KONTAKT 3

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NI NATIVE INSTRUMENTS

1 What's New

Welcome to KONTAKT 3.5 Manual Addendum! This document provides information about what has changed in KONTAKT since KONTAKT 3.0 has been released.

To give you a quick overview of what's new in KONTAKT 3.5, most important changes are summarized in the following list, sorted by update version and priority. In the subsequent chapters you will find a detailed explanation of these changes, categorized by features, performance enhancements and usability enhancements. In addition, you will find other important notes, a list of bug fixes and some amendments regarding the manual.

▶ 64-bit memory addressing support for Windows and Mac OS X; special 64-bit standalone and VST versions on Windows (chapter 3)

▶ Performance enhancements: true multi-processor support (section 4.1), enhanced playback engine (section 4.2), and zero-memory DFD channel buffer (section 4.3)

▶ New CPU Profiling mode (section 4.3)

▶ Enhanced KONTAKT PLAYER library support (chapter 5)

▶ KONTAKT PLAYER is now based on the same source code as KONTAKT and can be upgraded by entering a KONTAKT serial number (section 5.1).

▶ Pro Tools Leopard (7.4.2) compatibility (section 6.1)

▶ MIDI Learn function for all sliders and knobs, including Performance Views (section 6.2)

▶ Added back the lower window in Database/Quick Load (section 6.3)

▶ Auto-Mapping now supports single keys (section 6.4)

▶ Several script changes and additions (section 6.5)

▶ Info pane help now available in four additional languages (section 6.6)

▶ New Audio/MIDI tabs in Options dialog (section 6.7)

▶ Loading dialog now shows correct status (section 8.1)

▶ Undo/redo concept in Sample Editor refined (section 8.2)

▶ Instrument Quick-Load list is now also part of Multi Quick-Load list (section 8.3)

▶ Countless bug fixes and cosmetic improvements (chapter 7)

! German, French, Spanish and Japanese translations of this document are provided in the KONTAKT 3 Documentation folder on your computer's hard disk.

2 Important Notes

2.1 KONTAKT 3.5 Update and Related Content Updates

The KONTAKT 3.5 update installer already includes updates 3.0.1, 3.0.1 (R2), and 3.0.2., so it is sufficient to only install KONTAKT 3.5 on top of 3.0.

Note, however, that there is an additional update installer available for the KONTAKT 3.0 library. This installer contains up-to-date versions of all library patches including Performance Views, which were missing before. You can find this installer in the NI Service Center application's Update tab in the "Sound Downloads" category; the installer names include the supported operating system:

► KONTAKT 3 Library Mac OS X Update

► KONTAKT 3 Library Win Update

[!] Back up your edited KONTAKT library instruments before installing the Library update!

If you are using KOMPLETE 5 on Mac OS X, you need to install an additional update containing convolution samples. These samples were missing in the original Komplete 5 Mac installer. The update is located in the same category as the one above and is named

► KONTAKT 3 Mac OS X Convolution Presets Patch

2.2 Low Memory Warning on Start-Up

Sometimes a memory warning is displayed when running several stand-alone instances of KONTAKT simultaneously. This is due to the fact that the operating system needs to do modifications on running processes in order to be able to lock memory ("Locking" in that context means that certain crucial memory areas are shielded from being swapped to disk, which would happen if usage exceeded the available amount of RAM). This "process modification" can demand administrative privileges on the one hand, while it reserves as much RAM as needed on the other. In consequence the "low memory" warning dialog mentioned above appears when KONTAKT is running with no admin privileges or if a second instance of KONTAKT is started and is requesting RAM which the first instance has already reserved.

Hence, running several stand-alone instances of KONTAKT simultaneously is not recommended.

2.3 RTAS Plug-in Support

Please note that RTAS plug-ins are supported in Digidesign hosts only. For Logic or Digital Performer, use the Audio Units plug-in instead.

2.4 Changing Outputs in Pro Tools

1. After changing the output configuration in Pro Tools, you need to close the session running.
2. Unplug KONTAKT. Quit Pro Tools.
3. Restart Pro Tools.
4. Plug in a new instance of KONTAKT. Reopen your session.

When setting the new output configuration for KONTAKT make sure to select this configuration as default setting.

2.5 Changing Outputs in Logic 8

Make sure KONTAKT's output configuration matches the channel setup chosen in Logic 8. Otherwise signals might be routed to the wrong Aux channel.

2.6 KONTAKT 2 Library vs. KONTAKT 3 Library

Do not erase KONTAKT 2's library when installing KONTAKT 3, as they are independent products with separate install folders, settings, plug-in IDs and content. Only the VSL Orchestra samples are contained in the KONTAKT 3 library, so you can delete the VSL Orchestra folder from KONTAKT 2's Library folder.

2.7 Undo Switched Off by Default

The Undo function is switched off by default: this change was necessary in order to enhance the performance in Edit mode. Disabled UNDO/REDO buttons are displayed in Edit mode to remind you. A warning message will be displayed when clicking the Undo or Redo button in the Edit mode header. To re-enable the Undo function: Go to the Handling tab in Global Options. Select *Enable Undo*.

2.8 CPU Overload Protection Switched Off by Default

The CPU Overload Protection is switched off by default: please check the manual for details on situations when it makes sense to enable this setting in the Global Options' Engine tab.

3 64-bit Memory Addressing Support

KONTAKT 3.5 features full support for 64-bit memory addressing on Windows and Mac OS X. This means you can load more than 4 GB samples in stand-alone mode as well as plug-in mode (with KONTAKT running within a host environment). Furthermore, on Windows only, 64-bit operating systems and sequencers with special stand-alone and VST versions are now supported. These special versions are not yet needed on Mac OS X, i.e. there is only one 32-bit stand-alone, AU, VST, and RTAS version.

3.1 Windows

In order to use KONTAKT 64 bit in stand-alone mode, you need a computer with a 64 bit processor, a 64 bit operating system, and a motherboard that can address more than 4 GB of RAM. Make sure you have 64 bit versions of all necessary hardware drivers before switching to a new system! KONTAKT has been tested with Windows Vista 64-bit only. Hence, Native Instruments does not support running KONTAKT on Windows XP 64.

If your sequencer is running on the same computer, a 64-bit version of Cubase, Nuendo, Sonar or whatever sequencer you are using is also needed. The KONTAKT 64 bit VST plug-in uses the same names and IDs as its 32 bit counterpart, so any existing projects will be converted upon reload.

> **!** 64 bit versions of the stand-alone application and 32-/64-bit versions of the VST plug-in are installed by default on a 64-bit system. The RTAS version is still 32 bit because there is no 64 bit version of Pro Tools yet.

> **!** The 32 bit and the 64 bit stand-alone version will be placed in the Program Files (x86) folder instead of the Program Files folder. 32 bit versions will work fine with exception of the enhanced memory address space.

3.2 Mac OS X

In order to use more than 4 GB of RAM in stand-alone mode, AU, VST, or RTAS, you need a computer with a 64-bit PowerPC or Intel processor, OS X Leopard, and a motherboard that can address more than 4 GB of RAM. 64-bit hardware drivers are not required.

3.3 KMS – KONTAKT Memory Server (Mac OS X only)

Mac OS X 10.5 (Leopard) and all previous versions of Mac OS X cannot address more than 4 GB of RAM (up to 3.5 GB supported) per application due to their specific architecture.

KONTAKT 3.5, even though still being a 32 bit application, provides access to more than 4 GB RAM with KONTAKT Memory Server (KMS).

In order to use KMS on your computer, Mac OS X 10.4 (Tiger) or later needs to be installed, and at least 4 GB of physical RAM must be available. Using KMS also requires administrator privileges, so make sure you are logged in as administrator. KONTAKT will detect the Mac OS X version and the amount of RAM present on your computer automatically and subsequently display an option to enable advanced memory access. After activating KMS you need to restart KONTAKT for the changes to take effect.

! Using KMS is only reasonable when working with huge numbers of samples and physical RAM is fully utilized. You should not enable KONTAKT Memory Server if it is not absolutely necessary.

KMS – Kontakt Memory Server

☐ Use Memory Server   Initial activation requires reboot and at least 4 GB RAM.
Please refer to the user manual for further information.

Max. accessible RAM for memory server: 6.5 GB

Check the checkbox to activate Memory Server in Options - Memory

KONTAKT will automatically set the size of accessible RAM to a value suitable for most cases. You can find the amount of determined accessible RAM in the KMS Options dialog.
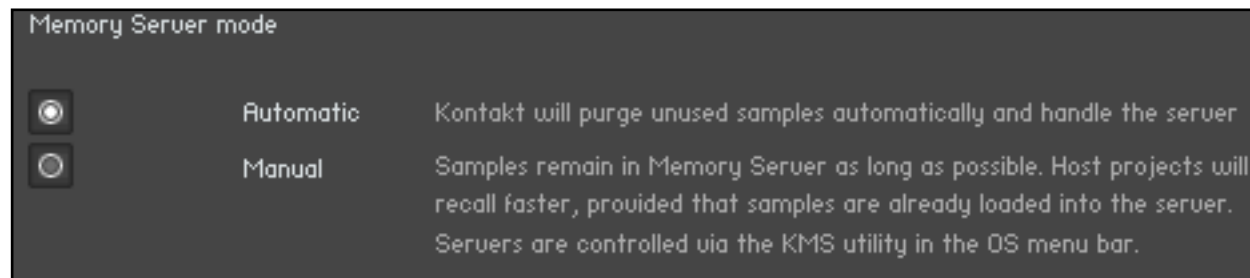
KONTAKT Memory Server is a separate application running in background. KONTAKT no longer loads samples itself as long as the KMS option is enabled. All running KONTAKT instances share the KONTAKT Memory Server and can access the samples loaded.

The KONTAKT Memory Server boots automatically when a KONTAKT instance is started.

The KMS utility appears in the Mac OS X system bar, so you can monitor the amount of RAM used by the server process. CPU and RAM requirements of KMS utility itself are negligible. Note that there is no option to shut down the KMS utility in Manual mode.

Memory Server Modes

New option for selecting Memory Server modes in Options – Memory

Automatic Mode

In Automatic mode the KMS will keep all samples currently used by KONKTAKT instances constantly stored. If an Instrument is removed from KONTAKT's rack, samples that are no longer needed will be also removed from the server's sample pool.

The KMS will automatically shut down when all KONTAKT instances are closed.

! We recommend using the memory servers in Automatic Mode, which is safe and sufficient for most use cases.

Manual Mode

In Manual mode the KONTAKT Memory Server does not remove samples from the server when an instrument is removed from KONTAKT's rack or when all KONTAKT instances are closed. All samples stay in the memory as long as it is running. This can be helpful, e.g. when re-opening a project in your host sequencer which is using KONTAKT as plug-in and when working with extensive templates of numerous instruments. Loading times are significantly shorter, since the samples are already stored in RAM and do not need to be loaded again.

The KONTAKT Memory Server is managed via the KMS utility, which provides the possibility to manually purge unused samples if you want to free memory. If you are running out of memory when loading additional Instruments, the server will automatically start to purge samples that are not referenced by any loaded Instrument.
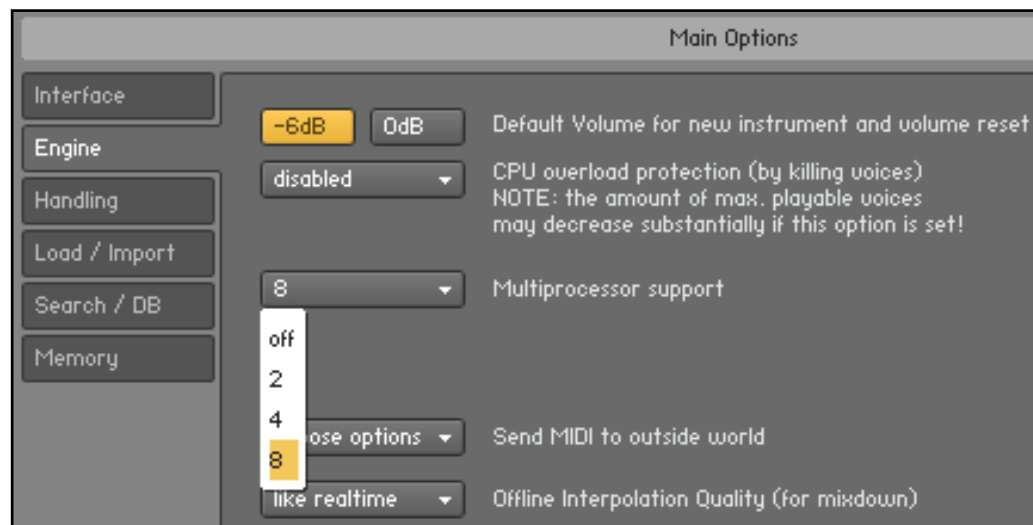
4 Performance Enhancements

4.1 True Multi-Processor Support in Stand-alone Operation

KONTAKT 3.5 provides true multi-processor / multi-core support. Now you can switch multi-processor support on and off and set the number of processors / cores you want to use for KONTAKT. Multi-processor settings are saved independently for a) the stand-alone and b) all plug-in versions. The Engine tab in the Browser now also breaks down the CPU usage by processor / core.

 Multi-Processor support is not available for KONTAKT RTAS plug-in because it is not compatible with ProTools 7.4.2 and above.

New multi-processor setting in Options – Engine

Multi-processor mode can lead to crackles and drop-outs when running KONTAKT as plug-in. We recommend switching off KONTAKT's internal multi-processor support unless you are running KONTAKT in stand-alone mode. Note you can switch off multi-processor support either in your sequencer or in KONTAKT. When using KONTAKT in a host sequencer environment, we recommend using your host sequencer's multi-processor support. Opening several instances of KONTAKT in your host sequencer is recommended when working with large arrangements including multiple instrument sets. Note the default setting for multi-processor support is 'off' for KONTAKT plug-in. Use the above setting in the Engine tab of the Options dialog to enable multi-processor support.

Enhanced Playback Engine Efficiency

KONTAKT 3.5 features a completely re-designed sample playback engine. Performance was increased substantially.

This holds true for all playback modes, including Direct From Disk (DFD). Also former DFD restrictions were removed. Reverse mode and Loop Crossfades are now working the same way in Sampler- and DFD mode.
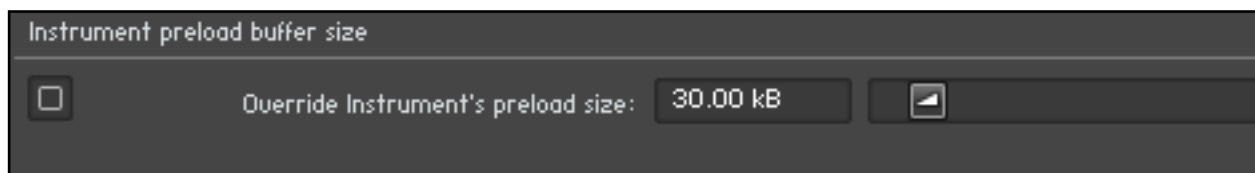
4.2 Zero-Memory Direct From Disk (DFD) Channel Buffer

Besides reducing CPU loading times for sample playback we have also reduced the amount of memory needed for DFD.

Preload buffers are now shared amongst different voices using the same zone. Complete management of DFD channel buffers (also known as voices streaming memory) is now dynamic. KONTAKT does not allocate any DFD memory on startup anymore!

Streaming buffers are reserved and released by the operating system as you play and release voices.

Preload buffers are now also reserved and released as you load and unload instruments. Consequently all settings regarding DFD preload buffer size were removed from the *DFD* tab in the Options dialog. The Tab is now called *Memory*. We recommend leaving the pre-load buffer size on default value. Memory improvements might be possible by moving the slider to the lowest setting possible without experiencing playback errors.

| ! | Please note these changes make chapter 4.3.6 'DFD (Direct From Disk) Tab' from the former KONTAKT 3.0 documentation and the "DFD Demystified" PDF document mentioned therein obsolete. |

Instrument preload buffer size

☐   Override Instrument's preload size: 30.00 kB   ◄

Memory tab settings in Options

4.3 CPU Profiling Mode

Switch to CPU Profiling mode in the *Engine* tab in order to analyze which parts of your instruments consume most processing power. Percentages are shown in the instrument name as well as in the Source module in Edit mode and in the top parts of all effects in the effect chains.

▶ Instrument name: observe racks to identify most consuming instruments first, then switch to Edit mode.

▶ Source module: switch to a different HQI setting if CPU usage is too high.

▶ Group Inserts: Move memory-intensive effects without attached modulators to the Instrument Inserts instead. Remember group effects are calculated per voice!

▶ Instrument Inserts / Sends: Move memory-intensive effects to the Outputs section, inserts into the regular output channel, sends into the Aux channels.

Use the bottom part of the effect icons to switch to different effect slots for editing while in CPU Profiling mode.

5 KONTAKT PLAYER and Demo Mode

5.1 KONTAKT vs. KONTAKT PLAYER

With KONTAKT 3.5 the code base of KONTAKT and KONTAKT PLAYER have been uni-fied, i.e., KONTAKT and KONTAKT PLAYER are no longer separate applications. KONTAKT 3.5 now includes KONTAKT PLAYER by way of Library Browser integration and intelligent handling. Furthermore, KONTAKT PLAYER can now load all of your INTAKT and KOMPAKT libraries, enabling you to use your libraries on Intel Macs running Mac OS X by providing Universal Binary support.

5.1.1 Stand-alone

To start KONTAKT PLAYER in stand-alone mode, locate the KONTAKT 3 Application folder on your computer and double-click the Kontakt3.exe (Windows) or Kontakt3.app (OSX) file icon.

5.1.2 Plug-in

To use KONTAKT PLAYER as a plug-in within a host software (such as a sequencer, e.g. Cubase, Logic or Pro Tools), load the KONTAKT 3 plug-in into a free plug-in slot of your host application. For general information about using plug-ins, please refer to your host application's documentation.

5.1.3 Demo Instruments and Libraries

If you are using KONTAKT in Player mode, there are a few things you should know.

▶ Demo patches carry the word **DEMO** within the instrument name.

▶ Demo patches can be used for 30 minutes. The countdown begins after the first demo instrument was loaded.

▶ After 30 minutes there will be a timeout, i.e., all Demo patches will stop working.

In Player mode you can make changes to demo instruments and also save them. However, please be aware that any demo Instruments saved in Player mode will be timed out the next time you try to load them and will remain so until either Kontakt 3 or the library has been authorized.

In order to remove Demo mode limitations you need to activate your library. To do so, click the ACTIVATE button in either the library box or the demo timeout screen to open Service Center and to authorize your product. Once the library is authorized you'll need to restart KONTAKT 3. If no ACTIVATION button is visible in the Library Box, this indicates that the product has been successfully authorized.

5.2 Enhanced KONTAKT PLAYER Library Support

KONTAKT 3.5 fully integrates the Library Browser from KONTAKT PLAYER 2. Furthermore, it features a completely redesigned Libraries tab, which includes many enhancements.

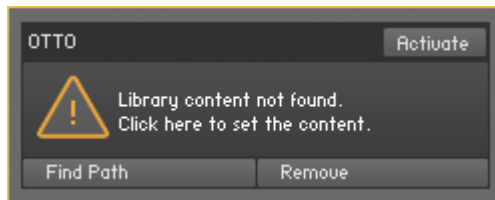### 5.2.1 Loading and saving Multis and Instruments

▶ Loading has been streamlined to one method only: click on INSTRUMENTS or MULTIS button and navigate through the library structure like in the lower pane of the *Files* tab.

▶ Loading Instruments and Multis from one library no longer hides other library boxes.

▶ When using KONTAKT PLAYER libraries, you can now save your own Instruments and Multis to the original library or to any custom location, as saving variations is no longer restricted to a pre-defined location. When saving your own variations to the original location of your library, these Instruments and Multis will also appear in the Libraries tab.

5.2.2 Info Dialog changed

The Info dialog has been replaced with Info and Function menus for substantially important resources like Library readme files and manuals, support and update links and maintenance tasks such as location of the library and removal of a library box. Library copyright information can now be found in the Info tab of the Instrument Options dialog.

5.2.3 Changed Library Locations detected automatically

KONTAKT now automatically detects when a previously installed library has been moved; in the library box you will now see options to either interactively locate the library or remove the library box from the Libraries tab.

5.2.4 Miscellaneous Changes in Library Support

► Demo mode is now restricted to 30 minutes of usage per session. The timer starts after the first demo instrument is loaded.

► Library activation is now completely integrated with Service Center; click on the ACTIVATE button in the library box and follow the instructions. Alternatively, you can also click on the ACTIVATE button in a timed-out instrument.

6 Other New Features

6.1 Pro Tools Leopard Compatibility

KONTAKT 3.5 is compatible with the Leopard version of Pro Tools (7.4.2). This fundamental change also fixes previous Pro Tools issues such as problems with hardware interfaces, synchronization issues, and latency issues when changing sounds.

Please note that RTAS plug-ins are only supported in Digidesign hosts. For Logic or Digital Performer, use the Audio Units plug-in instead.

6.2 MIDI Learn

KONTAKT 3.5 features the MIDI Learn function for all sliders and knobs including Performance Views.
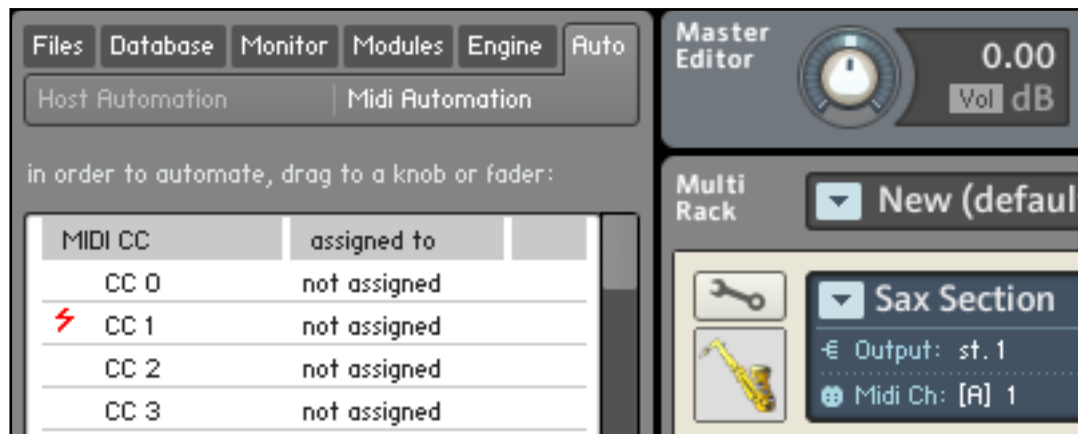
6.2.1 Assigning MIDI Controllers

To assign any of KONTAKT's sliders or knobs to a certain MIDI controller:

1. Click the knob or slider desired.

2. Select *Learn MIDI CC# Automation*.

3. Turn the knob or move the slider on your MIDI hardware controller. The control should pick up the movement instantly. You can add additional MIDI controllers (CC#s) to the same KONTAKT knob. You can also assign multiple knobs or sliders to the same MIDI controller.

If you cannot assign MIDI controllers this way, make sure at least one instrument is loaded and set to the MIDI port and channel of your hardware controller.

Subsequently:

1. Click the Browser's Automation tab.

2. Select the MIDI Automation sub tab.

3. Turn a knob or move a slider on your hardware controller.

4. You should see a flash next to the CC# that is used by your external controller; in addition, the MIDI symbol in the instrument header should flash. If this does not work: Open the *Options* dialog. Select the *MIDI* tab.

5. Select *Inputs*. Check if your MIDI hardware is selected as input for the same port you have assigned the instrument in question to.

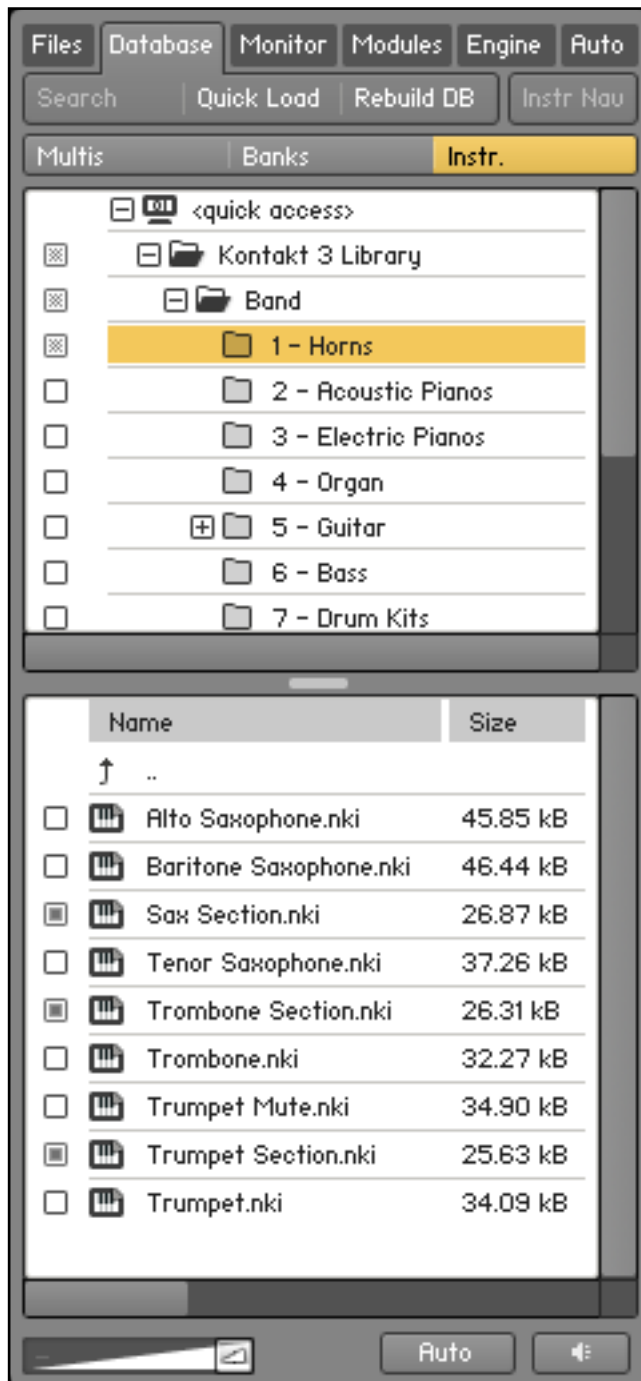MIDI controller reception in KONTAKT

6.2.2 Removing MIDI Controller Assignments

To remove an assignment made to a specific controller:

1. In KONTAKT 3, right-click the knob.

2. Select *Remove MIDI Automation: CC#*.

6.3 Files Pane in Quick-Load Definitions

KONTAKT 3.5 features a files pane in the Database – Quick-Load tab. This pane allows defining Quick-Load lists on a per-file level. It also allows to drag files directly into the rack.

New files pane in Database – Quick-Load

6.4 Auto-Mapping Improvements

In addition to *Make Root Key*, *Make Low Key*, and *Make High Key*, you will now also find the option *Set to Single Key* in the Auto-Map Setup dialog.

The new APPLY button enables you to perform several mapping actions one after another without closing the *Automap* setup window.

6.5 Script Changes and Additions

With KONTAKT 3.5, some of the KONTAKT Script Processor commands have been changed, and new commands have been introduced. Here is a list:

6.5.1 Event Status

To find out the current status of a particular event, you can now use the new command event_status() command.

event_status(<event-id>) will return one of the following constants:

$EVENT_STATUS_INACTIVE
$EVENT_STATUS_NOTE_QUEUE
$EVENT_STATUS_CONTROLLER_QUEUE
$EVENT_STATUS_UI_QUEUE
$EVENT_STATUS_MIDI_QUEUE
Please note there is no access to Controller's IDs, UI, and MIDI events yet.

So only $EVENT_STATUS_INACTIVE and

$EVENT_STATUS_NOTE_QUEUE will provide relevant results at present. We are working on it.

6.5.2 Host Automation ID's per script tab

You can now use 36 host automation IDs per script tab. This allows you to create a set of hidden knobs for dedicated functions that you can show and hide as needed at run-time.

6.5.3 Array elements

► Arrays can now hold 2048 instead of 512 elements.

6.5.4 Transparent Script Controls

It is now possible to hide knobs and labels in an instruments performance view with the hide_part() command.

Please note: hide_part() is only available in the init callback. The syntax for this command is:

► hide_part(<control-var>, <hide-mask>)

wherein <hide-mask> is a bit by bit combination of the following constants:

► $HIDE_PART_BG

► $HIDE_PART_VALUE

► $HIDE_PART_TITLE

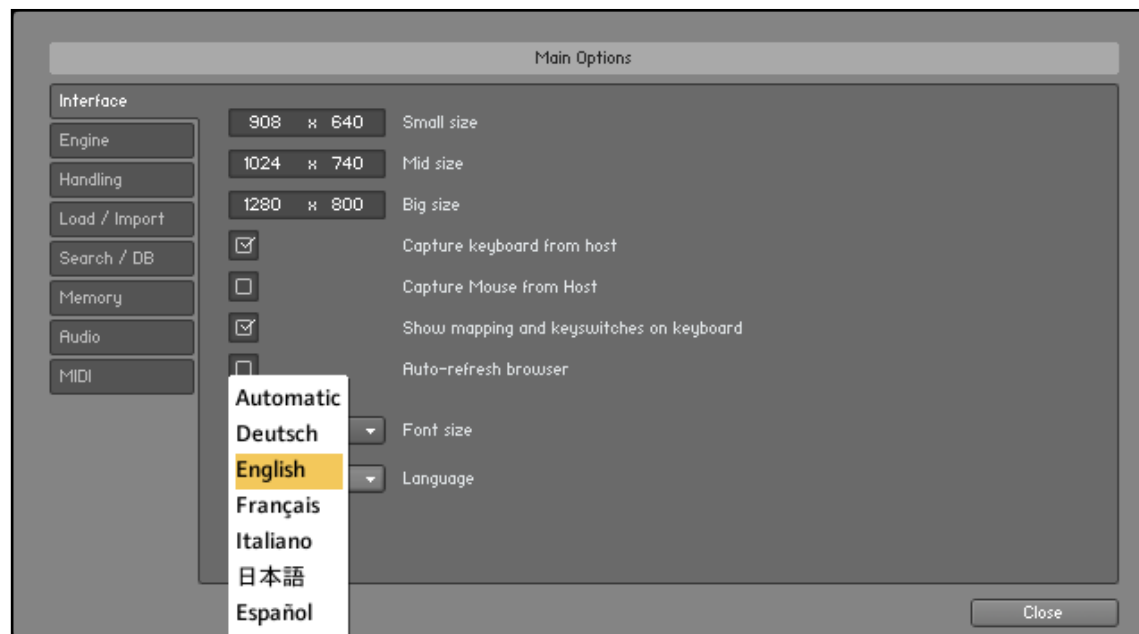► $HIDE_PART_BG can be used on knobs and labels, $HIDE_PART_VALUE and $HIDE_ PART_TITLE can only be used on knobs.

Example: If you want to hide a knob's background and title, but keep its value you would use:

► hide_part ($nameoftheknob, $HIDE_PART_BG .or. $HIDE_PART_TITLE)

Please note the bit by bit operator ("or") in this example. The command will not be working without using the dots before and after "or".

6.6 Extended Language Support of Info Pane Help

In KONTAKT 3.5 the Info Pane help is available in four additional languages: French, German, Japanese, and Spanish. In addition some other parts of the interface, such as the stand-alone menus, are also translated. You can set your preferred language via the new Language drop-down list in the Options dialog's Interface tab. You need to restart KONTAKT after selecting a new language. If you chose *Automatic*, the language follows the language selection of your operating system.

New Language drop-down list in Options – Interface

6.7 New Audio and MIDI Tabs in Options

KONTAKT 3.5 features a redesigned interface for audio and MIDI settings in stand-alone mode. While previously in a special dialog, these settings are now integrated into the Options dialog as two new tabs Audio and MIDI. Clicking on *File – Audio* and *MIDI Settings* or directly on the Options icon in the KONTAKT header will both open the same dialog. You will also notice we moved the Options dialog tabs.

See the last page of the Quick Start Guide for a description of settings in the *Audio* tab. Two additional features are a display of audio device status and a breakdown of total latency. The latter makes it easier to compare latency values to other software. This should avoid setting the total latency to a value that is too small for your system and thus produces crackles.

New *MIDI* tab

The MIDI tab now features two sub tabs for Input and Output device settings. In order to receive any MIDI signals in KONTAKT, you first need to activate the devices in question in the Input tab. In KONTAKT 3.5 you can now activate a MIDI input device by directly selecting one of the four MIDI ports A, B, C, or D. Together with the MIDI port/channel selection in the instrument or bank header, this allows for very powerful setups.

Before, you only had the choice between using one MIDI device per instrument or receiving the data from all MIDI devices by setting the instrument to Omni. Now you can assign any subset of MIDI devices to the same instrument, e.g. two keyboards, both triggering the same sound. Note that the instrument MIDI input drop-down menu will only show the first MIDI device that is assigned to a particular port.

The MIDI Outputs tab works in combination with the "Send MIDI to Outside World" setting in the Engine tab of the Options dialog. These settings allow you to send incoming notes and CCs thru to your activated MIDI output devices. Alternatively, you can suppress direct output and only output script generated notes and CCs. This allows you to use the KONTAKT script engine as a powerful MIDI processor.

7 Reliability and Stability Enhancements

We have fixed countless bugs to enhance reliability and stability. Here is a list of the most important bug fixes since KONTAKT 3.0:

▶ Mac OS X: Fixed crash while using Batch Resave

▶ Fixed Tone Machine crackles

▶ Fixed several RTAS bugs like sync and latency problems

▶ Fixed display of third party sample names in browser

▶ Fixed several incompatibilities with KONTAKT 1 and KONTAKT 2 instruments

▶ Fixed a crash in Cubase 4 in combination with third party plug ins

▶ Fixed parse error at start-up

▶ Fixed crash on hitting LOOP EDIT button during loop play

▶ Fixed incompatibilities with KONTAKT 1 instruments

▶ Fixed VST automation initialization issue in Cubase

▶ Fixed problem with knobs moving in different instruments

▶ Fixed length of exported midi files to host

▶ Fixed Grid BPM editing

▶ Fixed wave editor zoom reset after edit

▶ Fixed reset to first results page in database Fixed non-sticky BOUNCE button

▶ Intel Mac Os X: fixed filter crackling bug

▶ Fixed AIF loading bug

▶ Enhanced performance for distortion, saturation, synth filters, database search and working or performing in Edit mode

▶ Improved browsing and loading from NKX files

▶ Non-ASCII characters are now supported by the browser.

▶ Improved Monitor View selection scheme

► Deleting instruments in a bank is now possible via right-click. In edit-mode, deleting an instrument now removes the instrument only, not the whole bank.

► Samples and slices can now be dragged into the floating version of the Mapping Editor.

► Fixed: Double-clicking in rack now also creates a new instrument when rack is not empty.

8 Usability Enhancements

8.1 Improved Loading Progress Display

In the past, the progress bar sometimes seemed to freeze when KONTAKT was doing anything else but loading samples. Now all loading tasks are reflected, including all activities before and after loading samples.

8.2 New Undo concept in Sample Editor

For KONTAKT 3.5 the Undo/Redo concept has been refined technical-wise. Using KONTAKT under 'normal' circumstances you should not experience any changes regarding Undo. But for any kind of unexpected incident, like unscheduled quitting of KONTAKT, it is useful to know what's happening in the background.

With every edit action, like DC removal, a new file is generated with a consecutive number. So 'example.wav' would be saved as 'example-[1].wav', another one as 'example-[2].wav'. So every edit step is saved in this way. After finishing the sample edit process by closing, the last edited version is saved within the patch, but intermediate steps will be deleted. In the patch the last generated file is saved, so that a file name like 'example-[2].wav' will appear in the patch.

8.3 Instrument Quick-Load in Multi Quick-Load

The Instrument Quick-Load list is now also shown as part of the Multi Quick-Load list. This allows you to quickly load a new instrument into an empty rack or below the currently loaded instruments. This function is the same as using *File – New Instrument* from the List.

9 Known Limitations and Issues

9.1 Missing Info Pane Entries

Info pane help is currently not provided for controls in dialogs.

9.2 Delete Key in Hosts

Many host applications prevent KONTAKT from capturing the Delete key. Use the right-click menus on the modules to erase them from the edit view. Instruments can be removed from the rack with the DELETE CLICK AREA at the upper right corner of the instrument.

9.3 Scripts do not support Unicode

Script code does not support Unicode so be aware that all paths or objects you use in script are saved with ANSI characters.

10 Manual Amendments

10.1 Knobs (1.2)

Currently double-click does not reset controls to their default value. Use Ctrl+click (Windows) / Cmd+click (Mac OS X) instead.

10.2 Add Files to Database (4.3.5)

When using custom folders and selecting to automatically add new loaded or saved files to the database, you need to ensure that the folder you want to watch is added to the custom folder list. In addition you need to rebuild the database at least once after adding the folder.

10.3 Loading and Creating Instruments (7)

Windows Desktop Search integration was not implemented for KONTAKT 3 and is currently not an option due to insufficient performance.

10.4 Quick-Jump Shortcuts (11.1.6)

Quick-Jump shortcuts for file navigation are controlled with Cmd-F1 through Cmd-F10 on Mac OS X, not Alt-F1 through Alt-F10.

10.5 Reason NN-XT Import (11.2.4)

The text regarding NN-XT import suggests you can save NN-XT patches from Refill files as SXT files. This is not correct; only your own NN-XT patches can be saved as SXT files and then be imported into KONTAKT.

10.6 AU and RTAS Outputs (12.4)

All plug-in versions support up to 32 mono outputs, including Audio Units and RTAS.

10.7 Mapping Samples Manually (14.1)

Power PC: in order to see the target mapping of samples, drag samples into the Mapping editor from the Finder instead of the KONTAKT browser.

10.8 Sync / Slice Tab (15.6)

When working with Beat Machine or Time Machine in the *Sync/Slice* tab of the Wave Editor, the Speed knob in the Source module will be grayed out. If you want to set the speed directly, either switch off the mode in the *Sync/Slice* tab, change the mode in the Source module drop-down list, or select an entry other than *Zone* from the Speed unit drop-down by clicking into the empty area to the right of "100.0".

10.9 Zone Envelopes (15.7)

In order to use the Randomize Envelope feature in the *Zone Envelopes* tab of the Wave Editor, you have to turn on the grid.

10.10   Recycle Import (25)

Recycle 1 files with ".rcy" file extension are supported.