KOMPLETE KONTROL S-SERIES

Manual

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Special thanks to the Beta Test Team, who were invaluable not just in tracking down bugs, but in making this a better product.

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1 Welcome to KOMPLETE KONTROL

Thank you for choosing KOMPLETE KONTROL!

KOMPLETE KONTROL and its dedicated keyboard—the KOMPLETE KONTROL S-SERIES—is a tightly integrated music production studio that gives you absolute control over the instruments in your KOMPLETE library.

KOMPLETE KONTROL lets you browse your KOMPLETE instruments in an intuitive way and play them according to a vast amount of selectable scales and chords. You can also control your host software with the KOMPLETE KONTROL S-SERIES keyboard, and customize the functions of the touch strips, knobs and buttons for use with other software utilizing the included Controller Editor application. We hope you enjoy this fantastic instrument as much as we do. Now let's get going!

—The team at Native Instruments

1.1 Where to Start?

KOMPLETE KONTROL provides you with many information sources. The main documents are meant to be read in the following sequence:

1. **Komplete Kontrol Setup Guide**
2. **Komplete Kontrol Manual** (this document)

The whole documentation set is available in PDF format and located within the KOMPLETE KONTROL installation folder on your hard disk. You can also access these documents from the Help menu in the Application Menu Bar or from the *Help* submenu in the KOMPLETE KONTROL menu.

Please check the Service Center or the Native Instruments website regularly for up-to-date and localized versions of these documents. You can start the Service Center by selecting *Launch Service Center* from the Help menu in the Application Menu Bar or from the *Help* submenu in the KOMPLETE KONTROL menu.

Please check the Service Center or the Native Instruments website regularly for up-to-date and localized versions of these documents. You can start the Service Center by selecting *Launch Service Center* from the Help menu in the Application Menu Bar or from the *Help* submenu in the KOMPLETE KONTROL S-SERIES menu.

Additional documentation sources provide you with details on more specific topics:

- **KOMPLETE KONTROL S-SERIES Ableton Live Setup** document
- **Controller Editor Manual**

Hereafter is a quick description of each of these documentation sources.

Your First Stop: the Setup Guide

The Setup Guide will guide you through the software and hardware installation of KOMPLETE KONTROL and KOMPLETE KONTROL S-SERIES, from the very beginning to the first sound coming through your speakers.

First read the Setup Guide. After reading the Setup Guide and following its instructions, KOMPLETE KONTROL and your KOMPLETE KONTROL S-SERIES keyboard should be up and running. Then proceed with this Komplete Kontrol Manual to get more familiar with KOMPLETE KONTROL.

Komplete Kontrol Manual

This Komplete Kontrol Manual provides you with a comprehensive description of all KOMPLETE KONTROL software and KOMPLETE KONTROL S-SERIES hardware features.

KOMPLETE KONTROL S-SERIES Ableton Live Setup

To get the most of your KOMPLETE KONTROL S-SERIES when using it to control your host software, ensure you are running a compatible version of the host. To enable combined use of Ableton Live and KOMPLETE KONTROL S-SERIES, Ableton Live 9.1.4 is required. In addition to this, further configuration is necessary. A detailed guide for setting up Ableton Live for use with KOMPLETE KONTROL S-SERIES is available as a PDF file in the Host Integration Files subfolder of the Komplete Kontrol installation folder on your hard disk. It can also be found here: http://www.native-instruments.com/en/support/knowledge-base/show/2643/

Controller Editor Manual

Besides using your KOMPLETE KONTROL S-SERIES keyboard together with its dedicated KOMPLETE KONTROL software, you can also use it as a powerful and highly versatile MIDI controller to pilot any other MIDI-capable application or device. This is made possible by the Controller Editor software, a little application that allows you to precisely define all MIDI assignments for your KOMPLETE KONTROL S-SERIES keyboard. The Controller Editor should have been installed during the KOMPLETE KONTROL installation procedure. For more information on this, please refer to the Controller Editor Manual available as a PDF file in the Documentation subfolder of the Controller Editor installation folder on your hard disk.

Other Online Resources

If you are experiencing problems related to your Native Instruments product that the supplied documentation does not cover, there are several ways of getting help:

- Knowledge Base
- User Forum
- Technical Support
- Registration Support

You will find more information on these in chapter ↑8, Troubleshooting – Getting Help.

1.2 Manual Conventions

This section introduces you to the signage and text highlighting used in this manual. This manual uses particular formatting to point out special facts and to warn you of potential issues. The icons introducing these notes let you see what kind of information is to be expected:

Whenever this exclamation mark icon appears, you should read the corresponding note carefully and follow the instructions and hints given there if applicable.

This light bulb icon indicates that a note contains useful extra information. This information may often help you to solve a task more efficiently, but does not necessarily apply to the setup or operating system you are using; however, it's always worth a look.

Furthermore, the following formatting is used:

- Text appearing in (drop-down) menus (such as *Open...*, *Save as...* etc.) 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.) is printed in blue. Whenever you see this formatting applied, you will find the same text appearing somewhere on the screen.
- Text appearing on displays of the keyboard is printed in light grey. Whenever you see this formatting applied, you will find the same text on a keyboard display.
- Text appearing on labels of the keyboard is printed in orange. Whenever you see this formatting applied, you will find the same text on the keyboard.
- 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** as the keyboard and **KOMPLETE KONTROL** as the software installed on your computer.

Button Combinations and Shortcuts on Your Keyboard

Most instructions will use the "+" sign to indicate buttons that must be pressed **simultaneously**, starting with the button indicated first. E.g., an instruction such as:

"Press SHIFT + PLAY" means:

1. Press and hold SHIFT.
2. While holding SHIFT, press PLAY and release it.
3. Release SHIFT.

Unlabeled Knobs on the KOMPLETE KONTROL S-SERIES Keyboard

The knobs above the displays on your KOMPLETE KONTROL S-SERIES keyboard do not have labels.

The unlabeled 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 knobs above the displays are written Knob 1 to Knob 8. E.g., whenever you see an instruction such as "Turn Knob 2 to increase the value," you'll know it's the second knob from the left above the displays.

1.3 System Requirements

For KOMPLETE KONTROL and KOMPLETE KONTROL S-SERIES to fully function as indented, your system needs to meet certain requirements.

For the latest KOMPLETE KONTROL system requirements and compatibility information, including compatibility with third-party software, visit:

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

KOMPLETE

KOMPLETE KONTROL is optimized for use with KOMPLETE SELECT, KOMPLETE 10 and KOMPLETE 10 ULTIMATE.

For the latest KOMPLETE system requirements and compatibility information, visit:

www.native-instruments.com/products/komplete/bundles/komplete-10/specifications/

Supported Host Applications

For some of the advanced host integration features of KOMPLETE KONTROL to function as intended, your host application must be compatible. The following Knowledge Base article gives you an overview of the features that are available in each of the most commonly used DAWs:

www.native-instruments.com/support/knowledge-base/show/2765/

2 Basic Concepts

This chapter will introduce you to KOMPLETE KONTROL's main elements and explain how they relate to one another. You will also learn how to set up your audio interface and how to connect MIDI devices.

Before reading this chapter it is strongly recommended that you read the KOMPLETE KONTROL Setup Guide.

2.1 KOMPLETE KONTROL and KOMPLETE KONTROL S-SERIES

KOMPLETE KONTROL is the combination of the KOMPLETE KONTROL software with its quick browsing experience and powerful performance abilities, and the versatile KOMPLETE KONTROL S-SERIES keyboard's tactility—both fully integrated with the instruments of Native Instruments KOMPLETE.

KOMPLETE KONTROL and each area of its software interface correspond directly to the hardware sections of your KOMPLETE KONTROL S-SERIES keyboard. Adjusting instrument parameters from the knobs on your keyboard also adjusts the corresponding controls in the software. You can see the software controls move in real-time whenever you turn your hardware knobs, swipe the touch strips, or switch button states on and off.

Via KOMPLETE KONTROLS's Browser you can load any KOMPLETE instrument and even search for specific types of files from your KOMPLETE KONTROL Library, e.g. "soundscapes" or "percussion." It also lets you save, tag and organize your own user presets to further add to your KOMPLETE KONTROL Library.

When you load a KOMPLETE instrument inside KOMPLETE KONTROL, you instantly get access to the instrument's controls from the KOMPLETE KONTROL S-SERIES keyboard. The knobs, displays, and touch strips on the keyboard are automatically mapped to the parameters of the loaded KOMPLETE instrument via Native Instruments' own unique Native Map protocol.

KOMPLETE KONTROL's Smart Play lets you generate and play a multitude of scales, chords, and arpeggios simply by pressing a key on your KOMPLETE KONTROL S-SERIES keyboard. By mapping the keyboard's keys to a scale, you can ensure that you'll always stay in key as well as learn to play new and interesting types of music.

The LEDs in the Light Guide give you visual feedback in real time, letting you know what keys are active and which notes are being played back. You can even follow the Light Guide when you are playing back a MIDI note pattern from a host application.

- For an **overview** of how KOMPLETE KONTROL and KOMPLETE KONTROL S-SERIES integrate with each other, continue reading below.
- For a **quick start** to get you going with KOMPLETE KONTROL S-SERIES, see chapter ↑3, Quick Start.
- For a detailed description of the KOMPLETE KONTROL **software**, see chapter ↑4, KOMPLETE KONTROL Software Overview and onward.
- For a detailed description of the KOMPLETE KONTROL S-SERIES **keyboard**, see chapter ↑5, KOMPLETE KONTROL S-SERIES Overview and onward.
- For a detailed description of the KOMPLETE KONTROL Browser, see chapter ↑6, KOMPLETE KONTROL Browser and onward.
- For a detailed description of the KOMPLETE KONTROL Smart Play functions, see chapter ↑7, KOMPLETE KONTROL Smart Play and onward.

Corresponding Features

In the following sections we outline the KOMPLETE KONTROL software and the KOMPLETE KONTROL S-SERIES keyboard and give you an overview of how they relate to each other.

2.1.1 The Browser and the Navigate Section

The KOMPLETE KONTROL Browser is your interface for finding, loading and organizing your KOMPLETE instruments and files. The NAVIGATE section on the KOMPLETE KONTROL S-SERIES keyboard allows for instant access to your KOMPLETE KONTROL Library by using hardware controls and the large and clear on-screen overlay.

The Browser at the left side of the KOMPLETE KONTROL software interface and the Browser displayed by the on-screen overlay, called up from the NAVIGATE section of the KOMPLETE KONTROL S-SERIES keyboard (S25 depicted).

2.1.2 The Perform Panel and the PERFORM Section (Smart Play)

Smart Play provides you functions for generating and playing scales, chords, and arpeggios using your KOMPLETE instruments and other MIDI-controlled instruments as sound sources. The parameters can be accessed from the Perform Panel near the top of the KOMPLETE KONTROL software interface as well as the PERFORM section in the upper left corner of your KOMPLETE KONTROL S-SERIES keyboard. The Smart Play parameters are then mapped to the knobs and the displays on the keyboard, letting you edit the scales and arps using the hardware controls.

The Perform Panel in the KOMPLETE KONTROL software with the corresponding controls of KOMPLETE KONTROL S-SERIES' PERFORM section mapped to the knobs and displays

2.1.3 The Light Guide

The settings of the Smart Play parameters are instantly reflected by the LEDs of the Light Guide—located just above the keybed—effectively letting you know what keys belong to the scale selected in the Perform Panel (software) or PERFORM section (keyboard) by switching the LEDs on and off. The Light Guide also gives you visual feedback when you play back incoming MIDI note patterns from your host sequencer.

The Light Guide reflects the settings of the Perform parameters by switching the LEDs on or off to display the selected scale (C major).

2.1.4 The Control Section and KOMPLETE Instrument Parameters

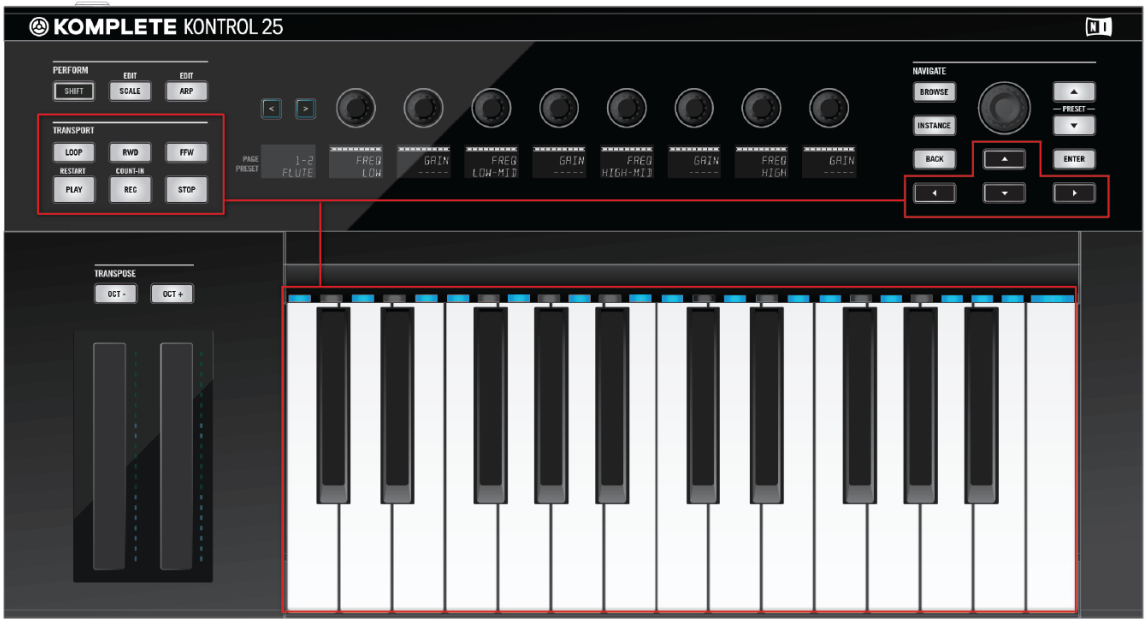
The touch strips, knobs, and displays on the KOMPLETE KONTROL S-SERIES keyboard are automatically mapped to the controls and parameters of any loaded KOMPLETE instrument via Native Instruments' unique integration mapping protocol Native Map. No further MIDI assignments are necessary: Just load an instrument from the Browser and start playing!

MONARK loaded in KOMPLETE KONTROL—the touch strips, knobs, and displays on KOMPLETE KONTROL S-SERIES are automatically assigned to control the instrument.

2.1.5 The Transport Section and Your Host Application

Controlling your host application from the KOMPLETE KONTROL S-SERIES keyboard is a great way to keep your workflow going without needing to grab for the computer mouse and can be very helpful in live performance situations. The TRANSPORT section on the far left and the arrow buttons in the NAVIGATE section on the right are both used to select and record arm

tracks in your DAW, so you can play and record notes from your keyboard. For detailed information on how controlling your host from the KOMPLETE KONTROL S-SERIES, see section ↑5.4, Host Control and the Transport Section.



The TRANSPORT section and the NAVIGATE buttons let you control your host application from the KOMPLETE KONTROL S-SERIES.

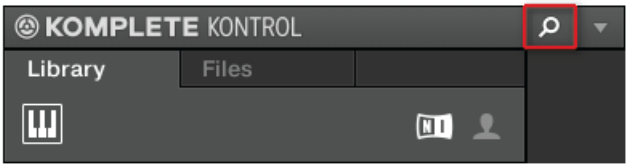
For information on how to configure your host application for use with external MIDI hardware, refer to the documentation of your DAW.

2.2 Adjusting the KOMPLETE KONTROL Software Interface

The KOMPLETE KONTROL software user interface is very flexible. You can choose what to display and what not, allowing you to focus on your workflow. This section shows you how to adjust the KOMPLETE KONTROL GUI to suit your needs.

2.2.1 Showing/Hiding the Browser

► Click the Browser button (with the magnifier symbol) in the header to show and hide the Browser. You can also select *Browser* from the View menu in the application menu bar or from the *View* submenu in the KOMPLETE KONTROL menu.

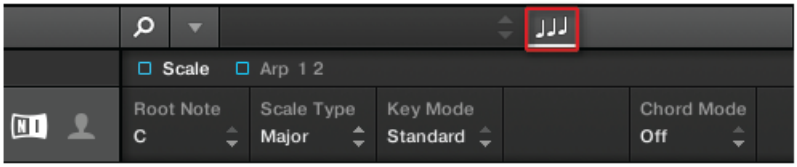


The Browser button in the header.

In stand-alone mode, you can also show/hide the Browser from your computer keyboard via the [B] key.

2.2.2 Showing/Hiding the Perform Panel

► Click the Perform Panel button (with the three-notes symbol) in the header to show and hide the Perform Panel. You can also select *Perform Panel* from the View menu in the application menu bar or from the *View* submenu in the KOMPLETE KONTROL menu.



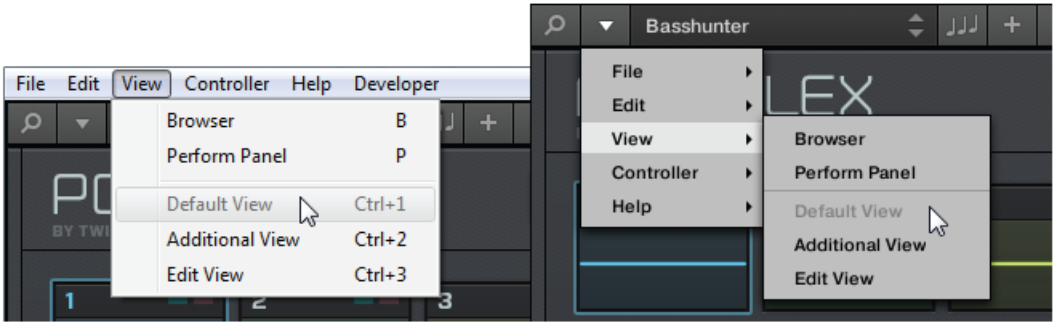
The Perform Panel button in the header

In stand-alone mode, you can also show/hide the Perform Panel from your computer keyboard via the [P] key.

2.2.3 Selecting Instrument Views

Once you have loaded a KOMPLETE instrument from the Browser, it appears in the instrument area of the KOMPLETE KONTROL software. Most 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 described below.

► To switch between the instrument views, click View in the application menu bar or the *View* submenu of the KOMPLETE KONTROL menu and select *Default View*, *Additional View*, or *Edit View*.



Instrument views in the View menu of the application menu bar (Windows depicted), and in the View submenu of the KOMPLETE KONTROL menu.

The available views may vary with the loaded instrument.

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.

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.

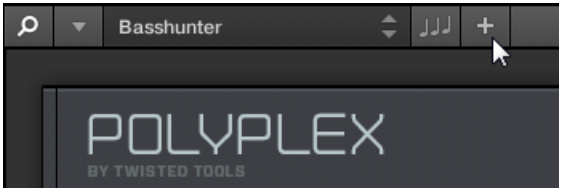
POLYPLEX in default view

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

► To switch to the additional view, click the + button in the KOMPLETE KONTROL header.



Clicking it again will return the KOMPLETE instrument to default view.

Edit View

You also have the possibility to open any KOMPLETE instrument that can be loaded and played by either the KONTAKT or REAKTOR players in edit view. Use the edit view to access all the flexible controls and features you would normally have when using KONTAKT or REAKTOR in stand-alone mode.

► To switch to the edit view, click *Edit View* in the *View* submenu of the KOMPLETE KONTROL menu.

Edit view is only available for instruments powered by KONTAKT or REAKTOR.

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

POLYPLEX in edit view

2.3 Stand-Alone and Plug-in Mode

You can run the KOMPLETE KONTROL software as a stand-alone application or integrate it into your favorite Digital Audio Workstation (or DAW, in short) by loading it as a plug-in. The KOMPLETE KONTROL software is available in the VST, Audio Unit, and AAX plug-in formats. For further information on plug-in compatibility and for a detailed description of how to use plug-ins in your host, please refer to the documentation included with your host software. If you did not install the plug-ins when installing the KOMPLETE KONTROL software, please refer to the Setup Guide available from the documentation folder in the KOMPLETE KONTROL software installation folder.

You cannot record MIDI in stand-alone mode. For information on audio and MIDI routing, see section ↑2.6, Audio and MIDI Settings.

For information on how to load KOMPLETE KONTROL as a VST, AAX or AU plug-in, refer to the documentation of your host application.

2.3.1 Differences between Stand-alone and Plug-in Mode

Transport Functions and Navigate Controls

When KOMPLETE KONTROL is used as a plug-in within a host sequencer software (e.g., Cubase or Pro Tools), the transport functions and the navigate controls on the KOMPLETE KONTROL S-SERIES keyboard can be used to control your host application. For example, you can switch tracks in your DAW, record arm them, and play back your recordings, all from your keyboard. For more information, see section ↑5.4, Host Control and the Transport Section.

When using KOMPLETE KONTROL S-SERIES in MIDI mode, you can do this even when no instance of KOMPLETE KONTROL is running.

When KOMPLETE KONTROL is used as a plug-in within a host sequencer software (e.g., Cubase or Logic), KOMPLETE KONTROL receives its MIDI clock exclusively from the host application: you cannot modify the tempo of your host project within the KOMPLETE KONTROL plug-in itself—it is synchronized to your host's transport functions and tempo settings. As a direct consequence, when KOMPLETE KONTROL is used as a plug-in the tempo field is grayed out and inactive in the KOMPLETE KONTROL header.

Audio and MIDI Handling

When KOMPLETE KONTROL is used in stand-alone mode, it directly communicates with your audio and MIDI interface. You can select which physical audio/MIDI ports have to be used on your interface, and configure crucial audio settings like the sample rate. All this is done via the Audio and MIDI Settings panel (for more information on this, please refer to ↑2.6, Audio and MIDI Settings).

- On the contrary, when KOMPLETE KONTROL is used as a plug-in within a host application, the communication with your audio and MIDI interfaces is managed by the host—the KOMPLETE KONTROL plug-in only communicates with the host.

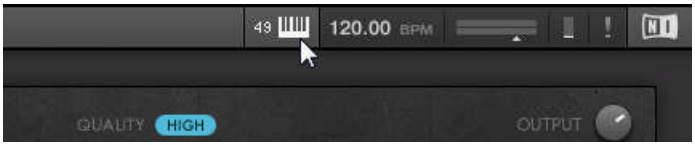
For all details on the audio and MIDI configuration of your host application, please refer to its documentation.

Multiple Plug-in Instances

When you are using KOMPLETE KONTROL as a plug-in within a host application, you can open multiple KOMPLETE KONTROL instances. Actually, you can load as many instances of KOMPLETE KONTROL as your computer and your host application can handle CPU-wise. In contrast to the stand-alone application, they are always tempo synced to the host. In plug-in mode you can also record automation for KOMPLETE KONTROL or KOMPLETE instrument parameters from your host. To learn more, have a look at chapter ↑5.4.3, Switching between KOMPLETE KONTROL Instances and ↑2.10, Controlling Parameters via MIDI and Host Automation.

2.3.2 Switching Instances

When two or more instances of the KOMPLETE KONTROL software are running (e.g., as plug-ins on different tracks of your DAW), you must choose which instance you want to control from your KOMPLETE KONTROL S-SERIES keyboard. You can do this both from your keyboard and in the software.



Click the Connect button to connect the keyboard to that instance.

Switching Instance from the Software

► To select your keyboard from a particular KOMPLETE KONTROL instance, click the Connect button (keyboard icon) in the KOMPLETE KONTROL header of that instance.

Switching Instance from the Keyboard

To select a particular KOMPLETE KONTROL instance from your keyboard:

Depending on the compatibility and version number of your host application, switching between instances of KOMPLETE KONTROL may not function as described.

For use of KOMPLETE KONTROL S-SERIES with Ableton Live, refer to the KOMPLETE KONTROL S-SERIES Ableton Live Setup document available as a PDF file in the Host Integration Files subfolder of the Komplete Kontrol installation folder on your hard disk.

► To select a KOMPLETE KONTROL instance from your keyboard, use the NAVIGATE up and down buttons on your KOMPLETE KONTROL S-SERIES to select the track containing the instance in your DAW. The KOMPLETE KONTROL instance loaded on that track is automatically selected.

For detailed information about selecting tracks and KOMPLETE KONTROL instances from your keyboard, see section ↑5.4, Host Control and the Transport Section.

2.3.3 Configuring Your Host Application

Though KOMPLETE KONTROL can be used stand-alone, most of the time you will want to load it as a plug-in in a host application. Before using the KOMPLETE KONTROL S-SERIES keyboard to control your host application, there are a few things to be aware of. To learn more about the necessary configuration steps, continue reading below.

For detailed information on how to set up your DAW for fully integrated use with KOMPLETE KONTROL and KOMPLETE KONTROL S-SERIES, refer to the documentation of your host application.

Configuring Your Host for Use with KOMPLETE KONTROL S-SERIES

For some of KOMPLETE KONTROL's most advanced host integration features to function as intended, your host application must support these features. For an overview of which host integration features that are supported by which host applications, refer to the following Knowledge Base article: http://www.native-instruments.com/support/knowledge-base/show/2765/.

At the time of writing this manual, the following DAWs support full functionality of KOMPLETE KONTROL S-SERIES:

- Ableton Live 9.1.4 (further configuration required, see Knowledge Base article below)
- Apple Logic X 10.0.7
- Steinberg Cubase 7.5.1
- Steinberg Nuendo 6.0.7

For information on how to configure your host application for use with external MIDI hardware, refer to the documentation of your DAW.

For detailed guides to help to you set up and configure your host application for use with KOMPLETE KONTROL S-SERIES, refer to these Knowledge Base articles:

- Setting up Ableton Live for KOMPLETE KONTROL: www.native-instruments.com/support/knowledge-base/show/2643/
- Setting up Apple Logic for KOMPLETE KONTROL: www.native-instruments.com/support/knowledge-base/show/2787/
- Setting up Steinberg Cubase / Nuendo for KOMPLETE KONTROL: www.native-instruments.com/support/knowledge-base/show/2785/

Compatibility with Other Connected MCU Devices

If you have other MIDI devices using the MCU (Mackie Control Universal) protocol in your setup, then connecting and configuring the KOMPLETE KONTROL S-SERIES in your host can cause interference between the devices.

Depending on the host application of your choice, the following measures can be taken to avoid interference with other connected MCU devices. If you are using one of the supported hosts (as listed above):

- ▶ To keep all KOMPLETE KONTROL S-SERIES' features intact **except host integration features** (i.e. host transport controls and automatic track focus) ensure you do not set up KOMPLETE KONTROL S-SERIES as an MCU control surface when configuring your host application. Doing so will **allow you to use other MCU devices** simultaneously.
- ▶ To keep all KOMPLETE KONTROL S-SERIES' features intact—**including host integration features** (i.e. host transport controls and automatic track focus)—set up KOMPLETE KONTROL S-SERIES as an MCU control surface when configuring your host application. Doing so will however **not allow you to use other MCU devices** simultaneously.

For a detailed guide on using KOMPLETE KONTROL S-SERIES with other MCU devices, refer to the following Knowledge Base article: http://www.native-instruments.com/support/knowledge-base/show/2895/

2.4 MIDI Mode

Besides using your KOMPLETE KONTROL S-SERIES keyboard together with its dedicated KOMPLETE KONTROL software, you can also use it as a powerful and highly versatile MIDI controller to pilot any other MIDI-capable software application running on the computer it is connected to via USB as well as any other MIDI-compatible hardware.

The MIDI ports on KOMPLETE KONTROL S-SERIES' rear panel are only active when the keyboard is connected to your computer via USB.

Switching to MIDI Mode

To switch your keyboard between KOMPLETE KONTROL mode and MIDI mode:

- Press SHIFT + INSTANCE on your KOMPLETE KONTROL S-SERIES keyboard.
- Learn more about MIDI mode in section ↑5.2, MIDI Mode.

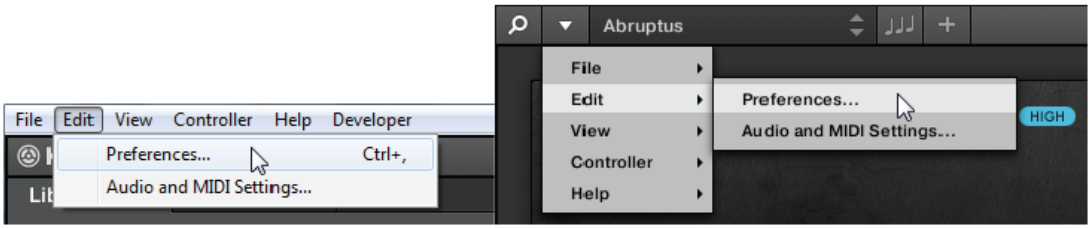
Controller Editor

The versatility of the MIDI mode is made possible by the Controller Editor software, an application that allows you to precisely define all MIDI assignments for your KOMPLETE KONTROL S-SERIES keyboard. The Controller Editor is installed during the KOMPLETE KONTROL installation procedure. For more information on this, please refer to the Controller Editor Manual available as a PDF file in the Documentation subfolder of the Controller Editor installation folder on your hard disk.

2.5 Preferences

The Preferences panel lets you specify various settings for KOMPLETE KONTROL.

► To open the Preferences panel, click *Preferences...* in the Komplete Kontrol menu (Mac OS X) or Edit menu (Windows) of the application menu bar, or in the *Edit* submenu of the KOMPLETE KONTROL menu:



The following pages are available in the Preferences panel:

- **Library**: see ↑2.5.1, Preferences – Library Page.
- **Hardware**: see ↑2.5.2, Preferences – Hardware Page.

2.5.1 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.

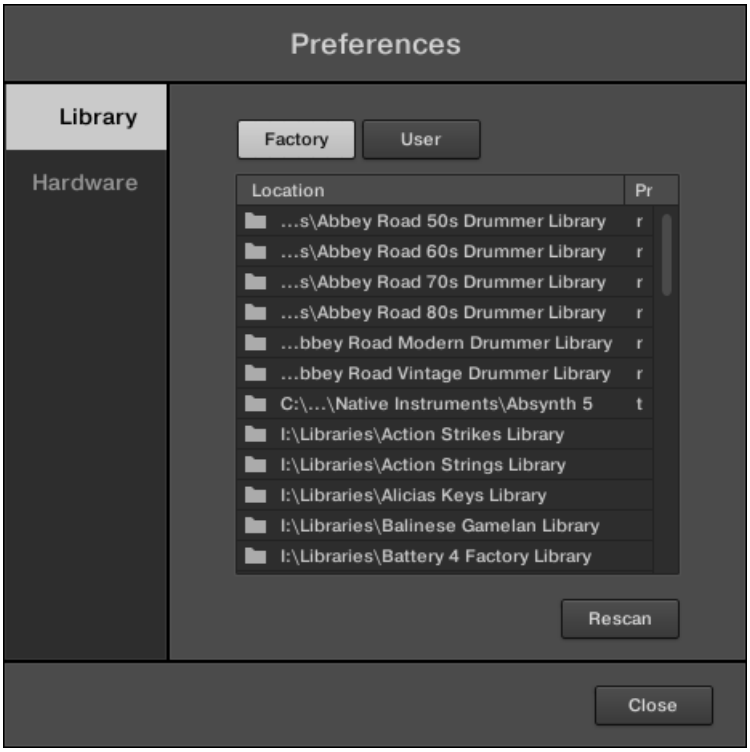
> The Library pane of the Browser is described in section ↑6.2, Searching and Loading Files from the Library.

► To display the Library page click the Library tab on the left of the Preferences panel.

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

► To display the Factory pane, click the Factory button at the top of the Library page.



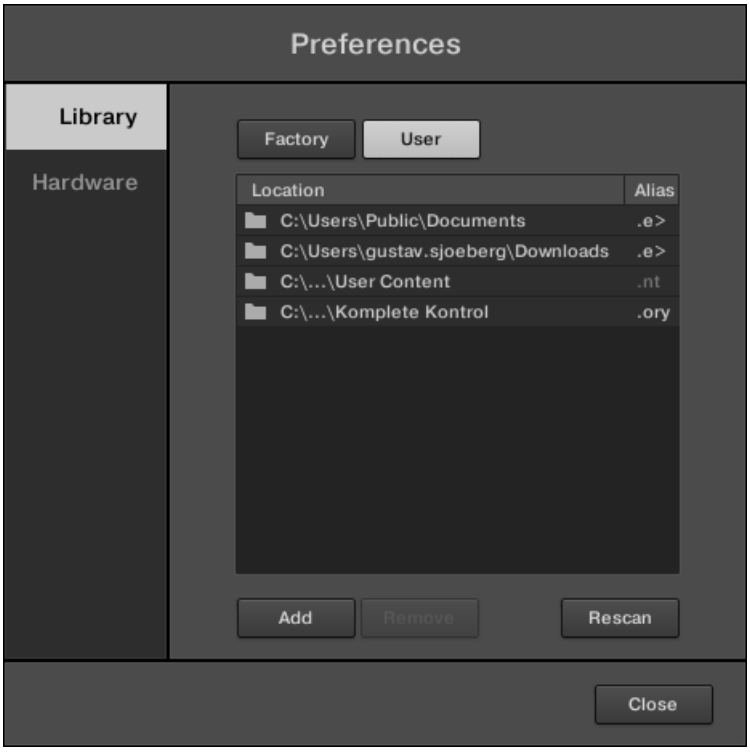
The Preferences panel – the Library page's Factory pane.

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

► To display the User pane, click the User button at the top of the Library page.



The Preferences panel – the Library page's 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.

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.
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 Mac OS X).

→ 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 (product/bank/sub-bank, type/subtype/mode tags, as well as properties) of all imported files will be retained.

By adding a folder to the user content of your KOMPLETE Library, you make their files available in the Browser's Library pane for quick searching and loading! For more information on how to use the Library pane of the Browser, please refer to section ↑6.2, Searching and Loading Files from the Library.

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. See section ↑6.3.5, Using the Result List in the Files Pane for more information on how to import folders via the Files pane.

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 Mac OS X) 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.

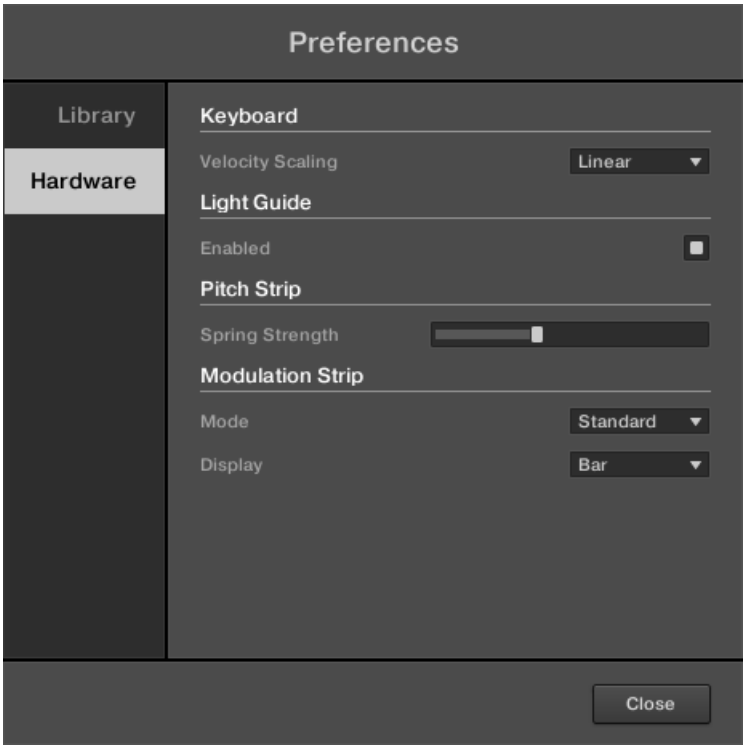
Removing Folders from the User Library

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

2.5.2 Preferences – Hardware Page

The Hardware page enables you to customize how the keys react to your playing and to adjust the behavior of the touch strips (see section ↑5.6, Touch Strips), as well as switch the Light Guide on or off (see section ↑5.7, The Light Guide).

► To display the Hardware page click the Hardware tab on the left of the Preferences panel while your KOMPLETE KONTROL S-SERIES keyboard is connected.



The Preferences panel – Hardware page, *Standard* mode.

The Preference panel – Hardware page, *Ball* mode.

Keyboard	
Velocity Scaling	Velocity Scaling determines how your playing is translated into velocity values: starting from *Soft 3* (a soft touch is enough to get a big velocity value) through *Linear* (default) to *Hard 3* (you really have to press the key hard to get a big velocity value).
Light Guide	
Enabled	Light Guide allows you to switch the colored LEDs above the keybed on or off. The Light Guide visualizes MIDI patterns being played back from your host application as well as shows you the active keys in any scale from the Perform Panel.
Pitch Strip	

Spring Strength	Spring Strength affects how fast the pitch strip snaps back to its default value upon release: from very slow (fully left) to instantly (fully right).
Modulation Strip	
Mode	Mode lets you select one of five behaviors for the modulation strip: *Standard*, *Spring*, *Ball*, *Tempo*, *Stepped*. Learn more about the different modes in section ↑5.6.2, Modulation Strip.

Depending on the modulation strip mode, a number of additional settings will appear on the Hardware page of the Preference panel, allowing you to further adjust the behavior of the modulation strip. For detailed information, see section ↑5.6.2, Modulation Strip.

2.6 Audio and MIDI Settings

When KOMPLETE KONTROL is running as a stand-alone application, the Audio and MIDI Settings panel allows you to configure the audio and MIDI hardware device(s) to use with KOMPLETE KONTROL along with the audio routing between your audio device and KOMPLETE KONTROL.

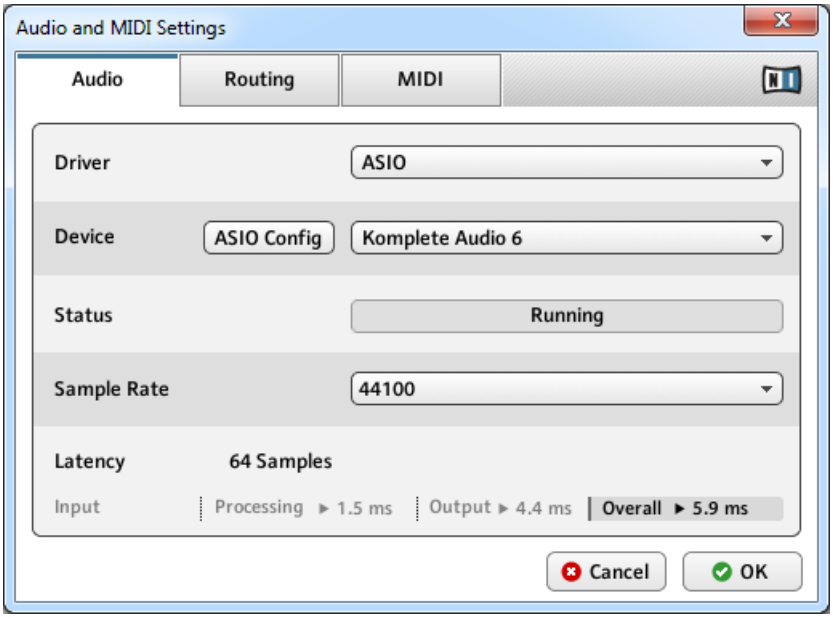
► To open the Audio and MIDI Settings panel, select the *Audio and MIDI Settings…* entry from the Edit menu in the application menu bar (or from the *Edit* submenu in the KOMPLETE KONTROL menu).

When KOMPLETE KONTROL is running as a plug-in in a host application, its audio and MIDI configuration is managed by the host, and the Audio and MIDI Settings panel is not available. See section ↑2.3, Stand-Alone and Plug-in Mode for more information on using KOMPLETE KONTROL in a host environment.

The Audio and MIDI Settings panel contains three pages: Audio, Routing, and MIDI. Each page can be displayed by clicking the corresponding tab at the top.

2.6.1 Audio and MIDI Settings – Audio Page

The Audio page holds settings related to your audio interface.



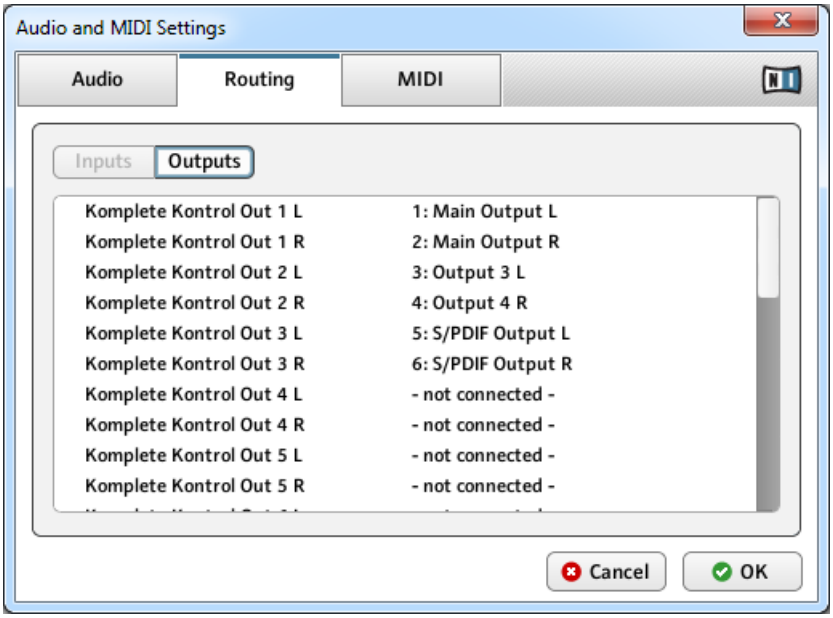
The Audio page of the Audio and MIDI Settings panel.

Setting	Description
Driver	Select your audio driver here.
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.

Setting	Description
Sample Rate	This displays the selected sample rate of your audio interface. Please restart KOMPLETE KONTROL after changing the sample rate.
Latency	**Mac OS X:** This slider allows you to adjust the latency of your audio interface in samples. Lower values result in a more immediate playing response but are heavier on both the CPU and the audio driver, and may result in audible clicks and pops. Larger values are easier on the CPU, but introduce a larger latency (i.e., there may be a very small delay between when you hit a pad and when you actually hear it). You should therefore experiment with this setting so that it is as low as possible without overloading your CPU or introducing any audio artifacts. **Windows:** When using an ASIO driver, the Audio and MIDI Settings panel shows an ASIO Config button instead of the Latency slider. Click this button to open the settings window of the selected ASIO driver.

2.6.2 Audio and MIDI Settings – Routing Page

The Routing page allows you to configure the connections between the virtual outputs of KOMPLETE KONTROL and the physical outputs of your audio interface.

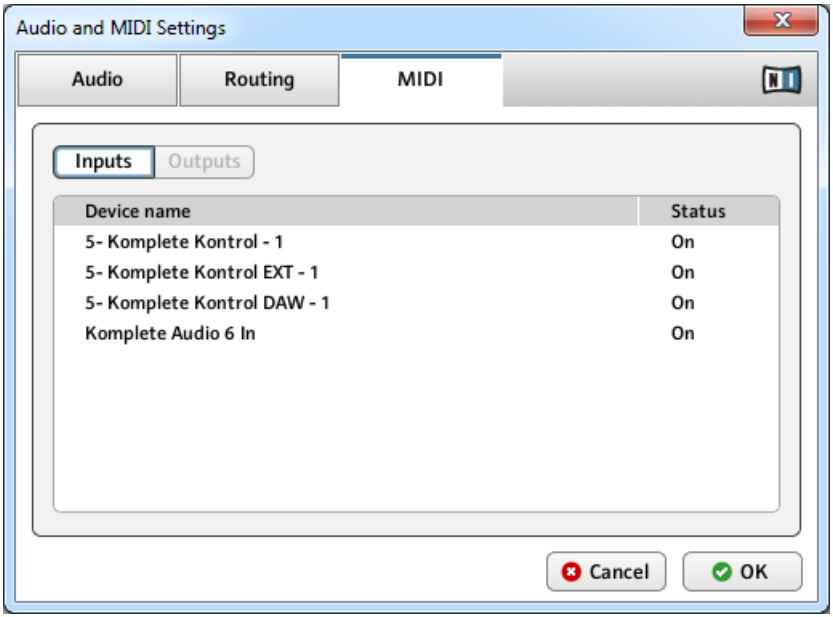


The Routing page of the Audio and MIDI Settings panel (entries may vary on your computer).

Element	Description
Outputs	In Outputs, 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.

2.6.3 Audio and MIDI Settings – MIDI Page

The MIDI page allows you to set up the MIDI input ports that you want to use with KOMPLETE KONTROL.



The MIDI page of the Audio and MIDI Settings panel (entries may vary on your computer).

Element	Description
Inputs	Clicking Inputs displays a list of all the available MIDI inputs of your system. You can activate/deactivate each input by clicking the fields in the Status column, which displays the current status of the corresponding port.

2.7 Connecting External MIDI Equipment to KOMPLETE KONTROL S-SERIES

You can integrate KOMPLETE KONTROL S-SERIES into your MIDI setup.

The MIDI sockets on the rear panel of the KOMPLETE KONTROL S-SERIES

To connect your external MIDI equipment:

1. Hook it up to the KOMPLETE KONTROL S-SERIES keyboard's MIDI IN or MIDI OUT socket on the rear panel using a standard MIDI cable.
2. If KOMPLETE KONTROL is running as a stand-alone application, activate the corresponding MIDI input and/or output(s) of your KOMPLETE KONTROL S-SERIES keyboard in the MIDI page of the Audio and MIDI Settings panel (see ↑2.6.2, Audio and MIDI Settings – Routing Page).
3. If KOMPLETE KONTROL is running as a plug-in in a host application, the MIDI configuration is managed by the host (see sections ↑2.3, Stand-Alone and Plug-in Mode and ↑2.3.3, Configuring Your Host Application). Please refer to your host documentation to know how to configure MIDI in your host.
4. If you are using the KOMPLETE KONTROL S-SERIES without a USB connection, MIDI data will be directly sent and received via the keyboard's MIDI IN or MIDI OUT sockets on the rear panel (see section ↑5.3, Stand-Alone Operation).

2.8 Incoming and Outgoing MIDI

KOMPLETE KONTROL provides you with flexible MIDI control and host automation capabilities that can be used in many situations.

2.8.1 Incoming MIDI and Host Automation

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

- **Triggering KOMPLETE instruments via MIDI notes**: By default, incoming MIDI notes will trigger the loaded KOMPLETE instrument and will also be visually reflected by the Light Guide. For information on the MIDI settings, see section ↑2.6.2, Audio and MIDI Settings – Routing Page.
- **Controlling parameters via host automation**: You can control both KOMPLETE KONTROL and your loaded KOMPLETE instruments' parameters via host automation (when KOMPLETE KONTROL is running as a plug-in). This is described in section ↑2.10, Controlling Parameters via MIDI and Host Automation.

Receiving MIDI Clock

When you load KOMPLETE KONTROL as a plug-in in a host application, the tempo is automatically synced to host tempo. The tempo display in KOMPLETE KONTROL's header is grayed out and tempo is adjusted in the host.

2.8.2 Outgoing MIDI and Host Control

You can also **send MIDI data from KOMPLETE KONTROL S-SERIES**:

- **Recording MIDI notes**: When KOMPLETE KONTROL is running as a plug-in in a host environment, you can record your performance playing the keys of your KOMPLETE KONTROL S-SERIES as a MIDI pattern in your host application.
- **Routing and recording processed MIDI notes**: Both the KOMPLETE KONTROL stand-alone application and the KOMPLETE KONTROL plug-in output the MIDI notes generated by the scale engine and the arpeggiator (see section ↑7, KOMPLETE KONTROL Smart Play). You can route the MIDI notes to other MIDI instruments or record them as a MIDI pattern in your host application (see section ↑7.9, Scale and Arp MIDI Output).

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.

- **Controlling the host application**: You can control your supported host application from your KOMPLETE KONTROL S-SERIES keyboard by using the TRANSPORT and NAVIGATE sections. This is described in section ↑5.4, Host Control and the Transport Section.

2.8.3 MIDI Mode and Stand-alone Operation

Beyond controlling KOMPLETE KONTROL you can also use your KOMPLETE KONTROL S-SERIES keyboard in MIDI mode to assign and control any parameters you want via MIDI CC (see section ↑5.2, MIDI Mode).

For more information about assigning controls via MIDI, please refer to the Controller Editor Manual available as a PDF file in the Documentation subfolder of the Controller Editor installation folder on your hard disk

Stand-alone Operation

When using the keyboard without a USB connection, the 5-pin MIDI ports on KOMPLETE KONTROL S-SERIES' rear panel can be used to control external MIDI equipment in stand-alone operation (see section ↑5.3, Stand-Alone Operation).

2.9 Native Map

You do not have to assign KOMPLETE KONTROL's parameters to MIDI messages in order to control and automate them via MIDI. Instead, KOMPLETE KONTROL has its own proprietary mapping system called Native Map that allows you to switch your keyboard on, load a KOMPLETE instrument in KOMPLETE KONTROL, and get instant access to its parameters via the knobs, displays, and touch strips on the KOMPLETE KONTROL S-SERIES keyboard.

Automatically Assigning Controls via Native Map

Immediately after you load a KOMPLETE instrument from the Browser, the instrument's parameters are automatically mapped to the eight knobs at the center of your KOMPLETE KONTROL S-SERIES keyboard and to the two touch strips on the left-hand side. You do not need to step through any complicated configurations to map software and hardware controls to each other.

The mapping of each knob is reflected by its corresponding display. The two arrow shaped page buttons to the left of the knobs let you skip through all parameters of the loaded KOMPLETE instrument while automatically mapping them to the eight knobs on your keyboard. The change in mapping is reflected by the displays, always informing you of the current mapping. For detailed information, see section ↑5.5, Control Section.

2.10 Controlling Parameters via MIDI and Host Automation

When you load KOMPLETE KONTROL as a plug-in into your host application, the parameters of the loaded KOMPLETE instrument that are currently mapped to the knobs and displays on KOMPLETE KONTROL S-SERIES also become available for automation from your host.

Which KOMPLETE KONTROL Parameters Can Be Automated?

All the parameters available for automation are found in the Perform Panel or in the loaded KOMPLETE instrument. You cannot automate the controls located in the Browser as they do not send MIDI and therefore cannot be found by your host application. This means that only parameters that are assigned to the knobs and displays on your KOMPLETE KONTROL S-SERIES via either Native Map or MIDI CC can be automated.

For more information about assigning controls via MIDI, please refer to the Controller Editor documentation in the software installation folder on your hard disk

In turn, you can also use your KOMPLETE KONTROL S-SERIES to control your host application. This is described in section ↑5.4, Host Control and the Transport Section.

2.10.1 Recording Automation

Many DAWs require that you have set transport record to on (see section ↑5.4.1, Transport Controls) in order to record automation, while others make use of dedicated automation controls.

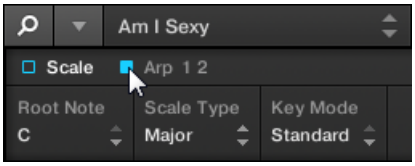
For detailed information regarding automation recording in your DAW, refer to the documentation of your host software.

To record automation data in your host using KOMPLETE KONTROL, you can take the following measures:

On/Off Switches

To change the state of an on/off switch:

► Click the corresponding button with your computer mouse.



or:

► Turn the knob on your KOMPLETE KONTROL S-SERIES keyboard currently assigned to the corresponding parameter.

Drop-Down Menus

To select another entry from a drop-down menu:

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

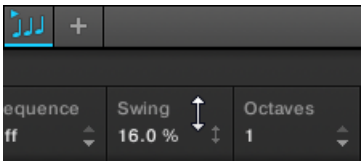
or:

► Turn the knob on your KOMPLETE KONTROL S-SERIES keyboard currently assigned to the corresponding parameter.

Drag Controls

To change the value of a drag control:

► Click and drag the corresponding drag control with your computer mouse.



or:

► Turn the knob on your KOMPLETE KONTROL S-SERIES keyboard currently assigned to the corresponding parameter.

2.10.2 Automation IDs

Some DAWs 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 your host application find them automatically.

For detailed information regarding automation recording in your DAW, refer to the documentation of your host software.

Automation IDs for the Perform Panel

The following automation IDs are reserved for KOMPLETE KONTROL's perform parameters:

Automation ID	Parameter
000	Reserved for Instance Recognition and Automatic Focus Follow
001	Scale On / Off

Automation ID	Parameter
002	Root Note (Scale)
003	Scale Type (Scale)
004	Key Mode (Scale)
006	Chord Mode (Scale)
007	Chord Type (Scale)
026	Arp On / Off
027	Mode (Arp)
028	Type (Arp)
029	Rate (Arp)
030	Sequence (Arp)
031	Swing (Arp)
032	Octaves (Arp)
033	Dynamic (Arp)
034	Gate (Arp)
041	Hold (Arp)

When configuring your own automation IDs, it is important you do not overwrite the NIKB00 ID, as this is used to recognize the KOMPLETE KONTROL S-SERIES keyboard in you host.

Automation IDs for KOMPLETE Instruments

The automation IDs **101-1194** are reserved for KOMPLETE instruments' automation parameters. This way, automation IDs previously used by e.g. KONTAKT or REAKTOR are remapped thus:

- KONTAKT or REAKTOR automation ID **000** is moved to KOMPLETE KONTROL automation ID **100**.
- KONTAKT or REAKTOR automation ID **100** is moved to KOMPLETE KONTROL automation ID **200**.

2.11 Using Pedals with KOMPLETE KONTROL S-SERIES

Your KOMPLETE KONTROL S-SERIES provides you two pedal inputs in the form of 1/4" sockets on its rear panel: SUSTAIN and EXPRESSION.

The pedal inputs on the rear panel of your keyboard

These sockets allow you to connect sustain and expression pedals in order to further refine your performance.

- SUSTAIN: Lets you connect a stereo footswitch to control the sustain of the notes you play. This is an on/off switch.
- EXPRESSION: Lets you connect an expression pedal to control e.g. velocity. This is a continuous control.

For information on how to assign the pedals via MIDI, refer to the Controller Editor Manual.

3 Quick Start

After you have followed the steps in the Setup Guide: finished the installation, connected your KOMPLETE KONTROL S-SERIES keyboard to your computer and to the power supply, and finally made the required configurations in your DAW and the KOMPLETE KONTROL preferences, you are ready to start playing music with KOMPLETE KONTROL. In this section we will show you some basic workflows and use cases to get you started.

This section describes the fine-tuned integration and use of KOMPLETE KONTROL and the KOMPLETE KONTROL S-SERIES keyboard. If you do not yet own a KOMPLETE KONTROL S-SERIES keyboard, continue reading in section ↑4, KOMPLETE KONTROL Software Overview.

KOMPLETE KONTROL S-SERIES and MIDI Mode

When you switch on your KOMPLETE KONTROL S-SERIES keyboard, you will either notice a message on the displays reading PRESS BROWSE or be presented with various MIDI CC numbers, depending on whether you have entered KOMPLETE KONTROL mode or MIDI mode:

- If you **first started the KOMPLETE KONTROL software** on your computer and then switched on your KOMPLETE KONTROL S-SERIES, your keyboard will launch into **KOMPLETE KONTROL mode**. For information on KOMPLETE KONTROL mode, continue reading in section ↑3.1, First Steps. If instead you want to launch MIDI mode, press the INSTANCE button on your keyboard and select MIDI MODE from the appearing on-screen overlay.
- If you switched on your KOMPLETE KONTROL S-SERIES **without first starting the KOMPLETE KONTROL software**, your keyboard will launch into **MIDI mode**. To switch to KOMPLETE KONTROL mode, start the software from your computer. For information on switching between modes, see section ↑2.4, MIDI Mode.
- If you are using your KOMPLETE KONTROL S-SERIES as a **MIDI controller** to control your DAW **without using the KOMPLETE KONTROL software**, your keyboard is set to **MIDI mode**. For information on MIDI mode, see section ↑5.2, MIDI Mode.

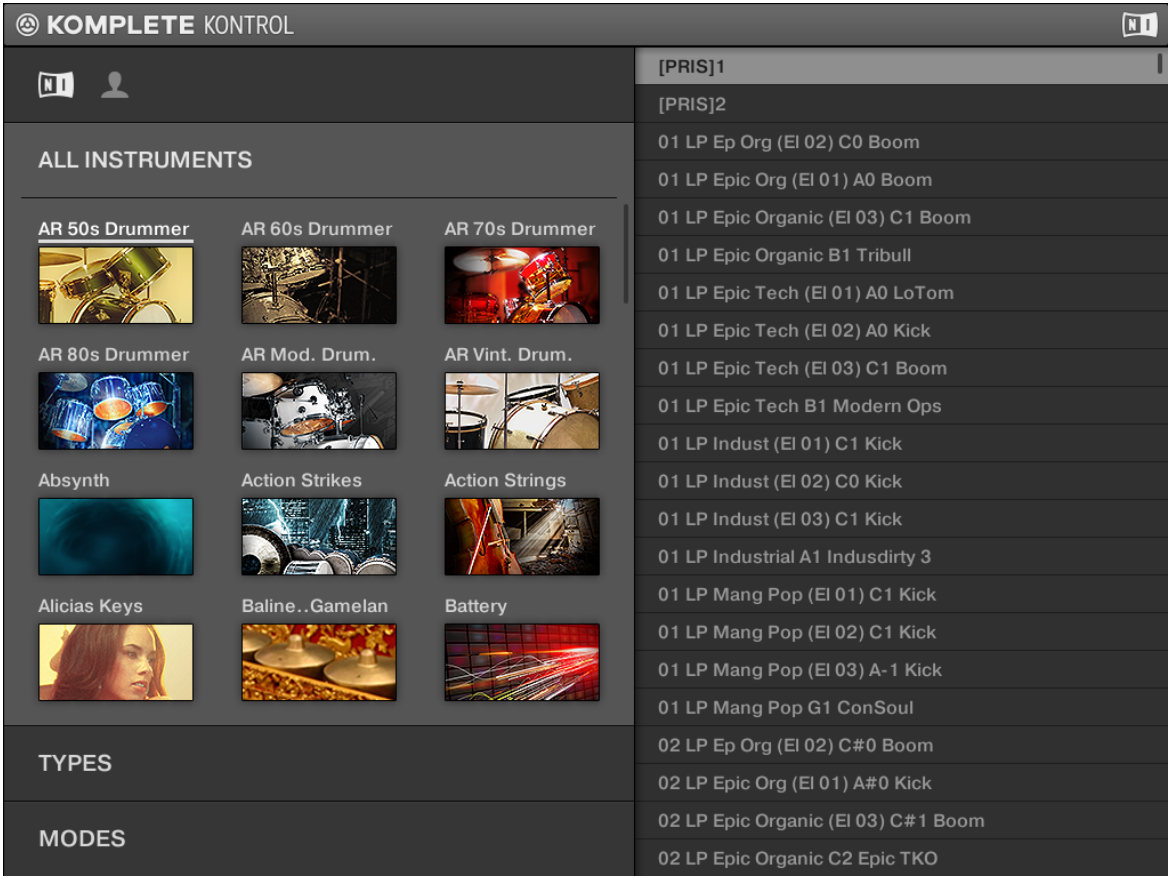
3.1 First Steps

Once both the KOMPLETE KONTROL software and the KOMPLETE KONTROL S-SERIES keyboard are up and running, your first stop is the Browser. For detailed information about the Browser, see section ↑6, KOMPLETE KONTROL Browser.

This section assumes that you are running KOMPLETE KONTROL either in stand-alone mode or as a plug-in in a host application.

3.1.1 Opening the Browser

► To open the Browser and access your KOMPLETE library, press the BROWSE button on your KOMPLETE KONTROL S-SERIES keyboard. You find it to the right of the displays in the NAVIGATE section.



The on-screen overlay displaying the Browser

> The appearance of the Browser will vary with the installed content of your KOMPLETE library.

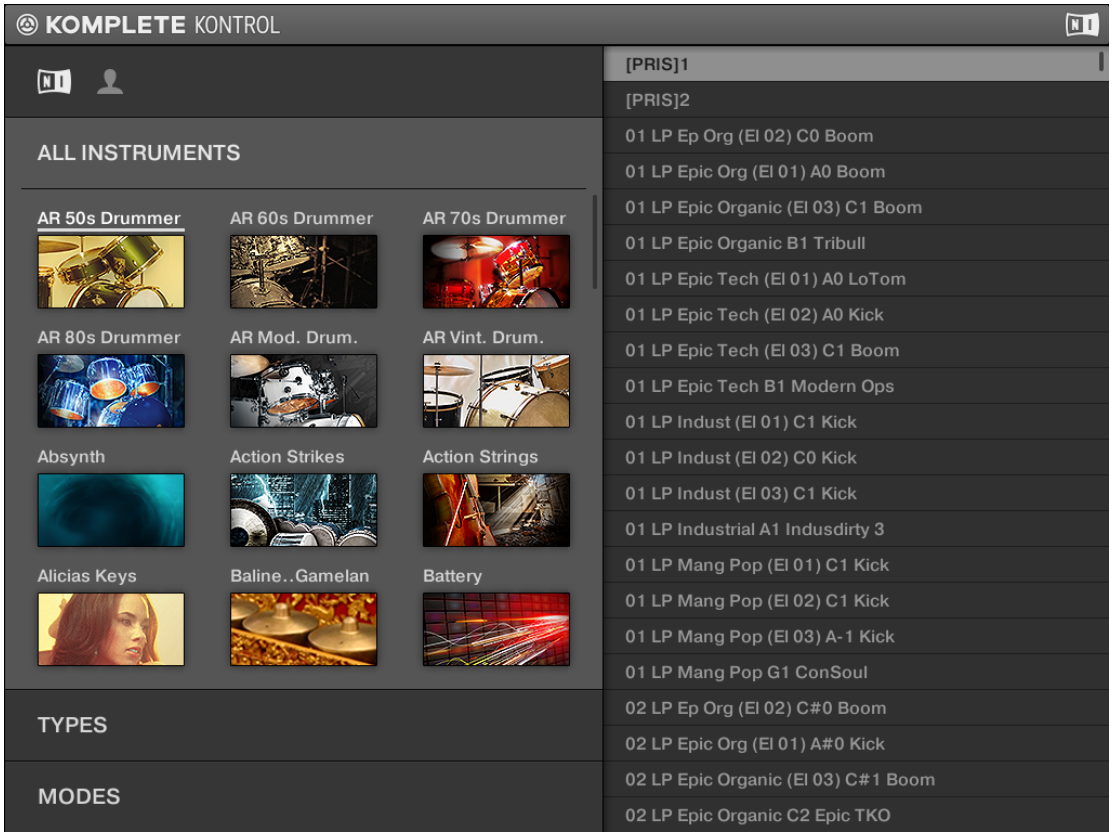
If you set up the correct plug-in folder during installation, all instruments in your KOMPLETE library should appear on your computer screen via the on-screen overlay. If you cannot find your KOMPLETE instruments, see section ↑2.5.1, Preferences – Library Page.

3.1.2 Finding and Loading an Instrument Preset

As browsing through your entire KOMPLETE KONTROL library can be time consuming—especially in a live performance situation—the Browser comes equipped with some handy features to enhance your browsing experience, such as the TYPES and MODES filters. In this tutorial you will learn how to:

- **Navigate** the Browser from your keyboard
- **Filter** the library using the TYPES and MODES filters
- **Select** and **load** an instrument preset from the result list

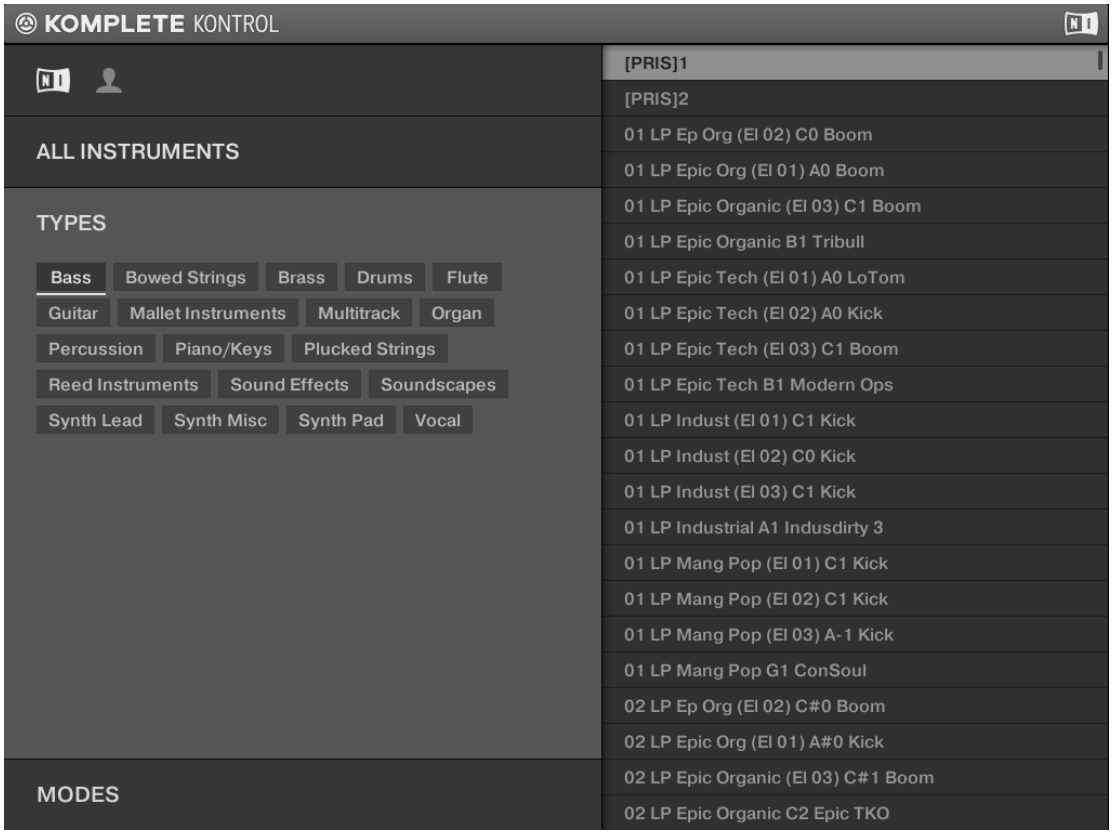
1. To open the Browser, press the BROWSE button.



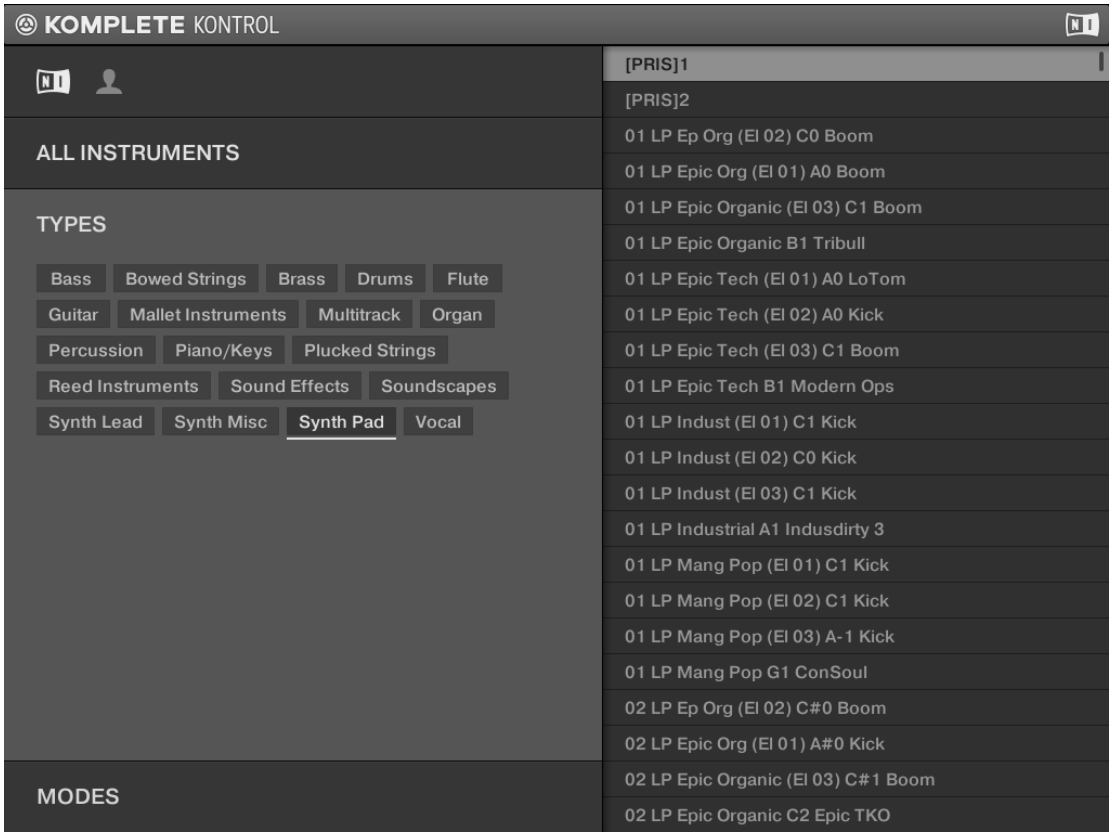
By default the factory content is selected. For detailed information on the user content, see section ↑6.2.2, Choosing Between Factory and User Content.

If you already know what instrument you want to load, you can scroll through the product icons using the Control encoder.

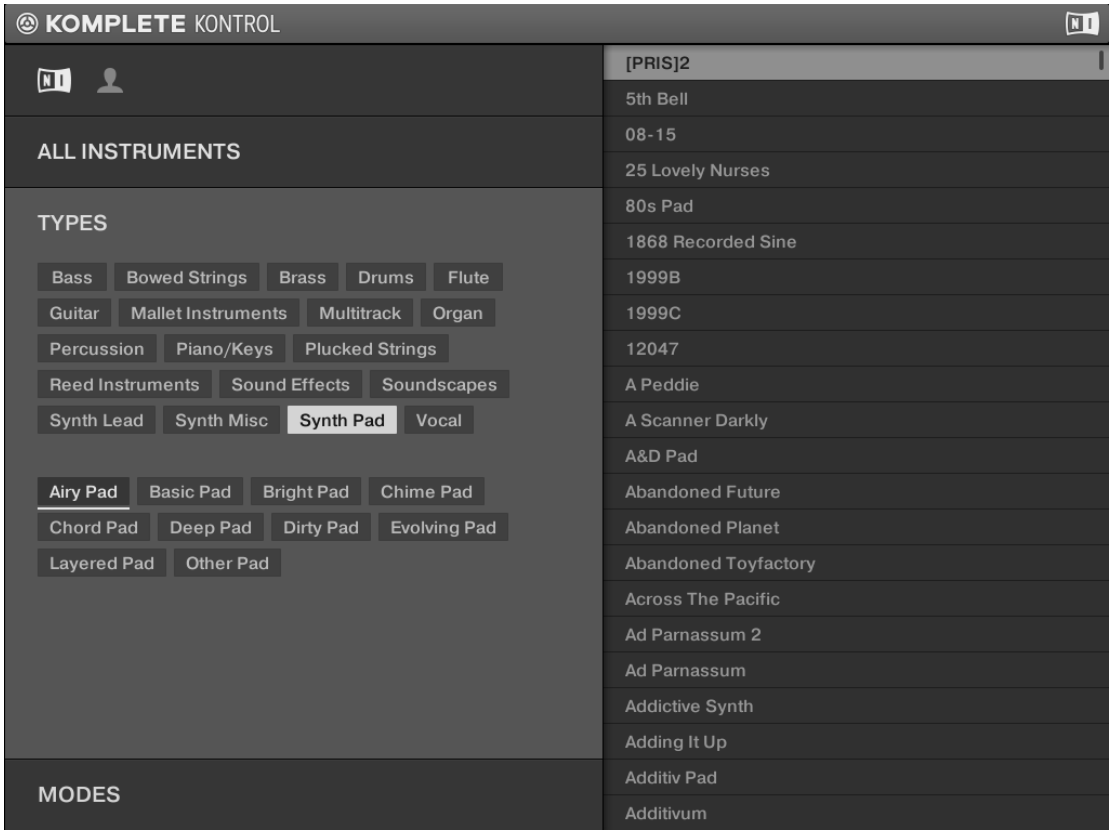
2. To set focus to the TYPES filter, press the NAVIGATE down button.



3. To scroll to a type you want to use, turn the Control encoder.

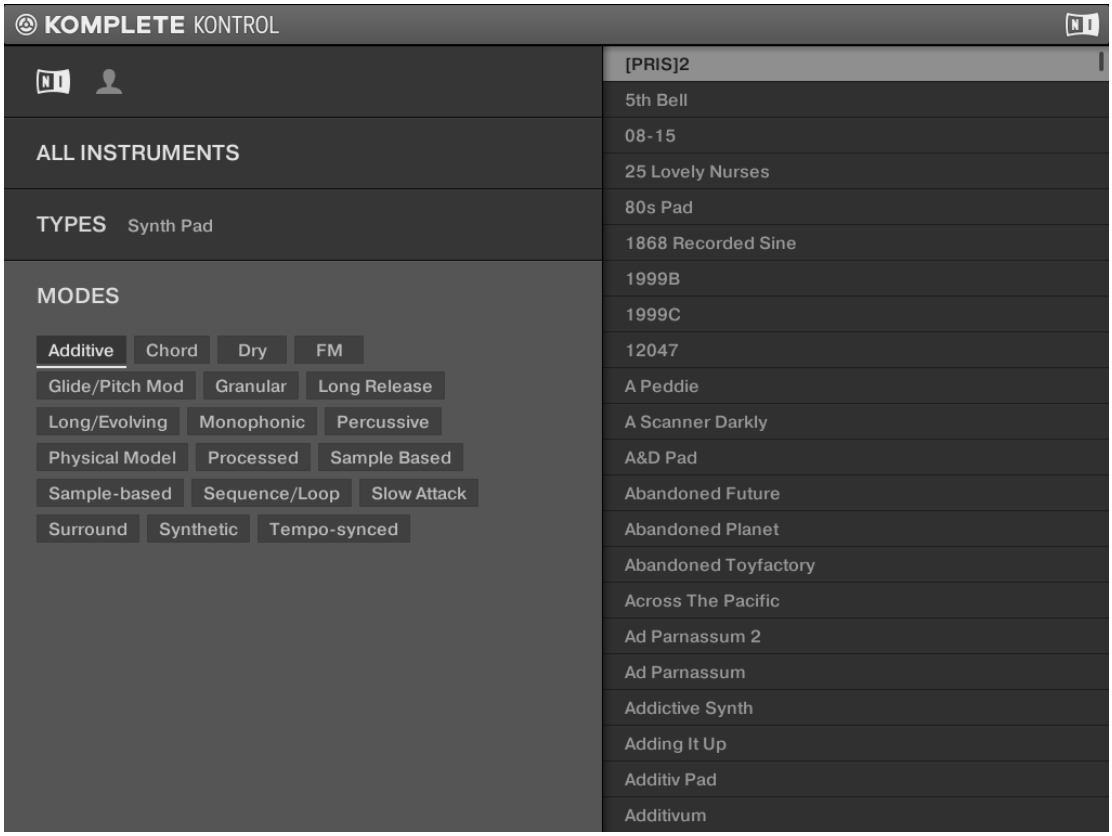


4. To select that type, either press the Control encoder or the ENTER button.

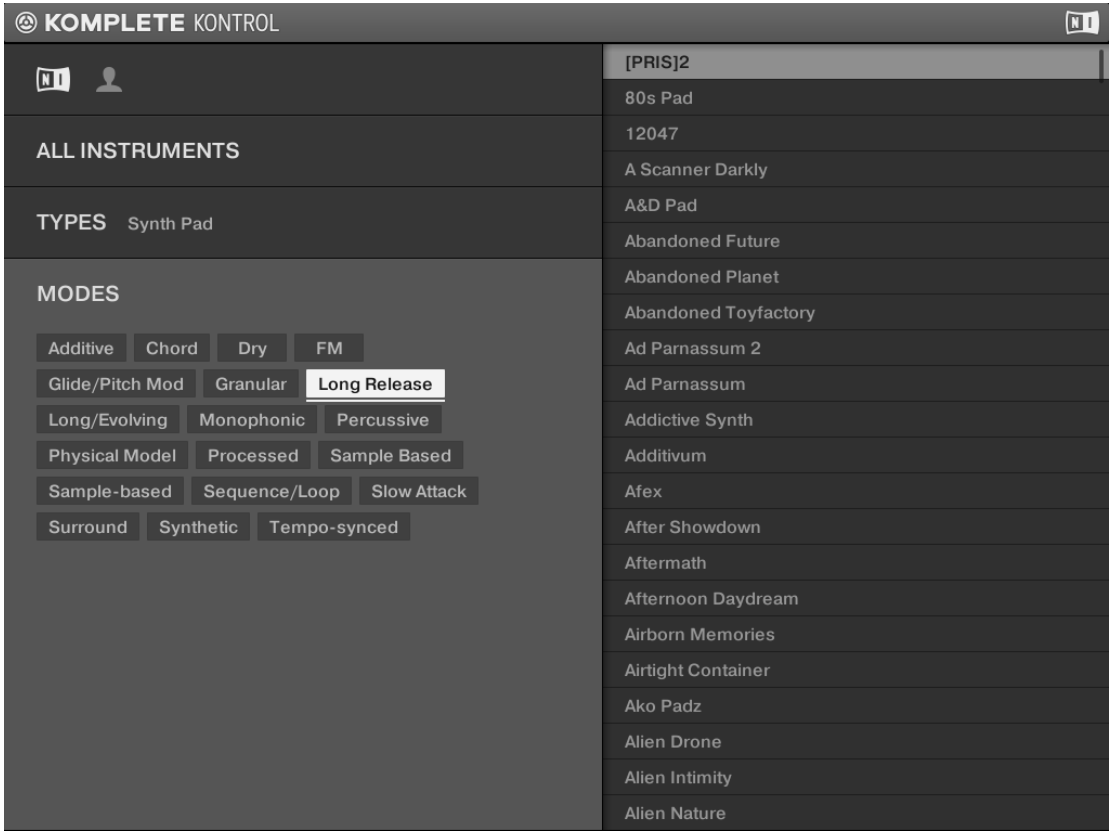


The result list on the right side is filtered accordingly and the subtypes appear beneath the types. You can select a subtype to further filter the result list.

5. To set focus to the MODES filter, press the NAVIGATE down button.

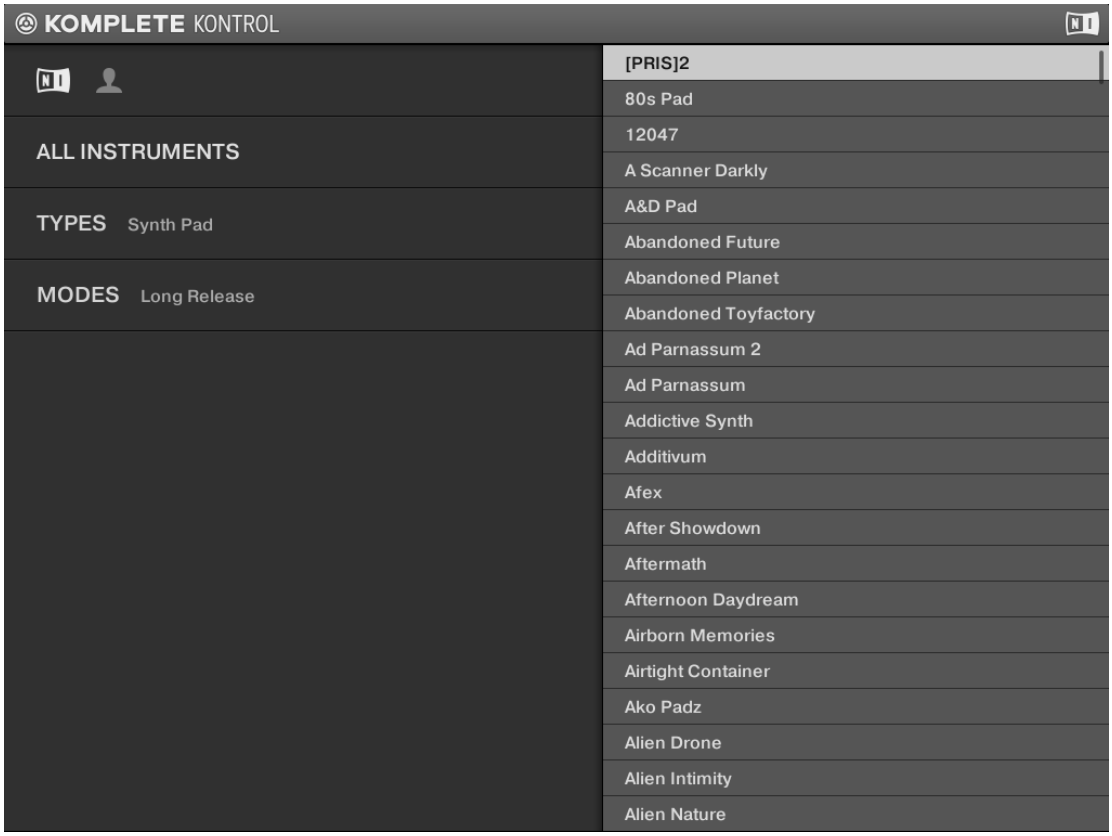


6. To scroll to a mode you want to use, turn the Control encoder and then press it to select the mode.



The result list on the right side is filtered accordingly.

7. To set focus to the result list on the right side, press the NAVIGATE right button.



8. To scroll to an instrument preset you want to load, turn the Control encoder.

9. To load the instrument preset, press either the Control encoder or the ENTER button.

The KOMPLETE instrument with the selected preset is loaded into the KOMPLETE KONTROL software and its parameters are automatically mapped to the knobs, displays, and touch strips on your KOMPLETE KONTROL S-SERIES keyboard, giving you direct hands-on access to the controls on the instrument panel.

For more information about automatically assigning controls, see section ↑2.9, Native Map.

→ You are ready to play the loaded KOMPLETE instrument with the keys and knobs on your KOMPLETE KONTROL S-SERIES or via MIDI notes from your host application of choice. Have fun!

3.2 Controlling KOMPLETE Instruments

This section introduces you to controlling KOMPLETE instruments using your keyboard.

3.2.1 Controlling Instrument Parameters

Once you have loaded a KOMPLETE instrument, you can control its parameters from your KOMPLETE KONTROL S-SERIES keyboard, without the need to first map them via MIDI learn. The eight knobs on your keyboard and their corresponding displays are automatically assigned to eight instrument parameters. Whenever you turn a knob on your keyboard, the mapped parameter visually reflects the movement in the KOMPLETE KONTROL software.

- ► To adjust an instrument parameter, turn the corresponding knob on your KOMPLETE KONTROL S-SERIES keyboard. The mapping of each knob is indicated by its corresponding display.

The displays on KOMPLETE KONROL S-SERIES mapped to MONARK's controls (preset At The Parade (ATTHPRD) selected)

If you are playing a KONTAKT instrument with key switches, the name of the key switch will show up in the leftmost display of the Control section (PRESET display) after pressing the corresponding key (learn more about key switches in the user manual of your KONTAKT instrument).

3.2.2 More than Eight Parameters: Switching Parameter Pages

Many KOMPLETE instruments are equipped with much more than eight parameters. KOMPLETE KONTROL has an easy solution for this in the PAGE buttons (left and right arrows). They let you quickly skip through parameter pages, all the while remapping the knobs to a different set of instrument parameters. The current parameter page is always indicated by the PAGE display at the far left. The displayed value will depend on the loaded instrument and its amount of controls.

The PAGE display at the left indicates the current mapping (1/8)

► To skip to another parameter page and remap the eight knobs to a new set of controls, press the arrow-shaped PAGE buttons left or right. The PAGE display indicates the changed parameter page and the eight knobs and their corresponding displays reflect their new parameter mappings.

To see all instrument parameters in the software, use *Additional View* and *Edit View* as described in section ↑2.2.3, Selecting Instrument Views.

3.3 Using Smart Play: Scale, Arp, and the Light Guide

Once you have learned to call up the Browser via the on-screen overlay and to use it to load an instrument, it is time to find out more about some of the features that make KOMPLETE KONTROL so unique: Smart Play and the Light Guide.

Smart Play

Rather than just being a Browser for your KOMPLETE instruments, KOMPLETE KONTROL is also equipped with the versatile and powerful Smart Play functions. You can generate and play a huge variety of scales, chords, and sequences and even have them played back visually to you by the LEDs in the Light Guide on your KOMPLETE KONTROL S-SERIES. For detailed information about Smart Play and its parameters, see section ↑7, KOMPLETE KONTROL Smart Play. In the tutorials below you will learn how to:

- **Edit** the **scale** and **arp** parameters
- **Map** the **keys** to a **scale** and play it
- **Understand** the information given by the **Light Guide**
- Automatically **play** notes as harmonized **chords**
- Automatically **play** back chords as **arpeggiated** note sequences

3.3.1 Selecting a Scale

To open and edit the scale parameters in the keyboard's Control section, follow these instructions:

1. Press SHIFT + SCALE to map the displays and knobs of the Control section to the SCALE parameters:

2. To select a scale, turn Knob 2 (by default set to MAJOR) until you find a scale you like.
3. To switch on the scale you selected, press the SCALE button so it lights up.

→ The keys on your KOMPLETE KONTROL S-SERIES are now mapped to the notes in the selected scale. The mapping is reflected visually by the Light Guide. Pressing any unlit key automatically activates the nearest lit key so that only notes belonging to the selected scales are being played back!

For detailed information on the parameters of the scale engine, see section ↑7.5, Scale Parameters.

► To map the knobs and displays to instrument parameters again, press SHIFT + SCALE once more. You can also press the BACK button in the NAVIGATE section. The scale engine will still be switched on.

If you selected CHROM, all keys will be lit. For more information on the chromatic scale, see section ↑7.5.2, Scale Type.

3.3.2 Playing Chords

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

To play multiple notes in a chord simultaneously, the loaded KOMPLETE instrument must be able to handle polyphony.

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

1. Press SHIFT + SCALE to map the displays and knobs of the Control section to the SCALE parameters:

2. To activate Chord Mode, set CHORD to HARM by turning Knob 5 (by default set to OFF).
3. Define the intervals of your chord with the Chord Type parameter that appears on the display below Knob 6 (by default set to 1-3-5).
4. To enable playing full chords, ensure that the SCALE button is lit.

→ Chord Mode is activated and set to *Harmonizer*. Pressing any key automatically activates and plays back the nearest lit key according to the mapping by selected scale. It also plays back the **third** and the **fifth** note above the pressed key in the selected scale, in accordance with the interval value set by Knob 6 (1-3-5, meaning the first, third, and fifth note of a chord). All played back notes are indicated by the Light Guide.

For detailed information on Chord Mode and Chord Type, see sections ↑7.5.4, Chord Mode and ↑7.5.5, Chord Type.

► To map the knobs and displays to instrument parameters again, press SHIFT + SCALE once more. You can also press the BACK button in the NAVIGATE section. The scale engine will still be switched on.

3.3.3 Playing Arpeggiated Chords

In the tutorials above you learned to select a scale and to play full chords that follow the selected scale. You can also play back a chord as an arpeggiated note sequence:

► To switch on the arpeggiator, press the ARP button so it lights up.

→ Pressing a key (or receiving a MIDI note) starts the arpeggiator, which automatically plays back the notes in the chord that you generated in the SCALE settings as a sequence, rather than simultaneously.

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

1. Press SHIFT + ARP to map the displays and knobs of the Control section to the ARP parameters:

2. To change the direction of the sequence to e.g. UP-DOWN, turn Knob 2 (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.

→ Your chord plays back as a sequence of notes being played up and then down again over four octaves.

For detailed information on the parameters of the arpeggiator, see section ↑7.7, Arp Parameters.

► To map the knobs and displays to instrument parameters again, press SHIFT + ARP once more. You can also press the BACK button in the NAVIGATE section. The arp engine will still be switched on.

Depending on the settings of the KOMPLETE instrument you have loaded, you may need to adjust ADSR envelope or gate settings. For information, refer to the document of the loaded instrument.

3.4 What's Next?

You have already learned to use some of the most important features of KOMPLETE KONTROL. Do not be afraid to test other controls not described in the above tutorials or to load an instrument and try out to figure out the settings by yourself. To learn more in detail about KOMPLETE KONTROL, continue reading the following sections:

- For an overview of the **KOMPLETE KONTROL software**, see section ↑4, KOMPLETE KONTROL Software Overview.
- For an overview of the **KOMPLETE KONTROL S-SERIES keyboard**, see section ↑5, KOMPLETE KONTROL S-SERIES Overview.

- For a thorough description of the **Browser** and how to edit and add files to the **KOMPLETE library**, see section ↑6, KOMPLETE KONTROL Browser.
- For detailed information on Smart Play and all parameters and settings of the **scales** and the **arpeggiator**, see section ↑7, KOMPLETE KONTROL Smart Play.
- For information about **controlling** your **host** application, see section ↑5.4, Host Control and the Transport Section.
- For information about using the **touch strips**, see section ↑5.6, Touch Strips.
- For information about the **multicolored LEDs** in the Light Guide, see section ↑5.7, The Light Guide.
- For information about **MIDI mode**, see section ↑5.2, MIDI Mode.
- For **help and** troubleshooting, see section ↑8, Troubleshooting – Getting Help.

4 KOMPLETE KONTROL Software Overview

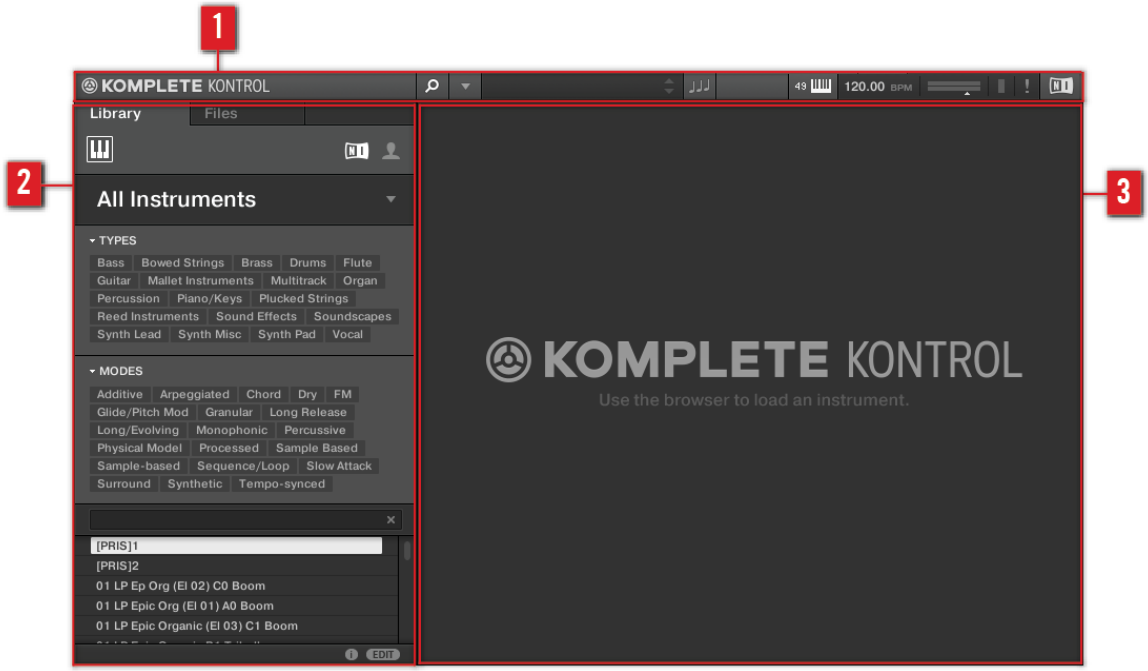
Though the integration of the KOMPLETE KONTROL S-SERIES keyboard and the KOMPLETE KONTROL software is what makes KOMPLETE KONTROL so powerful and at the same time so easy to use, you can also use the software alone. In this section we will give you an overview of the software interface.

- To learn more about the KOMPLETE KONTROL software interface and how to access all of its function, continue reading below.
- To learn more about the Browser and how to access and maintain your KOMPLETE KONTROL Library, see section ↑6, KOMPLETE KONTROL Browser.
- To learn more about KOMPLETE KONTROL's powerful Smart Play functions and how to control them both in the software as well as from the keyboard, see section ↑7, KOMPLETE KONTROL Smart Play.

The KOMPLETE KONTROL software interface.

4.1 Software Interface Overview

Most of KOMPLETE KONTROL's parameters can be accessed both from the controls on your KOMPLETE KONTROL S-SERIES keyboard and by using your computer mouse to adjust the KOMPLETE KONTROL software. This section gives you an overview of the areas and controls of the KOMPLETE KONTROL software.



Overview of the KOMPLETE KONTROL software.

(**1**) **Header**: Gives you access to general controls like the KOMPLETE KONTROL menu as well as possibilities to show and hide areas of the GUI, e.g. the Browser and the Perform Panel. For details, see section ↑4.2, Header.

(**2**) **Browser**: Lets you search, edit, and load all your KOMPLETE instrument files. For details, see section ↑6, KOMPLETE KONTROL Browser.

(**3**) **Instrument area**: Displays your loaded KOMPLETE instrument and gives you visual feedback as you control it with your KOMPLETE KONTROL S-SERIES keyboard. For information, see sections ↑2.2.3, Selecting Instrument Views and ↑4.4, Instrument Area.

4.2 Header

The header is where you find general settings that affect KOMPLETE KONTROL globally and controls to customize the appearance of the KOMPLETE KONTROL software (see section ↑2.2, Adjusting the KOMPLETE KONTROL Software Interface).

The header.

(**1**) **KOMPLETE logo**: The NI logo and KOMPLETE logo open the About screen which displays the version number of your KOMPLETE KONTROL software.

(**2**) **Browser button**: Shows or hides the Browser. For detailed information on the Browser, see section ↑6, KOMPLETE KONTROL Browser.

(**3**) **KOMPLETE KONTROL menu**: Opens the KOMPLETE KONTROL menu and lets you select general settings, e.g. instrument view or access the preferences panel (see section ↑2.5, 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 in the Browser's result list. The presets of all KOMPLETE instruments can be browsed via the Browser as well as via the BROWSE button on your KOMPLETE KONTROL S-SERIES keyboard (see sections ↑6, KOMPLETE KONTROL Browser and ↑6.6, Browsing with the KOMPLETE KONTROL S-SERIES).

(**5**) **Perform Panel button**: Shows or hides the Perform Panel, which gives you access to the Scale and Arp parameters. The Perform Panel button lights blue when Scale and/or Arp is active. For detailed information on the Perform Panel and how to generate scales and chords with Smart Play, see section ↑7, KOMPLETE KONTROL Smart Play.

(**6**) **+ button**: Switches the loaded KOMPLETE instrument between default view and additional view. To open edit view, use the KOMPLETE KONTROL menu (**3**). For details, see section ↑2.2.3, Selecting Instrument Views.

(**7**) **Keyboard display**: Shows the currently connected KOMPLETE KONTROL S-SERIES Keyboard, S25, S49 or S61. If multiple instances of the KOMPLETE KONTROL software have been instantiated (for example in a host application), click this to connect your KOMPLETE KONTROL S-SERIES to the intended instance.

(**8**) **Tempo**: Displays the tempo in BPM (beats per minute). Click and drag this up or down with your mouse to change tempo, or double-click and then type in a value with your computer keyboard. When KOMPLETE KONTROL is loaded as a plug-in in a host application, the tempo is automatically synchronized to the host tempo and this feature is grayed out.

(**9**) **Volume Control and Meter**: Lets you adjust the overall output volume of KOMPLETE KONTROL. The meter shows the current peak level of the output signal. You can also control the output volume of the active KOMPLETE KONTROL instance from the keyboard by pressing SHIFT and simultaneously turning the BROWSE encoder. 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 output signal to complete silence.

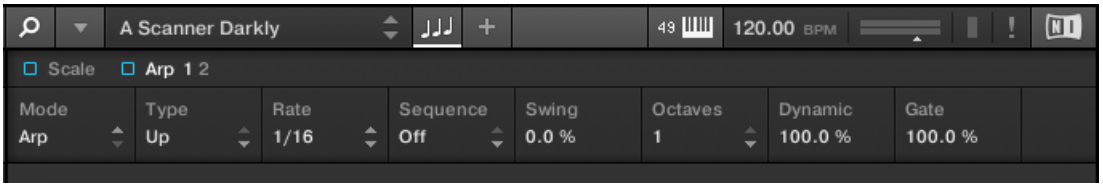
(**10**) **CPU meter**: Represents the current load on your computer's processor and is constantly measured; it should not go above 70% to avoid clicks and interruptions.

(**11**) ! button: Click the ! button to disable the entire sound processing of KOMPLETE KONTROL.

(**12**) **NI logo**: The NI logo and KOMPLETE logo open the About screen which displays the version number of your KOMPLETE KONTROL software.

Opening the Perform Panel

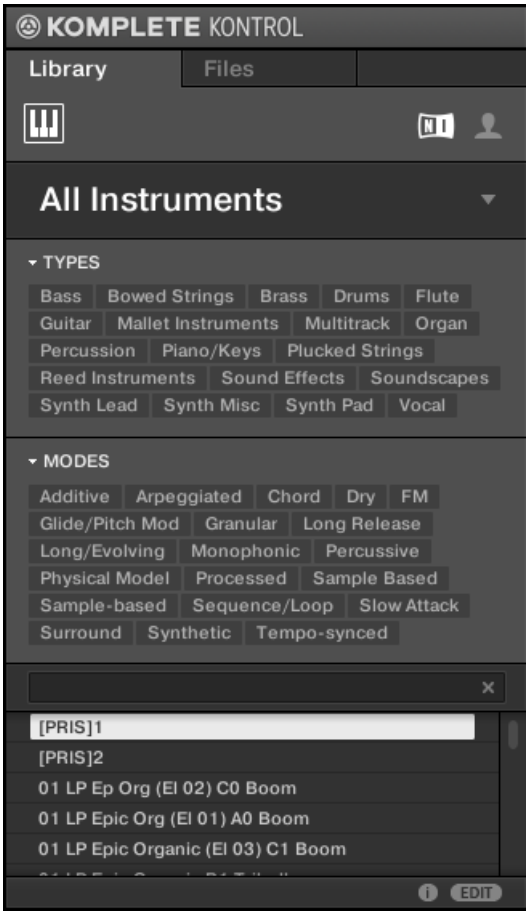
As described above, clicking the Perform Panel button (**5**) in the header opens the Perform Panel: One of the most important and creative features of KOMPLETE KONTROL. It lets you tailor your performance by selecting scales and harmonies in order to automatically play back chords and arpeggiated note sequences. For detailed information, see section ↑7, KOMPLETE KONTROL Smart Play.



The Perform Panel displays the Scale and Arp parameters (Arp depicted).

4.3 Browser

The Browser lets you search, edit, and organize your KOMPLETE library and all its files. For all you need to know about the Browser, continue reading in section ↑6, KOMPLETE KONTROL Browser. You can also call up the Browser via the on-screen overlay by pressing the BROWSE button on your KOMPLETE KONTROL S-SERIES keyboard (see section ↑6.6, Browsing with the KOMPLETE KONTROL S-SERIES). However, many of the advanced Browser functions can only be accessed in the KOMPLETE KONTROL software.



The Browser in the software.

4.4 Instrument Area

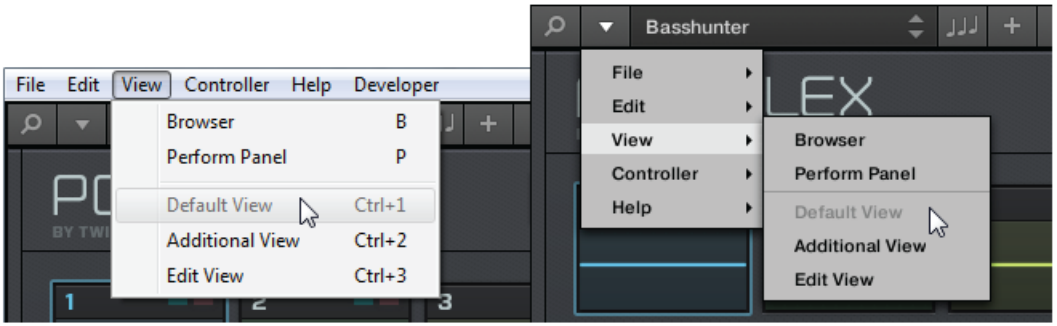
The instrument area of the KOMPLETE KONTROL software is where your KOMPLETE instruments are displayed once you have loaded them from the Browser. Each KOMPLETE instrument offers a different set of controls and parameters, but they are all easily controlled both with your computer mouse and from the KOMPLETE KONTROL S-SERIES keyboard. The key-

board has some clear advantages here, such as the keys, which let you play chords and melodies, and the hands-on tactility of the knobs and touch strips. Either way you choose to control them, the parameters of the loaded KOMPLETE instrument are mutually reflected by both the displays on the KOMPLETE KONTROL S-SERIES and the software interfaces in the instrument area.

Selecting Instrument Views

Once you have loaded a KOMPLETE instrument from the Browser, it appears in the instrument area of the KOMPLETE KONTROL software. Most 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 described below.

► To switch between the instrument views, click View in the application menu bar or the *View* submenu of the KOMPLETE KONTROL menu and select *Default View*, *Additional View*, or *Edit View*.



Instrument views in the View menu of the application menu bar (Windows depicted), and in the View submenu of the KOMPLETE KONTROL menu.

The available views may vary with the loaded instrument.

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.

4.4.1 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.

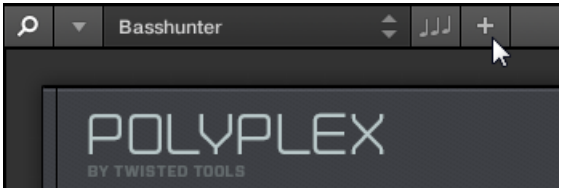
POLYPLEX in default view

4.4.2 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

► To switch to the additional view, click the + button in the KOMPLETE KONTROL header.



Clicking it again will return the KOMPLETE instrument to default view.

4.4.3 Edit View

You also have the possibility to open any KOMPLETE instrument that can be loaded and played by either the KONTAKT or REAKTOR players in edit view. Use the edit view to access all the flexible controls and features you would normally have when using KONTAKT or REAKTOR in stand-alone mode.

► To switch to the edit view, click *Edit View* in the *View* submenu of the KOMPLETE KONTROL menu.

Edit view is only available for instruments powered by KONTAKT or REAKTOR.

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

POLYPLEX in edit view

5 KOMPLETE KONTROL S-SERIES Overview

The KOMPLETE KONTROL S-SERIES keyboard is the dedicated hardware side of KOMPLETE KONTROL. It is tightly integrated in the software and can be used to browse, control and play your KOMPLETE instruments as well as to control your host application.

The KOMPLETE KONTROL S-SERIES contains three different keyboards: S25, S49, and S61: All created with the same top-quality semi-weighted Fatar keybed with aftertouch. Beyond the amount of keys, all KOMPLETE KONTROL S-SERIES keyboards come with identical features.

The following sections of this document are focused on the use of the KOMPLETE KONTROL S-SERIES keyboard. For information about the KOMPLETE KONTROL software, see section ↑4, KOMPLETE KONTROL Software Overview.

5.1 Keyboard Interface Overview

The keyboard is equipped with the following sections:

KOMPLETE KONTROL S-SERIES, S25 depicted

(**1**) PERFORM **section**: Lets you edit and control the powerful Smart Play features, i.e. playing scales, chords, and arpeggios. The settings made in the PERFORM section are displayed in the Control section (**5**) and are reflected by the Light Guide and keybed (**7**). For details, see section ↑7, KOMPLETE KONTROL Smart Play.

(**2**) TRANSPORT **section**: Controls the transport controls of your host application when KOMPLETE KONTROL is used as a plug-in. For more information about the well-integrated host control features, see section ↑5.4, Host Control and the Transport Section.

(**3**) TRANSPOSE **buttons**: The OCT- and OCT+ buttons let you transpose the entire keybed one octave down or up, respectively. While changing the TRANSPOSE setting, the current octave is shown in the PAGE display of the Control section. Additionally, you can access the parameters of the Touch Strips (**4**) from the keyboard by pressing SHIFT + OCT- (Pitch Strip) and SHIFT + OCT+ (Modulation Strip). For details, see section ↑5.6, Touch Strips.

(**4**)**Touch Strips**: The Pitch Strip and the Modulation Strip are automatically assigned to corresponding controls of the loaded KOMPLETE instrument. For information about the Touch Strips, see section ↑5.6, Touch Strips.

(**5**) **Control section**: The page buttons, knobs, and displays at the center of the KOMPLETE KONTROL S-SERIES are automatically assigned to corresponding controls of the loaded KOMPLETE instrument. Use the page buttons to skip to another set of knob assignments, so that all instrument parameters can be controlled from the keyboard. The knobs and displays can also be used to control the parameters of the PERFORM section and the Touch Strips. For information about the Control section and automatic parameter assignment (i.e. Native Map), see section ↑5.5, Control Section. For information about the PERFORM section, see section ↑7, KOMPLETE KONTROL Smart Play. For more information about the Touch Strips, see section ↑5.6, Touch Strips.

(**6**) NAVIGATE **section**: Lets you browse and load your KOMPLETE instruments. The BROWSE button calls up an on-screen overlay that allows you to filter and scroll through instrument presets. The INSTANCE button lets you switch between active instances of the KOMPLETE KONTROL software. If you are using a supported host application, you can also use the NAVIGATE arrows to switch between tracks in your sequencer. Additionally, you can adjust the overall volume of the active KOMPLETE KONTROL instance by pressing SHIFT and simultaneously turning the BROWSE encoder. For information on browsing the KOMPLETE library using the on-screen overlay, see section ↑6.6, Browsing with the KOMPLETE KONTROL S-SERIES. For information on host control, see section ↑5.4.2, Automatic Track Focus and the Navigate Section. For more information about volume control, see section ↑4.2, Header.

(**7**) **Light Guide** and **keybed**: 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 KOMPLETE instruments and can be very helpful to illustrate e.g. BATTERY or KONTAKT mappings.

Further Reading

- For information about how to connect your KOMPLETE KONTROL S-SERIES keyboard, refer to the Setup Guide located in the software installation folder on your hard disk.
- To learn more about the integration of KOMPLETE KONTROL S-SERIES and the KOMPLETE KONTROL software, see section ↑2, Basic Concepts.
- For information about audio and MIDI settings, see section ↑2.6, Audio and MIDI Settings.

- For a run-down of how to use the most common features of KOMPLETE KONTROL and KOMPLETE KONTROL S-SERIES, see section ↑3, Quick Start.
- To learn more about MIDI mode and KOMPLETE KONTROL S-SERIES host control features, see section ↑5.2, MIDI Mode and ↑5.4, Host Control and the Transport Section.

5.2 MIDI Mode

Switching on your KOMPLETE KONTROL S-SERIES keyboard without first launching the KOMPLETE KONTROL software sets the keyboard to MIDI mode. When set to MIDI mode, your keyboard functions as a versatile, high-quality MIDI controller and can be used to, e.g., control your host application or to play external MIDI-compatible equipment.

The KOMPLETE KONTROL S-SERIES' displays in MIDI mode

5.2.1 Switching Controller Modes

The INSTANCE button in KOMPLETE KONTROL S-SERIES' NAVIGATE section can be used to switch between controller modes.

Plug-in Use

To switch your keyboard between KOMPLETE KONTROL mode and MIDI mode when KOMPLETE KONTROL is used as a plug-in:

► Press SHIFT + INSTANCE on your KOMPLETE KONTROL S-SERIES keyboard.

Stand-Alone Use

To switch your keyboard between stand-alone KOMPLETE KONTROL mode and MIDI mode:

► Press SHIFT + INSTANCE on your KOMPLETE KONTROL S-SERIES keyboard.

Alternatively, you can call up the on-screen-overlay by pressing the INSTANCE button and select Switch to MIDI mode from the available options. To leave MIDI mode after entering it via the on-screen-overlay, press SHIFT + INSTANCE.

Switching to MIDI mode via the on-screen overlay is only possible in stand-alone mode.

5.2.2 Host Control in MIDI Mode

Largely depending on the host application you use, you will use MIDI mode for host control more or less. KOMPLETE KONTROL S-SERIES switches automatically between KOMPLETE KONTROL mode and MIDI mode when you focus on tracks in your host that either contains or does not contain a KOMPLETE KONTROL instance, respectively. For detailed information on host control, continue reading below (↑5.4, Host Control and the Transport Section). To skip straight to information about automatic track focus, proceed to ↑5.4.2, Automatic Track Focus and the Navigate Section.

5.3 Stand-Alone Operation

If you power up your KOMPLETE KONTROL S-SERIES without an USB connection, you can use it as a stand-alone MIDI controller by connecting your external MIDI equipment to the 5-pin MIDI ports on KOMPLETE KONTROL S-SERIES' rear panel.

The keybed and the controls on the keyboard send out MIDI notes and MIDI CC messages according to the default Template for stand-alone operation.

You can change the default Template for stand-alone operation in the Controller Editor application by right-clicking the Template and selecting *Set as Standalone Default*. For more information, please refer to the Controller Editor Manual available as a PDF file in the Documentation subfolder of the Controller Editor installation folder on your hard disk.

5.4 Host Control and the Transport Section

With KOMPLETE KONTROL S-SERIES as the centerpiece of your studio setup, you will want to use it to control not only the KOMPLETE instruments running inside KOMPLETE KONTROL, but also the host application running KOMPLETE KONTROL as a plug-in. This gives you direct hands-on control of your host application and allows you to select and record arm tracks as well as record and play back clips in your host project.

If you have loaded KOMPLETE KONTROL as a plug-in into one or more tracks of your host application, while also having one or more tracks running e.g. audio or other MIDI equipment, your KOMPLETE KONTROL S-SERIES will automatically switch between MIDI mode and KOMPLETE KONTROL mode, depending on the focused track. In the following sections we will take a look at how this works.

For information on how to load KOMPLETE KONTROL as a VST, AAX or AU plug-in, refer to the documentation of your host application.

Saving and loading a host project containing one or more instance of KOMPLETE KONTROL will recall the settings of both KOMPLETE KONTROL and any loaded KOMPLETE instrument.

A Note about Host Control

Depending on your choice of host application and the appearance of its GUI, the exact behavior of the TRANSPORT and NAVIGATE controls may vary when controlling your host. To find out which of KOMPLETE KONTROL's advanced host integration features are available for your host application, refer to the following Knowledge base article:

http://www.native-instruments.com/support/knowledge-base/show/2765/

For detailed guides explaining use together with your host application, please refer to the relevant Knowledge Base article:

- Setting up Ableton Live for KOMPLETE KONTROL:
  http://www.native-instruments.com/support/knowledge-base/show/2643/
- Setting up Apple Logic for KOMPLETE KONTROL:
  http://www.native-instruments.com/support/knowledge-base/show/2787/

- Setting up Steinberg Cubase / Nuendo for KOMPLETE KONTROL: http://www.native-instruments.com/support/knowledge-base/show/2785/

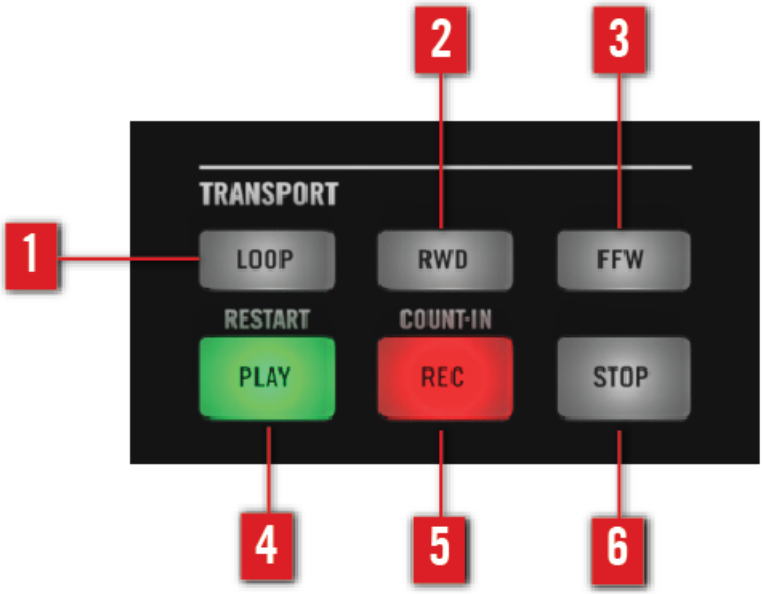
5.4.1 Transport Controls

The TRANSPORT section

The TRANSPORT section at the far left on your keyboard gives you quick and easy access to playing, recording, looping, etc your host project while running KOMPLETE KONTROL as a plug-in.

The TRANSPORT controls of your KOMPLETE KONTROL S-SERIES are fully functional and can be used even if no instance of KOMPLETE KONTROL is loaded.

The functionality of the TRANSPORT controls may differ from DAW to DAW. Therefore we recommend you refer to the Knowledge Base article covering your host application (see section ↑5.4, Host Control and the Transport Section)



The TRANSPORT section

(**1**) LOOP: Switches the playback mode of your host application between standard and loop.

(**2**) RWD: Moves the playhead of your host application backward.

(**3**) FFW: Moves the playhead of your host application fast forward.

(**4**) PLAY: Plays back your host project.

(**5**) REC: Switches record on or off in your host application.

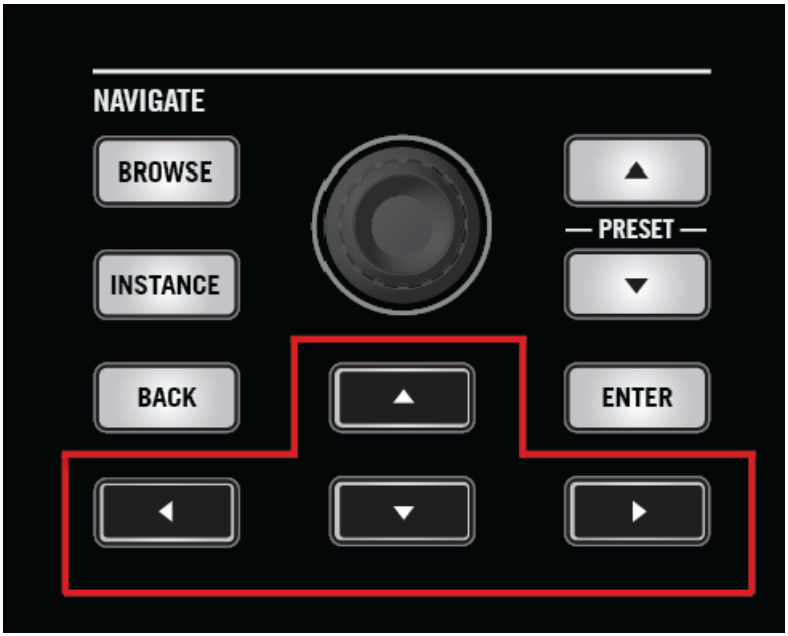
(**6**) STOP: Stops playback of your host project.

For information on how to load KOMPLETE KONTROL as a VST, AAX or AU plug-in, refer to the documentation of your host application.

5.4.2 Automatic Track Focus and the Navigate Section

The NAVIGATE section

The NAVIGATE section at the far right on your keyboard allows you to navigate your host project and switch between tracks as well as to record arm them. Use the four Navigate arrow buttons to navigate between tracks, depending on the layout of your host application's GUI.



The NAVIGATE section of the KOMPLETE KONTROL S-SERIES, arrow buttons highlighted

For information on how to load KOMPLETE KONTROL as a VST, AAX or AU plug-in, refer to the documentation of your host application.

Using KOMPLETE KONTROL in multiple plug-in formats simultaneously can interfere with automatic track focus. Therefore we recommend you use only one plug-in format pro host project or session.

Automatic track focus is not supported in multiple hosts simultaneously.

Selecting a Track

As you can and most often will have multiple tracks running simultaneously in your host application, it is important to be able to switch between them. It is easy to use your keyboard to set focus on different tracks without the need to reach for your computer mouse. To focus your KOMPLETE KONTROL S-SERIES keyboard on a certain track you must first select it. To do so, use the arrow buttons in the NAVIGATE section located at the far right on your keyboard.

► To select a track in your host application and set your keyboard's focus on it, press the NAVIGATE up or down button repeatedly until the track you want is selected.

→ Your KOMPLETE KONTROL S-SERIES keyboard if now focused on the selected track.

Focusing on a Track

KOMPLETE KONTROL S-SERIES automatically switches between MIDI mode and KOMPLETE KONTROL mode depending on the content of the selected track(s) in your host application.

If you have loaded KOMPLETE KONTROL as a plug-in into one or more of your host application's software instrument tracks, then selecting these tracks will automatically set your KOMPLETE KONTROL S-SERIES keyboard to KOMPLETE KONTROL mode: The knobs, displays, and touch strips will be mapped accordingly and the LEDs of the Light Guide light up to reflect the instrument's settings.

Using KOMPLETE KONTROL in multiple plug-in formats simultaneously can interfere with automatic track focus. Therefore we recommend you use only one plug-in format pro host project.

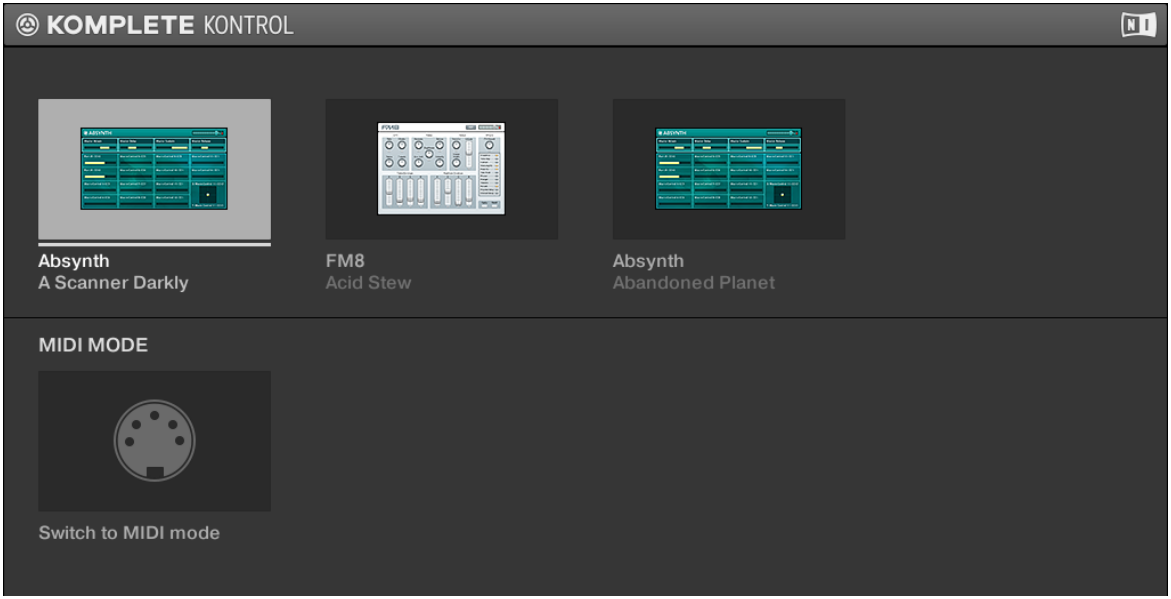
Selecting any other track—e.g. an audio track or a track dedicated to external MIDI equipment—will set KOMPLETE KONTROL to MIDI mode and you will be able to use the keyboard for host control. The displays will give you information regarding MIDI CC numbers and you will be able to assign the knobs and touch strips on your KOMPLETE KONTROL S-SERIES to any available destination(s) via MIDI learn or using the Controller Editor software.

For more information about assigning controls via MIDI, please refer to the Controller Editor documentation in the software installation folder on your hard disk

5.4.3 Switching between KOMPLETE KONTROL Instances

Selecting instances of KOMPLETE KONTROL with the INSTANCE button is only possible in host applications that support this feature (see http://www.native-instruments.com/support/knowledge-base/show/2765/ for reference).

The NAVIGATE section does not only let you switch between tracks using the Navigate arrow buttons, you can also press the INSTANCE button on your KOMPLETE KONTROL S-SERIES to call up an on-screen overlay. Doing so gives you an overview of all loaded instances of KOMPLETE KONTROL in your session. Use the Control encoder at the center of the NAVIGATE section to select the instance you want to focus on.



The on-screen overlay

Selecting an Instance in the Host

To display and select loaded KOMPLETE KONTROL instances using the on-screen overlay, follow the instructions below:

1. To call up the on-screen overlay and display the loaded instances of KOMPLETE KONTROL in your host application, press the INSTANCE button.
2. The on-screen overlay appears on your computer screen. To scroll between the displayed instances, turn the Control encoder at the center of the NAVIGATE section.
3. Press the Control encoder to select the instance and close the on-screen overlay.

→ Your KOMPLETE KONTROL S-SERIES keyboard focuses the selected instance and automatically assigns its knobs and displays to the KOMPLETE instrument loaded in the selected instance.

Using the INSTANCE button and the on-screen overlay to switch between KOMPLETE KONTROL instances is only available in hosts that do not support automatic track focus. Therefore, these hosts do not automatically reroute their incoming MIDI signals to the selected KOMPLETE KONTROL instance. In order to play the KOMPLETE instrument with the keys on your KOMPLETE KONTROL S-SERIES keyboard, you must manually record arm the track containing the selected KOMPLETE KONTROL instance in your host application.

5.5 Control Section

The controls located at the center of the KOMPLETE KONTROL S-SERIES keyboard are used to pilot the instruments loaded in KOMPLETE KONTROL. They give you the ability to tap, twist and turn hardware controls to edit sound design and perform features.

The Control section at the center of the KOMPLETE KONTROL S-SERIES (S25 depicted)

5.5.1 Control Section Controls

The controls of the Control section

(**1**) **Page buttons**: Lets you skip to the next instrument page (**2**) and thus remaps the knobs (**4**) and displays (**5**) to another set of controls.

(**2**) PAGE **display**: Tells you the current control mapping. The PAGE display reflects the mapping by displaying e.g. 1/6 or ARP.

(**3**) PRESET **display**: Tells you the loaded instrument preset. If you are playing a KONTAKT instrument with key switches, the name of the key switch will show up in the PRESET display after pressing the corresponding key (learn more about key switches in the user manual of your KONTAKT instrument).

(**4**) **Knobs**: Give you hands-on control over KOMPLETE instrument parameters as well as the PERFORM features. The knobs are automatically mapped to the controls of the loaded instrument via the proprietary Native Map protocol (see ↑5.5.2, Native Map). As the knobs are touch-sensitive, you can tap them to see their value displayed by their corresponding display.

(**5**) **Displays**: Constantly give you information about the mapping between the knobs and the loaded instrument or perform parameters.

For more information about controlling instrument or perform parameters, continue reading in section ↑5.5.3, Controlling Instrument Parameters with the Control Section.

5.5.2 Native Map

The controls in the Control section are automatically mapped to any KOMPLETE instrument loaded in KOMPLETE KONTROL. You do not have to assign them via MIDI learn or step through any extra configuration. This is all made possible by Native Instruments own mapping protocol Native Map.

As most instruments have more controllable parameters than there are knobs in KOMPLETE KONTROL S-SERIES keyboard's Control section, the parameters are split into pages that can be accessed by pressing the Page buttons on the left side of the Control section. When you skip to another page, the knobs are mapped to another set of parameters and the displays reflect the new mapping. At any point, you can tap a knob to see the set value of the mapped parameter.

Not only the knobs and displays are mapped to instrument parameters via Native Map: also KOMPLETE KONTROL S-SERIES' touch strips are mapped automatically. For information about the touch strips, see section ↑5.6, Touch Strips. For information on how to control instrument parameters, continue reading below.

5.5.3 Controlling Instrument Parameters with the Control Section

Once you have loaded a KOMPLETE instrument into KOMPLETE KONTROL you can control its parameters with the KOMPLETE KONTROL S-SERIES keyboard (for information on how to browse and load instruments, see section ↑6.6, Browsing with the KOMPLETE KONTROL S-SERIES). The section below describes how to control instruments and their parameters with the Control section.

- In the following example, we have loaded the preset 3Saw from the KOMPLETE instrument MONARK.
    - This is reflected by the PRESET display at the far left of the Control section, which reads 3SAW:

Preset 3SAW

- In the KOMPLETE KONTROL software, this is reflected by the preset display in the header:

Preset *3Saw*

- To test the integrated parameter control of KOMPLETE KONTROL and the KOMPLETE KONTROL S-SERIES keyboard, i.e. Native Map, let's have a look at how editing a parameter is mutually reflected by software and keyboard. In this example, we will set a new value for the filter resolution parameter:
    - The second display reads RESO, which indicates that Knob 2 is mapped to the resolution parameter:

Display 2 RESO

- In the KOMPLETE KONTROL software, you find the resolution parameter in the FILTER section, labeled as RES:

The RES parameter

► To adjust the resolution parameter, turn Knob 2 on your KOMPLETE KONTROL S-SERIES keyboard.

→ The RES parameter in MONARK's FILTER section reflects the change by moving in real time.

Switching Parameter Page

► To skip to the next set of instrument parameters and remap the knobs and displays, press the arrow shaped Page buttons on the left side of the Control section.

→ The PAGE display reflects the parameter page and each knob and display is mapped to a new parameter.

- The second display reads FLT DEC, which indicates that Knob 2 is mapped to MONARK's filter decay parameter, labeled as DECAY in the FILTER ENVELOPE section.

Display 2 FLT DEC

The DECAY parameter

► To skip back to PAGE 1/8, press the left Page button.

Switching KOMPLETE Instruments

To learn how to load a KOMPLETE instrument from the KOMPLETE KONTROL S-SERIES keyboard, see section ↑6.6.2, Selecting a Product and a Bank.

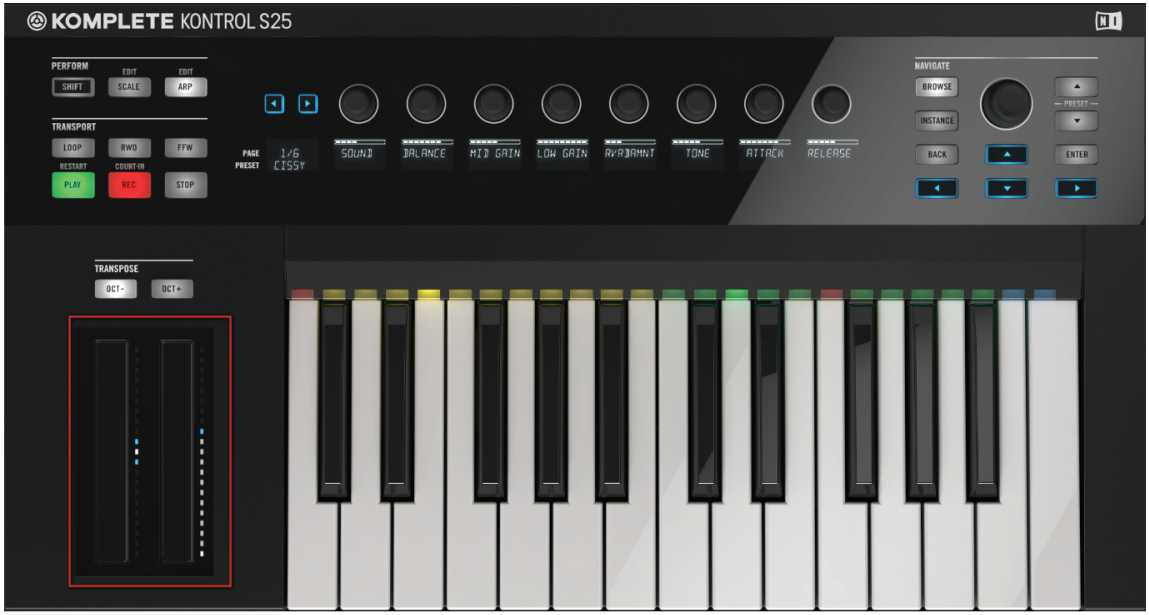
- Loading a new KOMPLETE instrument from the Browser automatically remaps the Control section to the parameters of the new instrument.
  - In the example below, we have loaded the instrument preset Bahnhoof Zoo from the Browser, which is indicated by the PAGE display (BHNHFZ). Knob 2 is mapped to FM8's Stereo Width parameter.

FM8's Bahnhof Zoo preset

5.5.4 Controlling Smart Play with the Control Section

KOMPLETE KONTROL comes equipped with the powerful Smart Play features that you can use to generate chords and play scales. The PERFORM section lets you access the SCALE and ARP parameters, which are displayed and edited via the Control section. For information about controlling Smart Play and how to edit its parameters using the Control section's knobs and displays, see section ↑7, KOMPLETE KONTROL Smart Play.

5.6 Touch Strips



The Touch Strips on the KOMPLETE KONTROL S-SERIES keyboard (S25 depicted)

The two Touch Strips to the left of the keybed let you control parameters of the loaded KOMPLETE instrument. The left Touch Strip, called Pitch Strip, is automatically assigned to the pitch bend parameter of the loaded instrument via Native Instruments' unique mapping protocol Native Map (see ↑5.5.2, Native Map and ↑5.5.3, Controlling Instrument Parameters with the Control Section) and does not need to be assigned via MIDI learn. Depending on the loaded instrument preset, the right Touch Strip, called Modulation Strip, is either automatically assigned in the same way as the left one, or it must be assigned to an instrument parameter via MIDI learn.

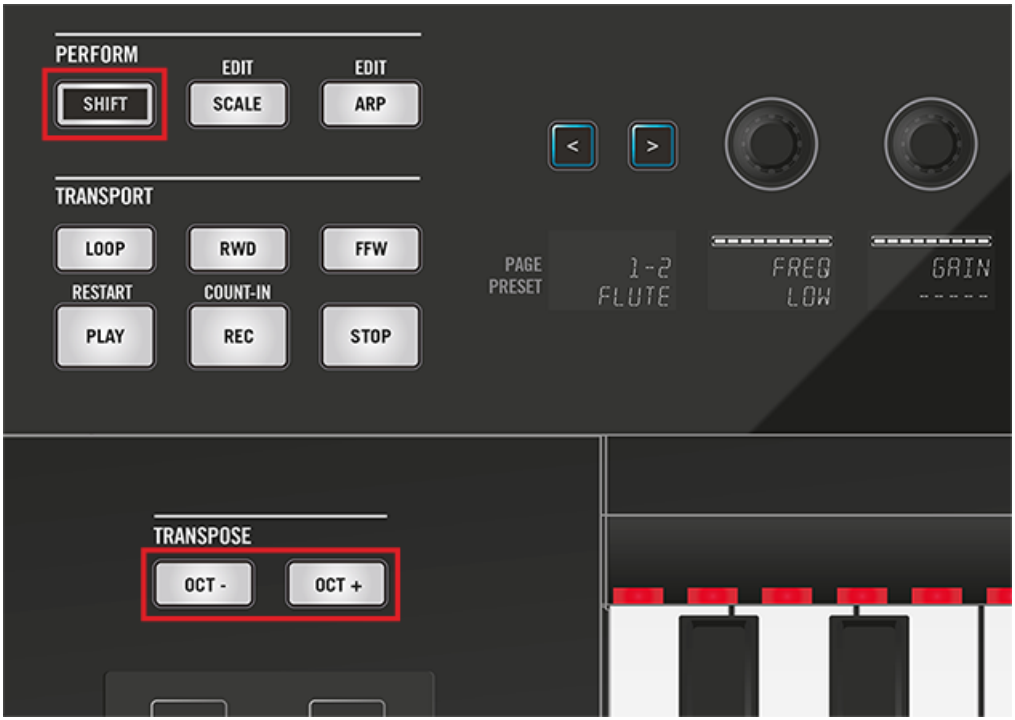
- The left Touch Strip reflects the behavior of traditional pitch wheels, or pitch bend wheels, but gives you the possibility to decide for yourself how fast the strip will spring back to default state. For details, see section ↑5.6.1, Pitch Strip.

- The right Touch Strip can be used like a traditional modulation wheel, or mod wheel, but you can also configure it to apply modulation in intricate ways not possible with traditional mod wheels. For details, see section ↑5.6.2, Modulation Strip.

To configure the behavior of the Touch Strips, you can open the Preferences panel in the KOMPLETE KONTROL software while the KOMPLETE KONTROL S-SERIES is connected, or access the parameters directly from the keyboard's Control section:

► To open the Preferences panel, click *Preferences...* in the Komplete Kontrol menu (Mac OS X) or the Edit menu (Windows) of the application menu bar. Alternatively, you can click *Preferences...* in the *Edit* submenu of the KOMPLETE KONTROL menu:

► To access the Touch Strip parameters from the KOMPLETE KONTROL S-SERIES keyboard, press SHIFT + OCT-(Pitch Strip settings) SHIFT + OCT+ (Modulation Strip settings):

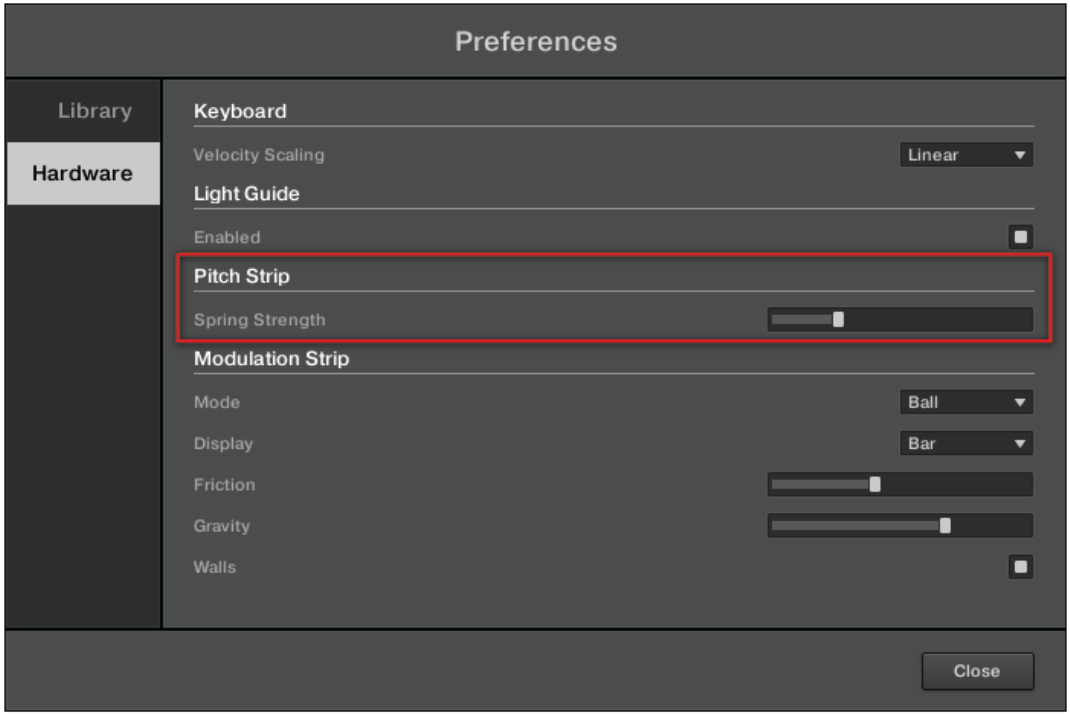


→ The Touch Strip parameters are displayed in the Control section and can be tweaked using the knobs. Note that the set of parameters for the Modulation Strip differs depending on the selected mode.

5.6.1 Pitch Strip

The left Touch Strip on your KOMPLETE KONTROL S-SERIES keyboard corresponds to the usual behavior for a pitch bend control. This Pitch Strip simulates a simple spring that can be deflected both up and down from its default position, which is the middle of the Pitch Strip. When you put your finger somewhere on the strip, the value instantly jumps to the corresponding position and stays there as long as you keep your finger on the strip. When you remove your finger, the value moves back to the default position.

- In the KOMPLETE KONTROL software, you can adjust the rate at which the spring rebounds to its default position via the Spring Strength slider on the Hardware page of the Preferences panel: The higher the Spring Strength setting, the quicker the value will spring back. Note that the KOMPLETE KONTROL S-SERIES keyboard needs to be connected for the setting to be available.



- You can also access the Spring Strength setting on the keyboard. To do so, press SHIFT + OCT- to view and edit the Pitch Strip parameters in the Control section and adjust STRENGTH by turning Knob 1.

Controlling Instrument Parameters with the Pitch Strip

Loading the KOMPLETE instrument MONARK's preset 3Saw as an example, you can see in real time how the automatically assigned pitch bend parameter PB moves to reflect the value of the Pitch Strip:

The default state of MONARK's PB parameter.

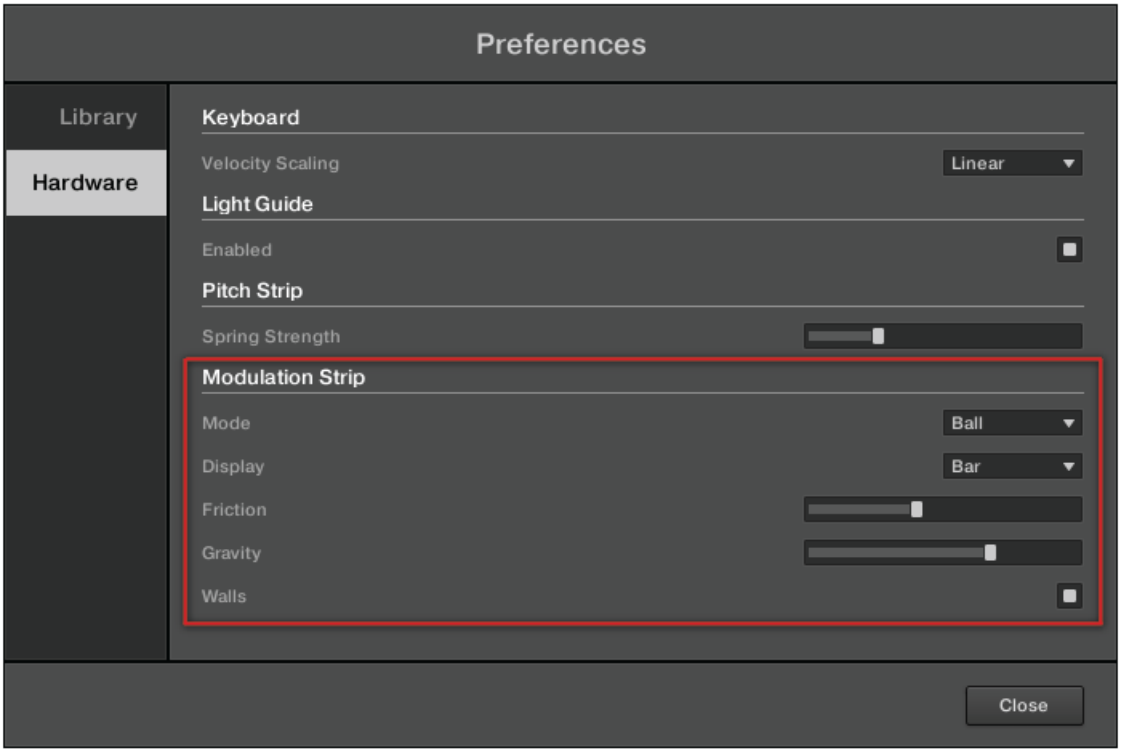
- To adjust the value of the assigned parameter, put down your finger on the Pitch Strip and swipe your finger up and down.

→ The assigned parameter moves according to the movements of your finger and bends the pitch accordingly.

→ A bar of white and blue LEDs next to the Pitch Strip follows the movement of your finger.

▶ To return the Pitch Strip to its default state, remove your finger. The LED bar on your KOMPLETE KONTROL S-SERIES keyboard and the assigned parameter in KOMPLETE KONTROL both snap back to their default values.

5.6.2 Modulation Strip



The Preferences panel displaying the Modulation Strip settings

The right Touch Strip on your KOMPLETE KONTROL S-SERIES keyboard is a highly versatile modulation control. This Modulation Strip has five distinct modes, each of them offering a unique type of interaction with the control. A dedicated set of parameters per mode allows you to personalize the behavior of the Modulation Strip.

- In the KOMPLETE KONTROL software, you can select a Mode for the Modulation Strip and edit any of the mode's additional parameters in the Modulation Strip section on the Hardware page of the Preferences panel (learn how to access the Preferences panel in section ↑2.5.2, Preferences – Hardware Page). Note that the KOMPLETE KONTROL S-SERIES keyboard needs to be connected for the settings to be available.

- You can also select a Mode and edit its additional parameters on the keyboard. To do so, press SHIFT + OCT+ to view and edit the Modulation Strip parameters in the Control section. Select a mode by turning Knob 1. The additional parameters per mode will be mapped to the other knobs of the Control section.

All Modulation Strip modes and their parameters are described in detail below:

- **Standard**: This is the default mode for the Modulation Strip on your KOMPLETE KONTROL S-SERIES keyboard and corresponds to the usual behavior for a modulation control. In this mode the Touch Strip reads the position of your finger and applies the value to the assigned instrument parameter. Wherever you put your finger on the strip, the value instantly jumps to the corresponding position and remains there. In *Standard* mode, the following additional settings are available for the Modulation Strip:
  - Display menu: Lets you select one of two ways to display the current state of the Modulation Strip: *Bar* or *Dot*. *Bar* displays a bar of lit LEDs from the default position of the strip to the current value; whereas *Dot* displays a dot of lit LEDs at the current value.
- **Spring**: This mode simulates a simple spring that can be deflected both up and down from its default position, which is the middle of the Modulation Strip. The current position of the spring (the parameter value) is indicated by a blue LED. If you put your finger on the strip, the value instantly jumps to the corresponding position and stays there as long as you keep your finger on the strip. When you remove your finger, the value springs back to its default position. This mode mimics the behavior of the Pitch Strip (see section ↑5.6.1, Pitch Strip). In *Spring* mode, the following additional settings are available for the Modulation Strip:
  - Display menu: Lets you select one of two ways to display the current state of the Modulation Strip: *Bar* or *Dot*. *Bar* displays a bar of lit LEDs from the default position of the strip to the current value; whereas *Dot* displays a dot of lit LEDs at the current value.

- Strength slider: Adjusts the rate at which the spring rebounds to its default position. The higher the Strength setting, the quicker the value will spring back to its default position.

- **Ball**: This mode simulates a ball that is attracted by the gravity of your finger. The current position of the ball (the parameter value) is indicated by a blue LED. If you put your finger on the strip, the ball will move towards your finger and stop as it reaches the finger's position. If you remove your finger before, the ball sustains its momentum and continues to move along the Modulation Strip until the friction of the surface causes it to slow down and stop. Alternatively, you can "throw" the ball by putting your finger on the ball's current position, dragging it in any direction, and removing your finger. The faster you drag your finger, the faster the ball will get. In *Ball* mode, the following additional settings are available for the Modulation Strip:
  - Display menu: Lets you select one of two ways to display the current state of the Modulation Strip: *Bar* or *Dot*. *Bar* displays a bar of lit LEDs from the default position of the strip to the current value; whereas *Dot* displays a dot of lit LEDs at the current value.
  - Friction slider: Adjusts the friction of the surface that slows down the ball once you have removed your finger. The higher the Friction value, the quicker the ball will decelerate and stop. When fully left, the ball never stops. When fully right, the ball stops instantly.
  - Gravity slider: Adjusts the attraction of your finger on the ball: The higher the Gravity value, the faster the ball will move. This parameter doesn't affect the ball movement if you throw the ball with your finger (see above).
  - Walls button: Sets the behavior of the ball when it reaches the range limits. If Walls is set to on, the ball bounces off the range limit and continues its trip in the opposite direction. If Walls is set to off, the ball jumps to the opposite range limit and continues from there in the same direction.

- **Tempo**: Just like *Ball* mode, *Tempo* mode simulates a ball that is attracted by the gravity of your finger. The current position of the ball (the parameter value) is indicated by a blue LED. You can play it in the same way as *Ball* mode (see above), however in this case the ball adopts its movement to a steady beat instead of slowing down and stopping. This enables you to create tempo-synced modulations with the Modulation Strip. When using KOMPLETE KONTROL as a plug-in, the tempo is defined by your host software. When us-

ing the KOMPLETE KONTROL stand-alone application, you can set the tempo in the header of the software interface (see section ↑4.2, Header). In *Ball* mode, the following additional settings are available for the Modulation Strip:

- Display menu: Lets you select one of two ways to display the current state of the Modulation Strip: *Bar* or *Dot*. *Bar* displays a bar of lit LEDs from the default position of the strip to the current value; whereas *Dot* displays a dot of lit LEDs at the current value.
- Rate menu: Lets you select one of 13 beat divisions to set the beat of the ball's movement relative to the tempo, from *1/8* to *4/1*, including triplet and dotted time signatures.
- Friction slider: Adjusts the rate at which the ball movement catches up with the tempo. The higher the Friction value, the quicker the ball will match the beat as set in the Rate menu. When fully right, the ball matches the given beat instantly.
- Gravity slider: Adjusts the attraction of your finger on the ball: The higher the Gravity value, the faster the ball will move. This parameter doesn't affect the ball movement if you throw the ball with your finger (see above).
- Walls button: Sets the behavior of the ball when it reaches the range limits. If Walls is set to on, the ball bounces off the range limit and continues its trip in the opposite direction. If Walls is set to off, the ball jumps to the opposite range limit and continues from there in the same direction.

- **Stepped**: This mode divides the Modulation Strip into two to five sections, indicated by white LEDs. When being pressed with a finger, each section triggers one of two to five evenly spaced parameter values across the whole modulation range. The currently active section (parameter value) is indicated by three blue LEDs. In *Stepped* mode, the following additional settings are available for the Modulation Strip:
  - Divisions menu: Lets you select the number of sections the Modulation Strip is divided into.

Controlling Instrument Parameters with the Modulation Strip

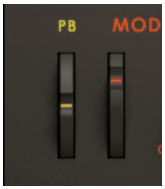
Depending on the loaded instrument preset, the Modulation Strip is either assigned automatically or must be assigned manually via MIDI learn.

For information on how to assign a hardware control to a parameter via MIDI learn, refer to the documentation of the respective instrument.

Loading the KOMPLETE instrument MONARK's preset 3Saw as an example, you can see how the automatically assigned MOD (modulation wheel) parameter can be controlled with the Modulation Strip:

▶ To adjust the MOD value, put down your finger on the Modulation Strip and swipe your finger up and down.

→ The MOD parameter reflects the movement of your finger on the Modulation Strip.



→ A bar of white and blue LEDs next to the Modulation Strip indicates the current value of the Modulation Strip.

▶ To return the Modulation Strip to its default state, remove your finger. Depending on the selected Modulation Strip mode in the KOMPLETE KONTROL software's Preferences panel, the LED bar on your KOMPLETE KONTROL S-SERIES keyboard and the assigned parameter in KOMPLETE KONTROL will stay at their current position (Standard, Stepped), fall back to their default state (Spring), or continue to move according to the mode's specific settings (Ball, Tempo).

5.7 The Light Guide

The multicolored Light Guide above the keybed

The Light Guide is one of KOMPLETE KONTROL S-SERIES' most prominent features. It visualizes the key mapping of loaded KOMPLETE instruments as well as the Smart Play features. By color coding sample based instruments and indicating active and inactive keys in scales using the LEDs above the keybed, the Light Guide always presents you important information in a clearly visible way, even during live performance situations.

5.7.1 KOMPLETE Instrument Mapping

- For an example of how helpful the Light Guide can be, let's load a preset from the KOMPLETE instrument BATTERY:

The cell matrix in BATTERY containing drum samples

BATTERY's cell matrix depicts and color codes the contained samples according to the type of sound, e.g. Kick or Snare. When mapping out 48 drum samples over a keyboard, it can be hard to keep track of what key that represents which cell in the cell matrix. The KOMPLETE KONTROL S-SERIES keyboard's Light Guide reflects the mapping of cell matrix to keybed and indicates in detail the color coding of the samples with its multicolored LEDs:

The Light Guide (KOMPLETE KONTROL S49 depicted)

- As you press down any key on the keyboard, the LED representing that key lights up fully, while other keys remain half-lit. This is also true for incoming MIDI notes.

5.7.2 Smart Play Mapping

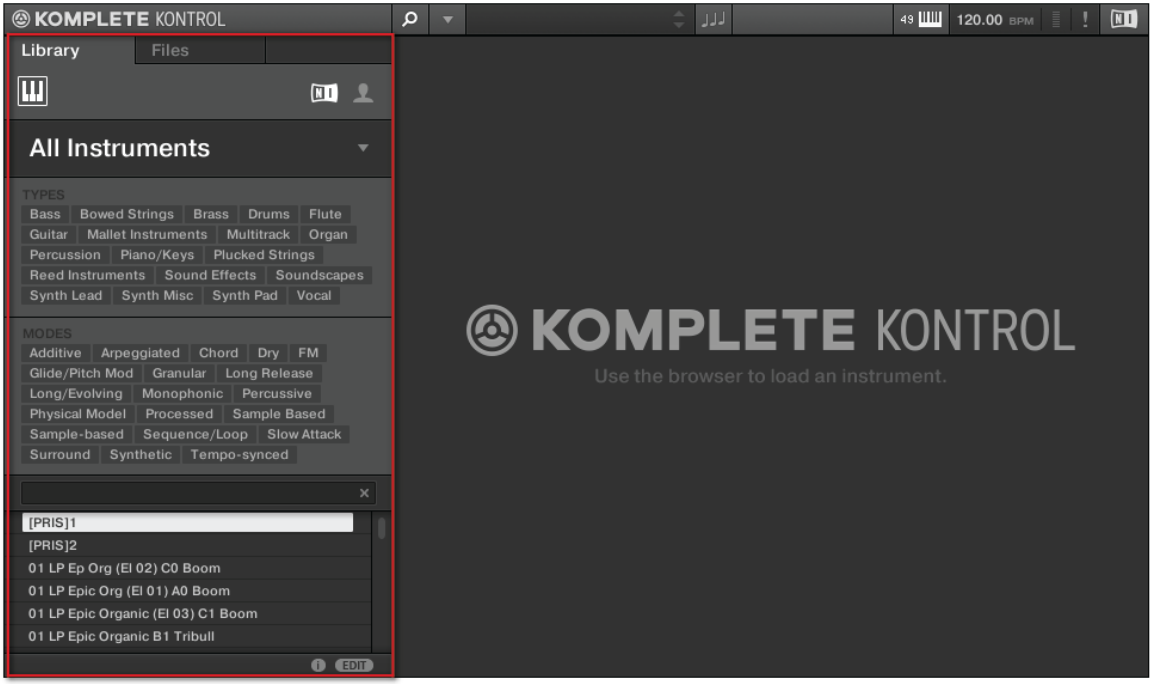
KOMPLETE KONTROL's Smart Play lets you select scales and harmonies (see section ↑7.3, A Note about Music Theory) that you use to play your KOMPLETE instruments. The Smart Play settings are reflected by the Light Guide. This means that when you select e.g. a scale or chord, the LEDs corresponding to the keys contained in that scale or chord will light up, whereas inactive keys remain unlit. For more information about Smart Play and its parameters, see section ↑7, KOMPLETE KONTROL Smart Play.

6 KOMPLETE KONTROL Browser

The Browser is where you access your KOMPLETE KONTROL Library with all its instruments and files (see section ↑6.1.1, The Library). You can search, filter and load them from the KOMPLETE KONTROL software, but also use the NAVIGATE section on your KOMPLETE KONTROL S-SERIES keyboard to call up an on-screen overlay displaying the Browser. This way you can browse your KOMPLETE instruments and files using only the hardware controls, which is great e.g. for live performance situations (see section ↑6.6, Browsing with the KOMPLETE KONTROL S-SERIES).

The Browser is also the place where you add, organize, edit and arrange all of your KOMPLETE files. This is done by tagging, which means categorizing them using keywords. Adding and editing tags can only be done using the software (see section ↑6.5.2, Editing the File Tags and Properties).

You can also save files and tag them in KOMPLETE KONTROL to further add to your personal user content and build your personal sound library. They are automatically added to the User section of the KOMPLETE KONTROL Library pane (see section ↑6.4, Saving Files to the User Library).



The Browser.

6.1 Browser Basics

This section of the manual describes some general concepts about the Browser.

6.1.1 The Library

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

To be able to make the most out of your KOMPLETE instruments together with KOMPLETE KONTROL, ensure they are up to date. To download the latest versions of your KOMPLETE instruments, start the Service Center application from your desktop.

To help you find the right file quickly and efficiently, the Library implements various techniques that go far beyond the classic folder structure of your operating system. For example, each file included in the Library can be described according to following aspects:

- The **content type** of the file, i.e. whether it originates from a product's factory library or if it was created by a user.
- The **product** which the files comes from—this can include, e.g., a hierarchical structure with a product category, a particular product, and possibly a bank of this product.
- 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.

Note that the Library is the only other way to display and access your files: You could also navigate to the same files in your file system. The (substantial) difference lies in the fact that the Library organizes your files in a *musically relevant* way.

Which Files Are Included in the Library?

The 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. For more information on how to manage these library folders, please refer to section ↑2.5.1, Preferences – Library Page.

You can also save the sounds you created in KOMPLETE KONTROL. They are automatically added to the User content section of the Library pane. To learn more about this, see section ↑6.4, Saving Files to the User Library.

6.1.2 Browsing the Library vs. Browsing Your Hard Disks

The **Browser** is your interface to the KOMPLETE Library. It provides all necessary tools to search for the files you require—and suggest other files you might not have thought of. Beside this, the Browser also allows you to navigate your file system in a classic way. Both are described in the next section.

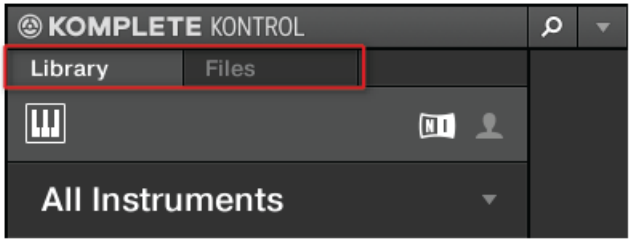
The Browser provides two operation modes, each of them providing its own tools:

- The Library pane allows you to browse the KOMPLETE Library. This is the preferred way to search for files meeting particular musical requirements. This pane also allows you to tag your own 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 Library—and you can import them from there!

> In contrast to the software, the Browser called up from your KOMPLETE KONTROL S-SERIES keyboard can only load files that have already been added to the Library. You cannot directly access specific directories on your hard disks with the on-screen overlay Browser using the keyboard. This is why you should always import all your files to the Library and tag them using the software Browser beforehand.

Switching Between Library and Files Pane

► To show the Library pane or the Files pane of the Browser, click the corresponding tab at the top of the Browser.



Click the desired tab to show the corresponding pane of the Browser.

The Library pane is described in section ↑6.2, Searching and Loading Files from the Library, and the Files tab is described in section ↑6.2, Searching and Loading Files from the Library.

See also

Loading and Importing Files from Your File System [→ 143]

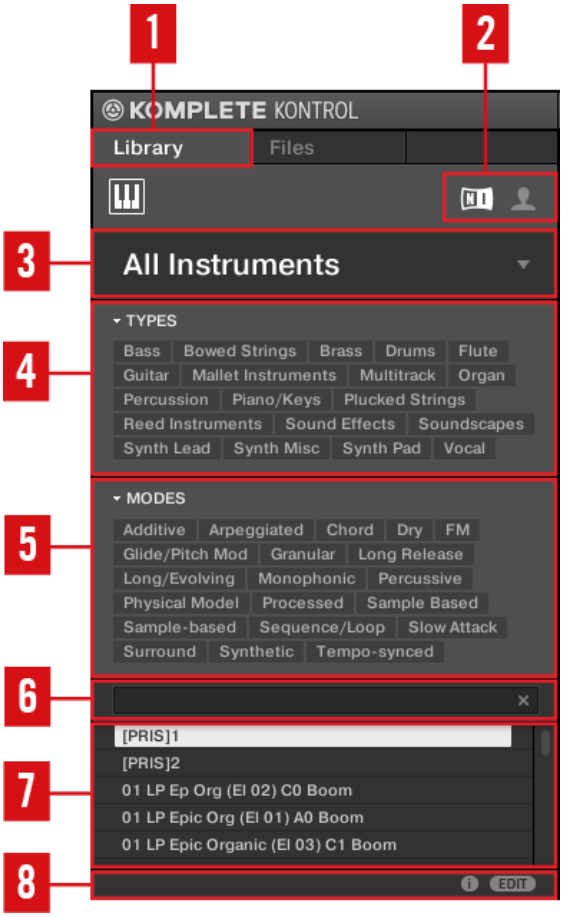
6.2 Searching and Loading Files from the Library

The Browser's Library pane allows you to search for any file in the KOMPLETE KONTROL Library.

► To display the Library pane, click the Library tab in the top left corner of the Browser.

6.2.1 Overview of the Library pane

The Library pane contains following elements:



The elements of the Library pane

(**1**) **Library tab**: Click the Library tab to open the Library pane described here.

(**2**) **Content selector**: Click the NI icon (on the left) to select factory content or the User icon (on the right) to select user content instead. Only the files of the content selected here will be displayed in the result list (**7**). See section ↑6.2.2, Choosing Between Factory and User Content.

(**3**) **Product selector**: Click to open a drop-down menu where you can select a particular product, product category, and sometimes the bank of the selected product. Again, only the files matching your selection will be displayed in the result list (**7**). See section ↑6.2.3, Selecting a Product Category, a Product, and a Bank.

(**4**) **TYPES filter**: allows you to search for files based on Type and Subtype tags that have been applied to them. You can collapse and expand this section by clicking on the little arrow next to TYPES. See section ↑6.2.4, Selecting Type and Mode Tags.

(**5**) **MODES filter** (Instrument/Effect presets only): allows you to search for files based on Mode tags that have been applied to them. You can collapse and expand this section by clicking on the little arrow next to MODES. See section ↑6.2.4, Selecting Type and Mode Tags.

(**6**) **Search field**: Enter any character string into the search field to limit the search results to the files containing this string. See section ↑6.2.5, Performing a Text Search.

(**7**) **Result list**: The result list displays all files that match your query, as specified via the various tools above. See section ↑6.2.6, Using the Result List in the Library Pane.

(**8**) **Control bar**: At the bottom of the Browser, the control bar provides a few useful tools when browsing and editing the KOMPLETE Library:

- Click the **Information button** (showing a little "i") near the EDIT button to display more information on the selected file(s). See section ↑6.5.1, Displaying File Information.
- Click the EDIT button at the far right of the bar to open the **Attribute Editor** and modify the tags and properties assigned to the selected file(s). See section ↑6.5.2, Editing the File Tags and Properties.

Overview of the Search Workflow in the Library Pane

When searching for files via the Library pane, you can progressively refine your search by following this typical top-to-bottom workflow.

The first step is mandatory:

1. Select between factory content and user content in the Content selector (**2**).

The next steps are optional. They can be useful to further refine your search and limit the number of search results to a reasonable amount:

1. Choose a product category or a product in the Product selector (**3**). If you have selected a product you can further choose a particular bank and sub-bank of this product, if any.

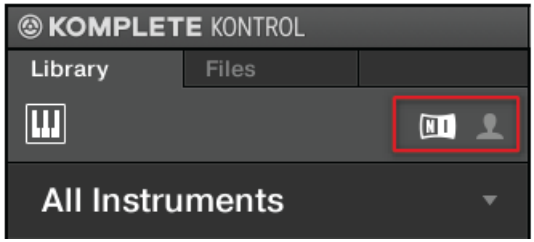
2. Select tags in the TYPES filter (**4**) and the MODES filter (**5**) describing what you are looking for.

At any time in the procedure described above, you can use the search field (**6**) to quickly perform a text search among the entries in the result list (**7**).

The above steps are described in detail in the following sections.

6.2.2 Choosing Between Factory 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:



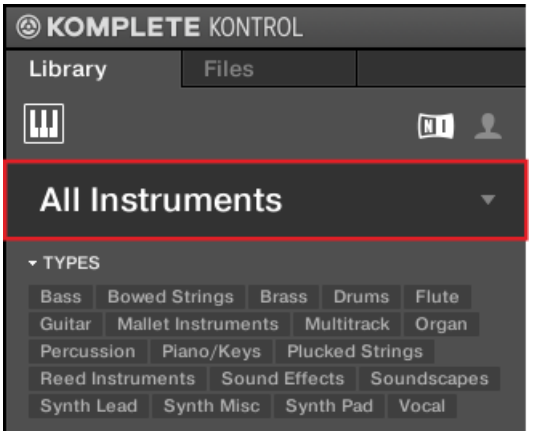
The Content selector.

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

6.2.3 Selecting a Product Category, a Product, and a Bank

The Product selector allows you to limit your search to a certain product category, a particular product, or a specific bank of the product.

By default there is no particular selection in the Product selector; it reads All Instruments:

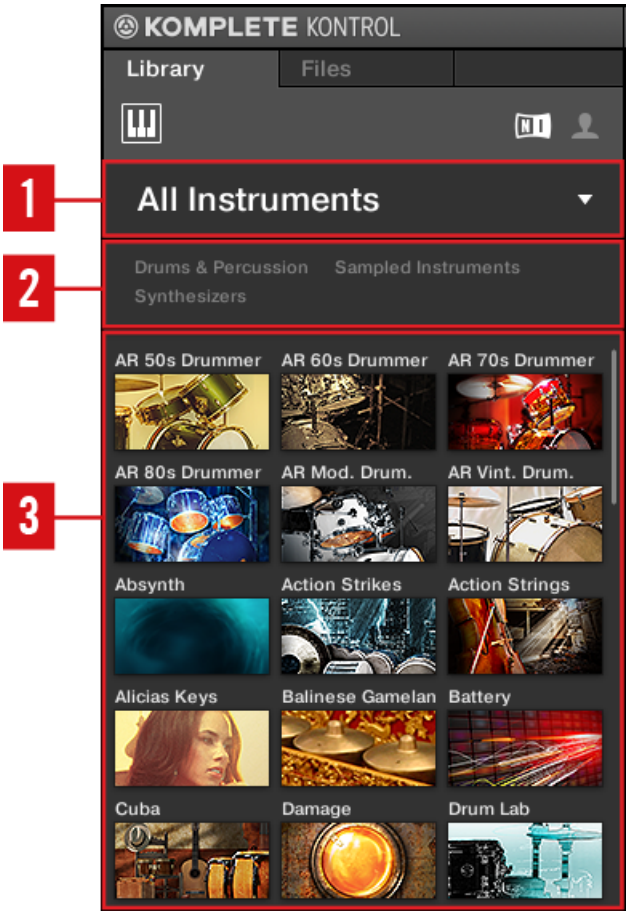


The closed Product selector without any instrument selected.

Selecting a Product or a Product Category

► Click the Product selector to open it.

→ The Product selector opens up and shows you the following:



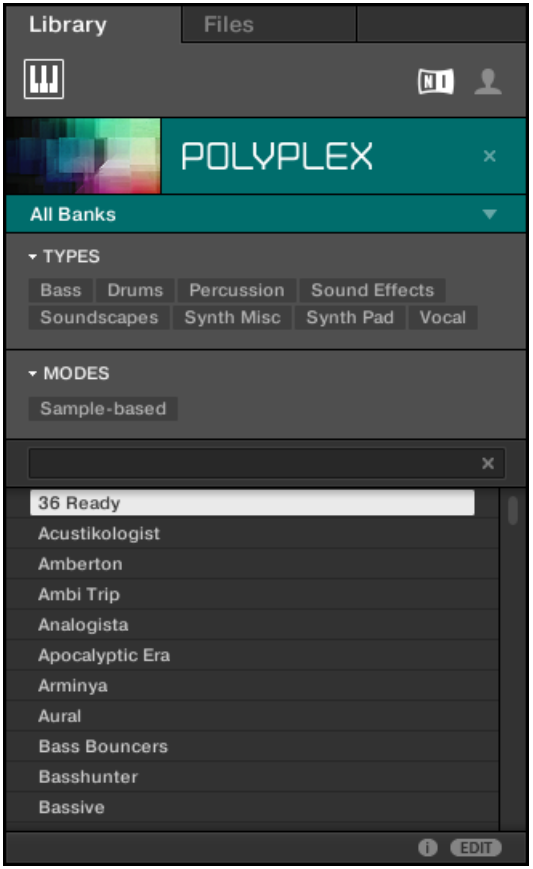
The opened Product selector displaying your KOMPLETE instruments

(**1**) **Product selector header**: The header shows the product or the selected product category—if there is no selection it shows a generic label (All Instruments in the picture above). Click the header to close the Product selector.

(**2**) **Product category filter**: Shows the categories of the products that have files available in the KOMPLETE Library. Click a category of a product to select/deselect it. Selecting a category limits the number of products shown in the Product list below (**3**). Only one category can be

selected at a time. You can also select a category and close the Product selector by clicking its header (**1**) again: The header (**1**) will display the category that you have just selected, and the TYPES and MODES filters along with the result list will be filtered by that category.

(**3**) **Product list**: Shows the products for which files are available in the KOMPLETE Library. Click the desired product in the list. Upon your selection the Product selector automatically closes, the product name and icon appear in the header, and the tag filter and result list below will be filtered accordingly.



The closed Product selector with an instrument selected.

Product categories and products are shown in the Product selector only if the KOMPLETE Library contains files for them. If you haven't updated a particular Native Instruments instrument, the icon for that product might not be available in the Product selector when the factory content is selected in the Content selector—to prevent this, make sure that all your Native Instruments products are up to date.

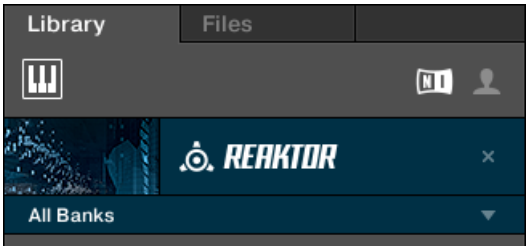
Resetting the Product Selection

► To reset the selection made in the Product selector, click the little cross at the right of the product name:

→ The product selection is cancelled. The Product selector displays the generic label All Instruments. The tag filter and the result list under the Product selector now include files for all products.

Selecting a Bank

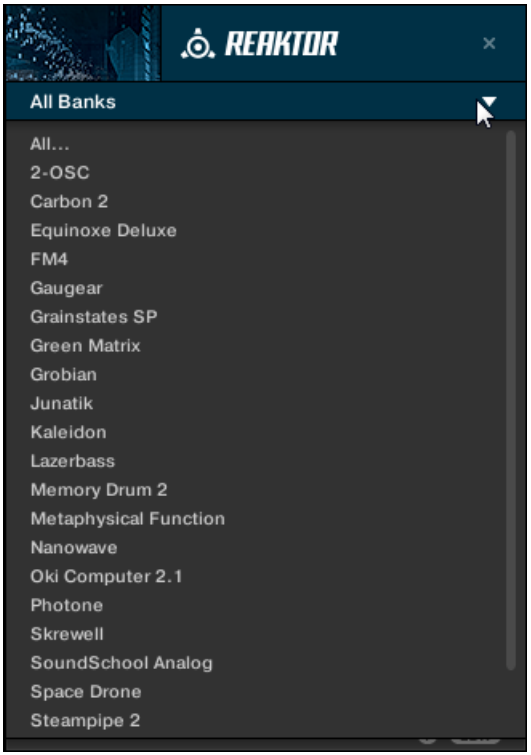
When you select specific products in the Product list (see description above), an additional **Bank menu** appears under the closed Product selector:



The Bank menu showing All Banks for REAKTOR instruments

This Bank menu allows you to select a particular bank of files for the selected product (REAKTOR in the picture above).

- To select a particular bank for the selected product, click the Bank menu under the product icon and choose a bank from the available entries.



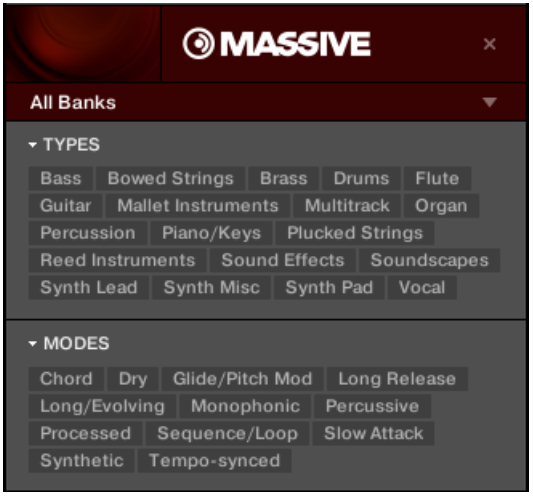
→ Upon your selection the Bank menu closes and displays the selected bank. The tag filter and result list underneath further narrow their content accordingly.

> Banks can be, e.g., additional libraries (e.g., MASSIVE EXPANSIONS), different versions of the original Factory Library (e.g., FM7 Legacy and FM8 Factory Library), or any other content categorization specific to a particular product.

As with the product above, you can remove the selected bank by clicking the little cross at the right of the bank name in the closed menu.

6.2.4 Selecting Type and Mode Tags

The tag filter that appears under the Product selector allows you to search for files according to particular characteristics of a sound. Tags can be of two kinds: Type or Mode. You can select them via the TYPES and MODES filter, respectively.

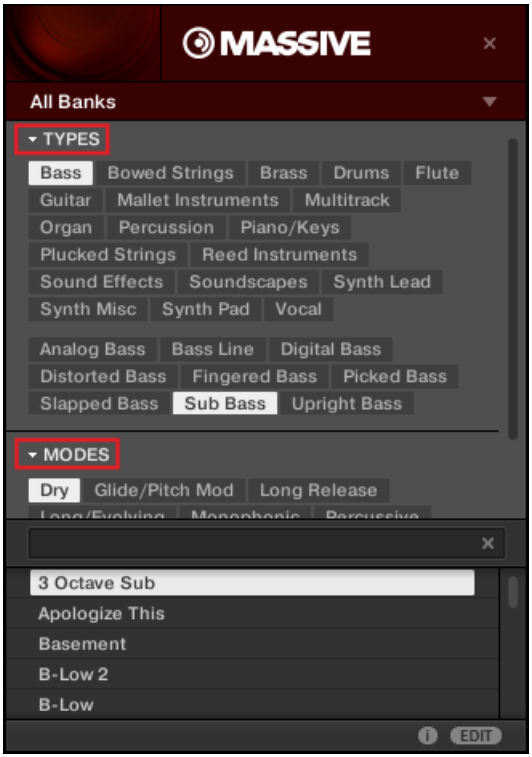


TYPES and MODES filters for MASSIVE

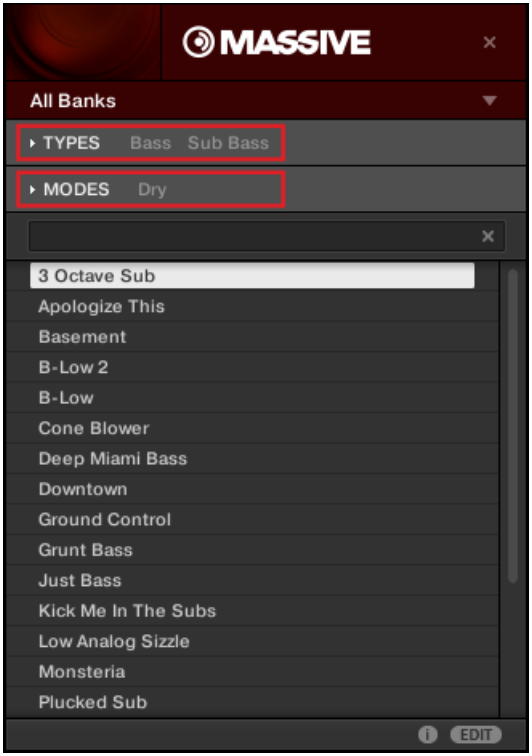
► Click the desired tags in the tag filter to select them and limit the search to the files that are tagged correspondingly. Click the selected tags again to deselect them and broaden the search.

Both the Types as well as the Modes filter can be collapsed and expanded to allow for a larger result list.

► To collapse a tag filter, click on the little downward-pointing arrow next to the tag filter name (TYPES and MODES):



→ When collapsed, a summary of the selected tags will be shown next to the tag filter name:



► To expand a tag filter, click on the right-pointing arrow next to the tag filter name (TYPES and MODES).

Types

The Type tags are structured into two hierarchical levels. You can select them via the TYPES filter:

- At first the TYPES filter displays the available top-level tags only.
- As soon as you select a tag at the top level, the second level appears underneath with subtags of the selected tag.

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

Modes

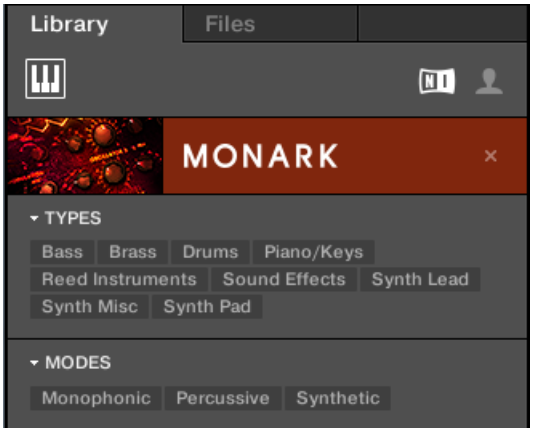
The MODES filter provides an additional level that is independent from the type levels:

- 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.

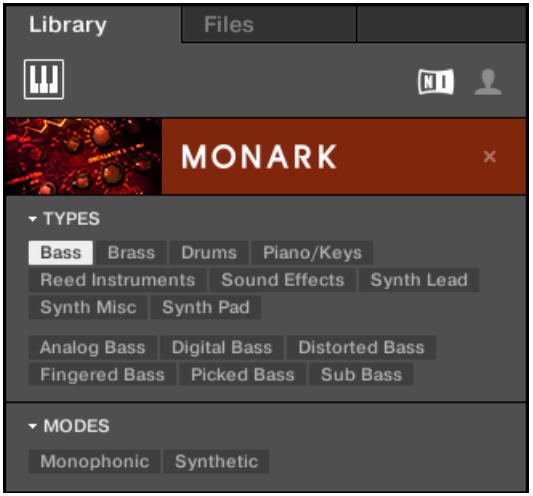
Finding a Sound by Applying Tag Filters

Imagine that you are looking for a bass line from the MONARK instrument. You have already selected the Monark product in the Product selector (for more information on this, see section ↑6.2.3, Selecting a Product Category, a Product, and a Bank). For now the TYPES filter shows only top-level tags:

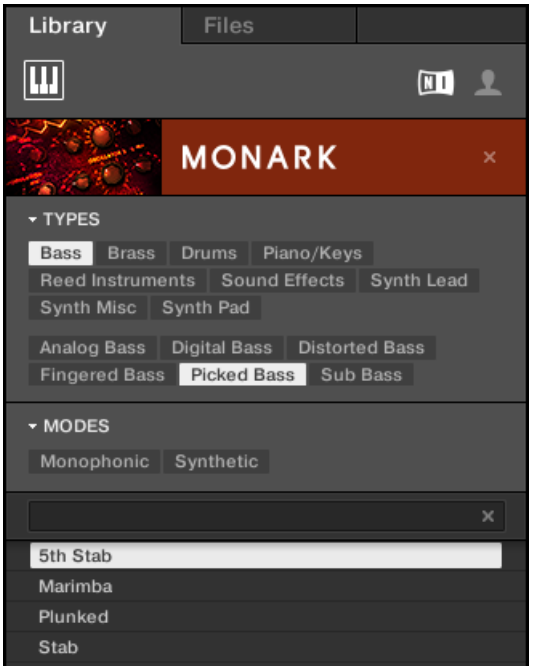


The MONARK instrument is selected in the Product selector.

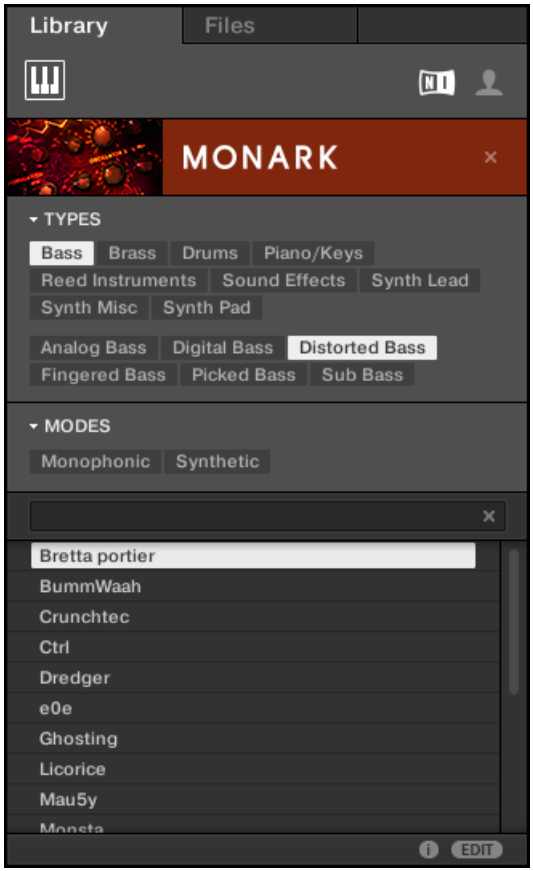
1. In order to find a bass sound, you first select the Bass tag from the TYPES filter. Upon your selection the second level of tags appears underneath with subtypes like Analog Bass, Fingered Bass, etc.:



2. In this second level, you select the subtype you want for your bass line. By selecting any of these tags, say, Picked Bass, you will narrow your search to this particular subtype of bass sounds:

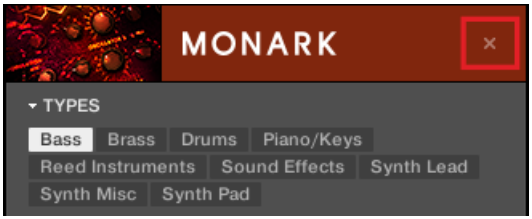


3. Now imagine that you have loaded a picked bass preset but you decided you want something that sounds a bit rougher: You leave the Bass tag selected at the top level of the TYPES filter and go directly to the second level, where you select Distorted Bass instead of Picked Bass. As you select Distorted Bass, the result list is filtered accordingly.

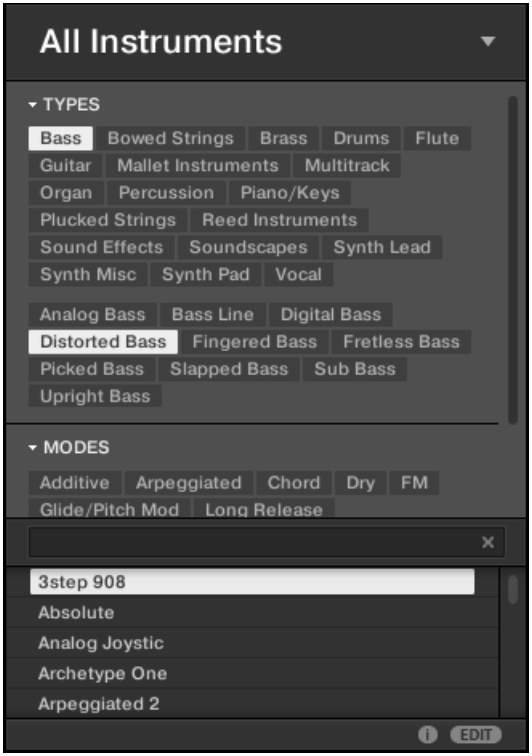


→ This method allows you to quickly find various presets for an instrument with similar characteristics—here, first a Picked Bass sound and then a Distorted Bass sound.

► If you decided you like the type of sounds you found by using the Distorted Bass subtype and want to see what other KOMPLETE instruments have presets tagged with the same tag, reset the Product selector by clicking the cross.



→ The Product selector is reset and the TYPES and MODES filters are now filtering all KOMPLETE instrument presets according to the tags Bass and Distorted Bass.



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 Mac OS X) 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.

6.2.5 Performing a Text Search

In the search field you can enter your search query.

The search field.

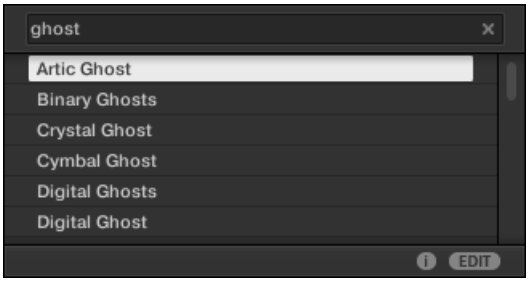
- ► Click in the search field and type the desired text to limit the results to files containing this text.

The search will be performed on the file paths, the file names, the products/banks/sub-banks, the tags, and the properties directly as you type. As you start typing, the list of matches will start narrowing in the result list below.

On the right of the search field, click the **Reset button** (showing a little cross) to reset both text search and tag search. The Product selection is not affected.

6.2.6 Using the Result List in the Library Pane

The Result list shows all the files that match your query:



The result list showing instrument presets matching the search query “ghost.”

If the list is too long to fit in the display, use your mouse wheel or drag the scroll bar on the right to show the remaining items.

The result list allows you to:

- Select the desired file(s).
- Load the selected file.
- Delete the selected file(s) from your hard disk and from the Library.
- Navigate to the selected file in your operating system.
- See, and possibly edit, the attributes of the selected file(s) by clicking the EDIT button at the bottom right of the Browser. For more information on this, please refer to section ↑6.5.2, Editing the File Tags and Properties.

Selecting Files in the Result List

► To select a single file in the Result list, click its entry.

You can also select multiple files in the Result list in order to process them all at once.

To select adjacent files in the list, do the following:

► Hold [Shift] on your computer keyboard and click two files in the Result list to select these files and all files in-between.

To select distant files in the list, do the following:

► Hold [Ctrl] ([Cmd] on Mac OS X) and click all the files you want to select.

Loading Files

Double-clicking one of the matches will load the respective file.

The instrument preset loaded will replace the one previously loaded, if any!

Deleting Files in the Result List

You can delete user files directly from the Result list:

1. Right-click ([Ctrl]-click on Mac OS X) the desired user file and select *Delete* from the context menu. If you want to delete several files at once, first select them as described above, and right-click ([Ctrl]-click on Mac OS X) ([Ctrl]-click on Mac OS X) any of them.
   A warning dialog opens to inform you that the file will be not only removed from the KOMPLETE Library but also deleted from your hard disk.
2. Click OK to confirm the deletion (or Cancel to keep the file).

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

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

Navigating to the Files in Your Operating System

If you want to find out the location of a particular file shown in the Result list, do the following:

- Right-click ([Ctrl]-click on Mac OS X) any file shown in the Result list and select *Find in Explorer* (*Find in Finder* on Mac OS X) from the context menu to open an Explorer/Finder window pointing to the folder containing that file on your operating system.

6.3 Loading and Importing Files from Your File System

The Browser's Files pane allows you to browse your file system and import the desired folders to your KOMPLETE Library.

- To display the Files pane, click the Files tab at the top of the Browser.

6.3.1 Overview of the Files Pane

The Files pane contains following elements:

The elements of the Files pane.

(**1**) **Files tab**: Click the Files tab to open the Files pane described here.

(**2**) **Favorite bar**: Displays all your Favorites. Click any Favorite to directly jump to that particular path and display its content in the Result list (**5**). See section ↑6.3.2, Using Favorites.

(**3**) **Location bar**: Displays the selected path. The Location bar provides various tools to quickly navigate your file system. See section ↑6.3.3, Using the Location Bar.

(**4**) **Recent Locations button**: Click this button to see a list of the last visited locations and quickly jump any of them. See section ↑6.3.4, Navigating to Recent Locations.

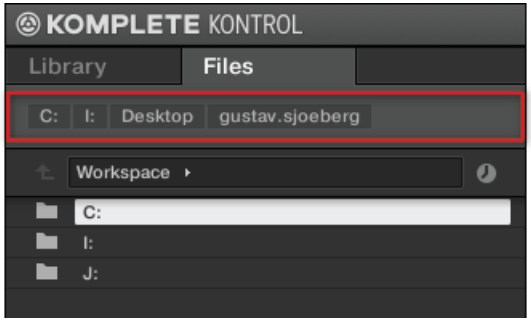
(**5**) **Result list**: The result list displays the content (files and folders) of the folder loaded in the Location bar (**3**). Only KOMPLETE KONTROL-compatible files are displayed. See section ↑6.3.5, Using the Result List in the Files Pane.

(**6**) **Control bar**: At the bottom of the Browser, the Control bar provides a couple of useful tools when browsing your file system, some of them depending on the type of the files selected in the result list:

- Click the **Information button** (showing a little "i") in the bottom right corner to display more information on the selected file(s). See section ↑6.5.1, Displaying File Information.
- When a folder is selected, click the IMPORT button at the right side of the bar to import the selected folder to the KOMPLETE Library. Clicking the IMPORT button will open the **Attribute Editor** so you can assign tags to the selected files about to be imported. See section ↑6.5.2, Editing the File Tags and Properties.

6.3.2 Using Favorites

Located at the top of the Files pane, the Favorite bar displays all your Favorites.



The Favorite bar, at the top of the Files pane.

Favorites are shortcuts to specific locations in your file system.

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

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

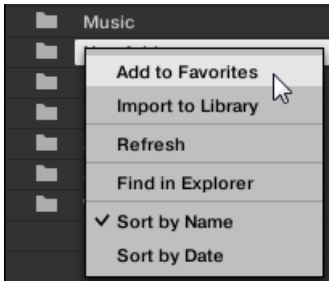
Favorites can be useful if you often return to the same location while browsing your file system in the Files pane: Save this location as a Favorite, and at any time you will be only one click away from that location!

The default Favorites are the roots of each of your hard disks, your desktop folder, and your user folder.

Adding and Removing Favorites

You can add your own Favorites to the Favorite bar. This is done in the Result list:

1. Navigate to the parent folder containing the folder you want to use as Favorite, so that this folder appears in the Result list.
2. In the Result list, right-click ([Ctrl]-click on Mac OS X) the desired folder and select *Add to Favorites* from the context menu.

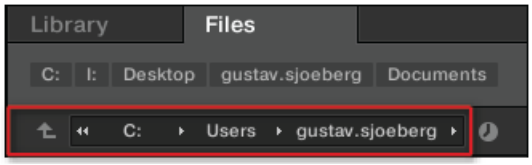


You can also remove any Favorite from the Favorite bar:

► To remove a Favorite, right-click it ([Ctrl]-click it on Mac OS X) in the Favorite bar and select *Remove from Favorites*.

6.3.3 Using the Location Bar

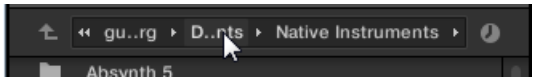
The Location bar shows and lets you modify the selected path. At any time the Result list will display the content of the path shown here.



The Location bar

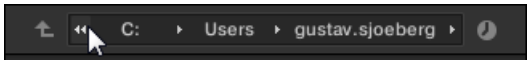
The Location bar provides following tools:

- **Up arrow**: Click 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:

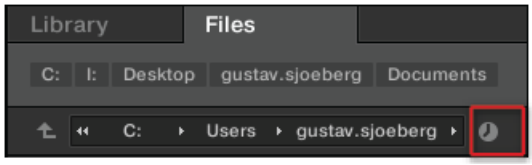
  - Click any **right-pointing arrow** after a folder name to open a list of its subfolders, and select any entry in the list to jump to that folder:

  - 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:

6.3.4 Navigating to Recent 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:

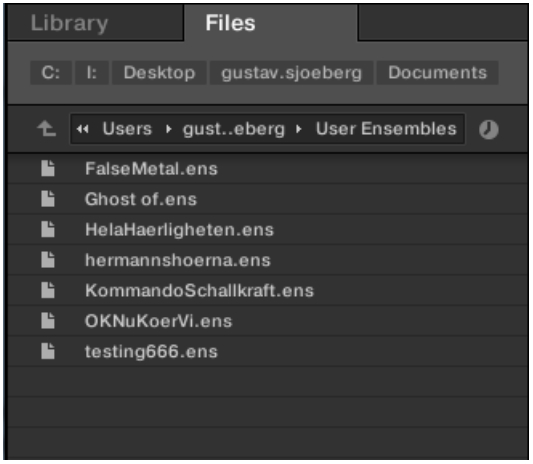
► Click the Recent Location button and select any recently visited location from the list.

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

6.3.5 Using the Result List in the Files Pane

The result list of the Files pane shows the files and folders found in the path loaded in the Location bar above (see section ↑6.3.3, Using the Location Bar).

> Only KOMPLETE KONTROL-compatible files are shown in the result list.



The Result list of the Files pane.

If the list is too long to fit in the display, use your mouse wheel or drag the scroll bar on the right to show the remaining items.

Navigating Your File System in the Result List

You can further browse your file system in the result list by opening any of the displayed folders:

► Double-click a folder to display its content.

To return to the previous folder or to select any folder outside the folder currently displayed, use the various tools located above the Result list:

- Favorites: ↑6.3.2, Using Favorites.
- Location bar: ↑6.3.3, Using the Location Bar.
- Recent Locations button: ↑6.3.4, Navigating to Recent Locations.

Selecting Files and Folders in the Result List

► To select a single file or folder in the result list, click its entry.

You can also select multiple files and folders in the Result list in order to process them all at once.

To select adjacent files in the list, do the following:

► Hold [Shift] on your computer keyboard and click two files in the Result list to select these files and all files in-between.

To select distant files in the list, do the following:

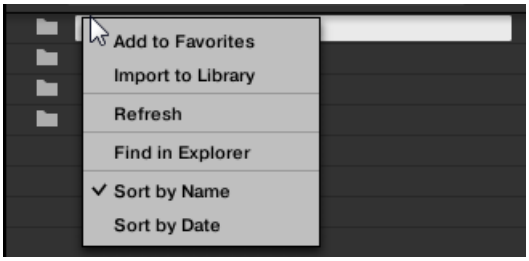
► Hold [Ctrl] ([Cmd] on Mac OS X) and click all the files you want to select.

Loading Files from the Result List

You can load files from the result list using the same method as in the result list of the Library pane: by double-clicking them. For all details, please refer to section ↑6.2.6, Using the Result List in the Library Pane.

Additional Features in the Result List

► Right-click ([Ctrl]-click on Mac OS X) any entry in the result list to open a context menu with additional commands.



The context menu in the result list of the Files pane (Windows depicted).

Following commands are available:

Command	Description
Add to Favorites (folders only)	Adds the selected folder to your Favorites. See section ↑6.3.2, Using Favorites for more information.
Import to Library (folders only)	Imports the selected folder(s) into the Library. See section ↑6.3.6, Importing Files to the KOMPLETE Library for more information.
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.

See also

Using the Result List in the Files Pane [→ 148]

6.3.6 Importing Files to the KOMPLETE Library

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 your keyboard's on-screen Browser nor from the Library pane (see section ↑6.2, Searching and Loading Files from the Library).

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, as described in section ↑2.5.1, Preferences – Library Page.

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. Click the Files tab at the top of the Browser to open the Files pane.
2. In the Files pane, navigate to the folder containing the folder you want to import. To do this, use the various tools described in the previous sections.
3. Select the desired folder as described above.
4. Click the IMPORT button at the bottom right of the Browser.
   You will be presented with the Attribute Editor.
5. In the Attribute Editor, tag the files you are about to import to the Library as described in section ↑6.5.2, Editing the File Tags and Properties.
6. When you are done, 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 (User icon selected in the Content selector of the Library pane, see section ↑6.2.2, Choosing Between Factory and 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—see section ↑2.5.1, Preferences – Library Page for more information on this.

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

6.4 Saving Files to the User Library

KOMPLETE KONTROL allows you to conveniently save any sound you created with your KOMPLETE 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 (see section ↑6.2, Searching and Loading Files from the Library). On your hard drive, the user preset files are saved in the following folder (sorted by instrument, in corresponding subfolders):

- **Windows**: *C:\Users\<your user name>\Documents\Native Instruments\User Content*
- **Mac OS X**: *Macintosh HD/Users/<your user name>/Documents/Native Instruments/User Content/*

The files saved with KOMPLETE KONTROL are compatible with the stand-alone and plug-in versions of the corresponding KOMPLETE instrument. 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.

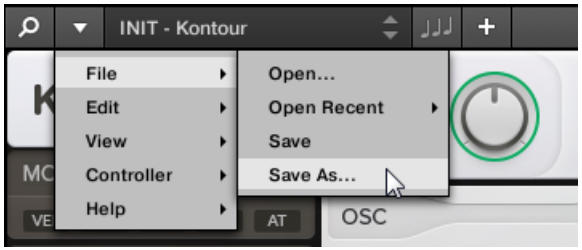
The files you save in KOMPLETE KONTROL are compatible with MASCHINE. To add them to the user content section of MASCHINE's Library pane, click on Rescan in the User pane of the Library page in the MASCHINE Preferences.

Saving a User Preset File

Follow the instructions below to save a sound in a new user preset file:

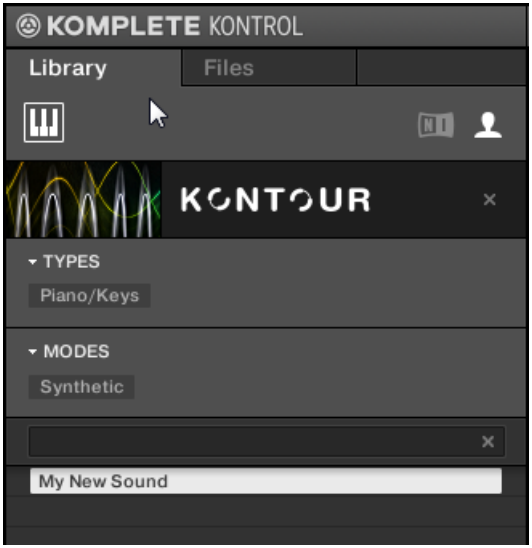
1. In the *File* submenu of the KOMPLETE KONTROL menu, click on *Save* :

Or, if you want to save a user 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 user preset file and click Save in the Save Preset dialog to save the file.

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



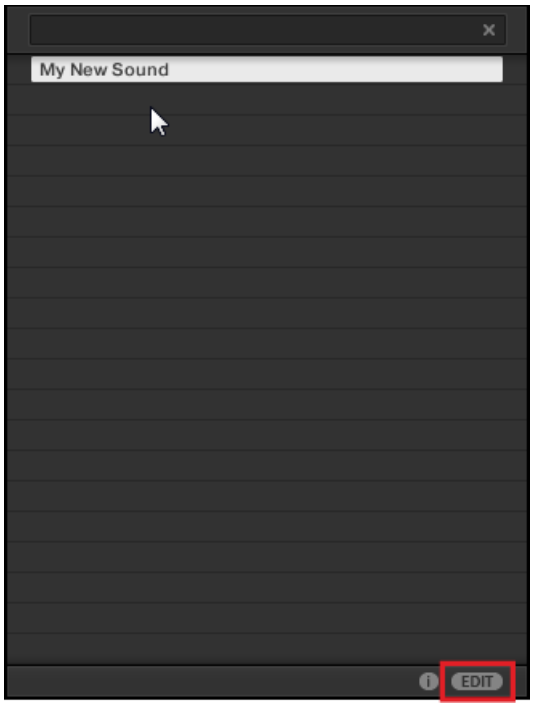
Editing the Tags and Properties of Your New User Preset File

When you save files in KOMPLETE KONTROL, they are automatically assigned to products and banks depending on the KOMPLETE instrument you are using. To further define the attributes of your files, 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 files you saved with KOMPLETE KONTROL in the User content section of MASCHINE's Library pane.

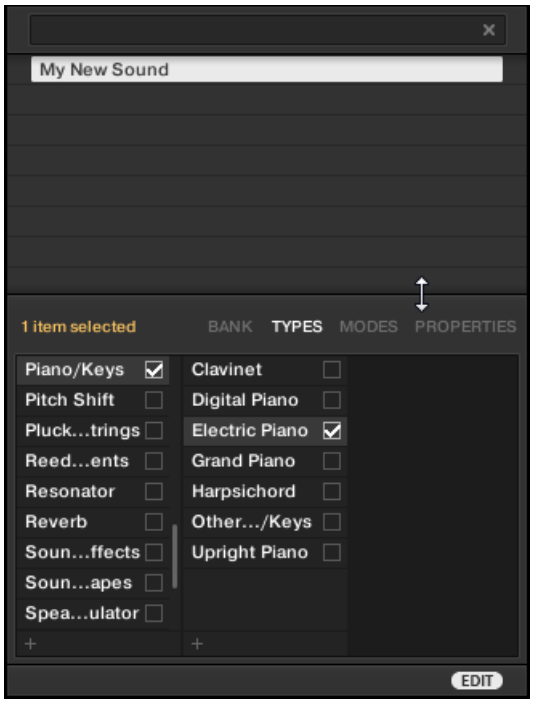
Follow the instructions below to assign tags to your user preset file and change its properties:

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

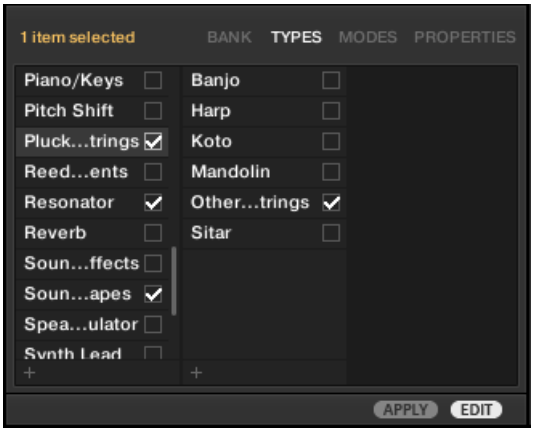


2. Click on TYPES to edit the Type tags for your file:

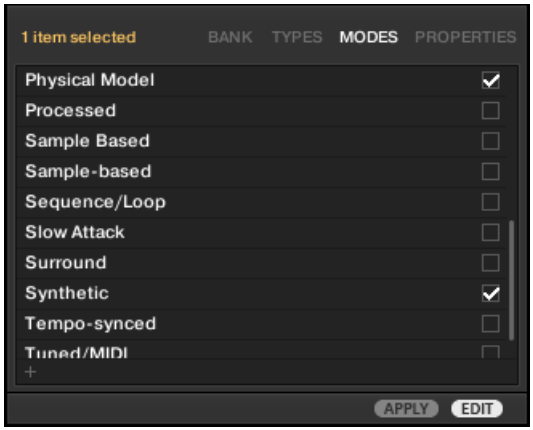
3. Click and drag the upper edge of the Attribute Editor upwards to increase its size. This makes it easier to navigate in the list of available tags.



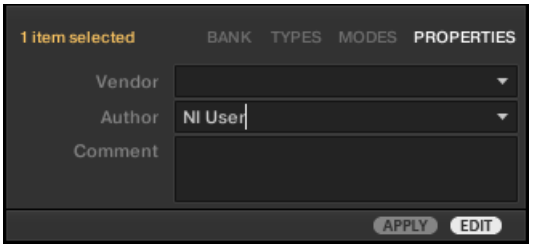
4. Assign the appropriate tags to your file by clicking the checkboxes next to their names.



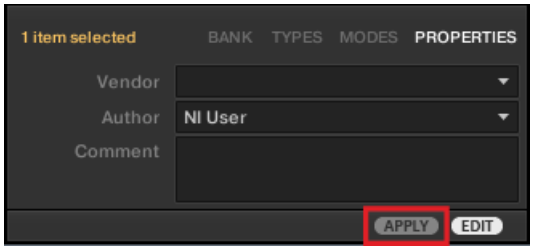
5. Click on MODES to edit the Mode tags for your file. You can assign them in the same way you assigned the Type tags before, by clicking on the checkboxes next to their names.



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.

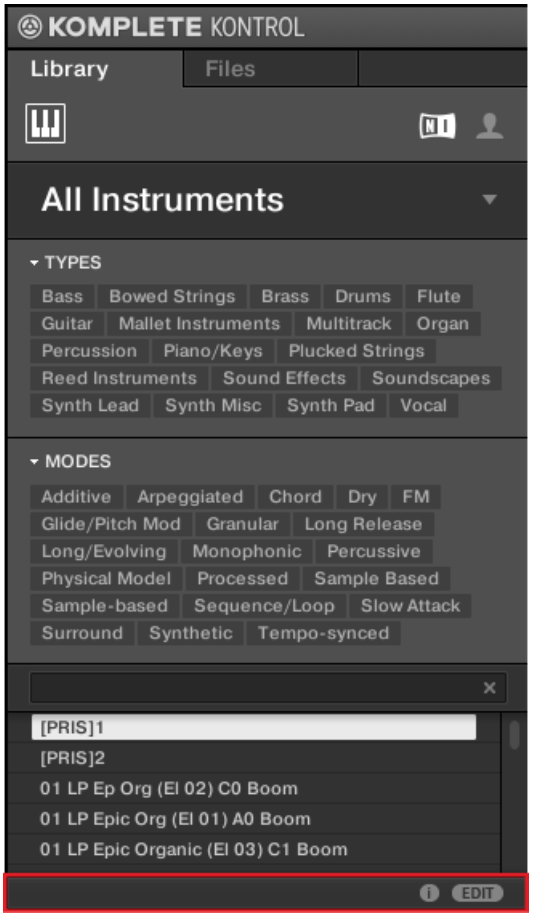


→ Your file is now tagged according to your selection of Types and Modes and the properties are saved. You can close the Attribute Editor by clicking on EDIT again.

For more information on editing file tags and properties, continue reading in section ↑6.5.2, Editing the File Tags and Properties.

6.5 Displaying and Editing File Information

At the bottom of the Browser, the Control bar provides a couple of useful tools that will help you quickly find and check the files you need.



The Control bar at the bottom of the Browser.

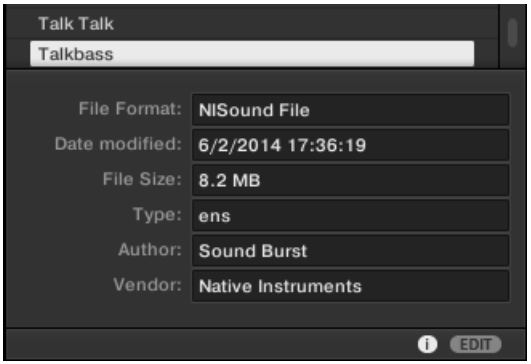
The EDIT button (Library pane) or IMPORT button (Files pane) at the far right of the Control bar allows you to edit the attributes of the files selected in the result list above (in the Files pane, these are the files being imported to the Library, whereas in the Library pane these are files already in the Library). Please refer to section ↑6.5.2, Editing the File Tags and Properties for more information!

6.5.1 Displaying 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 Vendor properties, if any (see section ↑6.5.2, Editing the File Tags and Properties).



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.

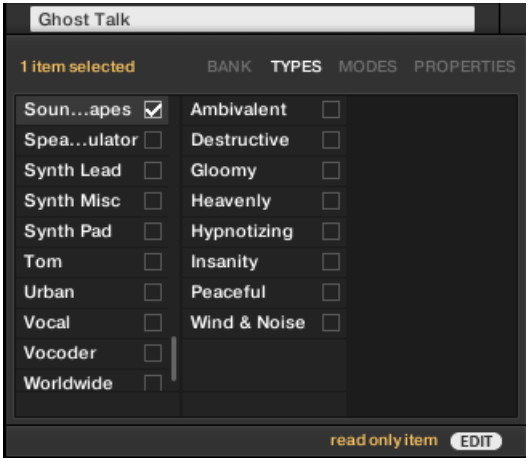
6.5.2 Editing the File Tags and Properties

The Attribute Editor allows you to assign or edit tags and properties to your files to make it easier to find them later when browsing the KOMPLETE Library in the Library pane (see section ↑6.2, Searching and Loading Files from the Library).

6.5.2.1 Attribute Editor Basics

The Attribute Editor is used in the following situations:

- At any time you can edit the tags and properties of user files already in the Library by selecting them in the result list of the Library pane and clicking the EDIT button at the bottom right of the Browser. After you have finished editing click APPLY to apply your changes to the selected files, or click the lit EDIT button again to cancel you changes and close the Attribute Editor. See section ↑6.2, Searching and Loading Files from the Library for more information on the Library pane.
- When importing folders to the KOMPLETE Library from the Browser's Files pane, clicking IMPORT at the bottom right of the Browser automatically opens the Attribute Editor so you can tag the files being imported. After you have finished tagging click OK to import the files to the Library and apply the selected tags, or click CANCEL to cancel the import. See section ↑6.3.5, Using the Result List in the Files Pane for more information on the Files pane.



The Attribute Editor (here showing the TYPES page).

The Attribute Editor affects the files selected in the Result list of the Library pane (see section ↑6.2.6, Using the Result List in the Library Pane) or the files within the folders selected for import in the Files pane (see section ↑6.3.5, Using the Result List in the Files Pane).

The Attribute Editor is organized into various pages:

- In the Library pane of the Browser, all pages are available: BANK, TYPES, MODES, and PROPERTIES.
- In the Files pane of the Browser, only the TYPES and MODES pages are available.

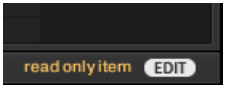
▶ Click the desired tab at the top right of the Attribute Editor to show the corresponding page.

You can adjust the overall height of the Attribute Editor by dragging its upper border.

The number of items selected appears in yellow in the upper left corner of the Attribute Editor.

Displaying Attributes of Factory Files

When browsing in the Library pane, if the files selected in the result list are factory files (i.e. files from any factory content) this will be indicated by a yellow read only item label next to the EDIT button at the bottom of the Browser:



Factory files are loaded in the Attribute Editor.

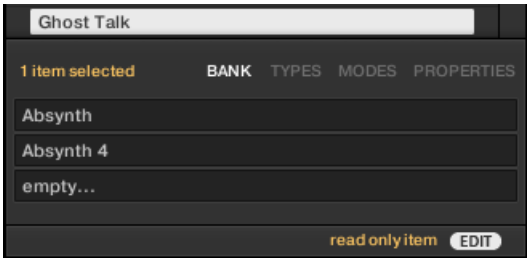
The Attribute Editor will display the various attributes for these files, but you won't be able to modify them.

See also

Loading and Importing Files from Your File System [→ 143]

6.5.2.2 The BANK Page

The BANK page is only available when opening the Attribute Editor from the Library pane.



The BANK page of the Attribute Editor

The BANK page shows you (from top to bottom) the product, bank, and sub-bank of the selected file(s). If any of these attributes are not set the corresponding fields read empty….

You cannot modify the attributes shown in the BANK page—they are automatically assigned by KOMPLETE KONTROL.

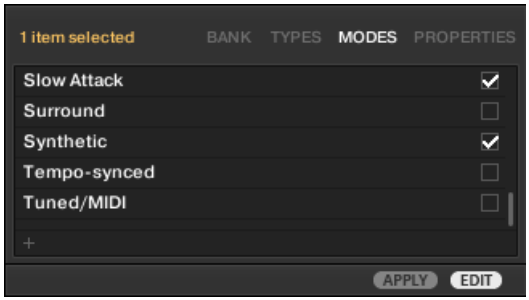
6.5.2.3 The TYPES and MODES Pages

The TYPES and MODES pages display and let you modify the tags assigned to the file(s) selected in the result list above.

> As with the other pages of the Attribute Editor, the fields in the TYPES and MODES pages can be modified only if you have selected user files in the result list (or set the Content selector to user content). The tags of factory files cannot be edited.

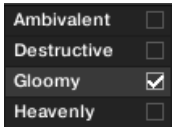
- The TYPES page shows two columns according to the hierarchical levels of the Type tags (see section ↑6.2.4, Selecting Type and Mode Tags):

- The MODES page shows only one column:

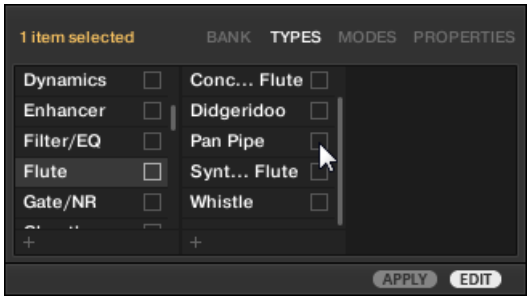


Displaying Tags

- In both TYPES and MODES pages, tags assigned to the selected files are marked with a check mark right of their name:



- In the TYPES page, click the name of a tag to select it and display its subtypes in the next column to the right. Only one tag's subtypes can be displayed at a time. The selected tag is highlighted:



Assigning Tags

1. Click the empty check box right of the desired tag name to assign this tag to the selected files.
   A check mark appears in the check box.

2. Click the APPLY button in the control bar to assign the selected tag.

→ The tag is assigned and saved.

Additionally, when you check a tag on the TYPES page:

- If another column is available on the right the tag you check is automatically selected and its Subtypes appear in the next column (if any), allowing you to directly refine your description by checking the desired Subtypes in this next column.
- If you check a Subtype tag whose parent tag was not checked in the previous column on the left, this parent tag will be automatically checked as well.

Be as precise as possible when tagging your files in order to be able to find what you are looking for later.

Unassigning Tags

▶ Click the check mark right of the desired tag to unassign this tag from the selected files.

→ The check mark disappears.

In the TYPES page, if you uncheck a tag for which some subtype tags were selected in the columns on the right, these will automatically be unassigned as you unassign their parent tag.

Creating New Tags

You can also create your own tags both in the TYPES and MODES pages:

▶ To create a new tag in any column, click the "+" symbol at the bottom of the column, enter the desired tag name with your computer keyboard and press [Enter] to confirm.

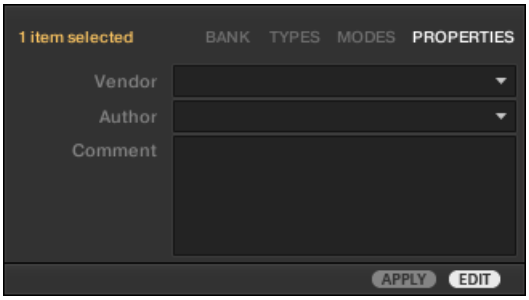
Adding a new subtype

Deleting Tags

Tags in the TYPES and MODES pages cannot be deleted manually. However, if a tag is not assigned to any file anymore, it will be automatically removed from its column.

6.5.2.4 The PROPERTIES Page

The PROPERTIES page is only available when opening the Attribute Editor from the Library pane.



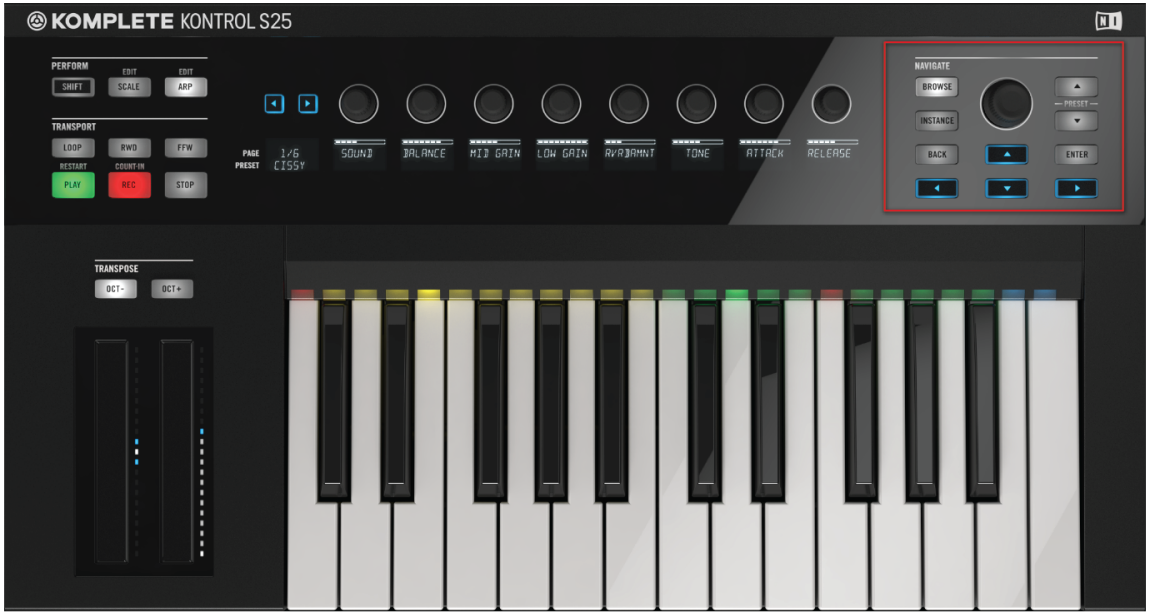
The PROPERTIES page of the Attribute Editor.

The PROPERTIES page displays three additional attributes of the selected files:

- Vendor: Use this field to indicate the manufacturer of the selected files. Click the down-pointing arrow on the right to quickly select any Vendor attribute already in use in other files of the Library.
- Author: Use this field to indicate the author of the selected files. Click the down-pointing arrow on the right to quickly select any Author attribute already in use in other files of the Library.
- Comment: Use this field to add any other information about the selected files.

As with the other pages of the Attribute Editor, the fields in the PROPERTIES page can be modified only if you have selected user files in the Result list. The attributes of factory files cannot be edited.

6.6 Browsing with the KOMPLETE KONTROL S-SERIES



The NAVIGATE section

You can use and control the advanced Browser directly from the KOMPLETE KONTROL S-SERIES keyboard. To the very right of the control panel you will find the NAVIGATE section, which contains all the controls you need to browse, select and load presets from your installed KOMPLETE libraries. Pressing the BROWSE button brings up a large and easy-to-see on-screen overlay on your computer screen so that you can use the Browser in stressful live performance situations. Learn more about the on-screen overlay below.

Navigate Section Controls

The NAVIGATE section

(**1**) BROWSE **button**: Calls up the on-screen overlay Browser and that lets you search, filter and load presets from the KOMPLETE Library. Additionally, you can adjust the overall output volume of the active KOMPLETE KONTROL instance by pressing SHIFT and simultaneously turning the BROWSE encoder. For detailed information on browsing with the BROWSE button, see section ↑6.6.1, The BROWSE Button and the Browser. For information on volume control, see section ↑4.2, Header.

(**2**) INSTANCE **button**: Calls up the on-screen overlay to let you switch between KOMPLETE KONTROL instances and controller modes. For details, see sections ↑5.2.1, Switching Controller Modes and ↑5.4.3, Switching between KOMPLETE KONTROL Instances.

(**3**) **Control encoder**: Lets you scroll through the instrument presets in the on-screen overlay Browser's result list as well as through the TYPES and MODES filters.

(**4**) PRESET **buttons**: Skips to the next instrument preset in the result list.

(**5**) BACK **button**: Lets you move one step back in the hierarchy of the Browser.

(**6**) ENTER **button**: Lets you select the focused item on the on-screen overlay or enter the next level in the hierarchy of the Browser.

(**7**) **Navigate arrows**: Navigates the on-screen overlay Browser by setting the focus on its separate sections. You can also use the arrow buttons for host control as described in section ↑5.4.2, Automatic Track Focus and the Navigate Section.

6.6.1 The BROWSE Button and the Browser

When you press the BROWSE button to call up the on-screen overlay to display the Browser on your computer screen, you instantly get access to many features common to the KOMPLETE KONTROL software's Browser. For detailed information about the software Browser, see section ↑6, KOMPLETE KONTROL Browser. This section describes the use of the NAVIGATE section on the KOMPLETE KONTROL S-SERIES keyboard and how to browse for instrument presets from the vast KOMPLETE Library.

To be able to make the most out of your KOMPLETE instruments together with KOMPLETE KONTROL, ensure they are up to date. To download the latest versions of your KOMPLETE instruments, start the Service Center application from your desktop.

To help you find the right file quickly and efficiently, the Browser implements various techniques that go far beyond the classic folder structure of your operating system. For example, each file included in the KOMPLETE Library can be described according to following aspects:

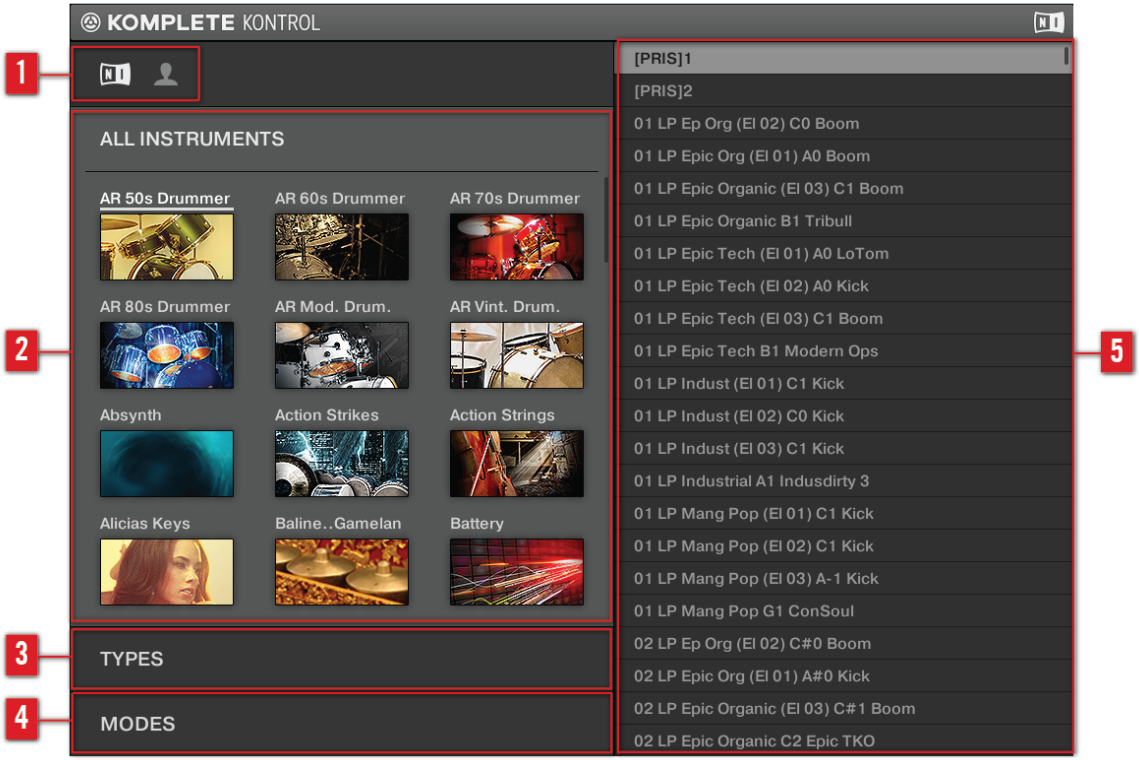
- The **content type** of the file, i.e. whether it originates from a product's factory library or if it was created by a user.
- The **product** which the files comes from—this can include, e.g., a hierarchical structure with a particular product and possibly a bank of this product.

- 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.

Which Files Are Included in the Browser?

The files included in the Browser are all KOMPLETE KONTROL-relevant files found in the folders whose paths are listed in the Library page of the Preferences panel. For more information on how to manage these library folders, please refer to ↑2.5.1, Preferences – Library Page.

Browser Overview



Overview of the Browser

(**1**) **Content selector**: Selects the files that are browsed. Select the NI icon to search the factory content, or select the User icon to search the user content.

(**2**) **Product selector**: Select to open a drop-down menu where you can select a particular product and sometimes the bank of the selected product. Only the files matching your selection will be displayed in the result list (**5**).

(**3**) TYPES **filter**: Allows you to search for files based on type and subtype tags that have been applied to them.

(**4**) MODES **filter**: Allows you to search for files based on mode tags that have been applied to them.

(**5**) **Result list**: The result list displays all files that match your query, as specified via the various tools above.

Overview of the Search Workflow in the Browser

When searching for files via the on-screen overlay's Browser, you can progressively refine your search by following this typical top-to-bottom workflow.

The first step is mandatory:

1. Select between factory content and user content in the Content selector (**1**).

The next steps are optional. They can be useful to further refine your search and limit the number of search results to a reasonable amount:

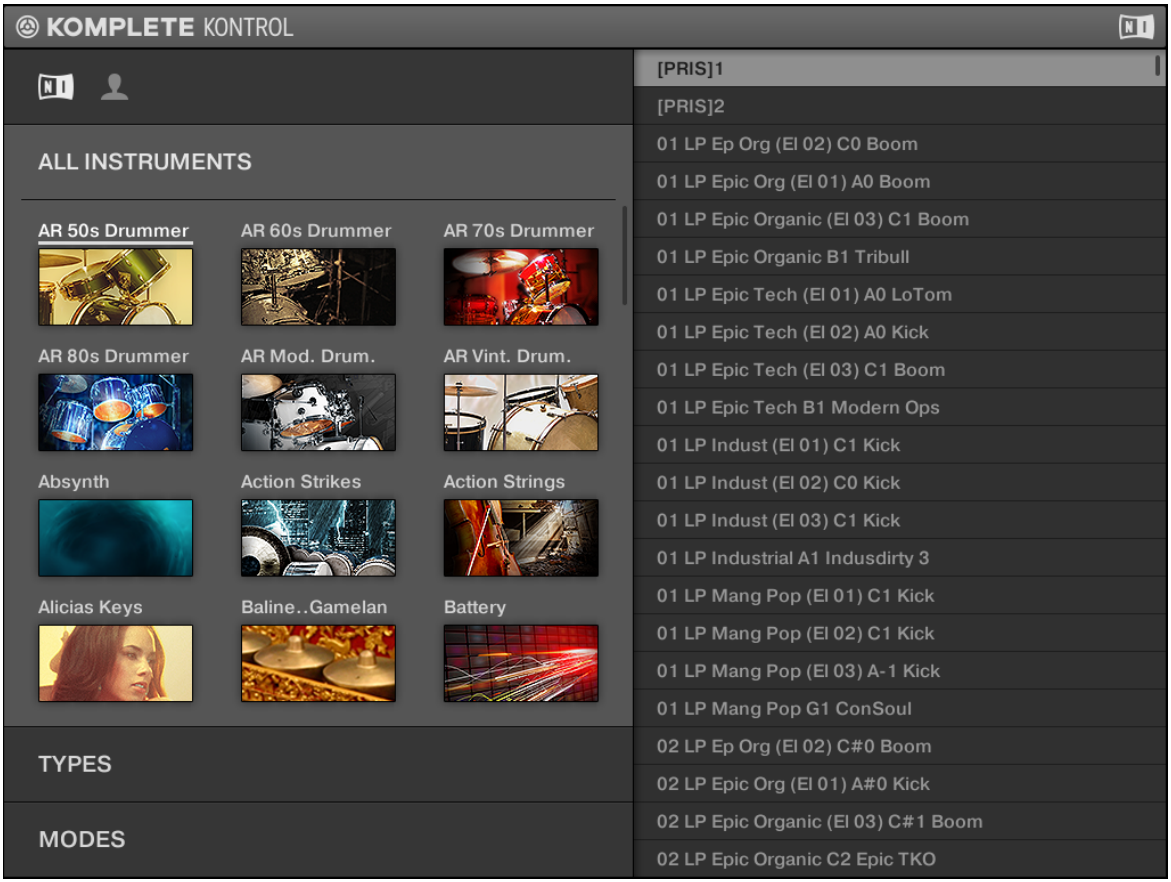
1. Choose a product category or a product in the Product selector (**2**). If you have selected a product you can further choose a particular bank, if any.
2. Select tags in the TYPES filter (**3**) and the MODES filter (**4**) describing what you are looking for.

The above steps are described in detail in the following sections.

Opening the Browser

► To call up the on-screen overlay and display the Browser, press the BROWSE button in the NAVIGATE section on your KOMPLETE KONTROL S-SERIES keyboard.

The first time in a session that you call up the Browser the focus will be on the Product selector. This is the **default position** of the Browser and is shown in the image below.



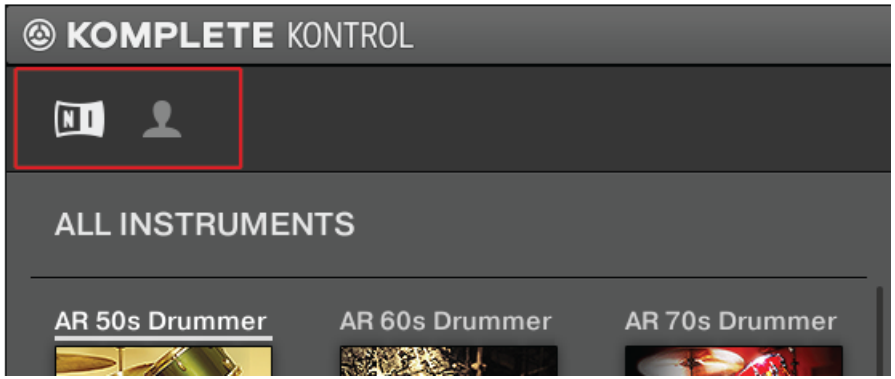
On-screen overlay depicting the default position of the Browser

At first you will see all your installed KOMPLETE instruments on the left side and a list of their presets on the right side: the result list. As the comprehensive result list can contain a very large amount of presets, it might take some time to scroll through to find the preset you are looking for. The Browser you see on the on-screen overlay is using the same tag-based filter system as the Browser in the regular KOMPLETE KONTROL software (described in detail section ↑6.2.4, Selecting Type and Mode Tags) to filter presets after your needs. Continue reading to find out how easy it is to find and load a preset that perfectly fits what you are looking for.

- To scroll through your KOMPLETE instruments, presets, or filters, turn the Control encoder. Pressing the Control encoder selects the focused item.
- To switch focus to another section of the Browser, press the Navigate arrows.

Choosing Between Factory 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:



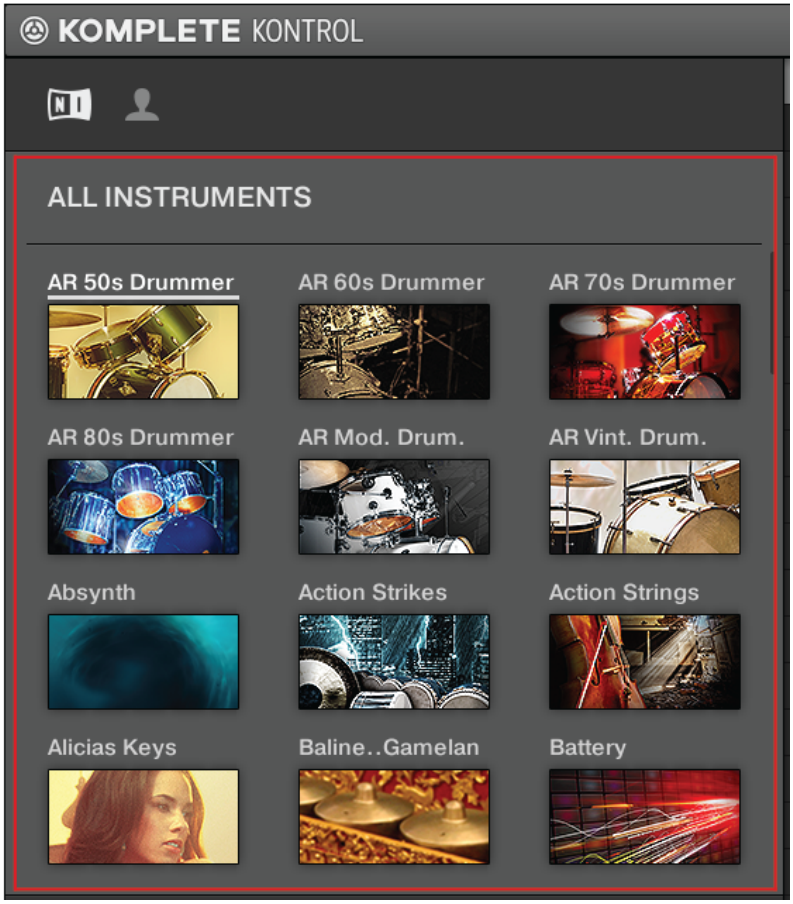
The Content selector.

- Press the Control encoder to select the NI icon and search the factory content, or turn and then press the Control encoder to select the User icon and search the user content.

6.6.2 Selecting a Product and a Bank

The Product selector allows you to limit your search to a particular product or a specific bank of the product.

By default there is no particular selection in the Product selector; it reads All Instruments:



The open Product selector without any instrument selected.

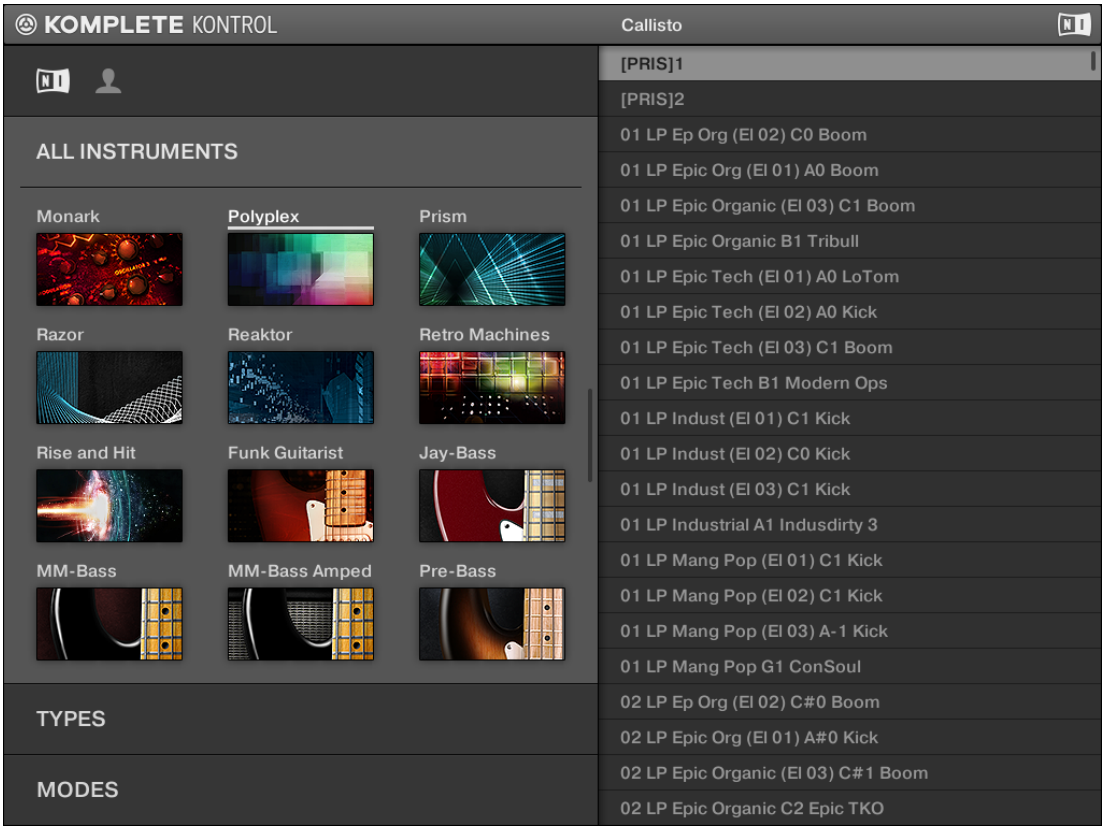
Selecting a Product

► To open the Product selector and display the KOMPLETE instruments, press the Navigate arrows until the Product list is focused.

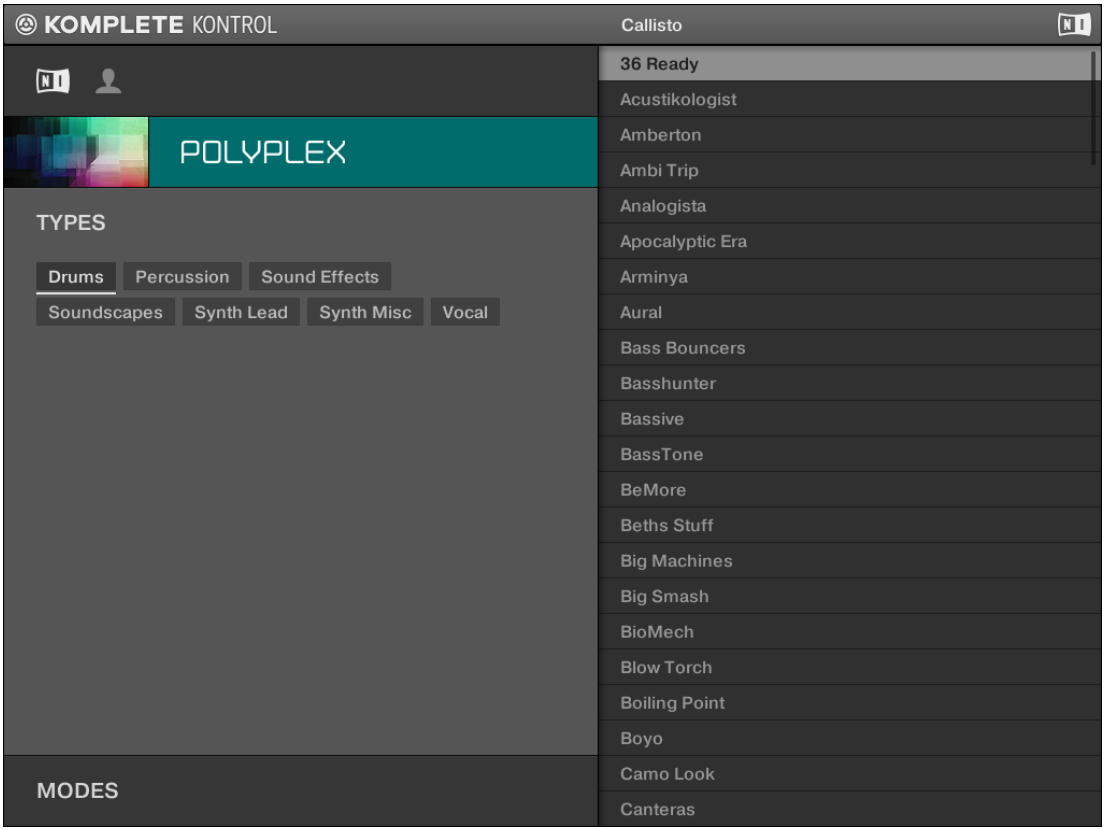
→ The Product selector opens up and displays the KOMPLETE Library.

> Products are shown in the Product selector only if the KOMPLETE Library contains files for them. If you haven't updated a particular Native Instruments instrument, the icon for that product might not be available in the Product selector when the factory content is selected in the Content selector—to prevent this, make sure that all your Native Instruments products are up to date.

► To select a KOMPLETE instrument from the Product selector, turn the Control encoder and then press it when the instrument you want is focused.



→ The selected instrument is displayed in the Product selector header. The result list on the right side of the Browser is filtered accordingly and displays only presets belonging to the instrument you selected.



Resetting the Product Selection

► To reset the selection made in the Product selector, press SHIFT + BACK button on your KOMPLETE KONTROL S-SERIES keyboard.

→ The product selection is cancelled. The Product selector displays the generic label All Instruments. The tag filter and the result list now include files for all products.

Selecting a Bank

When you select specific products in the Product list (see description above), an additional **Bank menu** appears under the closed Product selector:

The Bank menu showing All Banks for REAKTOR instruments

This Bank menu allows you to select a particular bank of files for the selected product (REAKTOR in the picture above).

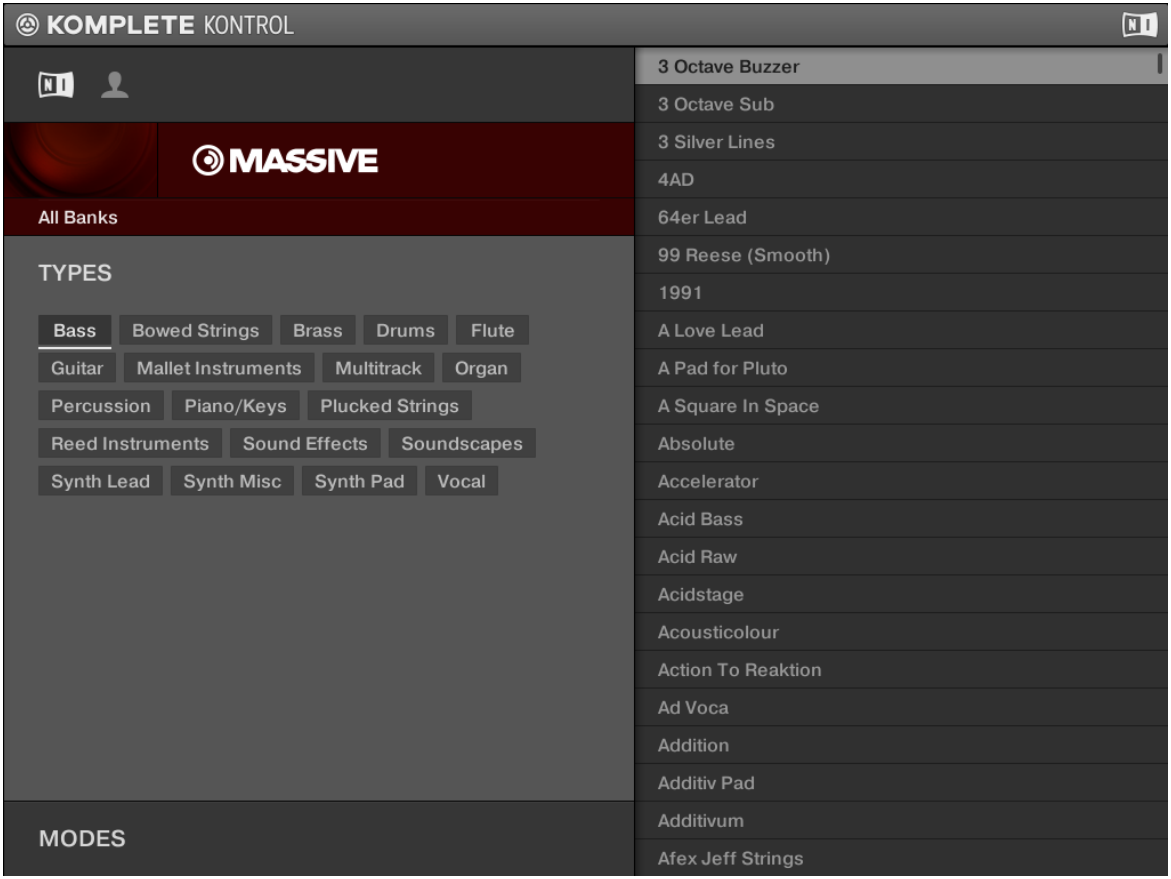
► To select a particular bank for the selected product, turn and then press the Control encoder to choose a bank from the available entries.

→ Upon your selection the Bank menu closes and the result list displays the presets from the selected bank. The tag filter and result list underneath further narrow their content accordingly.

Banks can be, e.g., additional libraries (e.g., MASSIVE EXPANSIONS), different versions of the original Factory Library (e.g., FM7 Legacy and FM8 Factory Library), or any other content categorization specific to a particular product.

6.6.3 Selecting Type and Mode Tags

The tag filter that appears under the Product selector allows you to search for files according to particular characteristics, effect type, sonic character, etc. Tags can be of two kinds: type or mode. You can select them via the TYPES and MODES filter, respectively.



TYPES filter for MASSIVE

► To display the available tags, move focus to the TYPES or MODES level by pressing the Navigate arrows on your KOMPLETE KONTROL S-SERIES keyboard.

To select the desired tags in the tag filter and limit the search to the files marked with them:

1. Turn the Control encoder to scroll to the tag you want.
2. When the tag you want is focused, press the Control encoder to select it.

You can also press the ENTER button to select any focused item in the Browser.

► Focus the selected tags and press the Control encoder again to deselect them and broaden the search.

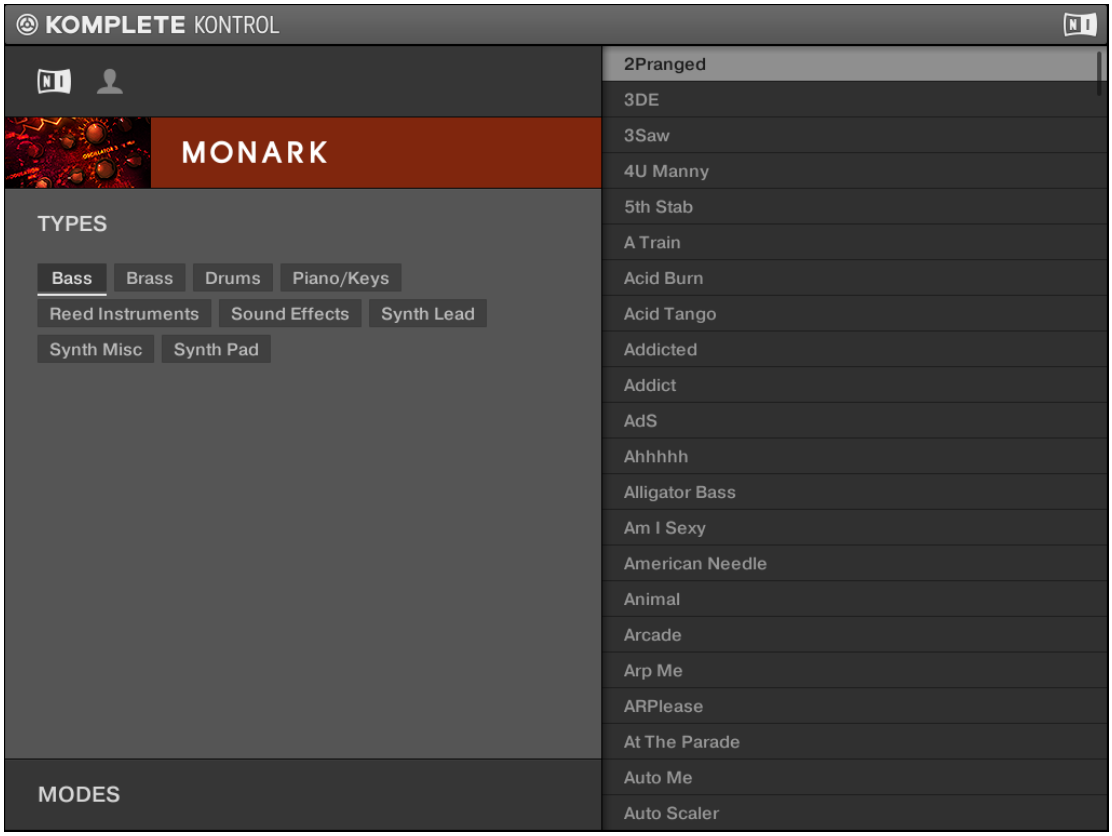
Types

The type tags are structured into two hierarchical levels. You can select them via the TYPES filter:

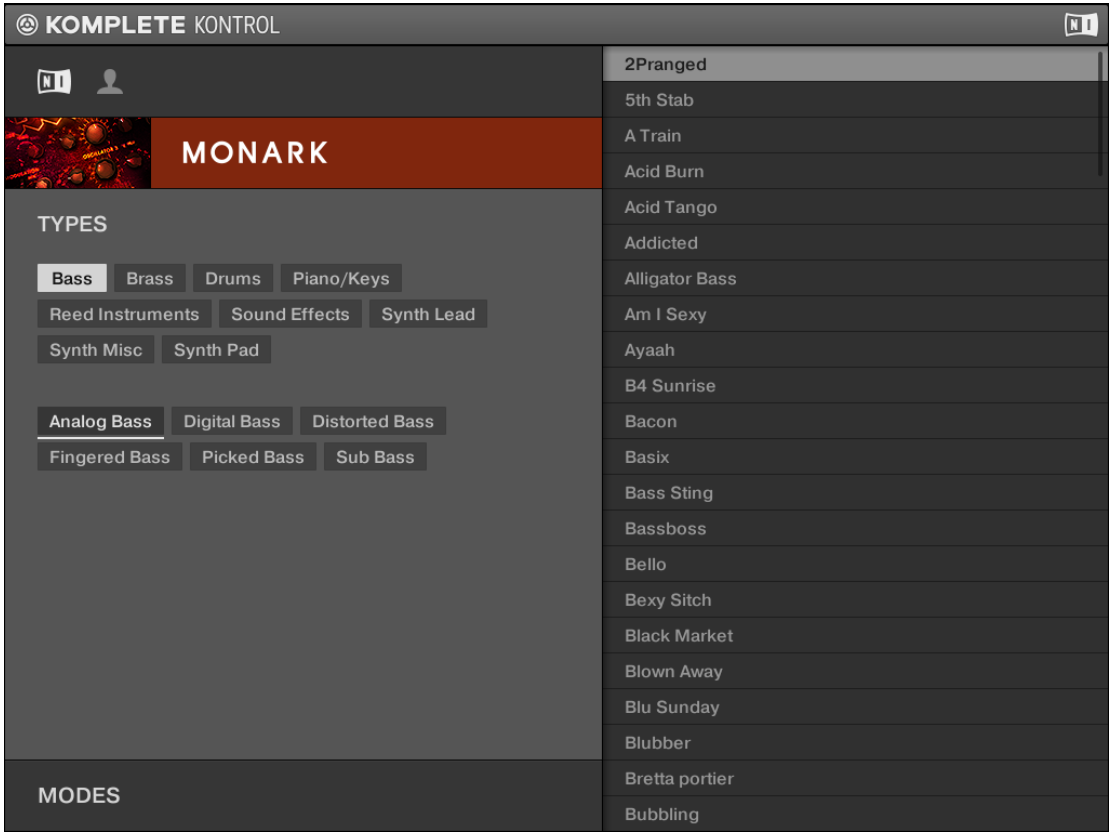
- At first the TYPES filter displays the available top-level tags only.
- As soon as you select a tag at the top level, the second level appears underneath with subtags of the selected tag.
- The hierarchical structure means that the sets of subtags are specific to each tag of the level above.

Example: Imagine that you are looking for a bass line from the MONARK instrument:

- You have already selected the Monark product in the Product selector (for more information on this, see section ↑6.6.2, Selecting a Product and a Bank). For now the TYPES filter shows only top-level tags:

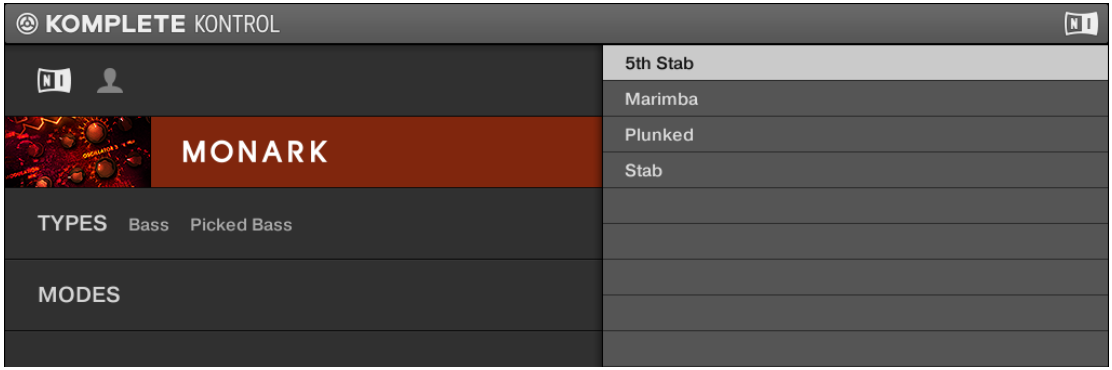


- In order to find a bass sound, you first select the Bass tag from the TYPES filter.
  Upon your selection the second level of tags appears underneath with subtypes like Analog Bass, Fingered Bass, etc.:

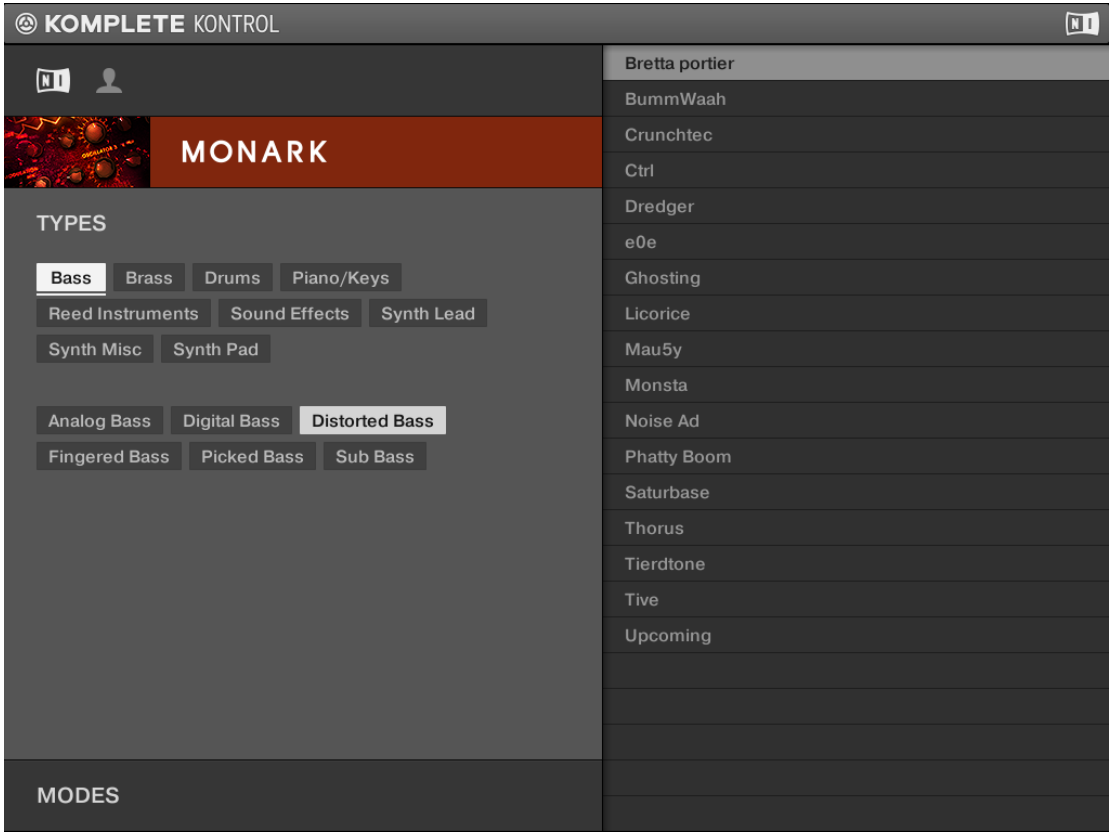


Press the Navigate down arrow to focus the second level of tags. In this second level, you select the subtype you want for your bass line.

By selecting any of these tags, say, Picked Bass, you will narrow your search to this particular subtype of bass sounds:



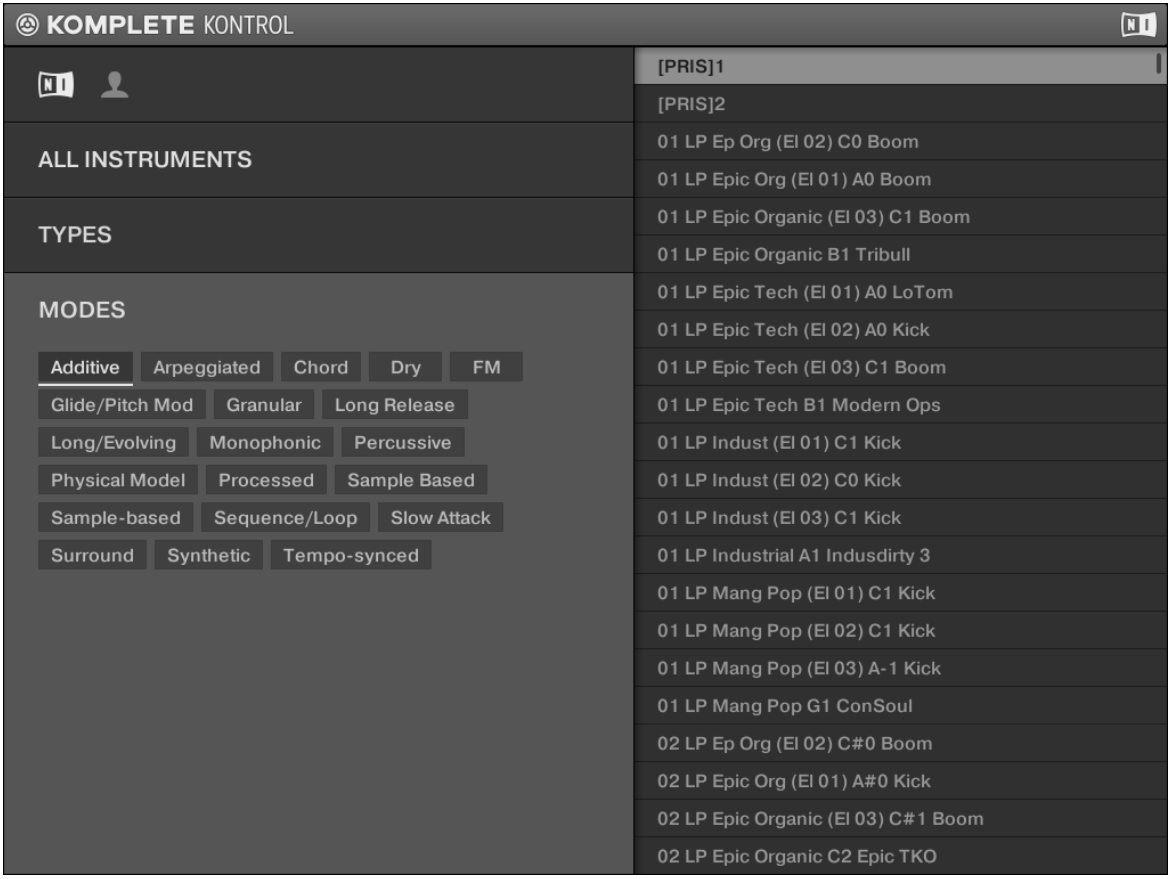
- Now imagine that you have loaded a picked bass preset but you decided you want something that sounds a bit rougher: You leave the Bass tag selected at the top level of the TYPES filter and go directly to the second level, where you select Distorted Bass instead of Picked Bass. As you select Distorted Bass, the result list is filtered accordingly.



This allows you to quickly find various presets with similar characteristics—here, a distorted bass sound.

You can also search for presets from all instruments ion the KOMPLETE library by not selecting an instrument in the Product selector. Instead you then search using only the TYPES and MODES filters.

Modes



The MODES filter

► To display the MODES filter of the tag-based Browser, press the Navigate buttons until it is focused.

- 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 available. 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 files satisfying any of their tags.

Selecting Multiple Tags from the Same Level

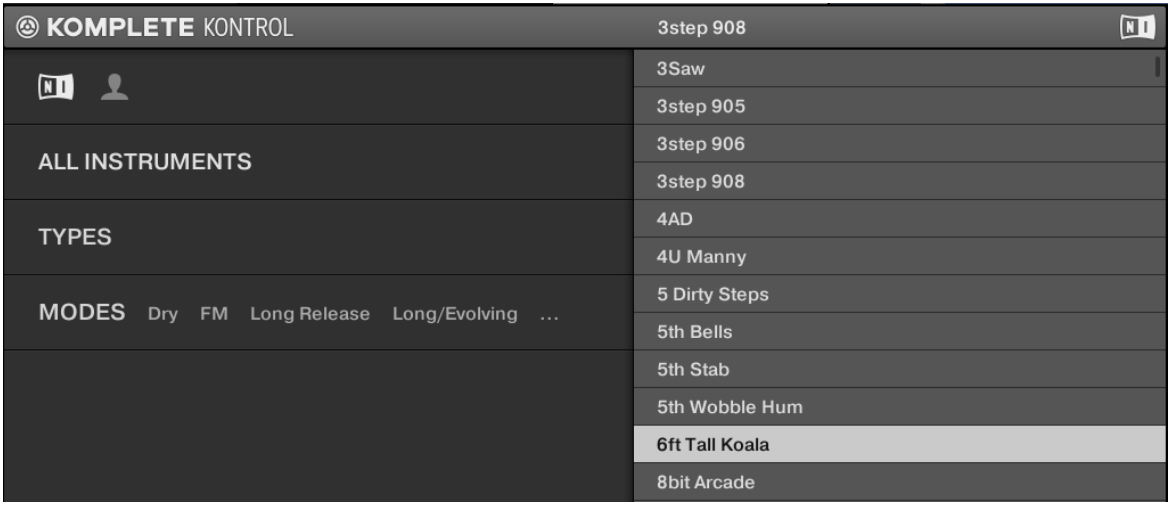
In both TYPES and MODES filter you can select **multiple tags** from the same level:

▶ Press and hold the SHIFT button and scroll and then press the Control encoder to focus and select 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.

6.6.4 Using the Result List

The Result list shows all the files that match your query:



The result list

► If the list is too long to fit in the display, use the Control encoder to show the remaining items.

Scrolling and Selecting Files in the Result List

► To select a preset in the result list, use the Control encoder to scroll to it and then load it by pressing the ENTER button.

The instrument preset loaded will replace the one previously loaded, if any!

Loading Files with the PRESET Buttons

Pressing the PRESET up and down buttons in the upper right corner of the NAVIGATE section on your KOMPLETE KONTROL S-SERIES keyboard will automatically load whichever instrument preset is currently above or beneath the focused file in the result list.

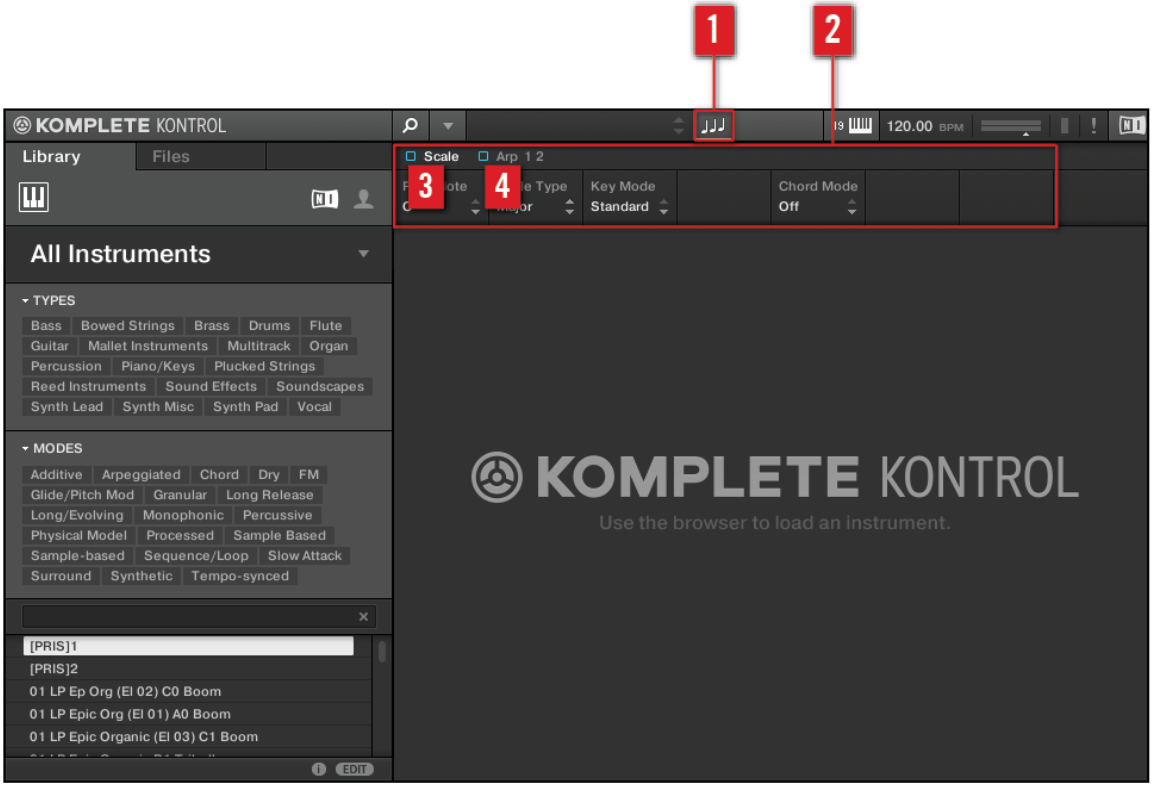
The instrument preset loaded will replace the one previously loaded, if any!

7 KOMPLETE KONTROL Smart Play

One of the most powerful and creative features of KOMPLETE KONTROL is Smart Play. It allows you to play chords and arpeggiated note sequences according to a vast amount of selectable scales and other parameters. You can even generate chords by selecting sets of harmonizers to add onto the notes you play, effectively making chords out of single notes. The Smart Play functions are available in the KOMPLETE KONTROL Perform Panel or can be accessed via the PERFORM section on the far left of the KOMPLETE KONTROL S-SERIES keyboard and edited in the central Control section (see section ↑7.2, Keyboard PERFORM Section Overview). Additionally, the Light Guide directly above the keybed (see section ↑5.7, The Light Guide) indicates what keys are active or inactive in a selected scale or chord mode.

The PERFORM section, the Control section, and the keybed with the Light Guide

7.1 Software Perform Panel Overview



The default view of the Perform Panel: showing Scale parameters

(**1**) **Perform Panel button**: Shows and hides the Perform Panel with all its parameters. The Perform Panel button lights blue when Scale or Arp is active.

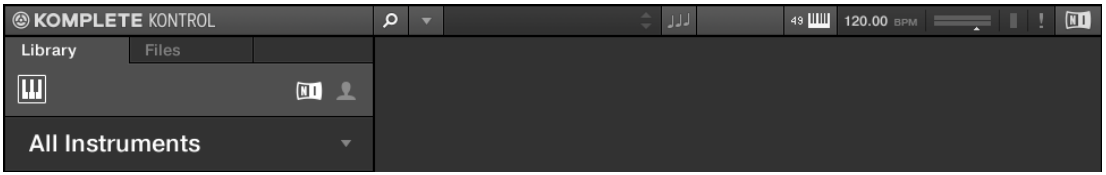
(**2**) **Perform Panel**: Contains all performance features and parameters. The Perform Panel lets you access and edit all available menus for Scale and Arp. Clicking Scale displays all the scale parameters; clicking Arp displays all the arp parameters.

(**3**) Scale: Clicking the check box left of Scale switches the scale engine on or off. Clicking the Scale label displays the scale parameters. For detailed information on Scale and its parameters, see section ↑7.4, Scale Engine and ↑7.5, Scale Parameters.

(**4**) Arp: Clicking the check box left of Arp switches the arpeggiator on or off. Clicking the Arp label displays the arp parameters. For detailed information on Arp and its parameters, see section ↑7.5.5, Chord Type and ↑7.7, Arp Parameters.

Showing/Hiding the Perform Panel

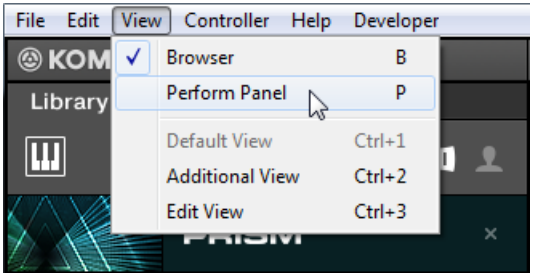
- To open the Perform Panel and view the Scale and Arp parameters, click the Perform Panel button in the header.



  Click it once more to hide the Perform Panel.

- To open or close the Perform Panel from the KOMPLETE KONTROL menu, click the downward pointing arrow and select *Perform Panel* from the View submenu of the appearing drop-down menu.

► To open or close the Perform Panel from the application menu bar, click View and select *Perform Panel* from the appearing drop-down menu.

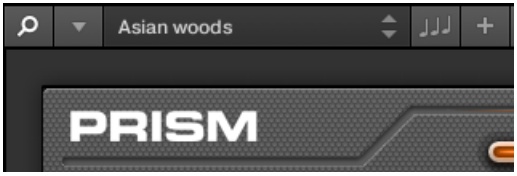


In stand-alone mode, you can also show/hide the Perform Panel from your computer keyboard via the [P] key.

Perform Panel Button States

The four states of the Perform Panel button indicate whether the engines are active or inactive and also whether the Perform Panel is open or not.

- When the Perform Panel is hidden and inactive, the Perform Panel button is grayed out.



Perform Panel hidden, engines inactive

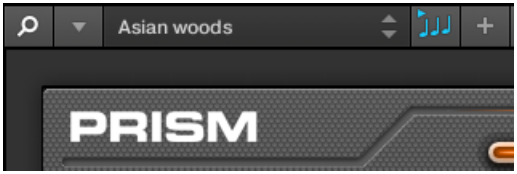
- When the Perform Panel is open but engines are inactive, the Perform Panel button lights up white and displays a white panel at the bottom of the button.

Perform Panel open, engines inactive

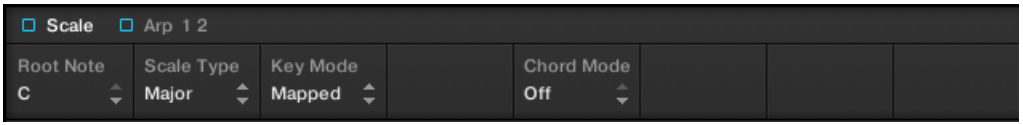
- When the Perform Panel is open and one or both engines are active, the Perform Panel button lights up blue and displays a play symbol as well as a blue panel at the bottom of the button.

Perform Panel open, Scale and Arp active

- When the Perform Panel is hidden but active, the Perform Panel button lights up blue. No panel is displayed.



Perform Panel hidden, one or both engines active

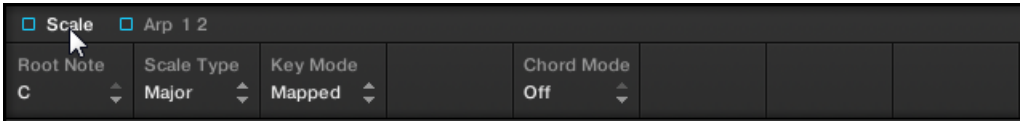


The default view of the Perform Panel: showing Scale parameters

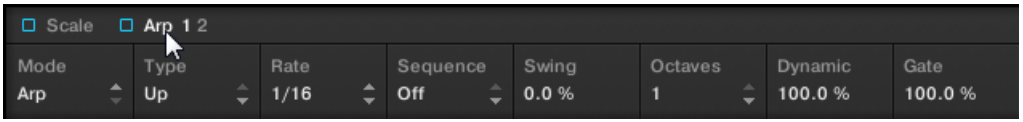
The performance features are editable parameters that come in the form of drop-down menus or click-and-drag controls.

Switching Pages

► To view the Scale page, click the Scale label.

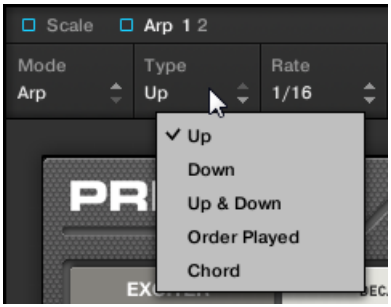


► To view the Arp page, click the Arp label.



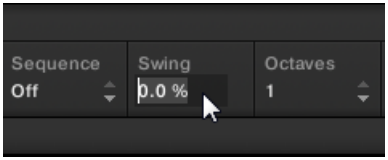
Setting a Parameter Value

► To set a value for a drop-down menu parameter, click it and select the value from the appearing menu.



Selecting a Type from the Arp parameters

► To set a value for drag-control parameters, either click and drag the value with your mouse or double-click it and then enter a value with your computer keyboard.

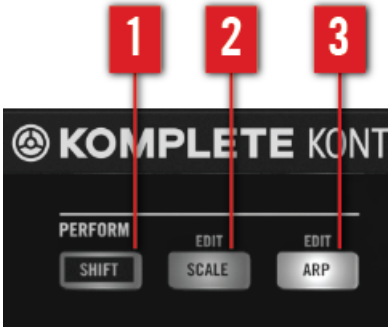


Setting a Swing value from the Arp parameters

The engine for which you are editing parameters must be switched on (check box filled blue) for the settings to become active.

7.2 Keyboard PERFORM Section Overview

The buttons of the PERFORM 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 will be visible and editable via the displays and knobs in the Control section (see ↑5.5, Control Section for information).



The PERFORM section

(**1**) SHIFT: Pressing and holding the SHIFT button lets you access the secondary function of controls labeled as such, for example the EDIT functions of the SCALE (**2**) and ARP (**3**) buttons. Pressing SHIFT while turning the knobs in the Control section changes their values in finer increments.

(**2**) SCALE: Pressing the SCALE button switches the scale engine on or off. Holding SHIFT while pressing SCALE lets you edit the scale parameters via the Control section's knobs and displays.

(**3**) ARP: Pressing the ARP button switches the arpeggiator on or off. Holding SHIFT while pressing ARP lets you edit the arp parameters via the Control section's knobs and displays.

7.2.1 SCALE Button Functions

► To access the scale parameters for editing, press SHIFT + SCALE.

→ The SCALE parameters (see ↑7.5, Scale Parameters) are displayed and can be edited via the knobs in the Control section.

▶ To switch the scale engine on or off, press the SCALE button so it lights up.

→ The settings of the SCALE parameters are reflected by the Light Guide.

▶ To map the knobs and displays to instrument parameters again, press SHIFT + SCALE once more. You can also press the BACK button in the NAVIGATE section. The scale engine will still be switched on.

7.2.2 ARP Button Functions

▶ To access the arpeggiator parameters for editing, press SHIFT + ARP.

→ The ARP parameters (see ↑7.7, Arp Parameters) are displayed and can be edited via the knobs in the Control section.

▶ To switch the arpeggiator on or off, press the ARP button so it lights up.

→ The settings of the ARP parameters are reflected by the Light Guide.

▶ To map the knobs and displays to instrument parameters again, press SHIFT + ARP once more. You can also press the BACK button in the NAVIGATE section. The arpeggiator will still be switched on.

7.3 A Note about Music Theory

KOMPLETE KONTROL has built-in scales and harmonies that you can select to play your KOMPLETE instruments with chords and arpeggios. To learn more about what that really means, continue reading below. To skip directly to detailed information about the Perform Panel's parameters, proceed to ↑7.4, Scale Engine and ↑7.5.5, Chord Type.

7.3.1 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 arpeggios 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.

7.3.2 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 ↑7.3.1, Scales, 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.

7.3.3 Arpeggios

In section ↑7.3.2, Chords above 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 *arpeggio*. If chords have to do with adding harmony to a note, then arpeggios 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."

7.4 Scale Engine

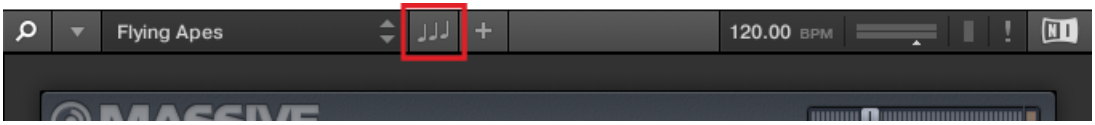
KOMPLETE KONTROL comes equipped with a vast amount of scales that you can select and use to play your KOMPLETE instruments. This opens up possibilities to play an instrument such as a piano according to, e.g., the minor pentatonic scale without hitting a "false" note. In Chord Mode you can use the provided scales to combine individual note harmonies into chords. Combined with the arpeggiator (see section ↑7.6, Arpeggiator), you can even play scales automatically simply by pressing down a key on your 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 your KOMPLETE KONTROL S-SERIES keyboard and is reflected by the Light Guide. This means that regardless of what keys you actually press down on your keyboard —or what MIDI notes you send from your host application—the notes that are being played back are always mapped onto the closest notes contained in the scale that you selected.

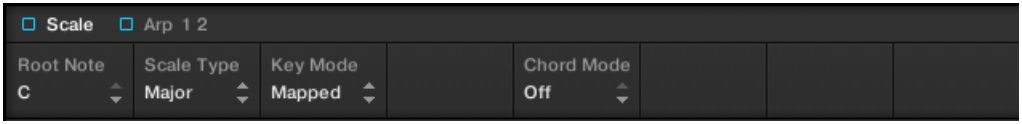
To learn more about each of the Scale parameters, see section ↑7.5, Scale Parameters.

Activating Scale in the KOMPLETE KONTROL Software

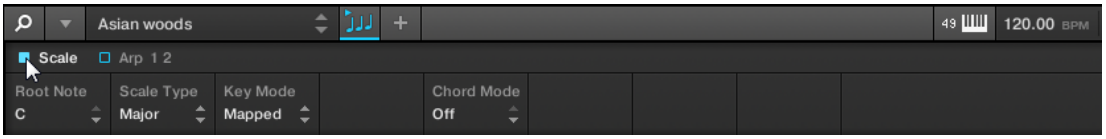
► Click the Perform Panel button in the KOMPLETE KONTROL Header to show the Perform Panel.



→ 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.



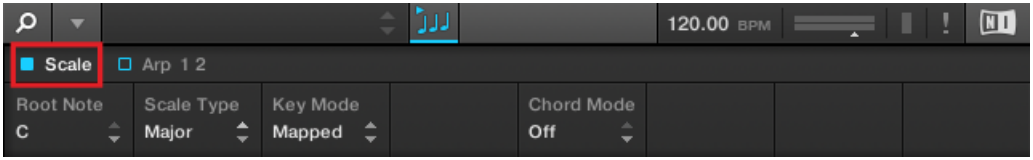
Activating Scale on the KOMPLETE KONTROL S-SERIES Keyboard

► To switch on the Scale engine, press SCALE in the PERFORM section on the keyboard.

7.5 Scale Parameters

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

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



► To edit the Scale parameters in the Control section of the KOMPLETE KONTROL S-SERIES keyboard, press SHIFT + SCALE.

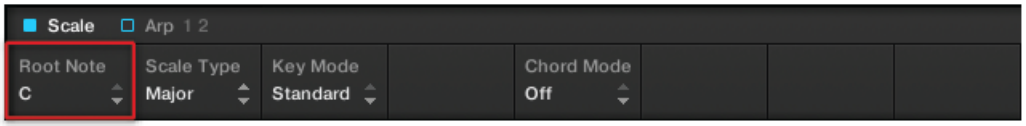
→ The PAGE display in the keyboard's Control section reads SCALE, indicating that you are editing Scale parameters:

Available Scale Parameters

- For information about Root Note and how to select **the first key in a scale**, see section ↑7.5.1, Root Note.
- For information about Scale Type and **mapping musical scales onto the keys** of your keyboard, see section ↑7.5.2, Scale Type.
- For information about Key Mode and **playing white keys only** in *Easy* mode, see section ↑7.5.3, Key Mode.
- For information about **generating chords** with Chord Mode and Chord Type, see sections ↑7.5.4, Chord Mode and ↑7.5.5, Chord Type.

For information on Arp parameters, see section ↑7.7, Arp Parameters.

7.5.1 Root Note



The Scale parameter Root Note, default value C

The first SCALE parameter on the keyboard corresponds to the Root Note parameter in the software

The leftmost Scale parameter is Root Note. On the keyboard, the Root Note setting is displayed as the first SCALE parameter, mapped to Knob 1 of the Control section. 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 ↑7.5.2, Scale Type). You can transpose any scale pattern up or down by selecting a different Root Note.

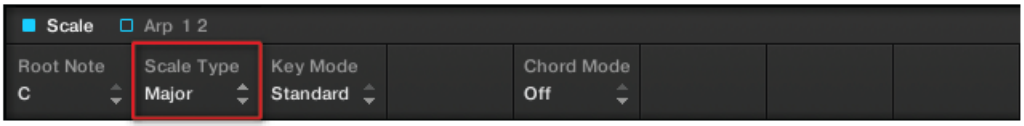
The Light Guide indicates the selected Root Note via fully lit LEDs, while other active keys are half-lit.

The Root Note setting includes the following values:

- *C*
- *C#*
- *D*
- *D#*
- *E*
- *F*

- *F#*
- *G*
- *G#*
- *A*
- *A#*
- *B*

7.5.2 Scale Type



The Scale parameter Scale Type, default value *Major.*

The second SCALE parameter on the keyboard corresponds to the Scale Type parameter in the software.

The second parameter from the left is Scale Type. On the keyboard, the Scale Type setting is displayed as the second SCALE parameter, mapped to Knob 2 of the Control section. Use it to decide the scale pattern (see section ↑7.5.1, Root Note) according to which the notes will be mapped onto the keys of your KOMPLETE KONTROL S-SERIES keyboard.

For example, using the default Root Note value *C* combined with the default Scale Type value *Major*, 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 a KOMPLETE instrument via an incoming MIDI pattern from your host software, the notes of the MIDI pattern will be mapped onto the closest keys belonging to the selected Scale 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 Scale Type is set to *Chromatic* (named CHROM on the keyboard), but instead as **C**-**D**-**E** if Scale Type is set to *Major*.

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

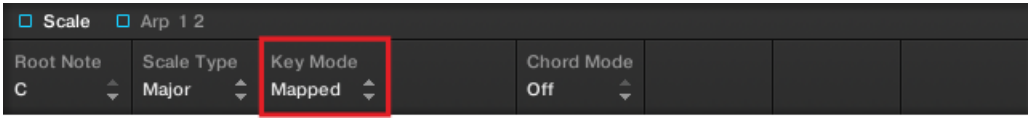
The Scale Type setting includes the following values:

Scale Type	Keys per Octave											
All Keys	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**
Chromatic												
Corresponding Mapping	**R**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**
Example with Root Note: *C*	C	C#	D	D#	E	F	F#	G	G#	A	A	B
Major												
Corresponding Mapping	**R**	**2**	**2**	**3**	**3**	**4**	**5**	**5**	**6**	**6**	**7**	**7**
Example with Root Note: *C*	C	D	D	E	E	F	G	G	A	A	B	B
Minor												
Corresponding Mapping	**R**	**R**	**2**	**b3**	**b3**	**4**	**5**	**5**	**b6**	**b6**	**b7**	**b7**
Example with Root Note: *C*	C	C	D	Eb	Eb	F	G	G	Ab	Ab	Bb	Bb
Harmonic Minor												
Corresponding Mapping	**R**	**R**	**2**	**b3**	**b3**	**4**	**5**	**5**	**b6**	**b6**	**7**	**7**
Example with Root Note: *C*	C	C	D	Eb	Eb	F	G	G	Ab	Ab	B	B
Major Pentatonic												

Scale Type	Keys per Octave											
Corresponding Mapping	**R**	**R**	**2**	**2**	**3**	**3**	**5**	**5**	**5**	**6**	**6**	**R**
Example with Root Note: *C*	C	C	D	D	E	E	G	G	G	A	A	C
Minor Pentatonic												
Corresponding Mapping	**R**	**R**	**b3**	**b3**	**4**	**4**	**4**	**5**	**5**	**b7**	**b7**	**R**
Example with Root Note: *C*	C	C	Eb	Eb	F	F	F	G	G	Bb	Bb	C
Blues												
Corresponding Mapping	**R**	**R**	**R**	**b3**	**b3**	**4**	**#4**	**5**	**5**	**b7**	**b7**	**R**
Example with Root Note: *C*	C	C	C	Eb	Eb	F	F#	G	G	Bb	Bb	C
Japanese												
Corresponding Mapping	**R**	**2**	**2**	**b3**	**b3**	**5**	**5**	**5**	**b6**	**b6**	**R**	**R**
Example with Root Note: *C*	C	D	D	Eb	Eb	G	G	G	Ab	Ab	C	C
Freygish												
Corresponding Mapping	**R**	**b2**	**b2**	**3**	**3**	**4**	**5**	**5**	**b6**	**b6**	**b7**	**b7**
Example with Root Note: *C*	C	Db	Db	E	E	F	G	G	Ab	Ab	Bb	Bb
Gypsy												
Corresponding Mapping	**R**	**2**	**2**	**b3**	**b3**	**#4**	**#4**	**5**	**b6**	**b6**	**7**	**7**
Example with Root Note: *C*	C	D	D	Eb	Eb	F#	F#	G	Ab	Ab	B	B
Flamenco												
Corresponding Mapping	**R**	**b2**	**b2**	**3**	**3**	**4**	**5**	**5**	**b6**	**b6**	**7**	**7**
Example with Root Note: *C*	C	Db	Db	E	E	F	G	G	Ab	Ab	B	B

Scale Type	Keys per Octave											
Altered												
Corresponding Mapping	**R**	**b2**	**b2**	**b3**	**b4**	**b5**	**b5**	**b6**	**b6**	**b7**	**b7**	**R**
Example with Root Note: *C*	C	Db	Db	Eb	Fb	Gb	Gb	Ab	Ab	Bb	Bb	C
Whole Tone												
Corresponding Mapping	**R**	**R**	**2**	**3**	**3**	**#4**	**#4**	**#5**	**#5**	**#6**	**#6**	**R**
Example with Root Note: *C*	C	C	D	E	E	F#	F#	G#	G#	A#	A#	C
Half-Whole Diminished												
Corresponding Mapping	**R**	**b2**	**b2**	**#2**	**3**	**#4**	**#4**	**5**	**6**	**6**	**b7**	**b7**
Example with Root Note: *C*	C	Db	Db	D#	E	F#	F#	G	A	A	Bb	Bb
Whole-Half Diminished												
Corresponding Mapping	**R**	**R**	**2**	**b3**	**b3**	**#3**	**#4**	**#4**	**#5**	**6**	**7**	**7**
Example with Root Note: *C*	C	C	D	Eb	Eb	E#	F#	F#	G#	A	B	B

7.5.3 Key Mode



The Scale parameter Key Mode, default value *Mapped*.

The KEY MODE parameter on the keyboard

The third Scale parameter is Key Mode. On the keyboard, the KEY MODE setting is mapped to Knob 3 of the Control section. It defines how the selected scale is mapped to the keys of your keyboard. This is also reflected by the Light Guide (see section ↑5.7, The Light Guide). The Key Mode menu consists of the following three modes, which are described in detail below:

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

Guide Mode

In *Guide* mode, the notes of the selected scale 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.

Mapped Mode (Default)

In *Mapped* mode, the notes of the selected scale are mapped to the keyboard exactly as detailed in the table in section ↑7.5.2, Scale Type. 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 Key Mode is set to its default value Mapped.

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 (see section ↑7.5.1, 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.

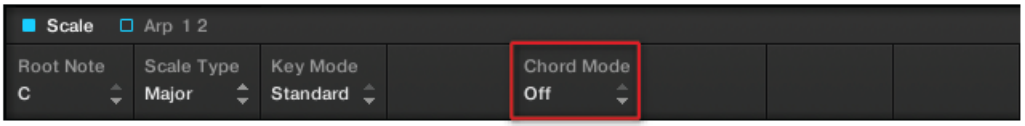
For a detailed list of the *Easy* mode mappings for each scale, see below.

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	
Minor								
Corresponding Mapping	**R**	**2**	**b3**	**4**	**5**	**b6**	**b7**	
Example with Root Note: *C*	C	D	Eb	F	G	Ab	Bb	
Harmonic Minor								
Corresponding Mapping	**R**	**2**	**b3**	**4**	**5**	**b6**	**7**	
Example with Root Note: *C*	C	D	Eb	F	G	Ab	B	
Major Pentatonic								
Corresponding Mapping	**R**	**2**	**3**	**5**	**6**			
Example with Root Note: *C*	C	D	E	G	A			
Minor Pentatonic								
Corresponding Mapping	**R**	**b3**	**4**	**5**	**b7**			

Scale Type	Mapping in Key Mode: Easy							
Example with Root Note: *C*	C	Eb	F	G	Bb			
Blues								
Corresponding Mapping	**R**	**b3**	**4**	**#4**	**5**	**b7**		
Example with Root Note: *C*	C	Eb	F	F#	G	Bb		
Japanese								
Corresponding Mapping	**R**	**2**	**b3**	**5**	**b6**			
Example with Root Note: *C*	C	D	Eb	G	Ab			
Freygish								
Corresponding Mapping	**R**	**b2**	**3**	**4**	**5**	**b6**	**b7**	
Example with Root Note: *C*	C	Db	E	F	G	Ab	Bb	
Gypsy								
Corresponding Mapping	**R**	**2**	**b3**	**#4**	**5**	**b6**	**7**	
Example with Root Note: *C*	C	D	Eb	F#	G	Ab	B	
Flamenco								
Corresponding Mapping	**R**	**b2**	**3**	**4**	**5**	**b6**	**7**	
Example with Root Note: *C*	C	Db	E	F	G	Ab	B	
Altered								
Corresponding Mapping	**R**	**b2**	**b3**	**b4**	**b5**	**b6**	**b7**	
Example with Root Note: *C*	C	Db	Eb	Fb	Gb	Ab	Bb	

Scale Type	Mapping in Key Mode: Easy							
Whole Tone								
Corresponding Mapping	**R**	**2**	**3**	**#4**	**#5**	**#6**		
Example with Root Note: *C*	C	D	E	F#	G#	A#		
Half-Whole Diminished								
Corresponding Mapping	**R**	**b2**	**#2**	**3**	**#4**	**5**	**6**	**b7**
Example with Root Note: *C*	C	Db	D#	E	F#	G	A	Bb
Whole-Half Diminished								
Corresponding Mapping	**R**	**2**	**b3**	**#3**	**#4**	**#5**	**6**	**7**
Example with Root Note: *C*	C	D	Eb	E#	F#	G#	A	B

7.5.4 Chord Mode



The Scale parameter Chord Mode, default value *Off*.

The CHORD parameter on the keyboard corresponds to the Chord Mode parameter in the software

A very useful and creative Scale parameter is Chord Mode. On the keyboard, the Chord Mode setting is displayed as the first CHORD parameter, mapped to Knob 5 of the Control section. Use it to generate chords from single notes, either from your KOMPLETE KONTROL S-SERIES or from incoming MIDI notes from your host software.

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.

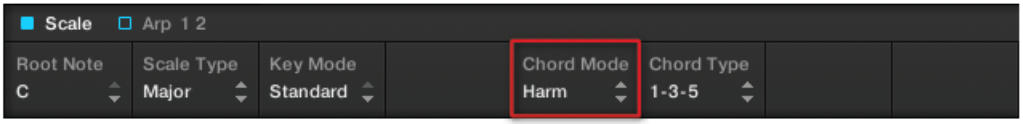
Chord Mode has one inactive (*Off*) and two active states, which are described in detail below:

- *Off*
- *Harmonizer* (named HARM on the keyboard)
- *Chord Set* (named CHD SET on the keyboard)

Harmonizer

In the *Harmonizer* state, you specify the interval of notes in the selected Scale Type (see ↑7.5.2, Scale Type) that will constitute the chord from the Chord Type menu (see ↑7.5.5, Chord Type): E.g. a triad in the form of the root note, the third note, and the fifth note (Chord Type value *1-3-5*).

Selecting *Harmonizer* sets the Chord Type menu to display a series of note intervals, letting you decide what keys should be used to generate a chord.



The Scale parameter Chord Mode, set value *Harmonizer*.

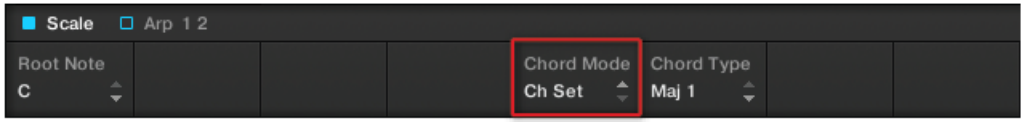
The Scale parameter CHORD, set value HARM.

Chord Set

In the *Chord Set* state, Chord Types (see ↑7.5.5, Chord Type) are selected from a list of major and minor chords depending on the selected Root Note (see ↑7.5.1, Root Note).

The Scale Type and Key Mode parameters are not available when Chord Mode is set to *Chord Set*.

Selecting *Chord Set* sets the Chord Type menu to display a list of major and minor chords. Scale Type and Key Mode are hidden.



The Scale parameter Chord Mode, set value *Chord Set*.

The Scale parameter CHORD, set value CHD SET.

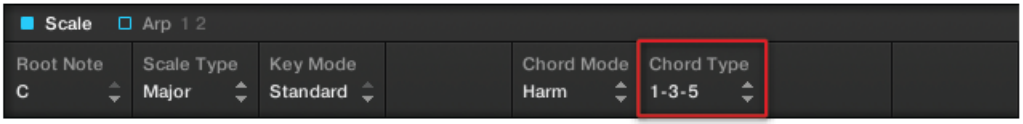
7.5.5 Chord Type

The last Scale parameter is Chord Type. On the keyboard, the Chord Mode setting is displayed as the second CHORD parameter, mapped to Knob 6 of the Control section. 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 *Harmonizer* or *Chord Set*, as described in detail below.

Chord Type, Chord Mode Set to Harmonizer



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

Chord Type displaying available parameters with HARM selected.

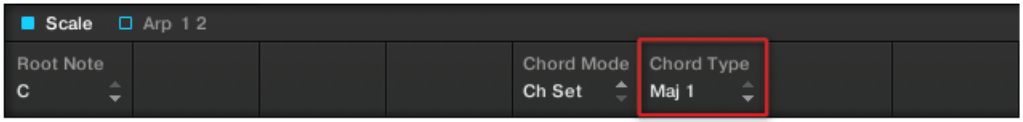
If Chord Mode is set to *Harmonizer*, then Chord Type will offer you a selection of individual notes present in the selected Scale Type (see ↑7.5.2, Scale Type). This means that for all scales except the 12-tone *Chromatic* scale (see further below), you can select the interval of notes that will make up your chord.

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

When Chord Mode is set to *Harmonizer*, 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 Scale parameter Chord Type, set value *Major 1* (Chord Mode set to Chord Set (*Ch Set*)).

Chord Type displaying available parameters with CHD SET selected

If Chord Mode (see ↑7.5.4, Chord Mode) is set to *Chord Set* and, for example, the Root Note (see ↑7.5.1, Root Note) is set to *C*, then the Chord Type menu presents you with a list of selectable chords. Values are, e.g., *Major 4* and *Minor 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 *Chord Set*, the Chord Type setting includes the following values:

- *Major 1* (MAJ 1)
- *Major 2* (MAJ 2)
- *Major 3* (MAJ 3)
- *Major 4* (MAJ 4)
- *Major 5* (MAJ 5)
- *Major 6* (MAJ 6)
- *Major 7* (MAJ 7)
- *Major 8* (MAJ 8)
- *Minor 1* (MIN 1)
- *Minor 2* (MIN 2)
- *Minor 3* (MIN 3)
- *Minor 4* (MIN 4)
- *Minor 5* (MIN 5)
- *Minor 6* (MIN 6)
- *Minor 7* (MIN 7)
- *Minor 8* (MIN 8)

Chord Type and the Chromatic Scale

The *Chromatic* 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 *Chromatic* scale. Since all semitones of an octave are present in the scale, you can use all keys to form chords. In turn, selecting *Chromatic* as Scale Type (see ↑7.5.2, 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 (OCTAVE)	12
Perfect 4 (PERF 4)	5
Perfect 5 (PERF 5)	7
Major (MAJOR)	4 and 7
Minor (MINOR)	3 and 7
Suspended 4 (SUS 4)	5 and 7
Major 7 (MAJ 7)	4, 7 and 11
Minor 7 (MIN 7)	3, 7 and 10
Dominant 7 (DOM 7)	4, 7 and 10
Dominant 9 (DOM 9)	4, 7, 10 and 14
Minor 7 b5 (MIN 7b5)	3, 6 and 10
Diminished 7 (DIM 7)	3, 6 and 9
Augmented (AUG)	4 and 8
Quartal (QUARTAL)	5, 10 and 15
Trichord (TRICHD)	5 and 11

7.6 Arpeggiator

Smart Play features a flexible and versatile arpeggiator that lets you play your KOMPLETE 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

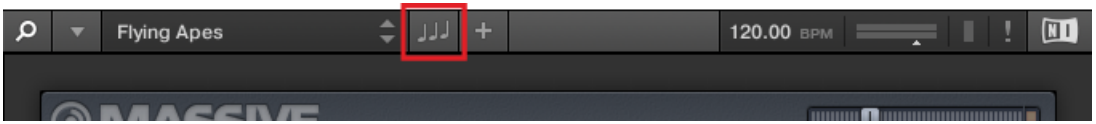
(see section ↑7.4, Scale Engine). To play an arpeggiated note sequence you only need to press any key on your KOMPLETE KONTROL S-SERIES keyboard or receive an incoming MIDI note from your host software.

If you are using a controller with polyphonic aftertouch (e.g. a MASCHINE controller in MIDI mode), you can dynamically control the note velocity while the sequence is running by applying varying amounts of pressure to the pads.

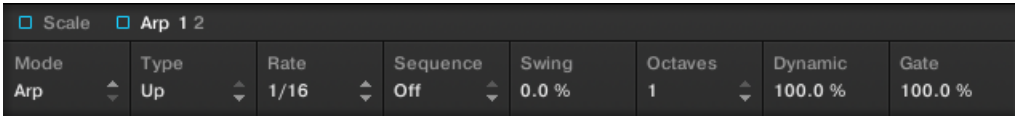
To learn more about each of the Arp parameters, see section ↑7.7, Arp Parameters.

Activating Arp in the KOMPLETE KONTROL Software

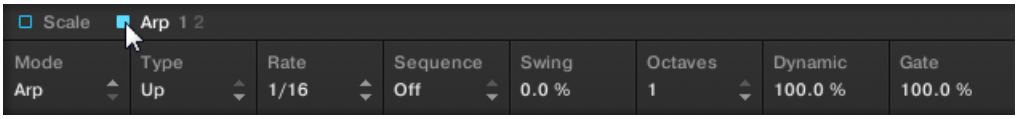
► Click the Perform Panel button in the KOMPLETE KONTROL Header to show the Perform Panel.



→ 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.



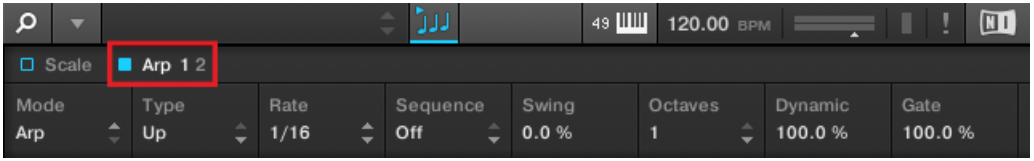
Activating Arp on the KOMPLETE KONTROL S-SERIES Keyboard

► To switch on the Arpeggiator, press ARP in the PERFORM section on the keyboard.

7.7 Arp Parameters

The arpeggiator has nine different parameters, giving you many possibilities to shape your own note sequences.

► To edit the Arp parameters in the KOMPLETE KONTROL software, click on Arp in the Perform Panel so it is highlighted.



► To edit the Arp parameters in the Control section of the KOMPLETE KONTROL S-SERIES keyboard, press SHIFT + ARP.

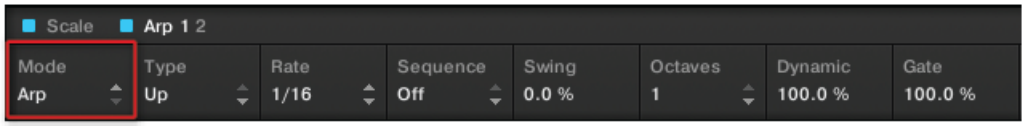
→ The PAGE display in the keyboard's Control section reads ARP, indicating that you are editing Arp parameters. Note that the Arp settings consist of two parameter pages in the Control section.

Available Arp Parameters

- For information about Mode and **note repeat**, see section ↑7.7.1, Mode.
- For information about Type and the **direction of the playback**, see section ↑7.7.2, Type.
- For information about Rate and the **available note values** of the arpeggiator, see section ↑7.7.3, Rate.
- For information about Sequence and creating **rhythmic variation**, see section ↑7.7.4, Sequence.
- For information about Swing and **adding groove**, see section ↑7.7.5, Swing.
- For information about Octaves and the **range** of the arpeggiator, see section ↑7.7.6, Octaves.
- For information about Dynamic and creating **velocity** variations, see section ↑7.7.7, Dynamic.
- For information about Gate and setting **note length**, see section ↑7.7.8, Gate.
- For information about Hold and latching the playback, see section ↑7.7.9, Hold.

For information on Scale parameters, see section ↑7.5, Scale Parameters.

7.7.1 Mode



The Arp parameter Mode, default value *Arp*.

The first MAIN parameter on the keyboard corresponds to the Mode parameter in the software.

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

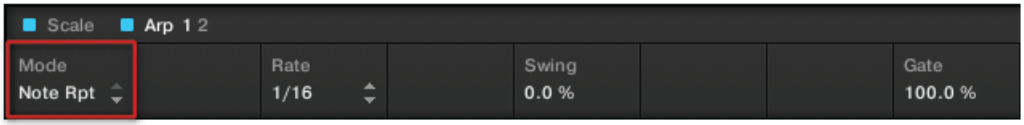
The Mode setting consists of the following two modes, which are described in detail below:

- *Arp*, giving you access to all Arp parameters.
- *Note Repeat*, giving you access to the Arp parameters Rate, Swing, and Gate.

Arp Mode

Arp mode generates arpeggios 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 your keyboard to hear the arpeggiated notes play out according to the selected scale.

Note Repeat Mode

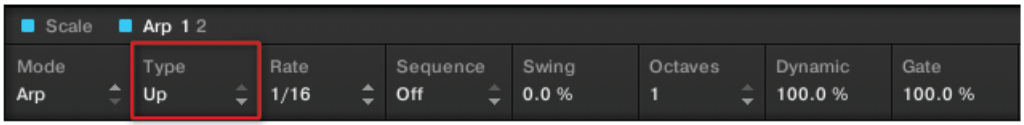


The Arp parameter Mode, set value *Note Repeat*.

Mode, the first MAIN parameter on the keyboard, set to NOTE RPT.

Setting Mode to *Note Repeat* deactivates the arpeggiator and instead sets KOMPLETE KONTROL to *Note Repeat* mode, where whichever note is input is repeated until KOMPLETE KONTROL receives a MIDI note-off message. Use parameters Rate, Swing, and Gate (see ↑7.7.3, Rate, ↑7.7.5, Swing, and ↑7.7.8, Gate) to change the rhythm of the repeats.

7.7.2 Type



The Arp parameter Type, default value *Up*.

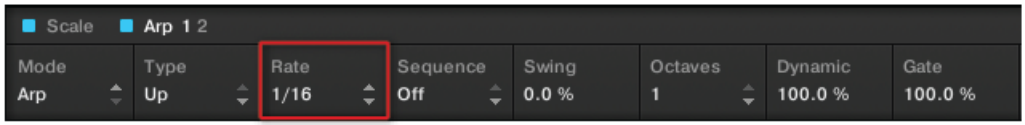
The second MAIN parameter on the keyboard corresponds to the Type parameter in the software.

The second Arp parameter, Type, is only available in *Arp* mode. On the keyboard, the Type setting is displayed as the second MAIN parameter, mapped to Knob 2 of the Control section. 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 your KOMPLETE KONTROL S-SERIES keyboard. Automating the Type parameter in your host software 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*

7.7.3 Rate



The Arp parameter Rate, default value *1/16.*

The first RHYTHM parameter on the keyboard corresponds to the Rate parameter in the software.

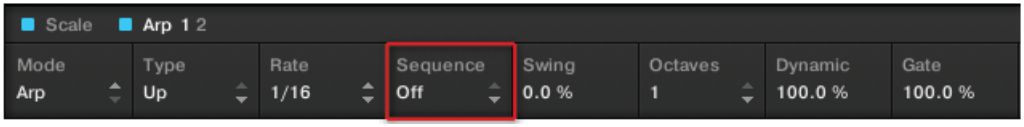
The third Arp parameter, Rate , is available in both *Arp* and *Note Repeat* mode. On the keyboard, the Rate setting is displayed as the first RHYTHM parameter, mapped to Knob 3 of the Control section. It sets the beat of the Arp engine in relation to global tempo in musical values, ranging from *1/1* 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*

7.7.4 Sequence



The Arp parameter Sequence, default value *Off*.

The second RHYTHM parameter on the keyboard is SEQUENCE.

The fourth Arp parameter, Sequence , is only available in *Arp* mode. On the keyboard, the SEQUENCE setting is displayed as the second RHYTHM parameter, mapped to Knob 4 of the Control section. It gives you a way of adding interesting rhythms to your arpeggiated notes. Select one

of eight different sequences and apply it to the arpeggio you are playing. Combine Sequence with the Rate parameter (see ↑7.7.3, Rate) 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.

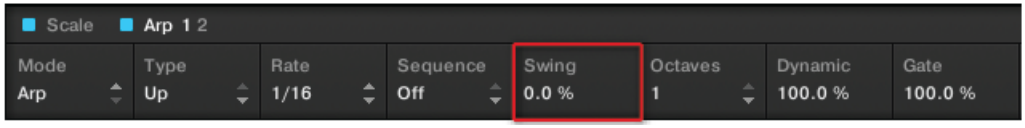
You can switch sequences in real time during playback. For example, if sequence *1* is running and you instead select sequence *2* after the fourth MIDI note in a pattern has been played back, then sequence *2* starts when the fifth MIDI note in the pattern is played back.

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.

7.7.5 Swing



The Arp parameter Swing, default value *0.0%*.

The third RHYTHM parameter on the keyboard is SWING.

The third Arp parameter, Swing, is available in both *Arp* and *Note Repeat* mode. On the keyboard, the SWING setting is displayed as the third RHYTHM parameter, mapped to Knob 5 of the Control section. 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.

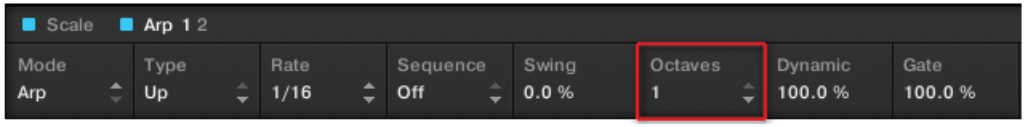
Swing is a drag control that lets you select a value between *0%* and *100%*:

- 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 (see section ↑7.7.3, Rate).

> To display the set value of the SWING parameter, tap Knob 5.

Using Swing in combination with the Gate parameter (see ↑7.7.8, Gate) 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.

7.7.6 Octaves



The Arp parameter Octaves, default value *1*.

The first OTHER parameter on the keyboard is OCTAVES.

The sixth Arp parameter is Octaves, available only in *Arp* mode. On the keyboard, the OCTAVES setting is displayed as the first OTHER parameter, mapped to Knob 6 of the Control section. It lets you decide the range of the arpeggiator sequence. You can choose to play back your sequence within the octave of the keys you pressed on your KOMPLETE KONTROL S-SERIES keyboard only, 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.

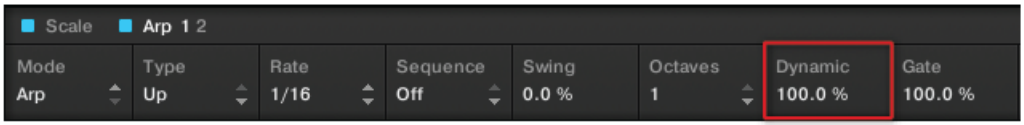
Depending on the settings you have made to the Type parameter (see ↑7.7.2, Type), the octaves played back can be above (e.g. *Up*), below (e.g. *Down*) or both above and below (*Up & Down*) the pressed keys.

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.

7.7.7 Dynamic



The Arp parameter Dynamic, default value *100.0%*.

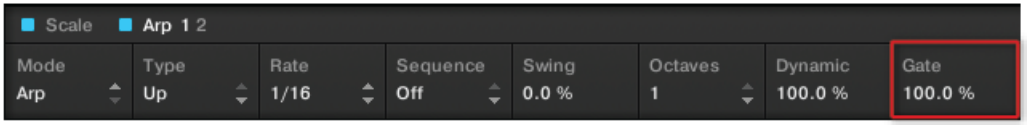
The second OTHER parameter on the keyboard is DYNAMIC.

The seventh Arp parameter, Dynamic, is only available in *Arp* mode. On the keyboard, the DYNAMIC setting is displayed as the second OTHER parameter, mapped to Knob 7 of the Control section. It reads the velocity of the input—e.g. a key you pressed on your KOMPLETE KONTROL S-SERIES keyboard or an incoming MIDI note from your host software—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.

7.7.8 Gate



The Arp parameter Gate, default value *100.0%*.

The third OTHER parameter on the keyboard is GATE.

The last Arp Parameter, Gate, is available in both *Arp* and *Note Repeat* mode. On the keyboard, GATE is displayed as the third OTHER parameter, mapped to Knob 8 of the Control section. 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%.

To display the set value of the GATE parameter, tap Knob 8.

7.7.9 Hold

The Arp parameter Hold, default value *Off*.

The only parameter on the second ARP parameter page is HOLD.

The only parameter on the second Arp parameter page, Hold, is available in both *Arp* and *Note Repeat* mode. On the keyboard, the HOLD setting is mapped to Knob 8 of the Control section if PAGE 2 of the ARP settings 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 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.

7.8 Using ARP with a Sustain Pedal

You can use a sustain pedal to alter the behavior of the arpeggiator. A sustain pedal can be connected in the rear panel of your KOMPLETE KONTROL S-SERIES keyboard via 1/4" sockets.

The pedal inputs on the rear panel of your keyboard

Pressing Sustain Pedal when ARP is On

- Pressing the sustain pedal while keys are held and then releasing those keys continues the arpeggiated sequence. This way the footswitch behaves as an arp trig function.
- When a new key is pressed, the new note is added to the current sequence.

Releasing Sustain Pedal when ARP is On

- 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

7.9 Scale and Arp MIDI Output

KOMPLETE KONTROL outputs the processed MIDI notes from the scale engine and the arpeggiator through the MIDI outputs of the KOMPLETE KONTROL stand-alone application as well as the KOMPLETE KONTROL plug-in. You can route the MIDI notes to other MIDI instruments or record them as a MIDI pattern in your host application.

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.

7.9.1 MIDI Output from the KOMPLETE KONTROL Stand-alone Application

The KOMPLETE KONTROL stand-alone application outputs MIDI notes generated by the scale engine and the arpeggiator through all active MIDI outputs.

► You can activate MIDI output(s) in the KOMPLETE KONTROL stand-alone application under Outputs on the MIDI page of the Audio and MIDI Settings panel.

7.9.2 MIDI Output from the KOMPLETE KONTROL Plug-in

The KOMPLETE KONTROL plug-in features a MIDI output that can be used to send the MIDI notes generated by the scale engine and the arpeggiator to a variety of MIDI destinations in your host application.

MIDI output is only supported by the VST and AAX versions of the plug-in. The AU (Audio Unit) version of the plug-in does not support MIDI output.

This can be useful to send MIDI notes from KOMPLETE KONTROL to:

- **MIDI tracks**: Record the MIDI notes generated by the scale engine and the arpeggiator into MIDI patterns for editing.

- **Instrument plug-ins**: Use the scale engine and the arpeggiator to control any instrument plug-in in your host application.
- **MIDI outputs**: Send the MIDI notes generated by the scale engine and the arpeggiator to external MIDI instruments.

Note that the availability of these MIDI destinations depends on the MIDI routing capabilities of your host application. For detailed instructions on routing the MIDI output from the KOMPLETE KONTROL plug-in to MIDI destinations in your host application, refer to the following Knowledge Base articles:

- Ableton Live: http://www.native-instruments.com/support/knowledge-base/show/3858/
- Steinberg Cubase: http://www.native-instruments.com/support/knowledge-base/show/3860/
- Digidesign Pro Tools: http://www.native-instruments.com/support/knowledge-base/show/3862/

8 Troubleshooting – Getting Help

This chapter assists you in solving common issues with KOMPLETE KONTROL and provides you with the necessary information for getting further assistance. Before getting help please make sure you have downloaded the latest KOMPLETE KONTROL software and documentation and all KOMPLETE 10 or KOMPLETE 9 updates from Service Center!

8.1 Troubleshooting

A few common issues and possible solutions when working with KOMPLETE KONTROL are listed in this section.

8.1.1 The KOMPLETE KONTROL Software Won't Start

- Check the system requirements for KOMPLETE KONTROL. The minimum requirements are the very least you can get by with and are often not enough for advanced use. Increasing the RAM in your computer may help significantly.
- Make sure you have the most recent version of the KOMPLETE KONTROL software installed. You can find the latest available version following this link:
  http://www.native-instruments.com/updates
- Make sure that you have not clicked an outdated application alias/shortcut.
- Try to restart your computer. Disconnect any other audio interfaces and computer peripherals like printers, scanners, and the like.

8.1.2 No Output from Your KOMPLETE Instrument

If you have loaded e.g. KONTAKT, BATTERY, or REAKTOR into KOMPLETE KONTROL and cannot hear any audio output from Output 3 and higher, ensure that you have instantiated the Multi Output (16 x Stereo) version of KOMPLETE KONTROL in your host. If instead the stereo version of KOMPLETE KONTROL is instantiated, only audio routed to Outputs 1 and 2 is audible.

8.1.3 Latency Issues

- Please check if your computer is suited for handling real-time audio processing without dropouts. In general, it is not recommended to use laptops with shared-memory graphic cards. You will need all the memory and processing power available for your audio software.
- It is not recommended to run the laptop on battery, as built-in power management systems might slow the clock rate of the CPU in an effort to extend battery life.
- Disconnect all unused hardware (e.g., printer, scanner). This will increase the amount of processing power available for your music software.
- Laptops are often equipped with built-in devices that disturb audio processing, most commonly Bluetooth transceivers, an Ethernet network adapter, or a wireless LAN card. You might need to disable these devices while working with KOMPLETE KONTROL.

Windows users: The Online Knowledge Base contains additional tuning tips for your operating system. See following articles:

- Windows 7 tuning tips for audio processing:
  http://www.native-instruments.com/knowledge/questions/847/
- Windows 8 tuning tips for audio processing:
  http://www.native-instruments.com/knowledge/questions/1395/

8.1.4 The KOMPLETE KONTROL Software Crashes

In case of a crash during runtime, please contact the Native Instruments technical support team as described in section ↑8.2.3, Technical Support and send them your crashlog and a detailed description of what you were doing with the software just before the crash happened. You will find the crashlog in the following folders:

- Windows: *My Documents\Native Instruments\Komplete Konrol\Crashlogs*
- Mac OS X: *Users/~/Library/Logs/CrashReporter*

8.1.5 Updates

Whenever you encounter problems, it is recommended that you first download and install any available software updates. Updates are released regularly to fix known problems, maintain compatibility with operating system updates, and to continuously improve the software. The version number of your software is displayed in the About dialog for all Native Instruments applications. This dialog can be opened by clicking the NI logo in the upper right corner of the user interface, by clicking the KOMPLETE KONTROL logo in its upper left corner, or by selecting *About Komplete Kontrol* from the Help menu in the application menu bar or from the *Help* submenu in the KOMPLETE KONTROL menu. Alternatively, you can find the version numbers of all installed Native Instruments applications when showing the details for an application within the Overview page of the Service Center. Updates are available on the Update page in Service Center or on our website under:

http://www.native-instruments.com/updates

8.2 Getting Help

If you are experiencing problems related to your Native Instruments product that the supplied documentation does not cover, there are several ways of getting help!

Most of the links in the following sections can also be reached from the Service Center application: Open the Service Center application and click on the Support button in the upper-right corner.

8.2.1 Knowledge Base

The Online Knowledge Base gathers useful information about your Native Instruments product and can be of great help to solve possible issues you may encounter. You can reach the Knowledge Base via:

www.native-instruments.com/knowledge

► To open the Knowledge Base from within KOMPLETE KONTROL, select *Visit Online Knowledge Base* from the Help menu in the application menu bar or from the *Help* submenu in the KOMPLETE KONTROL menu.

► To open the Knowledge Base from within Service Center, click on the Support button in the upper right corner. Here you will find direct links to the Native Instruments **Online Knowledge Base** and the **Online Support Form**.

Support Videos

In the Knowledge Base, you will also find helpful videos that guide you through various aspects of using our products. If you set the search filter to Video, the result list will only show videos.

Alternatively, you will find the videos in The Official Native Instruments Support Channel on YouTube:

www.youtube.com/NIsupportEN

We recommend that you follow along with these instructions while the respective application is running on your computer.

8.2.2 User Forum

In the Native Instruments User Forum, you can discuss product features directly with other users and with experts moderating the forum. Please be aware that the Technical Support team does not participate in the forum. If you're encountering an issue that can't be solved by other users, contact Native Instruments' Technical Support team via the online support as described above. You can reach the User Forum via:

www.native-instruments.com/forum

8.2.3 Technical Support

If no Knowledge Base entry matches your problem, or if the matching entry does not solve the problem, you can use the Online Support Form to contact the Technical Support team of Native Instruments. The Online Support Form will ask you to enter information about your hardware and software setup. This information is essential for our Support team to be able to provide you with quality assistance. You can reach the Online Support via:

www.native-instruments.com/suppform

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
- How 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.

8.2.4 Registration Support

If problems occur during the product activation procedure, please contact our Registration Support team:

www.native-instruments.com/regsuppfrm

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