



 **KOMPLETE KONTROL S-SERIES**

 **NATIVE INSTRUMENTS**

THE FUTURE OF SOUND

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1 Welcome to **KOMLETE KONTROL**

Thank you for choosing KOMLETE KONTROL!

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

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

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

—The team at Native Instruments

1.1 Document Conventions

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



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



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



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

Furthermore, the following formatting is used:

- Text appearing in (drop-down) menus (such as *Open...*, *Save as...* etc.) in the software and paths to locations on your hard disk or other storage devices is printed in *italics*.
 - Text appearing elsewhere (labels of buttons, controls, text next to checkboxes etc.) in the software is printed in **blue**. Whenever you see this formatting applied, you will find the same text appearing somewhere on the screen.
 - Text appearing on the displays of the controller is printed in **light grey**. Whenever you see this formatting applied, you will find the same text on a controller display.
 - Text appearing on labels of the hardware controller is printed in **orange**. Whenever you see this formatting applied, you will find the same text on the controller.
 - Important names and concepts are printed in **bold**.
 - References to keys on your computer's keyboard you'll find put in square brackets (e.g., "Press [Shift] + [Enter]").
- ▶ Single instructions are introduced by this play button type arrow.
- Results of actions are introduced by this smaller arrow.

Naming Convention

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

Unlabeled Buttons on the Keyboard

The buttons and knobs above and below the displays on the KOMLETE KONTROL keyboard do not have labels.

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

1.2 Box Contents

The box contains the following items:

- Information flyer providing:
- the hardware **serial number** of the KOMPLETE KONTROL keyboard
- a web link for downloading the **KOMPLETE SELECT software bundle** (including KOMPLETE KONTROL)
- **KOMPLETE KONTROL keyboard**
- **Safety Instructions flyer**
- **USB cable**



The included 3 meter USB cable only works in conjunction with the KOMPLETE KONTROL S88 keyboard.

- **Power supply**

1.3 System Requirements

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

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

KOMPLETE

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

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

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

1.4 Accessibility

KOMPLETE KONTROL offers a set of accessibility features for visually-impaired users. These are focused exclusively on the KOMPLETE KONTROL keyboard itself and include speech output via your computer for the following features:

- Perform, Transpose, Page left / right, and key navigation buttons
- All Browser functions
- Instance switching
- The current edit mode, including the Plug-in Panel and the Perform panel (Scale, Arp, Touch Strip)
- Names of parameters and parameter sections when touching knobs, including all edit modes



The accessibility features are particularly useful when combined with KOMPLETE KONTROL's host integration and Apple VoiceOver in Apple Logic Pro X and GarageBand.

1.4.1 Keyboard Overview

The buttons and knobs on the KOMPLETE KONTROL keyboard are organized in the following groups:

- Transpose
- Perform
- Transport
- Control section
- Navigate

The Transpose section is located at the far left of the keyboard next to the keybed and directly above the two Touch Strips. It contains two buttons that are arranged in a row.

The buttons are (from left to right):

- **OCT –**
- **OCT +**

The Perform section is located at the top left of the keyboard. It contains three buttons that are arranged in a row.

The buttons are (from left to right):

- **SHIFT**
- **SCALE (EDIT)**
- **ARP (EDIT)**

The Transport section is located directly below the Perform section. It contains six buttons that are arranged in two rows.

The buttons in the first row are (from left to right):

- **LOOP**
- **RWD**
- **FFW**

The buttons in the second row are (from left to right):

- **PLAY (RESTART)**
- **REC (COUNT-IN)**
- **STOP**

The Control section is located in the center of the KOMPLETE KONTROL keyboard. It contains eight knobs that are arranged in a row at the top of the keyboard. Directly to the left of these are two small buttons to switch the parameter pages left and right.

The Navigate section is located at the top right of the KOMPLETE KONTROL keyboard. It contains ten buttons and a large click encoder. These are arranged as follows:

BROWSE	Control encoder	PRESET Up
INSTANCE		PRESET Down
BACK	Up	Enter
Left	Down	Right

1.4.2 Activating Accessibility Features

In order to activate or deactivate the accessibility features from the KOMLETE KONTROL keyboard while the KOMLETE KONTROL software is running:

1. Press and hold the **SHIFT** button on the top left of the keyboard.
 2. While holding **SHIFT** press the **PRESET Up** button on the top right of the keyboard.
- The speech output confirms that the accessibility features have been activated or deactivated.



The accessibility features are designed to be used with the KOMLETE KONTROL plug-in. However, the KOMLETE KONTROL stand-alone application must be opened after initial installation and after installing additional Instruments and Effects. This will ensure that all Instruments and Effects are displayed correctly in the KOMLETE KONTROL Browser.



Activating the accessibility features automatically switches KOMLETE KONTROL's Browse Mode to Hardware.

1.4.3 Training Mode

KOMLETE KONTROL Training Mode makes it easy to locate a specific button or parameter without accidentally triggering an action. When Training Mode is activated, all button presses and parameter names are announced but the corresponding action is not triggered.

- ▶ To activate or deactivate Training Mode from the KOMLETE KONTROL keyboard while the KOMLETE KONTROL software is running, double-press the **SHIFT** button on the top left of the keyboard.



Training Mode is only available when the accessibility features have been activated.

1.4.4 Feature Overview

The following table outlines the availability of accessibility features for different aspects of KOMLETE KONTROL from both the KOMLETE KONTROL keyboard and the KOMLETE KONTROL software.

	Feature	Accessible from Key-board
Accessibility	Enable and disable Accessibility mode	Yes
Browser	Browse for Factory and User Preset files	Yes
	Switch between Category and Vendor sorting	Yes
	Set or sort by Favorites	Yes
	Save and edit User Preset files	No
	Browse for NKS plug-ins from other vendors	Yes
Instrument control	Adjust key Instrument parameters	Yes
	Custom map Instrument parameters	No
Smart Play	Adjust Scale & Chord parameters	Yes
	Adjust Arp parameters	Yes
Touch Strips	Adjust Touch Strip parameters	Yes
Training mode	Find a control without accidentally triggering actions	Yes
Preferences	Adjust software & hardware preferences	No
Software dialog	Be notified if a dialog box opens in the software (dialog content is not available for speech output)	Yes



Accessibility for KOMLETE KONTROL's host integration is only available when using Apple Voice-Over in Logic Pro X and GarageBand. For more information about KOMLETE KONTROL's host integration features, refer to [↑9, Host Integration](#).

2 New Features in KOMPLETE KONTROL 2.0

The release of KOMPLETE KONTROL 2.0 brings the following new features, improvements, and changes:

NKS Effect and VST Effect Support

KOMPLETE KONTROL now supports NKS Effects and VST Effects. In addition to the loaded Instrument you can load Effects to further tweak your sound. The Effects are arranged in a horizontal series inside the new Plug-in chain. The NKS Effect parameters are mapped to the keyboard's controls and can be customized. All NKS Effects are fully accessible to visually-impaired users via KOMPLETE KONTROL S-Series keyboards.

For more information about the Plug-in chain and working with Effects, refer to [↑5.5, Plug-in Chain Panel](#) and [↑11, Working with Effects](#) respectively.

3 The **KOMLETE KONTROL** Workflow

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

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

1. Select a track that hosts the KOMLETE KONTROL plug-in with the navigation controls on the keyboard. This is made possible by KOMLETE KONTROL's advanced host integration.
 2. Find a Preset file you like from any of the Instruments in your KOMLETE KONTROL Library by browsing with the keyboard, supported by the Browser's filters and Preview functions.
 3. Use the keyboard's Control section to adjust the loaded Instrument and create your own unique sound.
 4. Optionally, you can enable KOMLETE KONTROL's Smart Play features to enrich your playing with the Scale engine and the Arpeggiator.
 5. Record a new clip in the host, conveniently controlling transport and loop functions directly from the keyboard. Again, made possible by KOMLETE KONTROL's advanced host integration.
 6. If you need to start over, undo and redo functions are right at your fingertips. To further refine your recording, you can apply quantization and automation to a clip by pressing the corresponding buttons on the keyboard.
- You have quickly captured a musical idea and can continue sketching out a new song by repeating the process and layering more tracks.

Key Features

The following key features facilitate the KOMLETE KONTROL workflow:

- **Host integration:** Advanced integration in a number of hosts allows you control core functionality directly from the keyboard. For more information, refer to [↑4.3, Setting up Host Integration](#) and [↑9, Host Integration](#).
- **Browser:** The Browser is your interface for finding, loading and organizing Instruments, Effects, and Preset files from the KOMPLETE KONTROL Library. For more information, refer to [↑10, Browsing the Library](#), [↑11, Working with Effects](#), and [↑12, Managing the Library](#).
- **Instrument control:** The Touch Strips and knobs on the keyboard are pre-mapped to all KOMPLETE and NKS Instruments and Effects for immediate control. For more information, refer to [↑13, Controlling Instrument and Effect Parameters](#) and [↑16, Configuring Touch Strips](#).
- **Smart Play:** The Scale engine and the Arpeggiator let you play and generate scales, chords, and arpeggiator sequences. For more information, refer to [↑14, Playing and Editing Scales and Chords](#) and [↑15, Playing and Editing the Arpeggiator](#).

4 Setting up KOMplete KONTROL

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

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



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

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



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

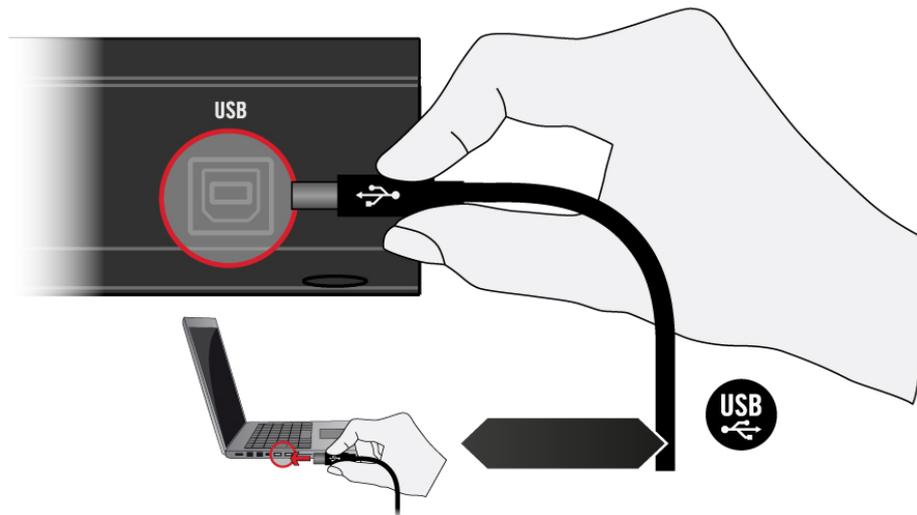
4.1 Connecting the Keyboard to the Computer



This section assumes that you have assembled and connected the power supply according to the instructions printed on the Safety Instructions flyer found in the product box.

To connect the KOMLETE KONTROL keyboard to your computer:

1. Attach the device end of the included USB cable to the USB socket on the rear panel of the keyboard.
2. Attach the computer end of the USB cable to an available USB 2.0 (or later) port on your computer.



3. Press the power switch on the rear panel of the keyboard to switch it on.
- The keyboard is now detected by the operating system.

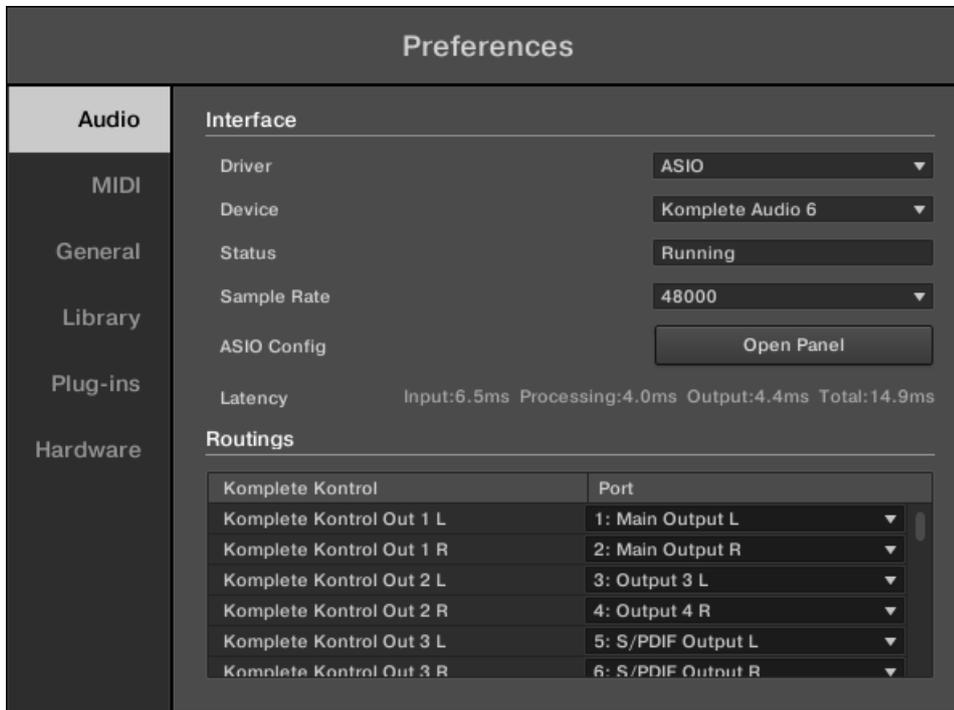
4.2 Setting up the Stand-Alone Application

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

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

Configuring Audio Interface

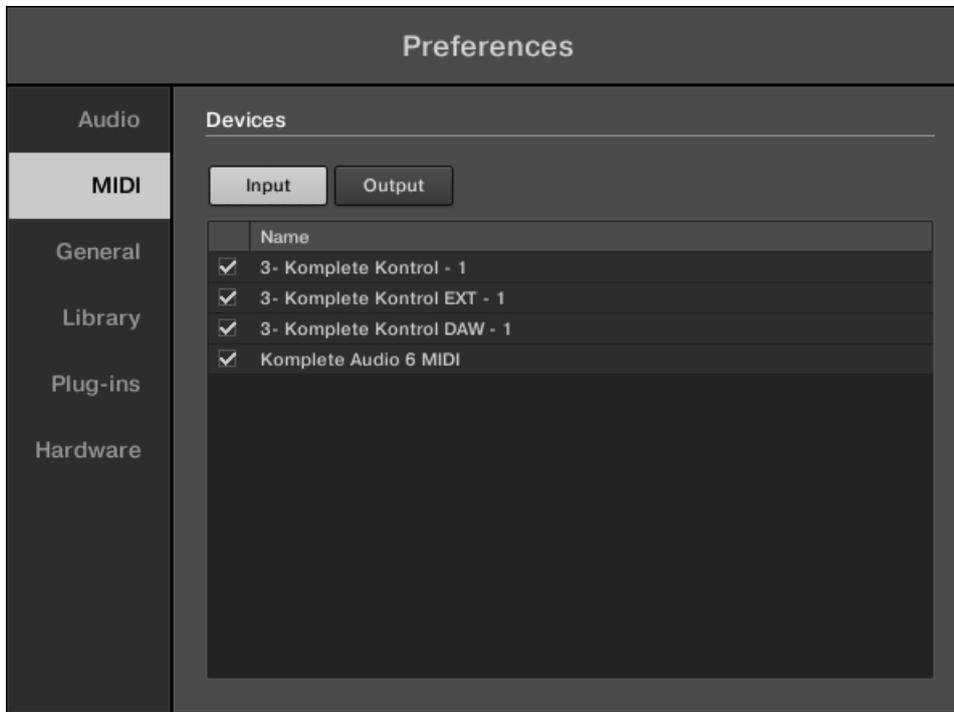
1. In the Main menu click on *Edit > Preferences* to open the [Preferences](#).
2. Click on [Audio](#) to display the [Audio](#) page.
3. Select the hardware driver supported by your audio interface from the [Driver](#) drop-down menu.
4. Select the audio interface from the [Device](#) drop-down menu.
5. Select the left and right output channels of your audio interface you want to use for KOMPLETE KONTROL's master output in the [Complete Kontrol Out 1 L](#) and [Complete Kontrol Out 1 R](#) drop-down menus under [Routings](#).



Preferences panel — Audio page

Enabling MIDI Control

1. Click on [MIDI](#) to display the [MIDI](#) page.
2. Click on [Input](#) to display the available devices for incoming MIDI signals.
3. Click the [Komplete Kontrol](#) checkboxes to activate incoming MIDI signals from the keyboard.



Preferences panel — MIDI page (entries may vary on your computer)

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



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

4.3 Setting up Host Integration

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

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

- MASCHINE 2
- Apple Logic Pro X
- Apple GarageBand
- Ableton Live 9
- Steinberg Cubase Artist 8.5/9/9.5
- Steinberg Cubase Pro 8.5/9/9.5
- Steinberg Nuendo 7/8

Before using the KOMLETE KONTROL keyboard to control a supported host, a few configuration steps are required:

Configuring Your Host for Use with the Keyboard

For some of KOMLETE KONTROL's advanced integration features to function as intended, the host must support these features. For an overview of which features that are supported by which host, refer to the following Knowledge Base article: <https://support.native-instruments.com/hc/articles/210280325>.

For detailed instructions about setting up supported hosts for use with the KOMLETE KONTROL keyboard, refer to these Knowledge Base articles:

- Setting Up Apple Logic Pro X for KOMLETE KONTROL:
<https://support.native-instruments.com/hc/articles/210279905>
- Setting Up Ableton Live for KOMLETE KONTROL:
<https://support.native-instruments.com/hc/articles/209557689>
- Setting Up Apple GarageBand for KOMLETE KONTROL:
<https://support.native-instruments.com/hc/articles/210844489>
- Setting Up Steinberg Cubase / Nuendo for KOMLETE KONTROL:
<https://support.native-instruments.com/hc/articles/209557849>



You can also find instructions about configuring Ableton Live for use with KOMLETE KONTROL in the Ableton Live Setup document available as a PDF file in the Host Integration Files subfolder of the KOMLETE KONTROL installation folder on your hard drive.

4.4 Connecting Pedals to the Keyboard

The KOMLETE KONTROL keyboard 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 the keyboard.

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

- **SUSTAIN**: Lets you connect a footswitch to control 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.



You can define the MIDI messages assigned to the pedal inputs in the Controller Editor application. For more information, refer to the Controller Editor Manual.

Connecting Pedals

1. Connect the sustain pedal to the **SUSTAIN** input at the rear panel of the keyboard.
2. Connect the expression pedal to the **EXPRESSION** input at the rear panel of the keyboard.

Setting the Polarity for the Sustain Pedal

The keyboard automatically configures the polarity for the connected sustain pedal when you switch on the keyboard.

- ▶ Set your sustain pedal to the 'off' or 'non-pressed' state when switching on the keyboard to ensure the polarity is configured correctly.

If the sustain pedal acts inversely, you can correct the polarity by following the steps below:

1. Switch off the keyboard.
2. Set your sustain pedal to the 'off' or 'non-pressed' state.
3. Switch on the keyboard.

→ The correct polarity for your sustain pedal is set.

4.5 Connecting External MIDI Equipment to the Keyboard

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



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

To connect your external MIDI equipment:

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

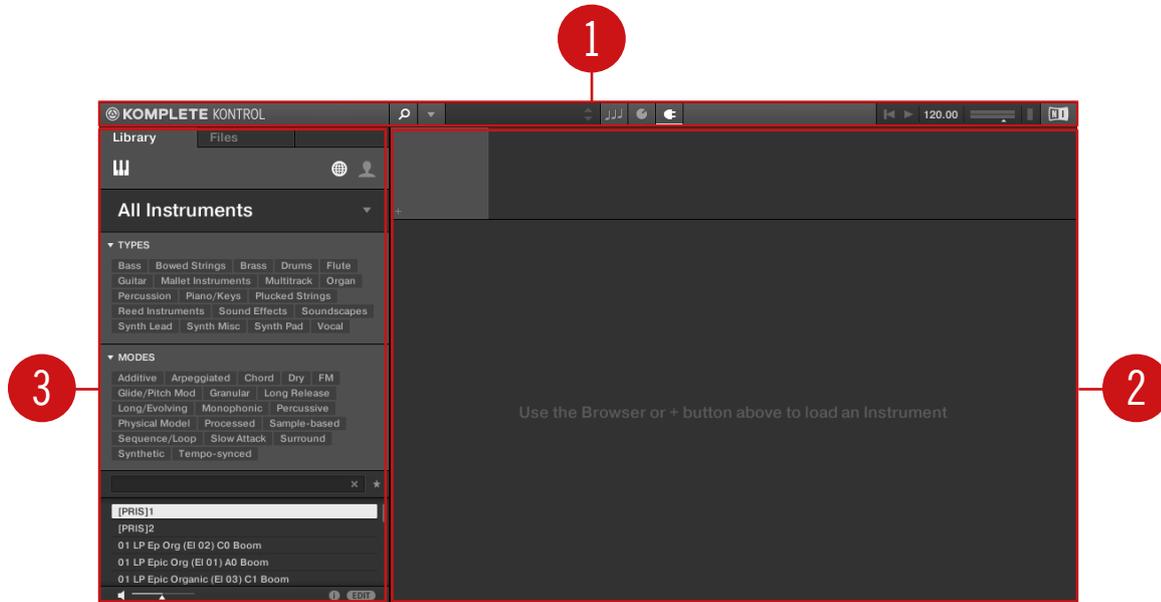
→ The MIDI equipment is connected.

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

- If KOMPLETE KONTROL is running as a stand-alone application, you need to activate the corresponding MIDI inputs and outputs of the keyboard on the [MIDI](#) page of the [Preferences](#). For more information refer to [↑8.3, Using the Keyboard as Stand-Alone MIDI Controller](#).
- If KOMPLETE KONTROL is running as a plug-in in a host, the MIDI configuration is managed by the host. For more information refer to [↑8.2, Using the Keyboard in MIDI Mode](#).
- If you are using the keyboard as MIDI controller without a USB connection, MIDI data is directly sent and received via the keyboard's [MIDI IN](#) and [MIDI OUT](#) sockets. For detailed information on MIDI mapping refer to [Using the MIDI Assignment Editor](#).

5 Software Overview

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



Overview of the KOMPLETE KONTROL software.

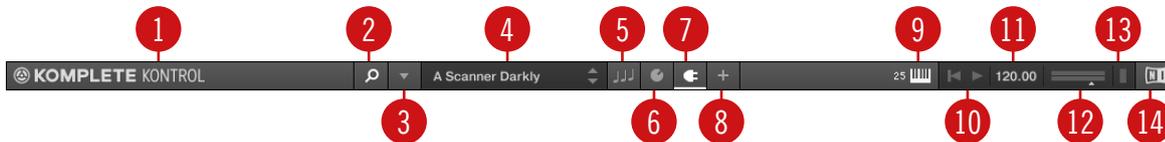
(1) **Header:** Provides access to general functions like the Main menu, the Preset display, the Transport and Master Volume controls, as well as options to show and hide user interface areas. For more information, refer to [↑5.1, Header](#).

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

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

5.1 Header

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



The header.

- (1) **KOMPLETE KONTROL logo:** Opens the About screen, which shows the version number of the KOMPLETE KONTROL software.
- (2) **Browser button:** Shows or hides the Browser.
- (3) **Main menu:** Opens the Main menu, which contains a number of general functions and settings, including the Preferences.
- (4) **Preset display:** Displays the name of the loaded Preset file or KONTAKT key switch. The arrow buttons on the right skip to the next Preset file in the Browser's result list.
- (5) **Perform panel button:** Shows or hides the Perform panel, which gives you access to the parameters of the Scale engine and the Arpeggiator. The Perform panel button lights up blue when the Scale engine and/or the Arpeggiator are enabled.
- (6) **Plug-in panel button:** Shows or hides the Plug-in panel, which allows you to customize the parameter mapping for the Control section on the keyboard for every Preset file.
- (7) **Plug-in chain panel button:** Shows or hides the Plug-in chain panel and lights up white when enabled.
- (8) **View button:** Switches between Default view and Additional view of the loaded Instrument. The View button only appears if the loaded Instrument contains an Additional view. The View button is not available when an Effect is selected.

(9) **Keyboard button:** Shows the currently connected keyboard, S25, S49, S61, or S88. If multiple instances of the KOMLETE KONTROL software are running (for example in a host), clicking the button connects the keyboard to this instance. This indicator only appears if at least one compatible device is connected.

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

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

(12) **Master Volume control:** Lets you adjust the overall output volume of KOMLETE KONTROL. The meter shows the current peak level of the output signal.

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

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

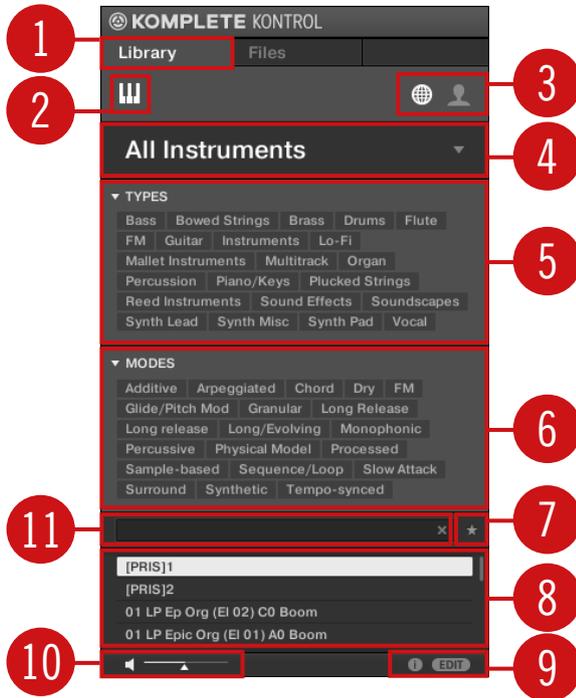
5.2 Browser

The Browser gives you access to your KOMPLETE KONTROL Library and lets you add, edit, and organize Preset files. It consists of the Library pane together with the Product selector, and of the Files pane which are explained in the following overviews.

For more information on using the Browser and managing your Preset files, refer to [↑10, Browsing the Library](#), [↑11, Working with Effects](#), respectively [↑12, Managing the Library](#).

5.2.1 Library Pane

The **Library** pane is the place where you browse for Instruments, Effects, and Preset files. It consists of the following elements:



The **Library** pane.

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

(2) **Product Type icon**: Displays the current context either of browsing for Instruments or browsing for Effects. This is determined automatically by the currently selected Plug-in slot in the Plug-in chain. For more information on switching between Product Types, refer to [↑10.1.1, Product Types: Instrument and Effect](#).

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

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

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

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

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

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

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

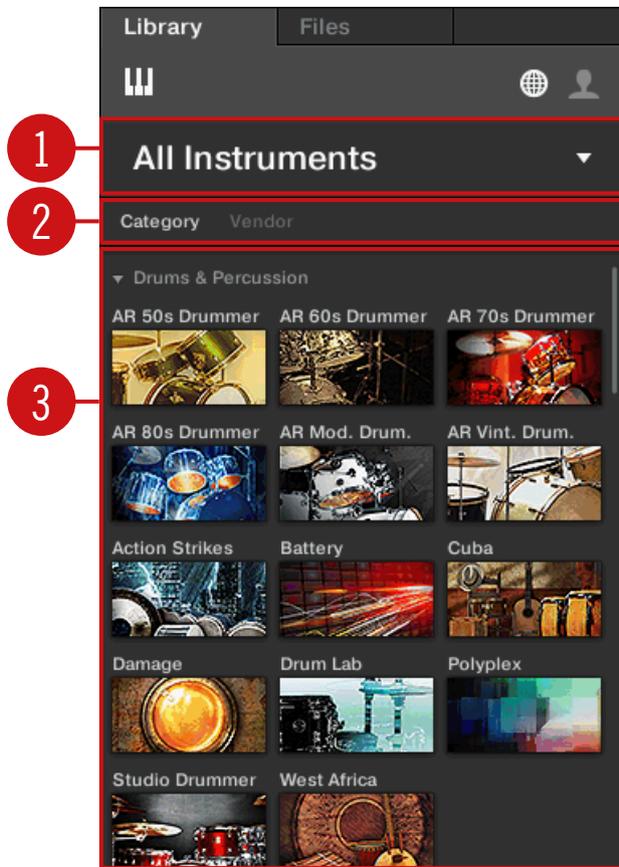
- The **Information button** (i) displays additional information for the selected Preset files.
- The **EDIT** button opens the **Attribute editor** for displaying and editing the tags and properties of the selected Preset files.

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

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

5.2.2 Product Selector

When browsing for Instruments or Effects the Product selector allows you to limit your search to a certain category, a particular Product, and Banks of Instruments.



The Product selector.

(1) **Product selector header:** The header shows the selected Product—if there is no selection it shows a generic label ([All Instruments](#) or [All Effects](#)). A Click on the header opens or closes the Product selector.

- (2) **Category / Vendor selector:** Allows you to sort the Product list by [Category](#) or by [Vendor](#).
- (3) **Product list:** Shows all Products that are available in your KOMPLETE KONTROL Library.

5.2.3 Files Pane

The **Files** pane contains following elements:



The **Files** pane in the Browser.

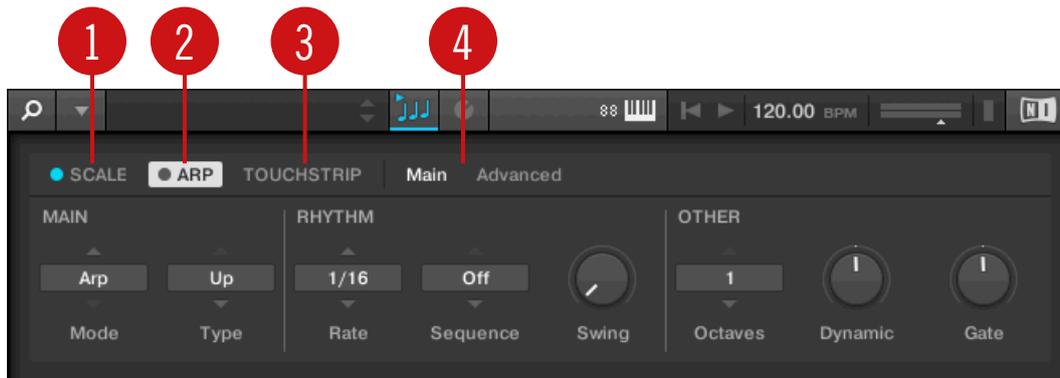
(1) **Files**: Displays the **Files** pane.

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

- (3) **Location bar:** Displays the selected path. The Location bar provides various tools to quickly navigate your file system.
- (4) **Recent Locations button:** Opens a list of the last visited locations for quickly jumping to any of them.
- (5) **Results list:** Displays the content (files and folders) of the folder shown in the Location bar. Only files compatible with KOMPLETE KONTROL are displayed.
- (6) **Control bar:** Provides useful tools when browsing your file system:
- The **Information button** (i) displays additional information for the selected files.
 - The **IMPORT** button lets you import the content of the selected folder to the KOMPLETE KONTROL Library. Before any files are imported, you can choose which tags will be assigned to the files in the **Attribute editor**.

5.3 Perform Panel

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



The Perform panel.

- (1) **SCALE:** Clicking the round button left of **SCALE** switches the Scale engine on or off. Clicking the **SCALE** label displays the Scale engine's parameters. See [↑14, Playing and Editing Scales and Chords](#) for details.

(2) **ARP**: Clicking the round button left of **ARP** switches the Arpeggiator on or off. Clicking the **ARP** label displays the Arpeggiator's parameters. See [↑15, Playing and Editing the Arpeggiator](#) for details.

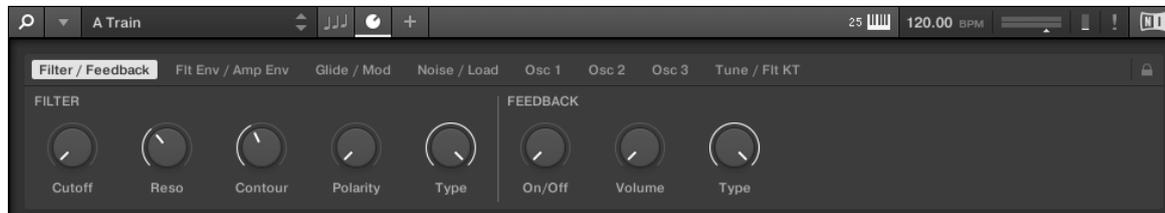
(3) **TOUCHSTRIP**: Clicking the **TOUCHSTRIP** label displays the Touch Strips' parameters. See [↑16, Configuring Touch Strips](#) for details.

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

For more information, refer to [↑14, Playing and Editing Scales and Chords](#).

5.4 Plug-in Panel

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



The Plug-in Panel.

For more information, refer to [↑13.4, Customizing Parameter Mappings using the Plug-in Panel](#).

5.5 Plug-in Chain Panel

At the top of the Plug-in area there is situated the Plug-in chain panel with the Plug-in chain. The Plug-in chain is the place where you can directly load Instrument Plug-ins (Plug-in slot 1) and Effect Plug-ins (Plug-in slot 2 onwards) and arrange them in horizontal series. Each Plug-in is loaded into a Plug-in slot which create the Plug-in chain. The arrangement of the Plug-ins is customizable, but the first Plug-in slot always has to have an Instrument loaded.



Overview Plug-in Chain Panel

- (1) **Plug-in chain:** Shows the loaded Instrument and added Effects in horizontal arrangement.
- (2) **Plug-in slot:** Each Plug-in slot represents a Plug-in and displays the products name and image. Use the Plug-in slots to directly load plug-ins, bypass effects and customize the order.

5.6 Plug-in Area

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



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



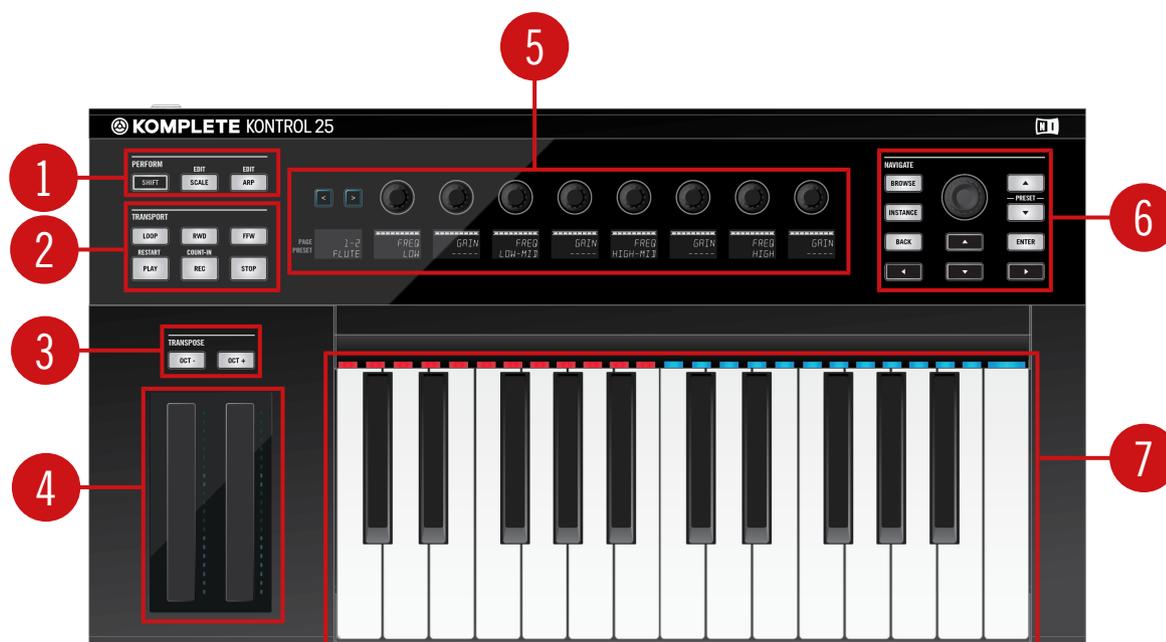
The Plug-in area displaying the Instrument Form.

6 Keyboard Overview

The COMPLETE KONTROL keyboard is tightly integrated into the software and can be used to browse, control and play your Products as well as to control supported hosts.

The keyboard is available in four sizes: The S25, S49, and S61 are equipped with the same top-quality semi-weighted Fatar keybed with aftertouch. The S88 comes with professional, fully-weighted, hammer-action keys, also made by Fatar. Beyond the keybed, all COMPLETE KONTROL keyboards come with identical features.

The keyboard is equipped with the following sections:



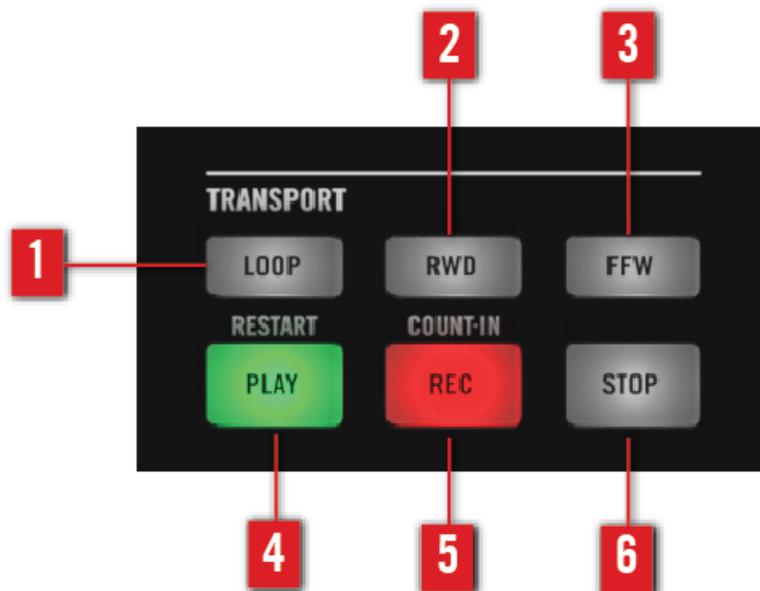
COMPLETE KONTROL S25

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

- (2) **TRANSPORT section:** Controls the transport of supported hosts.
- (3) **TRANSPOSE buttons:** The **OCT-** and **OCT+** buttons let you transpose the entire keyboard one octave down or up, respectively.
- (4) **Touch Strips:** The Pitch Strip and the Modulation Strip are automatically assigned to corresponding controls of the loaded Instrument.
- (5) **Control section:** The knobs and displays are automatically assigned to parameters of the loaded Product or selected mode. The Page buttons are used to skip to another set of parameters.
- (6) **NAVIGATE section:** Lets you browse and load Products, switch between active instances of the KOMPLETE KONTROL software, switch between tracks in hosts, and switch between plugin instances. Additionally, you can adjust the Master volume.
- (7) **Light Guide** and **keyboard:** 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 Instruments and can be very helpful to illustrate e.g. BATTERY or KONTAKT mappings.

6.1 Transport Section

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

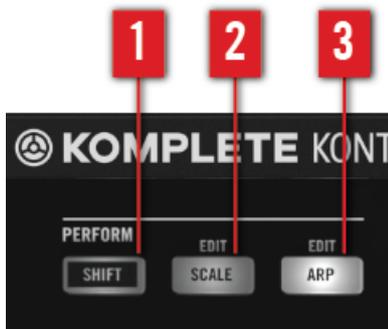


The **TRANSPORT** section.

- (1) **LOOP**: Switches between standard and loop playback.
- (2) **RWD**: Moves the song position backward.
- (3) **FFW**: Moves the song position forward.
- (4) **PLAY (RESTART)**: Starts playback.
- (5) **REC (COUNT-IN)**: Switches record on or off.
- (6) **STOP**: Stops playback.

6.2 Perform Section

The buttons of the **PERFORM** section on the far left of the KOMPLETE KONTROL 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.



The **PERFORM** section.

- (1) **SHIFT**: Accesses the secondary function of active modes and controls labeled as such, for example the **Edit** functions of the **SCALE (Edit)** (2) and **ARP (Edit)**(3) buttons.
- (2) **SCALE (EDIT)** : Switches the Scale engine on or off.
- (3) **ARP (EDIT)**: Switches the Arpeggiator on or off and lets you edit the Arp parameters.

6.3 Control Section

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



The controls of the Control section.

(1) **Page buttons** : Skip to the next page (5) and thus remap the knobs (2) and displays (3) to another set of parameters.

(2) **Knobs** : Control parameters of the loaded Product or selected mode. As the knobs are touch-sensitive, you can tap them to see their value displayed by their corresponding display.

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

(4) **PRESET display** : Tells you the loaded Preset file. 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).

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

6.4 Light Guide

The Light Guide above the keyboard visualizes the key mapping of loaded Instruments and samples by color coding. Active and inactive keys respectively samples are indicated by the LEDs. The Light Guide also reflects the Smart Play settings. This means when you select e.g. a scale or chord, the LEDs corresponding to the keys contained in that scale or chord will light up, whereas inactive keys remain unlit. The Light Guide also gives you visual feedback when you play back incoming MIDI note patterns from the host.



The keyboard and the Light Guide above

6.5 Touch Strips

The two Touch Strips let you control pitch and modulation parameters of the loaded Instrument.



The Touch Strips on the KOMplete KONTROL keyboard.

The left Touch Strip, called Pitch Strip, is automatically assigned to the pitch bend parameter of the loaded Instrument and does not need to be assigned via MIDI learn. It 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 the default state by configuration.

Depending on the loaded Preset file, 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. It 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.

6.6 Transpose Buttons



The **OCT-** and **OCT+** buttons let you transpose the entire keyed one octave down or up, respectively. Pressing both buttons simultaneously resets the keyed to the central octave.

7 Global Controls and Preferences

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

7.1 Instrument Views

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



Instrument views in the KOMLETE KONTROL menu.

- ▶ Alternatively, you can switch between Default View and Additional View by clicking on the View button in the Header (+ icon).

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



The available views may vary with the loaded Instrument.

7.1.1 Default View

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



POLYPLEX in Default View.

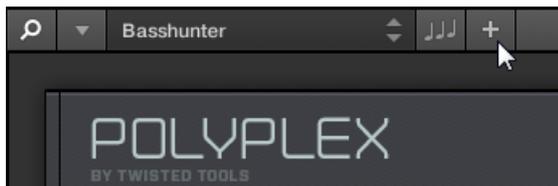
7.1.2 Additional View

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



POLYPLEX in Additional View.

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



The + button opens and closes the Additional View.

7.1.3 Edit View



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

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



POLYPLEX in Edit View.



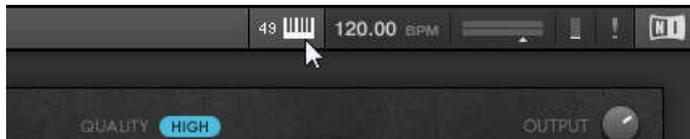
Edit view enables you to access files that cannot be loaded from the KOMPLETE KONTROL Browser, e.g. KONTAKT Multis which can be loaded from the KONTAKT Browser in edit view.

7.2 Switching Instances

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

Switching to an Instance from the Software

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



Automatic Switching in a Host

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

- If you select a track that hosts the KOMPLETE KONTROL plug-in, the keyboard automatically switches to this instance of the KOMPLETE KONTROL software. This allows you to immediately control all of your Product's parameters from the keyboard.
 - If you select a track that does not host the KOMPLETE KONTROL plug-in, the keyboard automatically switches to MIDI mode. This allows you to assign the available controls on the keyboard to parameters in the host or in an inserted plug-in via MIDI learn (if supported).
- ▶ To select a track in a supported host from the keyboard, press the Up or Down buttons in the **NAVIGATE** section until the track is highlighted.

Switching to an Instance from the Keyboard

When using KOMLETE KONTROL as a plug-in in a host without advanced integration, you cannot rely on automatic switching between instances. However, you can still select a particular instance of the KOMLETE KONTROL software from the keyboard by using the on-screen overlay.

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

1. Press the **INSTANCE** button to call up the on-screen overlay showing all active instances of the KOMLETE KONTROL software.
2. Use the Control encoder in the **NAVIGATE** section to select an instance in the on-screen overlay.
3. Press the Control encoder to switch to the selected instance and close the on-screen overlay.

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

7.3 Transport and Tempo

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

You can find the Transport and Tempo controls in the Header:



Transport and tempo controls in KOMPLETE KONTROL.

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

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

(3) **Tempo control**: Sets the tempo in BPM (beats per minute).



When using KOMPLETE KONTROL as a plug-in, it is automatically synchronized to the host. Therefore the Transport and Tempo controls are grayed out and inactive.

7.3.1 Resetting the Clock

Resetting the Clock in the Software

- When the internal clock is stopped, clicking the Reset button allows you to reset the internal clock. Clicking the Play button will start playback from the beginning.
- When the internal clock is running, clicking the Reset button allows you to reset the internal clock and resume playback from the beginning.

Resetting the Clock from the Keyboard

- When the internal clock is stopped, pressing **STOP** allows you to reset the internal clock. Pressing **PLAY (Restart)** will start playback from the beginning.
- When the internal clock is stopped, pressing **SHIFT + PLAY (Restart)** allows you to reset the internal clock and start playback from the beginning.
- When the internal clock is running, pressing **SHIFT + PLAY (Restart)** allows you to reset the internal clock and resume playback from the beginning.

7.3.2 Adjusting Tempo

Adjusting Tempo in the Software

The Tempo control allows you to set the tempo in BPM (beats per minute):

1. Click the display and drag the up / down.
2. Alternatively, you can double-click the display and enter a value numerically.

→ The tempo adjusts in increments of one.

Adjusting Tempo from the Keyboard

You can also use the KOMPLETE KONTROL keyboard to set the tempo in BPM (beats per minute):

1. Press and hold **SHIFT**.

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

→ The tempo is adjusted in increments of 1 BPM.

7.4 Adjusting Master Volume

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



Master Volume controls.

In order to adjust the output volume:

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

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

Adjusting Master Volume with the Keyboard

In order to adjust the output volume on the keyboard:

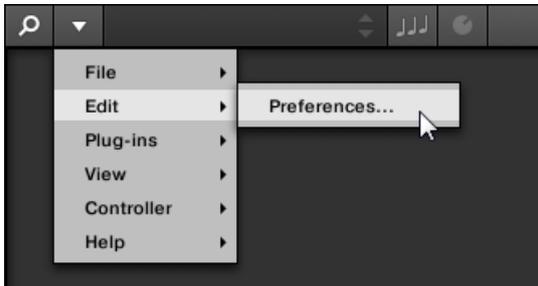
1. Press and hold **SHIFT**.
2. While holding **SHIFT** turn the **BROWSE** encoder.

7.5 Preferences

In the [Preferences](#) you can specify various settings for KOMPLETE KONTROL.

To open the [Preferences](#):

- ▶ Click *Edit > Preferences* in the KOMPLETE KONTROL menu:



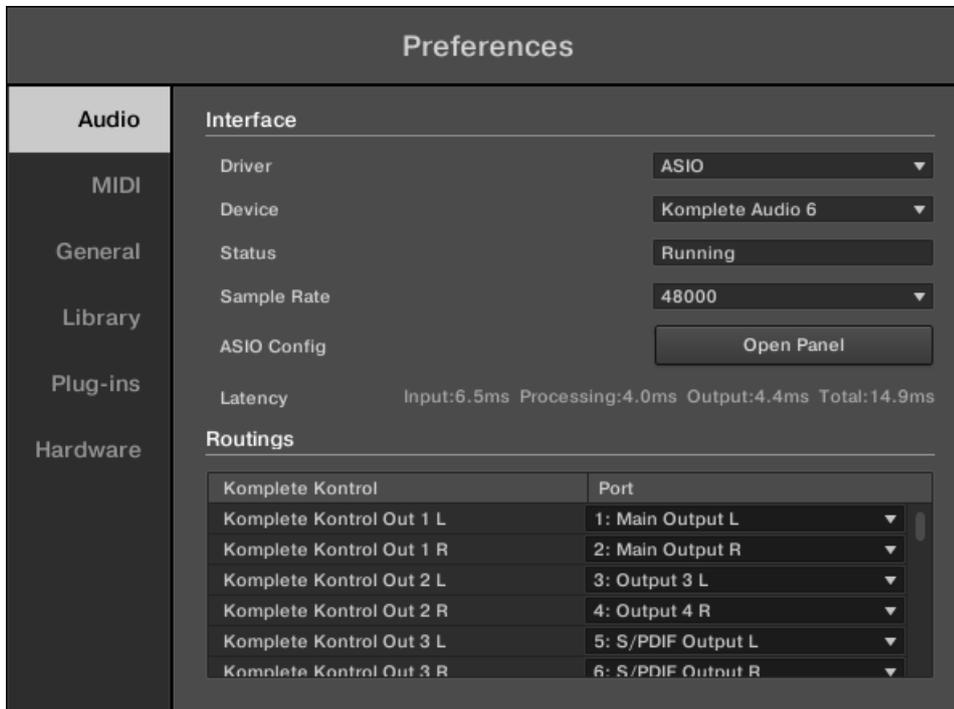
7.5.1 Preferences – Audio Page

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



When using KOMPLETE KONTROL as a plug-in, the audio configuration is managed by the host, and the [Audio](#) page is not available.

The [Routings](#) section allows you to configure the connections between the virtual outputs of KOMPLETE KONTROL and the physical outputs of your audio interface.



Preferences panel — Audio page

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

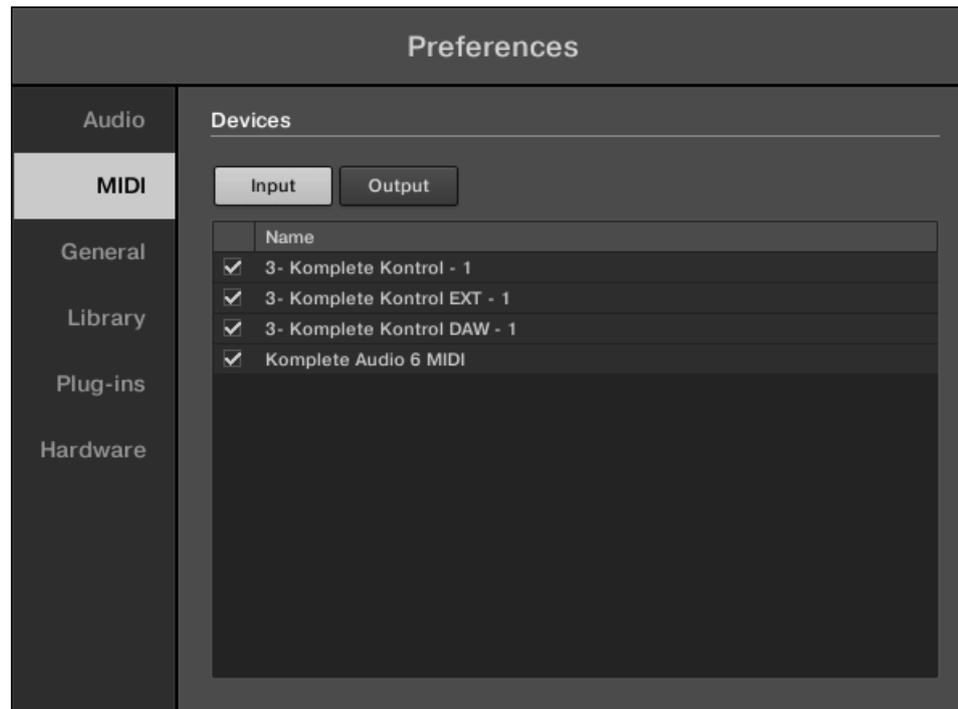
Setting	Description
Buffer Size	<p>macOS: This slider allows you to adjust the buffer size of your audio interface in samples. Lower values result in a more immediate playing response but increase the CPU load, and may result in audible clicks and pops. Larger values decrease the CPU load but introduce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

7.5.2 Preferences – MIDI Page

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



When using KOMPLETE KONTROL as a plug-in, the MIDI configuration is managed by the host, and the [MIDI](#) page is not available.



Preferences panel — MIDI page (entries may vary on your computer)

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

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

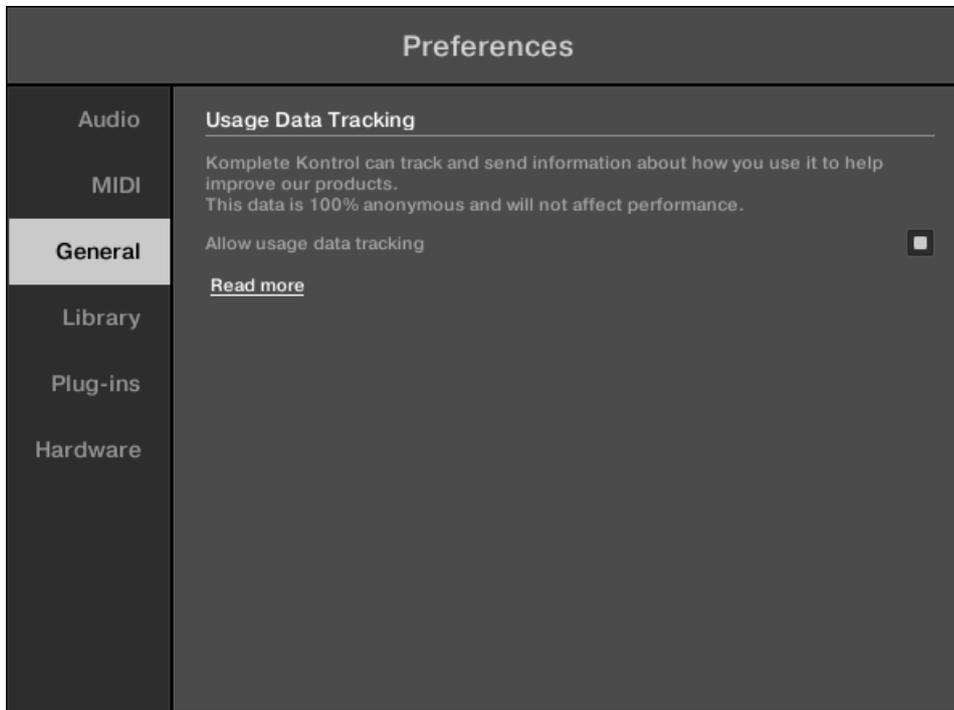
7.5.3 Preferences – General Page

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

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

For more detailed information about Usage Data Tracking, please refer to the following Knowledge Base article on the Native Instruments website:

<https://support.native-instruments.com/hc/en-us/articles/209545029>



Usage Data Tracking in the KOMplete KONTROL Preferences.

To enable or disable Usage Tracking:

1. Open the [General](#) page of the [Preferences](#) by clicking *Preferences...* in the KOMplete KONTROL menu.
2. Click the [Allow usage data tracking](#) checkbox to enable or disable user data tracking.

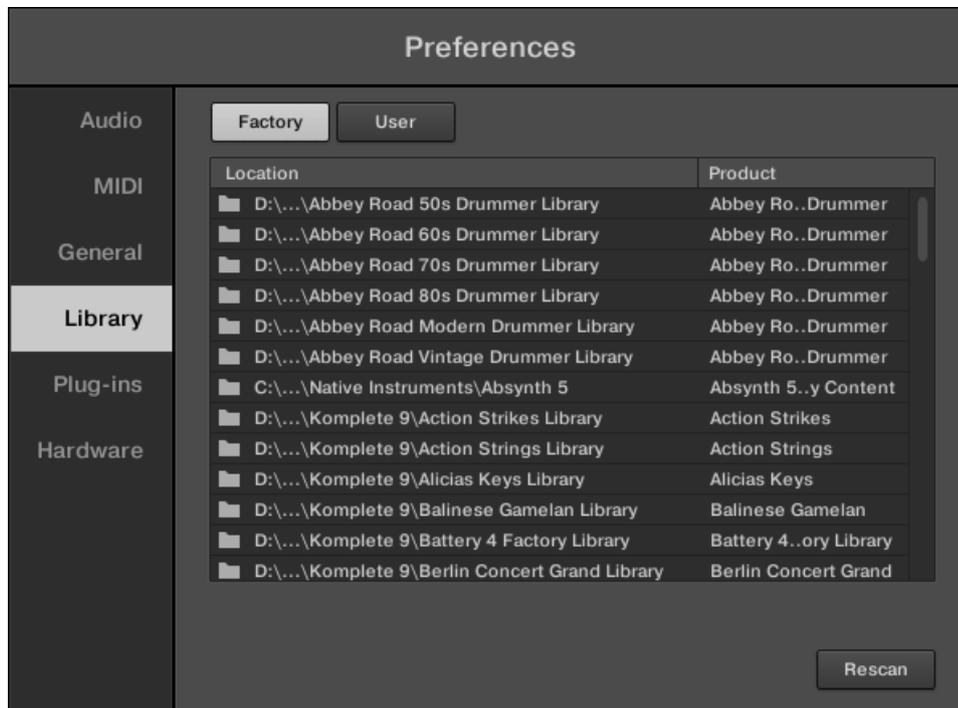
7.5.4 Preferences – Library Page

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

At the top of the page, the [Factory](#) and [User](#) buttons allow you to switch between the [Factory](#) pane and the [User](#) pane.

Factory Pane

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

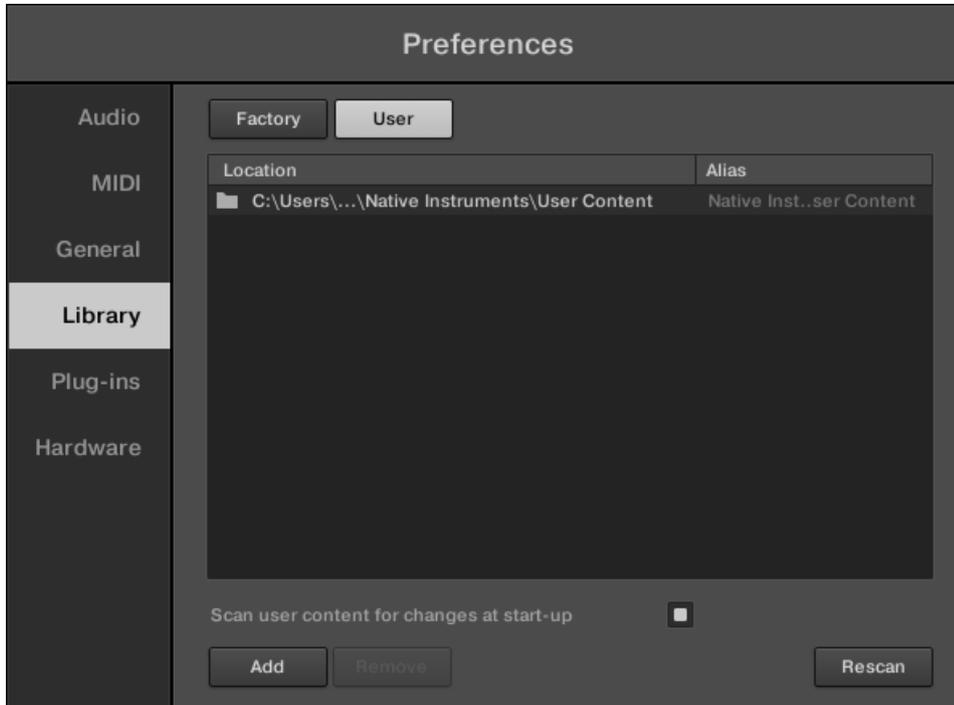


Preferences panel – the Library page's Factory pane.

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

User Pane

The [User](#) pane shows all user libraries currently used. These include KOMLETE KONTROL's standard user directory as well as any other user directory you might have defined. These libraries will appear in the User view of the Browser's [Library](#) pane.



Preferences panel – the Library page's User pane.

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



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

Adding Folders to the User Library

In the [User](#) pane of the [Library](#) page, you can add other folders to the user content of your KOMLETE KONTROL Library. To do this:

1. Click [Add](#) at the bottom of the pane.
A folder selection dialog opens up.
 2. In the dialog, navigate to the desired folder on your computer and click [OK](#) ([Choose](#) on macOS).
- All KOMLETE KONTROL-compatible files found in the selected folder are added to your user content in KOMLETE KONTROL.



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

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

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



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

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

Removing Folders from the User Library

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

7.5.5 Preferences – Plug-ins Page

The [Plug-ins](#) page allows you to manage your VST plug-ins in KOMPLETE KONTROL.

At the top of the page, the [Manager](#) and [Locations](#) buttons allow you to switch between the [Manager](#) pane and the [Locations](#) pane.

Manager Pane

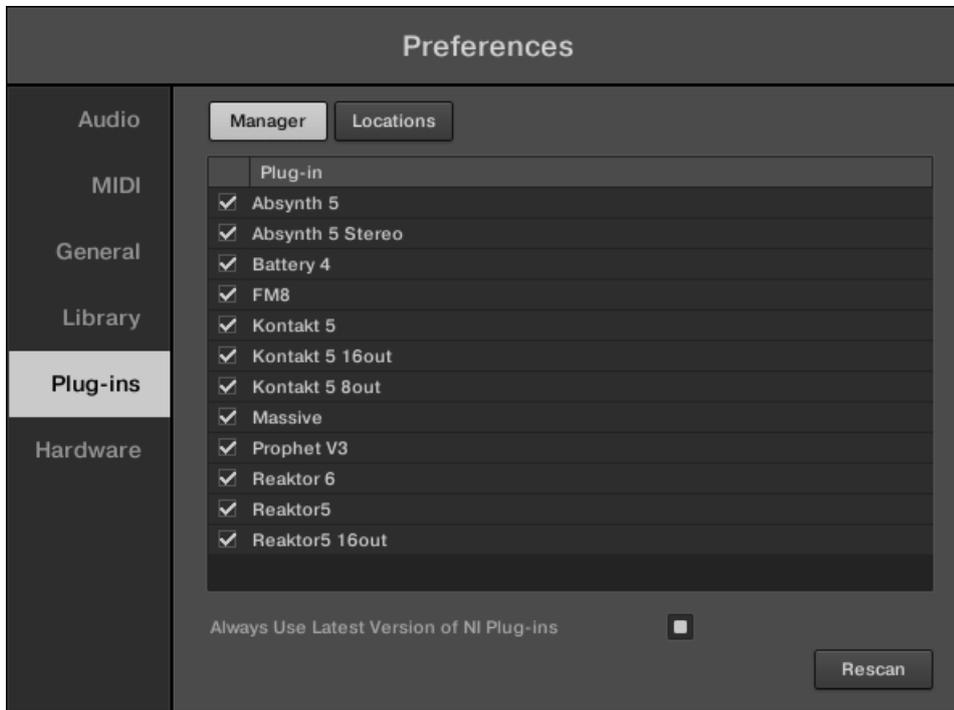
The [Manager](#) Pane allows you to view and manage all VST plug-ins available in KOMPLETE KONTROL. By default, all available plug-ins are activated for use in KOMPLETE KONTROL.

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

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



For example, this option is required if you have installed both the full version of REAKTOR 5 as well as a KOMPLETE Instrument that came with REAKTOR 6 Player. By disabling the option, the REAKTOR 5 Factory Library will be loaded with the full version of REAKTOR 5, while the KOMPLETE Instrument will be loaded with REAKTOR 6 Player. This is necessary since the REAKTOR 5 Factory Library is not authorized for use with REAKTOR 6 Player.



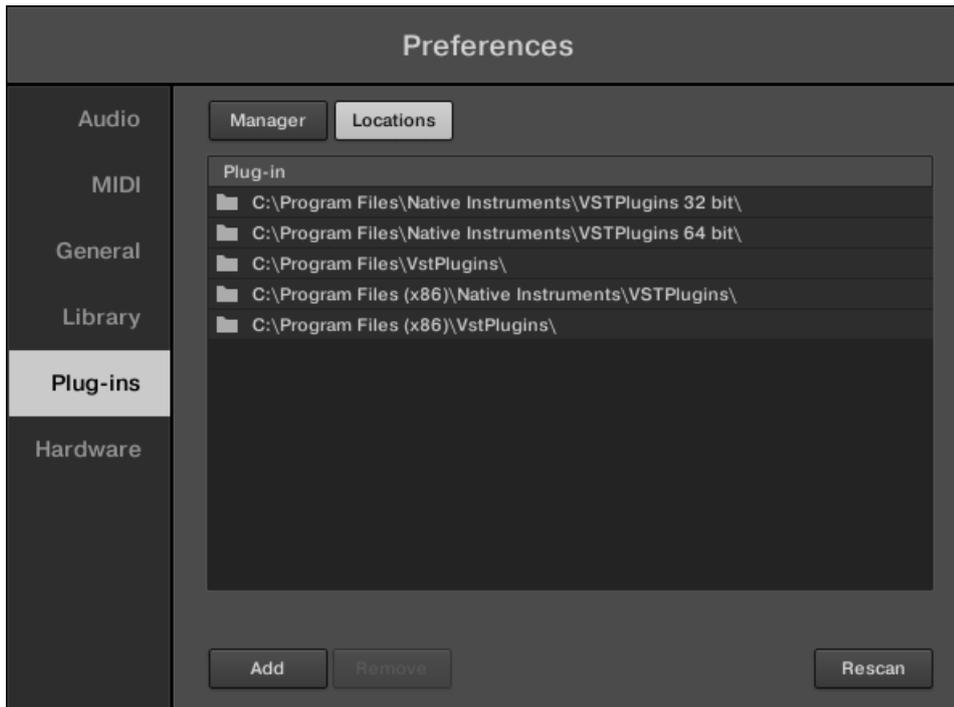
Preferences panel — the Plug-ins page's Manager pane.

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

Locations Pane

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

- ▶ To display the [Locations](#) pane, click the [Locations](#) button at the top of the [Plug-ins](#) page.



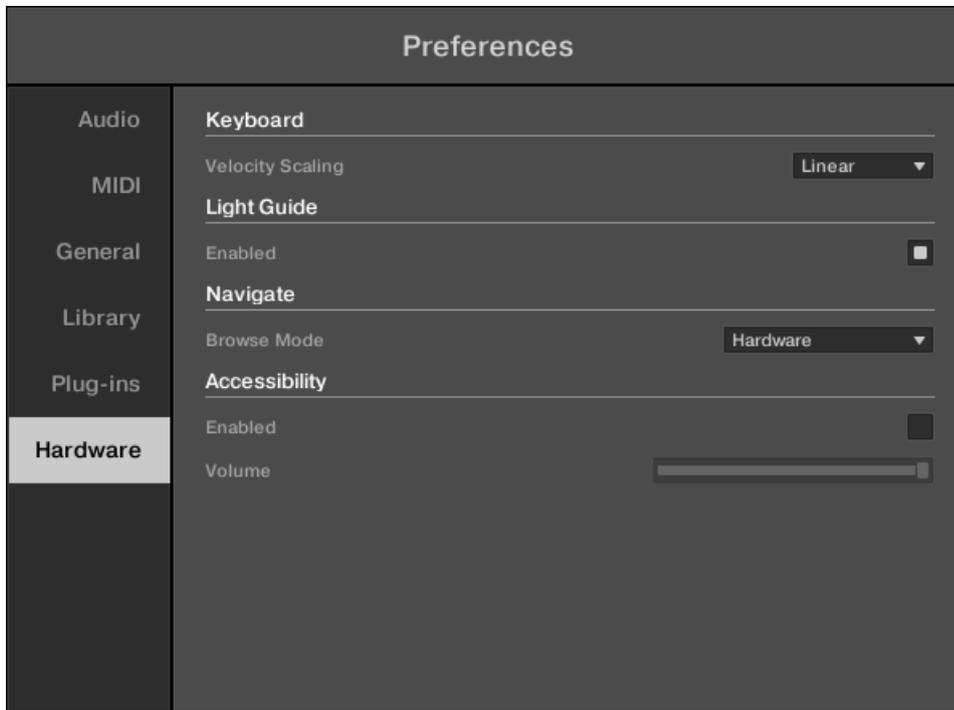
Preferences panel — the Plug-ins page's [Locations](#) pane.

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

7.5.6 Preferences – Hardware Page

The [Hardware](#) page enables you to customize how the keys react to your playing, as well as switch the Light Guide on or off.

- ▶ To display the [Hardware](#) page click the [Hardware](#) tab on the left of the [Preferences](#) panel while the KOMPLETE KONTROL keyboard is connected.



Preferences panel — Hardware page.

Setting	Description
Keyboard	
Velocity Scaling	<i>Velocity Scaling</i> determines how your playing is translated into velocity values: starting from <i>Soft 3</i> (a soft touch is enough to get a big velocity value) through <i>Linear</i> (default) to <i>Hard 3</i> (you really have to press the key hard to get a big velocity value).
Light Guide	

Setting	Description
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 the host as well as shows you the active keys in any scale from the Perform Panel.
Navigate	
Browse Mode	Switches between the Hardware and On-Screen Overlay modes for browsing with the keyboard.
Accessibility	
Enabled	Enables the text-to-speech feature for visually impaired users (macOS only).
Volume	Controls the volume of the text-to-speech feature

7.6 Loading a Plug-in in Default State

You can load a Plug-in in default state directly from the KOMPLETE KONTROL menu:

- In the KOMPLETE KONTROL menu select i.e. *Plug-ins* > *Native Instruments* > *Massive*.



→ The Plug-in is loaded without having any parameters set.



Loading Plug-ins in default state is only possible in the software.

8 MIDI Communication

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

Incoming MIDI

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

- **Triggering Instruments via MIDI notes:** By default, incoming MIDI notes trigger the loaded Instrument and will also be visually reflected by the Light Guide.
- **Controlling parameters via host automation:** You can control parameters of both KOMLETE KONTROL and your loaded Instruments via host automation (when KOMLETE KONTROL is loaded as a plug-in).

Receiving MIDI Clock

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

Outgoing MIDI

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

- **Triggering MIDI instruments and Recording MIDI notes:** KOMLETE KONTROL sends MIDI Note, Pitch Bend, and Channel Pressure (aftertouch) messages to the host and to any MIDI application or device.
- **Controlling MIDI applications and devices:** KOMLETE KONTROL's MIDI mode allows you to send Control Change and Program Change messages to any MIDI application or device.
- **Routing and recording processed MIDI notes:** KOMLETE KONTROL outputs the MIDI notes generated by the Scale engine and the Arpeggiator through the MIDI outputs of the stand-alone application as well as the plug-in. You can route the MIDI notes to other MIDI instruments or record them as a MIDI pattern in the host.



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

8.1 Host Automation

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

Available Parameters for Host Automation

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

8.1.1 Automation IDs for the Perform Panel

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

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

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

8.1.2 Recording Automation

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

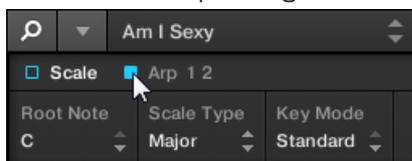


For detailed information regarding automation recording in the host, refer to its documentation.

Changing the State of an On/Off Switch

To change the state of an on/off switch:

1. Click the corresponding button with your computer mouse.



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

Selecting Another Entry from a Drop-Down Menu

To select another entry from a drop-down menu:

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

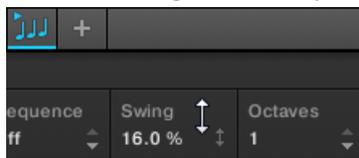


2. Turn the knob on the keyboard currently assigned to the corresponding parameter.

Changing the Value of a Drag Control

To change the value of a drag control:

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



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

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

8.2 Using the Keyboard in MIDI Mode

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

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

- When you switch on the keyboard and the displays show the message **PRESS BROWSE**, you are controlling an instance of the KOMPLETE KONTROL software.
- When you switch on the keyboard and the displays show various MIDI CC numbers, the keyboard is in MIDI mode. The keyboard directly launches into MIDI mode when the KOMPLETE KONTROL software is not running.

Switching to MIDI Mode

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

1. Press **SHIFT + INSTANCE** on the keyboard.
2. Alternatively, you can call up the on-screen-overlay by pressing the **INSTANCE** button and select **Switch to MIDI mode** from the available options.
3. To leave MIDI mode, press **SHIFT + INSTANCE**.



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

MIDI Assignment

The MIDI mode's versatility is made possible by the Controller Editor application, which allows you to freely define MIDI assignments for the controls on the keyboard. The Controller Editor is installed during the KOMPLETE KONTROL installation procedure. For more information, refer to the Controller Editor Manual available as a PDF file in the Documentation subfolder of the Controller Editor installation folder on your hard drive.

8.3 Using the Keyboard as Stand-Alone MIDI Controller

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

The keybed and the controls on the keyboard send out MIDI 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, refer to the Controller Editor Manual available as a PDF file in the Documentation subfolder of the Controller Editor installation folder on your hard drive.

9 Host Integration

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



Before you can make use of advanced host integration you need to set it up first. For more information, refer to [↑4.3, Setting up Host Integration](#).

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

- MASCHINE 2
- Apple Logic Pro X
- Apple GarageBand
- Ableton Live 9
- Steinberg Cubase Artist 8.5/9/9.5
- Steinberg Cubase Pro 8.5/9/9.5
- Steinberg Nuendo 7/8

9.1 Integration with MASCHINE

If you own MASCHINE, you can control many of MASCHINE's functions directly from the KOMPLETE KONTROL keyboard. The available functions mapped to the sections of the keyboard are listed below.

In order to connect the KOMPLETE KONTROL keyboard to the MASCHINE software:

- ▶ Click on the Keyboard icon in the Header.



Connect to MASCHINE using the Keyboard

1. Press **INSTANCE** and select the MASCHINE instance in the on-screen overlay.
2. Press control encoder to connect the keyboard to MASCHINE.

Transport Control

Action in MASCHINE	Button on KOMPLETE KONTROL S-Series
Basic Transport	
Start/pause playback	PLAY (RESTART)
Restart playback at the beginning of the Loop range	SHIFT + PLAY (RESTART)
Enable/disable recording	REC (COUNT-IN)
Record with count-in	SHIFT + REC (COUNT-IN)
Stop playback/recording	STOP
Enable/disable the metronome	SHIFT + STOP
Loop Range	
Move whole Loop range	LOOP + Control encoder
Move Loop range's start point	LOOP + Navigate Left + Control encoder
Move Loop range's end point	LOOP + Navigate Right + Control encoder
Include all Scenes in Loop range	SHIFT + LOOP
Playhead Jumps	
Move song position backward by Pattern Grid increments	RWD
Move song position forward by Pattern Grid increments	FFW
Move song position backward by Step Grid increments	SHIFT + RWD
Move song position forward by Step Grid increments	SHIFT + FFW

Edit Control

Action in MASCHINE	Button on KOMPLETE KONTROL S-Series
Enable/disable Scale engine for selected Group	SCALE (EDIT)
Enable/disable Arpeggiator for selected Group	ARP (EDIT)
Edit Scale engine for selected Group	SHIFT + SCALE (EDIT)
Edit Arpeggiator for selected Group	SHIFT + ARP (EDIT)

Transpose

Action in MASCHINE	Button on KOMPLETE KONTROL S-Series
Edit Touch Strip settings for Pitch Strip	SHIFT + OCT-
Edit Touch Strip settings for Modulation Strip	SHIFT + OCT+

Navigation

Button on KOMPLETTE KONTROL S-Series	Action in MASCHINE
Control Encoder	
Move song position by Pattern Grid increments	Control encoder (turn)
Adjust Slot volume	SHIFT + Control encoder (turn)
Set Preset file as Favorite when browsing	SHIFT + Control encoder (push)
Navigate Arrows	
Select previous Plug-in Slot for selected Sound Slot	Left Navigate arrow
Select next Plug-in Slot for selected Sound Slot	Right Navigate arrow
Select previous Plug-in page	Page left
Select next Plug-in page	Page right
Select previous Sound Slot of selected Group	Up Navigate arrow
Select next Sound Slot of selected Group	Down Navigate arrow
Select previous Group	SHIFT + Up Navigate arrow
Select next Group	SHIFT + Down Navigate arrow
Other	
Open Browser	BROWSE
Switch between MASCHINE and KOMPLETTE KONTROL instances	INSTANCE
Enter MIDI Mode	SHIFT + INSTANCE

Button on KOMPLETE KONTROL S-Series	Action in MASCHINE
Select previous Preset file	PRESET Up
Select next Preset file	PRESET Down
Go one step back in on-screen overlay	BACK
Advance one step in on-screen overlay	ENTER

9.2 Integration with Apple Logic Pro X and GarageBand

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

For more information on how to set up Host Integration with Ableton Live, refer to Setting up Apple Logic Pro X and GarageBand.

Action in Logic Pro X and GarageBand	Button on KOMPLETE KONTROL S-Series
Start playback	PLAY (RESTART)
Start recording	REC (COUNT-IN)
Enable/disable count-in	SHIFT + REC (COUNT-IN)
Stop playback/recording	STOP
Enable/disable the metronome	SHIFT + STOP
Enable/disable loop mode	LOOP
Move loop by its own length	LOOP + Control encoder
Move song position in one bar increments	Control encoder
Select one track up	Navigate Up
Select one track down	Navigate Down
Undo action	SHIFT + Navigate Left
Redo action	SHIFT + Navigate Right
Move song position backward	RWD
Move song position forward	FFW

9.3 Integration with Ableton Live

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

For more information on how to set up Host Integration with Ableton Live, refer to Setting up Ableton Live (macOS) respectively Setting up Ableton Live (Windows).

Action in Ableton Live	Button on KOM-LETE KONTROL S-Series
Start playback	PLAY (RESTART)
Start recording	REC (COUNT-IN)
Enable/disable count-in	SHIFT + REC (COUNT-IN)
Stop playback/recording	STOP
Enable/disable metronome	SHIFT + STOP
Enable/disable loop mode	LOOP
Move loop by its own length	LOOP + Control encoder
Move song position in one bar increments	Control encoder
Select one Track up	Navigate Up
Select one Track down	Navigate Down
Undo action	SHIFT + Navigate Left
Redo action	SHIFT + Navigate Right
Move song position backward	RWD
Move song position forward	FFW

9.4 Integration with Steinberg Cubase and Nuendo

If you own Steinberg Cubase or Nuendo, you can control many of their functions directly from the KOMPLETE KONTROL keyboard. The available functions mapped to the sections of the keyboard are listed below.

For more information on how to set up Host Integration with Cubase/Nuendo, refer to Setting up Steinberg Cubase/Nuendo.

Action in Cubase and Nuendo	Button on KOMPLETE KONTROL S-Series
Start playback	PLAY (RESTART)
Start recording	REC (COUNT-IN)
Enable/disable count-in	SHIFT + REC (COUNT-IN)
Stop playback/recording	STOP
Enable/disable the metronome	SHIFT + STOP
Enable/disable loop mode	LOOP
Move loop by its own length	LOOP + Control encoder
Move song position in one bar increments	Control encoder
Select one track up	Navigate Up
Select one track down	Navigate Down
Undo action	SHIFT + Navigate Left
Redo action	SHIFT + Navigate Right
Move song position backward	RWD
Move song position forward	FFW

10 Browsing the Library

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

Browsing Effects is identical to Browsing Instruments

This section covers only the workflows for browsing Instruments as the workflows for browsing Effects are identical. The Product Type Instrument or Effect cannot be selected in the Browser directly as this is determined by the Plug-in chain. For more information on Product Types and on switching between Product Types, refer to [↑10.1.1, Product Types: Instrument and Effect](#).

Browse Mode Hardware is the preferred for the Workflow Descriptions

When browsing with the KOMPLETE KONTROL keyboard it is recommended to use Browse Mode **Hardware** as it enhances the user experience compared to the **On-screen overlay**. Therefore this section describes the workflows using Browse Mode Hardware which needs to be selected in the software in advance. For more information, refer to [↑10.2, Selecting Browse Mode Hardware](#).

If you want to learn more about the workflows using the on-screen overlay, refer to [↑10.13, Browsing via the On-Screen Overlay](#).

For detailed overview of the Browser elements, refer to [↑5.2, Browser](#).

10.1 Browser Basics

This section describes some general concepts about the Browser.

10.1.1 Product Types: Instrument and Effect

Although the Library contains Instruments and Effects, it is not possible to browse for these two Product Types at the same time. Depending on the selected Plug-in slot the Product Type in the Browser switches either to “Instrument” or “Effect”:

- When you start KOMPLETE KONTROL or when you select the first Plug-in Slot in the Plug-in chain, the Product Type is set to “Instrument” which is reflected by the respective icon in the Browser.



- Consequently, when you select any other Plug-in slot, the Product Type is set to “Effect” which is reflected by the respective icon in the Browser.



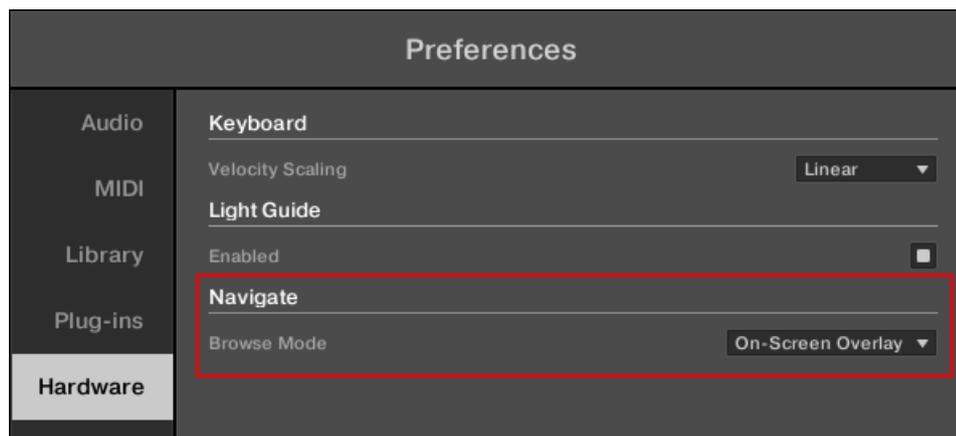
For more information on the Plug-in chain and usage, refer to [↑5.5, Plug-in Chain Panel](#) respectively [↑11, Working with Effects](#).

10.1.2 Browse Mode

KOMPLETE KONTROL provides two ways of browsing with the KOMPLETE KONTROL keyboard, called Browse Modes:

- By default, pressing the **BROWSE** button calls up the on-screen overlay on the computer screen, which gives you a full overview over the current state of the Browser, controlled from the **NAVIGATE** section on the keyboard. For more information about the on-screen overlay, refer to [↑10.13, Browsing via the On-Screen Overlay](#).
- Alternatively, you can use the knobs and displays on the keyboard for browsing your KOMPLETE KONTROL Library. In this case, the Browser functions are mapped directly to the keyboard’s Control section, making the KOMPLETE KONTROL Browser workflow available without using the computer screen.

You can set the [Browse Mode](#) under [Navigate](#) on the [Keyboard](#) page of the COMPLETE KONTROL Preferences:



The [Browse Mode](#) setting in the Preferences.



When using COMPLETE KONTROL's Accessibility features, the [Browse Mode](#) is automatically switched to *Keyboard*.

10.1.3 About the Library and Meta-Information

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

Tags

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

- The **content type** of the Preset file, i.e. whether it originates from a Product's factory library or if it was created by a user.
- The **Product** where the Preset files come from—this can include, e.g., a hierarchical structure with a Product category, a particular Product, and possibly a Bank of an Instrument.
- A variable amount of **tags** used to describe various characteristics of the file, for example, the type of effect, the sonic character, the context in which it is used—in a word, anything that might help you find the file.

Included Preset Files in the Library

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

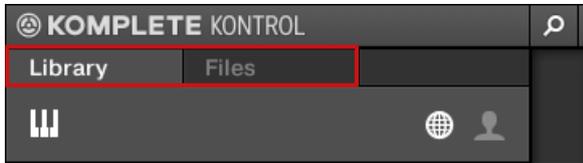
You can also save the sounds you created in KOMPLETE KONTROL to the User content section of the [Library](#) pane.

10.1.4 Browsing the Library vs. Browsing Your Hard Disks

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

- The [Library](#) pane allows you to browse the KOMPLETE KONTROL Library. This is the preferred way to search for files meeting particular musical requirements. This pane also allows you to tag your own Preset files to your liking.
- The [Files](#) pane allows you to browse your hard disks by using the hierarchical folder structure of your operating system. For example, you can use it to navigate KOMPLETE KONTROL-relevant files that have not been imported into the KOMPLETE KONTROL Library—and you can import them from there!

The [Library](#) pane respectively the [Files](#) pane can be accessed by clicking the corresponding tab at the top of the Browser.



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



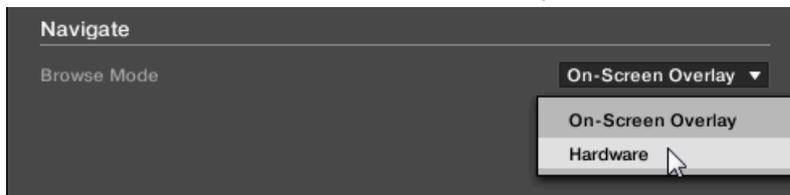
Browsing and loading files from the file system using the KOMPLETE KONTROL keyboard is not possible. The Browser called up from the keyboard can only load files that have already been added to the Library. This is why you should always import all your files to the Library and tag them using the software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

10.2 Selecting Browse Mode Hardware

[Browse Mode Hardware](#) allows you to access your KOMPLETE KONTROL Library by using only the controls and displays on the KOMPLETE KONTROL keyboard, independently of the computer screen.

To enable browsing with the keyboard:

1. Open the KOMPLETE KONTROL Preferences.
2. Select the [Keyboard](#) Page.
3. Select *Hardware* from the [Browse Mode](#) drop-down menu.

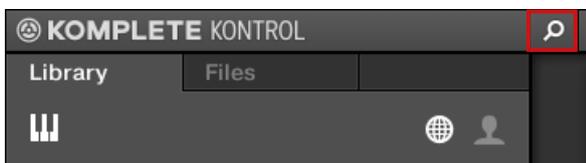


→ The Browser functions are now mapped to the Control section and can be controlled with the page buttons and knobs.



10.3 Opening the Browser

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



The Browser button in the header.



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

Opening the Browser on the Keyboard

When the Plug-in chain is entirely empty the displays show **PRESS BROWSE**.

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

- ▶ Press the **BROWSE** button.

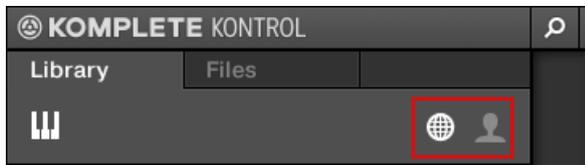
The following image provides an overview of the Browser on the displays of the keyboard.



The Browser on the keyboard's displays.

10.4 Choosing Between Factory Content and User Content

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



The Content selector.

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

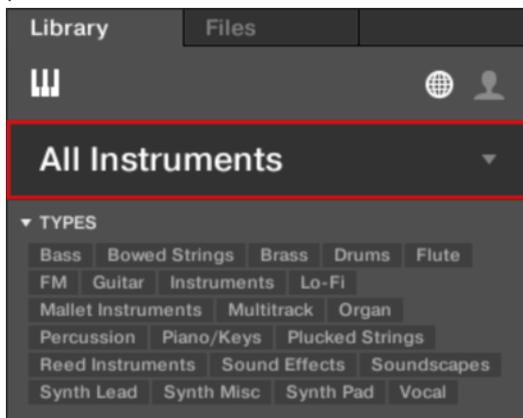
Choosing Between Factory and User Content on the Keyboard

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

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

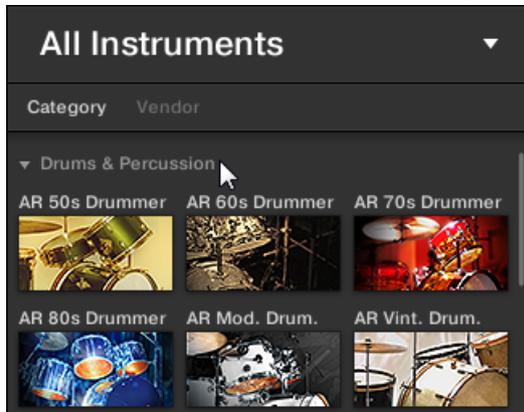
10.5 Loading an Instrument with its default Preset File

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

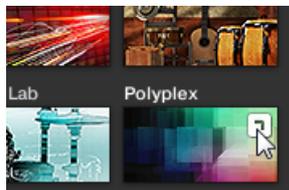


In order to load an Instrument:

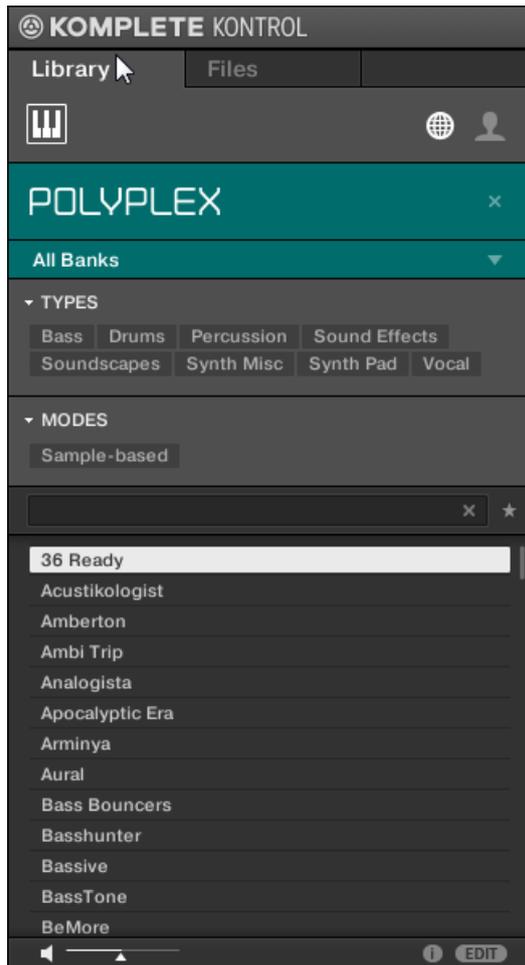
1. Click on the Product selector header to open it.
⇒ The Product selector opens up, showing you all Instruments available in your KOM-
PLETE KONTROL Library.
2. Sort the Instruments by **Category** or by **Vendor** using the Category / Vendor selector.



3. Navigate through the Instrument groups to find the Instrument to your liking.
4. Place the mouse over the Instrument entry in the Product selector and click on the arrow symbol that appears in the upper right corner of the Instrument entry.



- The Instrument with its default Preset file has been loaded into the first Plug-in slot of the Plug-in chain. With your selection the Product selector automatically closes, the Instrument name and icon appear in the Product selector header. You can now browse for all Preset files associated with your selection in the Results list.



Instead of immediately loading an Instrument you also can get provided with all Preset files associated with the Instrument in the Results list by a click in the middle of the Instrument entry.

Loading an Instrument using the Keyboard

In order to load an Instrument on the keyboard:

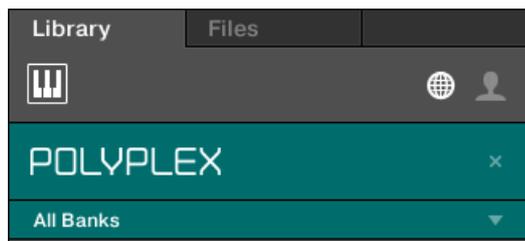
1. Press and hold **SHIFT** to access the secondary Browser functions.
2. While holding **SHIFT** press turn Knob 1 to either select **CATEGORY** or **VENDOR** for sorting the Product list accordingly. By default the Product list is showing all Instruments.
3. Release **SHIFT**.
4. Turn Knob 1 to select a category or a vendor, respectively.
5. Turn Knob 2 to scroll through the Product list and find an Instrument to your liking.
6. Press **ENTER** or the Control encoder to load the Instrument.

→ The Instrument with its default Preset file has been loaded into the first Plug-in slot of the Plug-in chain. You can now browse for all Preset files associated with your selection in the Results list.

10.6 Filtering Instrument Preset Files by Bank

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

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



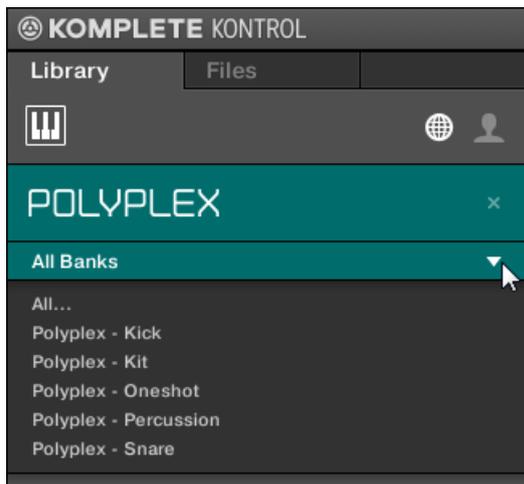
The Bank menu showing All Banks for POLYPLEX



Banks are not available for Effects.

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

1. Click the arrow under the Instrument icon to open the Bank drop-down menu.
2. Choose a Bank from the available entries.



→ Upon your selection the Bank drop-down menu closes and displays the selected Bank. The results list underneath further narrow its content accordingly.

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

Filtering Instrument Preset Files by Bank using the Keyboard

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

1. Turn Knob 3 to select the desired Bank of the Instrument.
2. If available, you can use Knob 4 to select a sub-bank.

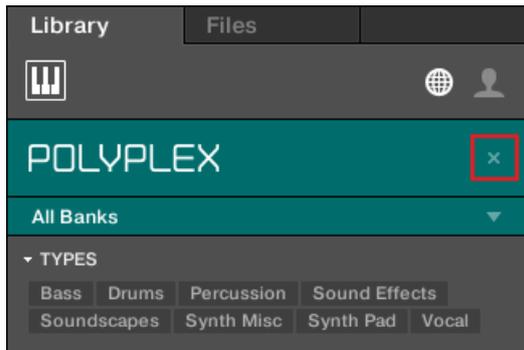
→ The Results list only displays the associated Preset files.

10.7 Resetting the Selection

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

To reset the selection made in the Product selector:

- ▶ Click the little cross at the right of the Instrument name.



- The selection is reset. The Product selector displays the generic label [All Instruments](#) or [All Effects](#). The [TYPES](#) and [MODES](#) filters and the Results list under the Product selector now includes Preset files for all Instruments respectively Effects.



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

Resetting the Instrument Selection on the Keyboard

To reset the Instrument selection:

- ▶ Turn Knob 2 anti-clockwise until **ALL PRODUCTS** is shown in the display below.

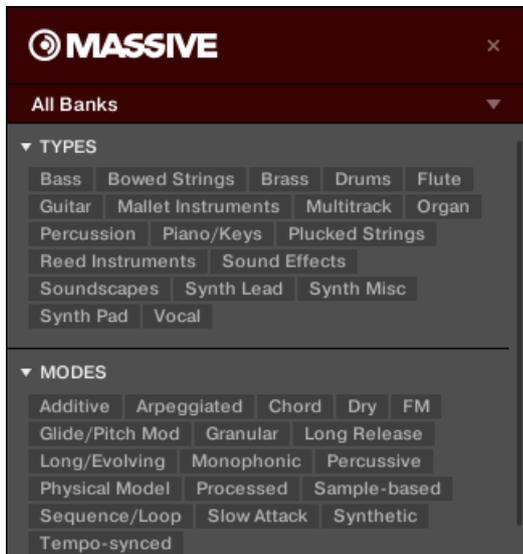
- The Instrument selection is reset.

10.8 Types and Modes Tag Filters



The **MODES** tag filter is not available when browsing Effects.

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



TYPES and **MODES** filters for MASSIVE

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

TYPES

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

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

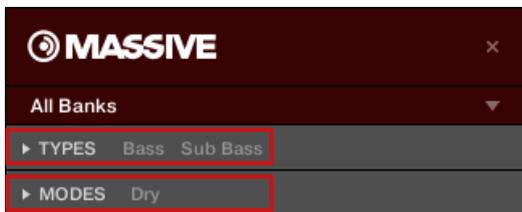
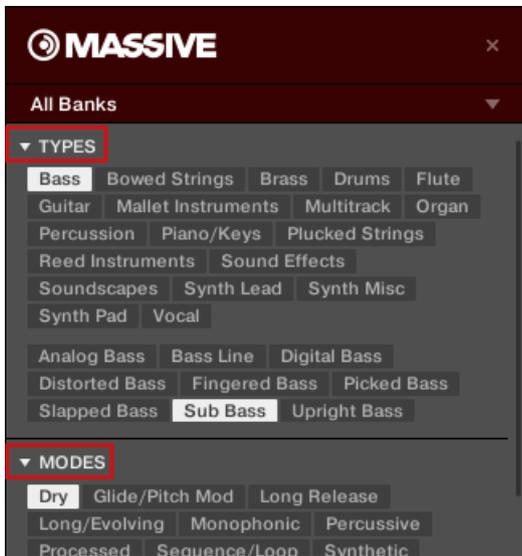
MODES

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

- In general, Mode tags will rather refer to technical terms (e.g., **Arpeggiated**, **Percussive**, **Synthetic**, etc.).
- The **MODES** filter is always displayed. You can start your search with the **MODES** filter before (or even without) using the **TYPES** filter.
- However, the list of tags available in the **MODES** filter will vary depending on the tags selected in the **TYPES** filter. If no file contains both the Type and Mode tags that you have selected, the Type tags will prevail and the Mode tags will be deselected.

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

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



10.8.1 Filtering Preset Files by Types and Modes



The **MODES** tag filter is not available when browsing Effects.

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



The MONARK Instrument is selected in the Product selector.

In order to find a bass sound:

1. Select the [Bass](#) tag from the [TYPES](#) filter.
- ⇒ Upon your selection the second level of tags appears underneath with Sub-Types like [Analog Bass](#), [Fingered Bass](#), etc.



- Select the Sub-Type matching the desired characteristic for your bass line. By selecting any of these tags, say, [Distorted Bass](#), you will narrow your search to this particular Sub-Type of bass sounds.



- Select the [Synthetic](#) tag from the [MODES](#) filter.

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

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

Filtering Preset Files by Types and Modes Using the Keyboard

In order to find a bass sound:

- Turn Knob 5 (All Types) to select the [Bass](#) tag from the Types filter.

- ⇒ Upon your selection the second level of tags appears above Knob 6 displaying All Sub-Types.
- 2. Turn Knob 6 to select the Sub-Type matching the desired characteristic for your bass line, say, Distorted Bass.
- The Results list is filtered accordingly to the Types and Modes filters.

10.8.2 Selecting Multiple Tags from the Same Level



The **MODES** tag filter is not available when browsing Effects.

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

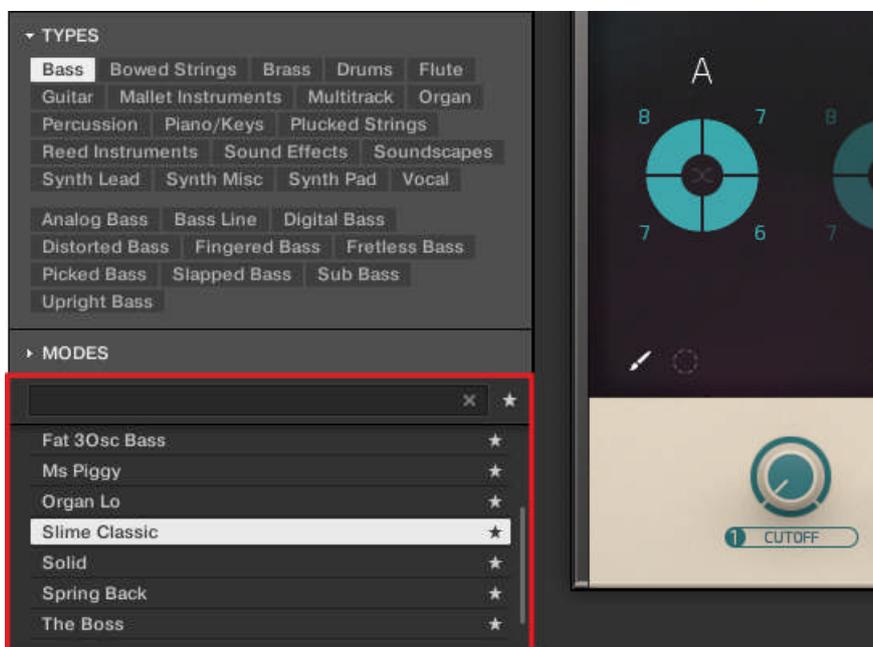
1. Hold [Shift] on your computer keyboard and click two tags at a particular level to select these tags and all tags in-between.
 2. Hold [Ctrl] ([Cmd] on macOS) on your computer keyboard and click any number of tags at a particular level to select these particular tags.
- The result list will include all files satisfying at least one of the selected tags.



Selecting multiple tags from the same level using the keyboard is not possible. Nevertheless, the display on the keyboard will show *(multi)* when multiple tags are selected in the software.

10.9 Working with Favorites

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

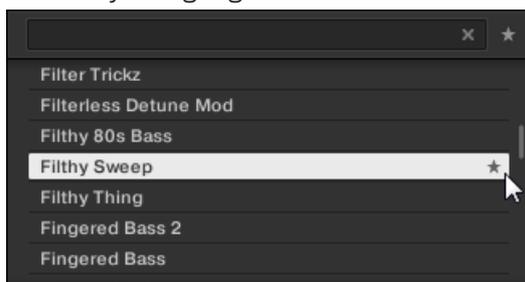


The COMPLETE KONTROL Browser showing all Favorites tagged with the Type Bass

10.9.1 Adding Preset Files to the Favorites

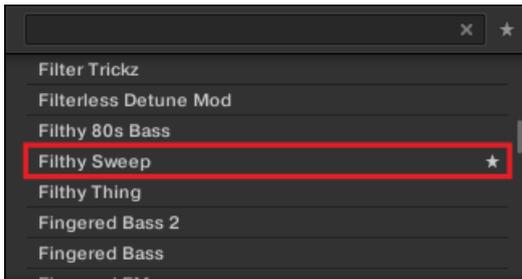
To add a Preset File to the Favorites:

1. Place the mouse cursor over any selected or unselected entry in the Results list.
⇒ The entry is highlighted and the Set Favorite icon on right appears.



2. Click on the Set Favorite icon to add the corresponding Preset file to the Favorites.

→ The Preset file is added to the Favorites, indicated by the lit Set Favorite icon next to its name.



You can add any Preset File in the Results list to the Favorites, no matter if it is selected or not.

Adding Preset Files to the Favorites on the Keyboard

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

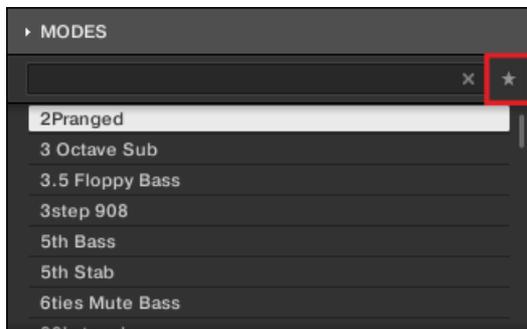
1. Turn Knob 8 to select/highlight the Preset File you want to add to the Favorites in the Results list.
2. Press and hold **SHIFT**.
 - ⇒ The displays below Knob 3 and Knob 4 now display the Favorite parameters.
3. While holding **SHIFT** turn Knob 4 clockwise until the value **SET** turns to **ON** in the display below.

→ The Preset File is added to the Favorites.

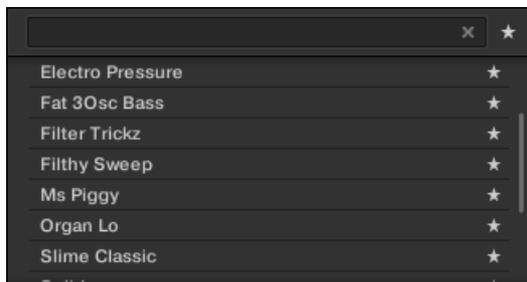
10.9.2 Displaying Favorites in the Results List

To activate the Favorites filter:

- ▶ Click on the Favorites icon next to the search field to activate the Favorites filter.



- The Favorites icon is now lit and the Results list shows all favorite Preset Files.



Displaying all Preset Files to the Favorites on the Keyboard

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

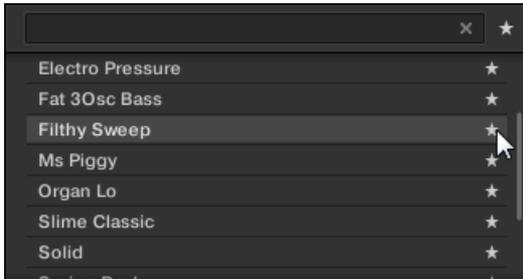
1. Press and hold **SHIFT**.
 - ⇒ The displays below Knob 3 and Knob 4 now display the Favorite parameters.
2. While holding **SHIFT** turn Knob 3 clockwise until the value **FILTER FAVORITE** turns to **ON** in the display below.

- The Results list now shows all favorite Preset Files.

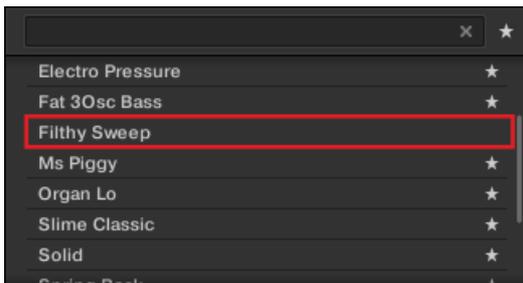
10.9.3 Removing Preset Files from the Favorites

To remove a Preset file from the Favorites:

- ▶ Click on the lit Set Favorite icon to remove the corresponding Preset file from the Favorites.



- The Preset file is removed from the Favorites, indicated by the hidden Set Favorite icon. The next time you select the Favorites filter, the Preset file will not be shown in the Results list.



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

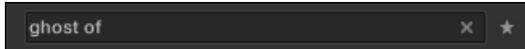
Removing Preset files from the Favorites on the Keyboard

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

1. Press and hold **SHIFT**.
 - ⇒ The displays below Knob 3 and Knob 4 now display the Favorite parameters.
 2. While holding **SHIFT** turn Knob 4 clockwise until the value **SET** turns to **OFF** in the display below.
- The Preset File has been removed from the Favorites.

10.10 Performing a Text Search

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



The search field.

1. Click in the search field.
 2. Type the desired text to limit the Results to files containing this text.
- As you start typing, the list of matches will start narrowing in the result list below.

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

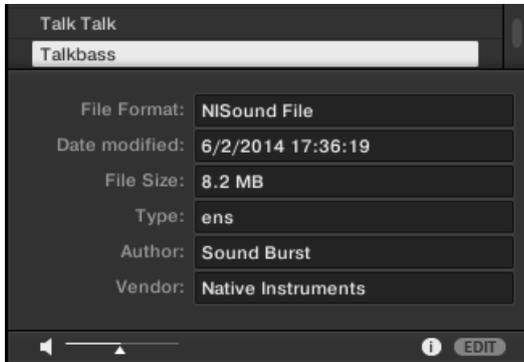
In order to reset both text search tag search, use the **Reset button** (showing a little cross) on the right side of the search field. The Instrument selection is not affected.

10.11 Displaying Preset File Information

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



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



The Information box provides various information on the selected file(s).

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

10.12 Auditioning your Preset Files

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



The Prehear controls.

1. Click the Prehear button (showing a little speaker icon) to enable/disable Prehear.
 - ⇒ When Prehear is enabled, you can directly hear Preset Files as you select them in the Result list of the **LIBRARY** pane or **FILES** pane.
2. Drag the Prehear Volume slider next to the Prehear button to adjust the volume of the Preset Files you are pre-listening to.
3. Click on any entry in the Results list.



In order to hear audio of the Prehear feature it is mandatory to configure the audio interface in the Preferences of KOMplete Kontrol.

Auditioning Your Preset Files using the Keyboard

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

1. Press and hold **SHIFT** to call up the Browser's secondary functions in the displays.
 - ⇒ The display below Knob 7 shows the **PREHEAR** parameter.
 2. While holding **SHIFT** turn Knob 7 clockwise or anti-clockwise until the current value in the display below turns to **ON** or to **OFF**, respectively.
 3. Turn Knob 8 to adjust the volume of the Preset Files you are pre-listening to.
 4. Release **SHIFT**.
 5. Turn Knob 8 to select another Preset file in the Results list.
- Upon selection this Preset file is played back and the previous Preset file stops playing instantly.

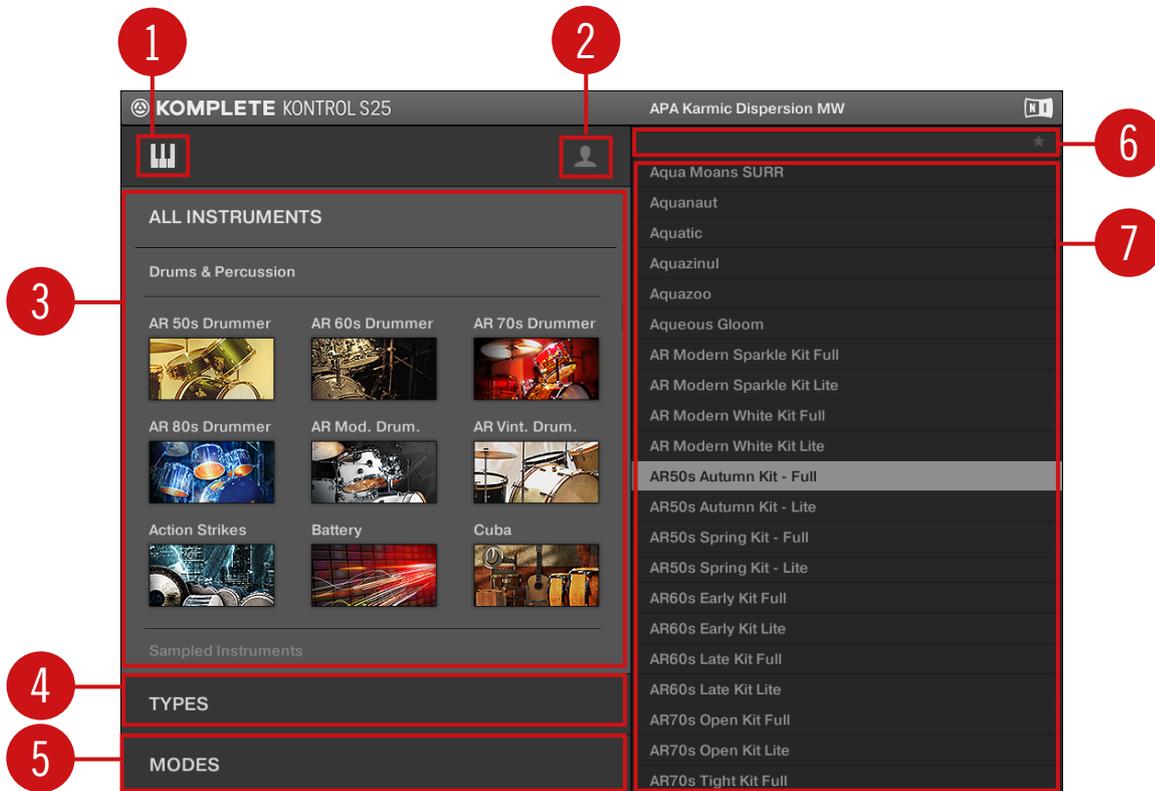
When you disable Prehear, the playback of any Preset file still being pre-listened is stopped.

10.13 Browsing via the On-Screen Overlay

When the default Browse mode [On-Screen Overlay](#) is selected in the Preferences, pressing the **BROWSE** button on the KOMPLETE KONTROL keyboard brings up a large and easy-to-see on-screen overlay on your computer screen. This way, you get instant access to many features common to the KOMPLETE KONTROL software's Browser. Using the on-screen overlay you can progressively refine your search to find the sounds you need with ease. In the following overview you will be presented with the elements in the on-screen overlay.

For more information on selecting another Browse mode, refer to [↑10.2, Selecting Browse Mode Hardware](#).

Browser Overview in the On-Screen Overlay



Overview of the Browser in the on-screen overlay

- (1) **Product Type icon:** Displays if you are currently browsing for Instruments or an Effects.
- (2) **Content selector:** Selects the files that are browsed. Switch the User icon off to search the factory content, or on to search the user content.
- (3) **Product selector:** Select to open a drop-down menu where you can select a particular Instrument and sometimes the Bank of the selected Instrument. Only the files matching your selection will be displayed in the result list (5).
- (4) **TYPES filter:** Allows you to search for files based on Type and Sub-Type tags that have been applied to them.

- (5) **MODES filter:** Allows you to search for files based on Mode tags that have been applied to them.
- (6) **Favorites filter:** Switches the Favorites filter on or off.
- (7) **Results list:** The Results list displays all files that match your query, as specified via the various tools above.

11 Working with Effects

In this section you learn how to work with the Plug-in chain in terms of adding Effects, and organizing the Plug-in chain. Also, this section assumes you are familiar using the Browser and already loaded an Instrument.

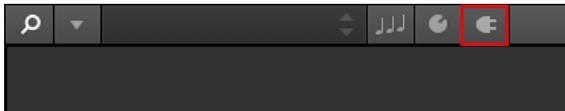
For more information on using the Browser, refer to [↑10, Browsing the Library](#).

11.1 Opening the Plug-in Chain Panel

In order to work with the Plug-in chain in the KOMplete KONTROL software you need to make sure the Plug-in chain panel is displayed.

If this is not the case you can display the Plug-in chain panel by the following action:

- ▶ Click on the Plug-in chain panel button in the Header.



→ The Plug-in chain panel and the loaded Instrument are displayed. You can now add Effects to the Plug-in chain.



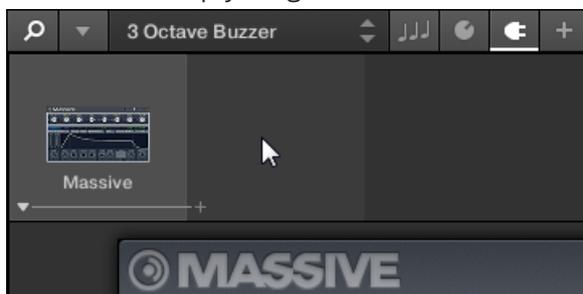
On the KOMPLETE KONTROL S-Series keyboard only the selected Plug-in slot is displayed.

11.2 Adding Effects

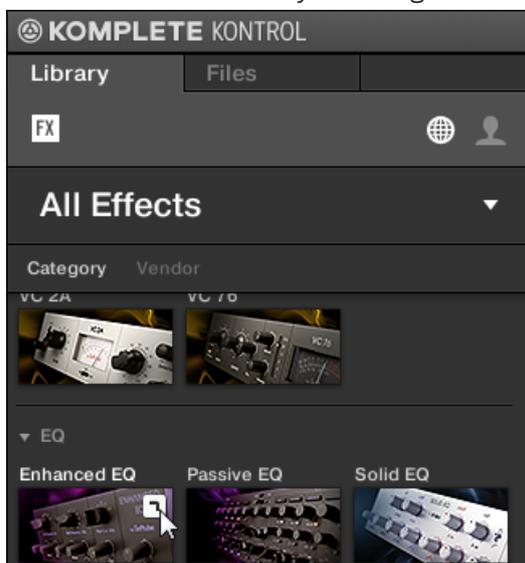
Assuming an Instrument has already been loaded into the first Plug-in slot you can then add Effects to the Plug-in chain.

In order to add an Effect to the Plug-in chain:

1. Click on the empty Plug-in slot to select it.



2. Browse for an Effect of your liking.



- The Effect is loaded. Its image (or a generic icon for non-NKS Plug-ins) and name are shown in the second Plug-in slot. To add more Effects to the Plug-in chain, repeat the aforementioned steps.



Adding Effects using the Keyboard

Assuming an Instrument has already been loaded into the first Plug-in slot perform the following actions in order to add an Effects to the Plug-in chain:

1. Press the right Navigate Arrow button until you select the rightmost Plug-in slot which is empty.
 2. Press the **BROWSE** button to open the Browser.
 3. Select an Effect to your liking and press the control encoder to load the selection.
- The Effect is now added to the Plug-in chain. To add more Effects to the Plug-in chain, repeat the aforementioned steps.

11.3 Selecting Plug-in Slots

When you have several Effects added to the Plug-in chain you can directly jump to a Plug-in slot in order to adjust the included Effect.

In order to jump to another Plug-in slot and display the Effect's controls:

- ▶ Click on the Plug-in slot you want to select.

Selecting another Plug-in Slot using the Keyboard

In order to select another Plug-in slot in the Plug-in chain using the keyboard:

- ▶ Press the left or right Navigate Arrow button to select the previous or next Plug-in slot in the Plug-in chain.

→ The Plug-in controls are mapped to the encoders accordingly.

11.4 Reordering Effects

If you want to reorder your Effects in the Plug-in chain you can easily move them by drag and drop.

In order to move an Effect in the Plug-in chain:

1. Hover the mouse over the Plug-in slot you want to move.
2. Click and hold the left mouse button and move the mouse pointer to the desired position in the Plug-in chain.

⇒ The white line between the borders of the Plug-in slots is the current position for dropping the Plug-in slot.



3. Drop the Effect into a new position in the effects chain.

→ The Plug-in slot now sits at another position in the Plug-in chain and the other Plug-in slots have moved accordingly.



Reordering Effects is not supported on the KOMLETE KONTROL S-Series Keyboard.

11.5 Scrolling the Plug-in Chain

Theoretically, it is possible to add an unlimited amount of Effects to the Plug-in chain. If the Plug-in chain exceeds the space on the GUI due to numerous Effects loaded, big scroll arrows appear on the left and/or on the right border.



Right scroll arrow

In order to scroll through the Plug-in chain:

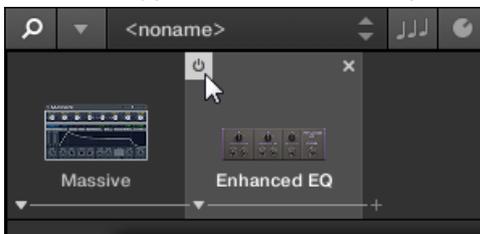
- ▶ Click the scroll arrow for the respective direction.

11.6 Bypassing Effects

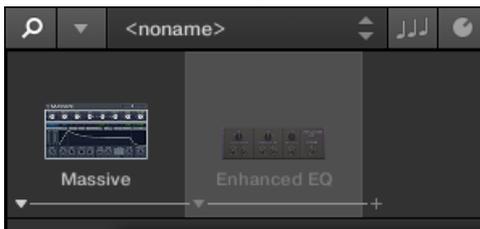
If you temporarily want to listen to the Instrument without a specific Effect for an A/B comparison but do not want to delete them from the Plug-in chain, you can bypass Effects.

In order to bypass an Effect:

1. Hover the mouse over the Plug-in slot containing the Effect you want to bypass.
⇒ Additional controls are displayed.
2. Click the Bypass button at the top left of the Plug-in slot.



→ The Effect is now bypassed and the image is grayed out.

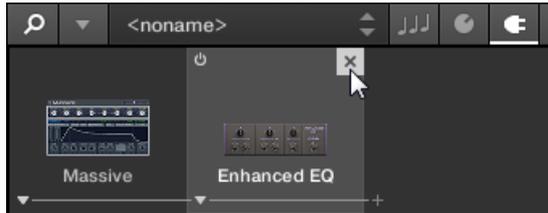


Bypassing Effects is not supported on KOMplete KONTROL S-Series keyboard.

11.7 Removing Effects

In order to remove an Effect from the Plug-in chain:

1. Hover the mouse over the Plug-in slot containing the Effect you want to remove.
⇒ Additional controls are displayed.
2. Click the Remove button at the top right of the Plug-in slot.



→ The Effect is now removed from the Plug-in chain.



Removing Effects from the Plug-in chain is not supported on KOMplete KONTROL S-Series Keyboard.

12 Managing the Library

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

The workflows for organizing Instrument Preset files and the workflows for organizing Effect Preset files are identical. The Product Type Instrument or Effect cannot be selected in the Browser directly as this is determined by the Plug-in chain. For more information on Product Types and on switching between Product Types, refer to [↑10.1.1, Product Types: Instrument and Effect](#).

For detailed overview of the Browser elements, refer to [↑5.2, Browser](#).

12.1 Saving Preset Files to the User Library

KOMLETE KONTROL allows you to conveniently save any sound you created with your Instruments and Effects in a new user Preset file. Your saved Preset files are automatically added to the user content section of the Library pane and can be filtered and searched like any other Preset file in the COMPLETE KONTROL 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*
- **macOS:** *Macintosh HD/Users/<your user name>/Documents/Native Instruments/User Content/*

The Preset files saved for KOMLETE Instruments with KOMLETE KONTROL are compatible with the stand-alone and plug-in versions. This way you can, for example, open a KONTAKT file you saved with KOMLETE KONTROL in the KONTAKT stand-alone application or the plug-in by opening the file from the user content folder described above.

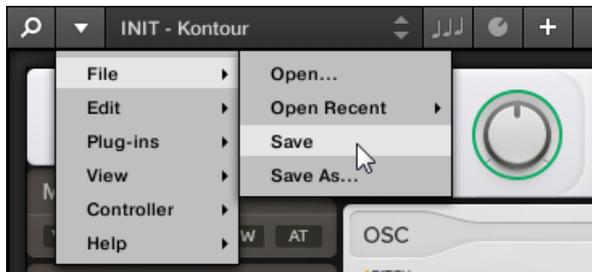


The Preset files you save in KOMLETE KONTROL are compatible with MASCHINE. To add them to the user content section of MASCHINE's Library pane, click on [Rescan](#) in the [User](#) pane of the [Library](#) page in the MASCHINE Preferences.

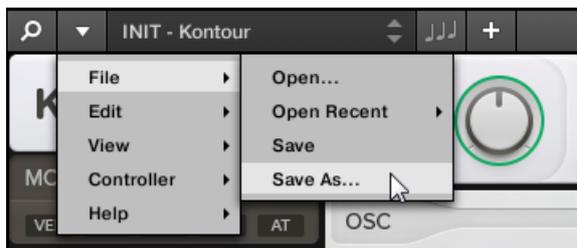
Saving a Preset File

Follow the instructions to save a sound in a new Preset file:

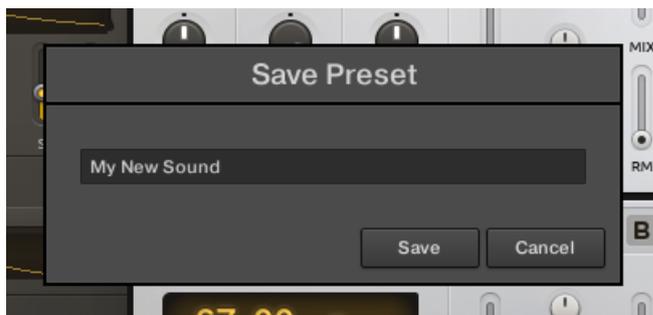
1. Select the Instrument or Effect Plug-in slot for which you wish to save a Preset file.
2. In the *File* submenu of the KOMLETE KONTROL menu, click on *Save* :



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



3. Enter a name for your new Preset file and click [Save](#) in the [Save Preset](#) dialog to save the Preset file.



→ Your new Preset file immediately appears in the user content section of the [Library](#) pane.



12.2 Deleting User Preset Files from the User Library

You can delete user Preset files directly from the Results list:

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



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

12.3 Editing the Tags and Properties of User Preset Files

When you save user Preset files in KOMPLETE KONTROL, they are automatically assigned to Instruments and Banks depending on the Instrument you are using. To further define the attributes of your user Preset 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 user Preset files you saved with KOMPLETE KONTROL in the User content section of MASCHINE's [Library](#) pane.



The [MODES](#) tag filter is not available when browsing Effects.

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

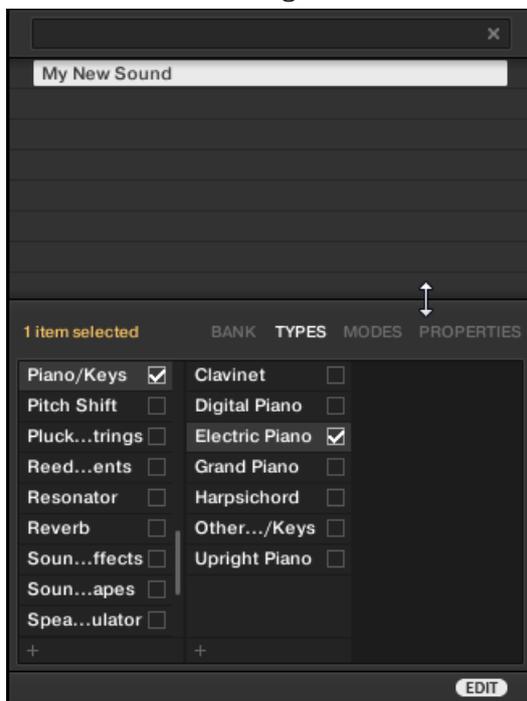
1. Select the Preset file in the Results list and click [EDIT](#) in the Control bar to open the Attribute Editor.



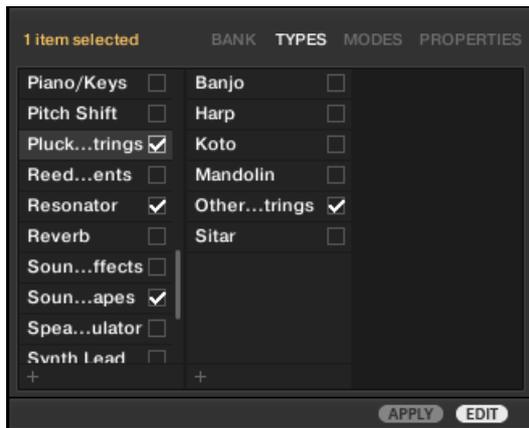
- Click on **TYPES** to edit the Type tags for your Preset file:



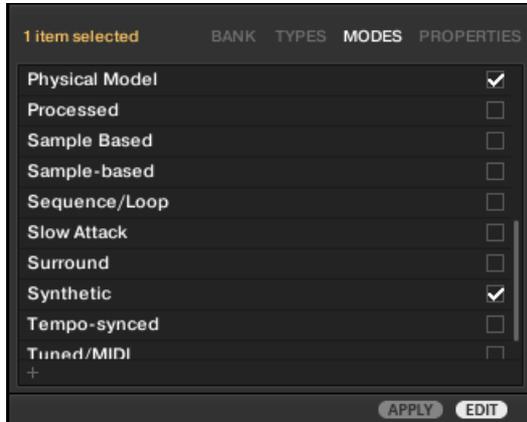
- Click and drag the upper edge of the Attribute Editor upwards to increase its size. This makes it easier to navigate in the list of available tags.



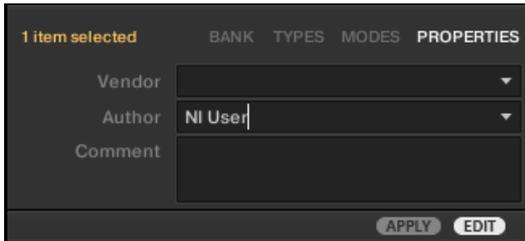
4. Assign the appropriate tags to your Preset file by clicking the checkboxes next to their names.



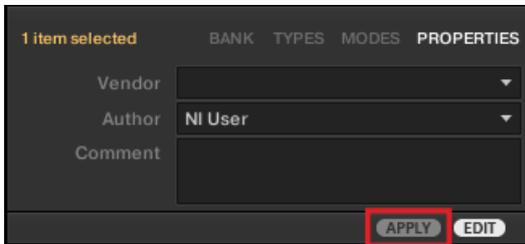
5. Click on **MODES** to edit the Mode tags for your Preset file. You can assign them in the same way you assigned the Type tags before, by clicking on the checkboxes next to their names.



- Click on **PROPERTIES** to edit additional information included in your Preset file. You can enter your name in the **Author** field, or, in case you intend to share the Preset file, leave a note in the **Comment** field for other users to read.



- To apply any changes made in the Attribute Editor, click on **APPLY**.



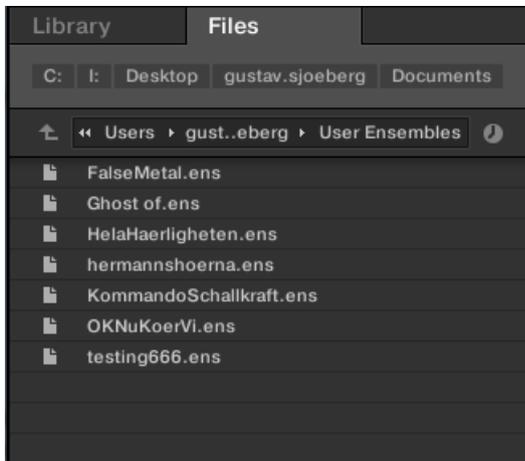
→ Your Preset file is now tagged according to your selection of Types and Modes and the properties are saved. You can close the Attribute Editor by clicking on **EDIT** again.

12.4 Working with the Files Pane

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



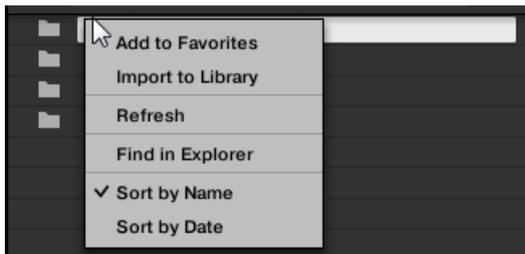
Only KOMLETE KONTROL-compatible files are shown in the Results list.



The Results list of the Files pane.

12.4.1 Additional Results List Features List in the Files Pane

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



The context menu in the result list of the Files pane.

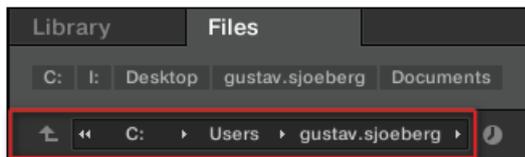
Following commands are available:

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

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

12.4.2 Navigating to File Locations with the Location Bar

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



The Location bar

The Location bar provides following tools:

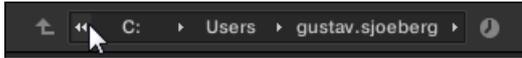
- **Up arrow:** Use the Up arrow on the left to go one level up in your file system.
- **Selected path:** Within the path displayed, you can:
 - Click any **folder name** to jump to that folder.



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

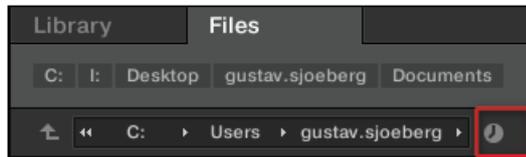


- If all the levels cannot be displayed in the path, click the **double left-pointing arrow** left of the path to display the remaining upper levels (up to the Workspace, representing the highest level in your file system), and select any entry in the list to jump to that location.



12.4.3 Navigating to Recent File Locations

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



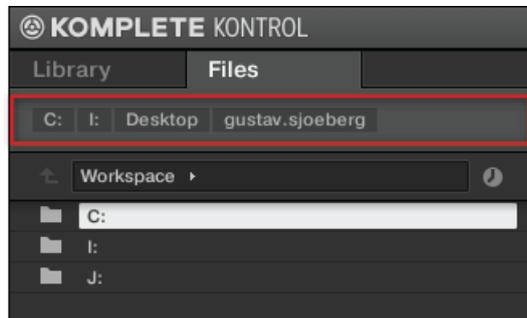
The Recent Location button.

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

- ▶ Click the Recent Location button and select any recently visited location from the list.
- This location is loaded in the Location bar and its content displayed in the result list.

12.4.4 Working with File Location Favorites

Located at the top of the [Files](#) pane, the favorite bar displays all your favorites folders. **Favorite folders** are shortcuts to specific locations in your file system.



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

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

Jumping to Favorite Folders

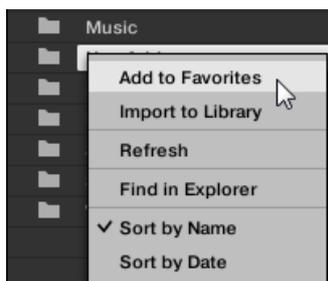
- ▶ Click any favorite folder in the Favorite bar to jump to that location.
- The selected location is loaded in the Location bar and its content appears in the Results list.

Adding and Removing Favorite Folders

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

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

2. In the Results list, right-click the desired folder and select *Add to Favorites* from the context menu.



You can also remove any Favorite from the Favorite bar:

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

12.5 Loading VST Plug-ins

KOMPLETE Instruments and VST plug-ins supporting the Native Kontrol Standard (NKS) are automatically loaded when you call up a Preset file from the KOMPLETE KONTROL Library.

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

To load a VST plug-in in KOMPLETE KONTROL:

- ▶ Select the plug-in you want to load in the *Plug-ins* submenu of the KOMplete KONTROL menu.



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

12.6 Installing NKS Instruments

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

The Native Kontrol Standard includes:

- Seamless integration into the KOMplete KONTROL Browser for a unified browsing experience.
- Full parameter mapping for instant hands-on control.
- Support of KOMplete KONTROL S-Series features such as the Light Guide.

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

Installing VST Plug-ins with NKS Support

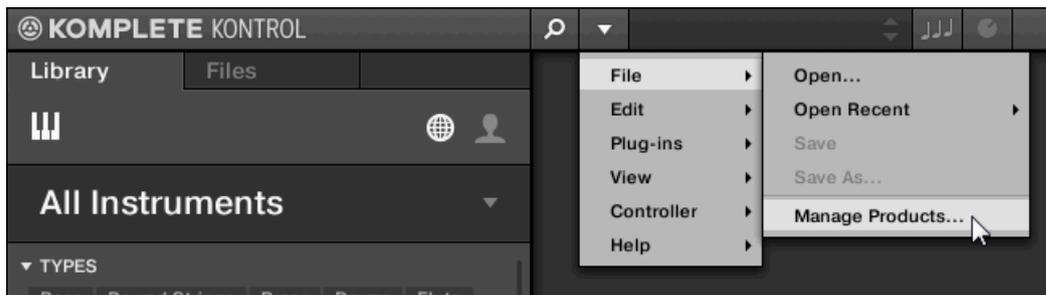
VST plug-ins with NKS support are automatically added to your Library when you start KOMPLETE KONTROL for the first time after completing their installation. The folders containing the Preset files for NKS support can be managed in the Factory pane on the Library page of the Preferences. For more information,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

Installing KONTAKT and REAKTOR Instruments with NKS Support

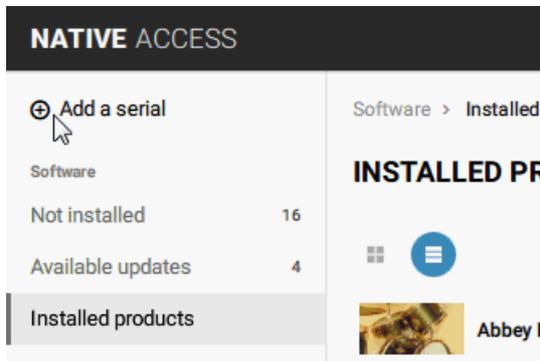
Third-party developers of KONTAKT and REAKTOR Instruments provide you with a folder that contains all Instrument files, including Preset files and samples. Instead of running an installer, this folder needs to be stored on the hard drive. The Instrument can then be activated with Native Access, which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

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

1. Start the stand-alone version of the KOMPLETE KONTROL software.
2. Open the *File* sub-menu in the KOMPLETE KONTROL menu and click on *Manage Products...*



- Click on [Add a serial](#) in the top-left corner of Native Access.

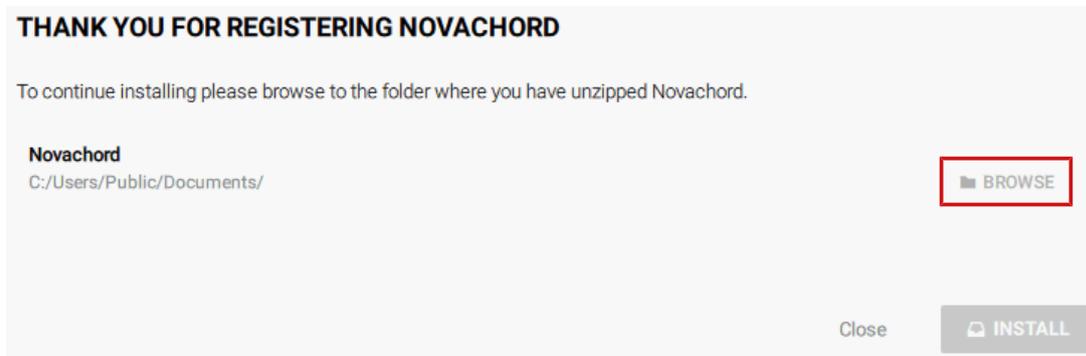


- Enter the serial number of the Instrument and click [ADD SERIAL](#).

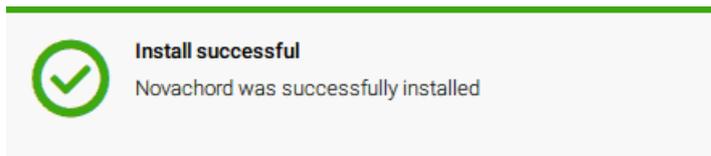


- Click [BROWSE](#) and open the folder containing the Instrument files in the file dialog.

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



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



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

12.7 Importing KOMPLETE KONTROL-Compatible User Files

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

You can load them directly from the [Files](#) pane, but you won't be able to find and load them from the keyboard's on-screen Browser nor from the [Library](#) pane.

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

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

Procedure

To import a folder, do the following:

1. In the [Files](#) pane, navigate to the folder containing the files you want to import.
 2. Select the desired folder.
 3. Click the [IMPORT](#) button at the bottom right of the Browser.
⇒ You will be presented with the Attribute Editor.
 4. In the Attribute Editor, tag the files you are about to import to the Library.
 5. Click [OK](#) at the bottom right of the Browser to import the files to the Library.
- All KOMPLETE KONTROL-compatible files found in the selected folder(s) are imported to your Library. They are added as user content. Furthermore, the paths of the imported folders are added to the list of user libraries in the [User](#) pane of the [Library](#) page in the [Preferences](#) panel.



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

13 Controlling Instrument and Effect Parameters

This section introduces you to controlling Instrument and Effect parameters using the KOM-LETE KONTROL keyboard and explains how to customize parameter mappings.

13.1 About Pre-Mapped Instruments

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



You can customize the parameter mapping for each Preset file in the Plug-in Panel of the KOM-LETE KONTROL software. For more information, refer to [↑13.4, Customizing Parameter Mappings using the Plug-in Panel](#).

13.2 Adjusting Parameters

Once you have loaded an Instrument, the eight knobs on the keyboard are automatically assigned to eight Instrument parameters. Whenever you turn a knob on the KOM-LETE KONTROL keyboard, the mapped parameter visually reflects the movement in the KOM-LETE KONTROL software.

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

13.3 Switching Parameter Pages

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

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

13.4 Customizing Parameter Mappings using the Plug-in Panel

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

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



The Edit mode allows you to:

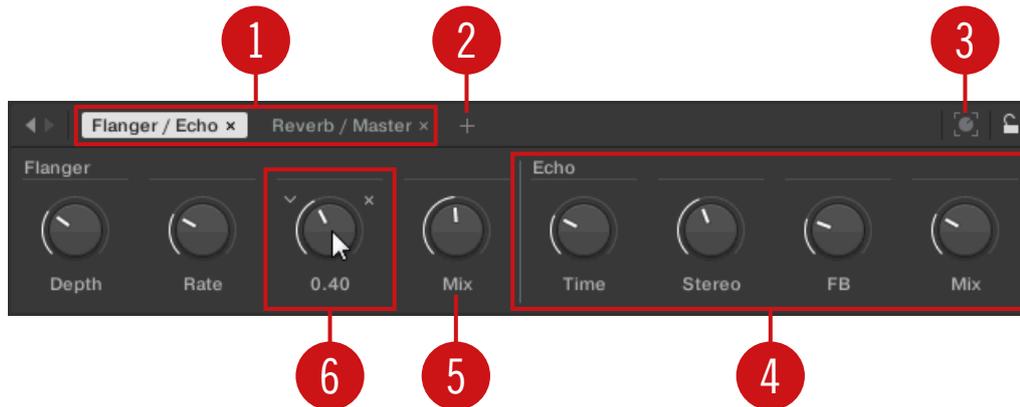
- Add, delete, and replace parameters in the mapping.
- Learn parameters to controls.
- Rename controls.

- Add pages to the Control section, or delete existing pages.
- Add and rename sections on the pages to group controls.



In order to make your changes permanent, you have to save the Preset file to the KOMPLETE KONTROL User Library. For more information, refer to [↑12.1, Saving Preset Files to the User Library](#).

Plug-in Panel Edit Mode



The Edit mode of the Plug-in panel

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

1. Click on a label to view and edit the controls on this page. The current page is highlighted.
2. To delete a page, click on the cross icon next to its label.

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

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

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

1. Double-click on the empty space above a parameter, enter a name, and then press [enter] or click elsewhere to create a new section starting with the chosen parameter.
2. To rename an existing section, double-click on it and enter a new name. Press [enter] or click elsewhere to confirm the changes.

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

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

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

1. Click on the arrow icon at the left of the control's knob and select a parameter from the drop-down menu to map it to this control.
2. Click on the cross icon at the right of the control's knob to delete this control from the current page.

14 Playing and Editing Scales and Chords

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

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

14.1 A Note about Music Theory

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

Scales

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

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

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

Chords

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

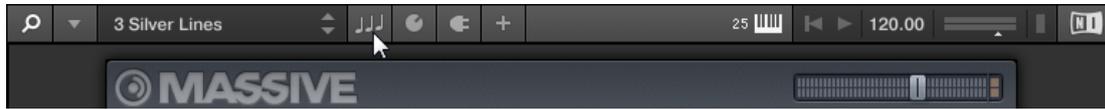
Arpeggiator Sequences

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

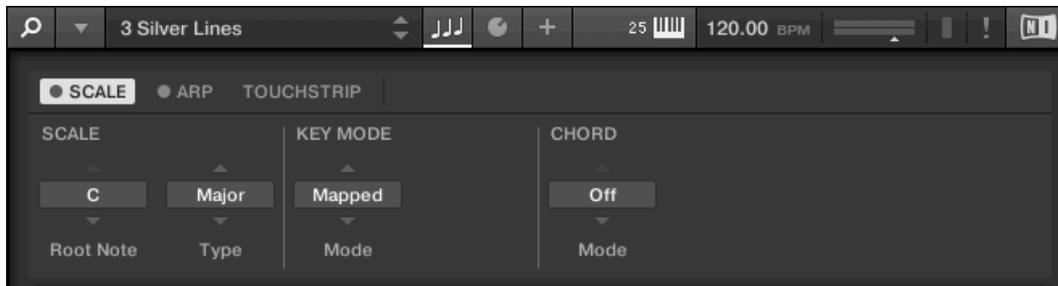
14.2 Activating the Scale Engine

In order to activate the Scale engine:

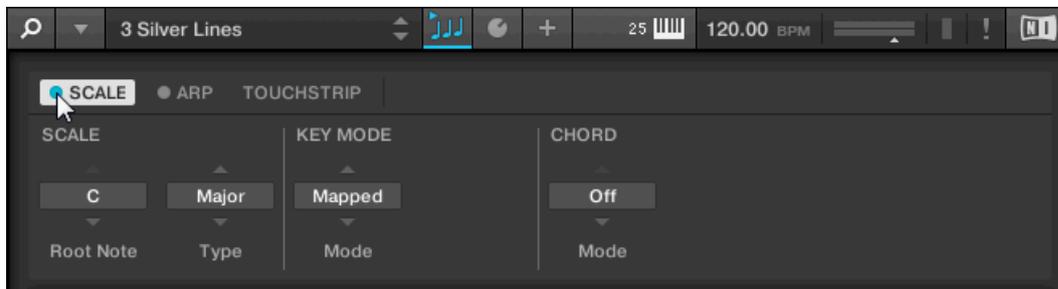
1. Click the Perform panel button in the Header to show the Perform panel.



- ⇒ The Perform panel appears.



2. To switch on the Scale engine, click the check box next to **SCALE** in the Perform section so it is filled blue.



Activating the Scale Engine on the Keyboard

- ▶ To switch on the Scale engine, press **SCALE (EDIT)** in the **PERFORM** section on the keyboard.

14.3 Playing a Scale

To select and play a scale on the KOMplete KONTROL keyboard, follow these instructions:

1. Press **SHIFT + SCALE (Edit)** to map the displays and knobs of the Control section to the Scale engine parameters.
2. To select a scale, turn Knob 2 (**BANK**, by default set to **MAIN**) and Knob 3 (**TYPE**, by default set to **MAJOR**) until you find a scale you like.
3. To play the scale you selected, ensure that the **SCALE (Edit)** button is lit.
⇒ The keys on the keyboard 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!
4. To map the knobs and displays to Instrument parameters again, press **SHIFT + SCALE (Edit)**. You can also press the **BACK** button in the **NAVIGATE** section. The Scale engine will still be switched on.



If you selected Scale Type **CHROM**, all keys are lit.

14.4 Playing Chords

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



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

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

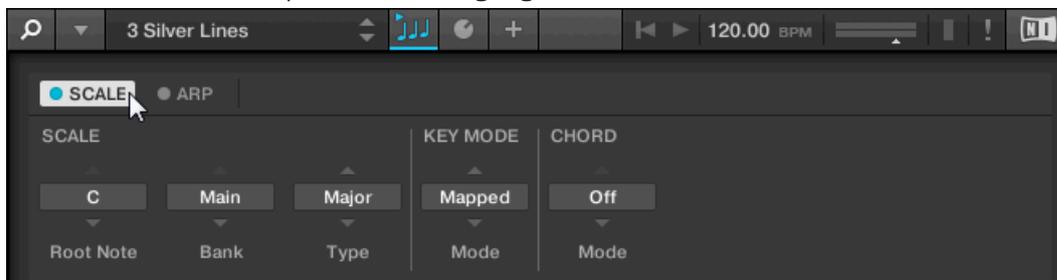
1. Press **SHIFT + SCALE (EDIT)** to map the displays and knobs of the Control section to the Scale engine parameters.
2. To activate Chord mode, set **CHORD** to **HARM** by turning Knob 5 (by default set to **OFF**).
3. Define the intervals of your chord with the **Chord Type** parameter that appears on the display below Knob 6 (by default set to **1-3-5**).

4. To enable playing full chords, ensure that the **SCALE (EDIT)** 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.
5. To map the knobs and displays to Instrument parameters again, press **SHIFT + SCALE (EDIT)**. You can also press the **BACK** button in the **NAVIGATE** section. The Scale engine remains switched on.

14.5 Editing Scales and Chords

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

- ▶ To edit the Scale engine parameters in the KOMplete KONTROL software, click on **SCALE** in the Perform panel so it is highlighted.



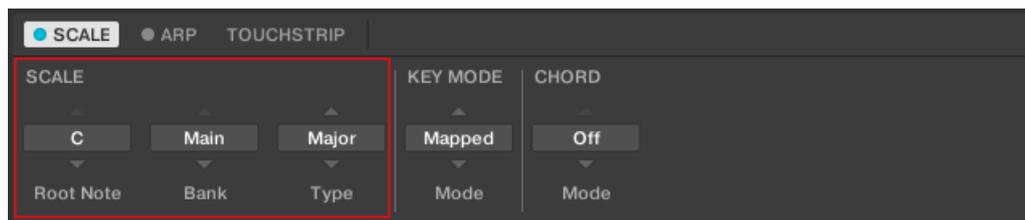
- ▶ To enable Scale Edit mode and map the Scale engine parameters to the keyboard's Control section, press **SHIFT + SCALE (EDIT)**.
 - The **PAGE** display in the keyboard's Control section reads **SCALE**, indicating that you are editing the Scale engine parameters.

Available Scale Parameters

- To select the scale to be mapped to the keys of the keyboard and set its root note, use the **SCALE** parameters [Root Note](#), [Bank](#), and [Type](#).
- To define how the selected scale is mapped to the keys of the keyboard, use the **KEY MODE** parameter.
- To automatically generate custom chords while playing on the keyboard, use the **CHORD** parameters [Mode](#), [Type](#), and [Position](#).

14.6 Setting the Scale Parameters

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



The **SCALE** parameters [Root Note](#), [Bank](#), and [Type](#).

14.6.1 Scale Root Note

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



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

The [Root Note](#) setting includes the following values:

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

14.6.2 Scale Bank and Type

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

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

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



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

The following scales are available:

Scale	Bank	Type	Degree Formula
Chromatic	<i>Main</i>	<i>Chrom</i>	1 b2 2 b3 3 4 b5 5 b6 6 b7 7
Major	<i>Main</i>	<i>Major</i>	1 2 3 4 5 6 7
Minor	<i>Main</i>	<i>Minor</i>	1 2 b3 4 5 b6 b7
Harm Min	<i>Main</i>	<i>Harm Min</i>	1 2 b3 4 5 b6 7
Maj Pent	<i>Main</i>	<i>Maj Pent</i>	1 2 3 5 6
Min Pent	<i>Main</i>	<i>Min Pent</i>	1 b3 4 5 b7
Blues	<i>Main</i>	<i>Blues</i>	1 b3 4 #4 5 b7
Japanese	<i>Main</i>	<i>Japanese</i>	1 2 b3 5 b6
Freygish	<i>Main</i>	<i>Freygish</i>	1 b2 3 4 5 b6 b7
Gypsy	<i>Main</i>	<i>Gypsy</i>	1 2 b3 #4 5 b6 7
Arabic	<i>Main</i>	<i>Arabic</i>	1 b2 3 4 5 b6 7
Altered	<i>Main</i>	<i>Altered</i>	1 b2 #2 3 #4 b6 b7
Whole Tone	<i>Main</i>	<i>WH Tone</i>	1 2 3 #4 #5 b7
H-W Dim	<i>Main</i>	<i>H-W Dim</i>	1 b2 #2 3 #4 5 6 b7
W-H Dim	<i>Main</i>	<i>W-H Dim</i>	1 2 b3 4 #4 #5 6 7
Ionian	<i>Modes</i>	<i>Ionian</i>	1 2 3 4 5 6 7
Dorian	<i>Modes</i>	<i>Dorian</i>	1 2 b3 4 5 6 b7
Phrygian	<i>Modes</i>	<i>Phrygian</i>	1 b2 b3 4 5 b6 b7
Lydian	<i>Modes</i>	<i>Lydian</i>	1 2 3 #4 5 6 7
Mixolydian	<i>Modes</i>	<i>Mixolyd</i>	1 2 3 4 5 6 b7
Aeolian	<i>Modes</i>	<i>Aeolian</i>	1 2 b3 4 5 b6 b7
Locrian	<i>Modes</i>	<i>Locrian</i>	1 b2 b3 4 b5 b6 b7
Ionian b2	<i>Modes</i>	<i>Ion b2</i>	1 b2 3 4 5 6 7

Scale	Bank	Type	Degree Formula
Dorian b5	<i>Modes</i>	<i>Dor b5</i>	1 2 b3 4 b5 6 b7
Harm Phryg	<i>Modes</i>	<i>Har Phry</i>	1 b2 b3 4 5 b6 7
Phryg Major	<i>Modes</i>	<i>Phry Maj</i>	1 b2 b3 4 5 6 7
Lydian b3	<i>Modes</i>	<i>Lyd b3</i>	1 2 b3 #4 5 6 7
Major Locrian	<i>Modes</i>	<i>Maj Loc</i>	1 2 3 4 b5 b6 b7
Minor Locrian	<i>Modes</i>	<i>Min Loc</i>	1 2 b3 4 b5 b6 b7
Super Locrian	<i>Modes</i>	<i>Sup Loc</i>	1 b2 b3 b4 b5 b6 b7
Lydian b7	<i>Jazz</i>	<i>Lyd b7</i>	1 2 3 #4 5 6 b7
Altered	<i>Jazz</i>	<i>Altered</i>	1 b2 #2 3 #4 b6 b7
Diminished	<i>Jazz</i>	<i>Diminshd</i>	1 b2 #2 3 #4 5 6 b7
Mixo b13	<i>Jazz</i>	<i>Mix b13</i>	1 2 3 4 5 b6 b7
Mixo b9 b13	<i>Jazz</i>	<i>Mixb9b13</i>	1 b2 3 4 5 b6 b7
Lydian b7 b2	<i>Jazz</i>	<i>Lyd b7b2</i>	1 b2 3 #4 5 6 b7
Bebop	<i>Jazz</i>	<i>Bebop</i>	1 2 3 4 5 6 b7 7
Whole Tone	<i>Jazz</i>	<i>Whole Tn</i>	1 2 3 #4 #5 b7
Blues Maj	<i>Jazz</i>	<i>Blues Ma</i>	1 2 b3 3 5 6
Blues Min	<i>Jazz</i>	<i>Blues Mi</i>	1 b3 4 #4 5 b7
Blues Combined	<i>Jazz</i>	<i>BluesCmb</i>	1 2 b3 3 4 #4 5 6 b7
Lydian #5	<i>Jazz</i>	<i>Lyd #5</i>	1 2 3 #4 #5 6 7
Jazz Minor	<i>Jazz</i>	<i>Jazz Mi</i>	1 2 b3 4 5 6 7
Half Dim	<i>Jazz</i>	<i>Half Dim</i>	1 2 b3 4 b5 b6 b7
Augmented	<i>Jazz</i>	<i>Augmentd</i>	1 b3 3 5 #5 7
Hungarian Min	<i>World</i>	<i>Hung Min</i>	1 2 b3 #4 5 b6 7

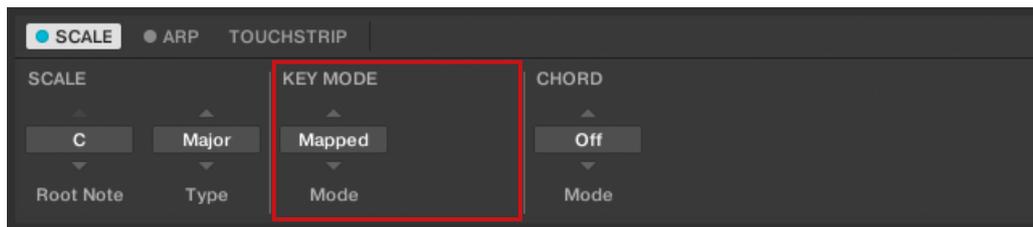
Scale	Bank	Type	Degree Formula
Hungarian Maj	<i>World</i>	<i>Hung Maj</i>	1 #2 3 #4 5 6 b7
Neapolitan	<i>World</i>	<i>Neapoltn</i>	1 b2 b3 4 5 b6 7
Spanish	<i>World</i>	<i>Spanish</i>	1 b2 b3 3 4 5 b6 b7
Greek	<i>World</i>	<i>Greek</i>	1 2 b3 b4 5 b6 b7
Jewish 1	<i>World</i>	<i>Jewish 1</i>	1 b2 3 4 5 b6 b7
Jewish 2	<i>World</i>	<i>Jewish 2</i>	1 2 b3 #4 5 6 b7
Indian 1	<i>World</i>	<i>Indian 1</i>	1 b2 b3 #4 5 b6 7
Indian 2	<i>World</i>	<i>Indian 2</i>	1 2 b3 #4 5 6 7
Indian 3	<i>World</i>	<i>Indian 3</i>	1 b2 2 4 5 b6 6
Indian 4	<i>World</i>	<i>Indian 4</i>	1 #2 3 4 5 #6 7
Mid East 1	<i>World</i>	<i>M East 1</i>	1 b2 3 4 5 b6 7
Mid East 2	<i>World</i>	<i>M East 2</i>	1 b2 3 4 b5 b6 7
Mid East 3	<i>World</i>	<i>M East 3</i>	1 b2 b3 4 b5 6 b7
Mid East 4	<i>World</i>	<i>M East 4</i>	1 b2 3 4 b5 6 b7
Penta I	<i>5-Tone</i>	<i>Pent I</i>	1 2 3 5 6
Penta II	<i>5-Tone</i>	<i>Pent II</i>	1 2 4 5 b7
Penta III	<i>5-Tone</i>	<i>Pent III</i>	1 b3 4 b6 b7
Penta IV	<i>5-Tone</i>	<i>Pent IV</i>	1 2 4 5 6
Penta V	<i>5-Tone</i>	<i>Pent V</i>	1 b3 4 5 b7
Hirajoshi	<i>5-Tone</i>	<i>Hira</i>	1 2 b3 5 b6
Insen	<i>5-Tone</i>	<i>Insen</i>	1 b2 4 5 b7
Kokin Joshi	<i>5-Tone</i>	<i>Kokin</i>	1 2 4 5 b6
Akebono	<i>5-Tone</i>	<i>Akebono</i>	1 2 b3 5 6

Scale	Bank	Type	Degree Formula
Ryukuan	<i>5-Tone</i>	<i>Ryukuan</i>	1 3 4 5 7
Abhogi	<i>5-Tone</i>	<i>Abhogi</i>	1 2 b3 4 6
Bhupathi	<i>5-Tone</i>	<i>Bhupkali</i>	1 2 3 5 b6
Hindolam	<i>5-Tone</i>	<i>Hindolam</i>	1 b3 4 b6 b7
Bhupalam	<i>5-Tone</i>	<i>Bhupalam</i>	1 b2 b3 5 b6
Amritavarshini	<i>5-Tone</i>	<i>Amrita</i>	1 3 #4 5 7
Octatonic	<i>Modern</i>	<i>Octatonic</i>	1 2 b3 4 #4 #5 6 7
Acoustic	<i>Modern</i>	<i>Acoustic</i>	1 2 3 #4 5 6 b7
Augmented	<i>Modern</i>	<i>Augmented</i>	1 b3 3 5 #5 7
Tritone	<i>Modern</i>	<i>Tritone</i>	1 b2 3 b5 5 b7
Leading Wh Tone	<i>Modern</i>	<i>Lead Wh</i>	1 2 3 #4 #5 #6 7
Enigmatic	<i>Modern</i>	<i>Enigmatic</i>	1 b2 3 #4 #5 #6 7
Scriabin	<i>Modern</i>	<i>Scriabin</i>	1 2 3 #4 6 b7
Tcherepnin	<i>Modern</i>	<i>Tcherepnin</i>	1 #1 #2 3 4 5 #5 6 7
Messiaen I	<i>Modern</i>	<i>Mes I</i>	1 2 3 #4 #5 #6
Messiaen II	<i>Modern</i>	<i>Mes II</i>	1 b2 #2 3 #4 5 6 b7
Messiaen III	<i>Modern</i>	<i>Mes III</i>	1 2 b3 3 #4 5 b6 b7 7
Messiaen IV	<i>Modern</i>	<i>Mes IV</i>	1 b2 2 4 #4 5 b6 7
Messiaen V	<i>Modern</i>	<i>Mes V</i>	1 b2 4 #4 5 7
Messiaen VI	<i>Modern</i>	<i>Mes VI</i>	1 2 3 4 #4 #5 #6 7
Messiaen VII	<i>Modern</i>	<i>Mes VII</i>	1 b2 2 b3 4 #4 5 b6 6 7
Natural	<i>Major</i>	<i>Natural</i>	1 2 3 4 5 6 7
Lydian	<i>Major</i>	<i>Lydian</i>	1 2 3 #4 5 6 7

Scale	Bank	Type	Degree Formula
Mixolydian	<i>Major</i>	<i>Mixolyd</i>	1 2 3 4 5 6 b7
Major Minor	<i>Major</i>	<i>Maj Min</i>	1 2 3 4 5 b6 b7
Harmonic Major	<i>Major</i>	<i>Har Maj</i>	1 2 3 4 5 b6 7
Dbl Har Major	<i>Major</i>	<i>Dbl Maj</i>	1 b2 3 4 5 b6 7
Neapolitan Maj	<i>Major</i>	<i>Nea Maj</i>	1 b2 3 4 5 6 7
Major Locrian	<i>Major</i>	<i>Maj Loc</i>	1 2 3 4 b5 b6 b7
Blues Major	<i>Major</i>	<i>Blues Ma</i>	1 2 b3 3 5 6
Bebop Major	<i>Major</i>	<i>Bebop Ma</i>	1 2 3 4 5 #5 6 7
Hexa 1	<i>Major</i>	<i>Hexa 1</i>	1 2 3 5 6 7
Hexa 2	<i>Major</i>	<i>Hexa 2</i>	1 2 3 4 5 6
Penta 1	<i>Major</i>	<i>Penta 1</i>	1 2 3 5 6
Penta 2	<i>Major</i>	<i>Penta 2</i>	1 3 4 5 7
Penta 3	<i>Major</i>	<i>Penta 3</i>	1 3 5 6 7
Natural	<i>Minor</i>	<i>Natural</i>	1 2 b3 4 5 b6 b7
Dorian	<i>Minor</i>	<i>Dorian</i>	1 2 b3 4 5 6 b7
Phrygian	<i>Minor</i>	<i>Phrygian</i>	1 b2 b3 4 5 b6 b7
Minor Major	<i>Minor</i>	<i>Min Maj</i>	1 2 b3 4 5 6 7
Harmonic Minor	<i>Minor</i>	<i>Har Min</i>	1 2 b3 4 5 b6 7
Dbl Har Minor	<i>Minor</i>	<i>Dbl Min</i>	1 2 b3 #4 5 b6 7
Neapolitan Min	<i>Minor</i>	<i>Nea Min</i>	1 b2 b3 4 5 b6 7
Minor Locrian	<i>Minor</i>	<i>Min Loc</i>	1 2 b3 4 b5 b6 b7
Blues Min	<i>Minor</i>	<i>Blues Mi</i>	1 b3 4 #4 5 b7
Bebop Minor	<i>Minor</i>	<i>Bebop Mi</i>	1 2 b3 4 5 b6 b7 7

Scale	Bank	Type	Degree Formula
Hexa 1	<i>Minor</i>	<i>Hexa 1</i>	1 2 b3 5 b6 b7
Hexa 2	<i>Minor</i>	<i>Hexa 2</i>	1 2 b3 4 5 b6
Penta 1	<i>Minor</i>	<i>Penta 1</i>	1 2 b3 5 b6
Penta 2	<i>Minor</i>	<i>Penta 2</i>	1 b3 4 5 b7
Penta 3	<i>Minor</i>	<i>Penta 3</i>	1 b3 5 b6 b7

14.7 Setting the Key Mode Parameter



The **KEY MODE** parameter **Mode**.

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

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

Mapped Mode (Default)

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



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

Guide Mode

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

Easy Mode

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



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

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

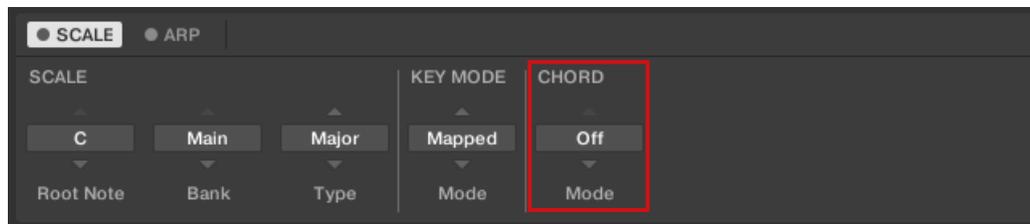
The Light Guide highlights all white keys of the keyboard. The **Root Note** is indicated by a brighter lit LED.

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

Scale Type	Mapping in Key Mode: Easy							
White Keys	C3	D3	E3	F3	G3	A3	B3	
<i>Major</i>								
Corresponding Mapping	R	2	3	4	5	6	7	
Example with Root Note: C	C	D	E	F	G	A	B	
<i>Minor</i>								
Corresponding Mapping	R	2	b3	4	5	b6	b7	
Example with Root Note: C	C	D	E ^b	F	G	A ^b	B ^b	

14.8 Setting the Chord Parameters

14.8.1 Chord Mode



The CHORD parameter Mode.

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



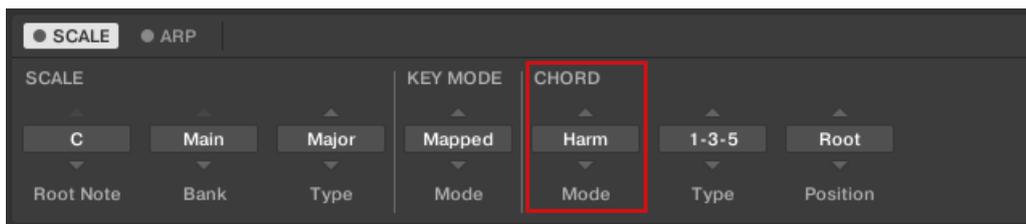
The Light Guide indicates the keys being played back in a chord via fully lit LEDs, while active keys are half-lit and inactive keys are unlit.

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

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

Harm

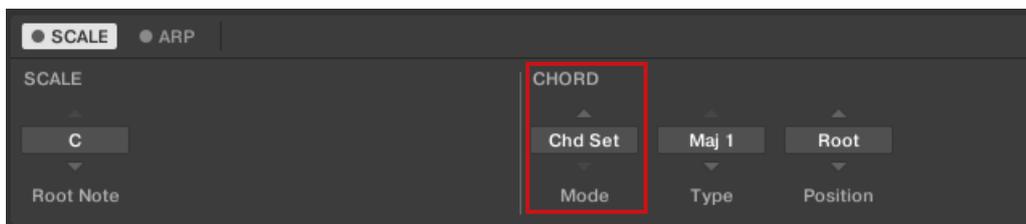
If CHORD Mode is set to *Harm*, the CHORD Type menu allows you to specify the interval of notes in the selected SCALE Type that will constitute the chord: E.g. a triad in the form of the root note, the third note, and the fifth note (CHORD Type value *1-3-5*).



The CHORD parameter Mode, set value *Harm*.

Chd Set

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

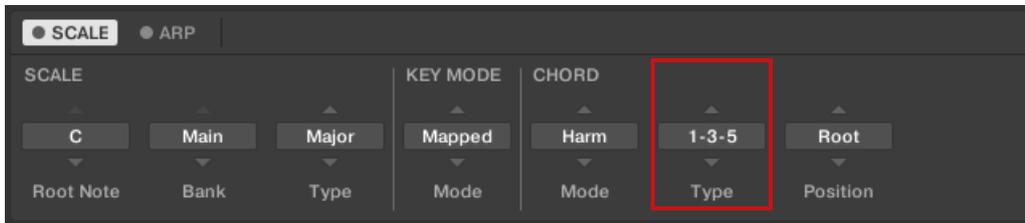


The CHORD parameter Mode, set value *Chd Set*.



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

14.8.2 Chord Type



The **CHORD** parameter **Type**.

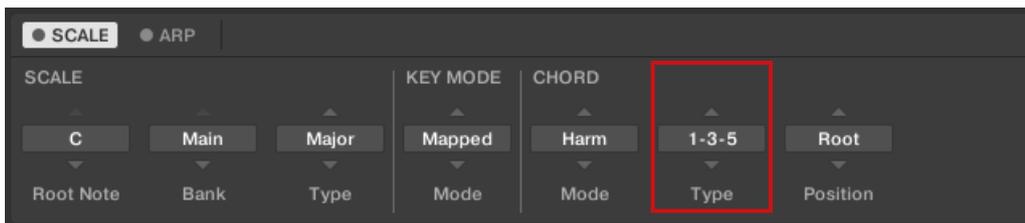
The second **CHORD** parameter is **Type**. On the keyboard, it is mapped to Knob 6 of the Control section in Scale Edit mode. Use it to define a chord that will be generated from a single note used as input.



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

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

Chord Type, Chord mode Set to Harmonizer



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

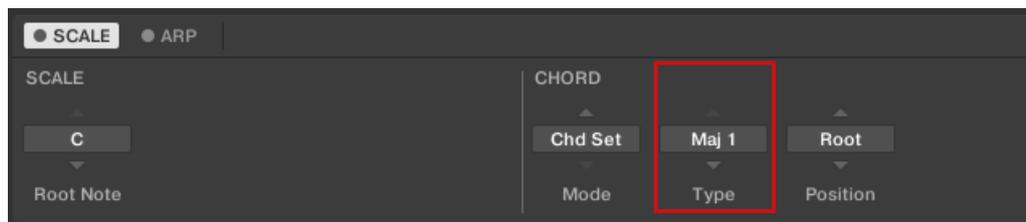
If **CHORD Mode** is set to *Harm*, then **CHORD Type** will offer you a selection of individual notes present in the selected **SCALE Type**. This means that for all scales except the 12-tone *Chrom* scale (see further below), you can select the interval of notes that will make up your chord.

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

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

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

Chord Type, Chord mode Set to Chord Set



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

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

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

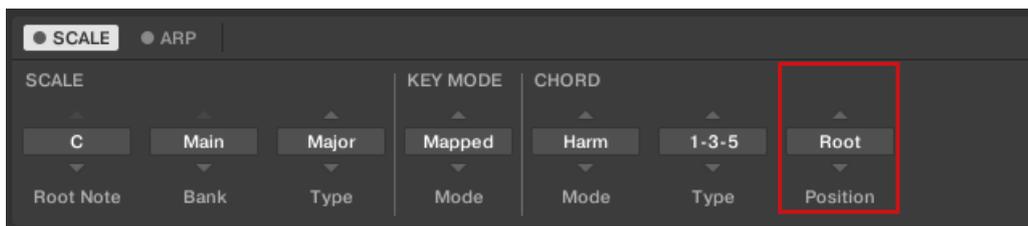
- *Maj 1*
- *Maj 2*
- *Maj 3*
- *Maj 4*
- *Maj 5*
- *Maj 6*
- *Maj 7*
- *Maj 8*
- *Min 1*
- *Min 2*
- *Min 3*
- *Min 4*
- *Min 5*
- *Min 6*
- *Min 7*
- *Min 8*

Chord Type and the Chromatic Scale

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

Chord Type	Semitones Added above Played Note
<i>Octave</i>	12
<i>Perf 4</i> (Perfect 4)	5
<i>Perf 5</i> (Perfect 5)	7
<i>Major</i>	4 and 7
<i>Minor</i>	3 and 7
<i>Sus 4</i> (Suspended 4)	5 and 7
<i>Maj 7</i> (Major 7)	4, 7 and 11
<i>Min 7</i> (Minor 7)	3, 7 and 10
<i>Dom 7</i> (Dominant 7)	4, 7 and 10
<i>Dom 7⁹</i> (Dominant 9)	4, 7, 10 and 14
<i>Min 7 b5</i> (Minor 7 b5)	3, 6 and 10
<i>Dim 7</i> (Diminished 7)	3, 6 and 9
<i>Aug</i> (Augumented)	4 and 8
<i>Quartal</i>	5, 10 and 15
<i>Trichd</i> (Trichord)	5 and 11

14.8.3 Chord Position



The CHORD parameter Position.

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

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

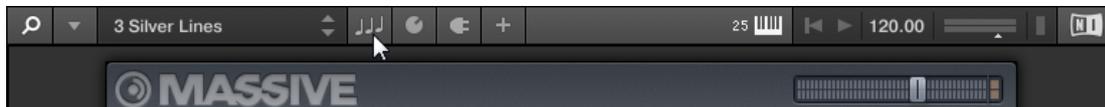
Position	Description
<i>Root</i>	The root-position of the selected chord is always played.
<i>-1 to -8</i>	Decreasing <i>Position</i> with negative values moves the highest note of the current chord down by an octave, this inverts the chord to a lower position in the selected scale.
<i>+1 to +8</i>	Increasing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

15 Playing and Editing the Arpeggiator

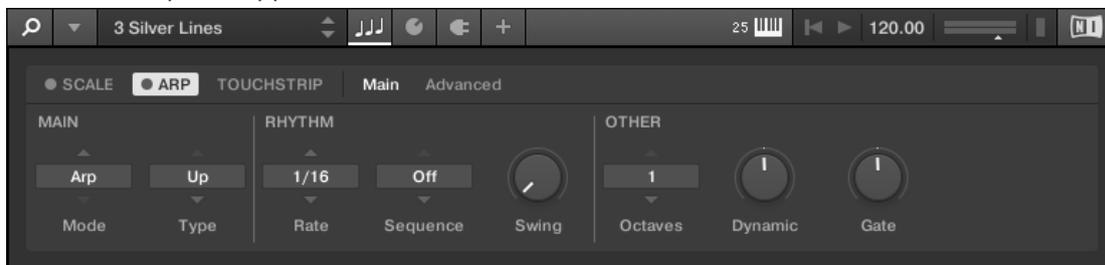
Smart Play features a flexible and versatile Arpeggiator that lets you play your Instruments in note sequences according to the keys you press on the keyboard. You can also use the Arpeggiator in combination with the scales and chords created with the Scale engine. To play an arpeggiated note sequence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

Activating the Arpeggiator in the KOMplete KONTROL Software

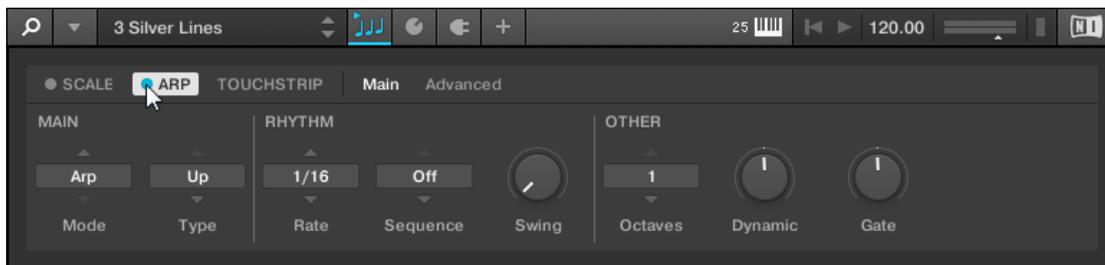
- ▶ Click the Perform panel button in the Header to show the Perform panel.



- The Perform panel appears in KOMplete KONTROL.



- ▶ To switch on the Arpeggiator, click the blue check box next to **ARP** in the Perform panel so it is filled.



Activating the Arpeggiator on the Keyboard

- ▶ To switch on the Arpeggiator, press **ARP (EDIT)** in the **PERFORM** section on the keyboard.

15.1 Playing Arpeggiator Sequences

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

1. Switch on the Arpeggiator by pressing the **ARP (Edit)** button on the keyboard.
2. Press a number of keys to start the Arpeggiator.
3. The Arpeggiator automatically plays back the notes corresponding to the pressed keys as a sequence, rather than simultaneously.

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

1. Press **SHIFT + ARP (EDIT)** to map the displays and knobs of the Control section to the Arpeggiator parameters.
2. To change the direction of the sequence to e.g. **UP-DOWN**, turn Knob 2 (**TYPE**, by default set to **UP**).
3. To adjust the **OCTAVES** reach of the Arpeggiator, turn Knob 6 (by default set to **1**) to e.g. **4**.

15.2 Using a Sustain Pedal to Control the Arpeggiator

You can use a sustain pedal to control the Arpeggiator.

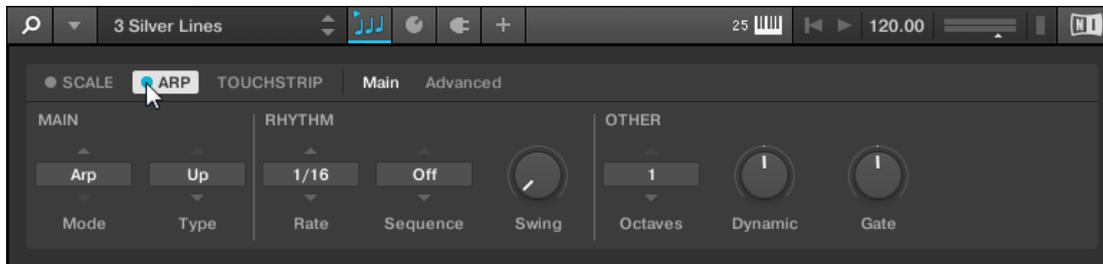
1. Pressing the sustain pedal while keys are held and then releasing those keys continues the arpeggiator sequence. This way the footswitch behaves as a trigger for the Arpeggiator. When a new key is pressed, the new note is added to the current sequence.

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

15.3 Editing the Arpeggiator

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

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



- To enable Arpeggiator Edit mode and map the Arpeggiator parameters to the keyboard's Control section, press **SHIFT + ARP (EDIT)**.
- The **PAGE** display in the keyboard's Control section reads **ARP**, indicating that you are editing the Arpeggiator parameters. Note that the Arpeggiator Edit mode consists of two pages.

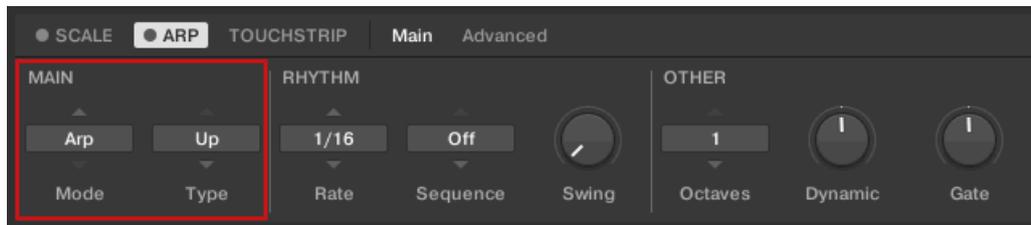
Available Arpeggiator Parameters

- To switch between *Arp* and *Note Repeat* mode and change the playback direction of the arpeggiator sequence, use the **MAIN** parameters **Mode** and **Type**.
- To create interesting rhythms for the arpeggiator sequence, use the **RHYTHM** parameters **Rate**, **Sequence**, and **Swing**.
- To change the range of available notes for the arpeggiator sequence, as well as their velocity and length, use the **OTHER** parameters **Octaves**, **Dynamic**, and **Gate**.

- To explore alternative versions of the same arpeggiator sequence, use the **ADVANCED** parameters *Retrigger*, *Repeat*, *Offset*, and *Inversion*.
- To change the range of keys that trigger the arpeggiator sequence, use the **RANGE** parameters *Min. Key* and *Max. Key*.
- To latch the playback of the arpeggiator sequence, use the **HOLD** parameter.

15.4 Setting the Main Parameters

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



The **MAIN** parameters *Mode* and *Type*.

15.4.1 Main Mode

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

The *Mode* setting consists of the following two modes:

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

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

15.4.2 Main Type

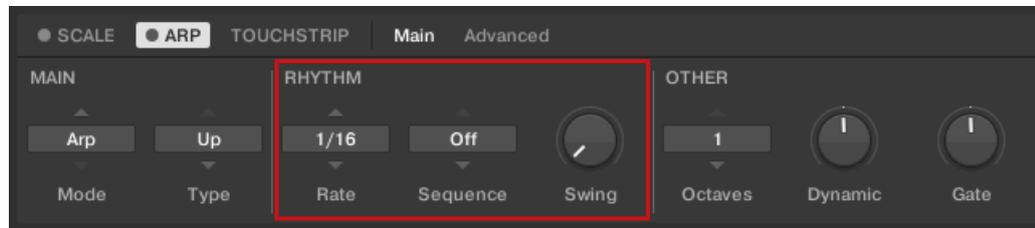
The second [MAIN](#) parameter, [Type](#), is only available in *Arp* mode. On the keyboard, it is mapped to Knob 2 of the Control section in Arp Edit mode. It sets the sequential order of the arpeggiated notes. Choose whether your arpeggiated chord should be played from the root note and up, the other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

The [Type](#) setting includes the following values:

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

15.5 Setting the Rhythm Parameters

The [RHYTHM](#) parameters [Rate](#), [Sequence](#), and [Swing](#) allow you to create interesting rhythms for the arpeggiator sequence.



The **RHYTHM** parameters **Rate**, **Sequence**, and **Swing**.

15.5.1 Rhythm Rate

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

The **Rate** setting includes the following values:

- $1/1$
- $1/2$ Dotted ($1/2$ D)
- $1/1$ Triplet ($1/1$ T)
- $1/2$
- $1/4$ Dotted ($1/4$ D)
- $1/2$ Triplet ($1/2$ T)
- $1/4$
- $1/8$ Dotted ($1/8$ D)
- $1/4$ Triplet ($1/4$ T)
- $1/8$
- $1/16$ Dotted ($1/16$ D)

- *1/8 Triplet (1/8 T)*
- *1/16*
- *1/32 Dotted (1/32 D)*
- *1/16 Triplet (1/16 T)*
- *1/32*
- *1/64 Dotted (1/64 D)*
- *1/32 Triplet (1/32 T)*
- *1/64*
- *1/128 Dotted (1/128 D)*
- *1/64 Triplet (1/64 T)*
- *1/128*

15.5.2 Rhythm Sequence

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

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

The **Sequence** setting includes the following values:

- *Off*
- *1*
- *2*
- *3*

- 4
- 5
- 6
- 7
- 8



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

15.5.3 Rhythm Swing

The third **RHYTHM** parameter, **Swing**, is available in both *Arp* and *Note Repeat* mode. On the keyboard, it is mapped to Knob 5 of the Control section in Arp Edit mode. 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%*:

1. Set a value of *0%* to play the note sequence without swing.
2. Increase the **Swing** value to add swing by delaying every second note. The delay length is a percentage of the current step size.

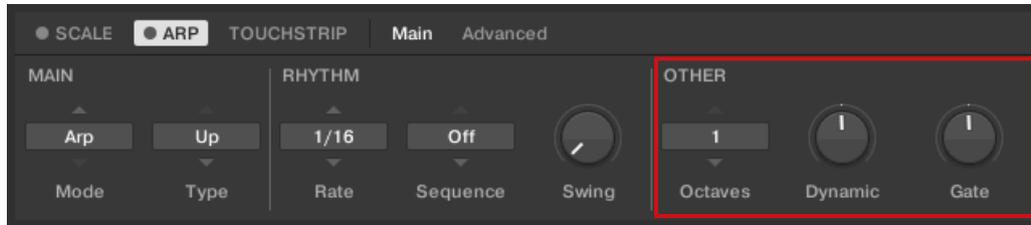


To display the set value of the **SWING** parameter, tap Knob 5.

Using **Swing** in combination with the **Gate** parameter adds further variations in note duration. For example, if **Gate** is set to *100%*, **KOMPLETE KONTROL** sends a MIDI note-off message before each note and plays back the sequence legato. If **Gate** is set to values larger *or* smaller than *100%*, then notes will be scaled after the value of the **Swing** parameter has been applied, leaving the groove intact.

15.6 Setting the Other Parameters

The **OTHER** parameters **Octaves**, **Dynamic**, and **Gate** allow you to change the range of available notes for the arpeggiator sequence, as well as their velocity and length.



The **OTHER** parameters **Octaves**, **Dynamic**, and **Gate**.

15.6.1 Other Octaves

The first **OTHER** parameter, **Octaves**, is only available in *Arp* mode. On the keyboard, it is mapped to Knob 6 of the Control section in Arp Edit mode. It lets you decide the range of the arpeggiator sequence. You can choose to play back your sequence within the octave of only the keys you pressed on the KOMPLETE KONTROL keyboard, or you can select up to eight octaves and let the corresponding notes of your chord or scale be played back in as many octaves.

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

The **Octaves** setting includes the following values:

- 1
- 2
- 3
- 4
- 5
- 6

- 7
- 8



To display the set value of the **OCTAVES** parameter, tap Knob 6.

15.6.2 Other Dynamic

The second **OTHER** parameter, **Dynamic**, is only available in *Arp* mode. On the keyboard it is mapped to Knob 7 of the Control section in *Arp Edit* mode. It reads the velocity of the input—e.g. a key you pressed on the **KOMLETE KONTROL** keyboard or an incoming MIDI note from the host—and scales it by the factor you set with the **Dynamic** parameter. The scaling is applied per note. The velocity of each played note is taken and multiplied by the value set with the **Dynamic** parameter.

Dynamic is a drag control that lets you set a value between *1.0%* and *200.0%*.



To display the set value of the **DYNAMIC** parameter, tap Knob 7.

15.6.3 Other Gate

The third **OTHER** Parameter, **Gate**, is available in both *Arp* and *Note Repeat* mode. On the keyboard, it is mapped to Knob 8 of the Control section in *Arp Edit* mode. 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.

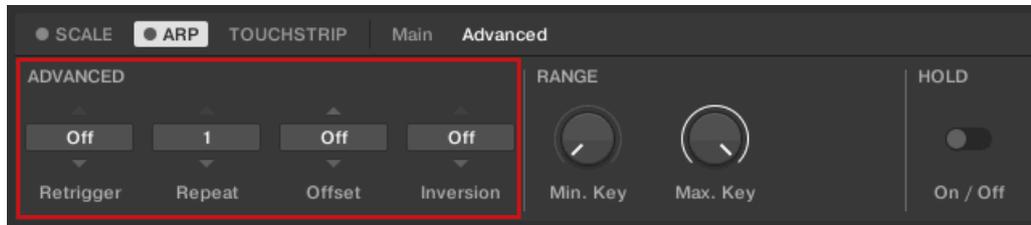
Gate is a drag control that lets you set a value between *1.0%* and *200.0%*.



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

15.7 Setting the Advanced Parameters

The **ADVANCED** parameters **Retrigger**, **Repeat**, **Offset**, and **Inversion** allow you to explore alternative versions of the same arpeggiator sequence.



The **ADVANCED** parameters **Retrigger**, **Repeat**, **Offset**, and **Inversion**.

15.7.1 Advanced Retrigger

The first **ADVANCED** parameter, **Retrigger**, is only available in *Arp* mode. On the keyboard, it is mapped to Knob 1 of the Control section when page 2 is selected in Arp Edit mode. Retrigger sets a number of steps in the arpeggiator sequence after which the sequence restarts its cycle, regardless of the number of pitches in the sequence.

For example:

- If the arpeggiator sequence consists of a 5 note cycle (1 - 2 - 3 - 4 - 5) and **Retrigger** is set to 3, the Arpeggiator output is 1 - 2 - 3 - repeat.
- If the arpeggiator sequence consists of a 5 note cycle (1 - 2 - 3 - 4 - 5) and **Retrigger** is set to 8, the Arpeggiator output is 1 - 2 - 3 - 4 - 5 - 1 - 2 - 3 - repeat.

Rests in a **Sequence** are treated as steps:

- If the arpeggiator sequence consists of 6 pitches, the **Sequence** is 1 - 2 - 3 - rest - 4 - 5 - 6 - rest, and **Retrigger** is set to 5, the Arpeggiator output is 1 - 2 - 3 - rest - 4 - repeat.

15.7.2 Advanced Repeat

The second **ADVANCED** parameter, **Repeat**, is only available in *Arp* mode. On the keyboard, it is mapped to Knob 2 of the Control section when page 2 is selected in Arp Edit mode. **Repeat** sets a number by which each step in the arpeggiator sequence is repeated.

For example:

- If the arpeggiator sequence consists of a 3 note cycle (1 - 2 - 3) and **Repeat** is set to 3, the Arpeggiator output is 1 - 1 - 1 - 2 - 2 - 2 - 3 - 3 - 3 - repeat.

15.7.3 Advanced Offset

The third **ADVANCED** parameter, **Offset**, is only available in *Arp* mode. On the keyboard, it is mapped to Knob 3 of the Control section when page 2 is selected in Arp Edit mode. **Offset** sets a number by which the steps in the arpeggiator sequence are shifted in the cycle.

For example:

- If the arpeggiator sequence consists of a 5 note cycle (1 - 2 - 3 - 4 - 5) and **Offset** is set to 0, the Arpeggiator output is 1 - 2 - 3 - 4 - 5 - repeat.
- If the arpeggiator sequence consists of a 5 note cycle (1 - 2 - 3 - 4 - 5) and **Offset** is set to +1, the Arpeggiator output is 2 - 3 - 4 - 5 - 1 - repeat.
- If the arpeggiator sequence consists of a 5 note cycle (1 - 2 - 3 - 4 - 5) and **Offset** is set to -1, the Arpeggiator output is 5 - 1 - 2 - 3 - 4 - repeat.

15.7.4 Advanced Inversion

The fourth **ADVANCED** parameter, **Inversion**, is only available in *Arp* mode. On the keyboard, it is mapped to Knob 4 of the Control section when page 2 is selected in Arp Edit mode. **Inversion** adds inverted alternations of the arpeggiator sequence to the cycle.

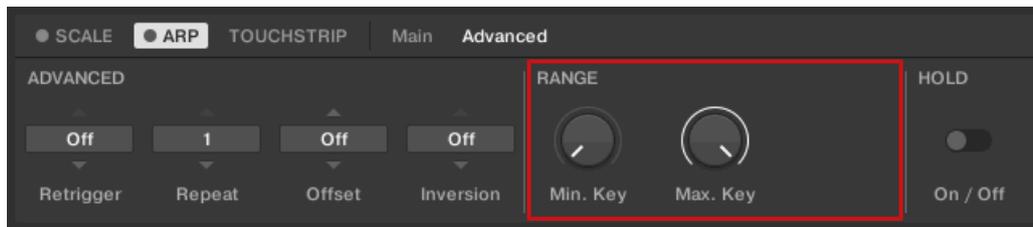
For example:

- If the arpeggiator sequence consists of a 3 note cycle (1 - 2 - 3), **Type** is set to *Up*, and **Inversion** is set to 0, the Arpeggiator output is 1 - 2 - 3 - repeat.
- If the arpeggiator sequence consists of a 3 note cycle (1 - 2 - 3), **Type** is set to *Up*, and **Inversion** is set to 1, the Arpeggiator output is 1 - 2 - 3 - 2 - 3 - repeat.

- If the arpeggiator sequence consists of a 3 note cycle (1 - 2 - 3), **Type** is set to *Up*, and **Inversion** is set to 2, the Arpeggiator output is 1 - 2 - 3 – (2 - 3 - 1 octave up) - (3 - 1 - 2 octave up) - repeat.

15.8 Setting the Range Parameters

The **RANGE** parameters **Min. Key** and **Max. Key** allow you to change the range of keys that trigger the arpeggiator sequence.



The **RANGE** parameters **Min. Key** and **Max. Key**.

15.8.1 Range Min. Key

The first **RANGE** parameter, **Min. Key**, is only available in *Arp* mode. On the keyboard, it is mapped to Knob 5 of the Control section when page 2 is selected in Arp Edit mode. **Min. Key** sets the lowest key that can be used as an input for the arpeggiator sequence.



The Arpeggiator can still generate pitches below the **Min. Key** setting.

15.8.2 Range Max. Key

The second **RANGE** parameter, **Max. Key**, is only available in *Arp* mode. On the keyboard, it is mapped to Knob 6 of the Control section when page 2 is selected in Arp Edit mode. **Max. Key** sets the highest key that can be used as an input for the arpeggiator sequence.



The Arpeggiator can still generate pitches above the [Max. Key](#) setting.

15.9 Setting the Hold Parameter



The **HOLD** parameter *On / Off*.

The **HOLD** parameter *On/Off* is available in both *Arp* and *Note Repeat* mode. On the keyboard, it is mapped to Knob 8 of the Control section when page 2 is selected in Arp Edit mode. The **HOLD** function allows you to latch the notes played by the Arpeggiator. When set to *On*, the Arpeggiator will continuously play a sequence according to the last pressed keys on the keyboard.

HOLD On/Off is a switch control that lets you select the values *On* and *Off*.

1. Pressing any key while **HOLD** is *On* will set a new sequence.
2. 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 (Edit)** 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.

16 Configuring Touch Strips

In this section you learn how to configure the Touch Strips and about the effect on the usage.

16.1 Accessing Touch Strips Settings

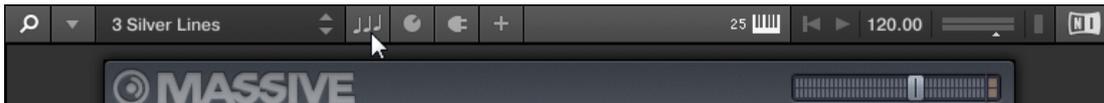
In order to configure the behavior of the Touch Strips, you can open the Perform Panel in the KOMLETE KONTROL software or access the parameters directly from the keyboard's Control section.



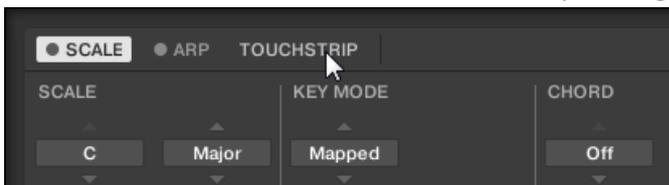
The Touch Strip settings in the Perform Panel are only accessible while the KOMLETE KONTROL S-Series is connected.

To open the Perform Panel and view the Touch Strip settings in the KOMLETE KONTROL software:

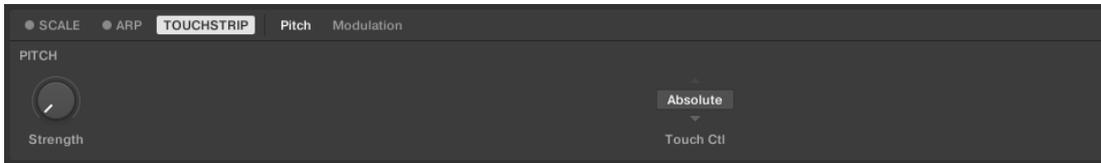
1. Click on the Perform Panel button in the KOMLETE KONTROL Header to open the Perform Panel.



2. Click on **TOUCHSTRIP** to view the Touch Strip settings.



⇒ The Touch Strip settings for the Pitch Strip are shown in the Perform Panel.



3. In order to display the Modulation Strip settings, click on Modulation.

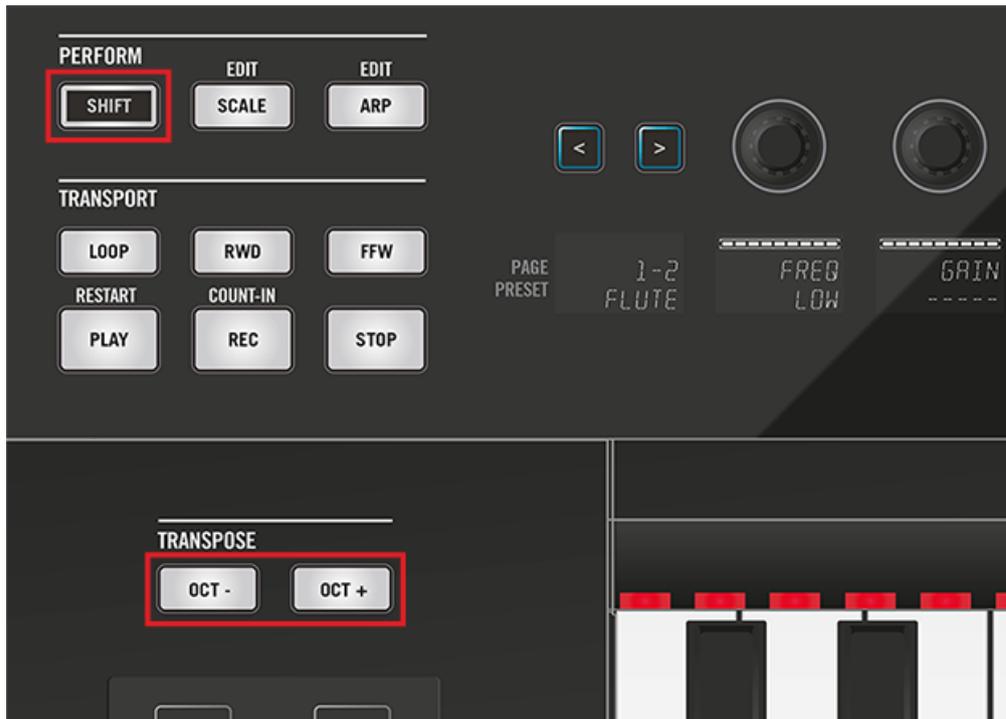
→ The Touch Strip settings for the Modulation Strip are shown in the Perform Panel.



Accessing Touch Strip Settings on the Keyboard

To access the Touch Strip settings from the KOMplete KONTROL keyboard:

1. Press **SHIFT** + **OCT-** for accessing Pitch Strip settings or press **SHIFT** + **OCT+** for accessing Modulation Strip settings.



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



2. To leave Touch Strip Settings press **SHIFT** + **OCT- / OCT+**.

The Touch Strip settings can also be accessed from the hardware when using the KOM-
 PLETE KONTROL keyboard in stand-alone operation. See [↑8.3, Using the Keyboard as Stand-
 Alone MIDI Controller](#) for details.

16.2 Configuring Pitch Strip

The Pitch Strip (left Touch Strip) on the KOMPLETE KONTROL keyboard can be configured by either Absolute mode or Relative mode. Both modes are described below.

Absolute Mode (default)

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

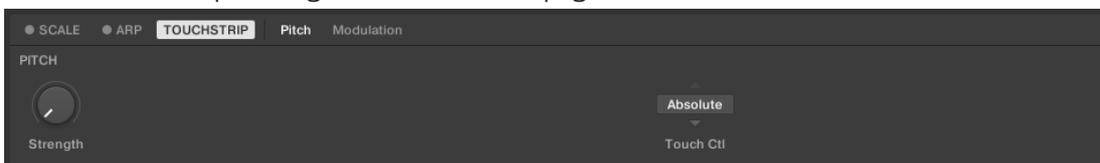
Relative Mode

The Pitch Strip can also be set to Relative mode. This defines how the controlled parameter responds to the movement of the finger on the Pitch Strip. When using Relative mode, the current value of the controlled parameter is preserved when you put your finger anywhere on the Pitch Strip. You can then move your finger up and down to change the parameter by the corresponding amount. This enables you to create smooth parameter changes without paying attention to the exact position of your finger on the Pitch Strip.

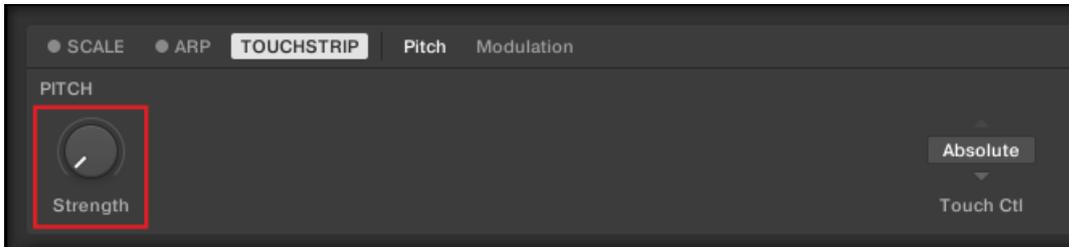
16.2.1 Adjusting Absolute Mode

You can adjust the rate at which the spring rebounds to its default position.

1. In the Touch Strip settings select the [Pitch](#) page.



- Turn the **Strength** control to adjust the rebound rate.



→ The higher the **Strength** setting, the quicker the value will jump back.

Adjusting Absolute Mode on the Hardware

You can also access the **Strength** setting on the keyboard:

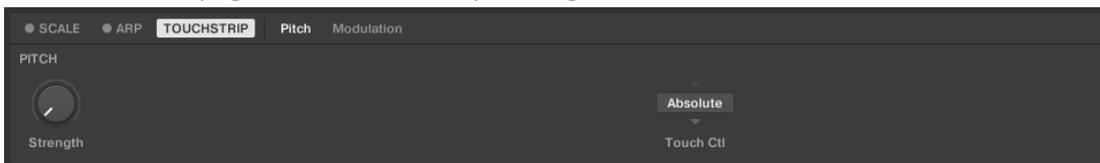
- Press **SHIFT + OCT-** to view and edit the Pitch Strip parameters in the Control section.
- Turn Knob 1 to adjust the **STRENGTH** parameter.



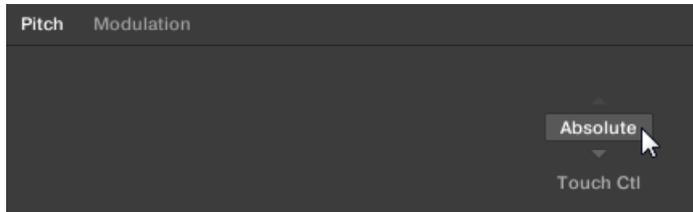
16.2.2 Enabling Relative Mode

To enable Relative mode for the Pitch Strip:

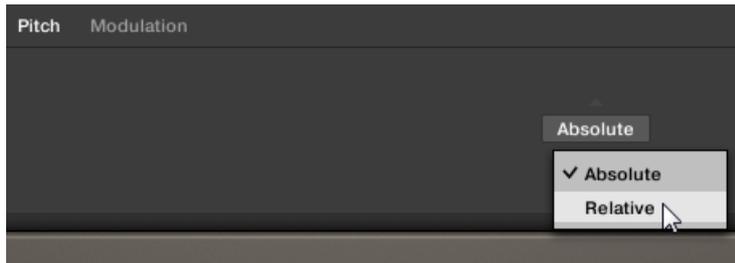
- Go to the **Pitch** page of the Touch Strip settings.



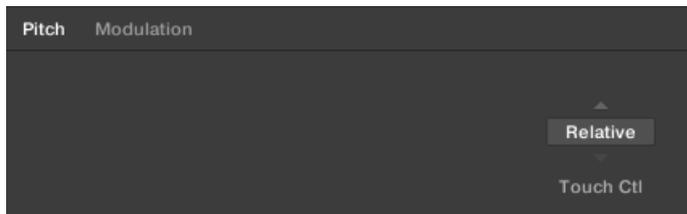
- Click on the **Touch Ctl** menu (default value **Absolute**).



- Click on the entry **Relative** in the drop-down list.



→ Relative mode is now enabled.



Switching to Relative Mode on the Hardware

You can also switch to Relative Mode on the keyboard:

- Press **SHIFT** + **OCT-** to view and edit the Pitch Strip parameters in the Control section.
- Turn Knob 9 to switch to **RELATIVE** behavior.

16.3 Configuring Modulation Strip

The right Touch Strip on the KOMPLETE KONTROL keyboard is a highly versatile modulation control that can be individually configured using Modulation Strip Modes with distinctive parameters.

16.3.1 Modulation Strip Modes

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

Standard Mode

This is the default mode for the Modulation Strip on the KOMPLETE KONTROL 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. Whenever you put your finger on the strip, the value instantly jumps to the corresponding position and remains there. This behavior is called Absolute (alternatively, Standard can be set to Relative, see below). 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.
- **Touch Ctl** menu: Lets you select between Absolute (default behaviour) and Relative. When using Relative, the current value of the controlled parameter is preserved when you put your finger anywhere on the Modulation Strip. You can then move your finger up and down to change the parameter by the corresponding amount.

Spring Mode

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 behavior is called Absolute (alternatively, Standard can be set to Relative, see below). This mode mimics the behavior of the 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.
- **Touch Ctl** menu: Lets you select between Absolute (default behaviour) and Relative. When using Relative, the current value of the controlled parameter is preserved when you put your finger anywhere on the Modulation Strip. You can then move your finger up and down to change the parameter by the corresponding amount.

Ball Mode

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 Mode

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 the host. When using the KOMPLETE KONTROL stand-alone application, you can set the tempo in the header of the software interface. 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 Mode

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.

16.3.2 Selecting and Editing a Modulation Strip Mode

In the KOMPLETE KONTROL software, you can select a mode for Modulation Strip and edit its parameters by performing the following procedure:

1. Go to the **Modulation** page of the Touch Strip settings.



2. Select a **Mode** for the Modulation Strip.
3. Edit any of the mode's additional parameters on the **Modulation** page of the Touch Strip settings.

Selecting and Editing a Modulation Strip Mode from Hardware

You can also select a **Mode** and edit its additional parameters on the keyboard:

1. Press **SHIFT** + **OCT+** to view the Modulation Strip parameters in the Control section.
 2. Select a mode by turning Knob 1.
- ⇒ The additional parameters per mode are mapped to the other knobs of the Control section.



3. Edit the parameters by turning the respective knobs.

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