey functions mentioned in step 3 above (for moving/clearing sounds).



**Pitch** – Sliders appear on the slots containing soundfiles you have imported - this is for adjusting the OP-1 setting for the playback pitch of a sample, in semitones.



**Playback Type** – this is for adjusting the OP-1 setting for the playback type for each drum sound:

**momentary** ('→' = sound stops when key is released),  
**play-to-end** ('→ |' = sound plays completely / note off), or  
**Looping** (sound will play looped until key is released).

*Please note – you will only hear these different modes when previewing from MIDI input (not from mouse preview).*



**Reverse** – this is for adjusting the OP-1 setting for the Reversing the playback of the sample.



**Volume** – this is for adjusting the OP-1 setting for the Volume of the sample, in decibels (dB).



## Step 5: Export your DrumKit



Clicking the “Export .aif for OP-1” button shown above will bring up a dialog window. You may save directly to the Op-1 hard disk (if mounted on your machine) but it is recommended to save locally to your hard disk, so you both have an archive/backup of your drumkit, and to not lose your work in case a USB communication issue takes place during saving of the drum kit.

Once saved, you can drag the .aif file to your OP-1 hard disk mounted on your computer, and the kit will be available for use in your OP-1 !

## Kit Length Considerations

The OP-1 has a limit of 12 seconds total for all combined sounds per-drumkit. This means if you want to use all 24 drum sample-slots, you only have an average of 0.5 seconds per-slot. If you exceed the 12-second limit, the Total duration displayed at the bottom of the plug-in window will turn RED and the export button will not function – A dialog will display alerting you the total duration is too long, and you should erase some sounds (Ctrl-Click, or Command-click on OSX) or replace them with longer ones. A Third option would be to trim your samples to become shorter with an audio file editor such as Audacity (freeware).

## 4. Misc / Info

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OP-1 Drum Utility is freeware. However if you wish to distribute it such as mirroring the files another website, please contact the developer via [steve@xferrecords.com](mailto:steve@xferrecords.com) for permission.

If you like the OP-1 Drum Utility and wish to support the developer, consider purchasing one of the commercial software products for sale at [www.xferrecords.com](http://www.xferrecords.com) :

**Nerve** is a 'software drum machine' useful for creating your own rhythms. 2 Gigabytes of library material are included with the product, and updates are free for life. Be sure to download the demo and give it a try!

**LFOTool** allows for modulations to any audio source, optionally synchronized in-time with your host tempo. It is useful for trancegate, pseudo-sidechain, and wobble-type, and AutoPan modulation effects. LFOTool is only \$25 US!

Be sure to check [www.xferrecords.com](http://www.xferrecords.com), as other low-priced and useful audio plug-ins are under development!