KOMPLETE KONTROL S-SERIES

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THE FUTURE OF SOUND

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1   Welcome to KOMPLETE KONTROL

Thank you for choosing KOMPLETE KONTROL!

The KOMPLETE KONTROL software and its dedicated keyboard—the KOMPLETE KONTROL S-Series—form a tightly integrated music production and performance system that brings all the sounds from KOMPLETE and the Native Kontrol Standard (NKS) to the heart of your workflow.

KOMPLETE KONTROL offers advanced integration with a number of hosts and provides full control of any Instruments supporting NKS, both from Native Instruments and partners. The keyboard lets you browse your Instruments in an intuitive way and play them creatively with KOMPLETE KONTROL's unique Scale engine and Arpeggiator.

We hope you enjoy this fantastic instrument as much as we do.

—The team at Native Instruments

1.1   Document Conventions

This document uses particular formatting to point out special facts and to warn you of potential issues. The icons introducing the following notes let you see what kind of information can be expected:

> The speech bubble icon indicates a useful tip that may often help you to solve a task more efficiently.

> The exclamation mark icon highlights important information that is essential for the given context.

> The red cross icon warns you of serious issues and potential risks that require your full attention.

Furthermore, the following formatting is used:

- Text appearing in (drop-down) menus (such as *Open…*, *Save as…* etc.) in the software and paths to locations on your hard disk or other storage devices is printed in *italics*.

- Text appearing elsewhere (labels of buttons, controls, text next to checkboxes etc.) in the software is printed in blue. Whenever you see this formatting applied, you will find the same text appearing somewhere on the screen.

- Text appearing on the displays of the controller is printed in light grey. Whenever you see this formatting applied, you will find the same text on a controller display.

- Text appearing on labels of the hardware controller is printed in orange. Whenever you see this formatting applied, you will find the same text on the controller.

- Important names and concepts are printed in **bold**.

- References to keys on your computer's keyboard you'll find put in square brackets (e.g., "Press [Shift] + [Enter]").

► Single instructions are introduced by this play button type arrow.

→ Results of actions are introduced by this smaller arrow.

Naming Convention

Throughout the documentation we will refer to **KOMPLETE KONTROL S-Series keyboard** (or just **keyboard**) as the hardware controller and **KOMPLETE KONTROL software** as the software installed on your computer.

The term "**effect**" will sometimes be abbreviated as "**FX**" when referring to elements in the MASCHINE software and hardware. These terms have the same meaning.

Unlabeled Buttons on the Keyboard

The buttons and knobs above and below the displays on the KOMPLETE KONTROL S-Series keyboard do not have labels.

The unlabeled buttons and knobs on the KOMPLETE KONTROL S-Series keyboard.

For better reference, we applied a special formatting here: throughout the document, the elements are capitalized and numbered, so the buttons above the displays are written Button 1 to Button 8, while the knobs under the displays are written Knob 1 to Knob 8.

1.2   Box Contents

The box contains the following items:

- Information flyer providing:

- the hardware **serial number** of the KOMPLETE KONTROL S-Series keyboard

- a web link for downloading the **KOMPLETE SELECT software bundle** (including KOMPLETE KONTROL)

- **KOMPLETE KONTROL** S-Series keyboard

- **Safety Instructions flyer**

- **USB cable**

1.3   System Requirements

For KOMPLETE KONTROL to fully function as indented, your system needs to meet certain requirements. The latest KOMPLETE KONTROL system requirements and compatibility information is available here:

www.native-instruments.com/products/komplete/keyboards/komplete-kontrol-s-series/specifications/

KOMPLETE

KOMPLETE KONTROL is optimized for use with KOMPLETE 11 SELECT, KOMPLETE 11 and KOMPLETE 11 ULTIMATE.

The latest KOMPLETE system requirements and compatibility information is available here:

www.native-instruments.com/products/komplete/bundles/komplete-11/specifications/

1.4   Accessibility

> ⚠️ KOMPLETE KONTROL's accessibility features for visually-impaired users are currently not available for the new MK2 generation of the KOMPLETE KONTROL S-Series keyboard. They will be added as part of the next software update.

2 New Features in KOMPLETE KONTROL 1.9

KOMPLETE KONTROL 1.9 adds support for the next generation of KOMPLETE KONTROL S49 and S61 keyboards. Additionally, it introduces the comprehensive Preview function to the Browser.

- Now you can preview sounds when browsing Factory Preset files for all KOMPLETE and NKS Instruments.

- The new KOMPLETE KONTROL S49 or S61 keyboards take advanced integration with MASCHINE, Apple Logic Pro X, GarageBand, and Ableton Live to the next level, with full mixer control and direct access to quantization, writing automation, and tap tempo from the keyboard.

> ① Advanced integration between the new MK2 generation of the KOMPLETE KONTROL S-Series keyboard and Steinberg Cubase / Nuendo is coming soon.

- Arpeggiator snapshots let you quickly recall Arpeggiator settings from the new KOMPLETE KONTROL S49 or S61 keyboards.

- The MIDI Assignment editor lets you create custom controller mappings for the new KOMPLETE KONTROL S49 or S61 keyboards directly in the KOMPLETE KONTROL stand-alone application.

3 The KOMPLETE KONTROL Workflow

KOMPLETE KONTROL brings all the sounds from KOMPLETE and the Native Kontrol Standard (NKS) to the heart of your workflow. Its advanced integration in a number of hosts enables you to quickly capture ideas, with immediate access to the sounds you need—all directly from the KOMPLETE KONTROL S-Series keyboard.

The KOMPLETE KONTROL workflow is streamlined to remove any obstacles when sketching out a new song in a supported host:

1. Select a track that hosts the KOMPLETE KONTROL plug-in with the navigation controls on the keyboard. This is made possible by KOMPLETE KONTROL's advanced host integration.

2. Find a Preset file you like from any of the Instruments in your KOMPLETE KONTROL Library by browsing with the keyboard, supported by the Browser's filters and Preview functions.

3. Use the keyboard's Control section to adjust the loaded Instrument and create your own unique sound.

4. Optionally, you can enable KOMPLETE KONTROL's Smart Play features to enrich your playing with the Scale engine and the Arpeggiator.

5. Record a new clip in the host, conveniently controlling transport and loop functions directly from the keyboard. Again, made possible by KOMPLETE KONTROL's advanced host integration.

6. If you need to start over, undo and redo functions are right at your fingertips. To further refine your recording, you can apply quantization and automation to a clip by pressing the corresponding buttons on the keyboard.

→ You have quickly captured a musical idea, and can continue sketching out a new song by repeating the process and layering more tracks.

Key Features

The following key features facilitate the KOMPLETE KONTROL workflow:

▪ **Host integration**: Advanced integration in a number of hosts allows you control core functionality directly from the keyboard. For more information, refer to ↑4.3, Setting up Host Integration and ↑9, Host Integration.

▪ **Browser**: The Browser is your interface for finding, loading and organizing Instruments and Preset files from the KOMPLETE KONTROL Library. For more information, refer to ↑10, Browsing the Library and ↑11, Managing the Library.

▪ **Instrument control**: The Touch Strips and knobs on the keyboard are pre-mapped to all KOMPLETE and NKS Instruments for immediate control. For more information, refer to ↑12, Controlling Instrument Parameters and Configuring the Touch Strips.

▪ **Instrument control**: The Touch Strip and knobs on the keyboard are pre-mapped to all KOMPLETE and NKS Instruments for immediate control. For more information, refer to ↑12, Controlling Instrument Parameters.

▪ **Smart Play**: The Scale engine and the Arpeggiator let you play and generate scales, chords, and arpeggiator sequences. For more information, refer to ↑13, Playing and Editing Scales and Chords and ↑14, Playing and Editing the Arpeggiator.

See also

📄 Controlling Instrument Parameters [➜ 166]

4 Setting up KOMPLETE KONTROL

This section provides basic setup information and guides you through the process of integrating KOMPLETE KONTROL with supported hosts.

The KOMPLETE KONTROL software is installed both as a stand-alone application as well as a VST, Audio Unit, and AAX plug-in.

> ⊗ The KOMPLETE KONTROL stand-alone application must be opened once before using the plug-in within your DAW for the first time, and after installing new Instruments.

The KOMPLETE KONTROL stand-alone application directly communicates with your audio and MIDI interfaces, which you can configure in the KOMPLETE KONTROL Preferences. When KOMPLETE KONTROL is used as a plug-in within a host, the communication with your audio and MIDI interfaces is managed by the host.

> ! For details about the audio and MIDI configuration of the host, and how to load plug-ins, please refer to its documentation.

4.1   Connecting the Keyboard to the Computer

To connect the KOMPLETE KONTROL S-Series keyboard to your computer:

1. Attach the 'device end' of the included USB cable to the USB socket on the rear panel of the keyboard.

2. Attach the 'computer end' of the USB cable to an available USB 2.0 (or later) port on your computer.
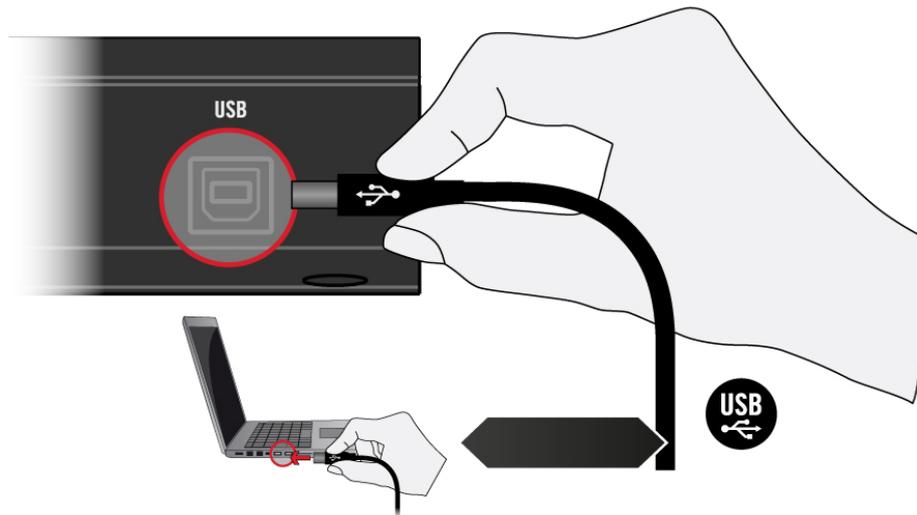
3. Press the power switch on the rear panel of the keyboard to switch it on.

→   The keyboard is now detected by the operating system.

Non-powered USB hubs are not supported. The keyboard should always be connected directly to the USB port of the computer, or be used with a powered USB hub.

4.2 Setting up the Stand-Alone Application

When you launch the KOMPLETE KONTROL software from its installation directory, it starts as a stand-alone application independently from a host.

By default the application uses the standard audio interface of your computer. In order to use another audio interface, and receive MIDI notes from the keyboard, you need configure the application in its Preferences.

1. In the Main menu click on *Edit > Preferences* to open the Preferences.

2. Click on Audio to display the Audio page.

3. Select the hardware driver supported by your audio interface from the Driver drop-down menu.

4. Select the audio interface from the Device drop-down menu.

5. Select the left and right output channels of your audio interface you want to use for KOMPLETE KONTROL's master output in the Komplete Kontrol Out 1 L and Komplete Kontrol Out 1 R drop-down menus under Routings.
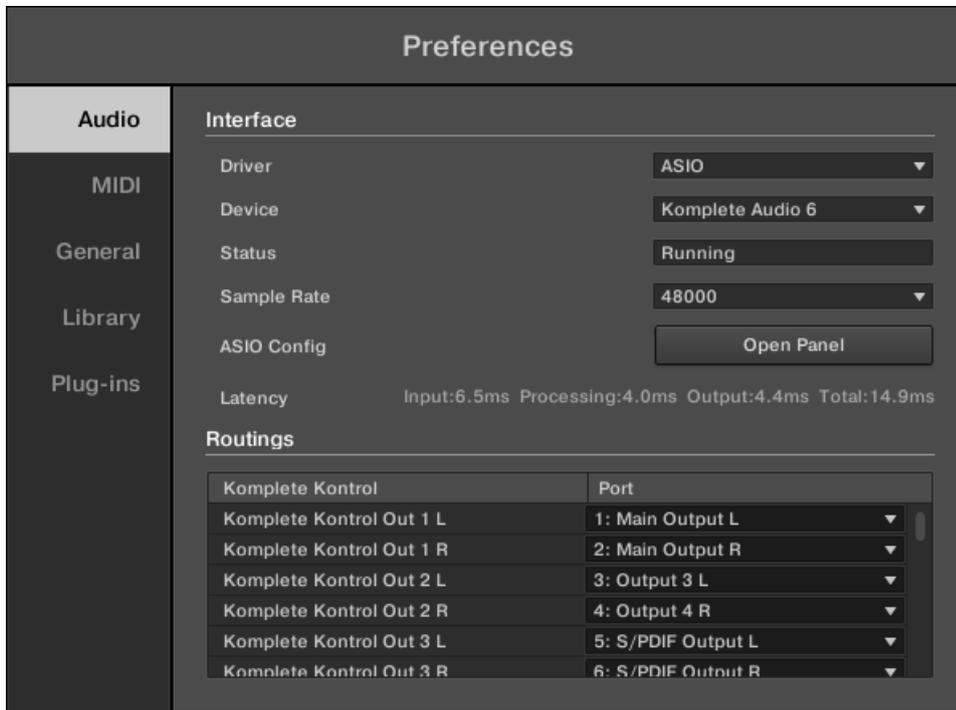
Preferences panel — Audio page

6. Click on MIDI to display the MIDI page.

7. Click on Input to display the available devices for incoming MIDI signals.

8. Click the Komplete Kontrol checkboxes to activate incoming MIDI signals from the key-board.
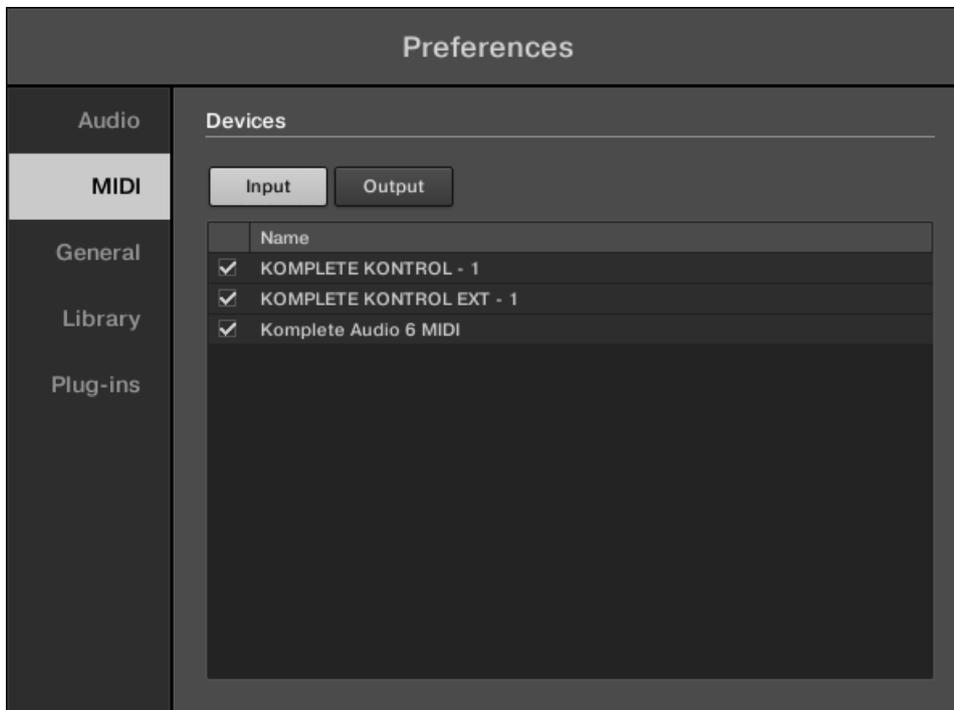
Preferences panel — MIDI page (entries may vary on your computer)

→ The software is configured and ready to be controlled with the keyboard.

> ⊙⋯ The MIDI Output settings are required for using KOMPLETE KONTROL's Smart Play features with other MIDI instruments.

4.3 Setting up Host Integration

KOMPLETE KONTROL integrates with a number of hosts to facilitate a fluent workflow for performing and recording music with your KOMPLETE KONTROL Library.

Advanced integration of KOMPLETE KONTROL is available in the following hosts:

▪ MASCHINE

- Apple Logic Pro X

- Apple GarageBand

- Ableton Live

Before using the KOMPLETE KONTROL S-Series keyboard to control a supported host, a few configuration steps are required:

4.3.1 Setting up Apple Logic Pro X and GarageBand

Apple Logic Pro X and GarageBand are automatically configured for advanced integration with KOMPLETE KONTROL once you launch the respective application for the first time after installing the KOMPLETE KONTROL software. A dialog asks you to confirm this after launching the application:

► When the message OSC app "KOMPLETE KONTROL S-Series" wants to connect to Logic Pro X / GarageBand appears on screen, click OK.

> ⊗ The KOMPLETE KONTROL stand-alone application must be opened once before using the plug-in within your DAW for the first time, and after installing new Instruments.

4.3.2 Setting up Ableton Live (macOS)

Ableton Live needs to be manually configured for advanced integration with KOMPLETE KONTROL.

Installing the MIDI Remote Script

The MIDI Remote Script allows Ableton Live to recognize KOMPLETE KONTROL as a control surface. It needs to be copied into Live's MIDI Remote Scripts directory:

1. Ensure that Ableton Live is not running.

2. Navigate to the following folder: *Macintosh HD/Library/Application Support/Native Instruments/Host Integration/Ableton Live/*

3. Copy the Komplete_Kontrol_Mk2 folder to the clipboard.

4. Open your Applications folder and right-click the Ableton Live application symbol. In the context menu, click *Show Package Contents*.

5. In the Ableton Live package, navigate to *Contents > App-Resources > MIDI Remote Scripts*.

6. Paste the folder you have copied to the clipboard into the *MIDI Remote Scripts* folder.

Installing the KOMPLETE KONTROL Instrument Racks

KOMPLETE KONTROL is loaded into Ableton Live in the form of an Instrument Rack. In order to make the required Instrument Rack available in Ableton Live's browser, it needs to be added to your Ableton Live User Library:

1. Navigate to the following folder: *Macintosh HD/Library/Application Support/Native Instruments/Host Integration/Ableton Live/*

2. Copy the Komplete Kontrol VST.adg file to the clipboard.

3. Paste the file you have copied to the clipboard into your Ableton Live Instrument Rack folder. By default this folder is located here: *Macintosh HD/Users/*Username*/Music/ Ableton/User Library/Presets/Instruments/Instrument Rack/*

Configuring Ableton Live for KOMPLETE KONTROL

Once the MIDI Remote Script and the Instrument Rack file are installed in the correct location, you need to add KOMPLETE KONTROL as a control surface in Ableton Live's preferences.

1. Start Ableton Live.

2. Open Ableton Live's *Preferences* and go to the MIDI / Sync tab.

3. Assign a free Control Surface slot to KOMPLETE KONTROL by selecting *Komplete Kontrol MK2* from the drop-down menu.

4. Leave both the Input and the Output for the *Komplete Kontrol* control surface set to None.

Loading KOMPLETE KONTROL in Ableton Live

> ⊗ The KOMPLETE KONTROL stand-alone application must be opened once before using the plug-in within your DAW for the first time, and after installing new Instruments.

▶ To load KOMPLETE KONTROL in Ableton Live, drag the KOMPLETE KONTROL Instrument Rack from the browser to an empty MIDI track. You can find it here in the Ableton Live browser: *Instruments/Instrument Rack/Komplete Kontrol VST.adg*

→ You are now ready to use KOMPLETE KONTROL within Ableton Live.

> ⊗ You must use the KOMPLETE KONTROL Instrument Rack (*Komplete Kontrol VST.adg*) to ensure a reliable connection with the KOMPLETE KONTROL S-Series keyboard.

4.3.3 Setting up Ableton Live (Windows)

Ableton Live needs to be manually configured for advanced integration with KOMPLETE KONTROL.

Installing the MIDI Remote Script

The MIDI Remote Script allows Ableton Live to recognize KOMPLETE KONTROL as a control surface. It needs to be copied into Live's MIDI Remote Scripts directory:

1. Ensure that Ableton Live is not running.

2. Navigate to the following folder: *C:\Program Files\Common Files\Native Instruments\Host Integration\Ableton Live*

3. Copy the Komplete_Kontrol_Mk2 folder to the clipboard.

4. Navigate to the MIDI Remote Scripts folder in Ableton Live's installation directory: *C:\ProgramData\Ableton\Live 9\Resources\MIDI Remote Scripts*

5. Paste the folder you have copied to the clipboard into the *MIDI Remote Scripts* folder.

Installing the KOMPLETE KONTROL Instrument Racks

KOMPLETE KONTROL is loaded into Ableton Live in the form of an Instrument Rack. In order to make the required Instrument Rack available in Ableton Live's browser, it needs to be added to your Ableton Live User Library:

1. Navigate to the following folder: *C:\Program Files\Common Files\Native Instruments\Host Integration\Ableton Live*

2. Copy the Komplete Kontrol VST.adg file to the clipboard.

3. Paste the file you have copied to the clipboard into your Ableton Live Instrument Rack folder. By default this folder is located here: *C:\Users*Username*\Documents\Ableton \User Library\Presets\Instruments\Instrument Rack*

Configuring Ableton Live for KOMPLETE KONTROL

Once the MIDI Remote Script and the Instrument Rack file are installed in the correct location, you need to add KOMPLETE KONTROL as a control surface in Ableton Live's preferences.

1. Start Ableton Live.

2. Open Ableton Live's *Preferences* and go to the MIDI / Sync tab.

3. Assign a free Control Surface slot to *Komplete Kontrol* by selecting it from the drop-down menu.

4. Leave both the Input and the Output for the *Komplete Kontrol* control surface set to *None*.

Loading KOMPLETE KONTROL in Ableton Live

> ⊗ The KOMPLETE KONTROL stand-alone application must be opened once before using the plug-in within your DAW for the first time, and after installing new Instruments.

► To load KOMPLETE KONTROL in Ableton Live, drag the KOMPLETE KONTROL Instrument Rack from the browser to an empty MIDI track. You can find it here in the Ableton Live browser: *Instruments/Instrument Rack/Komplete Kontrol VST.adg*

→ You are now ready to use KOMPLETE KONTROL within Ableton Live.

> ⊗ You must use the KOMPLETE KONTROL Instrument Rack (*Komplete Kontrol VST.adg*) to ensure a reliable connection with the KOMPLETE KONTROL S-Series keyboard.

4.4 Connecting Pedals to the Keyboard

The KOMPLETE KONTROL S-Series keyboard provides you two pedal inputs (in the form of 1/4" sockets) on its rear panel: PEDAL A and PEDAL B.

The pedal inputs on the rear panel of the keyboard.

These inputs both allow you to connect either a continuous or a switch pedal in order to further refine your performance. They can be freely configured for sustain or expression behavior.

Connecting Pedals

► Connect a continuous or switch pedal to the PEDAL A or PEDAL B inputs on the rear panel of the keyboard.

Configuring the Pedal Input for a Sustain Pedal

When a switch pedal is connected:

1. Click the MIDI Assignment editor button in the Header to open the MIDI Assignment editor.

2. Select the control element type PEDALS.

3. Select the pedal input you want to configure, either Pedal A or Pedal B.
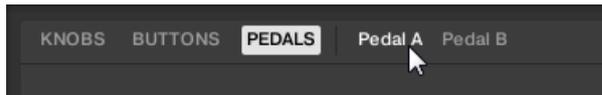
4. Select *Switch* from the Mode drop-down menu.
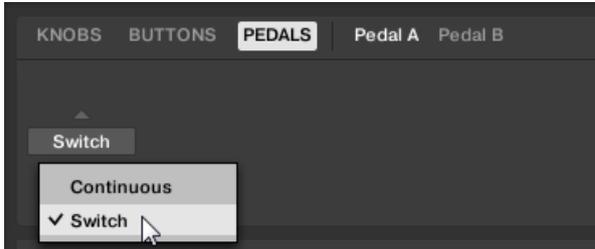
5. Depending on inverted tip/ring connectivity of the pedal, select either Tip or Ring.
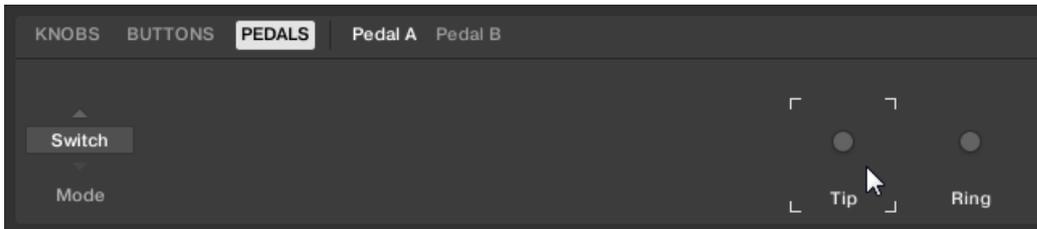
→ The pedal input is configured for a switch pedal with sustain behavior. If you need to change the MIDI Control Change message assigned to the pedal input, refer to ↑8.4, Using the MIDI Assignment Editor.

Configuring the Pedal Input for an Expression Pedal

When a continuous pedal is connected:

1. Click the MIDI Assignment editor button in the Header to open the MIDI Assignment editor.

2. Select the control element type PEDALS.

3. Select the pedal input you want to configure, either Pedal A or Pedal B.
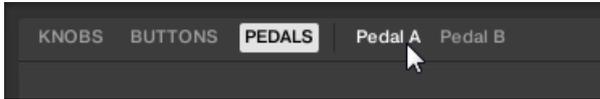
4. Select *Continuous* from the Mode drop-down menu.
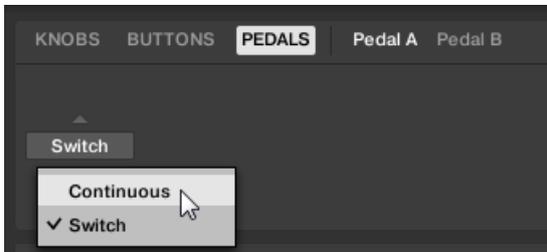
→   The pedal input is configured for a continuous pedal with expression behavior. If you need to change the MIDI Control Change message assigned to the pedal input, refer to ↑8.4, Using the MIDI Assignment Editor.
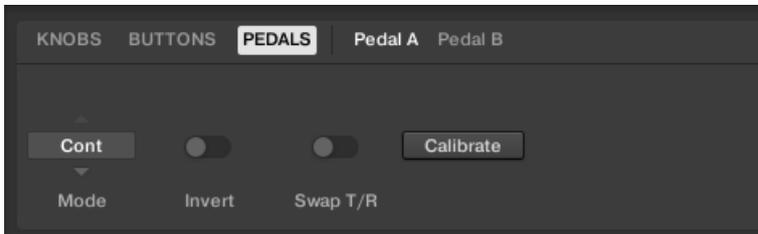
Depending on the type of pedal, you need to make further adjustments by using the provided options. The following table gives you an overview of these options:

Option	Description
Invert toggle switch	Some continuous pedals internally support the inverted pedal range but cannot be configured on the pedal directly. The Invert Range function allows you to invert the range of the pedal connected to the keyboard.
Swap T/R toggle switch	Allows you to use pedals with inverted tip/ring connectivity.
Recalibrate button	Allows you to recalibrate the input.

> ⚠ When using the MIDI Assignment editor, all keyboard controls (i.e. navigation, transport, etc.) are blocked.

4.5   Connecting External MIDI Equipment to the Keyboard

The KOMPLETE KONTROL S-Series keyboard has dedicated MIDI sockets that allow you to directly connect other MIDI devices using a 5-pin DIN MIDI cable and integrate the keyboard into your MIDI setup.

The MIDI sockets on the rear panel of the KOMPLETE KONTROL S-Series keyboard.

To connect your external MIDI equipment:

1. Connect the device receiving MIDI signals to the MIDI OUT socket on the rear panel of the keyboard using a 5-pin DIN MIDI cable.

2. Connect the device sending MIDI signals to the MIDI IN socket on the rear panel of the keyboard using a 5-pin DIN MIDI cable.

→   The MIDI equipment is connected.

Depending on your use case, additional configuration is required in the software:

▪ If KOMPLETE KONTROL is running as a stand-alone application, you need to activate the corresponding MIDI inputs and outputs of the keyboard on the MIDI page of the Preferences.

▪ If KOMPLETE KONTROL is running as a plug-in in a host, the MIDI configuration is managed by the host.

▪ If you are using the keyboard as MIDI controller without a USB connection, MIDI data is directly sent and received via the keyboard's MIDI IN and MIDI OUT sockets.

5 Software Overview

This section gives an overview of the areas and controls of the KOMPLETE KONTROL software.
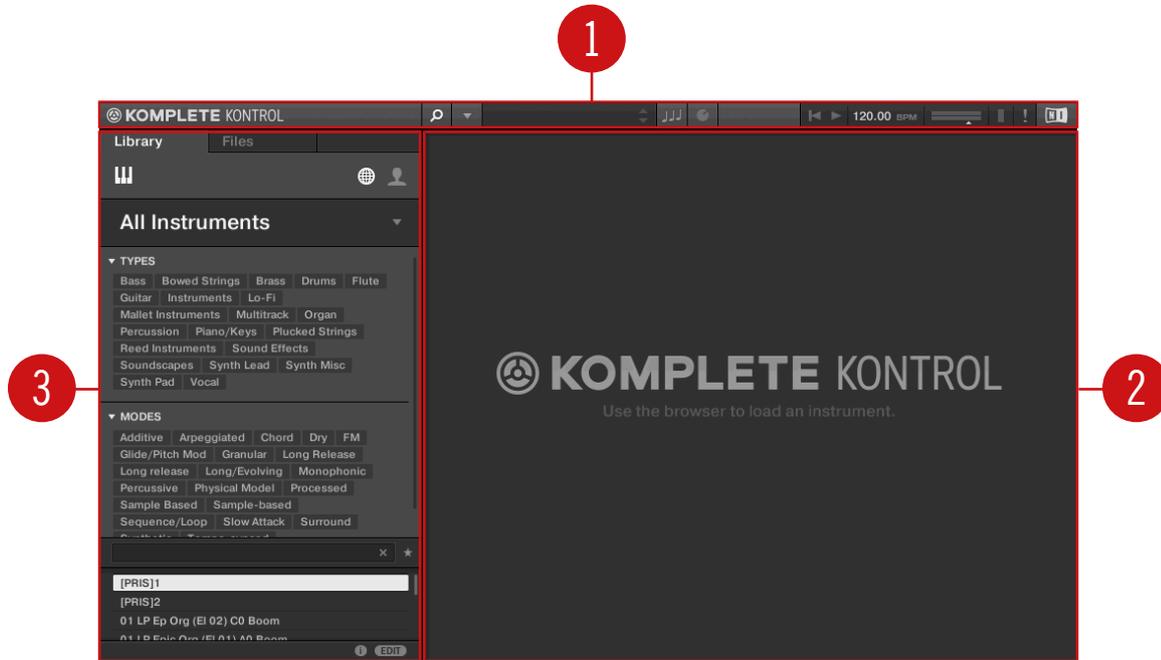
Overview of the KOMPLETE KONTROL software.

(**1**) **Header**: Provides access to general functions like the Main menu, the Preset display, the Transport and Master Volume controls, as well as options to show and hide user interface areas. For more information, refer to ↑5.1, Header.

(**2**) **Instrument area**: Shows your loaded Instrument and lets you control it directly in the software. For more information, refer to ↑5.6, Instrument Area.

(**3**) **Browser**: Lets you browse and manage all your Preset files. For more information, refer to ↑5.2, Browser.

5.1 Header

The header is where you find general settings that affect KOMPLETE KONTROL globally. It also lets you access additional user interface areas.

The header.

(**1**) **KOMPLETE KONTROL logo**: Opens the About screen, which shows the version number of the KOMPLETE KONTROL software.

(**2**) **Browser button**: Shows or hides the Browser.

(**3**) **Main menu**: Opens the Main menu, which contains a number of general functions and settings, including the Preferences.

(**4**) **Preset display**: Displays the name of the loaded Preset file or KONTAKT key switch. The arrow buttons on the right skip to the next Preset file in the Browser's result list.

(**5**) **Perform panel button**: Shows or hides the Perform panel, which gives you access to the parameters of the Scale engine and the Arpeggiator. The Perform panel button lights up blue when the Scale engine and/or the Arpeggiator are enabled.

(**6**) **Plug-in panel button**: Shows or hides the Plug-in Panel, which allows you to customize the parameter mapping for the Control section on the keyboard for every Preset file.

(**7**) **View button**: Switches between Default view and Additional view of the loaded Instrument.

(**8**) **Keyboard button**: Shows the currently connected keyboard, S25, S49, S61, or S88. If multiple instances of the KOMPLETE KONTROL software are running (for example in a host), clicking the button connects the keyboard to this instance.

(**9**) **Transport controls**: Lets you start, stop, and reset the internal clock. When KOMPLETE KONTROL is loaded as a plug-in in a host, the transport automatically follows the host transport and this feature is greyed out.

(**10**) **Tempo control**: Lets you adjust the tempo in BPM (beats per minute).

(**11**) **Master Volume control**: Lets you adjust the overall output volume of KOMPLETE KON-TROL. The meter shows the current peak level of the output signal.

(**12**) **CPU meter**: Represents the current load on your computer's processor; it should not go above 70% to avoid clicks and interruptions.

(**13**) **Panic button**: Stops all active MIDI notes (only available in the KOMPLETE KONTROL plug-in).

> (!) In the KOMPLETE KONTROL stand-alone software, the Panic button and CPU meter are replaced by the MIDI Assignment editor button. This button lets you to access all the settings related to the keyboard's MIDI mode, as well as pedals.

(**14**) **NI logo**: The NI logo opens the About screen, which shows the version number of the KOMPLETE KONTROL software.

5.2 Browser

The Browser gives you access to your KOMPLETE KONTROL Library and lets you add, edit, and organize Preset files. In the Browser's Library pane, you can browse for all the Instruments and Preset files contained in your Library. In the Files pane, you can find and load compatible files from your hard drive, or add them to the Library. Both the Library pane and the Files pane are detailed in the following overviews.

5.2.1 Library Pane

The Library pane contains the following elements:
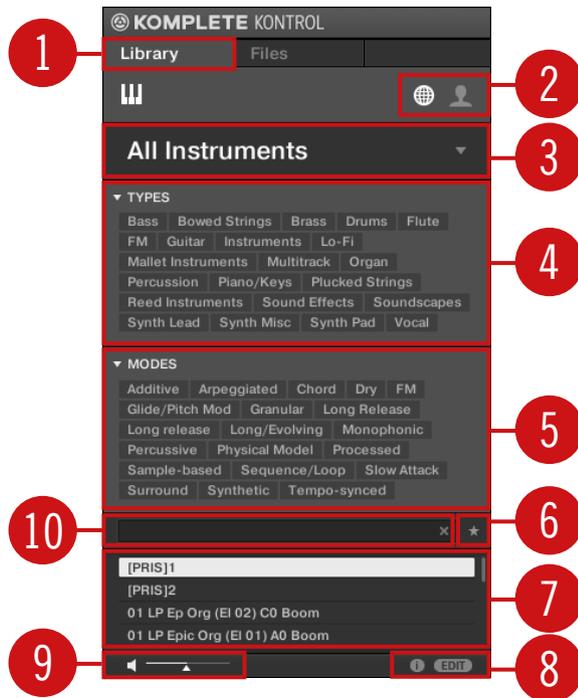
The Library pane.

(**1**) Library: Displays the Library pane.

(**2**) **Content selector**: The Globe icon selects factory content and the User icon selects user content. Only Preset files of the selected content type are displayed in the results list (**7**).

(**3**) **Instrument selector**: Selects a particular Instrument, Instrument category, and bank of the selected Instrument. Only Preset files matching your selection are displayed in the results list (**7**).

(**4**) TYPES: Lets you browse for Preset files based on Type and Sub-Type tags that have been applied to them. You can collapse or expand this section by clicking on the little arrow next to TYPES.

(**5**) MODES: Lets you browse for Preset files based on Mode tags that have been applied to them. You can collapse or expand this section by clicking on the little arrow next to MODES.

(**6**) **Favorites**: Lets you filter the search results by Favorites. When enabled, only favorite Preset files are displayed in the results list (**7**).

(**7**) **Results list**: Displays all Preset files that match your entered search criteria.

(**8**) **Control bar**: Provides useful tools when browsing and editing the KOMPLETE KONTROL Library:

- The **Information button** (i) displays additional information for the selected Preset files.

- The EDIT button opens the **Attribute editor** for displaying and editing the tags and properties of the selected Preset files.

(**9**) **Prehear controls**: Lets you audition Preset Files.

(**10**) **Search field**: Lets you perform a text search.

5.2.2 Instrument Selector

The Instrument selector allows you to limit your search to a certain Instrument category, a particular Instrument, or a specific Bank of the Instrument. You can also load an Instrument along with its default Preset file directly from the Instrument selector.
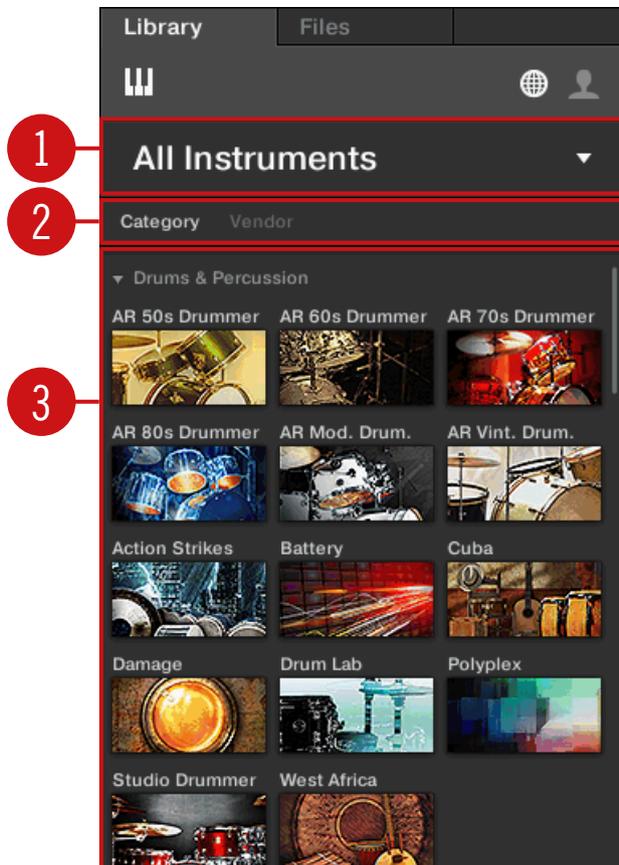
The Instrument selector.

(**1**) **Instrument selector header**: The header shows the selected Instrument—if there is no selection it shows a generic label (All Instruments). Click on the header to open or close the Instrument selector.

(**2**) **Category / Vendor selector**: Allows you to sort the Instrument list by Category or by Vendor.

(**3**) **Instrument list**: Shows all Instruments that are available in your KOMPLETE KONTROL Library.

If Category is selected in the **Category / Vendor selector**, the Instrument list is sorted by the following categories:

- DRUMS & PERCUSSION
- SAMPLED INSTRUMENTS
- SYNTHESIZERS

If Vendor is selected in the **Category / Vendor selector**, the Instrument list is sorted by the names of the vendors.

5.2.3 Files Pane

The Files pane contains following elements:

The Files pane in the Browser.

(**1**) **Files tab**: Displays the Files pane.

(**2**) **Favorite bar**: Displays all your favorite folders. A click on any favorite folder lets you jump directly to that particular path and display its content in the Result list (**5**).

(**3**) **Location bar**: Displays the selected path. The Location bar provides various tools to quickly navigate your file system.

(**4**) **Recent Locations button**: Opens a list of the last visited locations for quickly jumping to any of them.

(**5**) **Results list**: Displays the content (files and folders) of the folder shown in the Location bar. Only files compatible with KOMPLETE KONTROL are displayed.

(**6**) **Control bar**: Provides useful tools when browsing your file system:

- The **Information button** (i) displays additional information for the selected files.

- The IMPORT button lets you import the content of the selected folder to the KOM-PLETE KONTROL Library. Before any files are imported, you can choose which tags will be assigned to the files in the **Attribute editor**.

5.3   Perform Panel

The Perform panel lets you access all the parameters related to the Scale engine, the Arpeggiator, and the Touch Strips.
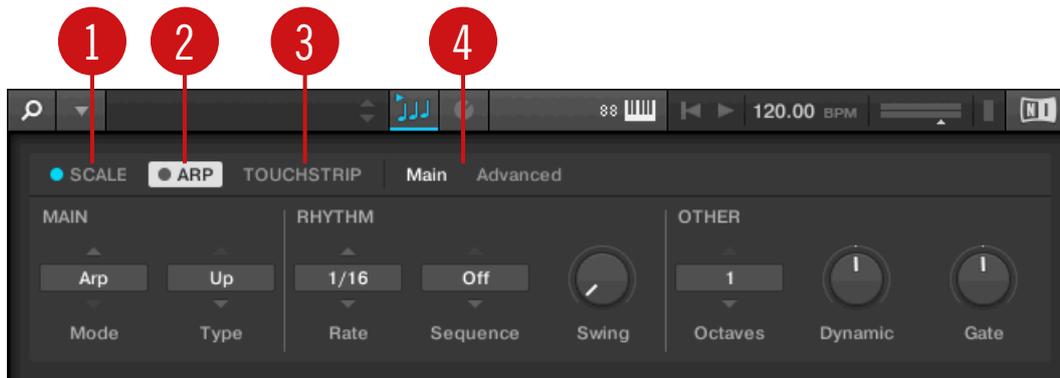
The Perform panel.

(**1**) SCALE: Clicking the round button left of SCALE switches the Scale engine on or off. Clicking the SCALE label displays the Scale engine's parameters. See ↑13, Playing and Editing Scales and Chords for details.

(**2**) ARP: Clicking the round button left of ARP switches the Arpeggiator on or off. Clicking the ARP label displays the Arpeggiator's parameters. See ↑14, Playing and Editing the Arpeggiator for details.

(**3**) TOUCHSTRIP: Clicking the TOUCHSTRIP label displays the Touch Strips' parameters. See Configuring the Touch Strips for details.

(**4**) **Parameter pages**: If multiple pages of parameters are available, you can switch between them here.

5.4   Plug-in Panel

The Plug-in Panel lets you view and customize the parameters mapped to the Control section on the KOMPLETE KONTROL S-Series keyboard for individual Preset files. The amount of pages and parameters vary depending on the loaded Instrument.

The Plug-in Panel.

5.5   MIDI Assignment Editor

The MIDI Assignment editor allows you to define what kind of MIDI messages are assigned to the controls on the KOMPLETE KONTROL S-Series keyboard in MIDI mode. This way you can use the keyboard with MIDI applications or MIDI devices that require specific MIDI messages to be sent in order to control certain parameters or functions. Multiple templates can be configured for quick recall, allowing you to prepare controller assignments for different applications and/or devices. The MIDI Assignment editor lets you change the assignments for the knobs and buttons in the keyboard's Control section, as well as for connected pedals.
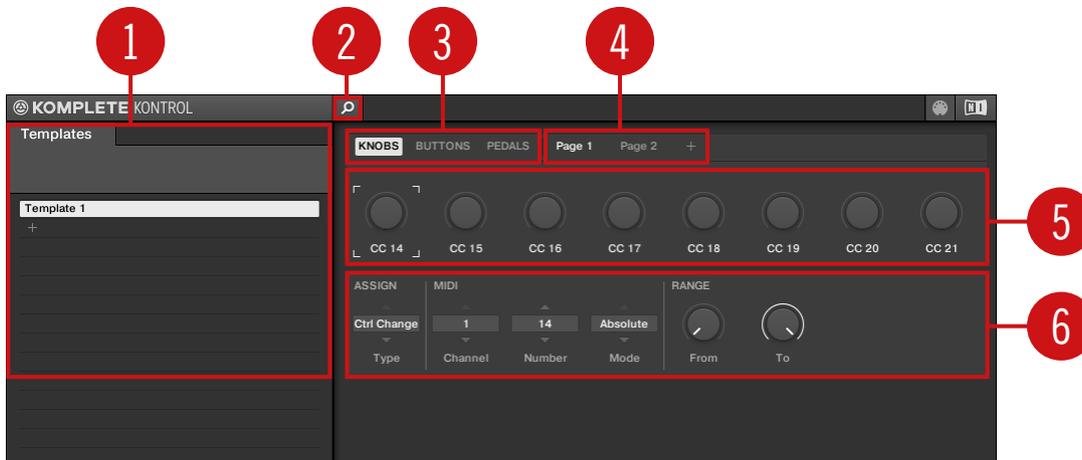
Overview of the MIDI Assignment editor.

(**1**) **Templates Pane**: Allows you to create and manage your Templates for MIDI assignments.

(**2**) **Templates Pane button**: Shows/ hides the Templates pane.

(**3**) KNOBS, BUTTONS, PEDALS: Here you can select the type of control element to which you can make MIDI assignments.

(**4**) **Pages /** Pedal A **and** Pedal B: For the Knobs and Buttons you can have multiple assignments, organized in pages. Here you can select and manage up to four pages. Pedal Assignments are global and not distinct per Template. Pedals A and B can be independently configured.

For the pedals it is not possible to have multiple assignments.

(**5**) **Control elements**: Here you can select the control element for a MIDI assignment.

(**6**) **Definition area**: Defines the MIDI assignment properties for the selected control element.

5.6 Instrument Area

The Instrument area of the KOMPLETE KONTROL software is where your Instruments are displayed once you have loaded them from the Browser. Each Instrument offers a different set of controls and parameters that are all easily controlled directly on the computer screen or from the keyboard. Parameter changes are mutually reflected by both the displays on the keyboard and the Instrument's user interface in the Instrument area.

> (!) For most Instruments, additional views are available that give you access to another set of controls. See ↑7.1, Instrument Views for details.

The Instrument area displaying the Instrument Form.

6   Keyboard Overview

The KOMPLETE KONTROL S-Series keyboard is tightly integrated in the software and can be used to browse, control and play your Instruments as well as to control supported hosts.

The keyboard is available in two sizes: The S49, and S61 are equipped with the same top-quality semi-weighted Fatar keybed with aftertouch. Beyond the keybed, all keyboards come with identical features.

The keyboard is equipped with the following sections:

Top View
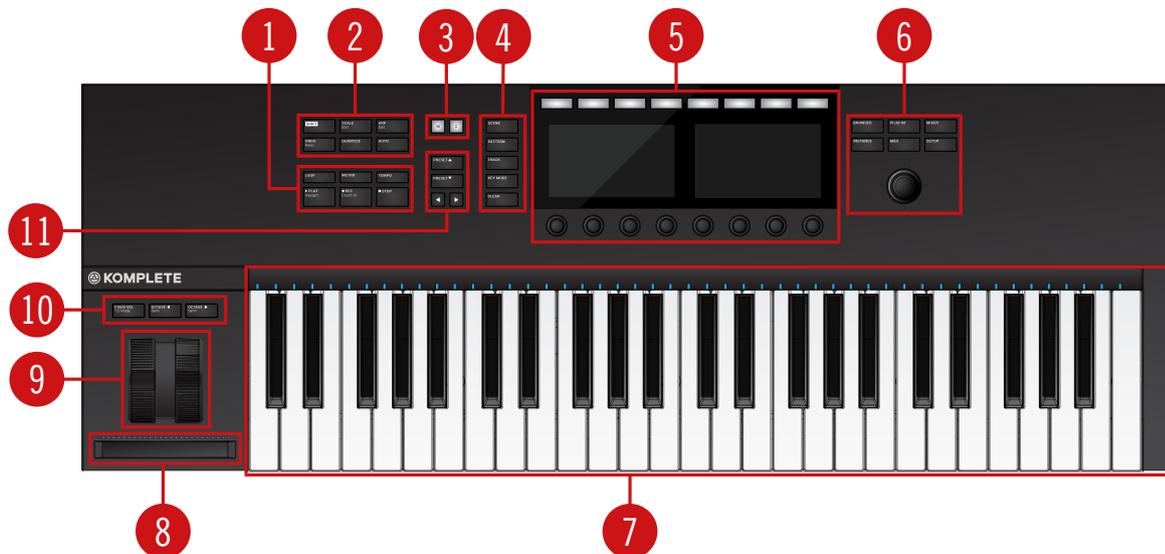
KOMPLETE KONTROL S49

(**1**) **Transport section**: Controls the transport of supported hosts when KOMPLETE KONTROL is used as a plug-in.

(**2**) **Perform and Edit section**: Lets you edit and control the Smart Play features, i.e. playing scales, chords, and arpeggiator sequences. The settings made in the Perform and Edit section are displayed in the Control section (**5**) and are reflected by the Light Guide and keybed (**7**).

(**3**) **Solo and Mute buttons**: Let you instantly solo and mute any Sound or Group in supported hosts.

(**4**) **Arrange buttons**: Let you switch between the different arrangement views and modes in supported hosts.

(**5**) **Control section**: The knobs and displays are automatically assigned to parameters of the loaded Instrument or selected mode.

(**6**) **Navigation and Mode buttons**: Lets you browse your KOMPLETE KONTROL Library and navigate in your DAW with the 4-D encoder, as well as directly access functions like the Mixer and MIDI mode.

(**7**) **Keybed** and **Light Guide**: Reflect the Smart Play functions by switching LEDs on or off to indicate active and inactive keys. The Light Guide also reflects the settings of the loaded Instrument and can be very helpful to illustrate e.g. BATTERY or KONTAKT mappings.

(**8**)**Touch Strip**: The Touch Strip can be assigned to parameters via the MIDI learn function of the loaded Instrument.

(**9**) **Pitch & Modulation Wheels**: The Pitch Wheel and the Modulation Wheel are automatically assigned to corresponding controls of the loaded Instrument.

(**10**) **Transpose and Fixed Velocity buttons**: The FIXED VEL button sets the note velocity for all keys to a fixed value of 127. The OCTAVE buttons transpose the entire keybed one octave down / up. Pressing SHIFT + OCTAVE transposes the entire keybed a semitone down / up.

(**11**) **Preset and Page buttons**: The PRESET up / down buttons let you skip to the next or previous Preset file of the loaded Instrument. The Page left / right buttons let you skip to the next page and thus remap the Knobs and displays to another set of parameters.

Rear View

Keyboard Interface rear view.

(**1**) **Kensington Lock**: Attaches a Kensington lock for protecting the keyboard against theft.

(**2**) MIDI IN/OUT **socket**: Connect devices for MIDI control.

(**3**) Pedal A **and** Pedal B **sockets**: Connects sustain and expression pedals.

(**4**) **PSU socket (15V - 1.2A)**: Connects the power supply which can be purchased separately in the Native Instruments online shop.

(**5**) USB **connector**: Connects the keyboard to your computer with the supplied USB cable.

(**6**) **Power button**: Switches the keyboard on and off.

6.1   Perform and Edit Section

The buttons in the Perform and Edit section on the far left of the KOMPLETE KONTROL S-Series keyboard let you switch the Scale engine and the Arpeggiator on or off and access their parameter for editing. The parameters ware visible and editable via the displays and knobs in the Control section.
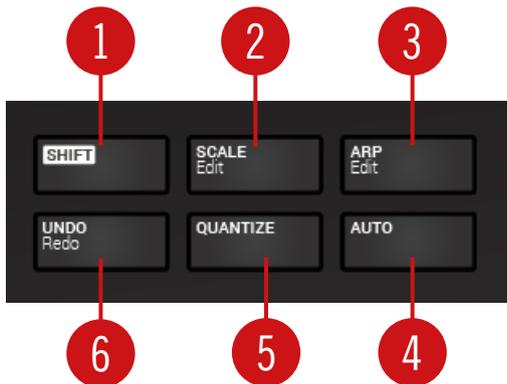
The Perform and Edit section.

(**1**) SHIFT: Lets you access the secondary functions of modes and of controls labeled as such, for example the EDIT functions of the SCALE / Edit (**2**) and ARP / Edit (**3**) buttons.

(**2**) SCALE **/** Edit: Switches the Scale engine on or off, and lets you edit the Scale engine parameters.

(**3**) ARP **/** Edit: Switches the Arpeggiator on or off, and lets you edit the Arp parameters.

(**4**) AUTO: Lets you activate or deactivate automation in supported hosts.

(**5**) QUANTIZE: Lets you quantize events to the step grid in supported hosts.

(**6**) UNDO **/** Redo: Lets you undo or redo your last action in supported hosts.

6.2   Transport Section

The TRANSPORT section at the far left on the keyboard gives you quick and easy access to functions like play, record, loop, etc. in supported hosts.
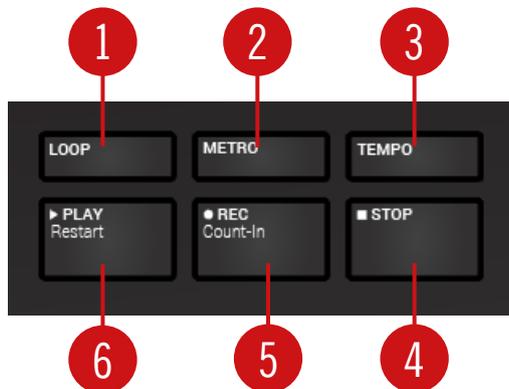
The Transport section.

(**1**) LOOP: Switches between standard and loop playback.

(**2**) METRO: Switches the metronome on or off.

(**3**) TEMPO: Lets you tap in the tempo.

(**4**) STOP: Stops playback.

(**5**) REC **/** Count-in: REC switches record on or off. Count-in (SHIFT + REC) switches the count-in on or off.

(**6**) PLAY **/** Restart: PLAY starts playback. Restart (SHIFT + PLAY) starts playback from the beginning.

6.3   Control Section

The Control section is located at the center of the KOMPLETE KONTROL S-Series keyboard. The knobs, buttons, and displays are automatically assigned to parameters of the loaded Instrument or selected mode. They provide immediate control and allow for deep editing of various aspects of KOMPLETE KONTROL.
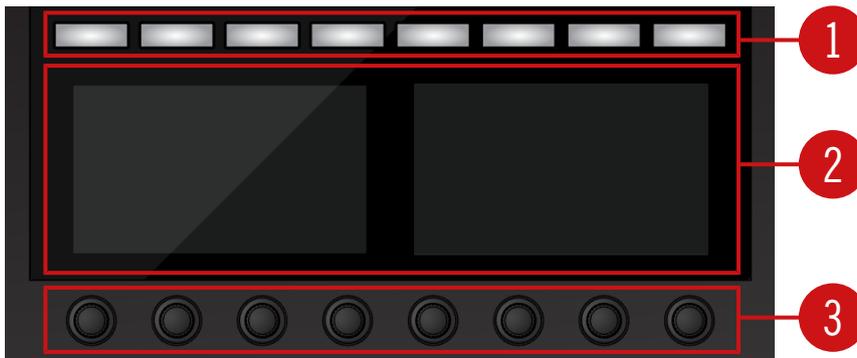
The controls of the Control section.

(**1**) **Buttons 1-8**: The eight buttons dynamically adapt their assignment to the selected mode, allowing for direct access to the most important functions and sub-sections. The displays show the current assignment below each button.

(**2**) **Displays**: The displays give you information related to the loaded Instrument or selected mode, and show the functions and parameters assigned to the buttons and knobs.

(**3**) **Knobs 1-8**: The eight knobs dynamically adapt their assignment to the selected mode, allowing for direct access to the available parameters. The displays show the current assignment above each Knob. As the knobs are touch-sensitive, you can tap them to see additional information.

6.4 Mode Buttons

Mode Buttons.

(**1**) BROWSER: Displays the Browser in the Control section.

(**2**) PLUG-IN: Displays the loaded Instrument in the Control section.

(**3**) MIXER: Displays the mixer of supported hosts in the Control section.

(**4**) SETUP: Displays the hardware serial number and the firmware version, and lets you change the display brightness.

(**5**) MIDI: Accesses MIDI mode that allows you to use the KOMPLETE KONTROL S-Series keyboard as a MIDI controller.

(**6**) INSTANCE: When using KOMPLETE KONTROL as a plug-in in a host without advanced integration, this button lets you switch between KOMPLETE KONTROL instances and MIDI Mode.

6.5 The 4-Directional Push Encoder

The 4-Directional Push Encoder (referred to as the 4-D encoder) combines the functionalities of a conventional joystick, of a button, and of a continuous encoder. These aspects make it a multi-functional control element that can be used for navigation, for adjusting values of parameters, and for controlling Instruments. Hence, it can be moved to the four directions: up, down, left, and right, as well as being pushed and rotated.
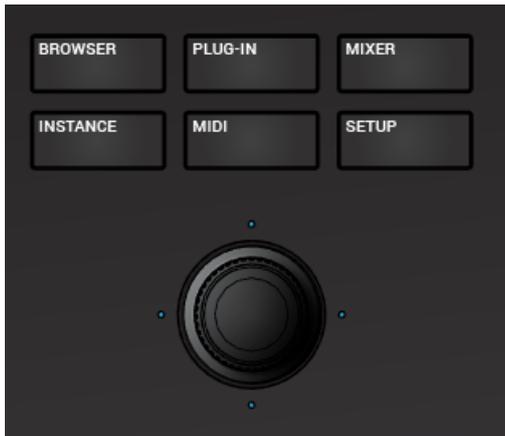
The 4D Encoder situated below the Mode buttons.

Depending on the menu or context, the available actions differ:

- The displays are navigated by pushing the 4-D encoder in a direction indicated by the four LEDs.
- Entries in a list are browsed by turning the 4-D encoder.
- The value of a highlighted parameter is adjusted by turning the 4-D encoder.
- A selection is confirmed by pushing the 4-D encoder.

6.6   Keybed and Light Guide

The Light Guide visualizes the key mapping of loaded Instruments and sample mapping. By color coding sample based Instruments and indicating active and inactive keys in scales using the LEDs above the keybed. The Smart Play settings are also reflected by the Light Guide. This means that when you select e.g. a scale or chord, the LEDs corresponding to the keys contained in that scale or chord will light up, whereas inactive keys remain unlit. The Light Guide also gives you visual feedback when you play back incoming MIDI note patterns from the host.

The Light Guide

6.7 Modulation Wheels

The two Modulation Wheels to the left of the keybed let you control pitch and modulation parameters of the loaded Instrument.

Modulation Wheels

The left Modulation Wheel, called Pitch Wheel, lets you adjust the pitch of the loaded Instrument. The right Modulation Wheel, called Modulation Wheel, lets you adjust the default modulation parameter of the loaded Instrument.

6.8   Touch Strip

The Touch Strip is an intuitive control element that gives you immediate control over Instrument parameters. It sends MIDI Control Change message CC11 (Expression), which you can assign to Instrument parameters via MIDI learn.

The Touch Strip.

6.9   Transpose and Fixed Velocity Buttons
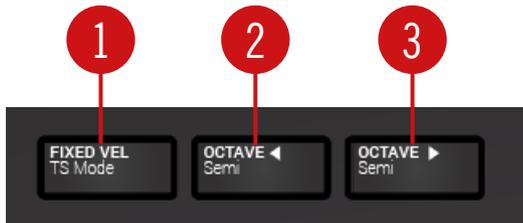
Transpose and Fixed Velocity Buttons.

(**1**) FIXED VEL: Sets the note velocity for all keys to a fixed value of 127.

(**2** - **3**) OCTAVE **down /** Semi **and** Octave **up /** Semi: Transpose the entire keybed one octave down / up. Pressing SHIFT + OCTAVE down / up transposes the entire keybed a semitone down / up. Pressing both buttons simultaneously resets the keybed to the central octave.

7 Global Controls and Preferences

This sections introduces the global controls and the Preferences you can access via the Header of KOMPLETE KONTROL.

7.1 Instrument Views

Once you have loaded an Instrument from the Browser, it appears in the Instrument area of the KOMPLETE KONTROL software. Most KOMPLETE Instruments come equipped with more than one view, giving you access to another set of controls or letting you edit certain features in finer detail. The three possible Instrument views are **Default View**, **Additional View**, and **Edit View** which can be selected directly in the KOMPLETE KONTROL menu.

Instrument views in the KOMPLETE KONTROL menu.

All Instrument parameters can be controlled at all time from the KOMPLETE KONTROL S-Series keyboard, regardless of the selected Instrument view in the KOMPLETE KONTROL software.

> ⚠ The available views may vary with the loaded Instrument.

7.1.1 Default View

The Default View is the view that first appears when you load an Instrument from the Browser. It gives you access to some of the most important features of each KOMPLETE Instrument with an easy-to-use interface.

POLYPLEX in Default View.

7.1.2 Additional View

Most KOMPLETE Instruments have more parameters than can be displayed at once in small surface and therefore come with a second, Additional View. The Additional View can give you access to detailed edit controls or to a completely different set of controls altogether depending on the loaded Instrument.

POLYPLEX in additional view.

Besides of selecting Additional View via the KOMPLETE KONTROL Menu and the application menu, you can also do this by clicking the + button in the KOMPLETE KONTROL header. Clicking it again will return to the Default View.
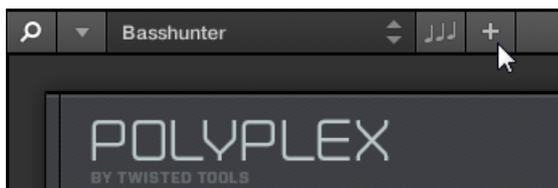
The + button opens and closes the Additional View.

7.1.3 Edit View

> ⚠ Edit view is only available for Instruments powered by KONTAKT or REAKTOR.

In the Edit View you have also the possibility to open any KOMPLETE Instrument that can be loaded or played by either the KONTAKT PLAYER or REAKTOR PLAYER. This gives you access to all the flexible controls and features you would normally have when using KONTAKT or RE-AKTOR in stand-alone mode.

POLYPLEX in edit view.

> 💬 Edit view enables you to access files that cannot be loaded from the KOMPLETE KON-
> TROL Browser, e.g. KONTAKT Multis which can be loaded from the KONTAKT Browser
> in edit view.

7.2 Switching Instances

When two or more instances of the KOMPLETE KONTROL software are running (e.g. as a plug-in on different tracks of the host), you must choose which instance you want to control from the KOMPLETE KONTROL S-Series keyboard.

Switching to an Instance from the Software

► To switch the keyboard to a particular instance of the KOMPLETE KONTROL software, click the Connect button (keyboard icon) in the header of that instance.

Automatic Switching in a Host

When using KOMPLETE KONTROL as a plug-in in a host with advanced integration, the keyboard automatically switches between controlling the KOMPLETE KONTROL software and MIDI mode, depending on the content of the selected track.

▪ If you select a track that hosts the KOMPLETE KONTROL plug-in, the keyboard automatically switches to this instance of the KOMPLETE KONTROL software. This allows you to immediately control all of your Instrument's parameters from the keyboard.

▪ If you select a track that does not host the KOMPLETE KONTROL plug-in, the keyboard automatically switches to MIDI mode. This allows you to assign the available controls on the keyboard to parameters in the host or in an inserted plug-in via MIDI learn (if supported).

► To select a track in a supported host from the keyboard, move the 4-D encoder up or down until the track is highlighted.

Switching to an Instance from the Keyboard

If you are using KOMPLETE KONTROL as a plug-in in a host without advanced integration, you cannot rely on automatic switching between instances. However, you can still select a particular instance of the KOMPLETE KONTROL software from the keyboard using its displays and 4-D encoder.

To display and switch between KOMPLETE KONTROL instances from the keyboard, follow the instructions below:

1. Press the INSTANCE button to show all active instances of the KOMPLETE KONTROL software on the keyboard displays.

2. Use the 4-D encoder to select an instance.

3. Press the 4-D encoder to switch to the selected instance.

→ You can now control the selected instance of the KOMPLETE KONTROL software from the keyboard.

7.3   Transport and Tempo

If KOMPLETE KONTROL is used in stand-alone mode, it features its own transport and tempo settings. They are used by sequenced KONTAKT and REAKTOR Instruments as well as the Arpeggiator. Additionally, the tempo setting is used by all Instruments and effects that allow you to set timing parameters in relation to the musical tempo (e.g. rhythmic modulation, delay effects).

You can find the transport and tempo settings in the header:

Transport and tempo in KOMPLETE KONTROL.

(**1**) **Play** button: The Play button starts and stops the internal clock. This can be used to control the playback of sequenced KONTAKT and REAKTOR Instruments.

(**2**) **Reset** button: The reset button resets the internal clock to its start position. Consequently, sequencers in KONTAKT and REAKTOR Instruments will start their playback from the beginning. The same applies to the Arpeggiator.

(**3**) **Global Tempo**: The tempo is set globally in BPM (beats per minute). You can either click and drag up /down to set the tempo or double-click the display to enter a value numerically.

> ⚠ When using KOMPLETE KONTROL as a plug-in, it is automatically synchronized to the host tempo. Therefore the transport and tempo functions are grayed out and inactive in the KOMPLETE KONTROL header.

7.3.1 Clock Resetting Commands

Clock Resetting Commands from the Software

- When the internal clock is stopped, clicking the Reset button allows you to start playback from the beginning by pressing the Play button.

- When the internal clock is running, clicking the Reset button allows you to resume playback from the beginning.

Clock Resetting Commands from the Keyboard

- When the internal clock is stopped, pressing STOP allows you to reset the internal clock.

- When the internal clock is stopped, pressing SHIFT + PLAY allows you to reset and start the internal clock.

- When the internal clock is running, pressing SHIFT + PLAY allows you to reset the internal clock.

7.3.2 Adjusting Tempo

Adjusting Tempo from the Software

The tempo (**3**) is set globally in BPM (beats per minute).

To set the tempo from:

1. Double-click the display.

2. Enter a value numerically. Alternatively, you can click and drag up or down

→ The tempo adjusts in increments of one.

Adjusting Tempo from the Keyboard

To set the tempo from the keyboard:

1. Press and hold SHIFT.

2.   While holding SHIFT push and turn the Control encoder.

→   The tempo adjusts in increments of one.

7.4   Adjusting Master Volume

The Master Volume slider lets you adjust the overall output volume of KOMPLETE KONTROL.
The Volume meter shows the current peak level of the output signal.

Master Volume controls.

In order to adjust the output volume:

1.   Click and drag the slider to the left or to the right.

→   This will adjust the output volume in 0.5dB increments from -30dB to +10dB. Below
      -30dB, the keyboard's volume control is exponentially scaled and quickly lowers the out-
      put signal to complete silence.

Adjusting Master Volume with the Keyboard

In order to adjust the output volume on the keyboard:

1.   Press and hold SHIFT.

2.   While holding SHIFT turn the 4-D encoder.

7.5   Preferences

In the Preferences you can specify various settings for KOMPLETE KONTROL.

To open the Preferences:

► Click *Edit* > *Preferences* in the KOMPLETE KONTROL menu:
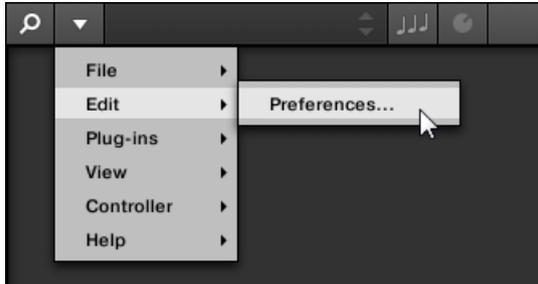
7.5.1 Preferences – Audio Page

The Audio page holds settings related to your audio interface when KOMPLETE KONTROL is running as a stand-alone application.

> ⚠ When using KOMPLETE KONTROL as a plug-in, the audio configuration is managed by the host, and the Audio page is not available.

The Routings section allows you to configure the connections between the virtual outputs of KOMPLETE KONTROL and the physical outputs of your audio interface.
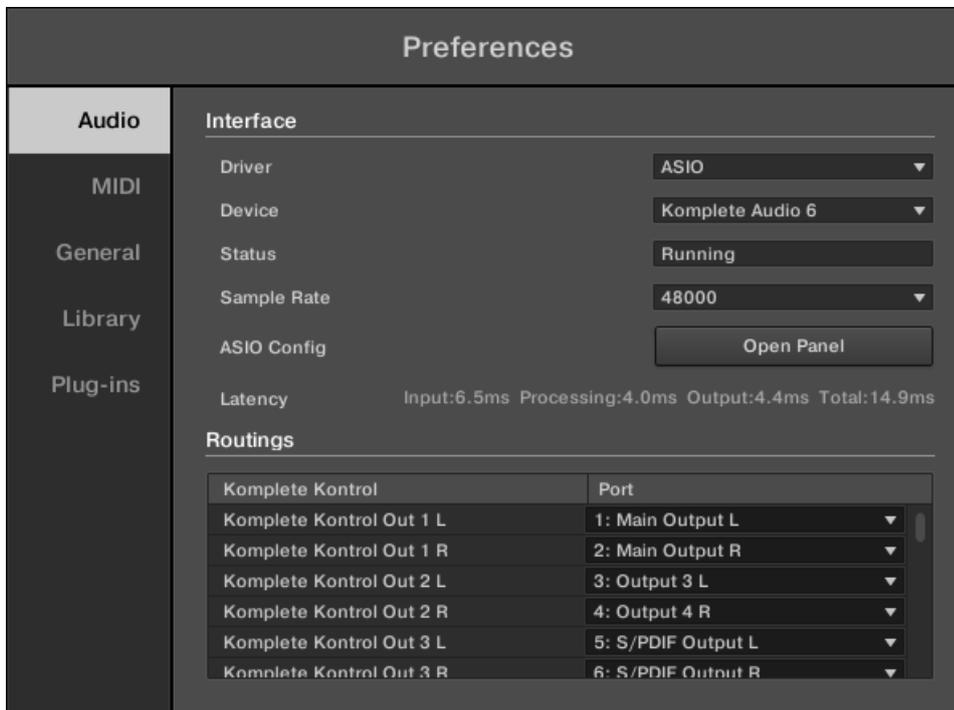
Preferences panel — Audio page

Setting	Description
Driver	Here you can select the audio driver.
Device	This allows you to choose from the available devices if you have connected more than one audio interface.
Status	This shows you whether your audio interface is currently running.
Sample Rate	This displays the selected sample rate of your audio interface. Please restart KOMPLETE KONTROL after changing the sample rate.

Setting	Description
Buffer Size	**macOS:** This slider allows you to adjust the buffer size of your audio interface in samples. Lower values result in a more immediate playing response but increase the CPU load, and may result in audible clicks and pops. Larger values decrease the CPU load, but introduce a larger latency (a small delay between hitting a pad and hearing it). It is recommended to find the lowest value that does not cause clicks and pops even when playing more demanding Instruments. **Windows:** When using an ASIO driver, the Audio page shows an ASIO Config button instead of the Buffer Size slider. Click this button to open the settings window of the selected ASIO driver.
Latency	This shows the delays introduced by the current Buffer Size setting.
Routings	Under Routings, you will be presented with a list of the 16 stereo outputs from KOMPLETE KONTROL: In the right column, you can assign them to the outputs of your audio interface. Click the fields in the right column to select the desired outputs via a drop-down menu.

7.5.2   Preferences – MIDI Page

The MIDI page allows you to set up the MIDI input and output ports that you want to use when KOMPLETE KONTROL is running as a stand-alone application.

> ⚠️ When using KOMPLETE KONTROL as a plug-in, the MIDI configuration is managed by the host, and the MIDI page is not available.
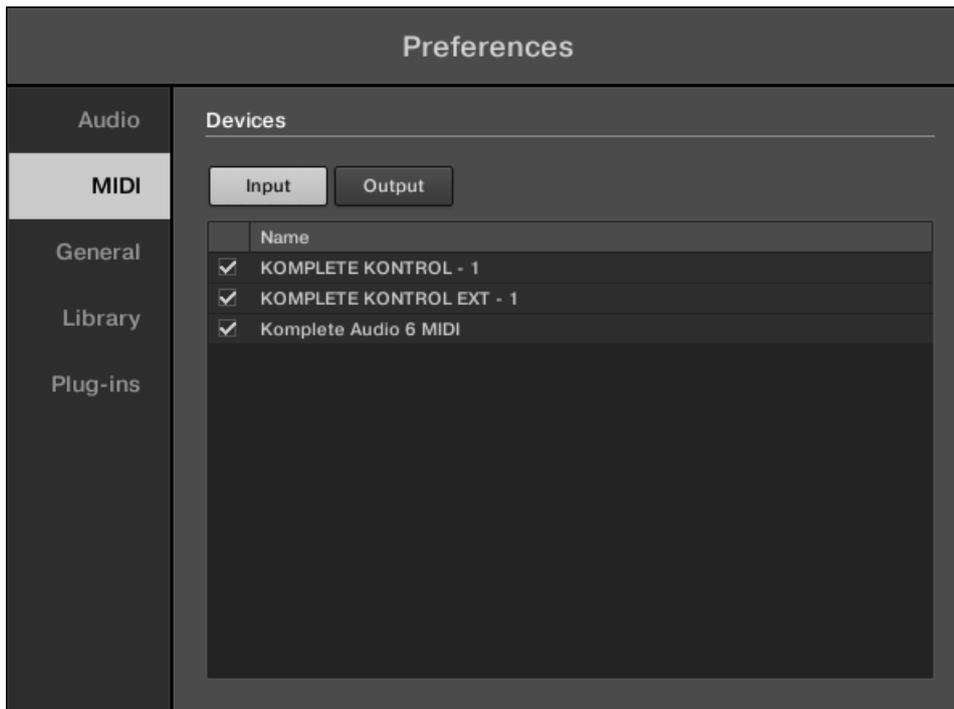
Preferences panel — MIDI page (entries may vary on your computer)

Element	Description
Input	Clicking Input displays a list of all the available MIDI inputs of your system. You can activate/deactivate each input by clicking the checkbox next to its name.
Output	Clicking Output displays a list of all the available MIDI outputs of your system. You can activate/deactivate each input by clicking the checkbox next to its name.

The MIDI Output settings are required for using KOMPLETE KONTROL's Smart Play features with other MIDI instruments.

7.5.3 Preferences – General Page

The General page holds Usage Data Tracking settings. Usage Data Tracking technology enables KOMPLETE KONTROL to automatically track anonymous usage data that you can choose to share with us.

Usage Data Tracking can be enabled or disabled in the General page of the Preferences in the KOMPLETE KONTROL software. However, we encourage all users to keep Data Tracking enabled as it provides a valuable tool for understanding the performance of Native Instruments applications when they are used in real life situations. The data sent to Native Instruments is one hundred percent anonymous and will not affect performance.

For more detailed information about Usage Data Tracking, please refer to the following Knowledge Base article on the Native Instruments website:
https://support.native-instruments.com/hc/en-us/articles/209545029
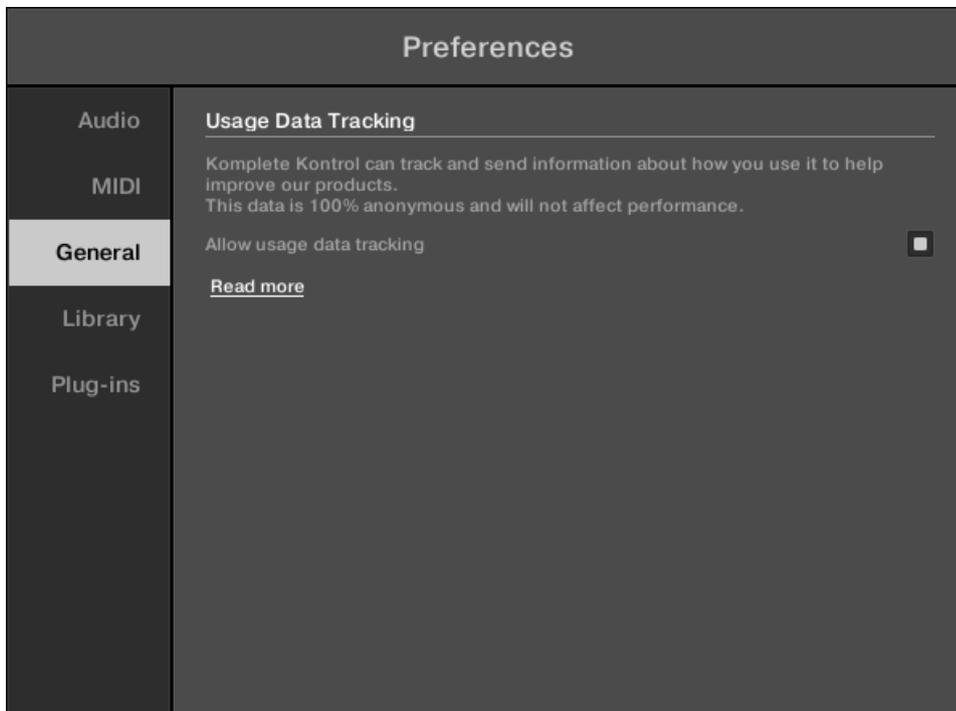
Usage Data Tracking in the KOMPLETE KONTROL Preferences.

To enable or disable Usage Tracking:

1. Open the General page of the Preferences by clicking *Preferences…* in the MASCHINE menu.

2. Click the Allow usage data tracking checkbox to enable or disable user data tracking.

7.5.4   Preferences – Library Page

The Library page allows you to edit the locations of all KOMPLETE KONTROL Library files (both Factory and User) that appear in the Library pane of the Browser.

At the top of the page, the Factory and User buttons allow you to switch between the Factory pane and the User pane.

Factory Pane

The Factory pane shows all factory libraries available. These libraries will appear in the Factory view of the Browser's Library pane.
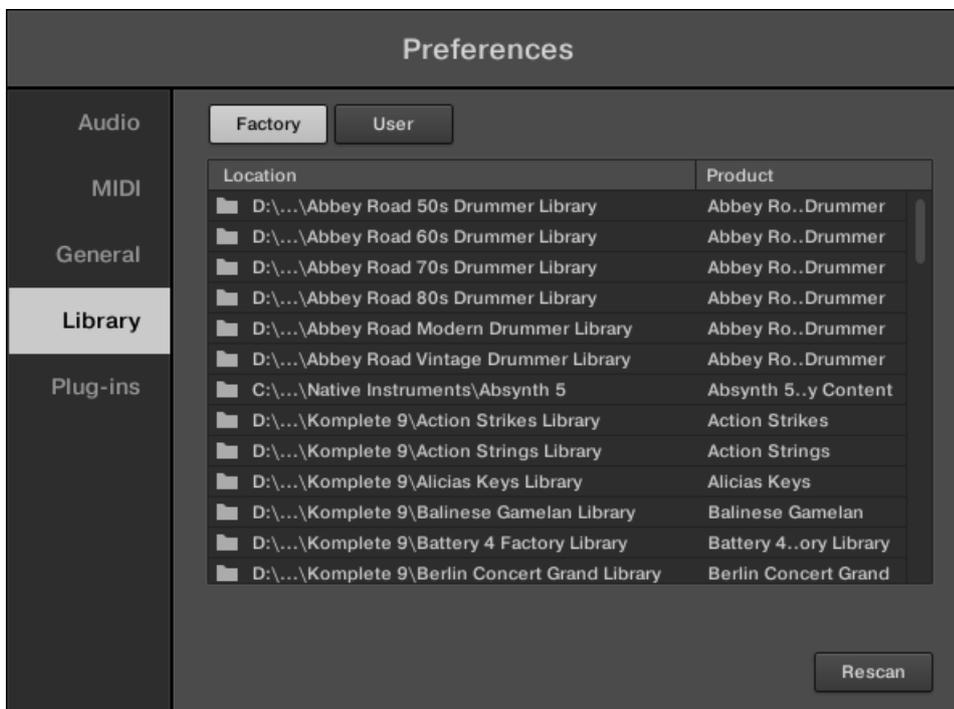
Preferences panel – the Library page's Factory pane.

Element	Description
Location column	Shows the path of each library. If you have moved any library to another location on your computer, click the folder icon on the left of that library and select its new path.
Product column	Shows the name of each product. These names cannot be edited.
Rescan button	If you have made any change to a library (e.g., changed its location), select it in the list and click the Rescan button to rescan that library.

User Pane

The User pane shows all user libraries currently used. These include KOMPLETE KONTROL's standard user directory as well as any other user directory you might have defined. These libraries will appear in the User view of the Browser's Library pane.
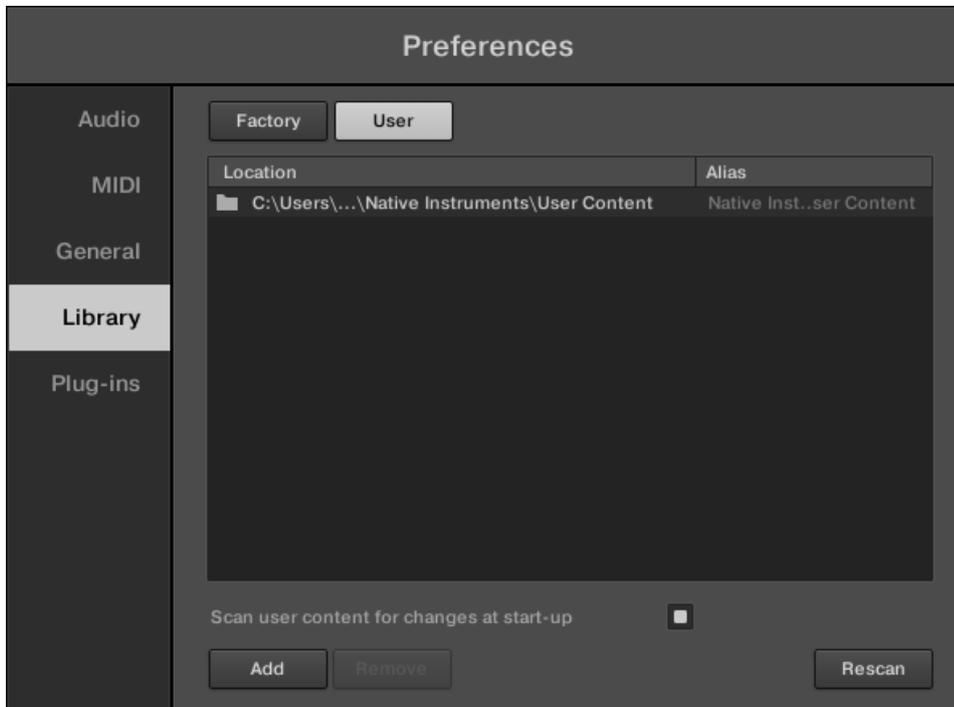
Preferences panel – the Library page's User pane.

Element	Description
Location column	Shows the path of each library. If you have moved any library to another location on your computer, click the folder icon on the left of that library and select its new path.
Alias column	Shows the alias stored for each library. Click an alias to edit it. Defining aliases for your user folders is not mandatory, but it can be of great help when working on different computers (see description below). After adding a location (see Add below), click the field in the new row and in the Alias column to set the alias for that new location. The alias of the default user folder, Native Instruments User Directory, cannot be edited — this is the location where all your user files will be stored by default.
Scan user content for changes at start-up	Enabled by default, this option automatically detects any new added user content when starting KOMPLETE KONTROL.
Add button	Click Add to manually add directories to the user library. See below for more details.
Remove button	Click Remove to remove the selected user library. Files will only be removed from the KOMPLETE KONTROL Browser, not from your hard disk.
Rescan button	If you have made any change to a library (e.g., added/removed files), select it in the list and click the Rescan button to rescan that library.

You can resize the Preferences panel at your convenience using the usual method on your operating system. You can also resize each column by clicking and dragging the limit between both column headers.

Adding Folders to the User Library

In the User pane of the Library page, you can add other folders to the user content of your KOMPLETE KONTROL Library. To do this:

1. Click Add at the bottom of the pane.
   A folder selection dialog opens up.

2. In the dialog, navigate to the desired folder on your computer and click OK (Choose on macOS).

→ All KOMPLETE KONTROL-compatible files found in the selected folder are added to your user content in KOMPLETE KONTROL.

> 💬 KOMPLETE KONTROL-compatible files include *ens, rkplr, nrkt, nksn, nfm8, nabs, nki, nmsv, nbkt, nis.*

Furthermore, the attributes (Instrument/Bank/Sub-Bank, Type/Sub-Type/Mode tags, as well as properties) of all imported files will be retained.

By adding a folder to the user content of your KOMPLETE KONTROL Library, you make their files available in the Browser's Library pane for quick searching and loading.

> ⚠️ Paths to folders added via the IMPORT button in the Browser's Files pane will also show up here. The only difference between adding folders via the Add button in Preferences panel, described here, and via the IMPORT button in the Files pane of the Browser is that the latter allows you to directly tag the files as they are imported.

Please note that the selected folder cannot contain, or be contained within, a folder already listed in the User or Factory pane. If KOMPLETE KONTROL detects such a folder as you press OK (Choose on macOS) in the folder selection dialog, a Duplicate Location message appears: Click OK to return to the folder selection dialog and select another folder on your computer.

Removing Folders from the User Library

You can also remove any user folder from your library—except the default user content directory Native Instruments User Content.

7.5.5 Preferences – Plug-ins Page

The Plug-ins page allows you to manage your VST plug-ins in KOMPLETE KONTROL.

At the top of the page, the Manager and Locations buttons allow you to switch between the Manager pane and the Locations pane.

Manager Pane

The Manager Pane allows you to view and manage all VST plug-ins available in KOMPLETE KONTROL. By default, all available plug-ins are activated for use in KOMPLETE KONTROL.

▶ To deactivate a plug-in for use in KOMPLETE KONTROL, click on the checkbox icon next to its name so it is unchecked.

The option to Always use latest version of NI Plug-ins selects whether or not your Library content is always loaded with the latest version of the associated plug-in. If this option is disabled, your Library content is loaded with the lowest required version of the associated plug-in found on the computer.

> For example, this option is required if you have installed both the full version of REAKTOR 5 as well as a KOMPLETE Instrument that came with REAKTOR 6 Player. By disabling the option, the REAKTOR 5 Factory Library will be loaded with the full version of REAKTOR 5, while the KOMPLETE Instrument will be loaded with REAKTOR 6 Player. This is necessary since the REAKTOR 5 Factory Library is not authorized for use with REAKTOR 6 Player.
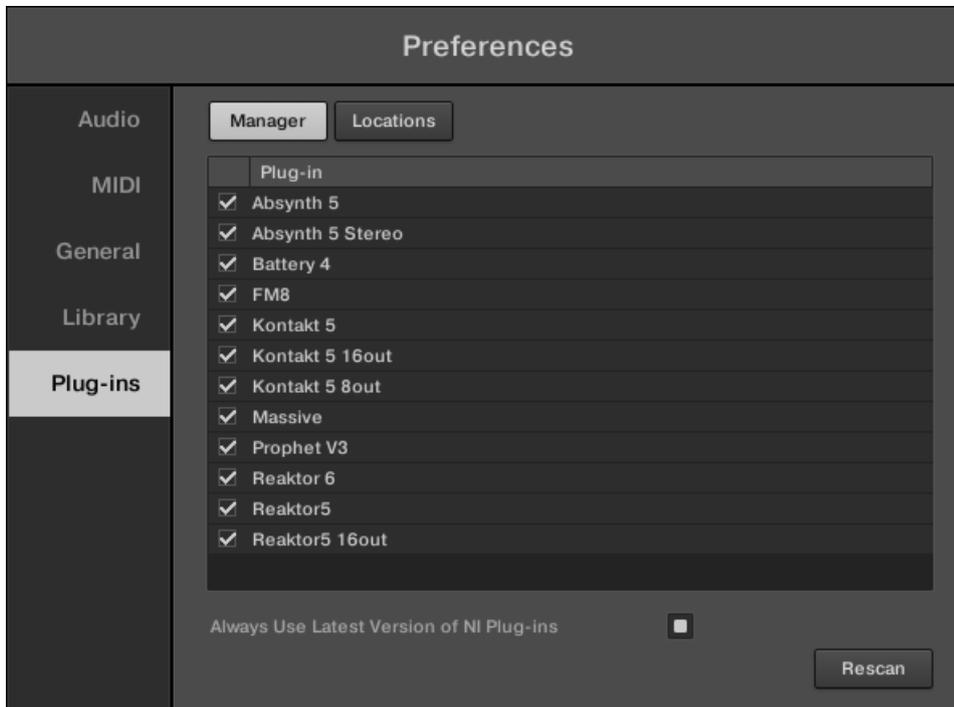
Preferences panel — the Plug-ins page's Manager pane.

Element	Description
Checkbox column	Activates or deactivates a plug-in for use in KOMPLETE KONTROL.
Plug-in column	Lists all available VST plug-ins in KOMPLETE KONTROL.
Always use latest version of NI Plug-ins	If this option in enabled (default), Library content is loaded with the latest version of the associated plug-in. If this option is disabled, Library content is loaded with the lowest required version of the associated plug-in.

Locations Pane

The Locations pane allows you manage the folders containing your plug-ins on the hard drive. KOMPLETE KONTROL scans these folders for VST plug-ins and adds them to the Manager pane. You can Add and Remove folders from the list, as well as use the Rescan function to update the available plug-ins in KOMPLETE KONTROL according to any changes made to the folders or their contents.

► To display the Locations pane, click the Locations button at the top of the Plug-ins page.
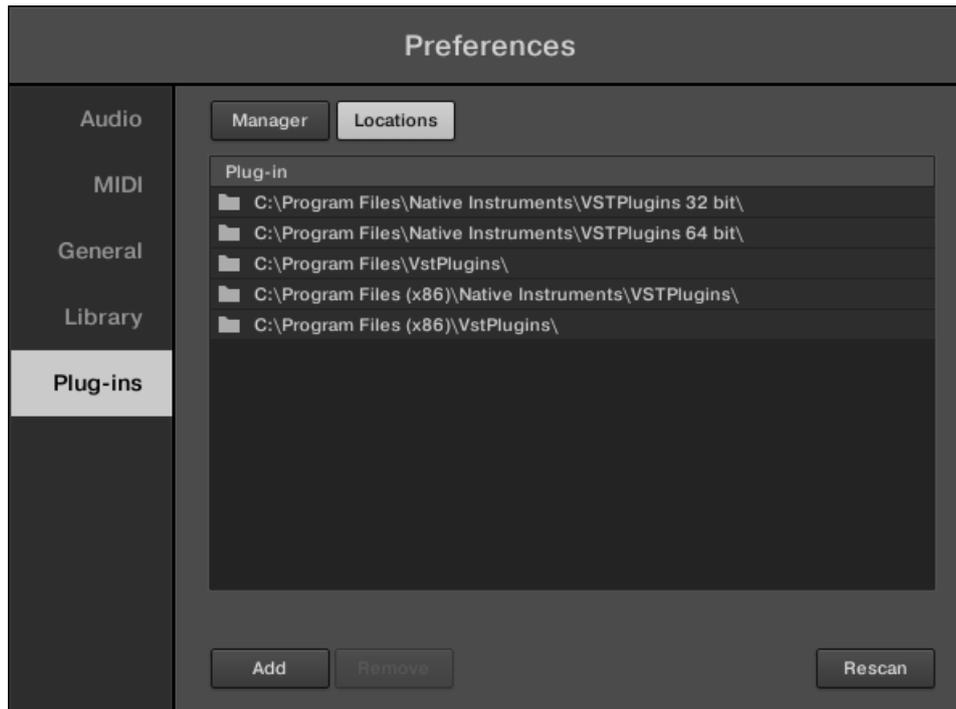
Preferences panel — the Plug-ins page's Locations pane.

Setting	Description
Plug-in column	Lists all folders that KOMPLETE KONTROL scans for VST plug-ins.
Add	Opens a file dialogue that lets you add another folder to the list.
Remove	Removes the currently selected folder from the list.
Rescan	Scans all folders in the list for compatible plug-ins and updates the Manager pane accordingly.

8   MIDI Communication

KOMPLETE KONTROL provides you with flexible MIDI control and host automation capabilities for easy integration with your MIDI environment.

Incoming MIDI

KOMPLETE KONTROL and the Instruments you load inside it can be controlled via MIDI and the host (when KOMPLETE KONTROL is loaded as a plug-in):

- **Triggering Instruments via MIDI notes**: By default, incoming MIDI notes trigger the loaded Instrument and will also be visually reflected by the Light Guide.

- **Controlling parameters via host automation**: You can control parameters of both KOMPLETE KONTROL and your loaded Instruments via host automation (when KOMPLETE KONTROL is loaded as a plug-in).

Receiving MIDI Clock

KOMPLETE KONTROL does not receive MIDI Clock. However, when using KOMPLETE KONTROL as a plug-in, it is automatically synchronized to the host tempo. The tempo display in KOMPLETE KONTROL's header is grayed out and tempo is adjusted in the host.

Outgoing MIDI

You can also **send MIDI data from KOMPLETE KONTROL**:

- **Triggering MIDI instruments and Recording MIDI notes**: KOMPLETE KONTROL sends MIDI Note, Pitch Bend, and Channel Pressure (aftertouch) messages to the host and to any MIDI application or device.

- **Controlling MIDI applications and devices**: KOMPLETE KONTROL's MIDI mode allows you to send Control Change and Program Change messages to any MIDI application or device.

- **Routing and recording processed MIDI notes**: KOMPLETE KONTROL outputs the MIDI notes generated by the Scale engine and the Arpeggiator through the MIDI outputs of the standalone application as well as the plug-in. You can route the MIDI notes to other MIDI instruments or record them as a MIDI pattern in the host.

> ⚠️ MIDI output is only supported by the stand-alone application as well as the VST and AAX versions of the plug-in. The AU (Audio Unit) version of the plug-in does not support MIDI output.

8.1 Host Automation

When you load KOMPLETE KONTROL as a plug-in in a host, the parameters of the loaded Instrument, the Scale engine, and the Arpeggiator become available for automation from the host.

Available Parameters for Host Automation

All parameters available for automation are found in the Perform panel and the Plug-in panel. Browser controls cannot be automated.

8.1.1 Automation IDs for the Perform Panel

The following automation IDs are reserved for parameters in KOMPLETE KONTROL's Perform panel:

Automation ID	Parameter
000	Reserved for Instance Recognition and Automatic Focus Follow
001	Scale On / Off
002	Root Note (Scale)
003	Scale Type (Scale)
004	Key Mode (Scale)
006	Chord Mode (Scale)
007	Chord Type (Scale)
026	Arp On / Off

Automation ID	Parameter
027	Mode (Arp)
028	Type (Arp)
029	Rate (Arp)
030	Sequence (Arp)
031	Swing (Arp)
032	Octaves (Arp)
033	Dynamic (Arp)
034	Gate (Arp)
035	Retrigger (Arp)
036	Repeat (Arp)
037	Offset (Arp)
038	Inversion (Arp)
039	Min. Key (Arp)
040	Max. Key (Arp)
041	Hold (Arp)

8.1.2   Recording Automation

Many hosts require that you have enabled transport record in order to record automation, while others make use of dedicated automation controls. Once the host is ready to record automation, you can start playback and adjust parameters on the KOMPLETE KONTROL S-Series keyboard in order to record them.

> For detailed information regarding automation recording in the host, refer to its documentation.

Changing the State of an On/Off Switch

To change the state of an on/off switch:

1. Click the corresponding button with your computer mouse.
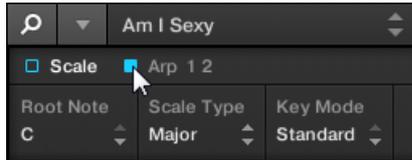
2. Turn the knob on the keyboard currently assigned to the corresponding parameter.

Selecting Another Entry from a Drop-Down Menu

To select another entry from a drop-down menu:

1. Click the corresponding menu with your computer mouse and select an entry.

2. Turn the knob on the keyboard currently assigned to the corresponding parameter.

Changing the Value of a Drag Control

To change the value of a drag control:

1. Click and drag the corresponding drag control with your computer mouse.
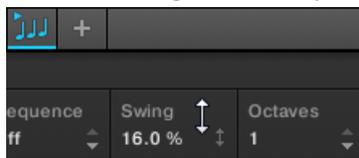
2.   Turn the knob on the keyboard currently assigned to the corresponding parameter.

Some hosts let you handle automation by using automation IDs that are mapped to specific parameters of the plug-in. KOMPLETE KONTROL comes with a predefined list of automation IDs that lets the host find them automatically.

8.2   Using the Keyboard in MIDI Mode

Besides using the KOMPLETE KONTROL S-Series keyboard in combination with the KOMPLETE KONTROL software, you can also use it in MIDI mode as a versatile MIDI controller to pilot MIDI applications or devices, both via USB or via 5-pin DIN MIDI connections.

KOMPLETE KONTROL sends MIDI Note, Pitch Bend, and Channel Pressure (aftertouch) messages to trigger MIDI instruments, as well as Control Change and Program Change messages to control any MIDI application or device.

▪ When you switch on the keyboard and the displays show the message PRESS BROWSE, you are controlling an instance of the KOMPLETE KONTROL software.

▪ When you switch on the keyboard and the displays show various MIDI CC numbers, the keyboard is in MIDI mode. The keyboard directly launches into MIDI mode when the KOMPLETE KONTROL software is not running.

Switching to MIDI Mode

To switch the keyboard between controlling the KOMPLETE KONTROL software and MIDI mode:

► Press MIDI on the keyboard.

► To leave MIDI mode, press any button switching to another mode.

> ⓘ When using the KOMPLETE KONTROL plug-in in a supported host, the keyboard automatically switches between controlling the KOMPLETE KONTROL software and MIDI mode, depending on the content of the selected track.

MIDI Assignment

The MIDI mode's versatility is made possible by the MIDI Assignment editor, which allows you to freely define MIDI assignments for the controls on the keyboard. For more information, refer to ↑8.4, Using the MIDI Assignment Editor.

► Use the Page left / right buttons on the keyboard to switch between Pages you created in the MIDI Assignment editor.

► Use the PRESET up / down buttons on the keyboard to switch between Templates you created in the MIDI Assignment editor.

8.3   Using the Keyboard as Stand-Alone MIDI Controller

If you power up the KOMPLETE KONTROL S-Series keyboard without an USB connection (while the power supply is connected), you can use it as a stand-alone MIDI controller by connecting MIDI devices to the 5-pin DIN MIDI sockets on the keyboard's rear panel.

The keybed and the controls on the keyboard send out the following MIDI messages:

Control Element	Message Type	CC#	Mode / Type	Range / Values	Control Function
Pedal A	Controller	Tip 64 Ring 65	Gate	0-127	Damper Pedal On / Off (Sustain)
Pedal B	Controller	11	-	0-127	Expression Controller
Pitch Wheel	Pitch Bend	-	-	0-127	Pitch Bend
Modulatio n Wheel	Controller	1	-	0-127	Modulation Wheel or Leaver

Control El-ement	Message Type	CC#	Mode / Type	Range / Values	Control Function
Touch Strip	Controller	11	Mode: Standard Display: Unipolar LED Mode: Bar	0-127	Expression Controller
Encoder 1	Controller	14	Absolute	0-127	Undefined
Encoder 2	Controller	15	Absolute	0-127	Undefined
Encoder 3	Controller	16	Absolute	0-127	General Purpose Controller 1
Encoder 4	Controller	17	Absolute	0-127	General Purpose Controller 2
Encoder 5	Controller	18	Absolute	0-127	General Purpose Controller 3
Encoder 6	Controller	19	Absolute	0-127	General Purpose Controller 4
Encoder 7	Controller	20	Absolute	0-127	Undefined
Encoder 8	Controller	21	Absolute	0-127	Undefined
Button 1	Controller	112	Toggle (Action on Down)	Off 0 / On 127	Undefined
Button 2	Controller	113	Toggle (Action on Down)	Off 0 / On 127	Undefined
Button 3	Controller	114	Toggle (Action on Down)	Off 0 / On 127	Undefined
Button 4	Controller	115	Toggle (Action on Down)	Off 0 / On 127	Undefined
Button 5	Controller	116	Toggle (Action on Down)	Off 0 / On 127	Undefined

Control El-ement	Message Type	CC#	Mode / Type	Range / Values	Control Function
Button 6	Controller	117	Toggle (Action on Down)	Off 0 / On 127	Undefined
Button 7	Controller	118	Toggle (Action on Down)	Off 0 / On 127	Undefined
Button 8	Controller	119	Toggle (Action on Down)	Off 0 / On 127	Undefined

8.4   Using the MIDI Assignment Editor

This section guides you through the process of assigning MIDI messages to control elements using the MIDI Assignment editor. In the KOMPLETE KONTROL stand-alone application with the keyboard connected, the Panic button is replaced with the MIDI Assignment editor button that lets you to access the MIDI Assignment editor with all the settings related to the keyboard's MIDI mode.

> ! When using the MIDI Assignment editor, all keyboard controls (i.e. navigation, transport, etc.) are blocked.

MIDI Assignment editor button.

8.4.1   Assigning MIDI Messages to Control Elements

The workflow of assigning MIDI messages applies to all types of control elements and is as follows:

1.   Click on the MIDI Assignment editor button to open the MIDI Assignment editor.

2. Select or create a Template in the Templates pane.
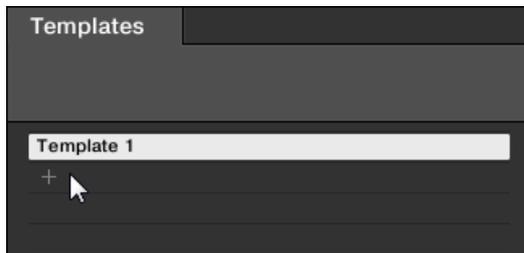
3. Select the type of control element.
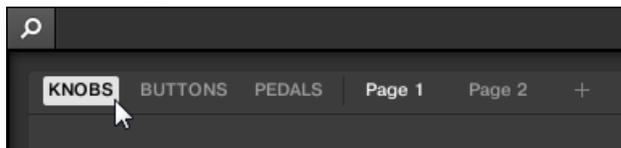
4. Select the control element you want to assign a MIDI message to.
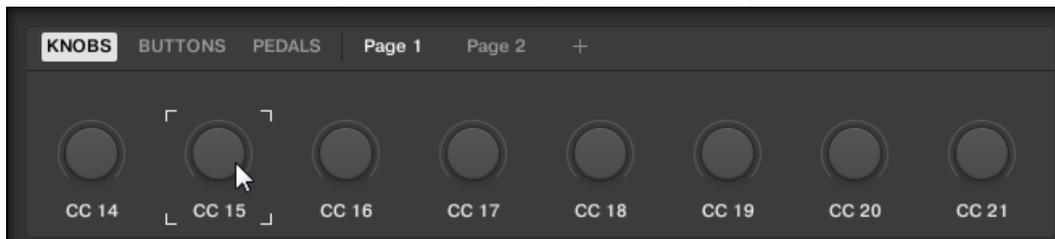
5. Define the MIDI message using the several drop-down menus and options in the Definition area.
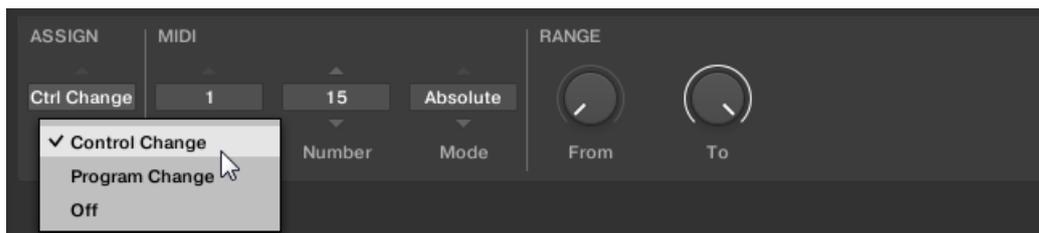
⇨ The available drop-down menus and options in the Definition area vary depending on the selected type of control element as well as from the selections in the Definition area itself.

6.   If required select or create another page for making multiple assignments.
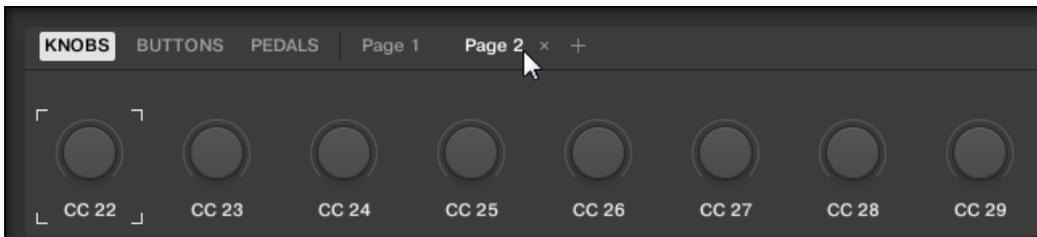
7.   When you finished assigning MIDI messages, close the MIDI Assignment editor.

→   Your edits are saved to the Template(s).

8.4.2   Renaming Control Elements

Apart from assigning MIDI messages you can also rename the control element to your liking.

1.   Double-click on current name of the control element.

2.   Enter the desired name with a maximum length of seven characters.

3.   Press the enter key to confirm.

→   The name of the control element has been changed.

> ⚠   Renaming Templates and Pages is not possible.

8.4.3 The Mapping System

Whatever you do on the keyboard, the MIDI Assignment editor translates it into a MIDI message that is then sent to the desired MIDI port — this is what the MIDI Assignment editor is all about: mapping human actions to MIDI events.

The MIDI Assignment editor's mapping system is structured in a way that allows you to efficiently organize your assignments. This makes the whole mapping process a lot easier and informs you about what will happen whenever you actuate a control element on the keyboard. The next paragraphs will introduce you to some basic concepts.

Assignments

An assignment defines which MIDI event is triggered by a particular control element. Available MIDI event types are "MIDI Note," "MIDI CC," etc. Every action on a control element is translated into one MIDI event, the corresponding assignment defines the rules of that translation.

Depending on the type of control element (button, knob, pedal input…), the available assignments differ.

Pages

You can have multiple assignments, organized in Pages. A Page is a set of assignments for all control elements in this Page area. One Page can be selected (and loaded) at a time. You can switch the available Pages via the Page list in the Inspector. You can do it as well from the keyboard.

When you select another Page, all assignments for the control elements in the Page area are updated accordingly.

Templates

A Template holds a mapping configuration for all control elements on the keyboard, including all Pages that might exist. One Template can be selected at a time. Switching between different Templates can be used, for example, to address different applications on your computer or different MIDI instruments.

The Template contains all Page data, including (for each type of Pages) the list of Pages and the index of the last selected Page.

8.4.4   MIDI Message Types – Type Menu

For all control elements, the assignment definition starts with the same menu: the **Type menu**.

The Type drop-down menu specifies the type of MIDI message that has to be sent upon action on this control element. Depending on the type of control element, the entries in this menu will differ (for example, sending a "play" command from a knob wouldn't make much sense).

All other parameters displayed in the Definition area depend both on the type of control element that you are working on, and on the type of MIDI message selected in this Type menu.

Below is a list of all possible MIDI message types to be found in the Type menu.

▪ **Control Change**: Sends a MIDI Control Change message. This message is sent over a specific MIDI channel set by the Channel parameter (range from 1 to 16, 1 by default). This message tells your target to change the value of a specific continuous controller — controlling for example some effect's depth in your music application. The continuous controller (CC) number is specified via the Number parameter (range from 0 to 127). The values to be sent for that controller are specified in various ways, depending on the type of the selected control element (see next sections).

▪ **Program Change**: Sends a MIDI Program Change message. This message is sent over a specific MIDI channel set by the Channel parameter (range from 1 to 16, 1 by default). It tells the target to switch to another program (or patch, preset…). The program number to be sent can be specified in various ways, depending on the type of the selected control element (see next sections).

▪ **Note**: Sends a MIDI Note On/Off message. This message is sent over a specific MIDI channel set by the Channel parameter (range from 1 to 16, 1 by default). It tells your target to play or stop the MIDI Note specified via the Note parameter (range from C-2 to G8). The message also defines the velocity at which the note is played. This velocity is specified in various ways, depending on the type of the selected control element (see next sections).

▪ **Off**: Deactivates MIDI for the control element. Select this entry to disable that control element or action. The control element / action won't send any MIDI message, hence no parameter is displayed.

8.4.5   Assignments for Knobs

For the Knobs, the Type menu offers the entries *Control Change* and *Program Change*. Depending on the selected entry, the further available options differ subsequently. The following table details the different combinations of options:

Type Menu Value	Mode Menu	Range	Number	Step
Control Change	Absolute	From 0-126 / To 1-127	Number (0-127)	
	Relative			Step (-32 to 31)
	Relative (Offset)			Step (-32 to 31)
Program Change		From 0-126 / To 1-127		

Mode Menu Values for Knobs

For the type Control Change, a Mode menu allows you to select between three operating modes:

- **Absolute**: In this mode the control element sends absolute values. The Range From, To, and Resolution parameters are the same as for the other message types (see above).

- **Relative**: In this mode the sent message is in a +1/-1 fashion — actually 1/127, which is then understood by the target software as +1/-1 in that case. This allows the control element to set the new Control Change value relatively to its current value. Two parameters are available:

  ◦ **Step**: Defines the increment to use. Increase the Step value to trigger greater jumps in the target parameter value. If you choose a negative value for Step, the control will be inverted.

◦ Resolution: Adjusts the sensitivity of the control element to your actions. At high Resolution values, a little movement of the control element will be enough to trigger the message. At lower Resolution values, you will have to move it more frankly to trigger the message.

- **Relative (Offset)**: This mode is similar to the Relative mode explained above, with the difference that here the values sent for the "+1" and "-1" messages are 65 and 63, respectively — in other terms, they are centered around 64 instead of 0. This is well suited for some particular software implementations. As in Relative mode, a Step parameter defines the increment to use, and a Resolution parameter adjusts the sensitivity of the control element to your actions.

8.4.6 Assignments for Buttons

For the Buttons, the Type menu offers the entries *Control Change*, *Program Change*, and *Note*. Depending on the selected entry, the further available options differ subsequently. The following table details the different combinations of options:

Type Menu Value	Mode Menu Value	Value	Number	Note
Control Change	Toggle	Off / On (0-127)	Number (0-127)	
	Trigger	0 - 127		
Program Change	Toggle	Off / On (0-127)		
	Trigger	0 - 127		
Note	Toggle	Off / On (0-127)		Note C-2 – G8
	Trigger	0 - 127		

Mode Menu Values for Buttons

For the buttons control elements listed in the above table, and only for some of the MIDI message types available for these control elements, you can choose from different behaviors for the way the data is sent. This is controlled by the Mode menu. This menu can have up to four entries, depending on the message type that you have selected in the Type menu. Here is the list of all possible entries:

- **Toggle**: In this mode, the control element has two states, On and Off. If you press once, it switches to the On state — if you press again, it switches to the Off state. This can be useful for example for activating some effect, then deactivating it later. This is usually the default mode. In this mode, you find two numeric fields: Off Value defines the value for the Off state (from 0 to 127, 0 by default), and On Value defines the value for the On state (0 to 127, 127 by default). For the Note message type, since the Off state is predefined (it's the MIDI Note Off message), you find instead a single Value parameter defining the velocity of the MIDI Note On message.

- **Trigger**: In this mode, only one message is sent when you hit the control element. There are no On or Off states. For example, this can be useful for switching to another program (preset, patch…) or for triggering one-shot samples (e.g. drum sounds or any other envelope-controlled sounds). In this mode, you thus find only one numeric field called Value, defining the value to be sent when you hit the control element. It goes from 0 to 127 (127 by default).

8.4.7 Assignments for Pedals (Switch)

For Pedals used as switch, the Type menu offers the entries *Control Change* and *Program Change*. Depending on the selected entry, the further available options differ subsequently. The following table details the different combinations of options:

Type Menu Value	Mode Menu Value	Range	Value	Number	Step / Wrap
Control Change	Toggle / Gate		Off / On (0-127)	Number (0-127)	
	Trigger		0 - 127	Number (0-127)	

Type Menu Value	Mode Menu Value	Range	Value	Number	Step / Wrap
	Inc	Min / Max (0-127)			Step (-128 to 127) / Wrap
Program Change	Toggle / Gate		Off / On (0-127)		
	Trigger		0 - 127		
	Inc	Min / Max (0-127)			Step (-128 to 127) / Wrap

Mode Menu Values for Pedals (Switch)

For the button-like control elements listed in the above table, and only for some of the MIDI message types available for these control elements, you can choose from different behaviors for the way the data is sent. This is controlled by the Mode menu. This menu can have up to four entries, depending on the message type that you have selected in the Type menu. Here is the list of all possible entries:

- **Toggle**: In this mode, the control element has two states, On and Off. If you press once, it switches to the On state — if you press again, it switches to the Off state. This can be useful for example for activating some effect, then deactivating it later. This is usually the default mode. In this mode, you find two numeric fields: Off Value defines the value for the Off state (from 0 to 127, 0 by default), and On Value defines the value for the On state (0 to 127, 127 by default). For the Note message type, since the Off state is predefined (it's the MIDI Note Off message), you find instead a single Value parameter defining the velocity of the MIDI Note On message.

- **Gate**: This mode is equal to Toggle with the difference that the state is active for the time the Pedal is hold depressed. In Toggle mode the state is activated until the next time the Pedal is pressed again.

- **Trigger**: In this mode, only one message is sent when you hit the control element. There are no On or Off states. For example, this can be useful for switching to another program (preset, patch…) or for triggering one-shot samples (e.g. drum sounds or any other envelope-

controlled sounds). In this mode, you thus find only one numeric field called Value, defining the value to be sent when you hit the control element. It goes from 0 to 127 (127 by default).

- **Inc**: In this mode you can configure the press of a pedal to step through a list of values by choosing the size of the jump (e.g. 1-2-3-4-5, 2-4-6-8-10 or 3-6-9-12-15), and whether or not the values wrap around back to the beginning, or stop when they reach their minimum or maximum.

8.4.8 Assignments for Pedals (Continuous)

For Pedals used as continuous control, the Type menu offers the entries *Control Change* and *Program Change*. Depending on the selected entry, the further available options differ subsequently. The following table details the different combinations of options:

Type Menu Value	Mode Menu	Range	Number
Control Change		From 0-126 / To 1-127	Number (0-127)
Program Change		From 0-126 / To 1-127	

9 Host Integration

When using advanced host integration, the KOMPLETE KONTROL S-Series keyboard becomes the centerpiece of your studio setup. You can use it to control not only the Instrument loaded in KOMPLETE KONTROL, but also core functionality of supported hosts.

> ⚠ Advanced integration between the new MK2 generation of the KOMPLETE KONTROL S-Series keyboard and Steinberg Cubase / Nuendo is coming soon.

Advanced integration of KOMPLETE KONTROL is available in the following hosts:

▪ MASCHINE

▪ Apple Logic Pro X

▪ Apple GarageBand

▪ Ableton Live

9.1 Integration with MASCHINE

If you own MASCHINE, you can control many of MASCHINE's functions directly from the KOMPLETE KONTROL S-Series keyboard. Furthermore, the Arrange buttons on the keyboard give you access to certain modes and views of the MASCHINE software that makes the integration of KOMPLETE KONTROL into MASCHINE straight-forward. This section gives you an overview of the basic controls functions as well as of the advanced integration controls using the Arrange buttons.

In order to connect the keyboard to MASCHINE:

► Click on the Keyboard icon in the Header.

Connect to MASCHINE using the Keyboard

▶ Press INSTANCE on the keyboard.

▶ Select the MASCHINE instance shown in the display.

▶ Press Button 8 (SELECT) to connect the keyboard to MASCHINE.

9.1.1 Overview of Basic Control Functions

The available basic control functions mapped to the sections of the keyboard are listed below.

TRANSPORT Section

Button on KOMPLETE KONTROL S-Series	Action in MASCHINE
PLAY	Start/stop playback
SHIFT + PLAY (RESTART)	Restart playback at the beginning of the Loop Range
REC	Enable/disable recording
SHIFT + REC (COUNT-IN)	Record with count-in
STOP	Stop
METRO	Enable/disable the metronome
TEMPO	Tap in Tempo
LOOP	Enable/disable Loop

PERFORM Section

Button on KOMPLETE KONTROL S-Series	Action in MASCHINE
SCALE	Enable/disable SCALE for the selected Group
ARP	Enable/Disable ARP for the selected Group
SHIFT + SCALE	Edit SCALE for the selected Group
SHIFT + ARP	Edit ARP for the selected Group
QUANTIZE	Opens the Quantize settings
AUTO	Enables automation.
UNDO Redo	Undo the last action performed
SHIFT + UNDO Redo	Redo the last action performed

PRESET and Page Buttons

Button on KOMPLETE KONTROL S-Series	Action in MASCHINE
PRESET Up	Selects the previous Preset file
PRESET Down	Selects the next Preset file
Page left	Skip the Plug-in page to the left
Page right	Skip the Plug-in page to the right

Mode Buttons

Button on KOMPLETE KONTROL S-Series	Action in MASCHINE
BROWSER	Opens the Browser in the displays
PLUG-IN	Opens the Plug-in view
MIXER	Opens the Mixer view
INSTANCE	Switch between MASCHINE and KOMPLETE KONTROL instances

Button on KOMPLETE KONTROL S-Series	Action in MASCHINE
MIDI	Enters MIDI Mode
SETUP	Displays the hardware serial number and the firmware version, and lets you change the display brightness.

9.1.2 Using the Arrange buttons

The advanced integration controls using the Arrange buttons available basic control functions mapped to the sections of the KOMPLETE KONTROL S-Series keyboard are listed below.

Ideas View

When you press SCENE on the KOMPELTE KONTROL S-Series, you are presented with the Ideas view in the displays. This view is identical to the Ideas view of the MASCHINE software and gives you instant control over Scenes and Patterns.

MASCHINE's Ideas view on the KOMPLETE KONTROL S-Series keyboard.

In the Ideas view you can perform the following actions:

Button on KOMPLETE KONTROL S-Series	Action in MASCHINE
Button 1–8	Focusses a Scene or creates new Scene, respectively
Knob 1–8	Selects another Pattern in Scenes and selects the corresponding Group in touch.
SHIFT + Button 4 (DUPLICATE)	Inserts a copy of the selected Scene.
SHIFT + Button 5 (INSERT)	Inserts an empty Scene.

Button on KOMPLETE KONTROL S-Series	Action in MASCHINE
SHIFT + Button 6 (DELETE)	Deletes the selected Scene.
SHIFT + Button 8 (RETRIGGER)	If enabled, the next Scene that is selected will be forced to play from the start.

Pattern View

When you press PATTERN on the keyboard, you are presented with the Pattern view in the displays. The Pattern view is the recommended view for recording.
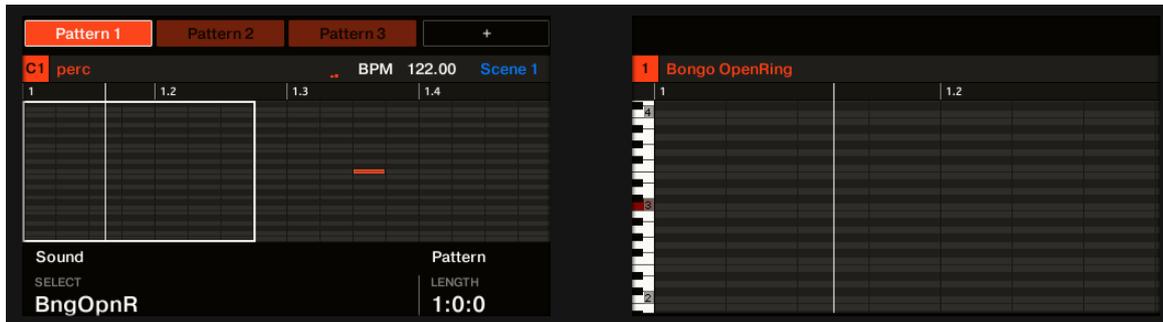
MASCHINE's Pattern view on the KOMPLETE KONTROL S-Series keyboard.

Button on KOMPLETE KONTROL S-Series	Action in MASCHINE
Button 1–8	Selects Patterns or creates new Patterns for the selected Scene.
Knob 1	Selects another Sound in the Pattern.
Turn 4-D encoder	Selects another Pattern.
Move 4-D encoder up or down	Selects another Pattern.
Move 4-D encoder to the left or to the right	Focuses and displays the selected Group of other Scenes.
SHIFT + Button 3 (DOUBLE)	Doubles the current Pattern length.
SHIFT + Button 4 (DUPLICATE)	Inserts a copy of the selected Pattern.
SHIFT + Button 5 (INSERT)	Inserts an empty Pattern.
SHIFT + Button 6 (DELETE)	Deletes the selected Pattern.
Knob 4	Adjusts the Pattern length.

Button on KOMPLETE KONTROL S-Series	Action in MASCHINE
Knob 5	Zooms in or zooms out the pattern view.
Knob 6	Moves the focused area in the displays.

TRACK View

When you press and hold TRACK on the keyboard, you are presented with the Track view in the displays. The Track view is available from every view and can be used for quickly selecting Groups and Sounds. In other words it works like a shortcut page. The Track view stays visible as long as the TRACK button is depressed.

Track view on the KOMPLETE KONTROL S-Series keyboard.

In the Track view you can perform the following actions:

Button on KOMPLETE KONTROL S-Series	Action in MASCHINE
TRACK + Button 1–8	Quickly selects another Group.
TRACK + Knob 1–8	Quickly selects another Sound of that Group.
TRACK + move 4-D encoder left or right	Quickly Focuses and displays the selected Group of other Scenes.
TRACK + turn 4-D encoder	Quickly Selects another Sound in the focused Group.

Mix View

When you press MIXER on the keyboard, you are presented with the Mix mode in the displays. The Mix mode displays eight of 16 channel strips with Sounds and Groups. The further eight Sounds can be displayed by pressing the Page buttons.
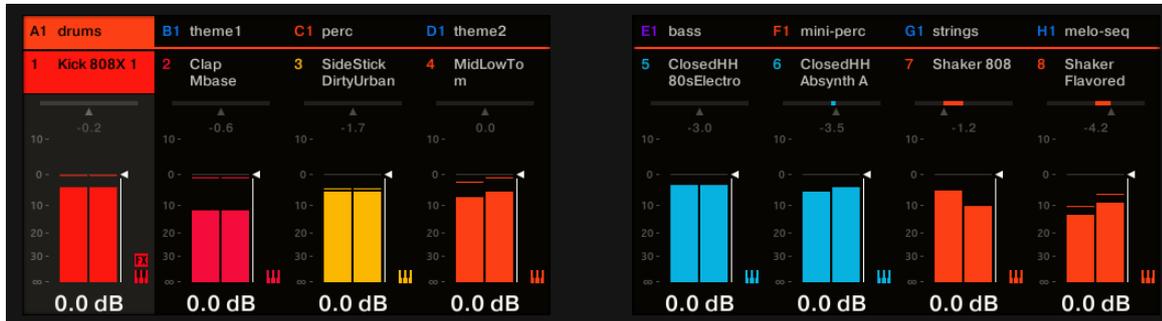
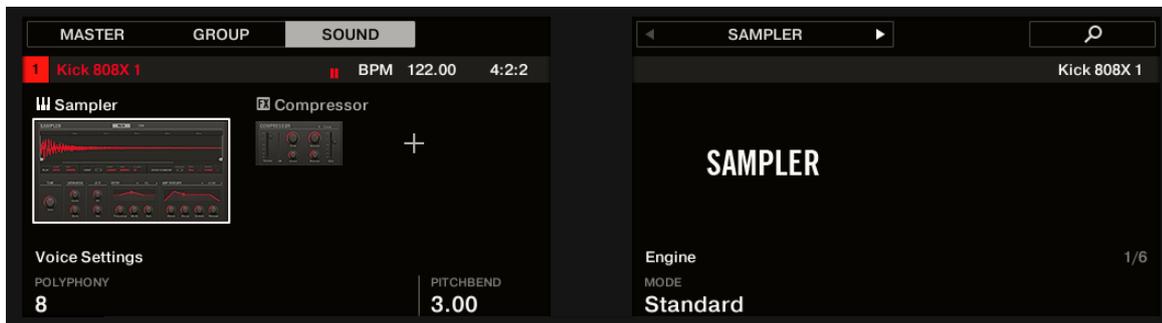Mixer view on the KOMPLETE KONTROL S-Series keyboard.

In the Mixer view you can perform the following actions:

Button on KOMPLETE KONTROL S-Series	Action in MASCHINE
Button 1–8	Selects another Sound of the selected Group.
Knob 1	Adjusts the output volume of the respective Sound.
SHIFT + Knob 1–8	Adjusts the output volume of the respective Sound in finer increments.
Move 4-D encoder up	Gives you access to the Groups.
Move 4-D encoder down	Gives you access to the Sounds.
Turn 4-D encoder to the left or to the right	Selects another Sound or another Group, respectively.
Turn 4-D encoder	Adjusts the output volume of the selected Sound or another Group, respectively.
SHIFT + Turn 4-D encoder	Adjusts the output volume of the selected Sound in finer increments.

Button on KOMPLETE KONTROL S-Series	Action in MASCHINE
Pressing the 4-D encoder	Toggles between Volume and Pan to control.
Turning the 4-D encoder	Adjusts Volume or Pan.

Plug-In View

When you press PLUG-IN on the keyboard, you are presented with the Plug-in view in the displays. The Page buttons give access to other pages containing further functions to control the selected Plug-in from with the keyboard.
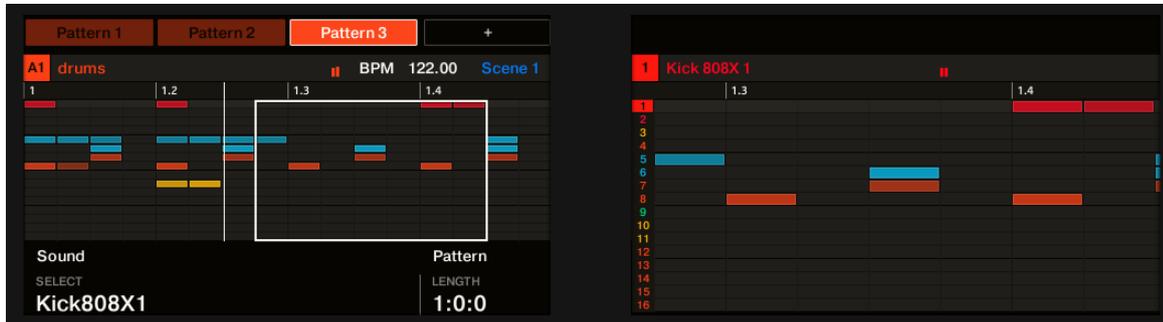

Plug-in view on the KOMPLETE KONTROL S-Series keyboard.

In the Plug-in view you can perform the following actions:

Button on KOMPLETE KONTROL S-Series	Action in MASCHINE
Button 4 and 5	Selects another Plug in the Plug-in chain.
Knob 1–8	Selects another Sound in the Pattern.
Turn 4-D encoder	Adjusts the values of the mapped control parameters.
Page button left and Page button right	Select other parameter pages.

Key Mode

When you press KEY MODE on the keyboard, you are presented with the Key mode in the displays. When Key mode is active the Keybed and Light Guide reflect the PADs behavior and PADs colors as of the MASCHINE controller.

Key mode on the KOMPLETE KONTROL S-Series keyboard.

Using the CLEAR button

Depending on view or mode using the CLEAR button has a different effect as listed below:

Button on KOMPLETE KONTROL S-Series	Action in MASCHINE
Pressing CLEAR in Ideas view	Deletes the selected Pattern.
Pressing CLEAR in Pattern view	Deletes the content of the Pattern.
Pressing CLEAR in TRACK mode	Deletes a Group.
Pressing CLEAR in Plug-in mode	Deletes a Plug-in from the Plug-in chain.
Pressing CLEAR in the Browser	Removes all selections in the Instrument selector.

9.2   Integration with Apple Logic Pro X and GarageBand

If you own Apple Logic Pro X or GarageBand, you can control many of their functions directly from the KOMPLETE KONTROL S-Series keyboard. The available functions mapped to the sections of the keyboard are listed below.

Transport

Button (primary action)	Function	Button secondary action (SHIFT)	Function
PLAY	Stopped: Starts transport Playing: Restarts transport from song start Recording: punch out	Restart	N/A
REC	Stopped: Starts recording Playing: Punch in	Count-in	Turn Count-in On / Off (Default is 1 Bar)
STOP	Stopped: Relocates transport to song start Playing: Stops transport at current position Recording: Stops transport at current position		
LOOP	Press: Turns Loop On / Off Hold + turn 4-D encoder moves Loop by its own length		
METRO	Turns Metronome On / Off		
TEMPO	Can be used to tap in Tempo		

Perform (KK)

Button (primary action)	Function	Button secondary action (SHIFT)	Function
SHIFT	Accesses secondary control function		
SCALE	Turns Scale & Chord Engine On / Off	Edit	Changes Scale & Chord Parameters
ARP	Turns Arp Engine On / Off	Edit	Changes Arp Parameters

Edit

Button (primary action)	Function	Button secondary action (SHIFT)	Function
UNDO	Undoes Logic /GarageBand Action	Redo	Redoes Logic/ GarageBand Action
QUANTIZE	Quantizes to value 1/16 for focused Track or Region		
AUTO	Toggles Automation between Read and Touch for focused track		

Track

Button (primary action)	Function	Button secondary action (SHIFT)	Function
M (Mute)	Mutes / un-mutes focused Track MIXER: press and hold M + press Button 1-8 to mute / un-mute the track		
S (Solo)	Solos / un-solos focused Track MIXER: press and hold S + press Button 1-8 to solo / un-solo the track.		

Instrument (KK)

Button (primary action)	Function	Button secondary action (SHIFT)	Function
PRESET Up	Select previous MIDI Template		
PRESET Down	Select next MIDI Template		
PAGE Left	Select previous MIDI Page		
PAGE Right	Select next MIDI Page		

Arrange

Button (primary action)	Function	Button secondary action (SHIFT)	Function
SCENE	N/A		
PATTERN	N/A		
SELECT	N/A		
KEY MODE	N/A		
CLEAR	N/A		

Navigation

Button (primary action)	Function	Button secondary action (SHIFT)	Function
BROWSER (KK)	Opens the Browser		
PLUG-IN (KK)	Accesses Instrument Parameters		
MIXER	MIXER Knobs 1-8: Volume Parameter Page Left / Right: Switch Bank		SHIFT + Knob: Fine Control
INSTANCE	Connects to MASCHINE Instance		
MIDI	Enables MIDI Mode		
SETUP	Displays the hardware serial number and the firmware version, and lets you change the display brightness.		

4-D Encoder

Primary Action	Function	Secondary Action (SHIFT)	Function
Up / Down	Selects Track		
Left / Right	Selects Clip MIXER: selects channel		
Push	Launches selected Clip BROWSER: Load selected Preset		
Turn	MIXER: adjusts Pan / Volume of selected Track BROWSER: navigates selected list		

Buttons 1-8

Button (primary action)	Function	Button secondary action (SHIFT)	Function
1 - 8	Various (see labels) MIXER: Selects Track		

9.3   Integration with Ableton Live

If you own Ableton Live, you can control many of its functions directly from the KOM-PLETE KONTROL S-Series keyboard. The available functions mapped to the sections of the keyboard are listed below.

> ⚠ that the following functionality descriptions apply to the default Ableton Live setup. If e.g. different playback settings have been selected the functionality will respect those settings.

Transport

Button (primary action)	Function	Button secondary action (SHIFT)	Function
PLAY	Stopped: Starts transport Playing: Restarts transport from song start Recording: Restarts transport from song start		
REC	Starts Clip recording		Start Arranger Recording
STOP	Stopped: Relocates transport to song start Playing: Stops transport at current position		
LOOP	Turns Loop On / Off		
METRO	Turns Metronome On / Off		
TEMPO	Can be used to tap in Tempo		

Perform (KK)

Button (primary action)	Function	Button secondary action (SHIFT)	Function
SHIFT	Accesses secondary control function		
SCALE	Turns Scale & Chord Engine On / Off	Edit	Changes Scale & Chord Parameters
ARP	Turns Arp Engine On / Off	Edit	Changes Arp Parameters

Edit

Button (primary action)	Function	Button secondary action (SHIFT)	Function
UNDO	Undoes Ableton Live Action	Redo	Redoes Ableton Live Action
QUANTIZE	Quantizes to default value 1/16 for focused Clip		
AUTO	Toggles Automation On / Off for focused track		

Track

Button (primary action)	Function	Button secondary action (SHIFT)	Function
M (Mute)	Mutes / un-mutes focused Track MIXER: press and hold M to mute / un-mute the track		
S (Solo)	Solos / un-solos focused Track MIXER: press and hold S to solo / un-solo the track.		

Instrument (KK)

Button (primary action)	Function	Button secondary action (SHIFT)	Function
PRESET Up	Selects previous Instrument Preset in Browser search		
PRESET Down	Selects next Instrument Preset in Browser search		
PAGE Left	PLUG-IN: Selects previous parameter page BROWSER: Selects previous Product page MIXER: Scrolls Tracks left		
PAGE Right	PLUG-IN: Selects next parameter page BROWSER: Selects next Product page MIXER: Scrolls Tracks right		

Arrange

Button (primary action)	Function	Button secondary action (SHIFT)	Function
SCENE	N/A		
PATTERN	N/A		
SELECT	N/A		

Button (primary action)	Function	Button secondary action (SHIFT)	Function
KEY MODE	N/A		
CLEAR	N/A		

Navigation

Button (primary action)	Function	Button secondary action (SHIFT)	Function
BROWSER (KK)	Browser		
PLUG-IN (KK)	Instrument Parameters		
MIXER	Mixer Knobs 1-8: Volume Parameter Page Left / Right: Switch Bank		SHIFT + Knob: Fine Control
INSTANCE	Connects to MASCHINE Instance		
MIDI	Enables MIDI Mode		
SETUP	Displays the hardware serial number and the firmware version, and lets you change the display brightness.		

4-D Encoder

Primary Action	Function	Secondary Action (SHIFT)	Function
Up	Select Previous Clip Slot Except BROWSER: N/A		MIXER: Toggle Volume and Pan Control
Down	Select Next Clip Slot Except BROWSER: N/A		MIXER: Toggle Volume and Pan Control
Left	Select Previous Track Except BROWSER: Select Previous Field		
Right	Select Next Track Except BROWSER: Select Next Field		
Push	Launch or record if the Clip slot is empty Launches or stops scenes when the MASTER track is selected BROWSER: Load Selected Preset		Clip Stop
Turn	Transport Navigation MIXER: Adjust Pan / Volume of Selected Track BROWSER: Navigate Selected List		

Buttons 1-8

Button (primary action)	Function	Button secondary action (SHIFT)	Function
1 - 8	Various (see labels) MIXER: Selects Track		

10 Browsing the Library

The Browser is the place where you can find and load Instruments and Preset Files in KOMPLETE KONTROL as well as organizing your own Preset files. You will at first learn about the Browser basics followed by explaining the browsing workflows. This section details both, the workflows in the software and on the keyboard side by side.

10.1 Browser Basics

This section describes some general concepts about the Browser.

10.1.1 About the Library and Meta-Information

To organize, find, keep track of, and provide you thousands of Preset files at any time ready for loading, KOMPLETE KONTROL makes use of a **Library**. The Library contains the factory content of your KOMPLETE Instruments and NKS Instruments as well as your own user content.

Tags

To help you find the right Preset file quickly and efficiently, the Library implements various techniques that go far beyond the classic folder structure of your operating system—the usage of tags. For example, each Preset file included in the Library contain tags which describe the Preset file according to following aspects:

- The **content type** of the file, i.e. whether it originates from an Instrument's factory library or if it was created by a user.

- The **Instrument** which the files comes from—this can include, e.g., a hierarchical structure with an Instrument category, a particular Instrument, and possibly a Bank of this Instrument.

- A variable amount of **tags** used to describe various characteristics of the file, for example, the type of effect, the sonic character, the context in which it is used—in a word, anything that might help you find the file.

Included Files in the Library

The Preset files included in the Library are all KOMPLETE KONTROL-relevant files found in the folders whose paths are listed in the Library page of the Preferences panel.

You can also save the sounds you created in KOMPLETE KONTROL to the User content section of the Library pane.

10.1.2 Browsing the Library vs. Browsing Your Hard Disks

Besides of browsing KOMPLETE KONTROL Library the Browser also allows you to navigate your file system in a classic way. For each way the Browser provides a single pane with its own tools:

- The Library pane allows you to browse the KOMPLETE KONTROL Library. This is the preferred way to search for files meeting particular musical requirements. This pane also allows you to tag your own Preset files to your liking.

- The Files pane allows you to browse your hard disks by using the hierarchical folder structure of your operating system. For example you can use it to navigate KOMPLETE KONTROL-relevant files that have not been imported into the KOMPLETE KONTROL Library— and you can import them from there!

The Library pane respectively the Files pane can be accessed by clicking the corresponding tab at the top of the Browser.
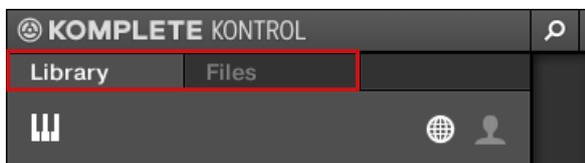
Click the desired tab to show the corresponding pane of the Browser.

> (!) Browsing and loading files from the file system using the KOMPLETE KONTROL S-Series keyboard is not possible. The Browser called up from the keyboard can only load files that have already been added to the Library. This is why you should always import all your files to the Library and tag them using the software Browser beforehand.

10.2   Opening the Browser

A click on the Browser button (the magnifier symbol) in the header opens and closes the Browser. You can also select *View > Browser* in the KOMPLETE KONTROL menu.
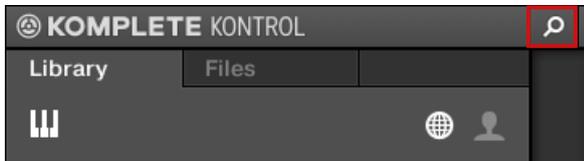
The Browser button in the header.

> 💬 In stand-alone mode, you can also open/close the Browser from your computer keyboard via the [B] key.

Opening the Browser on the Keyboard

In order to call up the Browser on the keyboard's displays:

► Press the BROWSE button.

10.3   Overview of the Browser on the Keyboard

On the displays of the keyboard, the Browser is organized as follows:
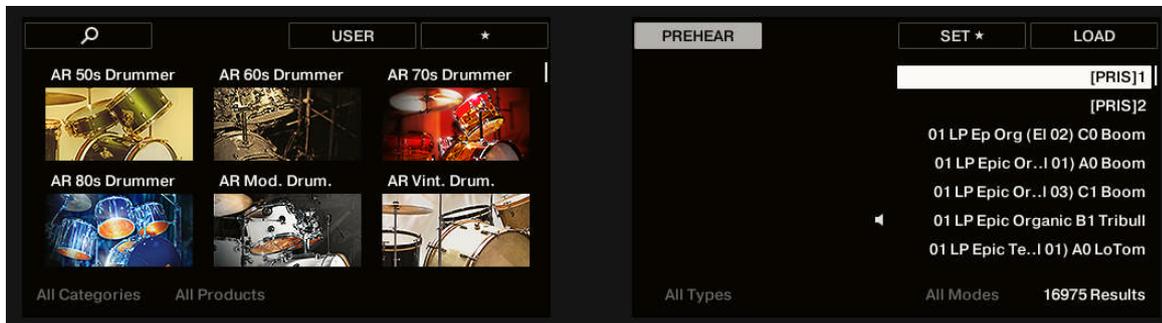
The Browser on the keyboard´s displays.

- The left display allows you to narrow your search by selecting the content type (factory or user content), as well as a product category, a product, a bank, and a sub-bank.

- The right display allows to further refine your search by selecting the desired Type (and possibly Mode) tags. It also shows you the corresponding result list.

10.4   Choosing Between Factory Content and User Content

The Content selector shows two icons, one representing the factory content on the left, and one representing the user content on the right:
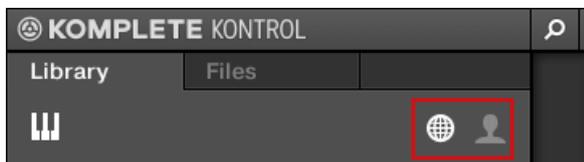
The Content selector.

► Click the NI icon to search the factory content, or click the User icon to search the user content.

Choosing Between Factory and User Content on the Keyboard

In order to choose between Factory and User content on the keyboard:

► Press Button 3 to choose between Factory content (USER off) and User content (USER on). By default, the Factory content is selected.
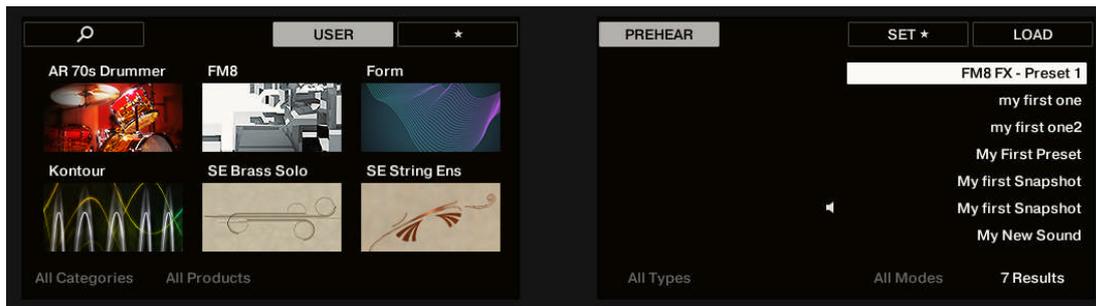
Choosing Between Factory and User Content on the Keyboard

In order to choose between Factory and User content on the keyboard:

► Press the left and right Page buttons choose between FACTORY content and USER content. By default, the FACTORY content is selected.

10.5 Loading an Instrument with its default Preset File

The Instrument selector allows you to limit your search to a certain Instrument category, a particular Instrument, or a specific Bank of the Instrument. You can load an Instrument along with its default Preset file directly from the Instrument selector in the Library pane. By default there is no particular selection in the Instrument selector header; it reads All Instruments.
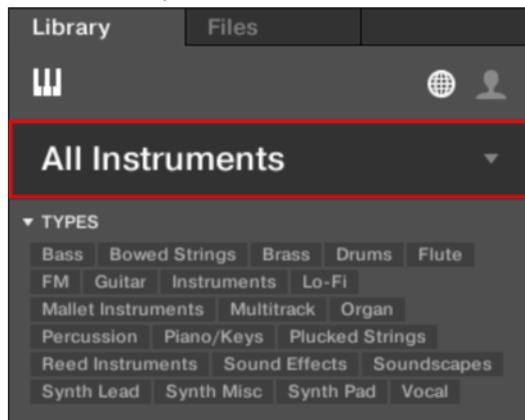
In order to load an Instrument:

1. Click on the Instrument selector header to open it.

⇨ The Instrument selector opens up, showing you all Instruments available in your KOMPLETE KONTROL Library.

2. Sort the Instruments by Category or by Vendor using the Category / Vendor selector.
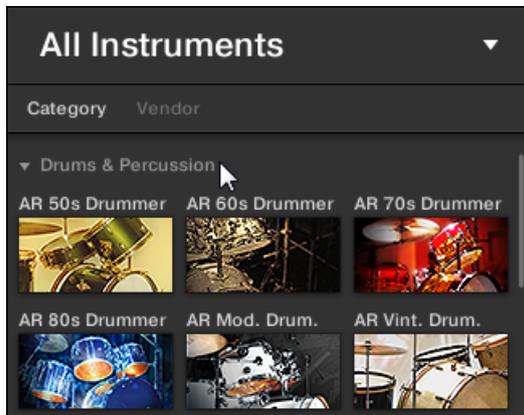
3. Navigate through the Instrument groups to find the Instrument to your liking.

4. Place the mouse over the Instrument entry in the Instrument selector and click on the arrow symbol that appears in the upper right corner of the Instrument entry.
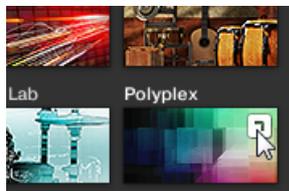
→ The Instrument with its default Preset file has been loaded. With your selection the Instrument selector automatically closes, the Instrument name and icon appear in the Instrument selector header. You can now browse for all Preset files associated with your selection in the Results list.
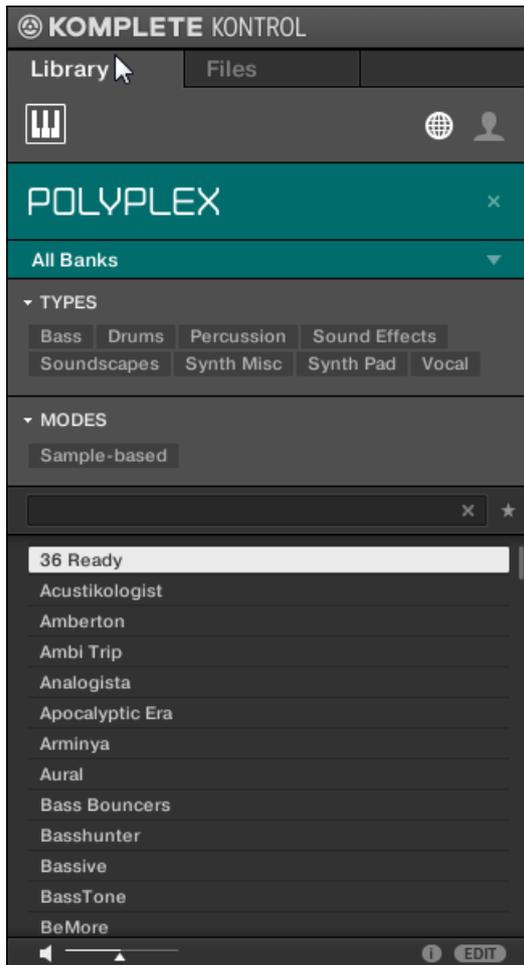
Instead of immediately loading an Instrument you also can get provided with all Preset files associated to the Instrument in the Results list by a click in the middle of the Instrument entry.

Loading an Instrument using the Keyboard

In order to load an Instrument on the keyboard:

1. Press and hold SHIFT to access the secondary Browser functions.
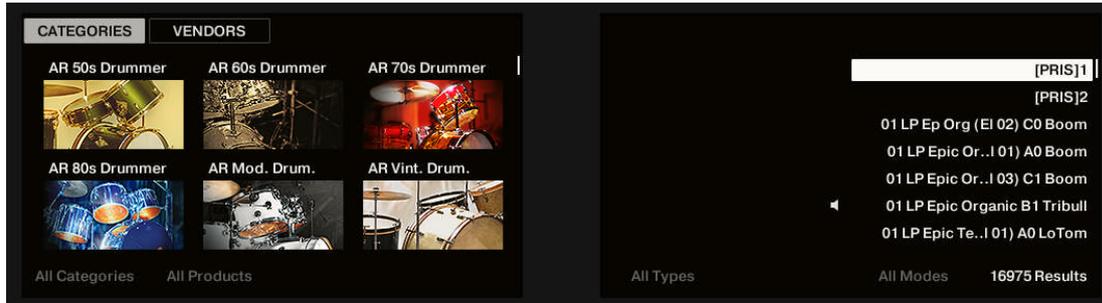
2. While holding SHIFT press Button 1 for sorting the Instrument list by CATEGORY or press Button 2 for sorting the Instrument list by VENDOR. By default the Instrument list is showing all Instruments.

3. Release SHIFT.

4. Turn Knob 1 to select a category or a vendor, respectively.
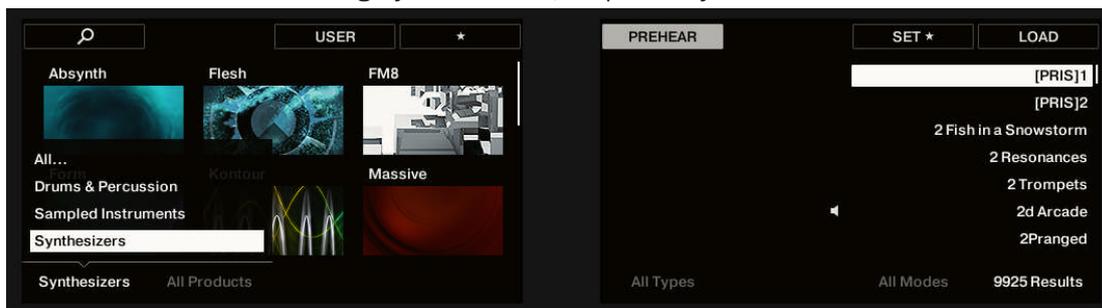
5. Turn Knob 2 to scroll through the Instrument list and find an Instrument to your liking.
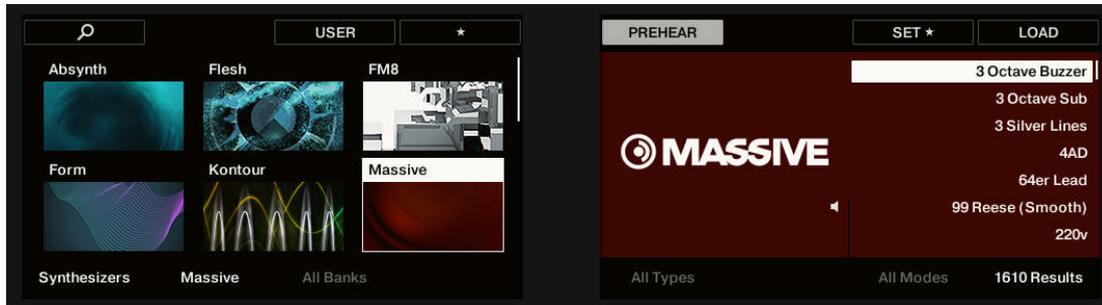
6. Press Button 8 to load the Instrument.

→   The Instrument with its default Preset File has been loaded. You can now browse for all Preset Files associated with your selection in the Results list.
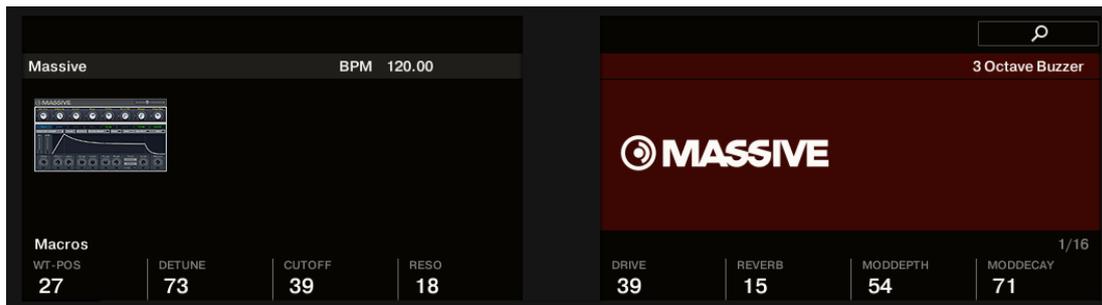
10.6   Filtering Preset Files by Bank

Banks can be additional Libraries (for example MASSIVE Expansions), different versions of the original Factory Library (for example FM7 Legacy and FM8 Factory Library), or any other content categorization specific to a particular Instrument.

When you select specific Instruments in the Instrument list, an additional **Bank drop-down menu** appears under the closed Instrument selector. The Bank drop-down menu allows you to select a particular Bank of Preset files for the selected Instrument.
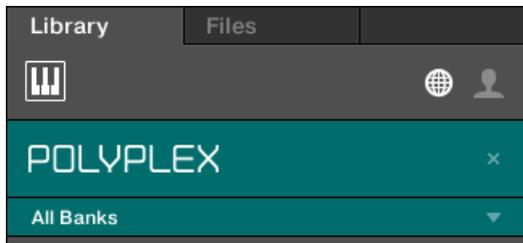
The Bank menu showing All Banks for POLYPLEX

To select a particular Bank of Preset files for the selected Instrument:

1. Click the arrow under the Instrument icon to open the Bank drop-down menu.

2. Choose a Bank from the available entries.
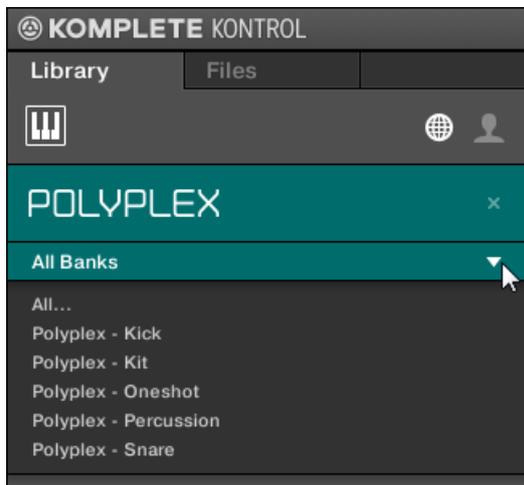
→   Upon your selection the Bank drop-down menu closes and displays the selected Bank.
    The result list underneath further narrow their content accordingly.

As with the Instrument selection, you can remove the selected Bank by clicking the little cross next to the Bank name in the closed drop-down menu.

Selecting a Bank of Preset Files using the Keyboard

In order to select a particular Preset File Bank of the selected Instrument:

▶ Turn Knob 3 to select the desired Bank of the Instrument.
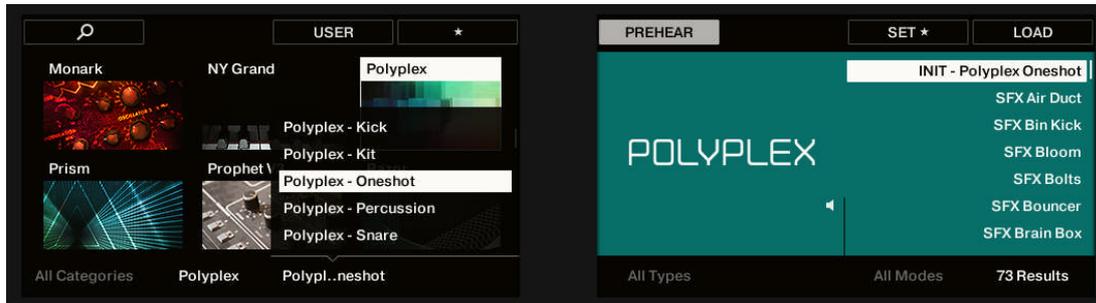
→ The Results list only displays the associated Preset files.

10.7 Resetting the Instrument Selection

In order to select another Instrument or show Preset files for all Instruments in your KOM-PLETE KONTROL Library, you have to reset the Instrument selection:

▶ To reset the selection made in the Instrument selector, click the little cross at the right of the Instrument name:
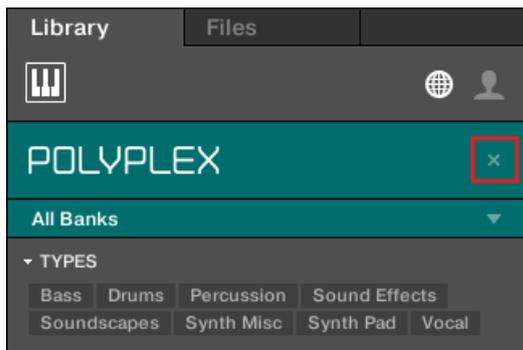
→ The Instrument selection is reset. The Instrument selector displays the generic label All Instruments. The TYPES and MODES filters and the Results list under the Instrument selector now include Preset files for all Instruments.

> (!) Instruments are shown in the Instrument selector only if the Library contains files for them. If a particular Instrument does not show up, make sure that it is installed correctly and has been updated to the latest available version.

Resetting the Instrument Selection on the Keyboard

To reset the Instrument selection:

► Turn Knob 2 anti-clockwise until ALL PRODUCTS is shown above in the display.
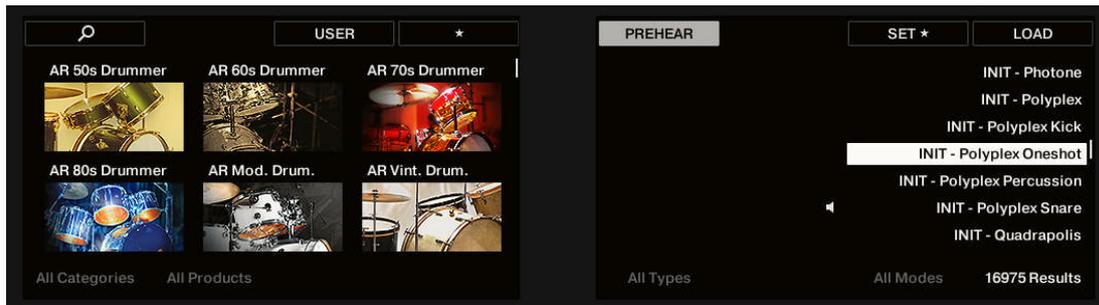
→ The Instrument selection is reset.

10.8   Types and Modes Filters

The TYPES and MODES filter menus which appear under the Instrument selector allow you to search for Preset files according to particular characteristics of a sound. Recommended but not mandatorily the TYPES and MODES filters bring best Results in combination with a selected Instrument.
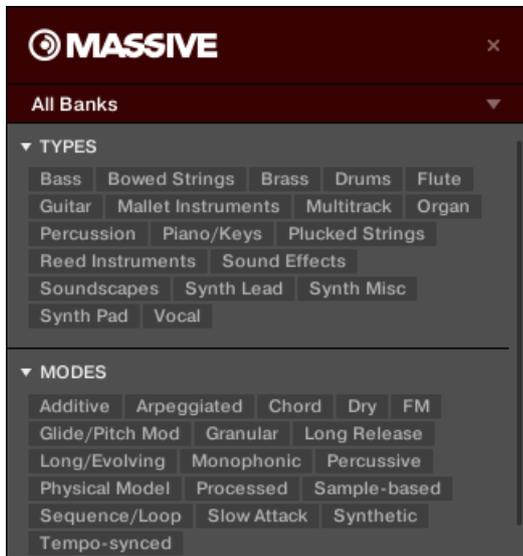
TYPES and MODES filters for MASSIVE

As soon the desired tags in the tag filters are selected the search is limited to the Preset files that are tagged correspondingly. Tags can also be deselected to broaden the search.

Types

The tags of the TYPE filter are structured into two hierarchical levels—top-level tags and sub-level tags.

- At first the TYPES filter displays the available top-level tags only.

- As soon as a tag in the top level selected, the second level appears underneath with sub-tags of the selected top-tag.

- The hierarchical structure means that the sets of sub-tags are specific to each tag of the level above.

Modes

The MODES filter provides an additional level that is independent from the Type levels:

▪ In general, Mode tags will rather refer to technical terms (e.g., Arpeggiated, Percussive, Synthetic, etc.).

▪ The MODES filter is always displayed. You can start your search with the MODES filter before (or even without) using the TYPES filter.

▪ However, the list of tags available in the MODES filter will vary depending on the tags selected in the TYPES filter. If no file contains both the Type and Mode tags that you have selected, the Type tags will prevail and the Mode tags will be deselected.

If you don't select any tag in the TYPES or the MODES filter, the result list will include all available files for the selected Instrument.

Both the Types as well as the Modes filter menus can be collapsed and expanded with a click on the arrows to allow for a larger result list.
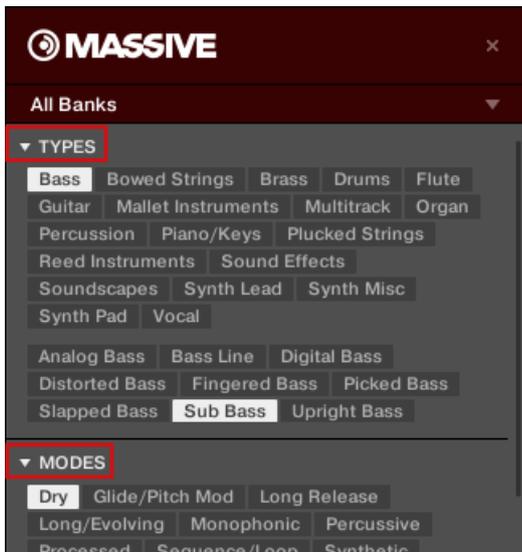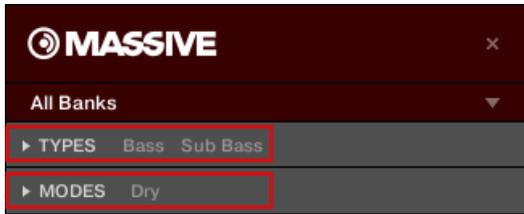
10.8.1 Filtering Preset Files by Types and Modes

In this tutorial you will learn how to filter find a bass line Preset file exemplary from the MON-ARK Instrument using the Types filter. We assume here you have already selected the MON-ARK Instrument in the Instrument selector. For now the TYPES filter shows only top-level tags:
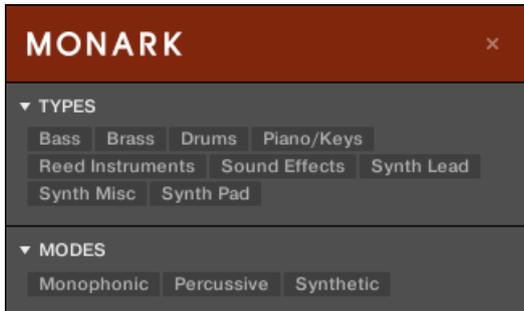
The MONARK Instrument is selected in the Instrument selector.

In order to find a bass sound:

1.   Select the Bass tag from the TYPES filter.

⇨   Upon your selection the second level of tags appears underneath with Sub-Types like Ana-
     log Bass, Fingered Bass, etc.
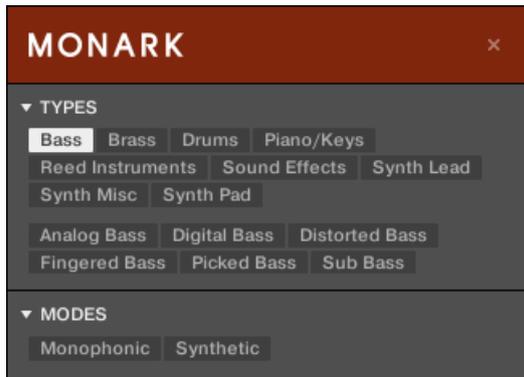
2. Select the Sub-Type matching the desired characteristic for your bass line. By selecting any of these tags, say, Distorted Bass, you will narrow your search to this particular Sub-Type of bass sounds.

3. Select the Synthetic tag from the MODES filter.

→ The Results list is filtered accordingly to the Types and Modes filters.

This method allows you to quickly find various Preset files for an Instrument with similar characteristics.

Filtering Preset Files by Types and Modes Using the Keyboard

In order to find a bass sound:

1. Turn Knob 5 (All Types) to select the Bass tag from the Types filter.
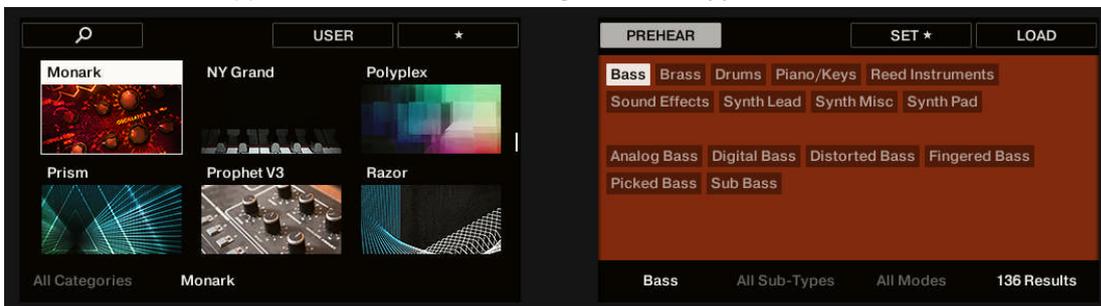
⇨ Upon your selection the second level of tags appears above Knob 6 displaying All Sub-Types.

2. Turn Knob 6 to select the Sub-Type matching the desired characteristic for your bass line, say, Distorted Bass.
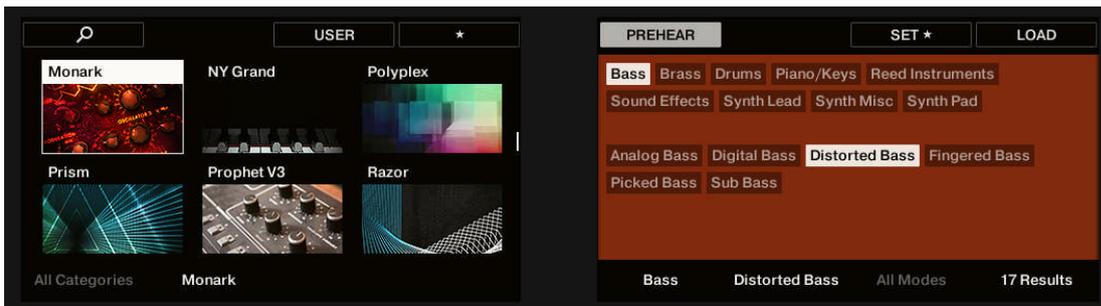
→ The Results list is filtered accordingly to the Types and Modes filters.
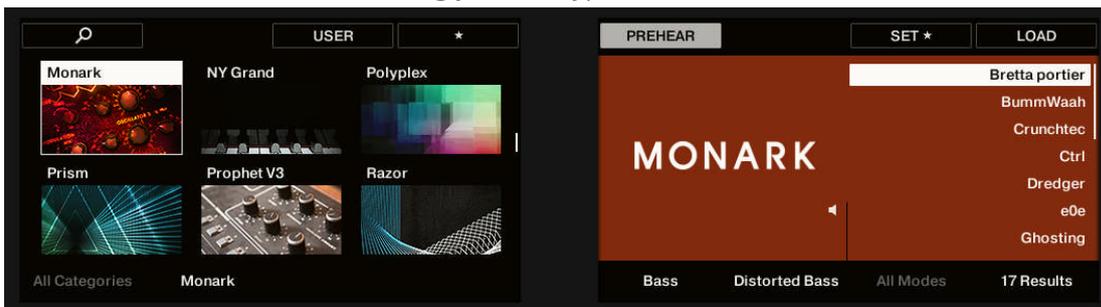
10.8.2   Selecting Multiple Tags from the Same Level

In both TYPES and MODES filter you can select **multiple tags** from the same level:

► Hold [Shift] on your computer keyboard and click two tags at a particular level to select these tags and all tags in-between.

► Hold [Ctrl] ([Cmd] on macOS) on your computer keyboard and click any number of tags at a particular level to select these particular tags.

→ The result list will include all files satisfying at least one of the selected tags.

> (!) Selecting multiple tags from the same level using the keyboard is not possible. Never-theless, the display on the keyboard will show (multi) when multiple tags are selected in the software.

10.9   Working with Favorites

Favorites in the KOMPLETE KONTROL Browser allow you to quickly view and browse your most frequently used Instrument Preset files. Any Preset can be assigned to be a Favorite. The Favorites serve as an additional filter in the Library pane. When activated, the Results list will only show Preset files that have been assigned to be a Favorite, and also match all other selected filters, including the search query entered into the search field.
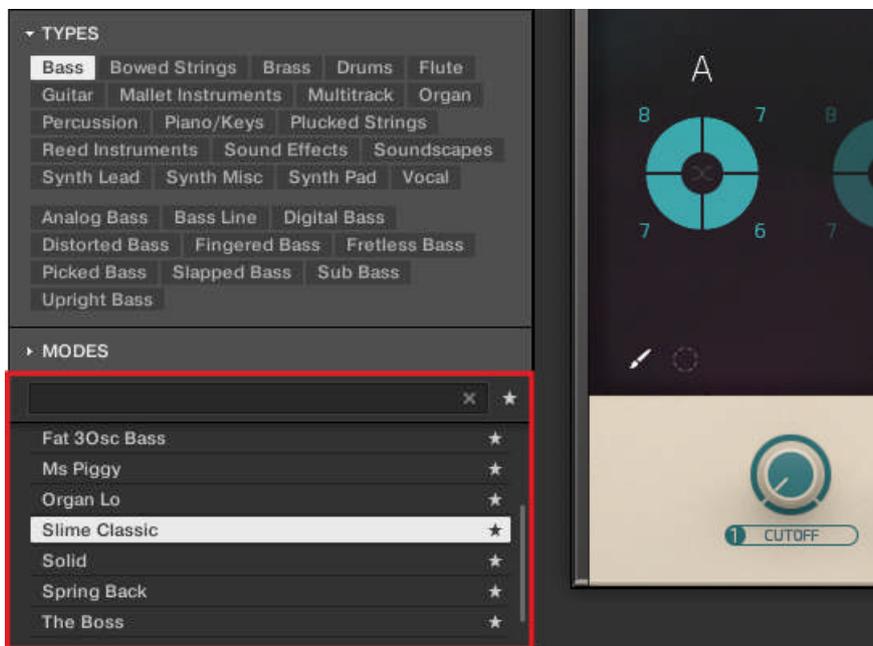
The KOMPLETE KONTROL Browser showing all Favorites tagged with the Type Bass

10.9.1 Adding Preset Files to the Favorites

To add a Preset File to the Favorites:

1. Place the mouse cursor over any selected or unselected entry in the Results list.

⇨ The entry is highlighted and the Set Favorite icon on right appears.
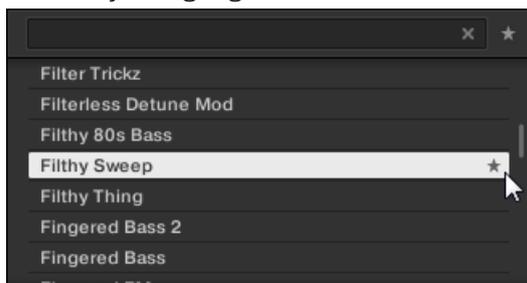
2. Click on the Set Favorite icon to add the corresponding Preset file to the Favorites.

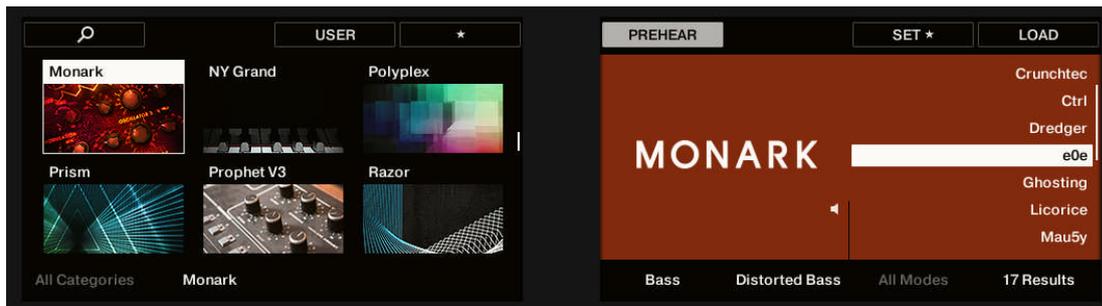→ The Preset file is added to the Favorites, indicated by the lit Set Favorite icon next to its name.
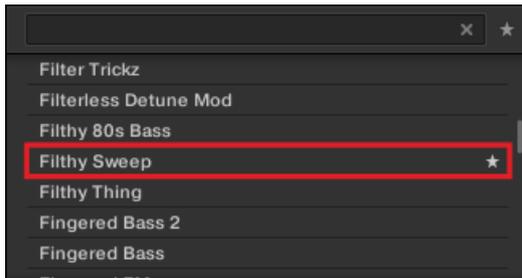
You can add any Preset File in the Results list to the Favorites, no matter if it is selected or not.

Adding Preset Files to the Favorites on the Keyboard

In order to add a Preset File to the Favorites on the keyboard:

1. Turn Knob 8 to select/highlight the Preset File you want to add to the Favorites in the Results list.

2. Press Button 7.

→   The Preset File is added to the Favorites, indicated by the lit Set Favorite icon next to its name.
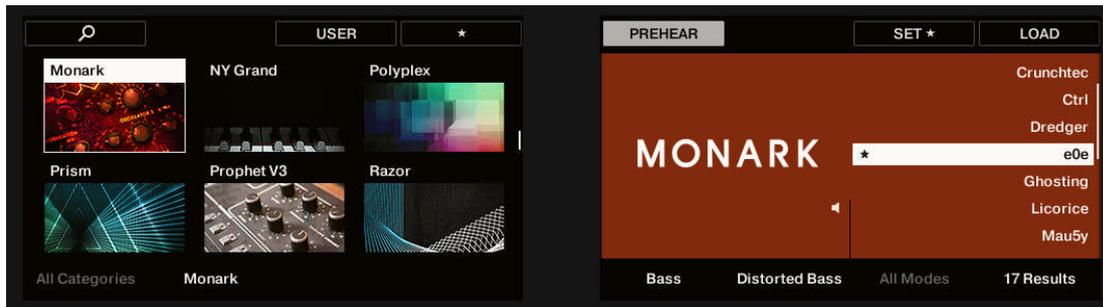
10.9.2   Displaying Favorites in the Results List

To activate the Favorites filter:

►   Click on the Favorites icon next to the search field to activate the Favorites filter.
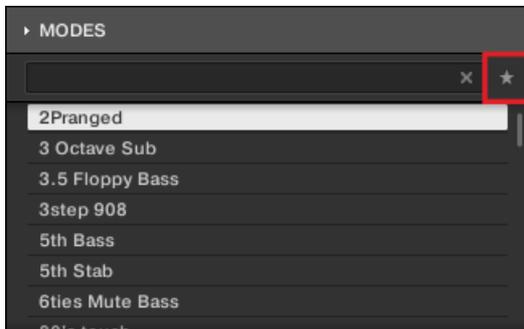
→   The Favorites icon is now lit and the Results list shows all favorite Preset Files.
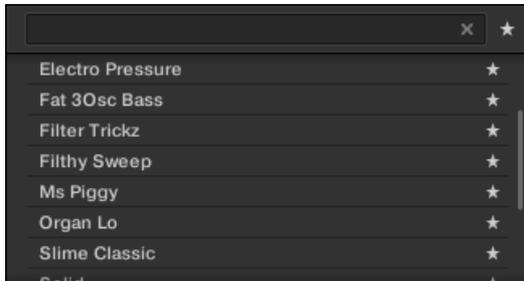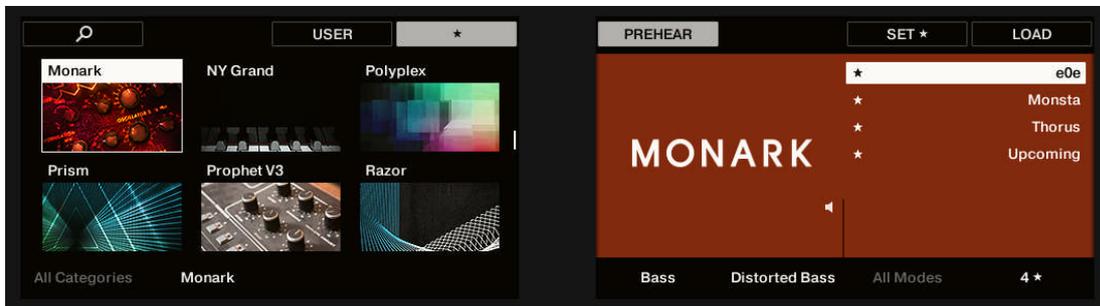
Displaying all Favorites in the Results list on the Keyboard

In order to display all Favorites in the Results list on the keyboard:

►   Press Button 4.

→   The Favorites icon is now highlighted in the display and the Results list shows all favorite Preset Files.
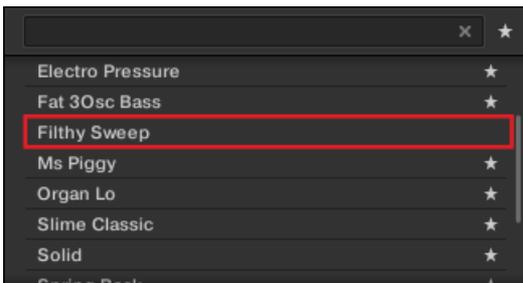
10.9.3   Removing Preset Files from the Favorites

To remove a Preset file from the Favorites:

► Click on the lit Set Favorite icon to remove the corresponding Preset file from the Favorites.
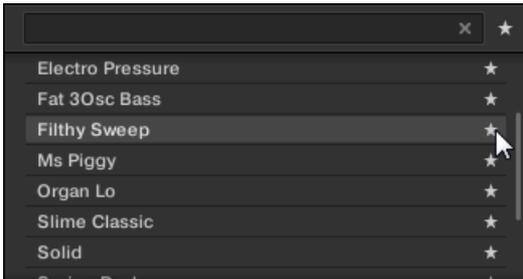
→ The Preset file is removed from the Favorites, indicated by the hidden Set Favorite icon. The next time you select the Favorites filter, the Preset file will not be shown in the Results list.

You can also remove a Preset file from the Favorites when the Results list is not filtered by Favorites.

Removing Preset Files from the Favorites on the Keyboard

In order to remove a Preset File from the Favorites on the keyboard:

► Press Button 7 to remove the corresponding Preset file from the Favorites.

→ The Preset File has been removed from the Favorites, indicated by the hidden Set Favorite icon.

10.10 Performing a Text Search

In the search field you can enter your search query. The search considers all properties such as Preset file names, Instruments, Banks, Type and Mode tags, directly as you type.
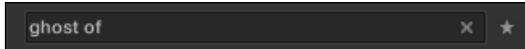
The search field.

1. Click in the search field.

2. Type the desired text to limit the Results to files containing this text.

→ As you start typing, the list of matches will start narrowing in the result list below.

You can also limit the search by selecting Types and Mode tags.

In order to reset both text search tag search, use the **Reset button** (showing a little cross) on the right side of the search field. The Instrument selection is not affected.

10.11 Displaying Preset File Information

The Information button

▶ Click the Information button (showing a little "i") next to the EDIT button in the right part of the Control bar to display information on the file(s) selected in the result list.

A box appears above with various information on the selected file(s): File Format, Date modified, File Size, Type, as well as the Author and Manufacturer properties, if any.
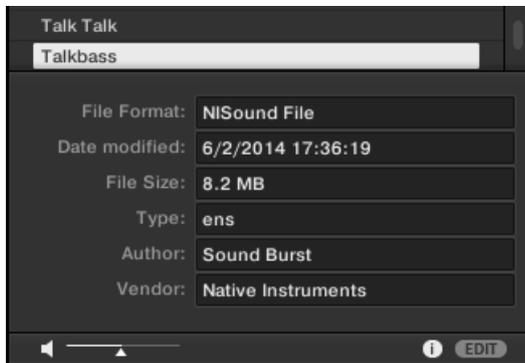
The Information box provides various information on the selected file(s).

If the selected files have different characteristics, the corresponding fields in the Information box will read multi.

10.12   Auditioning your Preset Files

When you are browsing Preset Files, you can audition Preset Files by using the Prehear feature at the bottom of the Browser. For this you need to enable the Prehear feature.

The Prehear controls.

1.   Click the Prehear button (showing a little speaker icon) to enable/disable Prehear.

⇨   When Prehear is enabled, you can directly hear Samples as you select them in the Result list of the LIBRARY pane or FILES pane.

2.   Drag the Prehear Volume slider next to the Prehear button to adjust the volume of the Preset Files you are pre-listening to.

3.   Click on any entry in the Results list.

→   The Prehear signal is sent to a distinct output pair of your audio interface. This allows you to pre-listen to Preset Files on e.g., in your headphones without affecting the main output.

> ⚠ In order to hear audio of the Prehear feature it is mandatory to configure the audio interface in the Preferences of KOMPLETE KONTROL.

Auditioning Your Preset Files using the Keyboard

You can also enable/disable the Prehear feature on the keyboard:

1. Press Button 5 (PREHEAR) to enable/disable the Prehear feature.

2. Turn Knob 8 to select another Preset File in the Results list.

→ Upon selection this Preset File is played back and the previous Preset File stops playing instantly.

When you disable Prehear, the playback of any Preset File still being pre-listened is stopped.

11 Managing the Library

With the Browser you can also organize your own Preset file s. In this section you will learn how you save and manage your own Preset file s in the User Library and how to import KOMPLETE KONTROL-compatible user files.

11.1 Saving Preset Files to the User Library

KOMPLETE KONTROL allows you to conveniently save any sound you created with your Instruments in a new user Preset file . Your saved files are automatically added to the user content section of the Library pane and can be filtered and searched like any other file in the KOMPLETE KONTROL Library. On your hard drive, the user Preset file s are saved in the following folder (sorted by Instrument, in corresponding subfolders):

▪ **Windows**: *C:\Users\<your user name>\Documents\Native Instruments\User Content*

▪ **macOS**: *Macintosh HD/Users/<your user name>/Documents/Native Instruments/User Content/*

The files saved for KOMPLETE Instruments with KOMPLETE KONTROL are compatible with the stand-alone and plug-in versions. This way you can, for example, open a KONTAKT file you saved with KOMPLETE KONTROL in the KONTAKT stand-alone application or the plug-in by opening the file from the user content folder described above.
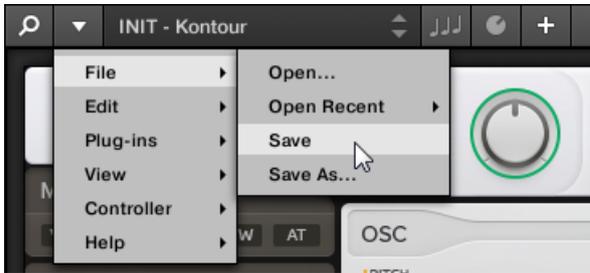
> The files you save in KOMPLETE KONTROL are compatible with MASCHINE. To add them to the user content section of MASCHINE's Library pane, click on Rescan in the User pane of the Library page in the MASCHINE Preferences.
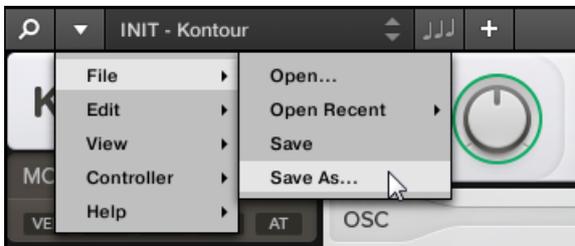
Saving a Preset File

Follow the instructions below to save a sound in a new Preset file :
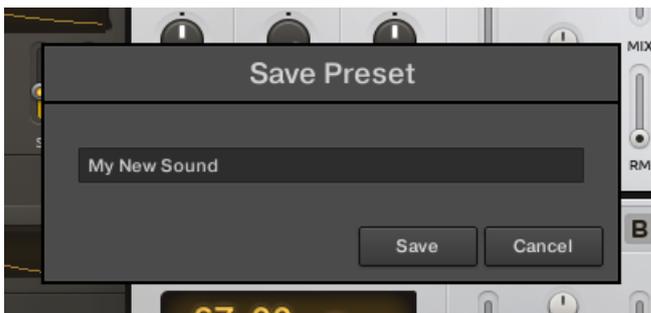
1. In the *File* submenu of the KOMPLETE KONTROL menu, click on *Save* :

    Or, if you want to save a Preset file you are working on with a new name, click on *Save As...* in the *File* submenu of the KOMPLETE KONTROL menu:

2. Enter a name for your new Preset file and click Save in the Save Preset dialog to save the Preset file .

→ Your new Preset file immediately appears in the user content section of the Library pane.

11.2 Deleting User Preset Files from the User Library

You can delete user Preset file s directly from the Results list:

1. Right-click the desired Preset file and select *Delete* from the context menu. If you want to delete several user Preset file s at once, first select them as described above, and right-click any of them.

⇨ A warning dialog opens to inform you that the Preset file will be not only removed from the KOMPLETE KONTROL Library but also deleted from your hard disk.

2. Click OK to confirm the deletion (or Cancel to keep the file).

→ The Preset file is deleted from the KOMPLETE KONTROL Library and from your hard disk.

> When browsing factory content, the *Delete* entry is not available in the context menu.

11.3 Editing the Tags and Properties of User Preset Files

When you save user Preset file s in KOMPLETE KONTROL, they are automatically assigned to Instruments and Banks depending on the Instrument you are using. To further define the attributes of your user Preset file s, you can edit the Type and Mode tags as well as the general properties of the file. This allows you to organize your user content in a meaningful way and search for your files by using the Type and Mode filters in the Library pane.

> The Type and Mode tags are also recognized by the MASCHINE Browser. This way, you can easily find the user Preset file s you saved with KOMPLETE KONTROL in the User content section of MASCHINE's Library pane.

Follow the instructions below to assign tags to your Preset file and change its properties:

1. Select the Preset file in the result list and click EDIT in the Control bar to open the Attribute Editor.



2. Click on TYPES to edit the Type tags for your file:
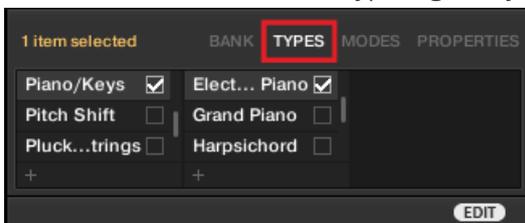
3. Click and drag the upper edge of the Attribute Editor upwards to increase its size. This makes it easier to navigate in the list of available tags.
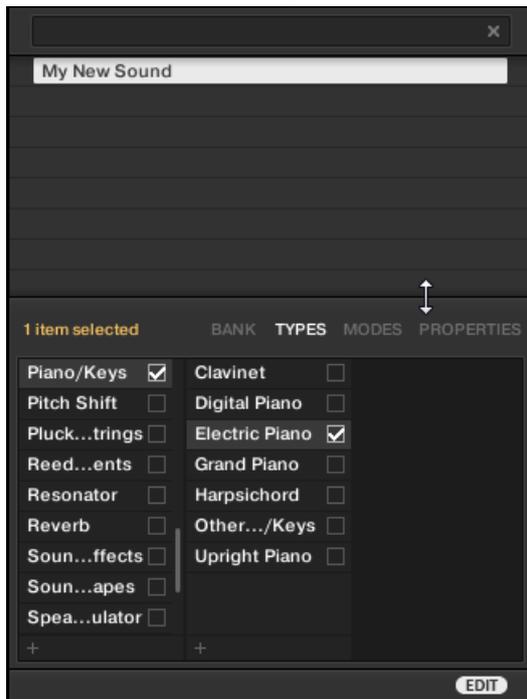
4. Assign the appropriate tags to your file by clicking the checkboxes next to their names.
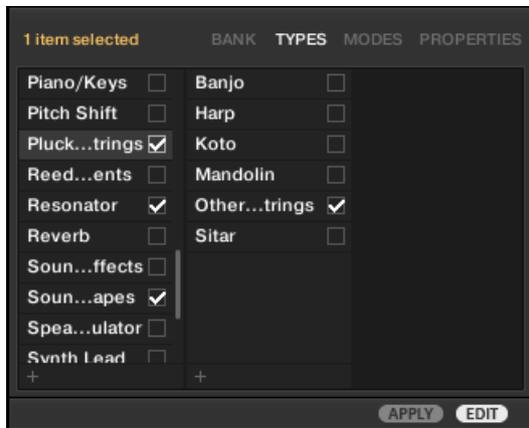
5. Click on MODES to edit the Mode tags for your file. You can assign them in the same way you assigned the Type tags before, by clicking on the checkboxes next to their names.
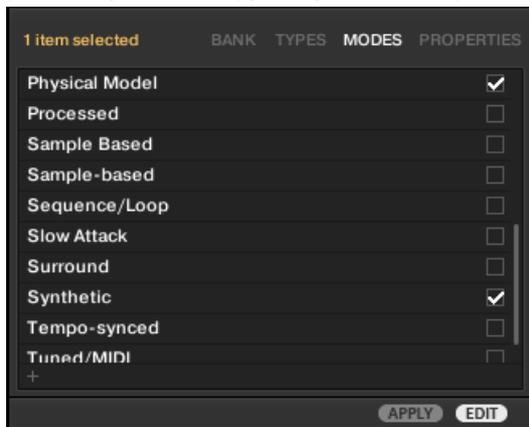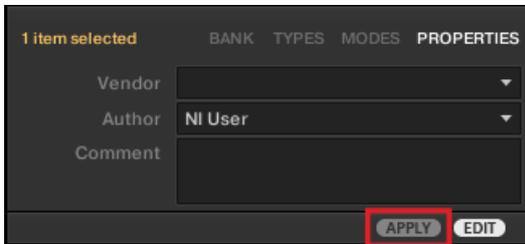
6. Click on PROPERTIES to edit additional information included in your file. You can enter your name in the Author field, or, in case you intend to share the file, leave a note in the Comment field for other users to read.
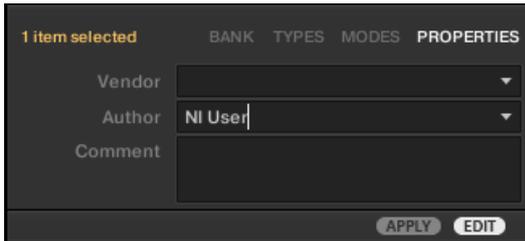
7. To apply any changes made in the Attribute Editor, click on APPLY.

→   Your file is now tagged according to your selection of Types and Modes and the properties are saved. You can close the Attribute Editor by clicking on EDIT again.

11.4   Working with the Files Pane

This section details the actions you can perform that help you to browse for files on your hard disks using the Files pane. The Results list of the Files pane shows the files and folders found in the path selected in the Location bar above.

> ⚠ Only KOMPLETE KONTROL-compatible files are shown in the result list.
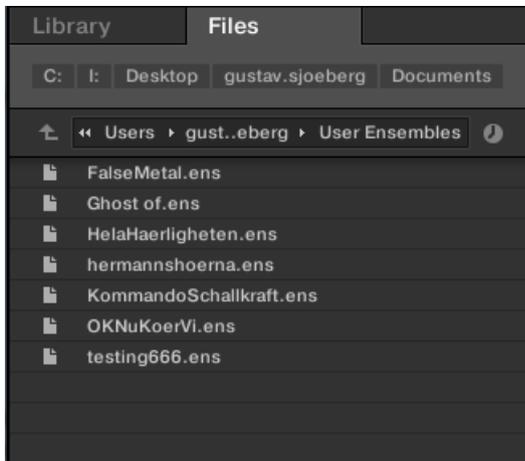
The Result list of the Files pane.

11.4.1 Additional Features in the Results List in the Files Pane

In the Files Pane the Results list offers a context menu with additional commands. You can open it with a right-click on the selected entry or entries, respectively.
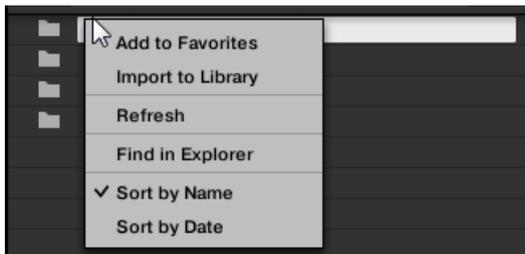
The context menu in the result list of the Files pane.

Following commands are available:

Command	Description
Add to Favorites (folders only)	Adds the selected folder to your Favorites.
Import to Library (folders only)	Imports the selected folder(s) into the Library.

| Command	Description
Refresh	Refreshes the display of the list, in case items have been modified in that folder.
Find in Explorer / Find in Finder	Opens an Explorer/Finder window pointing to the selected folder.
Sort by Name	Sorts the Result list according to the item names.
Sort by Date	Sorts the Result list according to the item dates.

11.4.2 Navigating to File Locations with the Location Bar

The Location bar shows and lets you modify the selected path. At any time the Results list will display the content of the path shown here.
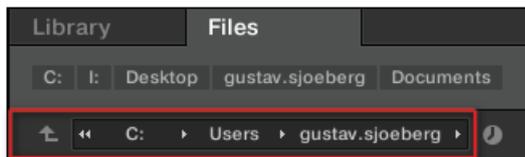
The Location bar

The Location bar provides following tools:

▪ **Up arrow**: Use the Up arrow on the left to go one level up in your file system.

▪ **Selected path**: Within the path displayed, you can:

  ◦ Click any **folder name** to jump to that folder.

  ◦ Click any **right-pointing arrow** after a folder name to open a list of its subfolders, and select any entry in the list to jump to that folder.

◦ If all the levels cannot be displayed in the path, click the **double left-pointing arrow** left of the path to display the remaining upper levels (up to the Workspace, representing the highest level in your file system), and select any entry in the list to jump to that location.
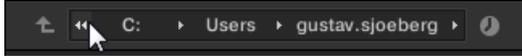
11.4.3 Navigating to Recent File Locations

The Recent Locations button shows a clock icon at the right of the Location bar:
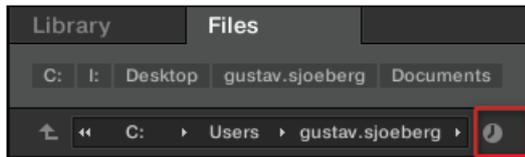
The Recent Location button.

The last 10 locations you have visited are stored by KOMPLETE KONTROL and available here:

▶ Click the Recent Location button and select any recently visited location from the list.

→ This location is loaded in the Location bar and its content displayed in the result list.

11.4.4 Working with File Location Favorites

Located at the top of the Files pane, the favorite bar displays all your favorites folders. F**avorite folders** are shortcuts to specific locations in your file system.
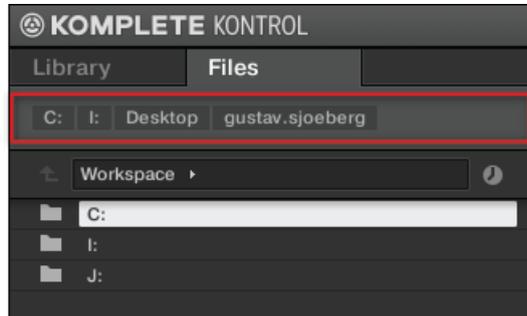
The Favorite bar, at the top of the Files pane.

Favorite folders can be useful if you often return to the same location while browsing your file system in the Files pane. The default favorite folders are the roots of each of your hard disks, your desktop folder, and your user folder.

Jumping to Favorite Folders

►   Click any favorite folder in the Favorite bar to jump to that location.

→   The selected location is loaded in the Location bar and its content appears in the Results list.

Adding and Removing Favorite Folders

You can add your own favorite folders to the Favorites bar. This is done in the Results list:

1.   Navigate to the parent folder containing the folder you want to use as favorite, so that this folder appears in the Results list.

2. In the Results list, right-click the desired folder and select *Add to Favorites* from the context menu.
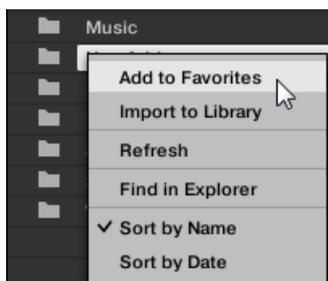
You can also remove any Favorite from the Favorite bar:

► To remove a favorite folder, right-click it in the Favorite bar and select *Remove from Favorites*.

11.5 Loading VST Plug-ins

KOMPLETE Instruments and VST plug-ins supporting the Native Kontrol Standard (NKS) are automatically loaded when you call up a Preset file from the KOMPLETE KONTROL Library. The Browser lets you conveniently search for Preset files from all of these Instruments and plug-ins, which means that you do not have to load a plug-in first and then look for a Preset file you like. This way you benefit from the advanced tagging and filtering in the KOMPLETE KONTROL Browser, and from the immediate control the KOMPLETE KONTROL S-Series keyboard offers.
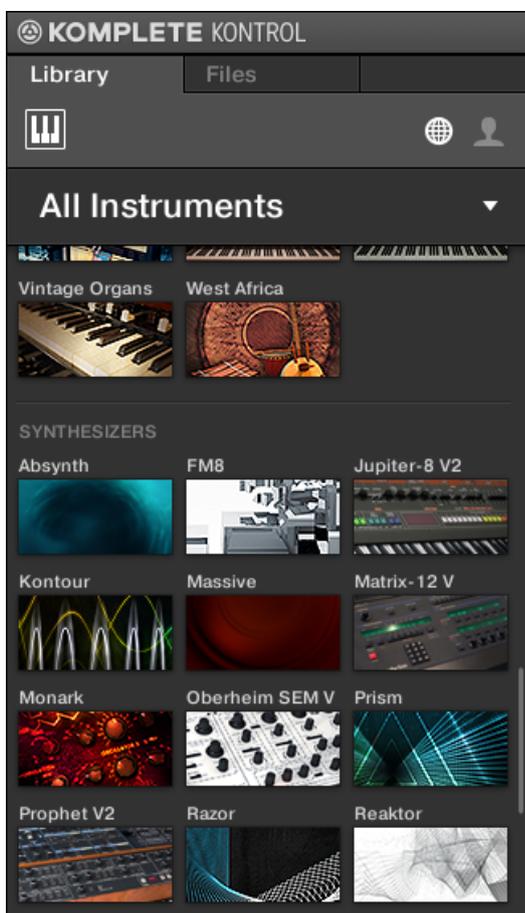
KOMPLETE Instruments and NKS Instruments in the KOMPLETE KONTROL Browser

However, you can also load plug-ins directly, allowing you to integrate any VST plug-in in KOMPLETE KONTROL. This way you can play your VST plug-ins using the Smart Play features, map their parameters to the controls on the keyboard, and save Preset files for them in your KOMPLETE KONTROL User Library.

To load a VST plug-in in KOMPLETE KONTROL:

► Click on the plug-in you want to load in the *Plug-ins* submenu of the KOMPLETE KON-
TROL menu.

> ⚠️ If your VST plug-ins do not show up in the *Plug-ins* submenu, check if the VST plug-in
> folders on your hard drive are correctly added to the Locations pane on the Preferences'
> Plug-ins page.

11.6 Installing NKS Instruments

Native Kontrol Standard (NKS) is a software instrument format that allows third-party develop-
ers to integrate with KOMPLETE KONTROL and MASCHINE hardware and software at the
same deep level as KOMPLETE Instruments.

The Native Kontrol Standard includes:

▪ Seamless integration into the KOMPLETE KONTROL Browser for a unified browsing experi-
ence.

▪ Full parameter mapping for instant hands-on control.

▪ Support of KOMPLETE KONTROL S-Series features such as the Light Guide.

NKS Instruments can be found in the KOMPLETE KONTROL Browser next to your KOM-PLETE Instruments. All of their Preset file s are fully tagged, so filtering in the Browser gives you matching Results from both KOMPLETE Instruments and NKS Instruments. And when you load a Preset file from an NKS Instrument, its parameters are automatically mapped to the controls on the keyboard.

### Installing VST Plug-ins with NKS Support

VST plug-ins with NKS support are automatically added to your Library when you start KOM-PLETE KONTROL for the first time after completing their installation. The folders containing the Preset files for NKS support can be managed in the Factory pane on the Library page of the Preferences. For more information, refer to ↑7.5.4, Preferences – Library Page.

Installing KONTAKT and REAKTOR Instruments with NKS Support

Third-party developers of KONTAKT and REAKTOR Instruments provide you with a folder that contains all Instrument files, including Preset file s and samples. Instead of running an instal-ler, this folder needs to be stored on the hard drive. The Instrument can then be activated with Native Access, which also adds it to the KOMPLETE KONTROL Library. If you are using KON-TAKT or REAKTOR, the Instrument is automatically added to their respective Browser, too.

To activate your KONTAKT Instrument with NKS support and add it to the KOMPLETE KON-TROL Library, follow the steps below:

1. Start the stand-alone version of the KOMPLETE KONTROL software.

2. Open the *File* sub-menu in the KOMPLETE KONTROL menu and click on *Manage Prod-ucts…*
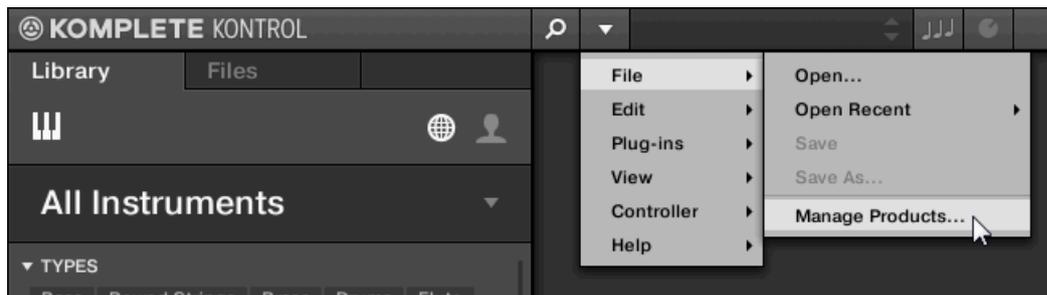
⇨ Native Access opens, showing all installed products.

3. Click on Add a serial in the top-left corner of Native Access.
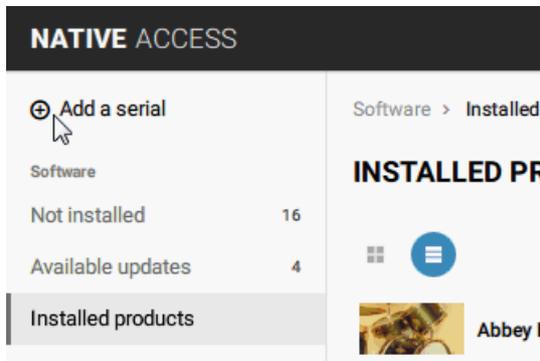
4. Enter the serial number of the Instrument and click ADD SERIAL.

⇨   Native Access asks you to browse to the folder containing the Instrument files. Before you do this, ensure that you have copied the folder to its final location on your computer.

5. Click BROWSE and open the folder containing the Instrument files in the file dialog.

6. Click on INSTALL to add the Instrument to your KOMPLETE KONTROL Library.

→ The Instrument is installed. KOMPLETE KONTROL automatically scans for the new content and adds it to the KOMPLETE KONTROL Browser.
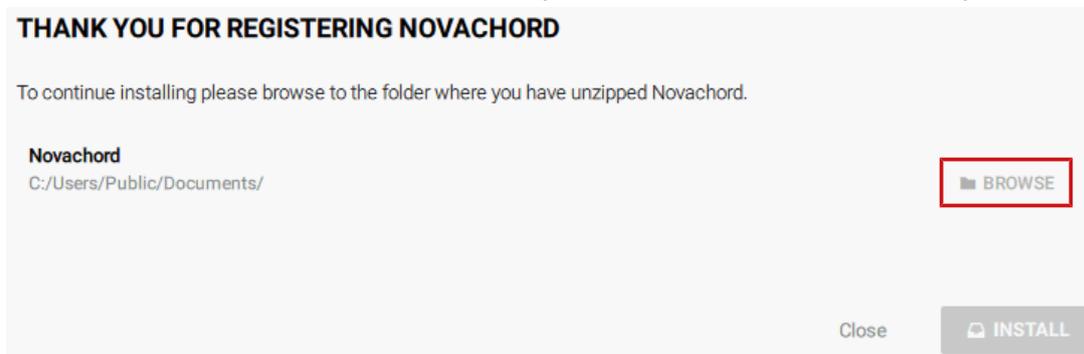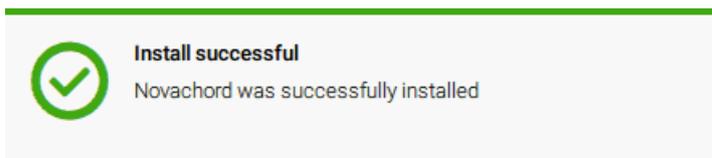

> ⚠ The KOMPLETE KONTROL Library and the KONTAKT Browser reference the Instrument files contained in the folder. It is recommended to not delete or move the folder afterwards, or otherwise KOMPLETE KONTROL and KONTAKT will not be able to find the Instrument files. If an Instrument cannot be found, use the Rescan function on the Preferences' Library page to update the Library with the correct folder location.

11.7 Importing KOMPLETE KONTROL-Compatible User Files

Apart from the huge KOMPLETE factory library, you might want to use, e.g., your own REAKTOR ensembles or KONTAKT Instrument files you received from other users.

As described previously, you can load them directly from the Files pane, but you won't be able to find and load them from the keyboard's on-screen Browser nor from the Library pane.

For this you will have to import the files into the Library first. Importing files does not mean they will be moved from the directory they currently reside in, they will only be referenced by the Browser. That's why whenever you move files, make sure to update the paths to their respective directories in the Library page of the Preferences panel.

The Files pane allows you to import whole folders. All KOMPLETE KONTROL-compatible files found in the selected folder(s) will be imported.

To import a folder, do the following:

1. In the Files pane, navigate to the folder containing the files you want to import.

2. Select the desired folder.

3. Click the IMPORT button at the bottom right of the Browser.

⇨ You will be presented with the Attribute Editor.

4. In the Attribute Editor, tag the files you are about to import to the Library.

5. Click OK at the bottom right of the Browser to import the files to the Library.

→ All KOMPLETE KONTROL-compatible files found in the selected folder(s) are imported to your Library. They are added as user content. Furthermore, the paths of the imported folders are added to the list of user libraries in the User pane of the Library page in the Preferences panel.

> You can also apply/remove tags at any time after they are imported. However, it may be best to tag files upon import, since it will make it easier to find them later.

12 Controlling Instrument Parameters

This section introduces you to controlling Instrument parameters using the KOMPLETE KON-TROL S-Series keyboard and explains how to customize parameter mappings.

12.1 Pre-Mapped Instruments

All KOMPLETE and NKS Instruments are pre-mapped , which means that the keyboard's knobs and Touch Strips are automatically assigned to key parameters as soon as you load an Instrument in KOMPLETE KONTROL. You do not have to manually configure a mapping or as-sign knobs via MIDI learn.

> You can customize the parameter mapping for each Preset file in the Plug-in Panel of the KOMPLETE KONTROL software. For more information, refer to ↑12.4, Customizing Parameter Mappings.

12.2 Adjusting Parameters

Once you have loaded an Instrument, the eight knobs on the keyboard are automatically as-signed to eight Instrument parameters. Whenever you turn a knob on the KOMPLETE KON-TROL S-Series keyboard, the mapped parameter visually reflects the movement in the KOM-PLETE KONTROL software.

► To adjust an Instrument parameter, turn the corresponding knob on the keyboard. The mapping of each knob is indicated by the displays.

12.3 Switching Parameter Pages

Many Instruments are equipped with much more than eight parameters. To provide quick access to additional parameters, the Page buttons (left and right arrows) to the left of the Control section let you skip through parameter pages. This remaps the knobs to a different set of Instrument parameters.

▶ To skip to another parameter page and remap the eight knobs to a new set of controls, press the Page buttons left or right. The number at the bottom right of the right display indicates the current parameter page, and the total number of available pages for the loaded Instrument.

12.4 Customizing Parameter Mappings

If you want to customize the parameter mapping for an Instrument's Preset file, you have to enable the Edit mode of the Plug-in panel.

▶ To enable or disable the Plug-in panel's Edit mode, click on the Edit mode button in the upper right corner.


The Edit mode allows you to:

▪ Add, delete, and replace parameters in the mapping.

▪ Learn parameters to controls.

▪ Rename controls.

- Add pages to the Control section, or delete existing pages.

- Add and rename sections on the pages to group controls.

> ⊗ In order to make your changes permanent, you have to save the Preset file to the KOM-PLETE KONTROL User Library. For more information, refer to ↑11.1, Saving Preset Files to the User Library.

Plug-in Panel Edit Mode
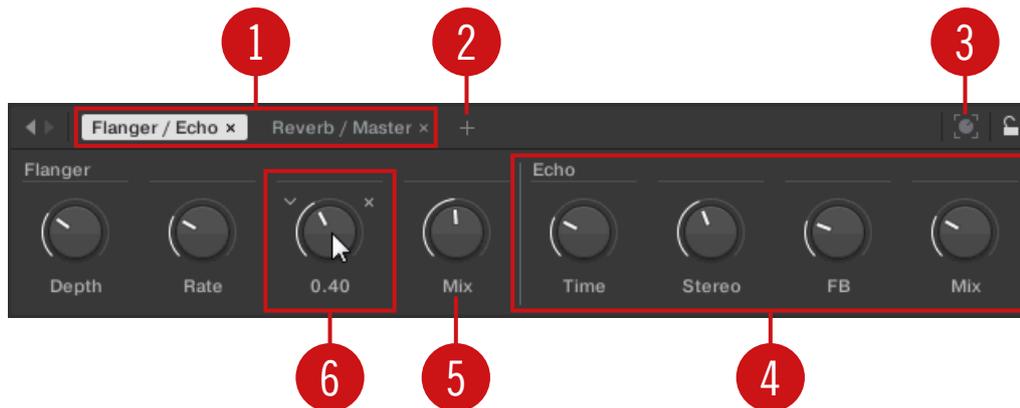
The Edit mode of the Plug-in panel

Each page (**1**) of the Control section on the KOMPLETE KONTROL S-Series keyboard shows up as a label at the top of the Plug-in panel.

▶ Click on a label to view and edit the controls on this page. The current page is highlighted.

▶ To delete a page, click on the cross icon next to its label.

The Add Page button (**2**) allows you to add more pages to the Control section for the current Preset file, while the Learn button (**3**) enables Learn mode for the Plug-in panel.

▶ In Learn mode, select a control in the Plug-in panel and move any parameter on the Instrument's panel to learn this parameter to the selected control (highlighted in blue).

Controls can be grouped in sections (**4**) to show related parameters in a coherent manner.

▶ Double-click on the empty space above a parameter, enter a name, and then press [enter] or click elsewhere to create a new section starting with the chosen parameter.

▶ To rename an existing section, double-click on it and enter a new name. Press [enter] or click elsewhere to confirm the changes.

The name of each control is shown below the corresponding knob in the Plug-in panel (**5**).

▶ To change the name of a control, double-click on it and enter a new name. Press [enter] or click elsewhere to confirm the changes.

If you place the mouse over a control (**6**) in Edit mode, additional options allow for changing the parameter mapping of this control.

▶ Click on the arrow icon at the left of the control's knob and select a parameter from the drop-down menu to map it to this control.

▶ Click on the cross icon at the right of the control's knob to delete this control from the current page.

13   Playing and Editing Scales and Chords

KOMPLETE KONTROL's Scale engine comes equipped with a vast amount of scales that you can select and use to play your Instruments. This opens up possibilities to play an Instrument such as a piano according to, e.g., the minor pentatonic scale without hitting a "false" note. In Chord mode you can use the provided scales to combine individual note harmonies into chords. Combined with the Arpeggiator, you can even play scales automatically simply by pressing down a key on the KOMPLETE KONTROL S-Series keyboard or receiving an incoming MIDI note.

When you select a scale in the Perform panel and switch the Scale engine on, the scale gets mapped onto the keyboard and is reflected by the Light Guide. This means that regardless of what keys you actually press down on the keyboard—or what MIDI notes you send from the host—the notes that are being played back are always mapped onto the closest notes contained in the scale that you selected.

Activating the Scale Engine in the KOMPLETE KONTROL Software
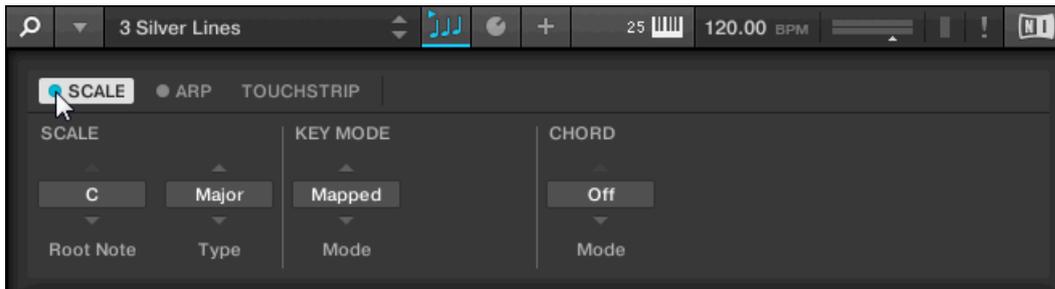
► Click the Perform panel button in the Header to show the Perform panel.
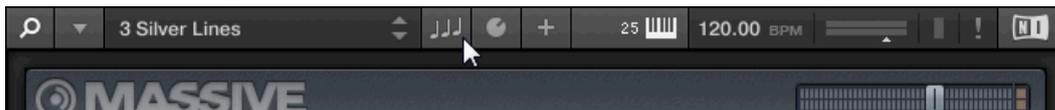
→ The Perform panel appears in KOMPLETE KONTROL.
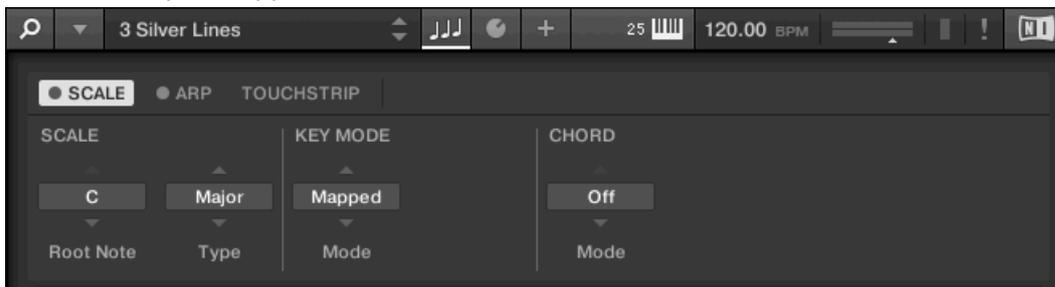
▶ To switch on the Scale engine, click the blue check box next to SCALE in the Perform section so it is filled.

Activating the Scale Engine on the Keyboard

▶ To switch on the Scale engine, press SCALE in the Perform and Edit section on the keyboard.

13.1 A Note about Music Theory

KOMPLETE KONTROL has built-in scales and harmonies that you can select to play your Instruments with chords and arpeggiator sequences. To learn more about what that really means, continue reading below.

Scales

Traditionally music is built by combining elements of rhythm and harmony. There are many exceptions to this, but to understand the concepts of scales, chords and arpeggiator sequences let's start from there.

All notes and keys correspond to a pitch—or tone frequency. On a keyboard, each key typically represents a semitone, meaning that it is a "half step" higher or lower in pitch than the next key (though other tunings exist as well). To play melodies or chords that sound good together, notes are usually grouped together in scales. In the Western music tradition, a scale typically covers seven white keys and five black keys on a keyboard or piano: an octave. It is called so because the eighth key that follows the seventh contiguous white key plays the same note as the first of the seven. That key is called the root note. A scale then, is a certain combination of

white and black keys (each representing a semitone) within an octave. By playing only the keys belonging to some scale, you are certain to stay "in key" within that scale. Important to note though, is that scales are not made up by absolute note values, but rather consist of relative changes in pitch—or steps along the scale. For example, the major scale consists of "whole step–whole step–half step–whole step–whole step–whole step–half step," which means that you can transpose the scale up and down a keyboard; choose any root note you want and play the scale from there.

Chords

Polyphonic Instruments let you play multiple notes simultaneously—in other words chords. As an example, let's see how to build up a chord by selecting individual notes from a scale and playing them simultaneously. In this case, we'll use the C major scale. As we saw above in section 6.2.1, the major scale starts with two whole steps, followed by a half step, and then three more whole steps until it ends with another half step. We can use this knowledge to play a C major chord by pressing the root note C, then pressing another key two whole steps above C (the E note) and then yet another key a half step and a whole step further up the keyboard (the G note) all simultaneously. This C major chord corresponds to a root note (C), a third (E) and a fifth (G), which is the note interval of a major triad. By playing a triad chord you have just learned the concept of musical harmony, where notes are stacked together into chords and played simultaneously.

Arpeggiator sequences

In above section you read about the combination of notes and playing them together as chords. You can also play them like diachronic note sequences, quite like playing the harp—or *arpeggiator sequence*. If chords have to do with adding harmony to a note, then arpeggiator sequences add time and rhythm. Instead of playing a chord consisting of three notes simultaneously, you can play the same three notes as a sequence in a given order (e.g. top-down) and at a certain rate (e.g. 1/16 notes). This is also a way for monophonic Instruments to play "chords."

13.2   Playing a Scale

To select and play a scale on the KOMPLETE KONTROL S-Series keyboard, follow these instructions:

1. Press Edit (SHIFT + SCALE) to map the displays and knobs of the Control section to the Scale engine parameters.

2. To select a scale, turn Knob 2 (BANK, by default set to MAIN) and Knob 3 (TYPE, by default set to MAJOR) until you find a scale you like.

3. To play the scale you selected, ensure that the SCALE button is lit.

13.3 Playing Chords

You can play chords in the usual way by pressing any number of keys simultaneously (or send multiple MIDI notes simultaneously from the host), but KOMPLETE KONTROL also lets you create and play chords by using Smart Play.

> (!) To play multiple notes in a chord simultaneously, the loaded Instrument must be able to handle polyphony.

To play a chord by only pressing a single key on the keyboard, follow these instructions:

1. Press Edit (SHIFT + SCALE) to map the displays and knobs of the Control section to the Scale engine parameters.

2. To activate Chord mode, set MODE to HARM by turning Knob 5 (by default set to OFF).

3. Define the intervals of your chord with the TYPE parameter by turning Knob 6 (by default set to 1-3-5).

4. To enable playing full chords, ensure that the SCALE button is lit.

13.4 Editing Scales and Chords

You have the possibility to tailor the scales and chords to your liking using the Scale engine parameters.

► To edit the Scale engine parameters in the KOMPLETE KONTROL software, click on SCALE in the Perform panel so it is highlighted.
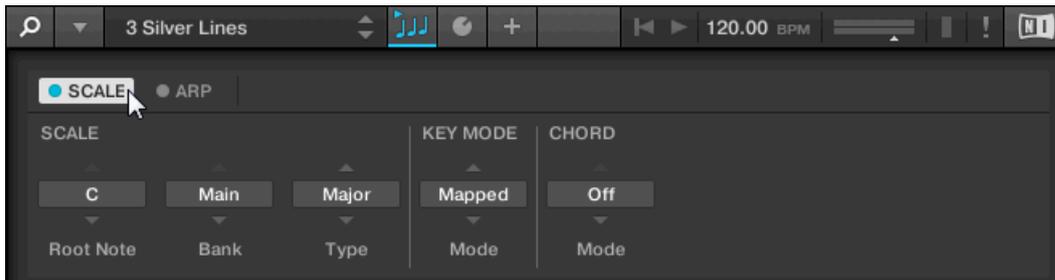

► To enable Scale Edit mode and map the Scale engine parameters to the keyboard's Control section, press Edit (SHIFT + SCALE).

→ You can now edit the Scale engine parameters on the keyboard's Control section.

Available Scale Parameters

▪ To select the scale to be mapped to the keys of the keyboard and set its root note, use the SCALE parameters Root Note, Bank, and Type.

▪ To define how the selected scale is mapped to the keys of the keyboard, use the KEY MODE parameter.

▪ To automatically generate custom chords while playing on the keyboard, use the CHORD parameters Mode, Type, and Position.

13.5   Setting the Scale Parameters

The SCALE parameters Root Note, Bank, and Type allow you to select the scale to be mapped to the keys of the keyboard and set its root note.
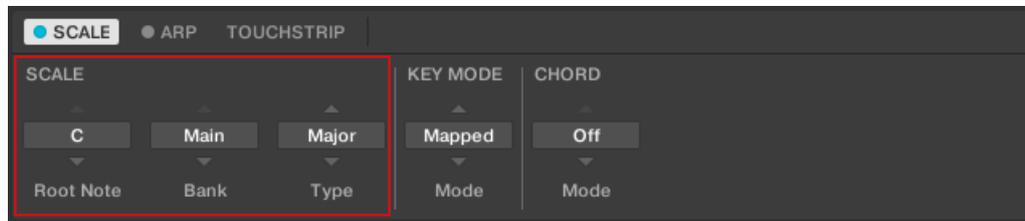
The SCALE parameters Root Note, Bank, and Type.

13.5.1   Scale Root Note

The first SCALE parameter is Root Note. On the keyboard, it is mapped to Knob 1 of the Control section in Scale Edit mode. Setting the root note of a scale means deciding what key the scale will begin with. The following notes of the scale depend on which scale pattern you select with the SCALE Type parameter (see below). You can transpose any scale pattern up or down by selecting a different Root Note.

> 💬 The Light Guide indicates the selected Root Note via fully lit LEDs, while other active keys are half-lit.

The Root Note setting includes the following values:

- *C*
- *C#*
- *D*
- *D#*
- *E*
- *F*
- *F#*
- *G*
- *G#*
- *A*

- *A#*

- *B*

13.5.2   Scale Bank and Type

The second and third SCALE parameters from the left are Bank and Type. On the keyboard, they are mapped to Knob 2 and Knob 3 of the Control section in Scale Edit mode. Use them to decide the scale pattern according to which the notes will be mapped onto the keys of the KOMPLETE KONTROL S-Series keyboard. Each Bank consists of 15 thematically related scales, which can be selected by using the Type control.

For example, using the default Root Note value *C* combined with the default Type *Major* from the default Bank *Main*, you get the scale C major, which spans over one octave and contains the notes C, D, E, F, G, A, and B (followed by C again). If instead you select *G* as your Root Note, the G major scale contains the notes G, A, B, C, D, E, and F# (followed by G again). You will notice that the distance between each note follows the same pattern of "whole step–whole step–half step–whole step–whole step–whole step–half step," which is the pattern of the *Major* scale.

If you are triggering an Instrument via an incoming MIDI pattern from the host, the notes of the MIDI pattern will be mapped onto the closest keys belonging to the selected Type. This means that, for example (with Root Note set to *C*) a MIDI pattern consisting of the notes **C**-**D**-**D#** will be played back as such if Type is set to *Chromatic* (named CHROM on the keyboard) from Bank *Main*, but instead as **C**-**D**-**E** if Type is set to *Major*.

> The Light Guide indicates the active keys in the selected Type via lit LEDs, while inactive keys are unlit.

The following scales are available:

Scale	Bank	Type	Degree Formula
Chromatic	*Main*	*Chrom*	1 ♭2 2 ♭3 3 4 ♭5 5 ♭6 6 ♭7 7
Major	*Main*	*Major*	1 2 3 4 5 6 7
Minor	*Main*	*Minor*	1 2 ♭3 4 5 ♭6 ♭7
Harm Min	*Main*	*Harm Min*	1 2 ♭3 4 5 ♭6 7

Scale	Bank	Type	Degree Formula
Maj Pent	*Main*	*Maj Pent*	1 2 3 5 6
Min Pent	*Main*	*Min Pent*	1 ♭3 4 5 ♭7
Blues	*Main*	*Blues*	1 ♭3 4 ♯4 5 ♭7
Japanese	*Main*	*Japanese*	1 2 ♭3 5 ♭6
Freygish	*Main*	*Freygish*	1 ♭2 3 4 5 ♭6 ♭7
Gypsy	*Main*	*Gypsy*	1 2 ♭3 ♯4 5 ♭6 7
Arabic	*Main*	*Arabic*	1 ♭2 3 4 5 ♭6 7
Altered	*Main*	*Altered*	1 ♭2 ♯2 3 ♯4 ♭6 ♭7
Whole Tone	*Main*	*WH Tone*	1 2 3 ♯4 ♯5 ♭7
H-W Dim	*Main*	*H-W Dim*	1 ♭2 ♯2 3 ♯4 5 6 ♭7
W-H Dim	*Main*	*W-H Dim*	1 2 ♭3 4 ♯4 ♯5 6 7
Ionian	*Modes*	*Ionian*	1 2 3 4 5 6 7
Dorian	*Modes*	*Dorian*	1 2 ♭3 4 5 6 ♭7
Phrygian	*Modes*	*Phrygian*	1 ♭2 ♭3 4 5 ♭6 ♭7
Lydian	*Modes*	*Lydian*	1 2 3 ♯4 5 6 7
Mixolydian	*Modes*	*Mixolyd*	1 2 3 4 5 6 ♭7
Aeolian	*Modes*	*Aeolian*	1 2 ♭3 4 5 ♭6 ♭7
Locrian	*Modes*	*Locrian*	1 ♭2 ♭3 4 ♭5 ♭6 ♭7
Ionian b2	*Modes*	*Ion b2*	1 ♭2 3 4 5 6 7
Dorian b5	*Modes*	*Dor b5*	1 2 ♭3 4 ♭5 6 ♭7
Harm Phryg	*Modes*	*Har Phry*	1 ♭2 ♭3 4 5 ♭6 7
Phryg Major	*Modes*	*Phry Maj*	1 ♭2 ♭3 4 5 6 7
Lydian b3	*Modes*	*Lyd b3*	1 2 ♭3 ♯4 5 6 7

Scale	Bank	Type	Degree Formula
Major Locrian	*Modes*	*Maj Loc*	1 2 3 4 ♭5 ♭6 ♭7
Minor Locrian	*Modes*	*Min Loc*	1 2 ♭3 4 ♭5 ♭6 ♭7
Super Locrian	*Modes*	*Sup Loc*	1 ♭2 ♭3 ♭4 ♭5 ♭6 ♭7
Lydian ♭7	*Jazz*	*Lyd ♭7*	1 2 3 ♯4 5 6 ♭7
Altered	*Jazz*	*Altered*	1 ♭2 ♯2 3 ♯4 ♭6 ♭7
Diminished	*Jazz*	*Diminshd*	1 ♭2 ♯2 3 ♯4 5 6 ♭7
Mixo b13	*Jazz*	*Mix b13*	1 2 3 4 5 ♭6 ♭7
Mixo b9 b13	*Jazz*	*Mixb9b13*	1 ♭2 3 4 5 ♭6 ♭7
Lydian ♭7 b2	*Jazz*	*Lyd ♭7b2*	1 ♭2 3 ♯4 5 6 ♭7
Bebop	*Jazz*	*Bebop*	1 2 3 4 5 6 ♭7 7
Whole Tone	*Jazz*	*Whole Tn*	1 2 3 ♯4 ♯5 ♭7
Blues Maj	*Jazz*	*Blues Ma*	1 2 ♭3 3 5 6
Blues Min	*Jazz*	*Blues Mi*	1 ♭3 4 ♯4 5 ♭7
Blues Combined	*Jazz*	*BluesCmb*	1 2 ♭3 3 4 ♯4 5 6 ♭7
Lydian #5	*Jazz*	*Lyd #5*	1 2 3 ♯4 ♯5 6 7
Jazz Minor	*Jazz*	*Jazz Mi*	1 2 ♭3 4 5 6 7
Half Dim	*Jazz*	*Half Dim*	1 2 ♭3 4 ♭5 ♭6 ♭7
Augmented	*Jazz*	*Augmentd*	1 ♭3 3 5 ♯5 7
Hungarian Min	*World*	*Hung Min*	1 2 ♭3 ♯4 5 ♭6 7
Hungarian Maj	*World*	*Hung Maj*	1 ♯2 3 ♯4 5 6 ♭7
Neapolitan	*World*	*Neapoltn*	1 ♭2 ♭3 4 5 ♭6 7
Spanish	*World*	*Spanish*	1 ♭2 ♭3 3 4 5 ♭6 ♭7
Greek	*World*	*Greek*	1 2 ♭3 ♭4 5 ♭6 ♭7

Scale	Bank	Type	Degree Formula
Jewish 1	*World*	*Jewish 1*	1 ♭2 3 4 5 ♭6 ♭7
Jewish 2	*World*	*Jewish 2*	1 2 ♭3 ♯4 5 6 ♭7
Indian 1	*World*	*Indian 1*	1 ♭2 ♭3 ♯4 5 ♭6 7
Indian 2	*World*	*Indian 2*	1 2 ♭3 ♯4 5 6 7
Indian 3	*World*	*Indian 3*	1 ♭2 2 4 5 ♭6 6
Indian 4	*World*	*Indian 4*	1 ♯2 3 4 5 ♯6 7
Mid East 1	*World*	*M East 1*	1 ♭2 3 4 5 ♭6 7
Mid East 2	*World*	*M East 2*	1 ♭2 3 4 ♭5 ♭6 7
Mid East 3	*World*	*M East 3*	1 ♭2 ♭3 4 ♭5 6 ♭7
Mid East 4	*World*	*M East 4*	1 ♭2 3 4 ♭5 6 ♭7
Penta I	*5-Tone*	*Pent I*	1 2 3 5 6
Penta II	*5-Tone*	*Pent II*	1 2 4 5 ♭7
Penta III	*5-Tone*	*Pent III*	1 ♭3 4 ♭6 ♭7
Penta IV	*5-Tone*	*Pent IV*	1 2 4 5 6
Penta V	*5-Tone*	*Pent V*	1 ♭3 4 5 ♭7
Hirajoshi	*5-Tone*	*Hira*	1 2 ♭3 5 b6
Insen	*5-Tone*	*Insen*	1 ♭2 4 5 ♭7
Kokin Joshi	*5-Tone*	*Kokin*	1 2 4 5 b6
Akebono	*5-Tone*	*Akebono*	1 2 ♭3 5 6
Ryukuan	*5-Tone*	*Ryukuan*	1 3 4 5 7
Abhogi	*5-Tone*	*Abhogi*	1 2 ♭3 4 6
Bhupkali	*5-Tone*	*Bhupkali*	1 2 3 5 b6
Hindolam	*5-Tone*	*Hindolam*	1 ♭3 4 ♭6 ♭7

Scale	Bank	Type	Degree Formula
Bhupalam	*5-Tone*	*Bhupalam*	1 ♭2 ♭3 5 b6
Amritavarshini	*5-Tone*	*Amrita*	1 3 ♯4 5 7
Octatonic	*Modern*	*Octatonc*	1 2 ♭3 4 ♯4 ♯5 6 7
Acoustic	*Modern*	*Acoustic*	1 2 3 ♯4 5 6 ♭7
Augmented	*Modern*	*Augmentd*	1 ♭3 3 5 ♯5 7
Tritone	*Modern*	*Tritone*	1 ♭2 3 ♭5 5 ♭7
Leading Wh Tone	*Modern*	*Lead Wh*	1 2 3 ♯4 ♯5 ♯6 7
Enigmatic	*Modern*	*Enigmatc*	1 ♭2 3 ♯4 ♯5 ♯6 7
Scriabin	*Modern*	*Scriabin*	1 2 3 ♯4 6 ♭7
Tcherepnin	*Modern*	*Tcherepn*	1 ♯1 ♯2 3 4 5 ♯5 6 7
Messiaen I	*Modern*	*Mes I*	1 2 3 ♯4 ♯5 #6
Messiaen II	*Modern*	*Mes II*	1 ♭2 ♯2 3 ♯4 5 6 ♭7
Messiaen III	*Modern*	*Mes III*	1 2 ♭3 3 ♯4 5 ♭6 ♭7 7
Messiaen IV	*Modern*	*Mes IV*	1 ♭2 2 4 ♯4 5 ♭6 7
Messiaen V	*Modern*	*Mes V*	1 ♭2 4 ♯4 5 7
Messiaen VI	*Modern*	*Mes VI*	1 2 3 4 ♯4 ♯5 ♯6 7
Messiaen VII	*Modern*	*Mes VII*	1 ♭2 2 ♭3 4 ♯4 5 ♭6 6 7
Natural	*Major*	*Natural*	1 2 3 4 5 6 7
Lydian	*Major*	*Lydian*	1 2 3 ♯4 5 6 7
Mixolydian	*Major*	*Mixolyd*	1 2 3 4 5 6 ♭7
Major Minor	*Major*	*Maj Min*	1 2 3 4 5 ♭6 ♭7
Harmonic Major	*Major*	*Har Maj*	1 2 3 4 5 ♭6 7
Dbl Har Major	*Major*	*Dbl Maj*	1 ♭2 3 4 5 ♭6 7

Scale	Bank	Type	Degree Formula
Neapolitan Maj	*Major*	*Nea Maj*	1 ♭2 3 4 5 6 7
Major Locrian	*Major*	*Maj Loc*	1 2 3 4 ♭5 ♭6 ♭7
Blues Major	*Major*	*Blues Ma*	1 2 ♭3 3 5 6
Bebop Major	*Major*	*Bebop Ma*	1 2 3 4 5 ♯5 6 7
Hexa 1	*Major*	*Hexa 1*	1 2 3 5 6 7
Hexa 2	*Major*	*Hexa 2*	1 2 3 4 5 6
Penta 1	*Major*	*Penta 1*	1 2 3 5 6
Penta 2	*Major*	*Penta 2*	1 3 4 5 7
Penta 3	*Major*	*Penta 3*	1 3 5 6 7
Natural	*Minor*	*Natural*	1 2 ♭3 4 5 ♭6 ♭7
Dorian	*Minor*	*Dorian*	1 2 ♭3 4 5 6 ♭7
Phrygian	*Minor*	*Phrygian*	1 ♭2 ♭3 4 5 ♭6 ♭7
Minor Major	*Minor*	*Min Maj*	1 2 ♭3 4 5 6 7
Harmonic Minor	*Minor*	*Har Min*	1 2 ♭3 4 5 ♭6 7
Dbl Har Minor	*Minor*	*Dbl Min*	1 2 ♭3 ♯4 5 ♭6 7
Neapolitan Min	*Minor*	*Nea Min*	1 ♭2 ♭3 4 5 ♭6 7
Minor Locrian	*Minor*	*Min Loc*	1 2 ♭3 4 ♭5 ♭6 ♭7
Blues Min	*Minor*	*Blues Mi*	1 ♭3 4 ♯4 5 ♭7
Bebop Minor	*Minor*	*Bebop Mi*	1 2 ♭3 4 5 ♭6 ♭7 7
Hexa 1	*Minor*	*Hexa 1*	1 2 ♭3 5 ♭6 ♭7
Hexa 2	*Minor*	*Hexa 2*	1 2 ♭3 4 5 b6
Penta 1	*Minor*	*Penta 1*	1 2 ♭3 5 b6

Scale	Bank	Type	Degree Formula
Penta 2	*Minor*	*Penta 2*	1 ♭3 4 5 ♭7
Penta 3	*Minor*	*Penta 3*	1 ♭3 5 ♭6 ♭7

13.6 Setting the Key Mode Parameter
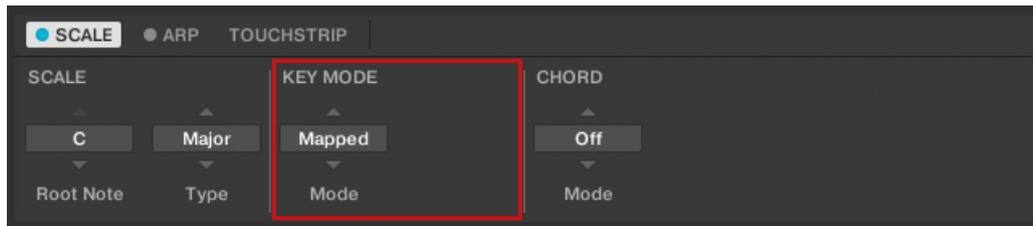
The KEY MODE parameter Mode.

The only KEY MODE parameter is Mode. On the keyboard, it is mapped to Knob 3 of the Control section in Scale Edit mode. It defines how the selected is mapped to the keys of the keyboard. This is also reflected by the Light Guide. The KEY MODE menu consists of the following three modes, which are described in detail below:

- *Guide*
- *Mapped* (default value)
- *Easy*

Mapped Mode (Default)

In *Mapped* mode, the notes are mapped to the keyboard according to the selected scale. Notes outside of the selected scale are not active. Pressing the corresponding keys will trigger the next available note in the selected scale. The Light Guide highlights the active keys via lit LEDs. The Root Note is indicated by a brighter lit LED.

> ⚠ Both sections Root Note and Scale Type describe the use of Scale on the assumption that the KEY MODE is set to its default value Mapped.

Guide Mode

In *Guide* mode, the notes are mapped to the keyboard in the same way as in *Mapped* mode, however notes outside of the selected scale remain active. The mapping only affects the representation of the scale by means of the Light Guide.

Easy Mode

In *Easy* mode, the notes of the selected scale are mapped to the keyboard so that any scale can be played using the white keys of the keyboard only. The black keys are inactive and pressing them will not trigger any other notes.

> (!) Selecting the 12-step Chromatic scale in KEY MODE *Easy* maps the keys in the same way as in the *Mapped* mode.

The Root Note is always mapped to the middle C key (commonly called C3). If the selected scale consists of seven notes, it matches the seven white keys of a single octave on the keyboard. In this case, the Root Note coincides with the key C across all octaves of the keyboard. If instead the selected scale consists of more or less than seven notes, it does not match the seven white keys of a single octave on the keyboard and the Root Note is shifted throughout adjacent octaves accordingly.

The Light Guide highlights all white keys of the keyboard. The Root Note is indicated by a brighter lit LED.

For two examples of the *Easy* mode mappings in *Major* and *Minor*, see below.

Scale Type	Mapping in Key Mode: Easy							
White Keys	C3	D3	E3	F3	G3	A3	B3	
Major								
Corresponding Mapping	**R**	**2**	**3**	**4**	**5**	**6**	**7**	
Example with Root Note: *C*	C	D	E	F	G	A	B	

Scale Type	Mapping in Key Mode: Easy							
Minor								
Corresponding Mapping	**R**	**2**	**b3**	**4**	**5**	**b6**	**b7**	
Example with Root Note: *C*	C	D	Eb	F	G	Ab	Bb	

13.7 Setting the Chord Parameters

13.7.1 Chord mode
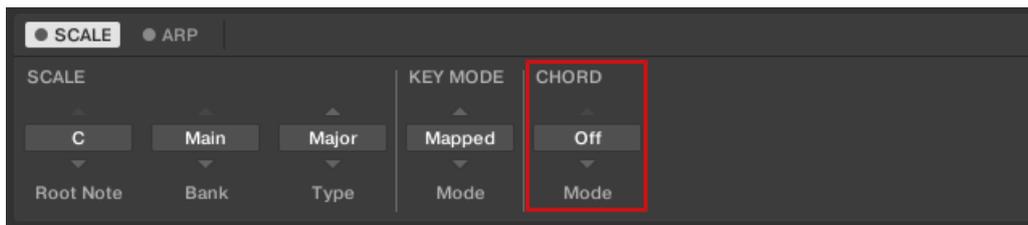
The CHORD parameter Mode.

The first CHORD parameter is Mode. On the keyboard, it is mapped to Knob 5 of the Control section in Scale Edit mode. Use it to generate chords from single notes, either from the KOMPLETE KONTROL S-Series keyboard or from incoming MIDI notes from the host.

> The Light Guide indicates the keys being played back in a chord via fully lit LEDs, while active keys are half-lit and inactive keys are unlit.

CHORD Mode has one inactive (*Off*) and two active states, which are described in detail below:

- *Off*
- *Harm*
- *Chd Set*

Harm

If CHORD Mode is set to *Harm*, the CHORD Type menu allows you to specify the interval of notes in the selected SCALE Type that will constitute the chord: E.g. a triad in the form of the root note, the third note, and the fifth note (CHORD Type value *1-3-5*).
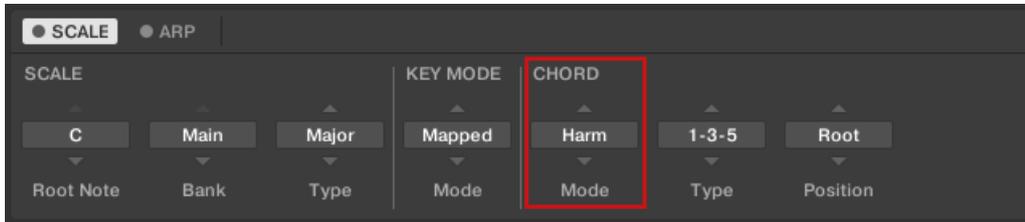
The CHORD parameter Mode, set value *Harm*.

Chd Set

If CHORD Mode is set to *Chd Set*, the CHORD Type menu allows you to choose from a selection of major and minor chords depending on the current Root Note.
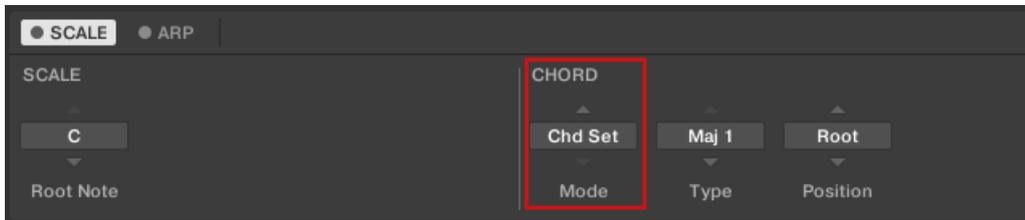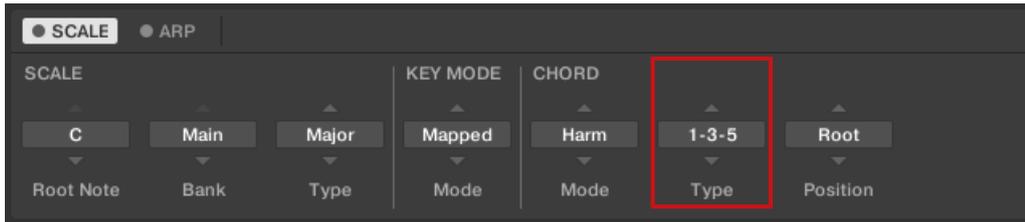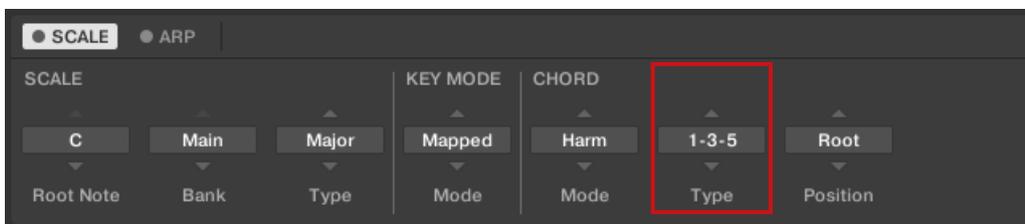

The CHORD parameter Mode, set value Chd Set.

> (!) The SCALE Type and KEY MODE parameters are not available when CHORD Mode is set to *Chd Set*.

13.7.2 Chord Type

The CHORD parameter Type.

The second CHORD parameter is Type. On the keyboard, it is mapped to Knob 6 of the Control section in Scale Edit mode. Use it to define a chord that will be generated from a single note used as input.

> 💬 The Light Guide indicates the keys being played back in a chord via fully lit LEDs, while active keys are half-lit and inactive keys are unlit.

The available CHORD Type values depend on whether CHORD Mode is set to *Harm* or *Chd Set*, as described in detail below.

Chord Type, Chord mode Set to Harmonizer

The CHORD parameter Type, set value *1-3-5* (Mode set to *Harm*).

If CHORD Mode is set to *Harm*, then CHORD Type will offer you a selection of individual notes present in the selected SCALE Type. This means that for all scales except the 12-tone *Chrom* scale (see further below), you can select the interval of notes that will make up your chord.

The note interval is added onto the key of an incoming MIDI note, either from the KOM-PLETE KONTROL S-Series keyboard or from the host. For example, you can select to play a C minor triad by setting Root Note to *C*, SCALE Type to *Minor*, CHORD Mode to *Harm*, and CHORD Type to *1-3-5*. If all of this seems complex, try setting a random value and use the keyboard's Light Guide to see what keys are active, inactive, and played back.

When CHORD Mode is set to *Harm*, the CHORD Type setting includes the following values:

Chord Type	Interval Added to Played Note
Octave	Octave
1-3	3rd
1-5	5th
1-3-5	3rd and 5th
1-4-5	4th and 5th
1-3-5-7	3rd, 5th and 7th
1-4-7	4th and 7th

Chord Type, Chord mode Set to Chord Set
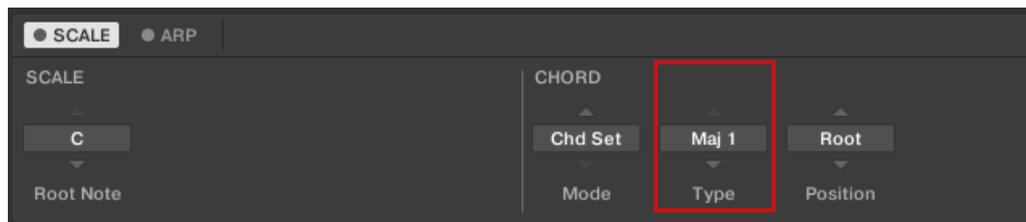
The CHORD parameter Type, set value *Maj 1* (Mode set to *Chd Set*).

If CHORD Mode is set to *Chd Set* and, for example, the Root Note is set to *C*, then the CHORD Type menu presents you with a list of selectable chords. Values are, e.g., *Maj 4* and *Min 7*, which would generate a major and minor chord, respectively—both using C as the chord's root note.

When CHORD Mode is set to *Chd Set*, the CHORD Type setting includes the following values:

- *Maj 1*
- *Maj 2*
- *Maj 3*
- *Maj 4*
- *Maj 5*
- *Maj 6*
- *Maj 7*
- *Maj 8*
- *Min 1*
- *Min 2*
- *Min 3*
- *Min 4*
- *Min 5*
- *Min 6*
- *Min 7*
- *Min 8*

Chord Type and the Chromatic Scale

The *Chrom* scale consists of every semitone in an octave. That means that when you play every white key and every black key of an octave up or down, you are playing the 12-step *Chrom* scale. Since all semitones of an octave are present in the Scale, you can use all keys to form chords. In turn, selecting *Chrom* as SCALE Type means that you can select virtually any CHORD Type. The following chords are available and can be generated:

Chord Type	Semitones Added above Played Note
Octave	12
Perf 4 (Perfect 4)	5
Perf 5 (Perfect 5)	7

Chord Type	Semitones Added above Played Note
Major	4 and 7
Minor	3 and 7
Sus 4 (Suspended 4)	5 and 7
Maj 7 (Major 7)	4, 7 and 11
Min 7 (Minor 7)	3, 7 and 10
Dom 7 (Dominant 7)	4, 7 and 10
*Dom 7*9(Dominant 9)	4, 7, 10 and 14
Min 7 b5 (Minor 7 b5)	3, 6 and 10
Dim 7 (Diminished 7)	3, 6 and 9
Aug (Augumented)	4 and 8
Quartal	5, 10 and 15
Trichd (Trichord)	5 and 11

13.7.3 Chord Position
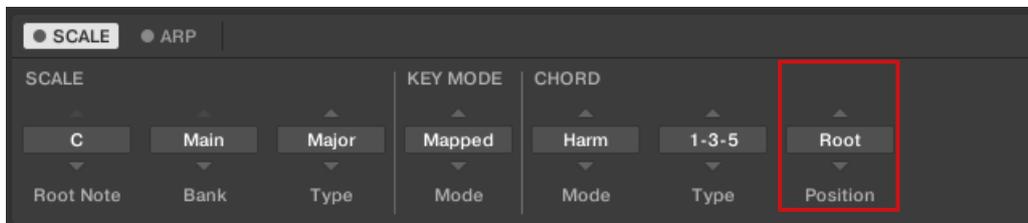
The CHORD parameter Position.

The third CHORD parameter is Position. On the keyboard, it is mapped to Knob 7 of the Control section in Scale Edit mode. Use it to spread the notes of a chord generated from a single note and to aid a more musical transition between chords.

The Position parameter is available when CHORD Type is set to *Harm* or *Chd Set* and includes the following values:

Position	Description
Root	The root-position of the selected chord is always played.
-1 to *-8*	Decreasing *Position* with negative values moves the highest note of the current chord down by an octave, this inverts the chord to a lower position in the selected scale.
+1 to *+8*	Increasing *Position* with positive values moves the lowest note of the current chord up by an octave, this inverts the chord to a higher position in the selected scale.
Auto	This provides a more human feel in the transition from one chord to another. The notes used to form each chord are automatically selected to provide the best inversion.

14 Playing and Editing the Arpeggiator

Smart Play features a flexible and versatile Arpeggiator that lets you play your Instruments in note sequences according to the keys you press on the keyboard. You can also use the Arpeggiator in combination with the scales and chords created with the Scale engine. To play an arpeggiated note sequence you only need to press any key on the KOMPLETE KONTROL S-Series keyboard or receive an incoming MIDI note from the host.

Activating the Arpeggiator in the KOMPLETE KONTROL Software

► Click the Perform panel button in the Header to show the Perform panel.
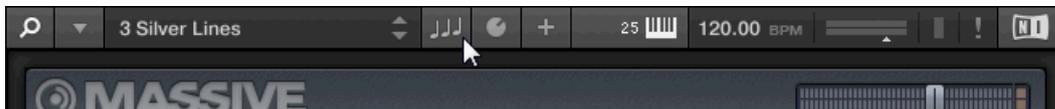
→ The Perform panel appears in KOMPLETE KONTROL.
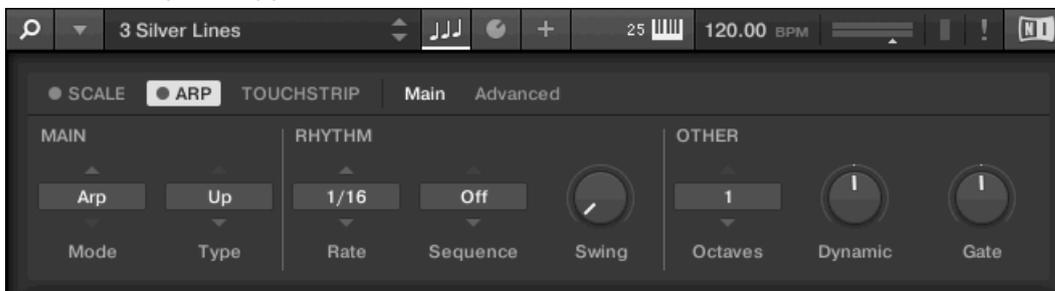
► To switch on the Arpeggiator, click the blue check box next to ARP in the Perform panel so it is filled.
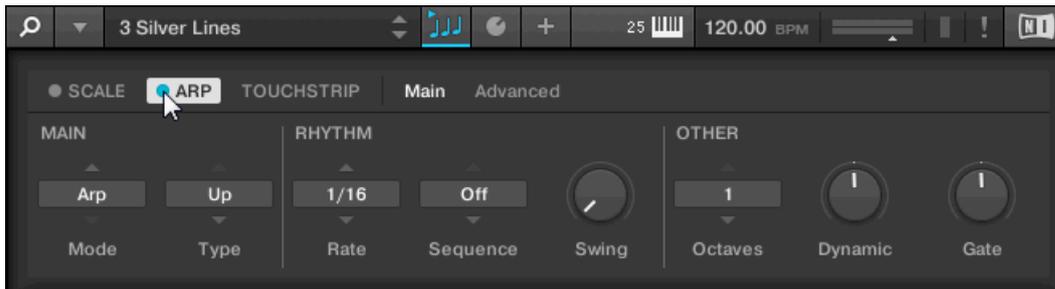
Activating the Arpeggiator on the Keyboard

► To switch on the Arpeggiator, press ARP in the Perform and Edit section on the keyboard.

14.1 Playing Arpeggiator Sequences

KOMPLETE KONTROL lets your create and play complex arpeggiator sequences using Smart Play.

1. Switch on the Arpeggiator by pressing the ARP button on the keyboard.

2. Press a number of keys to start the Arpeggiator.

► The Arpeggiator automatically plays back the notes corresponding to the pressed keys as a sequence, rather than simultaneously.

You can also edit the Arpeggiator parameters in the Control section for further tweaking of the sequence:

1. Press Edit (SHIFT + ARP) to map the displays and knobs of the Control section to the Arpeggiator parameters.

2. To change the direction of the sequence to e.g. UP-DOWN, turn Knob 2 (TYPE, by default set to UP).

3. To adjust the OCTAVES reach of the Arpeggiator, turn Knob 6 (by default set to 1) to e.g. 4.

14.2 Using a Sustain Pedal to Control the Arpeggiator

You can use a sustain pedal to control the Arpeggiator.

► Pressing the sustain pedal while keys are held and then releasing those keys continues the arpeggiator sequence. This way the footswitch behaves as a trigger for the Arpeggiator. When a new key is pressed, the new note is added to the current sequence.

► Releasing the sustain pedal with no keys pressed stops the sequence and all playing notes. Releasing the sustain pedal with keys still pressed removes all notes from the sequence except those corresponding to the pressed keys—the sequence continues with the pressed keys only.

14.3 Using Arpeggiator Snapshots on the Keyboard

The Arpeggiator snapshots let you quickly recall four sets of Arpeggiator settings. This way you can compare settings, or quickly switch between them during a performance. On the keyboard, the snapshots are mapped to Button 5–8 on the Control section when Arpeggiator Edit mode is selected. In the displays, they are labeled with their respective settings for the RATE parameter (e.g. 1/8, 1/16, 1/16 T, etc.).

► To select a snapshot, press its corresponding button on the keyboard's Control section.

→ All settings associated with this snapshot are instantly recalled.

► To change the settings associated with a snapshot, select it and adjust the parameters.

→ The new settings are saved automatically, and you can switch forth and back between snapshots to recall them.
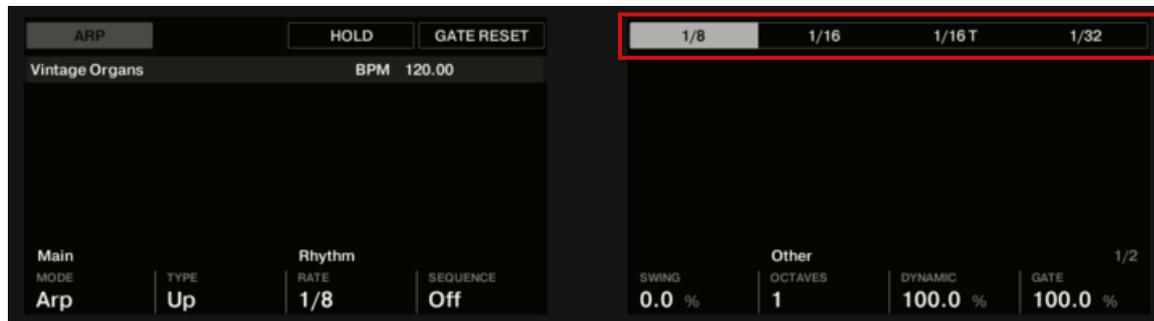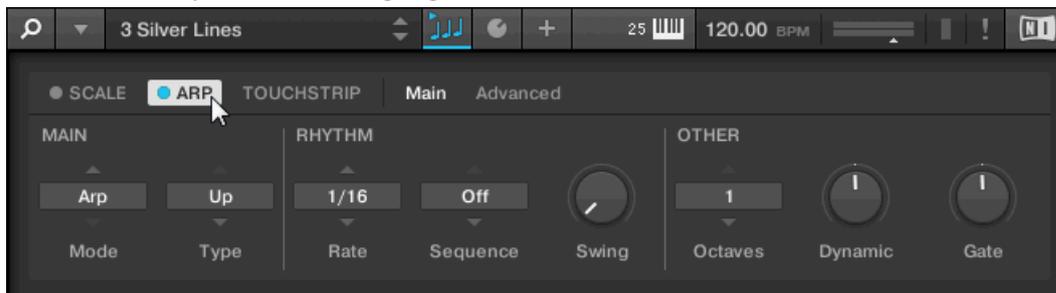
Arpeggiator snapshots in the Control section

14.4 Editing the Arpeggiator

The Arpeggiator's parameters give you many possibilities to shape your own note sequences.

► To edit the Arpeggiator parameters in the KOMPLETE KONTROL software, click on ARP in the Perform panel so it is highlighted.

► To enable Arpeggiator Edit mode and map the Arpeggiator parameters to the keyboard's Control section, press Edit (SHIFT + ARP).

→ You can now edit the Arpeggiator parameters on the keyboard's Control section. Note that the Arpeggiator Edit mode consists of two pages.

Available Arpeggiator Parameters

▪ To switch between *Arp* and *Note Repeat* mode and change the playback direction of the arpeggiator sequence, use the MAIN parameters Mode and Type.

▪ To create interesting rhythms for the arpeggiator sequence, use the RHYTHM parameters Rate, Sequence, and Swing.

▪ To change the range of available notes for the arpeggiator sequence, as well as their velocity and length, use the OTHER parameters Octaves, Dynamic, and Gate.

▪ To explore alternative versions of the same arpeggiator sequence, use the ADVANCED parameters Retrigger, Repeat, Offset, and Inversion.

▪ To change the range of keys that trigger the arpeggiator sequence, use the RANGE parameters Min. Key and Max. Key.

▪ To latch the playback of the arpeggiator sequence, use the HOLD parameter.

14.5   Setting the Main Parameters

The MAIN parameters Mode and Type allow you to switch between *Arp* and *Note Repeat* mode and change the playback direction of the arpeggiator sequence.

The MAIN parameters Mode and Type.

14.5.1 Main Mode

The first MAIN parameter is Mode. On the keyboard, it is mapped to Knob 1 of the Control section when Arpeggiator Edit mode is selected. It lets you select either *Arp* or *Note Repeat*. Depending on your selection, a different set of Arpeggiator parameters will be available for further editing.

The Mode setting consists of the following two modes:

- *Arp* mode, which generates arpeggiator sequences based on chords you play on the keyboard, or the output of the Scale engine. With ARP switched on and Mode set to *Arp*, any chord you created using the Scale engine will play as an arpeggiated note sequence. In this case, you only need to press one key on the keyboard to hear the arpeggiated notes play out according to the selected scale.

- *Note Repeat* mode, which deactivates the Arpeggiator and instead repeats whichever note is input until KOMPLETE KONTROL receives a MIDI note-off message. Use the parameters Rate, Swing, and Gate to change the rhythm of the repeats.

14.5.2 Main Type

The second MAIN parameter, Type, is only available in *Arp* mode. On the keyboard, it is mapped to Knob 2 of the Control section when Arpeggiator Edit mode is selected. It sets the sequential order of the arpeggiated notes. Choose whether your arpeggiated chord should be played from the root note and up, the other way around, or even simultaneously. Selecting *Order Played* will play back the notes in the order you pressed down the corresponding keys on the KOMPLETE KONTROL S-Series keyboard. Automating the Type parameter in the host can create interesting variations and textures.

The Type setting includes the following values:

- *Up*
- *Down*
- *Up & Down* (UP-DOWN on the keyboard)
- *Order Played* (PLAYED on the keyboard)
- *Chord*

14.6 Setting the Rhythm Parameters

The RHYTHM parameters Rate, Sequence, and Swing allow you to create interesting rhythms for the arpeggiator sequence.
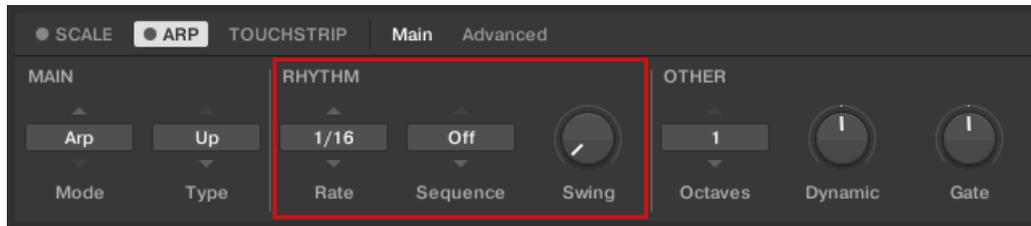
The RHYTHM parameters Rate, Sequence, and Swing.

14.6.1 Rhythm Rate

The first RHYTHM parameter, Rate, is available in both *Arp* and *Note Repeat* mode. On the keyboard, it is mapped to Knob 3 of the Control section when Arpeggiator Edit mode is selected. It sets the beat of the Arpeggiator in relation to global tempo in musical values, ranging from *1/1* to *1/128*. All note values (except *1/1* and *1/128*) are available as basic notes, dotted notes, and triplets. Dotted notes are 1.5 times longer than the corresponding basic notes. Triplets are 2/3 the duration of their corresponding basic notes, so that e.g. three 1/4 notes are equal in duration to two basic 1/4 notes.

The Rate setting includes the following values:

- *1/1*
- *1/2 Dotted* (1/2 D)
- *1/1 Triplet* (1/1 T)
- *1/2*
- *1/4 Dotted* (1/4 D)
- *1/2 Triplet* (1/2 T)
- *1/4*

- *1/8 Dotted* (1/8 D)

- *1/4 Triplet* (1/4 T)

- *1/8*

- *1/16 Dotted* (1/16 D)

- *1/8 Triplet* (1/8 T)

- *1/16*

- *1/32 Dotted* (1/32 D)

- *1/16 Triplet* (1/16 T)

- *1/32*

- *1/64 Dotted* (1/64 D)

- *1/32 Triplet* (1/32 T)

- *1/64*

- *1/128 Dotted* (1/128 D)

- *1/64 Triplet* (1/64 T)

- *1/128*

14.6.2 Rhythm Sequence

The second RHYTHM parameter, Sequence, is only available in *Arp* mode. On the keyboard, it is mapped to Knob 4 of the Control section when Arpeggiator Edit mode is selected. It gives you a way of adding interesting rhythms to your arpeggiated notes. Select one of eight different sequences and apply it to the arpeggiator sequence you are playing. Combine Sequence with the Rate parameter to create a huge variety of rhythms at different tempos. If Rate is set to a basic or dotted value, then Sequence applies a 16-step sequencer to the notes. If Rate is instead set to a triplet value, then Sequence applies a 12-step sequencer to the notes.

You can switch sequences in real time during playback. For example, if sequence *1* is running and you instead select sequence *2* after the fourth MIDI note in a pattern has been played back, then sequence *2* starts when the fifth MIDI note in the pattern is played back.

The Sequence setting includes the following values:

- *Off*

- *1*

- *2*

- *3*

- *4*

- *5*

- *6*

- *7*

- *8*

> 💬 To display the set value of the SEQUENCE parameter, tap Knob 4.

14.6.3 Rhythm Swing

The third RHYTHM parameter, Swing, is available in both *Arp* and *Note Repeat* mode. On the keyboard, it is mapped to Knob 5 of the Control section when Arpeggiator Edit mode is selected. Adding Swing to your note sequence can make it feel less quantized and sound more natural. Swing works by introducing a delay to every second note in a sequence. Doing so often adds a certain groove to the music.

Swing is a drag control that lets you select a value between *0%* and *100%*:

▶ Set a value of *0%* to play the note sequence without swing.

▶ Increase the Swing value to add swing by delaying every second note. The delay length is a percentage of the current step size.

> 💬 To display the set value of the SWING parameter, tap Knob 5.

Using Swing in combination with the Gate parameter adds further variations in note duration. For example, if Gate is set to *100%*, KOMPLETE KONTROL sends a MIDI note-off message before each note and plays back the sequence legato. If Gate is set to values larger *or* smaller than *100%*, then notes will be scaled after the value of the Swing parameter has been applied, leaving the groove intact.

14.7 Setting the Other Parameters

The OTHER parameters Octaves, Dynamic, and Gate allow you to change the range of available notes for the arpeggiator sequence, as well as their velocity and length.

The OTHER parameters Octaves, Dynamic, and Gate.

14.7.1 Other Octaves

The first OTHER parameter, Octaves, is only available in *Arp* mode. On the keyboard, it is mapped to Knob 6 of the Control section when Arpeggiator Edit mode is selected. It lets you decide the range of the arpeggiator sequence. You can choose to play back your sequence within the octave of only the keys you pressed on the KOMPLETE KONTROL S-Series keyboard, or you can select up to eight octaves and let the corresponding notes of your chord or scale be played back in as many octaves.

Depending on the settings you have made to the Type parameter, the octaves played back can be above (e.g. *Up*), below (e.g. *Down*) or both above and below (*Up & Down*) the pressed keys.

The Octaves setting includes the following values:

- *1*
- *2*

- *3*
- *4*
- *5*
- *6*
- *7*
- *8*

> 💬 To display the set value of the OCTAVES parameter, tap Knob 6.

14.7.2   Other Dynamic

The second OTHER parameter, Dynamic, is only available in *Arp* mode. On the keyboard it is mapped to Knob 7 of the Control section when Arpeggiator Edit mode is selected. It reads the velocity of the input—e.g. a key you pressed on the KOMPLETE KONTROL S-Series keyboard or an incoming MIDI note from the host—and scales it by the factor you set with the Dynamic parameter. The scaling is applied per note. The velocity of each played note is taken and multiplied by the value set with the Dynamic parameter.

Dynamic is a drag control that lets you set a value between *1.0%* and *200.0%*.

> 💬 To display the set value of the DYNAMIC parameter, tap Knob 7.

14.7.3   Other Gate

The third OTHER Parameter, Gate, is available in both *Arp* and *Note Repeat* mode. On the keyboard, it is mapped to Knob 8 of the Control section when Arpeggiator Edit mode is selected. It lets you decide the length of the notes in your sequence. Setting a value between *1%* and *99%* makes the duration of the notes shorter than they otherwise would be. Setting a value between *101%* and *200%* instead elongates the duration of the notes by the selected value.

Gate is a drag control that lets you set a value between 1.0% and 200.0%.

The GATE RESET function, mapped to Button 4 of the Control section lets you reset the GATE parameter to its default value of 100% at any time.

> 💬 To display the set value of the GATE parameter, tap Knob 8.

14.8 Setting the Advanced Parameters

The ADVANCED parameters Retrigger, Repeat, Offset, and Inversion allow you to explore alternative versions of the same arpeggiator sequence.
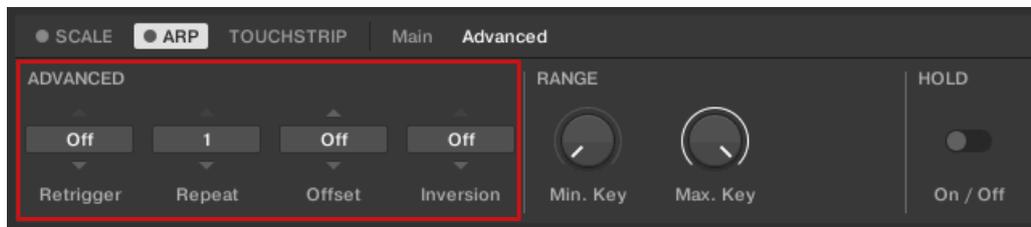
The ADVANCED parameters Retrigger, Repeat, Offset, and Inversion.

14.8.1 Advanced Retrigger

The first ADVANCED parameter, Retrigger, is only available in *Arp* mode. On the keyboard, it is mapped to Knob 1 of the Control section when PAGE 2 of ARP EDIT mode is selected. Retrigger sets a number of steps in the arpeggiator sequence after which the sequence restarts its cycle, regardless of the number of pitches in the sequence.

For example:

- If the arpeggiator sequence consists of a 5 note cycle (1 - 2 - 3 - 4 - 5) and Retrigger is set to *3*, the Arpeggiator output is 1 - 2 - 3 - repeat.

- If the arpeggiator sequence consists of a 5 note cycle (1 - 2 - 3 - 4 - 5) and Retrigger is set to *8*, the Arpeggiator output is 1 - 2 - 3 - 4 - 5 - 1 - 2 - 3 - repeat.

Rests in a Sequence are treated as steps:

- If the arpeggiator sequence consists of 6 pitches, the Sequence is 1 - 2 - 3 - rest - 4 - 5 - 6 – rest, and Retrigger is set to *5*, the Arpeggiator output is 1 - 2 - 3 - rest - 4 -repeat.

14.8.2 Advanced Repeat

The second ADVANCED parameter, Repeat, is only available in *Arp* mode. On the keyboard, it is mapped to Knob 2 of the Control section when PAGE 2 of ARP EDIT mode is selected. Repeat sets a number by which each step in the arpeggiator sequence is repeated.

For example:

- If the arpeggiator sequence consists of a 3 note cycle (1 - 2 - 3) and Repeat is set to *3*, the Arpeggiator output is 1 - 1 - 1 - 2 - 2 - 2 - 3 - 3 - 3 - repeat.

14.8.3 Advanced Offset

The third ADVANCED parameter, Offset, is only available in *Arp* mode. On the keyboard, it is mapped to Knob 3 of the Control section when PAGE 2 of ARP EDIT mode is selected. Offset sets a number by which the steps in the arpeggiator sequence are shifted in the cycle.

For example:

- If the arpeggiator sequence consists of a 5 note cycle (1 - 2 - 3 - 4 - 5) and Offset is set to *0*, the Arpeggiator output is 1 - 2 - 3 - 4 - 5 - repeat.

- If the arpeggiator sequence consists of a 5 note cycle (1 - 2 - 3 - 4 - 5) and Offset is set to *+1*, the Arpeggiator output is 2 - 3 - 4 - 5 - 1 - repeat.

- If the arpeggiator sequence consists of a 5 note cycle (1 - 2 - 3 - 4 - 5) and Offset is set to *-1*, the Arpeggiator output is 5 - 1 - 2 - 3 - 4 - repeat.

14.8.4 Advanced Inversion

The fourth ADVANCED parameter, Inversion, is only available in *Arp* mode. On the keyboard, it is mapped to Knob 4 of the Control section when PAGE 2 of ARP EDIT mode is selected. Inversion adds inverted alternations of the arpeggiator sequence to the cycle.

For example:

- If the arpeggiator sequence consists of a 3 note cycle (1 - 2 - 3), Type is set to *Up*, and Inversion is set to *0*, the Arpeggiator output is 1 - 2 - 3 - repeat.

▪ If the arpeggiator sequence consists of a 3 note cycle (1 - 2 - 3), Type is set to *Up*, and Inversion is set to *1*, the Arpeggiator output is 1 - 2 - 3 - 2 - 3 - repeat.

▪ If the arpeggiator sequence consists of a 3 note cycle (1 - 2 - 3), Type is set to *Up*, and Inversion is set to *2*, the Arpeggiator output is 1 - 2 - 3 – (2 - 3 - 1 octave up) - (3 - 1 - 2 octave up) - repeat.

14.9   Setting the Range Parameters

The RANGE parameters Min. Key and Max. Key allow you to change the range of keys that trigger the arpeggiator sequence.
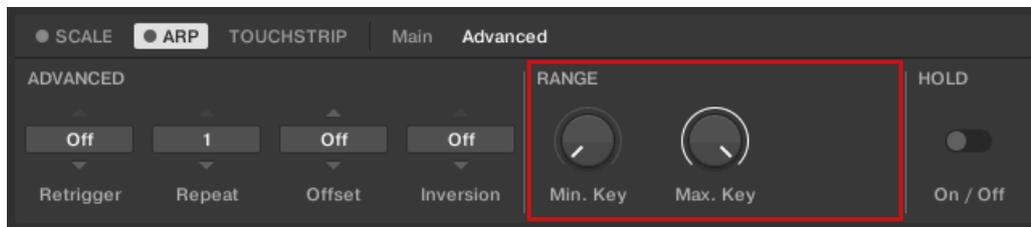
The RANGE parameters Min. Key and Max. Key.

14.9.1   Range Min. Key

The first RANGE parameter, Min. Key, is only available in *Arp* mode. On the keyboard, it is mapped to Knob 5 of the Control section when PAGE 2 of ARP EDIT mode is selected. Min. Key sets the lowest key that can be used as an input for the arpeggiator sequence.

> 💬   The Arpeggiator can still generate pitches below the Min. Key setting.

14.9.2   Range Max. Key

The second RANGE parameter, Max. Key, is only available in *Arp* mode. On the keyboard, it is mapped to Knob 6 of the Control section when PAGE 2 of ARP EDIT mode is selected. Max. Key sets the highest key that can be used as an input for the arpeggiator sequence.

> 💬 The Arpeggiator can still generate pitches above the Max. Key setting.

14.10 Setting the Hold Parameter
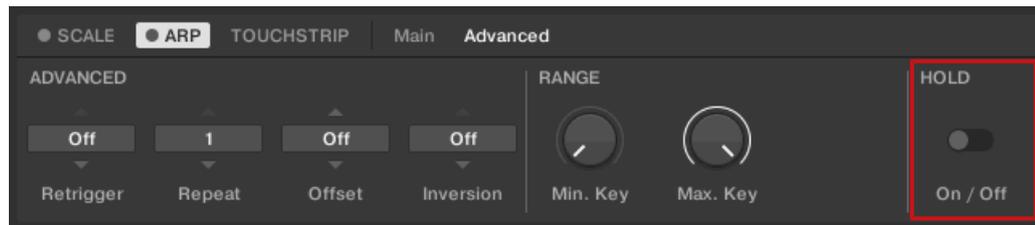
The HOLD parameter On / Off.

The HOLD parameter On / Off is available in both *Arp* and *Note Repeat* mode. On the keyboard, it is mapped to Button 3 of the Control section when Arpeggiator Edit mode is selected. The HOLD function allows you to latch the notes played by the Arpeggiator. When set to *On*, the Arpeggiator will continuously play a sequence according to the last pressed keys on the keyboard.

HOLD On / Off is a switch control that lets you select the values *On* and *Off*.

▶ Pressing any key while HOLD is *On* will set a new sequence.

▶ To stop the Arpeggiator playback, set the HOLD parameter to *Off*.

> 💬 Alternatively, you can switch the Arpeggiator completely off to stop playback by pressing ARP in the keyboard's PERFORM section. When you switch the Arpeggiator back on, HOLD will still be active and you can continue to play latched note sequences with the Arpeggiator.

15 Troubleshooting

If you are experiencing problems related to your product that the supplied documentation does not cover, you can get further help in the Support section of the Native Instruments website:

https://support.native-instruments.com/hc

The Support section allows you to search both the Knowledge Base and the Support Community for content related to your issue. The Knowledge Base and the Support Community gather useful information about your Native Instruments product and can be of great help to solve possible issues you may encounter.

- The Knowledge Base is an ever-growing database of help articles by Native Instruments, providing solutions to common issues and answering frequently asked questions.

- The Support Community allows users to help users, and makes all the information and discussion publicly available.

► Enter your query into the search field at the top of the Support section's landing page in order to find related entries from the Knowledge Base and the Support Community.

> (!) Before getting help please make sure you have downloaded the latest software for your product from Native Access.

Support

If no entry from the Knowledge Base and the Support Community matches your problem, or if the matching entry does not solve the problem, you can contact the Native Instruments Support team. You will find Contact Support buttons in the Support section of our website after looking for related content in the Knowledge Base and the Support Community.

When communicating with the Native Instruments Support team, keep in mind that the more details you can provide about your hardware, your operating system, the version of the software you are running, and the problem you are experiencing, the better they will be able to help you.

In your description, you should mention:

- How to reproduce the problem

▪ What you have already tried to fix the problem

▪ A description of your setup, including all hardware and the version of your software

▪ The brand and specifications of your computer

> ⚠ When installing new software or software updates, a Readme file is included that contains late breaking news and new information that was not yet included in the documentation. Please open and read this Readme file before contacting Technical Support.

User Forum

In the Native Instruments User Forum, you can discuss product features directly with other users and with experts moderating the forum. You can reach the User Forum via: http://www.native-instruments.com/forum.

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