KONTAKT 7

Table of Contents

1. Welcome to Kontakt Player

Thank you for downloading Kontakt Player. This online User Guide aims to provide you with all the information you need to start exploring and creating with Kontakt Player.

We hope you enjoy!
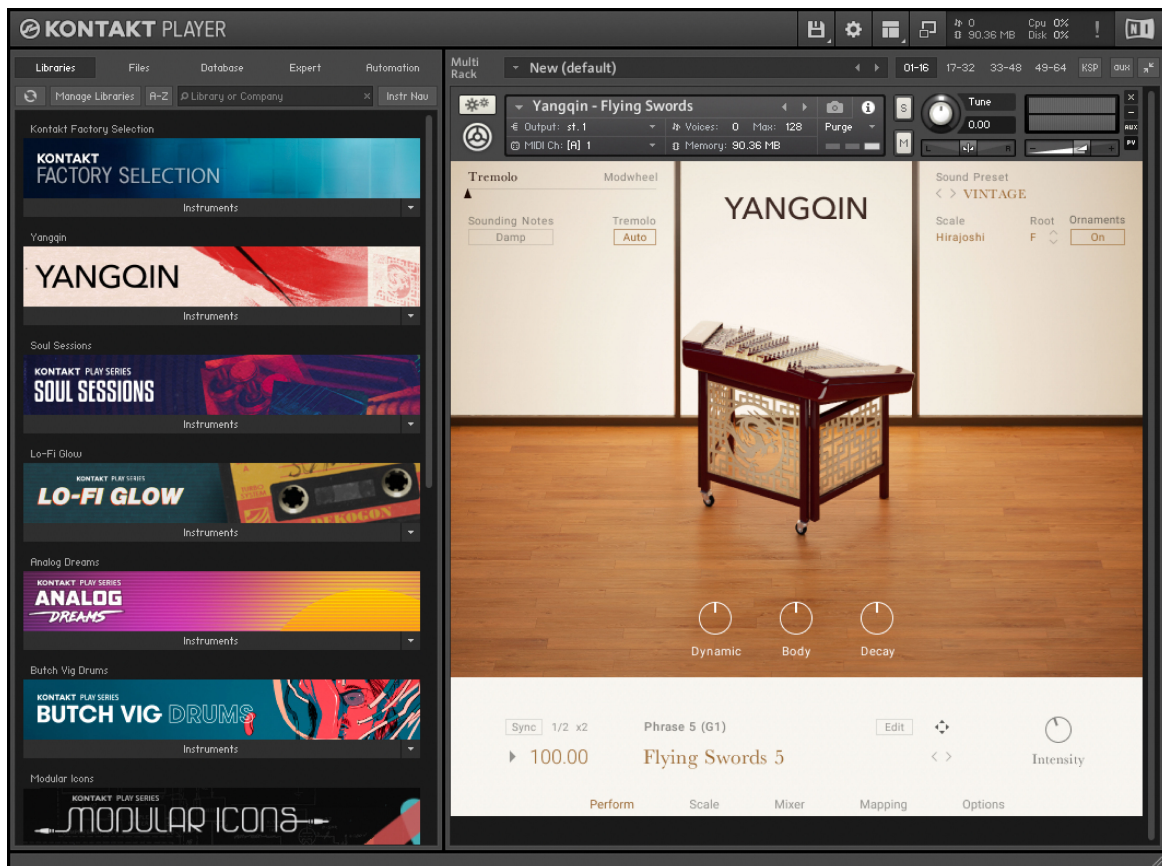
What is Kontakt Player?

Kontakt Player is an application that hosts all of Native Instruments' sample-based instruments, as well as third-party products made for the platform. Kontakt Player is designed to share inspirational sounds and instruments with our users. This free version of Kontakt comes with 50 instruments and a 500 MB sound library, and provides access to an extensive collection of instruments and libraries from creators all over the world.

Kontakt Player vs Kontakt

Kontakt Player is a free sample player based on Kontakt. The PLAYER focuses on the key performance and editing aspects of the sound engine, while Kontakt gives full access to building and editing tools that are the foundation for all Kontakt Player instruments. Key differences between the PLAYER and the full version of Kontakt include:

Instrument Editing:	The full version of Kontakt provides additional Instrument editing and routing options, including Effects, Filters, Modulation, and Source modules.

Libraries:	Unlicensed libraries and some third-party libraries are incompatible with Kontakt Player, and require the full version of Kontakt. To find out which third-party libraries are powered by Kontakt Player, check the third-party manufacturer's product page or see Third-party Sample Libraries.
KSP:	The full version of Kontakt contains Instrument building tools that enable you to create your own Kontakt Instruments. For more information, refer to the KSP Reference Manual.
Demo:	Some Kontakt features are available in the PLAYER for 15 minutes in demo mode, indicated by **DEMO** text on the interface. Use demo mode to explore these additional tools and delve deeper into the world of Kontakt. To learn more about Kontakt, visit Kontakt 6.

> (i) GET Kontakt

Document Conventions

In this document the following formatting is used to highlight useful information:

Italics	Indicates paths to locations on your hard disk or other storage devices.
Bold	Highlights important names, concepts, and software interface elements.
[Brackets]	References keys on a computer's keyboard.

The following three icons represent different types of information:

> ⚡ The **light bulb** icon indicates a useful tip, suggestion, or interesting fact.

> (i) The **information** icon highlights important information that is essential for the given context.

> ⚠ The **warning** icon alerts you of serious issues and potential risks that require your full attention.

2. Installation and Setup

Before you can make music with Kontakt Player, you must first download the necessary software from Native Access, install Kontakt Player and Instruments, then setup your Libraries. Follow these instructions to get started:

Installing Kontakt Player

Native Access is where you will install the software for Kontakt Player and its related instruments. If you are new to Native Instruments, you must create your Native ID account which is linked to your products.

Native Access

If you are new to Native Instruments, you will first need to download Native Access and make a Native ID account.

1. Download and install Native Access here.

2. Open Native Access and create your Native ID.

3. Login to Native Access.

4. Click the **Not installed** tab.

5. Click **INSTALL** for the following products:

    • Kontakt 7 Player

    • Kontkat Factory Selection

→ The software is installed automatically.

> (i) If the software is already installed, click the **Available updates** tab and check for new updates before proceeding.

Komplete START

Native Instruments' produces a range of instruments for Kontakt Player, which are also activated and installed via Native Access. Nine Sampled-based Instruments for Kontakt Player are offered as part of the free Komplete START bundle. For information on how to download this bundle, refer to Komplete START.

> 💡 To learn more about Native Access, visit our support page here.

Operating Modes

Once the installation process has finished, you should find the Kontakt Player installation directory on your hard drive. Before you start Kontakt for the first time, it is worth explaining that there are two fundamentally different modes of operation.

You have the choice of running Kontakt as a "stand-alone" application, in which it will behave like any other program on your computer. Alternatively, you can use it as a virtual instrument plug-in within your sequencer or DAW (Digital Audio Workstation) application. The most important difference between these modes concerns the way in which Kontakt handles MIDI and audio streams. In stand-alone operation, Kontakt will address your MIDI and audio hardware directly, which requires you to specify some details about your hardware and drivers. When using Kontakt as a plug-in, these details will be taken care of by the sequencer host application. The following sections will explain both modes in more detail.

Stand-alone Operation

When you launch the Kontakt application in the installation directory, Kontakt will start as a stand-alone program that provides its own application menu. In this mode, Kontakt will receive MIDI data from one or more ports of a MIDI interface and send audio signals directly to your audio interface. This can be very useful if you don't need the additional functionality of a full-blown sequencer environment, for instance when you're using Kontakt as a live performance instrument or as a sampling host on a stand-alone computer. Also, when you are creating or editing complex sample libraries yourself, using the stand- alone version is often easier than opening Kontakt in a DAW or sequencer.

When you start Kontakt in stand-alone mode for the first time, both audio and MIDI will need to be configured. In order to make Kontakt receive MIDI notes from your keyboard and play sound in response, you will first have to tell it which hardware it should use. This is done via the **Options** dialog, which should appear automatically upon the first start.

You can also open this dialog at any time by clicking on **File** menu at the top of the main window and then selecting **Options**. This is the central place for configuring all aspects of Kontakt's user interface and its sample playback engine. For more information, refer to Options Dialog.

Low Memory Warning on Start-Up

Sometimes a memory warning is displayed when running several stand-alone instances of Kontakt simultaneously. This "low memory" warning dialog appears when Kontakt is running with no admin privileges or if a second instance of Kontakt is started and is requesting RAM which the first instance has already reserved. Hence, running several stand-alone instances of Kontakt simultaneously **is not recommended**.

Audio Configuration

In the **Audio** tab of the **Options** dialog, you can specify which audio device Kontakt should use for playback and adjust global playback parameters. The Audio tab provides the following options:
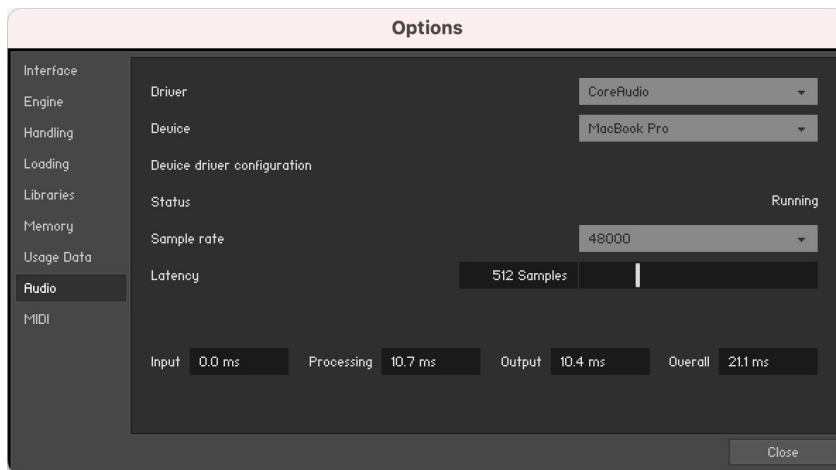
Audio tab of the Options dialog

- **Driver**: With this drop-down menu, you can select which of your operating system's device driver architectures Kontakt should use. Most professional audio devices provide ASIO, CoreAudio (Mac) or WASAPI (Windows) drivers.

- **Device**: This menu lists all connected audio interfaces that match the driver architecture chosen above. Use this to select the audio interface that you would like to use for playback.

- **Sample rate**: This drop-down menu allows you to set the global playback sample rate at which Kontakt will operate. Common values are 44100 Hz for music and 48000 Hz for film production. Note that this does not have anything to do with the sampling rate at which your samples have been recorded — if the playback rate does not match a sample's recording rate, Kontakt will handle all necessary conversion steps transparently for you.

- **Latency**: The size of the audio playback buffer in samples. Small values will shorten the delay between pressing a key and hearing the resulting sound (this is called "latency"), but may cause drop-outs and stuttering when playing a lot of voices at the same time. Conversely, setting this to a higher value will make playback more reliable at the cost of more latency. Note that this control is not always available, as sometimes the latency is handled by your hardware drivers.

Latency Optimization

The load that typical digital audio calculations generate on your processor is often not constant and predictable; parameter changes, additional voices or other processes can all cause momentary peaks in the load, which can result in drop-outs or other audio artifacts if not properly compensated for. That is why audio programs do not send the audio signals they generate directly to the hardware, but rather write them to a short buffer in memory that is then sent to the actual hardware. This concept allows the program to bridge short irregularities in the stream calculation and thus become more resistant to processing peaks.

This "safety net" comes at a price — the buffering causes a delay, known as latency, between the triggering of a note and the actual sound. This delay gets longer with increasing buffer sizes. Hence, it is vital to tune the buffer size in order to find a good compromise between latency and playback reliability. The optimal value depends on such diverse factors as your CPU, memory and hard disk access times, audio hardware and drivers, and operating system environment.

In order to find the optimal buffer size for your system, we recommend that you begin by setting the **Latency** slider to a healthy middle value between 384 and 512 samples, and then gradually decrease the value during your normal work. When you begin to notice drop-outs, increase the buffer again by a small amount.

Latency Slider

Generally, it is a good idea to have as few other applications running in the background as possible when working with audio software. Also, if you unable to get below a certain buffer size without drop-outs, consult the documentation of your audio hardware to find out whether you can access it via an alternate driver architecture, as some architectures allow more efficient low-level access to the hardware than others.

MIDI Configuration

The **MIDI** tab of the **Options** dialog provides a list of all MIDI inputs and outputs that have been found on your system. These are ports of physical MIDI interfaces connected to your computer, but also any virtual MIDI ports that may be provided by drivers or other applications to facilitate inter-application MIDI usage.
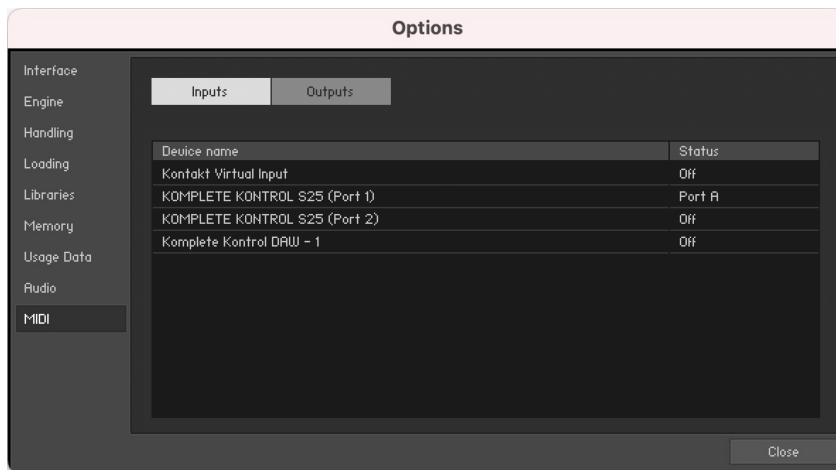
MIDI tab of the Options dialog

In order to make Kontakt respond to MIDI data from the outside, you have to enable one or more ports that appear in the inputs list of the **MIDI** tab. Make sure the **Inputs** button is highlighted and identify the port(s) that you intend to use for MIDI input in the list. If the **Status** field on the right side of an entry reads **Off**, click that value and assign one of the MIDI port identifiers (A-D). This enables the respective port, which will later be identified by the selected letter throughout the user interface.

Plug-in Operation

The plug-in version of Kontakt allows you to use it as a virtual instrument inside your sequencer or DAW. This allows you to run multiple instances of Kontakt, alongside other sound generators and effect plug-ins. Each instance can be triggered by MIDI data from within your sequencer, with the audio output fed directly into the signal flow of your virtual mixer.

Depending on your operating system and choices upon installation, Kontakt provides VST/VST3, Audio Units (AU), and AAX plug-in formats.

Refer to the documentation of your sequencer to determine which format is right for your setup; if you have activated the appropriate format at installation time, Kontakt should appear in the plug-in selection list inside your sequencer. If it does not appear, re-run the installer and ensure the appropriate plug-in is marked for installation.

> (i) Note that AAX plug-ins are supported in DigiDesign hosts only. For other hosts, check the documentation for which plug-in version to use.

The way in which virtual instrument plug-ins are integrated into the workflow very much depends on your sequencer; consult its documentation to find out how to instantiate and work with the Kontakt plug-in.

Changing Outputs in Pro Tools

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

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

Adding Third-Party Libraries

Kontakt Player allows you to add third-party Libraries to the Browser. To find out if your Library is Powered by Kontakt, check the third-party manufacturer's product page.

> (i) Third-party Kontakt Player Libraries that do not have a serial number cannot be added to Kontakt Player's Library Browser. For more information, refer to The Quick-Load Catalog.

Setting Up a New Third-Party Kontakt Player Library

To set up a new-third party Kontakt Player Library:

1. Download and unzip the third-party Kontakt Player Library.
2. Launch Native Access and login using your Native ID.
3. In the **Available updates** tab, install the latest update of Kontakt Player if available.
4. Click **Add a serial**.
5. Enter the serial number of your third-party Library and click **ADD SERIAL**.
6. Click the **BROWSE** button.
7. Navigate to the third-party Library folder and confirm your selection by clicking **Select Folder**.
8. Click **INSTALL** to finish the set up process.
9. Open Kontakt Player and select the **Libraries** tab in the Browser.

→ The third-party Library will now appear in the Libraries Tab

> 💡 Click **Manage Libraries** to hide or show your libraries.

3. Overview of Kontakt Player

Kontakt Player's main window can be configured in a variety of ways to best suit your needs and preferred workflows. The main elements of the user interface include:


1. **Main Control Panel**: Provides access to the Library Browser, alongside options that toggle the display of various optional interface parts, such as the Side pane; it also includes the file drop-down menu and access to the global functions and options, as well as some status meters. For more information, refer to Main Control Panel.

2. **Side Pane**: Provides functions for managing your collection of Kontakt-relevant files. In the screenshot, it's currently switched to the **Libraries** tab, which contains easy access to your Kontakt libraries. For more information, refer to Side Pane.

3. **Master Editor**: Contains global controls that affect the behavior of all Instruments in your Multi, as well as some common utility functions. For more information, refer to The Master Editor.

4. **Rack**: Displays all Instruments in the current Multi. The Rack area is where one or more Instruments are loaded into the Multi. For more information, refer to The Rack Multi Instrument Mode.

5. **Instrument Header** Contains the Instrument's name and various parameters, such as MIDI input channel, output level, panning position, and tuning. For more information, refer to Instrument Header.

6. **Outputs Section**: Displays a channel strip for each configured Output Channel, plus four Aux Channels. For more information, refer to The Outputs Section.

7. **On-Screen Keyboard**: Displays a virtual On-Screen Keyboard that you can use to play instruments with your mouse, and visualize key ranges. For more information, refer to The On-Screen Keyboard.

8. **Info Pane**: Displays details of the selected Instrument file below the Side Pane, and a brief explanation of the control at the mouse position below the Rack. For more information, refer to Info Pane.

Stand-alone Menu

In addition to the contents of the main window, the stand-alone version of Kontakt Player provides a system drop-down menu labeled **Help**. It is located at the top of the desktop on Mac OS X, or at the top of the Kontakt Player window on Windows. Use the **Help** menu to launch Native Instruments' Native Access application, and access online documentation resources and knowledge base support.
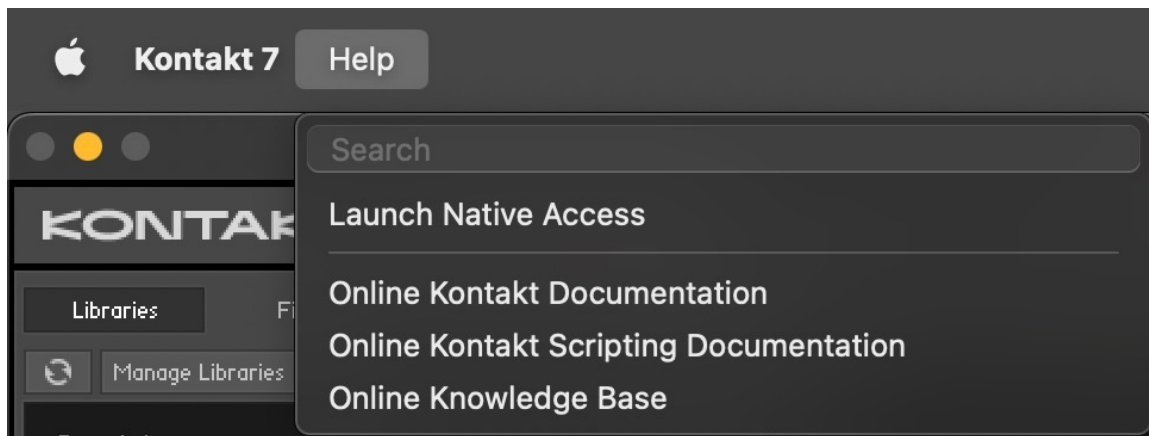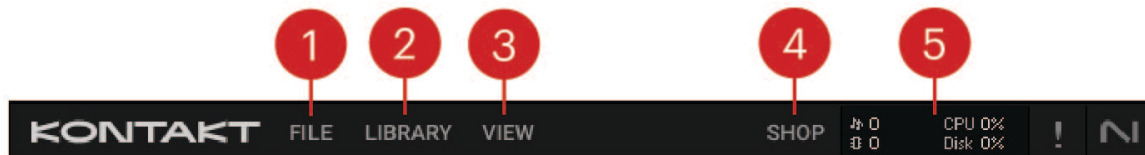

The Stand-alone Help menu

4. Main Control Panel

The Main Control Panel is the topmost row of elements in the Kontakt window. Here you can select which parts of the user interface will be displayed, access various global menus, and view statistics about Kontakt Player's overall resource usage.

The Main Control Panel contains the following key features:

1. **File**: Opens the File menu, which provides options that relate to saving, loading, and creating new instruments and banks. Refer to File Menu. The Options menu is also found here. Refer to Options Dialog.

2. **Library**: Opens the Library Browser, which provides access to all your Kontakt Factory Libraries, Instruments, Snapshots and Multis, as well as your own User content. Refer to Browser and Presets.

3. **View**: Determines if key elements of the interface will be displayed. This menu allows you to customize the Kontakt Player workspace to display the tools that you need. Refer to View Menu.

4. **Shop**: The shop links to the Native Instruments web shop where you can find new instruments to extend your library.

5. **System Performance Meters**: Displays a number of system meters that are continuously updated during operation. Refer to System Performance Meters.

File Menu

This drop-down menu is the first element in the Main Control Panel. The File menu contains the following functions:
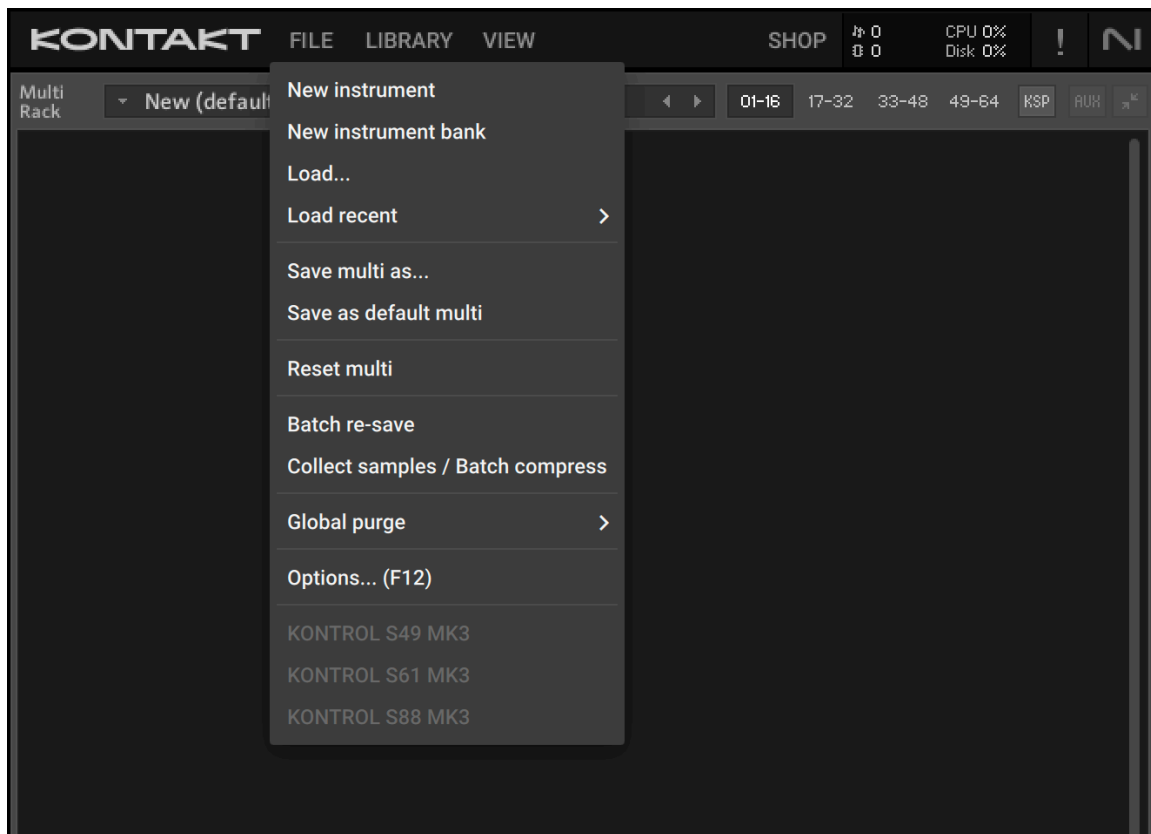
- **New instrument**: Available in Kontakt Player for only 15 minutes in demo mode. In Kontakt, this option adds a new Instrument to the Multi.

- **New instrument bank**: Adds an empty Instrument Bank to your Multi.

- **Load...**: Opens a file selector dialog, asking you to locate and load any object that Kontakt can handle, whether it's an Instrument (file extension: .nki), a Multi (.nkm), or an Instrument Bank (.nkb).

- **Load recent...**: This sub-menu contains an up-to-date list of files that you recently opened in Kontakt. Selecting one will load it.

- **New instrument from list**: This submenu provides access to the contents of your Quick-Load catalog of Instruments as a hierarchical menu structure. Select an entry in order to add the respective Instrument to your Multi. The Quick-Load catalog is explained in section The Quick-Load Catalog.

- **New instrument bank from list**: Provides access to the contents of your Quick-Load catalog of Instrument Banks.

- **Save as…**: This function allows you to save any Instrument in your Multi to an .nki file for later re-use. When you move the mouse to this entry, a sub-menu will open, which contains a list of all Instruments in your current Multi. Selecting one of them will open a Save dialog with options to select a location and change the name of the Instrument. Note that the file name will be used as the Instrument name that's being displayed in the Instrument Header.
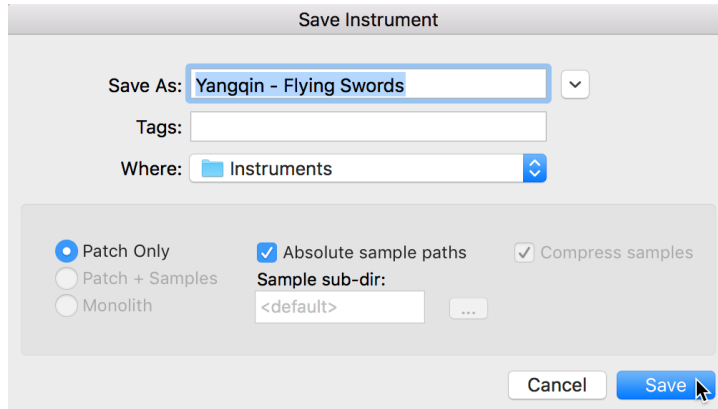
The Save Instrument dialog as it appears in Mac OS X

- **Patch Only** keeps the Samples in their original locations and leaves the file references in their current state. This creates very small files, as only the Instrument parameters are saved. Note, this can leave the relation between the Instrument and its Samples in a fragile stateWhen the Samples are moved to different location or deleted, a **Samples Missing** dialog will appear, asking where Kontakt Player should search for the Samples.

> When you are using Kontakt Player as a plug-in inside your host program and save your session, all Multi and Instrument data will be included in this session file. Sample references will be saved in an absolute fashion, so you may get a Samples Missing dialog when you open the session after you have moved your Samples. In the Loading tab of the Options dialog, you can specify a base path for your Non-Player content, and also choose if you want to store referenced paths relative to the base path. When a host project is saved with this option selected, Non-Player content will be able to resolve without the Missing Content dialog, if the libraries are located on the computer's path as defined in the base path field. This makes it easy to share session files with Kontakt instances across platforms. For more information, refer to Loading Tab.

- **Save multi as…**: This saves your current multi to an .nkm file on your hard disk. While the resulting Multi file will contain all Instrument data, Kontakt Player will still need to take care of the Samples that are referenced by the Instruments. Thus, the save dialog offers the same Sample management options as described in the **Save as…** paragraph above. Saving a multi will also save the output routing options.
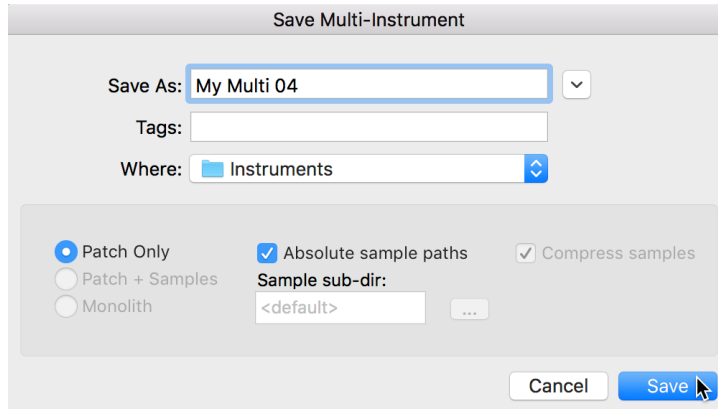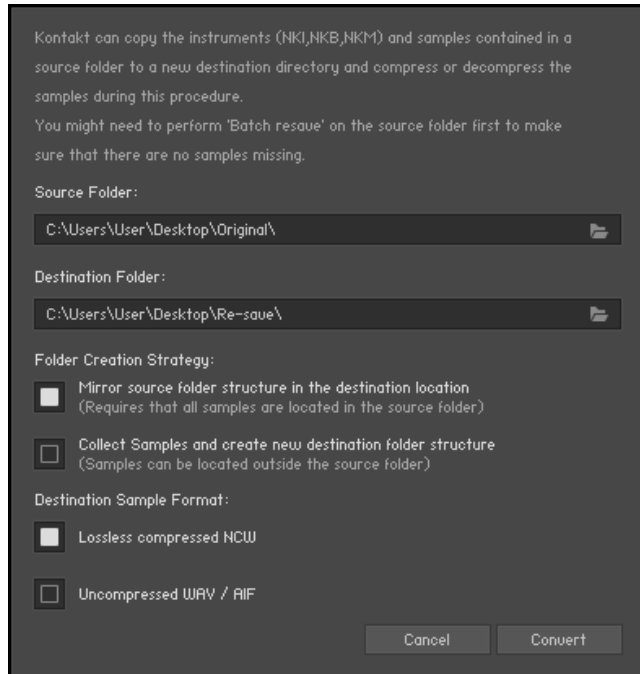

- **Save as default instrument**: This option is not available in Kontakt Player.

- **Save as default multi**: This command is used in Kontakt Player to save the current Multi as a default template that Kontakt Player will load at startup or when you choose the **Reset Multi** command.

- **Reset multi**: This will restore the default Multi that's loaded at start-up, removing all Instruments from your current Multi in the process.

- **Batch re-save**: Kontakt Player Instruments that include references to external Sample files can cause problems if either the Instrument or the Sample files are moved to a different location. In such cases, a **Samples Missing** dialog will appear, asking where to search for the missing files. To fix the problem manually, each Instrument must be loaded, the missing Sample files located, and the Instrument re-saved to its original location within the library folder.

  For large libraries, this is unfeasible. When a library folder or its contained sub-folders are moved round, the **Batch Re-save** function automates the load, process; once selected, a dialog appears. Select **Choose**, and all Instrument, Multi, and Bank files in this folder and its sub-folders will automatically be scanned for unresolved Sample references; if any are found, the "Samples Missing" dialog will appear once, allowing you to specify which places should be searched to resolve the references.

> (i) As the Batch Re-save process will overwrite the Instrument, Multi, and Bank files within your selected folder, it's recommended to make a backup of this folder before you execute the command.

- **Collect samples/Batch compress**: This function allows you to compile samples, instruments, banks and multis into a single location. Use this option when working with a library of NKIs that are referencing samples in multiple locations, or to compress, or even de-compress, the samples of a library.

Kontakt can copy the instruments (NKI,NKB,NKM) and samples contained in a source folder to a new destination directory and compress or decompress the samples during this procedure.
You might need to perform 'Batch resave' on the source folder first to make sure that there are no samples missing.

Source Folder:

C:\Users\User\Desktop\Original\

Destination Folder:

C:\Users\User\Desktop\Re-save\

Folder Creation Strategy:

☐ Mirror source folder structure in the destination location
(Requires that all samples are located in the source folder)

☐ Collect Samples and create new destination folder structure
(Samples can be located outside the source folder)

Destination Sample Format:

☐ Lossless compressed NCW

☐ Uncompressed WAV / AIF

Cancel   Convert

The Batch Compress dialog

When selected, a dialog box will appear to select a source folder (where your nki, nkb and nkm files are currently located) and a destination to which you wish to have these files compiled and copied to. This function allows you to compile samples, instruments, banks and multis into a single location.

- **Mirror source folder structure in the destination location**: This mode keeps the folder structure of the source folder when generating the destination folder structure, so there are no explicit "Instruments" and "Collected Samples" subfolders in the destination folder when using this mode.

> (i) One exception: When batch-compressing a source/library folder, if there is an Instrument in the library folder that references a sample outside the source/library folder (and its subfolders), a "Collected Samples" subfolder will be generated in the destination folder and this sample will be saved there.

- **Collect Samples and create new destination folder structure**: In this mode the folder substructure of the target folder will be different from the source folder's structure: Instrument files will be saved in an "Instruments" subfolder, while all samples are saved in "Collected Samples". This prevents having to resave the same sample more than once (if it was referenced by more than one Instrument in the source folder for instance).

> 💡 Whichever strategy you choose, samples and Instruments in the source folder will neither be deleted nor updated. Impulse Response samples and wallpapers of the source Instruments will be re-saved as well, but without compression.

- For converting uncompressed samples to lossless compressed .ncw-files select **Lossless compressed NCW**.

- For converting compressed .ncw-files back to an uncompressed format select **Uncompressed WAV / AIF**.

> (i) Note that Batch Compress does not work for copy-protected libraries.

- **Global purge**: The purge mechanism in Kontakt Player keeps track of which samples in an instance have been actually triggered in a session, and provides the option of removing all other samples from the Instrument. This reduces the number of samples being stored in memory to the subset that are actually used in your arrangement.
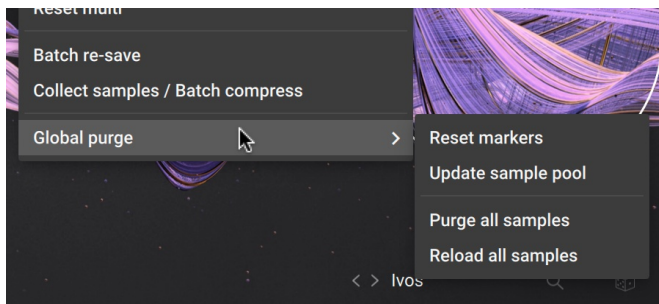

The Global purge submenu

The Global purge sub-menu contains four entries:

- **Reset markers:** Whenever Kontakt Player plays a sample in any of your Instruments, it will flag the respective sample as being used. Using this function, you can delete all of these flags, thereby resetting all data that Kontakt has gathered about sample usage so far. After you have finished your work on a part, you should select this function once and then play your part; this way, only the notes that have actually made it into the final part will be flagged as used. Afterwards, you can proceed by choosing the **Update sample pool** function described below.

- **Update sample pool:** This function removes all samples that are not currently flagged as being used from memory, and reloads any currently purged samples that have been triggered since the last purge operation. In other words, it brings the sample pool in sync with the sample usage flags it has gathered since the last purge operation.

- **Purge all samples:** Unloads all samples from RAM. This allows you to reverse the usual purge process: you can play your arrangement in a "silent run", and then load only the Samples that are actually being used via the **Update sample pool** command afterwards.

- **Reload all samples:** Reloads all Samples, reverting any previous purge actions.

> :bulb: You can also purge samples per Instrument using the Purge menu in the Instrument Header. See Purge Menu for more information.

- **Purge this instance/Purge all instances**: These options replace **Global purge** when Kontakt is hosted in a DAW. It allows applying the above purge options to one or all instances of Kontakt loaded in a session.
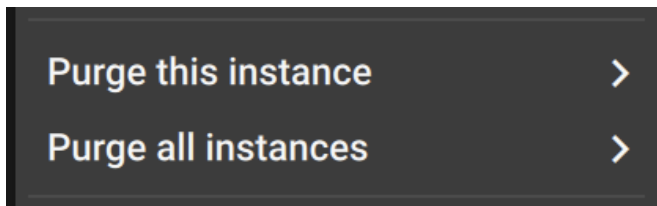

> (i) **Purge all instances** will only work if all Kontakt instances are within the same process.

- **Options... (F12)** : Opens the options dialog. Refer to Options Dialog.
- **Komplete Kontrol Keyboard**: Shows the connected Komplete Kontrol keyboard. When a model is recognized its entry lights up and receives a checkmark.

View Menu

The View menu allows you to choose which key elements of the Kontakt Player interface will be displayed.

The View Menu contains the following options:
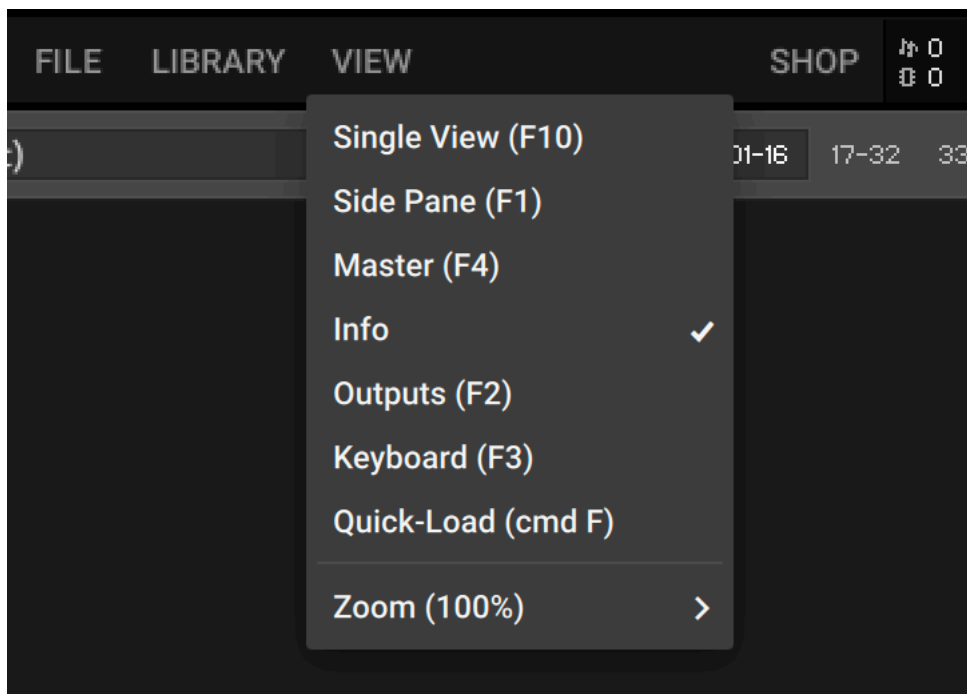
- **Single View / Rack View**: Switches between Single View and Rack View.
- **Side Pane**: Displays the Side Pane on the left side of the Kontakt Player window. See Side Pane.
- **Master**: Displays the Master Editor panel, which contains a number of global parameters and common utility functions. See The Master Editor.

- **Info**: Displays the Info Pane, which contains information about the currently selected control. See Info Pane.
- **Outputs**: Displays the Outputs section at the bottom of the Rack area. See The Outputs Section.
- **Keyboard**: Displays the virtual On-Screen Keyboard, which allows you to generate note and controller events. See The On-Screen Keyboard.
- **Quickload**: Displays the Quick-Load Catalog, which is a user-defined browser for quick access to your favorite Kontakt files. See The Quick-Load Catalog.
- **Zoom**: Sets the zoom scaling of the Kontakt window and allows switching between three performance modes for the user interface: Best quality, Balanced, and Best performance.

System Performance Meters

In the upper right section of the Main Control Panel, a number of system meters are being continually updated during operation.
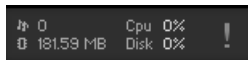

Voice count, memory, CPU, and disk meters

- The value next to the notes icon indicates the total number of voices that are currently being played (this is also known as the Voice Count).
- The values to the right show the current CPU and disk load as percentage values. These provide immediate visual feedback on whether you're close to maxing out your computer's capabilities.
- The exclamation point (**!**) is the Restart button and can be used if Kontakt Player is suffering from hanging voices (i.e. stuck notes) or persistent CPU overloads. Clicking this button will re-initialize Kontakt Player 's audio engine, including all the instruments that are currently loaded. Essentially this button is a soft reset, returning all values to their starting positions, but without closing and reloading everything.

Options Dialog

The Options dialog is where you can configure Kontakt's global program preferences, such as interface behavior, audio engine parameters, and MIDI options. Preferences are divided into several categories, which you can access via the tabs on the left side.
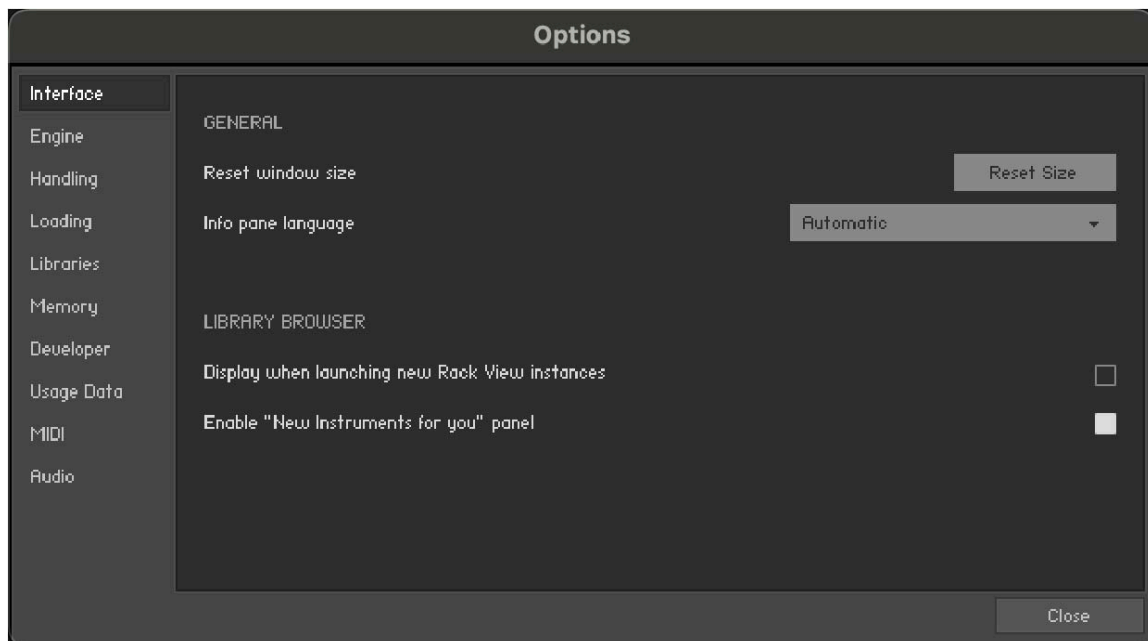
▶ To open the Options dialog, click File and then Options… (F12) in the Main Control Panel.

Interface Tab

The Interface tab contains options that change the look and behavior of Kontakt Player's user interface.
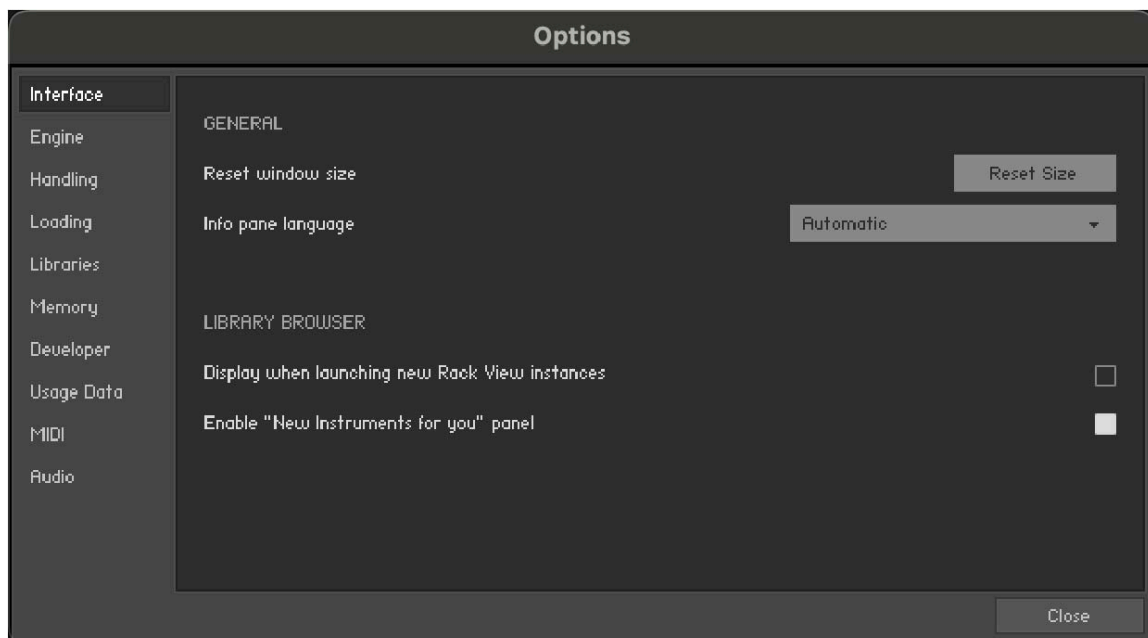
- **Reset window size**: If Kontakt Player's interface becomes too large and you can no longer access the resizing handle to the bottom right of the window, you can use this button to reset Kontakt Player's window size.

- **Info Pane Language**: Select a language from the drop-down list. If you select **Automatic**, Kontakt will use your operating system's language settings, unless it is unsupported, in which case Kontakt will use English.
- **Display when launching new Rack View instances**: When this setting is enabled, creating a new Rack View instance will launch with the Library Browser as first screen.
- **Enable "New Instruments for you" panel**: Hide the "New Instruments for you" panel by unsetting this box.

Engine Tab

The Engine tab contains options relating to the behavior of Kontakt Player's engine.
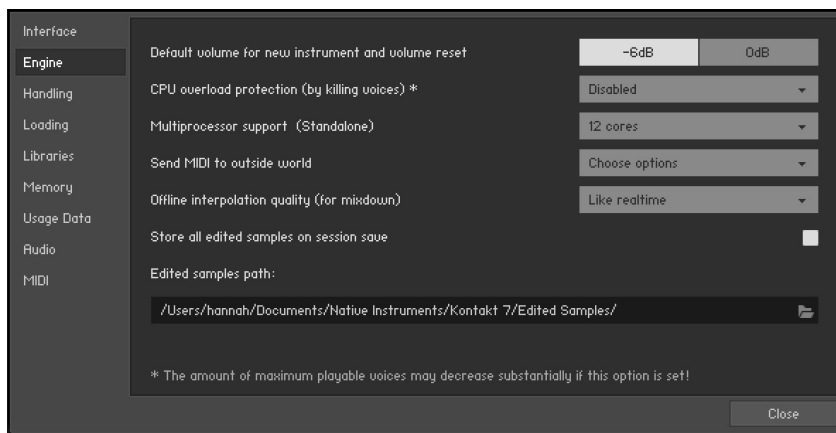
- **Default Volume for new instrument and volume reset**: This value will be used as a default output volume for new and imported Instruments. Also, it's the value to which the output volume slider will snap when you [Ctrl]/[Cmd] + click it.
- **CPU overload protection**: High voice counts can make the audio engine overload your CPU during operation; in such cases, the engine can choke and be rendered unusable until you restart it manually via the **Restart Engine** button in the **Engine** sub-tab of the **Monitor** tab in the Side pane. This scenario can be avoided with the overload protection mechanism, which allows Kontakt to kill voices when the CPU load gets critical. The **Relaxed**, **Medium**, and **Strict** settings affect how cautious Kontakt will be about this. **Relaxed** will not start killing voices until the CPU is very close to overloading, and thus will give you the highest voice count while still providing some protection against overloading; if the CPU load is still too high, try one of the stricter settings.
- **Multiprocessor support**: Kontakt can make use of multiple CPUs or multi-core processors. To switch multi-processor support on and off, and to set the number of processors/cores you want to use for Kontakt, select the corresponding entry from the Multiprocessor support menu.

- **Send MIDI to outside world**: This drop-down menu allows you to choose which classes of MIDI events will be sent to Kontakt Player's MIDI output port. Click a menu entry to toggle between on (indicated with a small diamond next to the entry) and off state. The available event classes are:
  - **GUI keyboard**: MIDI events that are generated when you click on Kontakt Player's virtual On-Screen Keyboard.
  - **script generated CC's**: MIDI controller events that originate from running Scripts.
  - **script generated notes**: Note-on and note-off events that originate from running Scripts.
  - **incoming CC's**: This will mirror incoming MIDI controller events at the MIDI output.
  - **incoming notes**: Mirrors incoming MIDI note events at the MIDI output.
- **Offline Interpolation Quality**: This option allows you to specify an interpolation quality setting for offline bouncing and freezing that's different from the one specified in the Source Modules of your Instruments. For instance, you might want to keep your Source Modules set to **standard** in order to save CPU resources during arrangement, but switch to **perfect** for bounces to get the best possible quality during mixdown. The default setting is **like realtime**, which will use each Source Module's HQI setting during offline operation.

Handling Tab

The Handling tab contains options that relate to the way Kontakt Player handles external keyboards, MIDI, and Undo commands.
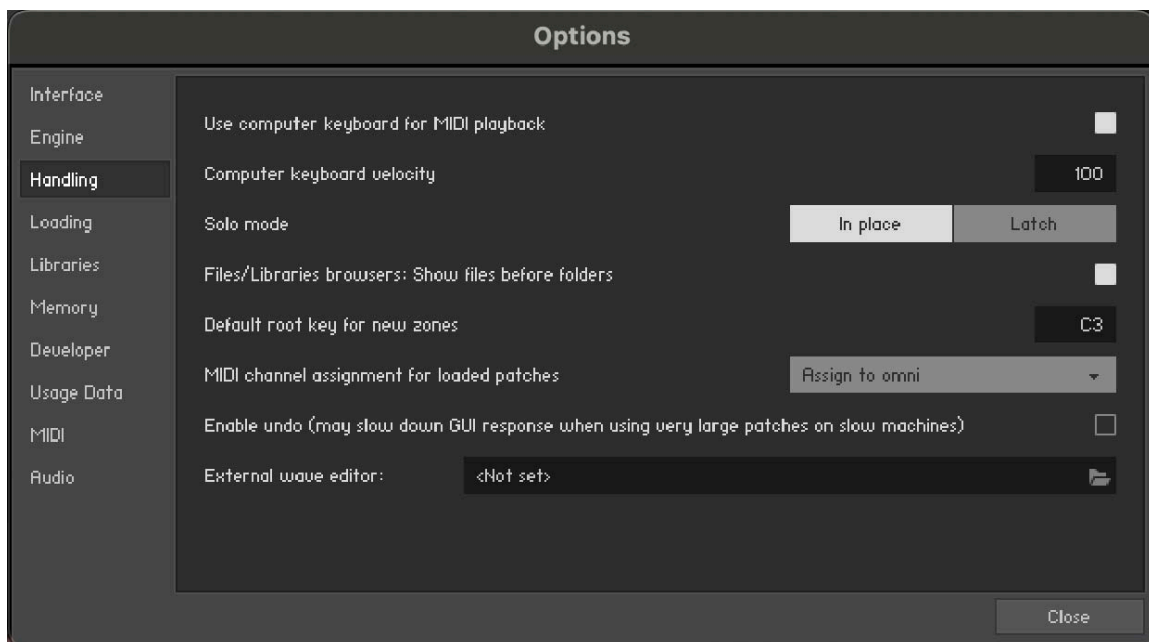

- **Use computer keyboard for MIDI playback**: Allows you to use your computer keyboard to trigger MIDI notes for the currently selected Instrument. When activated, the QWERTZ/QWERTY row of letters will play the middle octave.
- **Keyboard Velocity**: Adjusts the velocity of notes that are triggered via your computer keyboard.
- **Solo Mode**: Determines what Kontakt will do when you attempt to activate the Solo button on more than one Instrument. **In Place** will only allow one solo Instrument at any time, so any other one will be muted; **Latch** will let you switch more than one Instrument into solo mode.

- **Files/Libraries browser: Show files before folders**: Determines the order in which files and folders will be listed in the lower section of the Side pane.

- **Default root-key for new zones**: Specifies the root key for new Zones, if they are created from Samples with no embedded pitch information. The Zones will be generated with the root key specified here.

- **MIDI channel assignment for loaded patches**: Opens a drop-down menu that allows you to switch between two different modes that determine the way in which Kontakt Player will assign MIDI channels to newly added Instruments:

  - **Assign 1st Free** assigns the first available MIDI channel.

  - **Assign to Omni** is the default and will always assign loaded Instruments to **Omni**, thus making them respond to all input ports.

  - **Keep Channels from K1.x Patches** is an additional toggle option that allows you to specify whether Kontakt should use the MIDI channel embedded in Kontakt 1 patches. Later versions do not save MIDI assignments in Instrument files, only in Multi files.

- **Enable undo**: Enables the ability to undo actions, when the checkbox is selected. However, this can be quite resource intensive, especially with larger instruments, so by default this setting is unselected.

- **External wave editor**: This feature is not available in Kontakt Player. This setting allows you to specify your own preferred sample editor. When you click the **Ext. Editor** button in the Wave Editor, Kontakt will start the specified editor with the current sample, and automatically pick up the changes when you save the Sample within that editor.

Loading Tab

The Loading tab contains options related to loading samples and Kontakt files.
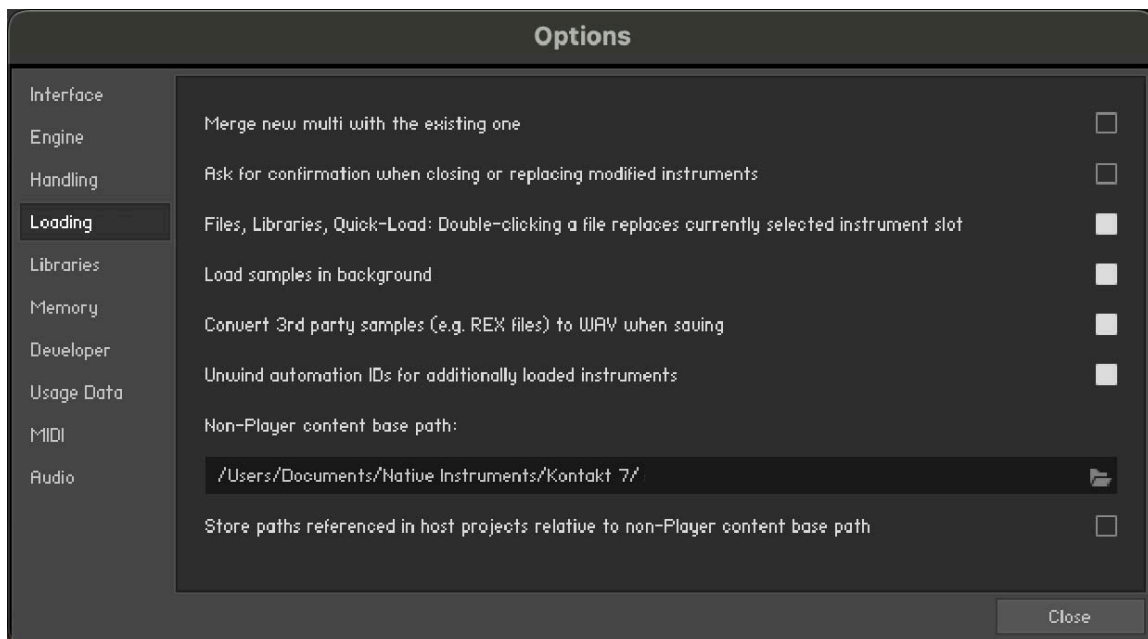

- **Merge new Multi with the existing one**: Enables a new Multi to be merged with the current Multi when loaded. If unselected, the current Multi will be discarded when a new Multi is loaded. Kontakt will not make a check and the current Multi will be replaced instantly.

- **Ask for confirmation when closing or replacing modified instruments**: Enables a confirmation dialog that pops up when closing or replacing a modified instrument. This is turned off by default.

- **Files, Libraries, Quick-Load: Double-clicking a file replaces currently selected instrument slot**: When enabled, loading any file or library by double clicking will replace the currently loaded file or instrument in the selected instrument slot. When disabled, files or instruments loaded this way will automatically create a new instrument slot.

- **Load samples in background**: Enables Kontakt to load instruments created in Kontakt 4.1 or later in the background. This feature is useful for instruments that use a large amount of samples and take a long time to load. With background loading active, Kontakt will display the instrument's interface and become playable as soon as possible. Certain keys may not sound immediately if the samples have yet to be loaded into memory.

- **Convert 3rd party samples to WAV when saving**: Enables Kontakt to save REX Samples used by third-party Instruments in WAV format. When unselected they will be saved in their native format.

- **Unwind automation IDs for additionally loaded patches**: Enables Kontakt to re-assign automation IDs of newly loaded Instruments if there is already an Instrument in your Multi that uses the same IDs. As an example, if would like to add an Instrument twice to your Multi, which uses automation IDs 0 through 9; if this option is activated, Kontakt will change the assigned IDs of the second Instrument to 10-19 on load, provided that these IDs have not been used by other Instruments in your Multi yet.

- **Non-Player content base path**: Allows you to specify a base path for your Non-Player content. The option to store referenced paths relative to the base path is provided in the checkbox below. An option to use the path on Save is available and deactivated by default.

- **Store paths referenced in host projects relative to Non-Player content base path**: Determines if referenced paths are stored relative to the base path, or as subpaths. When selected, this option minimizes the occurrence of missing content when using Kontakt as a plug-in in a host DAW. When a host project is saved, Non-Player content will be able to resolve without the Missing Content dialog, if the libraries are located on the computer's path as defined in the base path field.

Libraries Tab

The Libraries dialog allows you to define which of your libraries appear in the Libraries tab of the Side pane. For more information, refer to Side Pane.
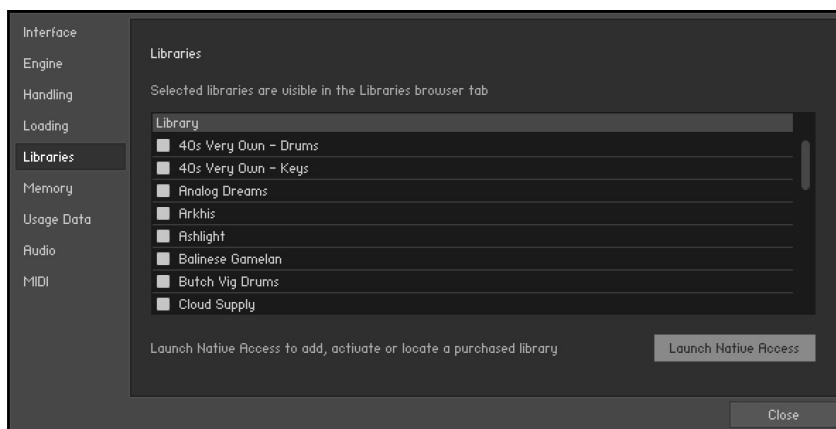
- **Hide Library**: Uncheck the entry in the list to hide a library from the Libraries tab of the Side pane without uninstalling it from your computer,

- **Show Library**: Check an entry in the list to show a library in the Libraries tab of the Side pane.

> 🔆 You can also open NATIVE ACCESS from the Libraries tab by clicking on the **Launch Native Access** button. For more information, visit Native Access.

Memory Tab

On the **Memory** tab, you can optimize Kontakt Player's memory usage settings for your specific computer configuration.
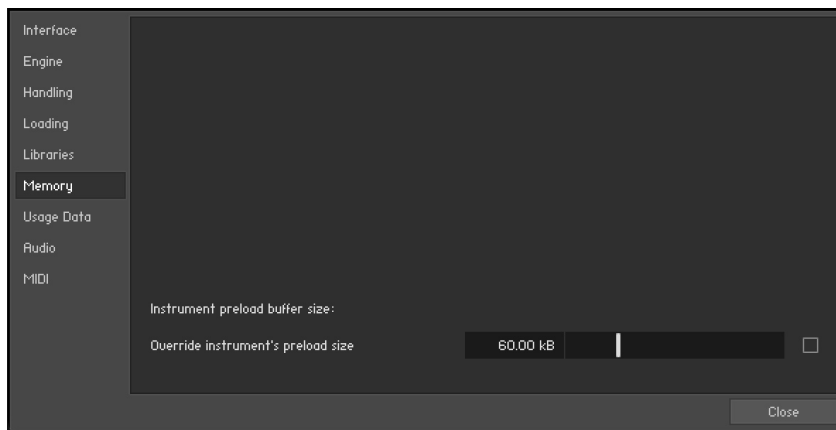

- **Override Instrument's preload size**: If activated, Kontakt will ignore the preload buffer size that's embedded in Instrument files since Kontakt 2, and use the specified buffer size instead. We recommend leaving the preload buffer size on default value. Memory improvements might be possible by moving the slider to the lowest setting possible without experiencing playback errors.

Kontakt Memory Server Options (Mac OS X only)

> ⓘ Using KMS is only recommended when working with very large numbers of samples which require more physical memory than one Kontakt instance can access. Do not enable Kontakt Memory Server if it is not absolutely necessary.

In order to use KMS on your computer, Mac OS X needs to be installed, and at least 4 GB of physical RAM must be available. Using KMS also requires administrator privileges, so make sure you are logged in as an administrator. Kontakt will detect the Mac OS X version and the amount of RAM present on your computer automatically. Subsequently, it will display an option to enable advanced memory access.
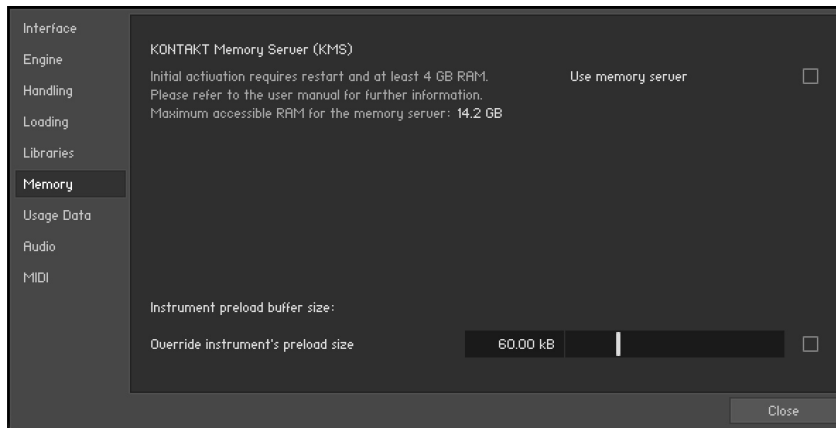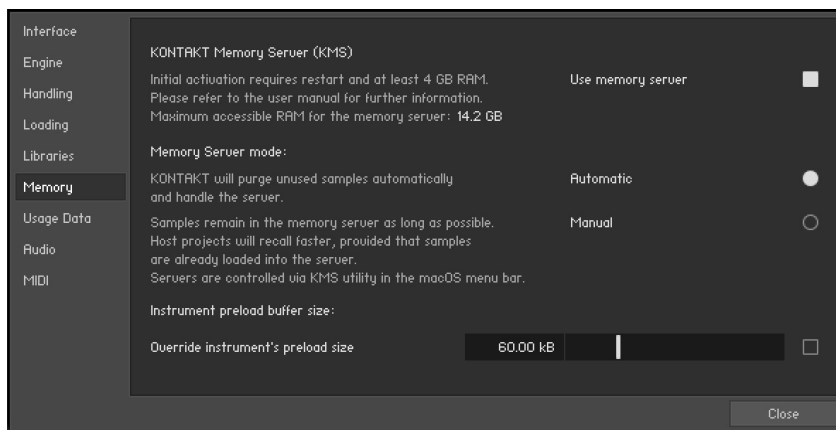
The Memory tab on OS X

After activating KMS you need to restart Kontakt for the changes to take effect.

Kontakt will automatically set the size of accessible RAM to a value suitable for most cases. You can find the amount of determined accessible RAM in the KMS Options dialog.

Kontakt Memory Server is a separate application running in background. Kontakt no longer loads samples itself as long as the KMS option is activated. All running Kontakt instances share the Kontakt Memory Server and can access the samples loaded. The Kontakt Memory Server will boot automatically as soon as you start a Kontakt instance.

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

Memory Server Modes

The Memory tab with Memory Server mode options

- **Automatic**: In Automatic mode the KMS will keep all samples currently used by Kontakt instances stored. If an Instrument is removed from Kontakt's rack, samples that are no longer needed will be also removed from the Memory Server's sample pool. The KMS will automatically shut down when all Kontakt instances are closed.

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

Managing the Kontakt Memory Server

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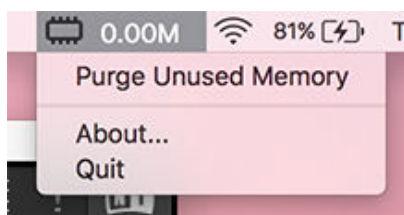


The KMS Utility in the Mac OS X system menu bar

Developer Tab

The Developer Tab includes a toggle for enabling development features. This allows you to use the Kontakt Lua API to modify files on your system via Lua scripts. For more information refer to the Lua API reference manual.
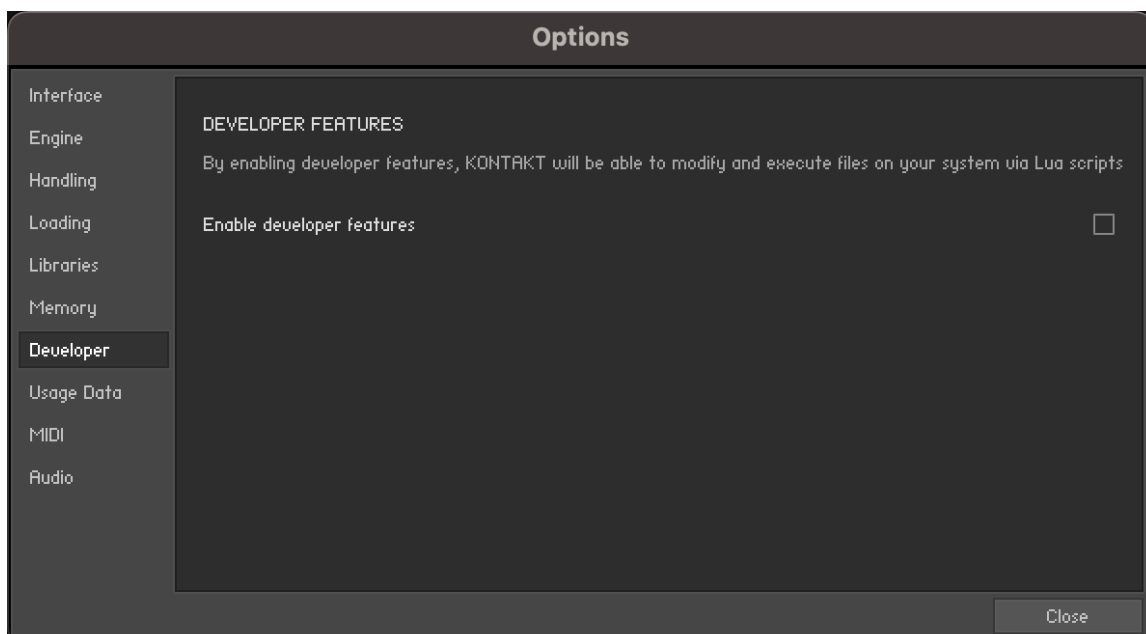
Usage Data

Kontakt Player collects data regarding your usage of the software in order to better inform future updates. Sending this data to Native Instruments will help make future versions of Kontakt better, but the choice of whether or not you want to share this information with Native Instruments is yours.
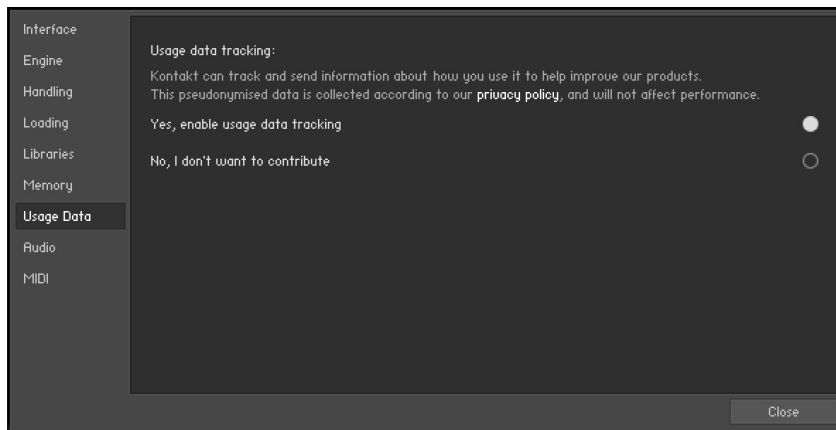
- **Yes, enable usage data tracking**: Selects the option to track and send usage data.
- **No, I don't want to contribute**: Selects the option to turn off data tracking.

> (i)   Refer to our Privacy Policy for more information on Usage Data Tracking.

Audio Tab

The contents of the Audio Tab are documented here: Audio Configuration.

MIDI Tab

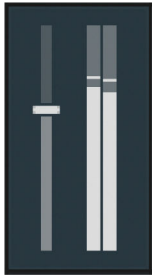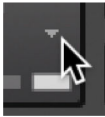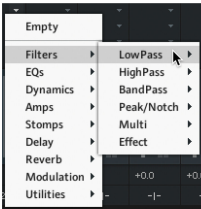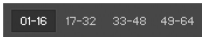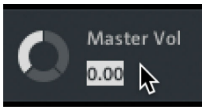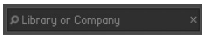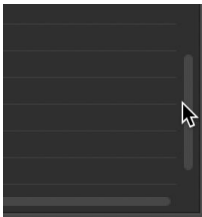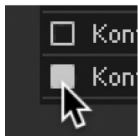The contents of the MIDI Tab are documented here: MIDI Configuration

5. User Interface Elements

There are a number of common interface elements that are used throughout Kontakt Player. The handling of these common elements is always the same, but the context in which they appear will vary. The following overview highlights the main elements and explains how to interact with them using a mouse.

Name	Example	Description	Interactions
Unipolar Knob with Value Field		Used to adjust parameters in the range of 0% to 100% from left to right.	• Click + drag up/down to change the control's value. • Hold [Shift] while adjusting the knob for fine-tuning. • Hold [Ctrl] (Windows) or [Cmd] (Mac OS X) + click to reset the control to the default value.
Bipolar Knob with Value Field		Used to adjust parameters in the range of -100% to +100% from left to right. The center position is 0%.	• Click + drag up/down to change the control's value. • Hold [Shift] while adjusting the knob for fine-tuning. • Hold [Ctrl] (Windows) or [Cmd] (Mac OS X) + click to reset the control to default value.
Unipolar Slider		Used to adjust parameters in the range of 0% to 100% from left to right.	• Click + drag left/right to change the control's value. • Hold [Ctrl] (Windows) or [Cmd] (Mac OS X) + click to reset the control to default value.
Bipolar Slider		Used to adjust parameters in the range of -100% to +100% from left to right. The center position is 0%. The value is displayed above the slider control.	• Click + drag left/right to change the control's value. • Hold [Ctrl] (Windows) or [Cmd] (Mac OS X) + click to reset the control to default value.

Name	Example	Description	Interactions
Unipolar Slider and Meter display		Used to adjust parameters in the range of 0% to 100% from bottom to top. The meter displays the signal as determined by its respective slider.	• Click + drag up/down to change the control's value. • Hold [Ctrl] (Windows) or [Cmd] (Mac OS X) + click to reset the control to default value.
Dropdown Menu Arrow		Used to open a dropdown menu relating to the respective control or setting.	• Click on the arrow to open or close the dropdown menu. • Click on any of the available entries to select the option and close the dropdown menu.
Dropdown Menu Button	Mild Mild Moderate Hot	Buttons with arrows indicate a dropdown menu. Click the button to open a menu that provides options relating to the respective section or function.	• Click the arrow button to open or close the dropdown menu. • Click on a list entry to select the option and close the dropdown menu. • Selected a new value or click elsewhere in the window to close the menu.
Dropdown Menu and Sub-menus	Empty Filters LowPass EQs HighPass Dynamics BandPass Amps Peak/Notch Stomps Multi Delay Effect Reverb Modulation Utilities	Some menus have additional sub-menus; these will be indicated with a small right arrow next to the name of the menu item. Moving the selection bar to one of these items will open the respective sub-menu.	• Move the selection bar to an items to open the respective sub-menu.
Sync Tempo Menu	500.0 ms 20.0 aux <default> dl whole whole triplet half half triplet quarter	Synchronizes time-related parameters to the song tempo.	• Click the time unit to open the dropdown menu. • Click a note value to select it for the parameter. • Select **<default>** to un-sync the control.

Name	Example	Description	Interactions
Function Button		A button represents a parameter that can be switched on and off. Each click on a button toggles it between those two states. The current state of a button is being indicated by its background color; if a parameter is activated, its button will be highlighted.	• Click the button to toggle between the control's active and inactive state.
Option Button		Opens a menu or dialog with additional options.	• Click the button to open its menu.
Tab Button		Switches between two options. Each click on a button toggles between those two states.	• Click a button to toggle between the two options.
Banks Tabs		Used to select one of four pages of banks.	• Click the tab to select it and display it in the Rack.
Value Field		Some controls contain editable numeric fields that allow you to manually enter values.	• Double-click the field and enter a new value with the keyboard.
Value Arrows		Hovering over a value field can display small up/down arrows on right side of the value. Click the arrows to increase or decrease the value incrementally. Only available for some controls.	• Hover over a value to display the value arrows. • Click the up or down arrows to increase or decrease the value incrementally.
Search Field		Enter names or key words to help search libraries and databases.	• Click in the Search field and enter a key word. Press [Enter] to search.
Scroll Bar		Scroll through content using the horizontal and vertical scroll bars.	• Click on the position indicator bar + drag it to scroll the viewport across the contents. • Click on the empty space of a scrollbar to jump to the respective position.
Checkbox		Used to select and unselect various options and settings.	• Click a box to check the option. The box fills to indicate it is checked.

Name	Example	Description	Interactions
Close Button (x icon)		Used to clear a search field, or close a window or module	• Click the button to clear the search field, or close the window or module.

Info Pane

The Info Pane displays a short help text for whichever control the mouse is currently hovering over. The Info Pane area is located at the bottom of the Kontakt Player window. It can be used to quickly understand the function of a particular knob, button, menu entry, or any other user interface element. Hover a mouse over a control while the Info Pane is visible and a description of the control will be displayed.

To display the Info Pane:

1. Open the Workspace menu in the Kontakt header.

2. Click on the **Info** option.
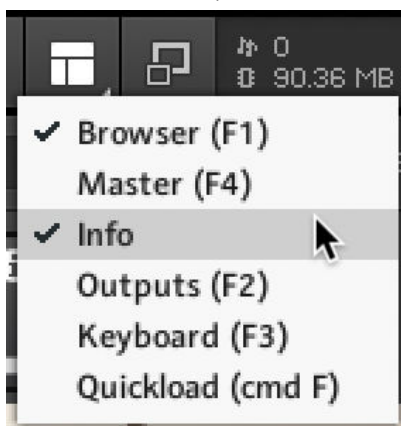
→ The Info Pane is activated and displays in the window.
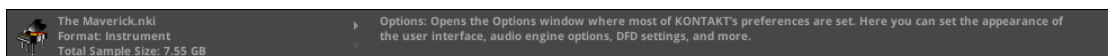
Setting the Language of the Info Pane

The Info Pane help is available in five languages: English, German, French, Spanish and Japanese. Language preferences are set via the **Language** drop-down list in the **Interface** tab of the **Options** dialog. Restart Kontakt Player after selecting a new language. If you select **Automatic** the language follows the language selection of your operating system. For more information, see Interface Tab.

6. Browser and Presets

The Browser provides access to all your factory content (), as well as your own user content. Sophisticated browser functionality allows you to filter sounds by tags, brand, product, bank, text search, user presets and Favorites, helping you to quickly and intuitively find the right presets for your musical needs.

▶ To open the Browser, click the Browser icon in the .

The Browser contains the following features and controls:

1. **Browser button**: Opens and closes the Browser.

2. **Search field**: Filters presets according to text entered in the field. The search engine considers the preset name, author, Brand / Character / Sound Type tags, product and bank name. The Results list is filtered according to the terms entered in the Search field. Refer to Using the Search Field.

3. **Tag filters**: Contains Brand, Sound Type, and Character filters, which use NKS tagging to enhance the browsing experience. Switch between the three filters interchangeably and explore tags that classify and organize presets based on the manufacturer as well as various musical attributes and functions. You can hide these filters by clicking the arrow icon on the right to minimize the filter section. Refer to Using Filters.

4. **Product filter**: Displays your as tiles. Selecting a tile filters the Results list with relevant presets. Hovering over a tile reveals an arrow icon (**>**) which when clicked loads the first preset of the associated product. Browsing with tag filters and text search adjusts the Product filter accordingly. Refer to Filtering by Library.

5. **Audition controls**: Adjusts the volume at which presets are auditioned as you select them in the Results list. Auditioning presets is active by default and can be muted by clicking the speaker icon.

6. **Show/Hide Presets**: Displays and hides the Results list. Click **Show Presets** to display the Results list, or click **Hide Presets** to hide it. The number of presets currently displayed in the Results list is also indicated. This useful feature allows you to monitor the effect of your filtering, highlighting the potential need for tag refinement to help narrow down extensive Results lists.

7. **Info** (**I**): Shows/hides the Info pane, which displays information relating to the properties and tags of the selected preset. You can also assign tags to user presets in this pane. The Info pane is only available when the Results list is displayed. Refer to Info Pane.

8. **Results list**: Displays the list of presets corresponding to your search criteria. Presets are listed in alphabetical order and the selected preset is highlighted. Click a preset to audition the sound without loading the preset. Double-click a preset to load it into the current slot. You can also use the up/down arrows on your computer keyboard to select the previous/next preset from the list. Drag the left border of the the Results List to expand or shrink the list area.

9. **Bank filter**: Contains all banks and sub-banks (if any) of the selected product. Selecting a bank or a sub-bank filters the Results list accordingly.

10. **Close** (**x** icon): Closes the Browser when clicked.

11. **Pin** (pin icon): Pins the Browser open while you search for presets. By default, Pin is deactivated and the Browser closes automatically when you load a preset. Clicking the Pin button activates Browser pinning, allowing you to audition and load presets without closing the Browser automatically.

12. **Favorites** (star icon): Displays only your Favorites in the Results list. You can define any presets in the Results list as Favorites, creating quick access to a custom collection of your most beloved presets. Refer to Using Favorites.

13. **User Content**: Filters by user content. When activated, the Browser only shows user presets. When deactivated, the Browser only shows factory presets. For more information on user presets, refer to User Presets .

14. **Reset**: Resets all filters, including the brand, product, bank and sub-bank, as well as the Sound Type and Character tags. In addition, the User Content and Favorites switches are turned off. You end up with the full list of factory presets available.

> (i) **Factory** refers to content created by a manufacturer. **User** refers to content that you or other users have created.

Using Filters

Filters enable you to search for sounds using NKS tags and Library tiles. Tags are used to characterize and classify presets based on various musical attributes. All Kontakt Library presets have been tagged in a meaningful way to encourage your sonic exploration and help you find results quickly.

Three main Filters can be used to help enhance your browsing — Library tiles, Sound Type tags and Character tags. Library tiles allow you to search and filter for preset sounds within a specific Library. Selecting a Library tile will display preset results only available to that product, whilst highlighting all relevant tags. Sound Type and Character filters use NKS tags to search for preset sounds. Switch between the two Filters interchangeably by clicking the respective name. Type and Character tags in addition to the Search field can be used to further refine your search results. Hide the Sound Type and Character filters by clicking the arrow icon to minimize the section. A **Reset** button will appear in the search bar when a filter is applied. Click this to reset all filters.

Filtering by Sound Type

Sound Type tags are structured into two hierarchical levels, allowing you to search for files based on applied Type and Subtype tags. The Sound Type filter initially displays top-level tags only, whilst selecting a tag will display the related NKS Subtype tags below. The hierarchical structure means that Subtype tags are specific to the respective Sound Type tag. This provides quick access to a range of presets from different Libraries that share similar sonic functions.

Selecting multiple tags helps you to further refine your search. In the case of multi-selection, repeating Subtype tags are merged into a single tag. When selecting multiple tags, the last item added to the selection is also focused.

To filter by Sound Type tags:

1. Click **Sound Type** in the Filter section on the left pane of the Browser.
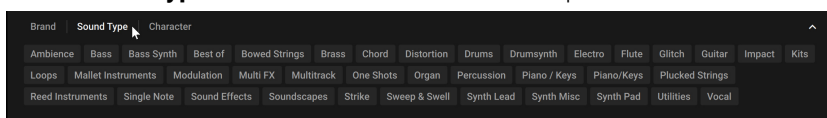
2. Click on a Sound Type tag to select it. You can select multiple Sound Type tags by pressing [Shift] + clicking. Any related NKS Subtype tags will be displayed below.
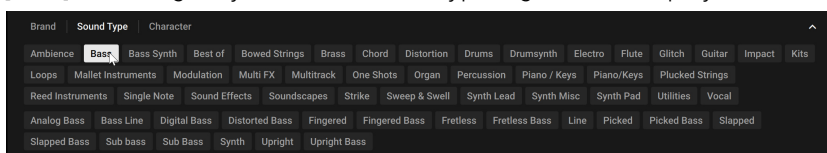
3. Click on a Subtype tag to further narrow down your search.

→   The presets in the Results list are filtered by the selected Filter tags. Presets carrying any of the selected Filter tags are displayed.

💡   You can also use [command] (macOS) or [Ctrl] (Windows) + click to select multiple tags.

Filtering by Character

The Character filter provides an additional level that is independent from the Sound Type filter. These tags are used to further categorize sound characteristics that are common between different Instruments and Sound Types. This offers an additional flexible level of tagging that allows you to browse Instruments with similar characteristics to find a range of samples that meet your identified criteria.

Selecting multiple tags helps you to further refine your search. In the case of multi-selection, repeating Subtype tags are merged into a single tag. When selecting multiple tags, the last item added to the selection is also focused.
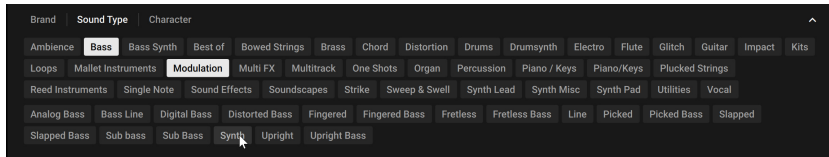
To filter by Character tags:

1. Click **Character** in the Filter section on the left pane of the Browser.

2. Click on a Character tag.
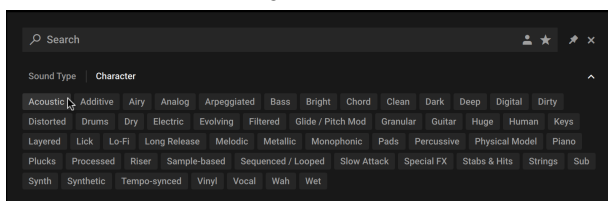
3. Press [shift] + click to select multiple Character tags.
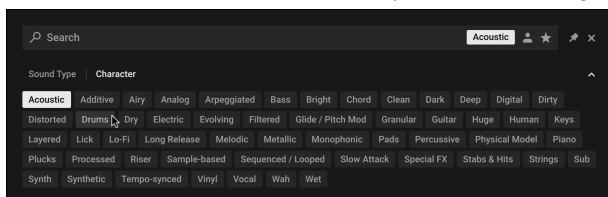
4. As you continue to select Character tags, the Results list will display only relevant presets.
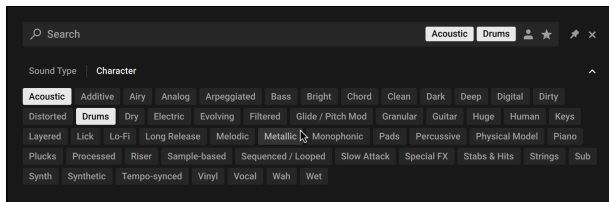
→   The presets in the Results list are filtered by the selected Filter tags. Only presets carrying all of the selected Filter tags are shown.

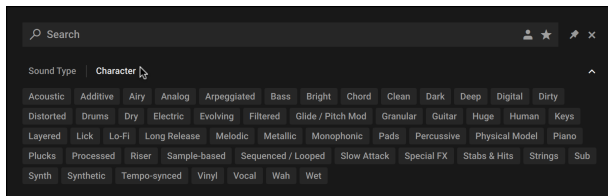> 💡 You can also use [command](macOS) or [Ctrl](Windows) + click to select multiple tags.

Filtering by Library

The Library tiles are located below the Sound Type and Character Filters and display all your available Kontakt libraries and custom content. Clicking a Library Tile highlights the selected library and filters the Results list down to its relevant presets. You can further refine your search using the Sound Type and Character Filters, as well as the Search field.

To filter presets using the Library Tiles:

1. Open the Browser.
2. Select a Library from the Library Tiles. The presets of the selected Library are displayed in the Results list.
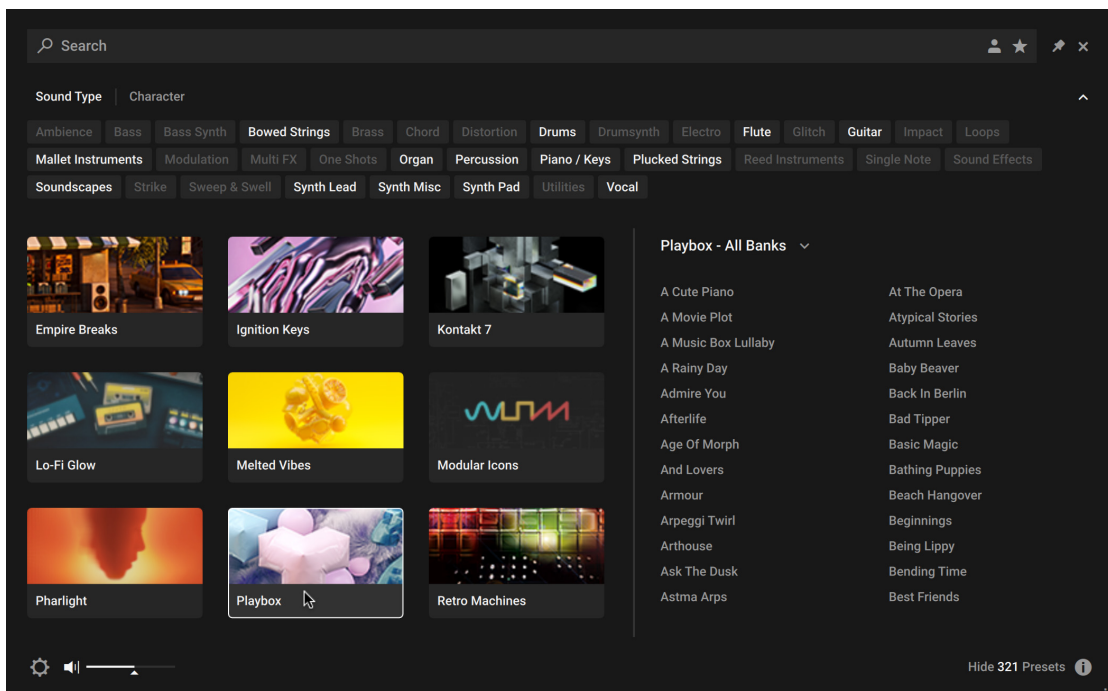
3. Click the All Banks button to open the Banks menu.
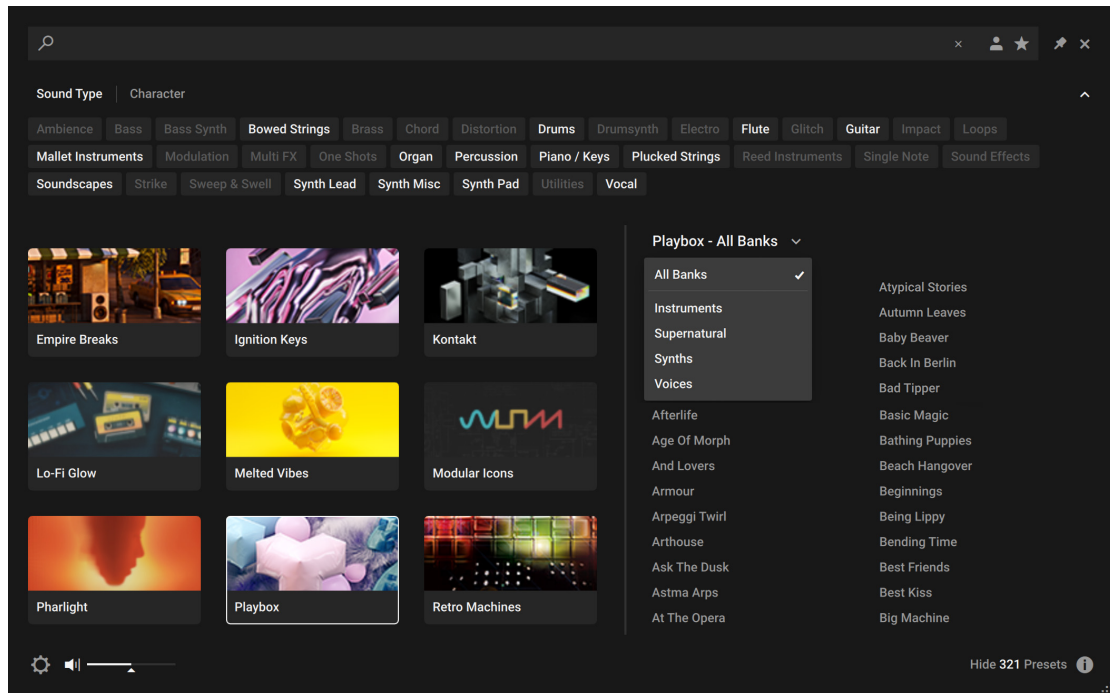
4. Select from the drop-down menu to refine your search. The presets in the Result list will update accordingly.
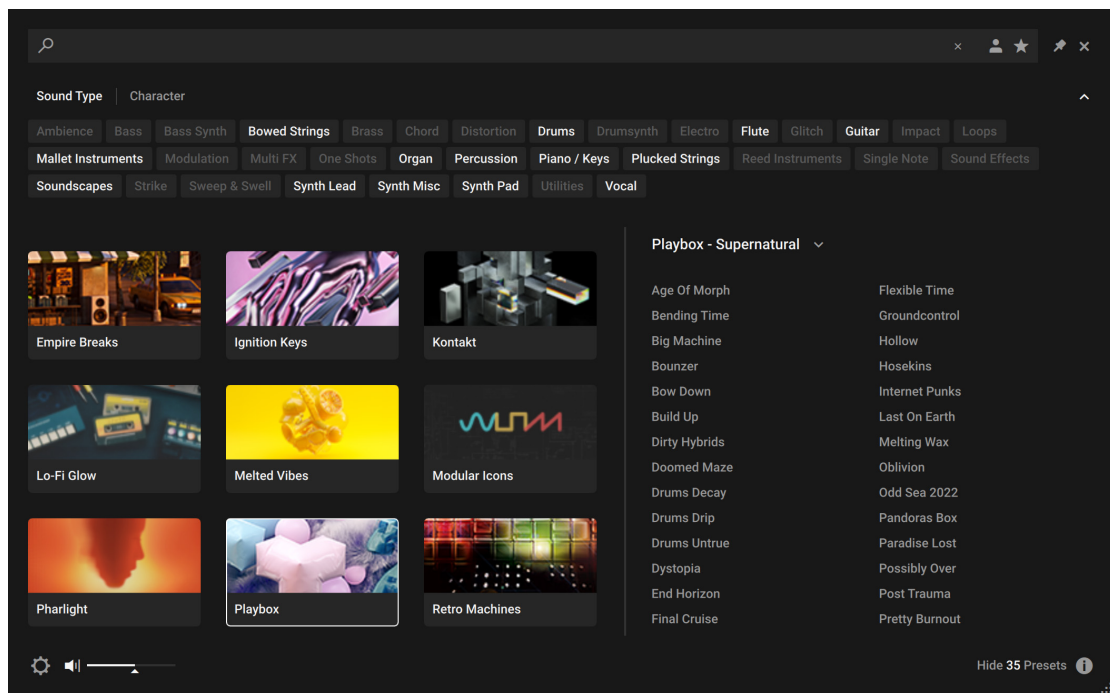
5. Additionally, you can use Sound Type and Character tags to filter your search.
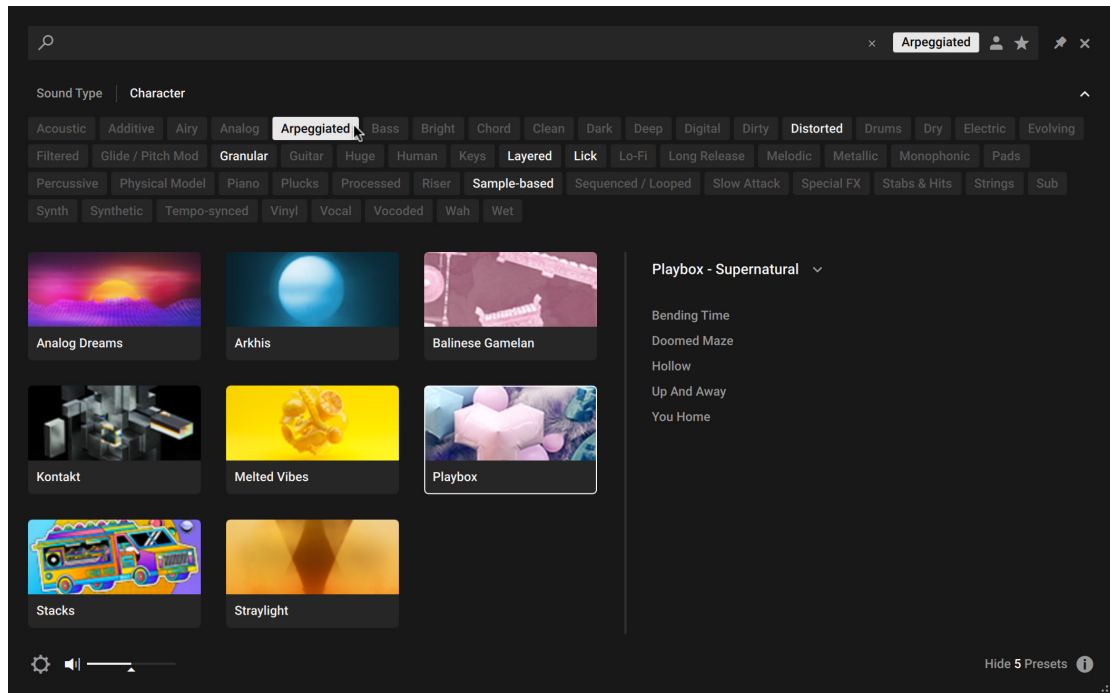
→   The presets in the Result list will update according to the selected Filter tags.

💡   The Browser also enables you to import non-player, legacy and custom content as Library tiles. For more information, refer to Managing Imported Content.

Using the Search Field

The Search field at the top of the Browser interface allows you to filter presets with text entry. The search considers preset names, author, Filter titles, and metadata including Character and Product tags.

To filter presets using the Search field:

1. Activate the Search field by clicking it.
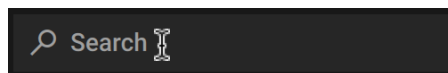
2. Enter your search terms.

→   The Result list is filtered according to the terms entered in the Search field.

If you are browsing using Filter tags, your search will only display results according to the selected tags. Your search entry remains in the field even when the Browser is closed.

▶ To clear the search, click on the cross icon on the right side of the Search field.

Using Favorites

Favorites enable you to quickly find your most frequently used and enjoyed presets, and recall them at any time. By assigning Favorite tags to presets in the Results list you can create a personal collection of sounds that can be easily accessed from the Browser. Once assigned, Favorites serve as an additional filter in the Browser. You can continue to use other filters to refine your search, including the Search field. Favorites can be used for both factory and user presets.

To assign a Favorite tag:

▶ Click the star icon that appears when a preset is selected or hovered over.
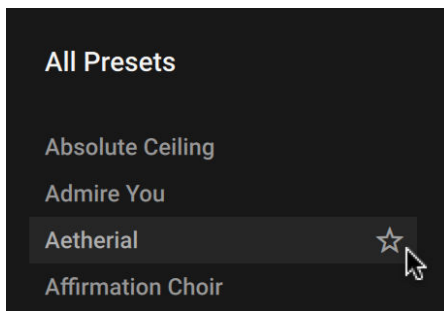
→ The Favorite tag is assigned. Clicking the star again removes the tag.
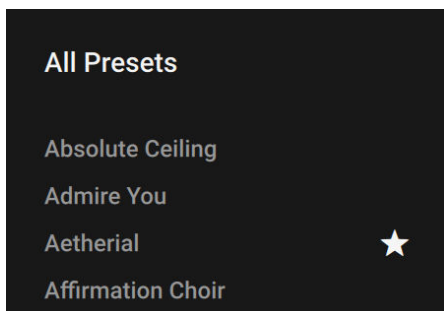
To view your Favorites in the Result list:

▶ Click the Favorites icon in the search field.
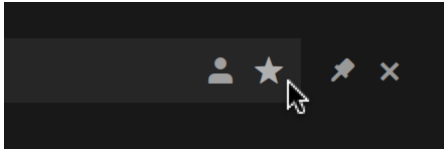
→ Only presets that have the Favorite tag assigned are shown in the Result list.
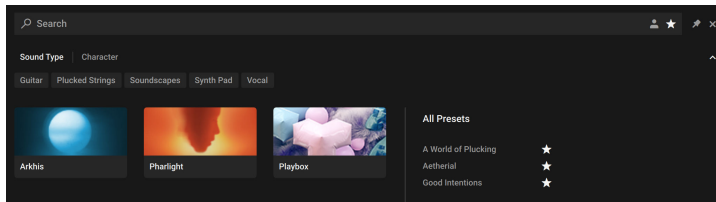
Info Pane

The Info Pane displays information relating to the properties and tags of the selected preset. You can also use the Info Pane to assign tags to user presets.

The Info Pane provides the following information and controls:
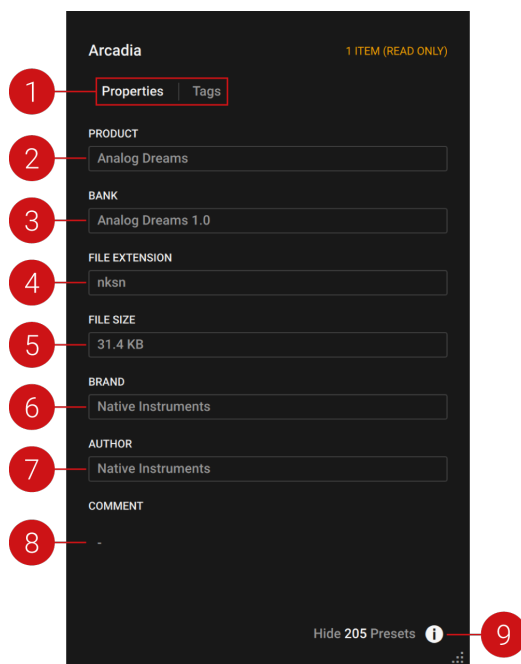
1. **Properties/Tags**: Switches the view between **Properties** and **Tags**. Click the name to display the respective information. For more information about using the **Tags** view, refer to Managing User Tags .

2. **Product**: Displays the name of the product that includes the preset.

3. **Bank**: Displays the name of the bank that includes the preset.

4. **File Extension**: Displays the extension of the preset's file format.

5. **File Size**: Displays the file size of the preset on disk.

6. **Brand**: Displays the name of the manufacturer that created the library.

7. **Author**: Displays the name of the author that created the preset.

8. **Comment**: Displays the optional comment embedded in the preset.

9. **Info Pane** (**i** button): Opens and closes the Info pane.

Managing Imported Content

The Browser enables you to import Custom Libraries and User content, adding your imported content as Library tiles in the Browser. You can batch import multiple libraries in give them custom names via the alias field.
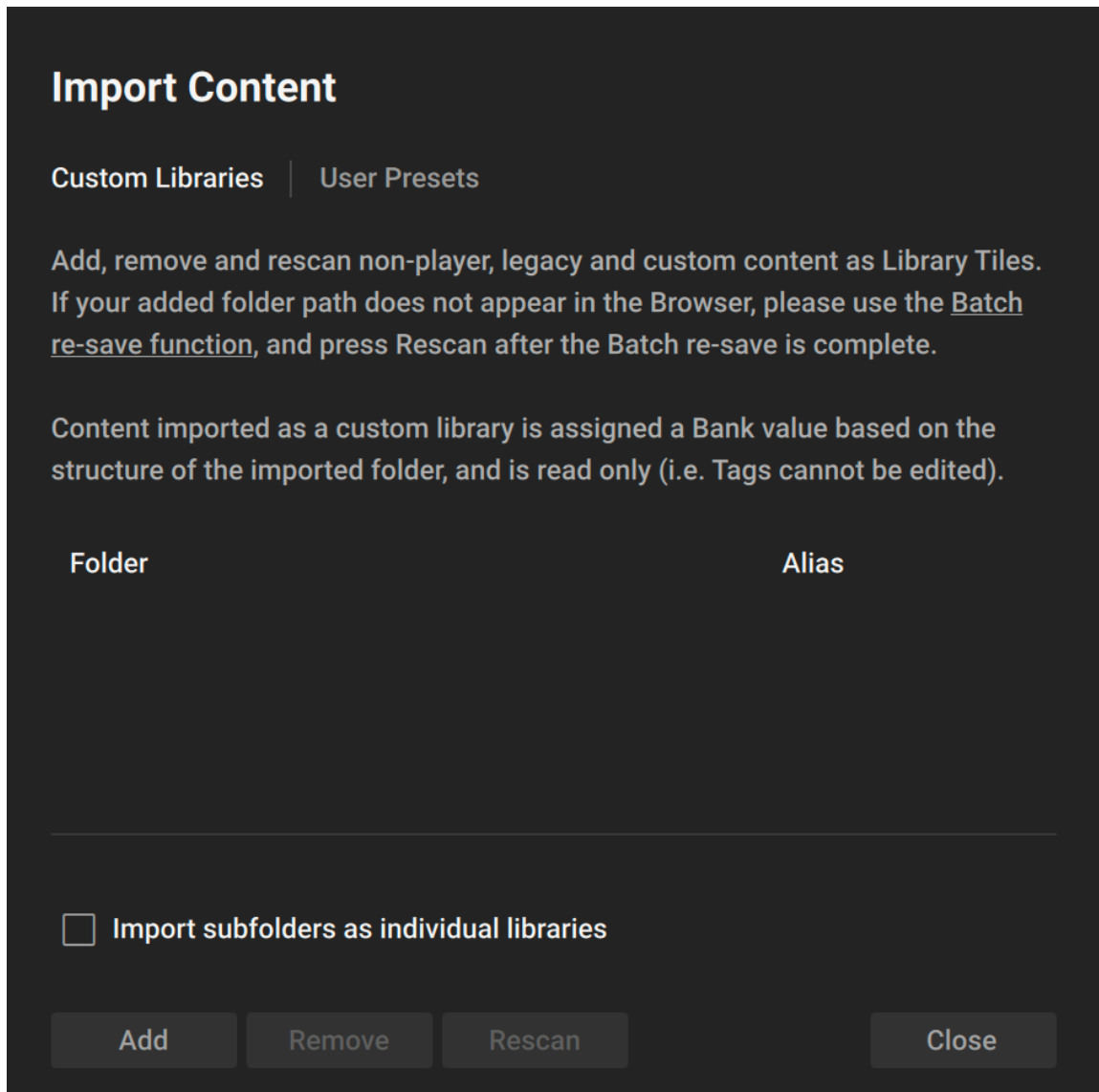
To import content:

1. Click the Browser icon in the Main Control Panel to open the Browser.

2. Click the Import Content button at the bottom left of the Browser.

3. Select **Custom Libraries** or **User Presets**.

4. Click **Add**.

5. Locate the content to import and select **Open**.

→ The custom content is imported and displayed as a Library tile in the Browser.

To remove custom content from the Browser:

1. Click the Import Content button, at the bottom left of the Browser.
2. Select **Custom Libraries** or **User Presets**.
3. Select the content in the dialog and click **Remove**.

→ The custom content is removed from the Browser.

User Presets

A preset recalls a previously saved sound including all individual parameter settings. Presets offer a way of exploring and saving variations of any Kontakt Instruments for easy recall. In addition to the presets included in Kontakt's extensive Factory Library, you can save, load, and import User presets. The following sections explain the basic workflows involved in using presets.
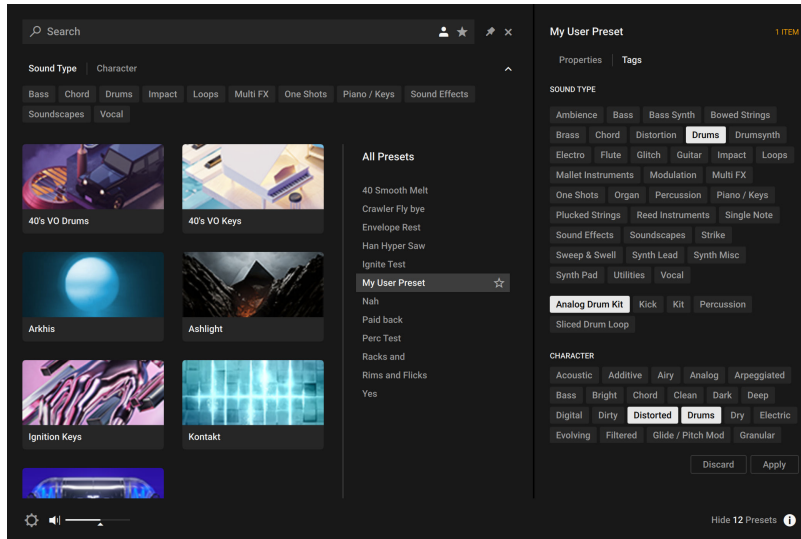
Loading a User Preset

You can load a User preset from its respective Snapshot menu in the Instrument Header. You can also access all your User presets from one place in the new Browser.

To load a User preset:

1. Open the Browser.
2. Click the User content button to display all your custom presets.
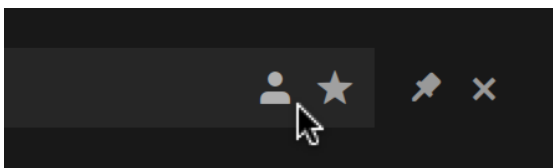
3. Click a User preset from the Results list to preview the sound.
4. Double-click the preset name to load it.

→ The User preset loads in Kontakt.

Deleting a User Preset

You can delete any of your User presets.

To delete a User preset:

1. Select the desired preset in the Browser.
2. Right-click and select **show in Finder** / **Explorer**
3. Delete the file from the disk.

→ The file is removed from the Browser on next launch of Kontakt.

Managing User Tags

You can view and edit User preset tags using the Browser's Info pane. Sound Type and Character tags can be assigned and unassigned, allowing you to browse your User presets using filtering and text search. By holding shift and selecting multiple presets, tags can be edited in bulk.

To assign tags to a User preset:

1. Click the User button to display your User presets.
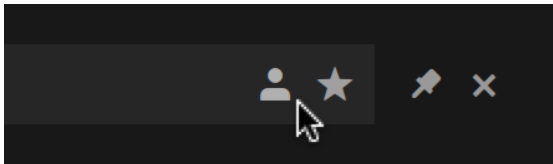
2. Select a User preset from the Results list.
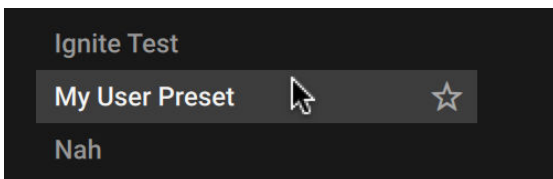
3. Click the Info pane icon.
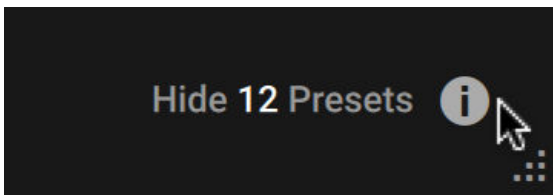
4. Select the **Tags** filter.
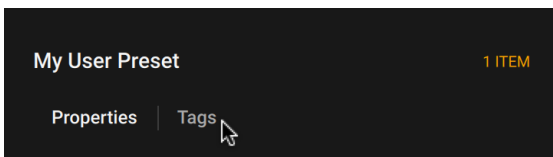
5. Select the Sound Type and Character tags that relate to your User preset.
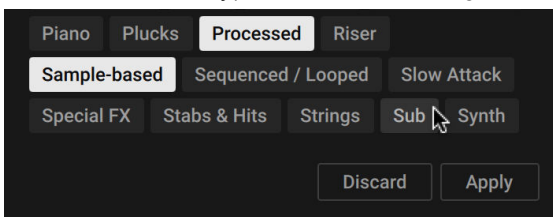
6. Click **Apply**.
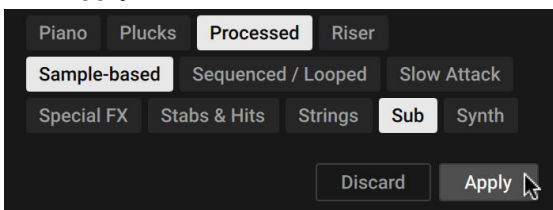
→ The selected tags are saved to the User preset file.

You can also add your own User Filter tags and assign them to a User preset in the Info Pane of the Browser.

To add a User Filter tag:

1. Select the User preset you want to assign your own User Filter tag to in the Results list by clicking on the corresponding entry.

2. Click the Info Pane button in the bottom right corner of the Results list to open the Info pane.

3. Click on the + icon under the Filter type you want to add your User Filter tag to.

4. Type in a name for your User Filter tag.

5. Press [Enter] or click anywhere in the Info pane to confirm the name and save your User Filter tag.

→ Your new User Filter tag is added and assigned to the User preset.

7. Side Pane

The Side pane allows you to quickly organize and navigate through any number of files that can be used in Kontakt Player. It display a convenient overview of various aspects of the currently selected Instrument. The Side pane be used to navigate through your file system to locate and load Kontakt Player Instruments, and also manage and browse the contents of your Libraries. It allows you to assign host and MIDI automation sources to Instrument parameters and to drag and drop items from the Side panel into the Rack.

To display the Side pane:

▶ Click the **Minimize** icon from the Control panel to expand the Rack.

→ The Side pane will appear on the left side of the Rack.
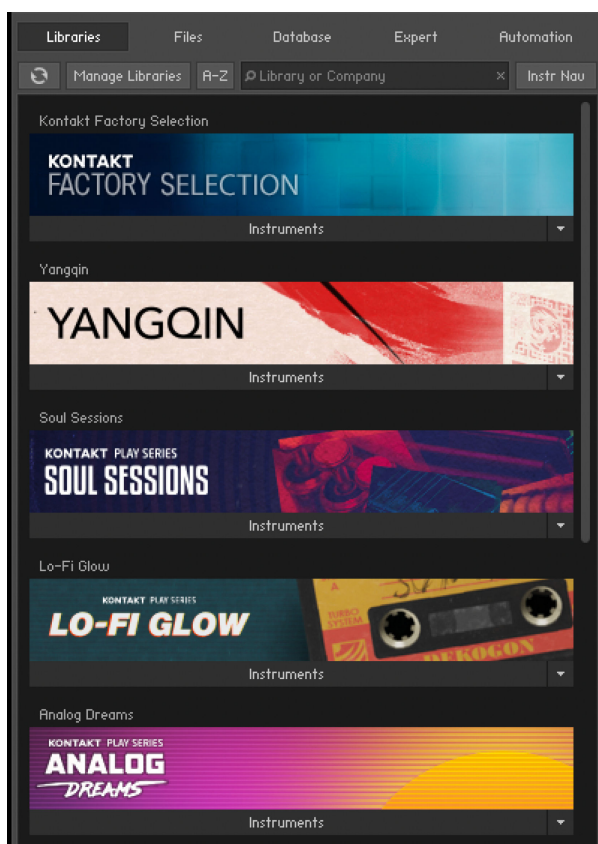
The Side pane

Libraries Tab

The **Libraries** Tab provides direct access to all Kontakt libraries installed on your computer.
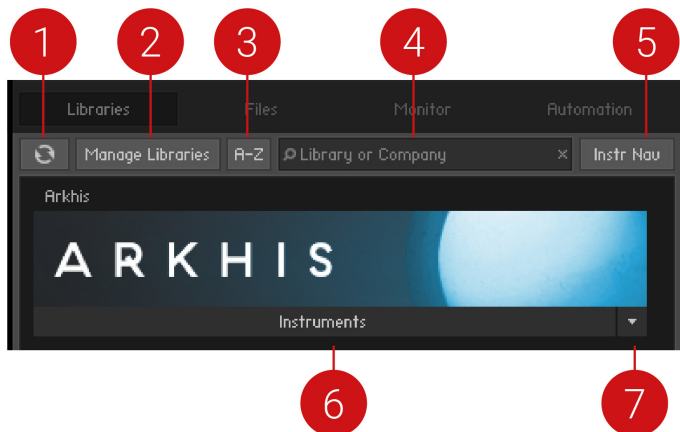
1. **Refresh**: Reloads the list of libraries.

2. **Manage Libraries**: Opens the Library tab in the Options dialog. There you can hide or show libraries, open Native Access to install new libraries, and manage existing installations. For more information, refer to Libraries Tab.

3. **A-Z**: Sorts the libraries alphabetically. When deactivated, the Library tab reverts to the previous custom sorting.

4. **Search field**: Allows you to enter a search string in order to find particular libraries within the Library tab.

5. **Instr Nav** (Instrument Navigation): Shows or hides the Instrument Navigator pane at the bottom of the Browser.

6. **Instruments**: Displays all Instruments included in the library.

7. **Function Menu**: Opens a drop-down menu with additional library options. For more information, refer to Function Menu.

Loading and Saving Instruments and Multis

• To load an Instrument or a Multi, click the **Instruments** or **Multis** button and navigate through the library structure like in the lower pane of the **Files** tab.

• When using Kontakt Player libraries, you can save your own Instruments and Multis to the original library or to any custom location. When saving your own variations to the original location of your library, these Instruments and Multis will also appear in the **Libraries** tab.

Function Menu

The Function menu provides access to important resources like the library readme file and manuals, and maintenance tasks such as locating a library and hiding a library box. The Function menu is located at the bottom right of the Library box. Click the arrow to open the drop-down menu.

The Function menu contains the following options:
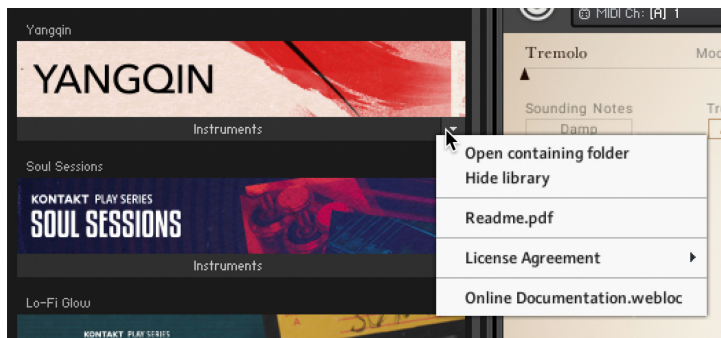
The Function menu

- **Open containing folder**: Opens the location of the library on your hard disk, in your operating system's file browser.

- **Hide library**: Removes the library from the Library tab. Note that this does not delete or uninstall the library. If you want the library to appear in the Libraries tab again, you can do this via the Libraries tab in the Options dialog. For more information, refer to Libraries Tab.

- **Readme.txt**: If the library folder contains a readme text file, it will be displayed here. Clicking this option will open the file.

- **License Agreement**: Contains a list of the licenses for the selected library.

- **Online Documentation**: Clicking this option will open the user manual.

Library Activation

Libraries are activated through Native Access, but it is possible to quickly open Native Access to activate a specific library from the Kontakt Player Side pane.

1. After installing a library, open Kontakt Player.
2. Locate the library in the **Libraries** tab of the Side pane.
3. Click on the **Activate** button on the respective library and a log-in screen will open.
4. Native Access will open and prompt you to enter a serial number for the library.
5. Enter a serial number and click **Activate**.

→ Your library will now be activated and ready to play.

Files Tab

This section of the Side pane allows you to navigate your file system in a tree-based way, which will be immediately familiar if you're accustomed to your operating system's file browsers and selectors. It consists of two main panes and an audition toolbar at the bottom of the section. There is an optional third pane, the Instrument Navigator, which you can toggle via the **InstrNav** button just below the tabs. This pane is also available on the **Libraries** tab, refer to Libraries Tab.

Click the horizontal splitter bars that separate the panes and drag them up or down in order to change the height of the respective panes.

Libraries	Files	Monitor	Automation

| ↻ | View | ▾ | Instr Nav |

```
–  📂 Fables Library
   +  📁  Documentation
   +  📁  Instruments
   +  📁  Library Data
   +  📁  Samples
   –  📂  Snapshots
      –  📂  Fables
         +  📁  Air
         +  📁  Classical
         +  📁  Hybrid
         +  📁  Tales
```

	Name	Size	Te...	Date
↑	..			
🔘	Apollo.nksn	88.59 ...		12/08/2023 14:46
🔘	Archipelago.nk...	88.54 ...		12/08/2023 14:46
🔘	Atmospheric H...	89.88 ...		12/08/2023 14:46
🔘	Babel.nksn	90.66 ...		12/08/2023 14:46
🔘	Bleak Falls.nksn	94.93 ...		12/08/2023 14:46
🔘	Blue Moods.nk...	95.33 ...		12/08/2023 14:46
🔘	Blytheberg.nksn	95.40 ...		12/08/2023 14:46

Instrument Navigator   ✕

Moonkits	S	M
Fables	S	M

▶ AUTO

The Files tab of the Side pane provides a file system navigator

Upper (Container) Pane

The upper pane shows all container objects on your computer in a tree structure. The term "container" encompasses all items that contain other objects, such as volumes (like hard disks, CD-ROMs or network places), folders and monolithic sampler files that serve as "virtual folders" (more on this later). A **+** icon next to an object indicates that there are further objects contained within, which are not currently being shown. Display those by clicking the + icon. Conversely, clicking the **-** icon next to an object hides all its contents from the tree view.
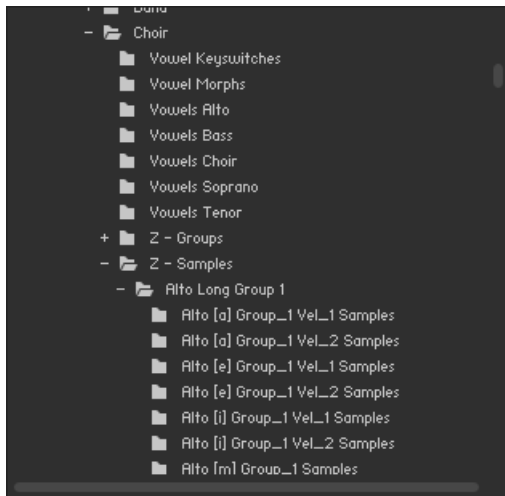
The upper pane of the File Browser displays a navigable tree structure of your file system.

Middle (Objects) Pane

Whenever a container object that you have selected in the upper pane contains items which can be used in Kontakt Player, these will show up in the middle pane. In contrast to the multi-dimensional tree structure of the upper pane, this list is always flat and does not span multiple folders. In addition to relevant files, folders (if any) will also show up in this list and can be navigated to via double-clicking. The first item of the list will usually be the parent directory, indicated with an arrow icon. This means you don't need to use the upper pane to navigate through folders, although it's usually faster and more convenient.
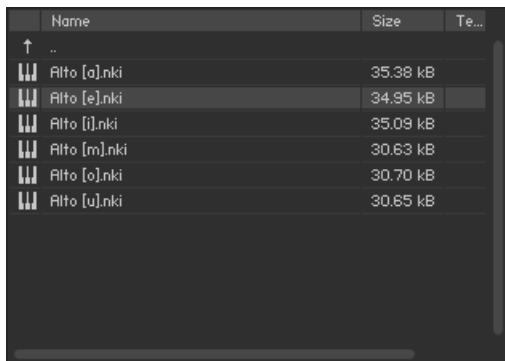
The middle pane of the File Browser, displaying a number of Samples, their file sizes, native tempos, and modification dates.

Information on the displayed items is spread across four columns; in addition to the file name, size and modification date, there's also a tempo column that indicates the native tempo of sliced loops. You can change the width of these columns by clicking and dragging the separator bars between their labels. Clicking on a column label will change the sort order of the list according to the respective value and clicking on the same label again will reverse the ordering direction.

Once you have found one or more items that you want to use in Kontakt Player, there are several ways to load them:

- Double-click a Multi file (.nkm) or drag it from the Side pane into the Rack to load it; Kontakt will ask you whether you want to replace your current Multi or merge the one you've selected with the existing Multi.

- Double-click an Instrument file (.nki) or drag it from the Side pane onto a free space in the Rack to add it to your current Multi. Kontakt will assign a MIDI channel according to the **MIDI channel assignment for loaded patches** setting in the Options dialog. This also works with multiple Instruments.

- Drag an Instrument onto an existing Instrument Header in your Rack to make it replace the respective Instrument. Kontakt will keep the MIDI channel setting of the previous Instrument.

-

Instrument Navigator Pane

The Instrument Navigator shows a list of all Instruments in the Rack, which is updated at all times. It is divided into 4 pages of up to 16 Instruments each, and displays the Instrument names along with **M** (mute) and **S** (solo) indicators. It provides a good way to keep the bigger overview when you're editing an Instrument, when the Rack does not convey any information about Instruments other than the currently edited one.

The Instrument Navigator list will keep in sync with the page and Instrument selection in the Rack and vice versa. To switch to one of the four Instrument pages, you can either use the page buttons in the Rack header (if it's in Multi Instrument mode), or click the page numbers at the top of the Instrument Navigator list. Similarly, you can select an Instrument by clicking on either its header in the Rack, or its entry in the Instrument Navigator pane. If an Instrument that you select is not currently visible in the Instrument Navigator list, it will automatically scroll to its list position. Double-clicking an Instrument in the Instrument Navigator list will open it for editing in the Rack.

▶ To display the Instrument Navigator pane, click on the **InstrNav** button at the top of the Side pane.
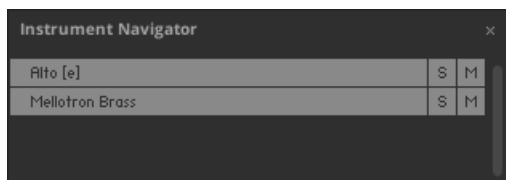
The Instrument Navigator pane, displaying a number of loaded Instruments in the Multi.

The Instrument Navigator is not strictly specific to the **Files** tab, but rather a utility window that's available in various tabs in the Side pane. It's explained here for sake of consistency, and referenced briefly in sections about other places where it's available.

Audition Strip

The Audition Strip allows you to listen to audio files prior to loading them. This feature works with audio files and sliced loops that you select in the lower section of the Side pane. Note that when auditioning sliced loops, they will not be played in their native tempo (which is being displayed in the Side pane list), but in the current tempo of your host or, if you're running Kontakt in stand-alone mode, the tempo that's set in the Master Editor.

The Audition Strip contains the following controls:

The Audition Strip allows you to play any Sample that you select in the Side pane.

- **Volume slider**: This slider adjusts the sample playback level.
- **Play button**: This button plays the selected sample once or, if a sample is currently being auditioned, stops the playback.
- **Auto button**: When activated, Kontakt will automatically play a sample once when you click it.

Refresh Button

Just below the Side pane tabs, you will find a series of function buttons and drop-down menus that are specific to the currently visible tab. On the **Files** tab, this row starts on the left side with a Refresh button, depicted by a circled arrow.

Whenever the File Browser has not yet picked up changes that recently occurred in your file system, such as newly installed or removed sample libraries, you can force an update of the file display by clicking this button.

The View Menu

The View menu in the Files tab contains options and functions that alter the way in which information will be shown in the File Browser panes.
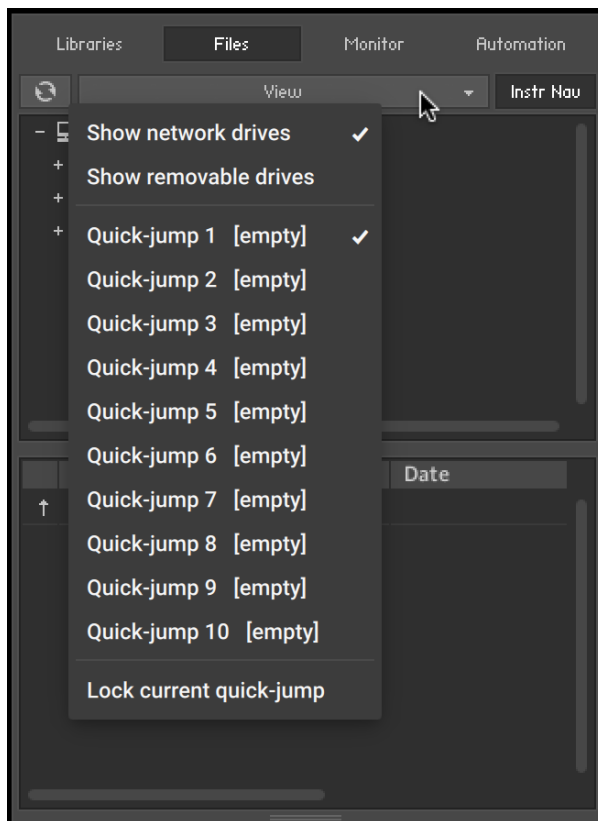
The view menu of the File Browser contains options that determine which items will be shown.

The first two items in this menu, labeled **Show network drives**, and **Show removable drives,** are toggle options; selecting them will switch them on, indicated with a small diamond next to their label. With these, you can adjust whether the File Browser should include mounted network volumes, and removable drives.

Below the options, you'll find multiple slots labeled **Quick-jump** and numbered **1** to **10**. Quick-jumps are location memories that you can use to conveniently access a number of frequently-visited places in your file system without the need to navigate there using the container pane each time. The handling is simple: any location you navigate to in the File Browser gets immediately saved to the currently selected Quick-jump entry. Once you switch to another Quick-jump location, the previously selected one will keep its value. Switching back to it will bring you to the saved location, but watch out — if you navigate any further now, the Quick-jump memory will be changed accordingly. If you don't want this, activate the **Lock current quick-jump** option at the bottom of the **View** menu to freeze the saved location. Instead of using the pull-down menu each time, you can also use [Ctrl] + [F1] through [Ctrl] + [F10] (Windows) or [Alt]-[F1] through [Alt]-[F10] (Mac) to access the respective Quick-jump locations via your keyboard.

Monitor Tab

When editing a complex Instrument with various Groups and Zones, it' is easy to get lost in KONNTAKT's editing facilities. The **Monitor** tab counteracts this by providing a useful overview of various aspects of your currently edited Instrument. Similar in nature to the Instrument Navigator pane, it shows a continually updated and searchable list of all Groups and Zones in your Instrument. It allows you to quickly include and exclude Groups for editing, and provides a context sensitive parameter view that shows the values of the parameter you touched last across all Groups.

Monitor tab, displaying all Parameters of the Gongs Instrument

At the top, you'll notice a tool bar with five buttons, the first four of which will switch the Monitor view into the respective display mode:

Groups

This view provides a list of all Groups in your Instrument. It will only work in Instrument Edit mode. The leftmost column indicates whether a Group is marked for editing — it corresponds to the checkboxes next to the Group names in the Group Editor — and can be clicked on to toggle the edit status of the respective Group.

> 🔅 The Group selection only affects commands that can be found in the "Edit" menu of the Group Editor, and is thus different from the editing checkbox, which is being used for changing parameters across multiple Groups.

At the right side of the list, the Group indexes are displayed as a quick reference for KSP script editing, as well as the number of Zones included. Groups can be selected by clicking on their names; multiple selections work in the same way as they do in the File Browser, i.e. [Shift]-clicking below or above a selected Group will select a range, a [Ctrl]+click ([Cmd]+click on Mac OS X) will add Groups to the active selection; [Alt]+click will select all currently visible Groups for editing.

You can rename Groups by double-clicking on their name and entering a new one.

Right-clicking on a Group will open a context menu with various Group-related actions; this is identical to the Edit menu of the Group Editor.
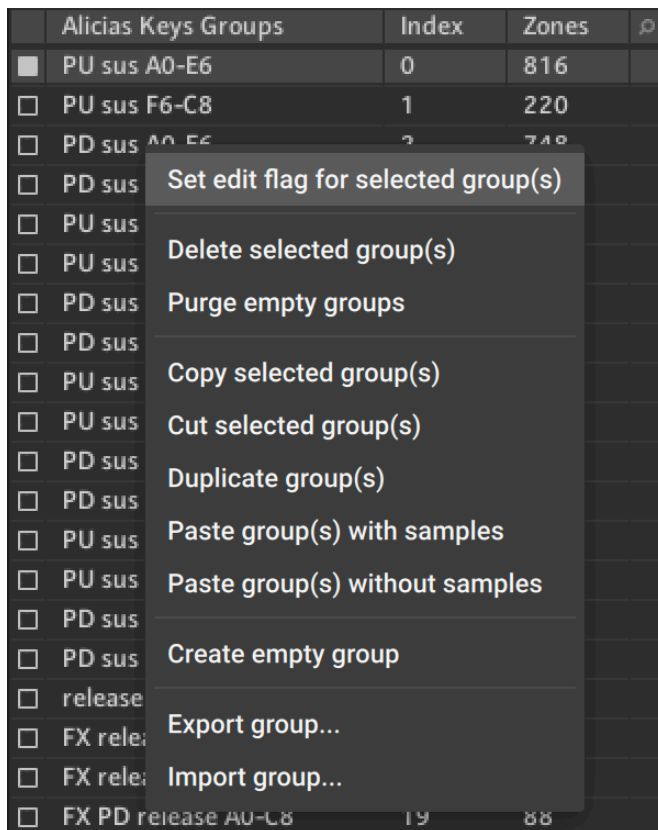
The Group context menu

You can toggle a Quick-Search function by clicking on the button with the magnifying glass symbol to the right side of the list header. This will show a text input box above the list; while it is visible, the list will only show Groups whose names contain whatever you enter into this box.

You can hide (and, in consequence, deactivate) the Quick-Search feature by clicking the "X" button on the right side of the search bar.

Zones

This view displays a list of all Zones that are contained in your Instrument across all Groups. Otherwise, it works exactly like the Groups view, and includes the Quick-Search feature as well.

Each row displays from left to right: The Zone, its Index, its ID, and finally the Group the Zone belongs to.

Double-clicking a Zone will open it in the Wave Editor.

Parameter

When you switch to this view and touch any knob, the Monitor pane will show the values of the respective parameter across all Groups in your currently edited Instrument, or, if you're not in Instrument Edit mode, across all Instruments in your Multi. This makes for a convenient way to compare settings across Groups. You can also change parameter values directly within the list by clicking on their value and moving the mouse vertically, just like you would do on the respective knob.

Monitor tab, displaying the values of EQ frequency parameters across multiple Groups.

Of course, parameters will only appear next to Groups that actually contain the edited parameter as well. For instance, if you're adjusting the Grain parameter of the Source Module — which is unique to the Time Machine mode — all Groups that are not currently in Time Machine mode, and therefore don't know this parameter, will be indicated with **NA** in the Value column.

Engine

This sub-tab displays an overview of various system resources, such as detailed memory and CPU usage statistics. The information provided on this page is mainly intended for power users; when you have a problem and get in contact with the Native Instruments support, they might ask you for specific values from this page.

The Engine page provides an overview of the current status of Kontakt's audio engine.

The **Restart Engine** button allows you to force a reinitialization of Kontakt's audio engine in case of CPU overruns.

If you're using Kontakt as a plug-in, there will be another button below labeled Offline (Bounce) Mode. This is intended for hosts that don't correctly advertise this mode to their plug-ins when bouncing or freezing tracks. You can check if your host behaves correctly in this regard by observing the state of the button when bouncing or freezing; if it turns orange, Kontakt receives the bounce signal from the sequencer. If it doesn't and you experience crackles or drop-outs, you can activate this button manually before bouncing or freezing.

CPU Profiling Mode: Switch to CPU Profiling mode in order to identify which parts of your Instruments are currently consuming the largest share of processing power. Percentages are shown in the instrument name as well as in the Source module in Edit mode and in the top parts of all effects in the effect chains.

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

- **Instrument name**: observe the Rack to identify most consuming Instruments first, then switch to Edit mode.
- **Source module**: switch to a different HQI setting if CPU usage is too high. If you are using Time Machine Pro, consider downgrading to the lighter Time Machine engines.
- **Group Inserts**: Move memory-intensive effects without attached modulators to the Instrument or Bus Inserts instead. Remember group effects are calculated per voice!
- **Instrument Inserts / Bus Inserts / Sends**: Move memory-intensive effects to the **Outputs** section, inserts into the regular output channel, sends into the Aux channels.

Just like the File Browser, the Monitor pane optionally provides an Instrument Navigator list. This can be shown and hidden with the rightmost button of the Monitor toolbar. For an in-depth explanation of what this pane does, refer to Instrument Navigator Pane.

Automation Tab

When you need to control a parameter of an Instrument from outside Kontakt Player, for example, using a sequencer's automation system or MIDI controller data generated by an external fader box, you can easily pick and assign the appropriate automation source from the **Automation** tab of the Side pane.
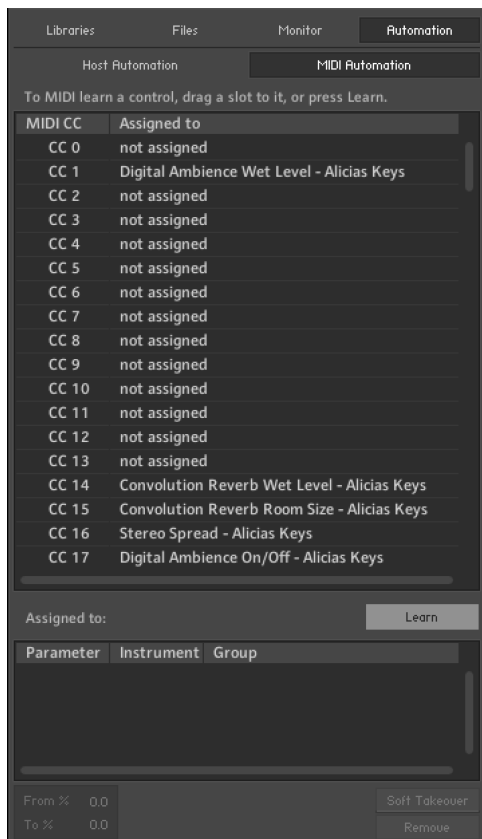
The MIDI Automation page displays a list of assignable MIDI controllers at the top, and details of the selected assignment at its bottom.

At the top of the **Automation** tab, two buttons allow you to switch between the list of automation sources that are provided by your host and MIDI controllers. Assigning a source to a parameter works the same way in both lists, so the described concepts and process for working with MIDI automation can be applied to the host automation workflow.

Assign automation by selecting a source from the list and dragging it onto a knob whose parameter you want to automate. If you want to assign a fader of a keyboard or a MIDI controller, but you are unsure which controller number is correct, just move the fader when the MIDI automation list is visible and Kontakt Player will flash a red dot next to the respective list entry when it receives any MIDI controller data. This allows you to quickly spot and assign the appropriate controller.

Another way to assign a source to a parameter is via the **Learn** button. Press it once to enter **Learn Single** mode. After moving a modulation source on your MIDI controller, such as a knob or slider, click on a parameter of the instrument to assign it. Learn Single mode will deactivate automatically and the control will become usable immediately.

To do multiple MIDI assignments successively, press the **Learn** button twice to enter **Learn Multiple** mode. This allows repeating the above steps of turning a control and clicking on a parameter indefinitely. Click the **Learn Multiple** button to exit this mode and start using the controls.

> Multiple parameters can be assigned to the same automation source. This allows you to control multiple aspects of your Instrument with a single controller, such as increasing the brightness of an Instrument in combination with the loudness. Also note that modulation wheels usually send MIDI Controller #1, while volume controls send #7.

You can edit assignments and their parameters by selecting them in the list. If the selected item is assigned to one or more parameters, these will show up in the list below. At the bottom of the pane, you can adjust some parameters of the assignment that is selected in the lower list:

- **From % / To %**: Adjusts the range of the assigned parameter. By default, automation controllers are mapped in a way that makes them cover the whole available range of the parameter. By changing these values, you can alter the scaling of the assignment so that the automation values are mapped to a limited range of the assigned parameter. This allows you to automate the section of the parameter's range with finer resolution.

- **Soft Takeover**: Avoids sudden parameter jumps that can happen if received automation data is different from the current value of the assigned parameter. If you activate this button, the assigned parameter will not be changed until an automation value is received that matches the parameter's current value. A typical example would be the assignment of an external fader to a filter's cutoff parameter; if the filter cutoff is currently set to 50% and you slowly move the fader upwards, Kontakt will softly pick it up as soon as it reaches its mid-point.

- **Remove**: Deletes the automation assignment selected in the lower list.

Assigning MIDI Controllers via the Learn button

To assign MIDI controllers to controls via the Learn button:

1. Make sure at least one instrument is loaded and set to the MIDI port and channel of your hardware controller.

2. Click the **Automation** tab in the Side pane.

3. Select the **MIDI Automation** sub-tab.

4. Click the **Learn** button once to assign a single MIDI control. Click it twice to assign many MIDI controls. The button will show either **Learn Single** or **Learn Multiple**.

5. Move the control on your MIDI device that you want to assign.

6. Click the control in the GUI of the instrument that you want to assign.

7. When assigning multiple controls using **Learn Multiple**, repeat step 5 and 6 until all controls have been assigned. Afterwards click the **Learn** button again to stop assigning controls and start using them.

→ The MIDI Controller is assigned to the parameter.

Assigning MIDI Controllers in the Side Pane

If you are unable to assign MIDI controllers as described in MIDI Learn, there is an alternative way:

1. Make sure at least one instrument is loaded and set to the MIDI port and channel of your hardware controller.

2. Click the **Automation** tab in the Side pane.

3. Select the **MIDI Automation** sub-tab.

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

5. In the Side pane, you should see a flash next to the CC# that is used by your external controller; in addition, the MIDI symbol in the Instrument header should flash.

6. If this does not work, open the **Options** dialog.

7. Select the **MIDI** tab.

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

9. If the MIDI input is setup correctly, drag and drop the MIDI CC# you wish to use onto the parameter you wish to control.

→ The MIDI Controller is assigned to the parameter.

MIDI controller reception in Kontakt Player

Removing MIDI Controller Assignments

To remove an assignment made to a specific controller:

1. Click the **Automation** tab in the Side pane.

2. Select the **MIDI Automation** sub-tab.

3. Find the MIDI control whose assignment you wish to remove, either by searching, or by moving the control and seeing which number in the list is highlighted with the lightning bolt symbol.

4. Select the control in the list and click the **Remove** button.

→ The MIDI controller assignment is removed.

8. The Quick-Load Catalog

The Quick-Load catalog is an organizational tool that helps you manage your Instruments, Banks, and Multis. It is similar to the File Browser in that it provides access to a hierarchical directory structure. However, the Quick-Load catalog allows you to freely define it's structure without consideration for file paths, library relationships, or formats. This acts as a type of "virtual file system", that exists in parallel to the actual file system on your hard disks. Use the Quick-Load catalog to freely organize and index your files, without copying or moving them to different locations.

The Quick-Load Browser appears below the Rack when you right-click inside the empty Rack space below the Instrument Headers. Resize this pane by clicking and dragging the bar that separates it from the Rack. When the Quick-Load Browser is visible, it will hide the On-Screen Keyboard.
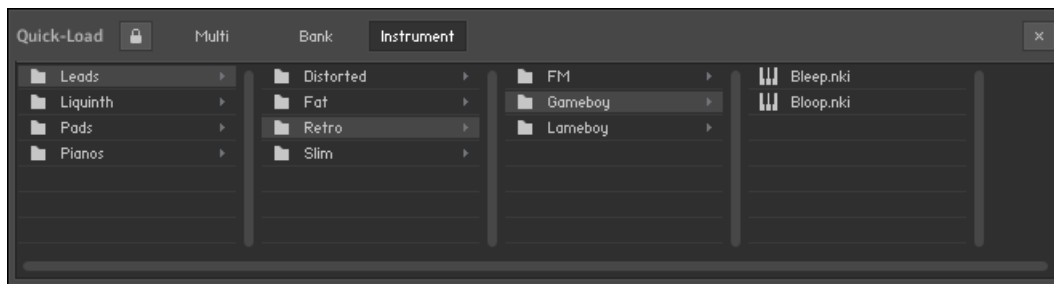
The Quick-Load Browser, displaying an exemplary directory structure.

- **Lock**: Protects the Quick-Load file structure from being altered when dragging files and folders.
- **Catalog Type**: Switches between the catalogs of Multis, Banks, and Instruments, respectively. The contents of these catalogs are in no way related to each other, so independent directory structures can be created for each of the three catalog types.
- **Close** (x icon): Closes the Quick-Load Browser. Right-click inside the empty region of the Rack to hide the Browser again. When the Quick-Load Browser is visible, the On-Screen Keyboard is hidden.
- **Directory Area**: Displays multiple layers of a directory tree in a horizontal arrangement of columns. When a subdirectory in one column is selected, it's contents are displayed in the column to the right, with each additional column opening another sub-layer of the directory tree.

Building a Catalog

In order to organize any larger number of objects, you should begin by devising a directory structure that's consistent with your approach to locating Instruments, Banks and Multis. The criteria you choose for this is entirely up to you; for instance, you could categorize your objects by their instrument types, music genres or libraries. You could also combine these and sort your collection by a coarse type category on the root level, then by the respective libraries on the levels below that. Of course, it's also possible to mix categories on the same level — since no actual files will be touched when managing your collection via the Quick-Load Browser, you can easily put the same object into more than one directory.

💡 In case you'd like to keep your favorite Instruments in direct access at all times, you can put these — in parallel to your normal categorization in the Quick-Load Browser — into a "favorites" directory. As contents are always sorted alphabetically, though, this directory will most likely appear amidst all others. To circumvent this, just prepend its name with a special character, such as an asterisk (*); that way, it will always appear at the top of the list.

To create a new directory:

1. Right-click into the empty list inside the leftmost columm

2. Choose the command **Add New Folder** from the context menu.

3. A new directory entry will appear. Give it a meaningful name

4. Repeat these steps for every directory that you want to create on the root level.

To create subdirectories that extend the directory structure with deeper levels:

1. Select one of the new entries and create more subdirectories within the column next to it as described. That way, you can build a hierarchical directory structure step by step. Of course, you can also extend a Quick-Load catalog that has already been populated with content at any time.

2. To rename a directory entry, double-click it or, alternatively, right-click and choose **Rename Folder** from the context menu.

To fill your directories with content:

1. Drag one or more files from the Browser into the column of the directory in which you'd like to put them. It doesn't matter if these originate from the Files or Libraries tabs; you can even drag Kontakt-relevant files directly from your operating system's file navigator into the Quick-Load Browser.

2. While you're dragging your objects (with mouse button held down), you can still navigate through the Quick-Load catalog in order to locate a specific directory. Just move your mouse pointer across the directory entries that you'd like to switch to; the columns to the right of the current one will adapt their contents accordingly.
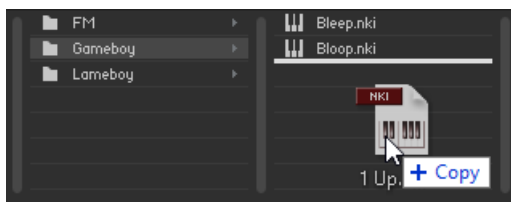
In order to remove a directory, a subdirectory, or an object from a directory of the catalog:

▶ Right-click its entry and select the **Delete from Quick Load** command from the context menu. Of course, no actual files will be deleted in this process.

Loading Objects from the Catalog

During your work with Kontakt, the Quick-Load catalog is just a mouse click away at all times, and you can use it at any time to quickly locate and load Instruments, Banks or entire Multis. For this, you can use the Quick-Load Browser itself or, alternatively, one of the Quick-Load menus that replicate the structure of your catalogs as hierarchical drop-down menus. We'll describe both methods in this section.

To open the Quick-Load Browser, right-click the empty space inside the Rack. First, use the type switches at the top to select the kind of objects that you'd like to access. Following the instructions in the previous section, you can now navigate the respective catalog, going from left to right, until you've found an entry that you'd like to load. If the object is an Instrument or a Bank, you can add it to your Multi either by double-clicking on it, by dragging it into the empty space inside the Rack, or by right-clicking on its entry and choosing **Load** from the context menu. Alternatively, you can replace an existing object in your Multi by dragging its replacement onto the respective header in the Rack or choosing its position from the submenu **Load Into Slot**, which you can find in the context menu. Loading a Multi works in the same way, but in that case, you can only choose between replacing or combining your current Multi with the new one.

An alternate method of accessing your catalogs is offered by way of the Quick-Load menus, which you can find in different spots of the user interface, depending on whether you'd like to add a new object to your Multi or replace an existing one. In the former case, click the button labeled **Files** in the Main Control Panel and open the submenu **New Instrument from List** or **New Instrument Bank from List**. It contains the entire structure of the respective catalog as a list of menu entries and submenus, which you can traverse in the usual way.
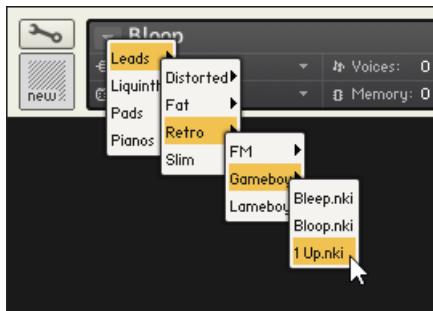
Replacing an Instrument using the Quick-Load menu

The same menus appear when you click the small down arrows inside the name fields of the Instrument, Bank, and Rack headers. In that case, the respective Instrument, Bank, or the entire Multi will be replaced with the object that you select from the menu.

9. Loading Instruments

In order to add an Instrument to your Rack either in Kontakt format (.nki) or in one of the supported third-party formats, first locate the Instrument file within the Browser. To load the instrument you can use the following options:

- Drag it into a blank space of the Rack to add it to the Multi.
- Drag it onto an Instrument that is already in the Rack to replace that Instrument with the new one.
- Select the **Load** command from the Files menu; a file selection dialog will appear that lets you locate and select any Instrument, Multi, or Instrument Bank file on your system.
- If you have activated the **Browser: Double click loads instrument** option in the **Options** dialog, you can also load Instruments by double-clicking them in the Browser.

After the Instrument has been loaded successfully, it will appear in the Rack. If required, Output and MIDI channel assignments can be changed in the Instrument's Header. Once these are correctly set, the Instrument can be played via your MIDI keyboard or the virtual On-Screen Keyboard. For more information, refer to Instrument Header.

Loading a Kontakt Instrument

Once installed, you can start using your Kontakt Player Instruments. First open an instance of Kontakt Player:

1. Open Kontakt Player as a plug-in in your host software (DAW), or as stand-alone application.
2. Locate the Kontakt Player Instrument in the Browser, on the left side of the user interface.
3. Click **Instruments** to open the product's content.
4. Double-click the .nki file to load the instrument.
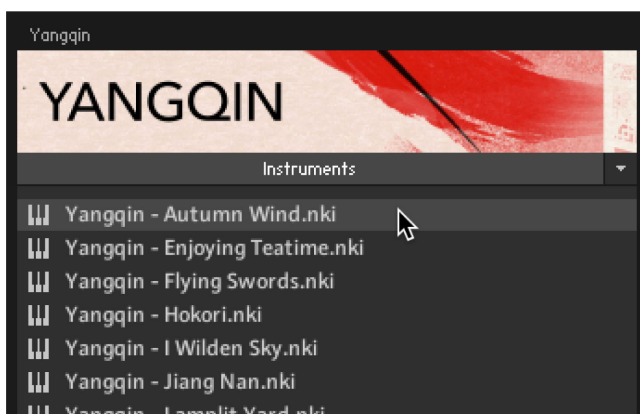
→ The instrument is loaded into the Kontakt Player rack.

Non-Activated and Non-Licensed Libraries

When loading an instrument from a non-activated or non-licensed library, the instrument will go into a 15- minute demo mode.

Non-Activated Library

A non-activated Library is one which has not yet been installed or activated via Native Access. When an instrument from a non-activated library is loaded in Kontakt Player, the following **NOT ACTIVATED** error message will appear:

If this message appears, click the **Activate Library** button to open Native Access, and activate the library.

> (i)   Kontakt automatically detects if an installed library has been moved; the library box will display options to either manually locate the library or remove the library box from the **Libraries** tab.

Non-Licensed Library

When an instrument from a non-licensed library is loaded in Kontakt Player, the following **FULL Kontakt REQUIRED** error message will appear:
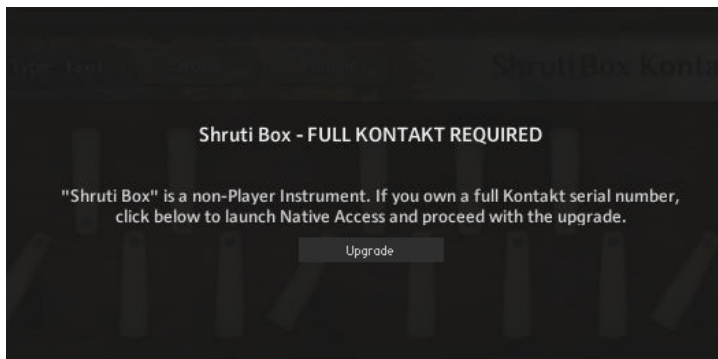
This error message indicates that you are attempting to load an unlicensed Kontakt library in Kontakt Player. These non-licensed libraries can be used in the full version of Kontakt only. If you own a full Kontakt serial number, click the **Upgrade** button below the error message to open Native Access and upgrade. For more information on licensed Libraries, refer to Third-party Sample Libraries.

10. The Rack Multi Instrument Mode

The Rack is where you will spend most of the time when working with Kontakt. The Rack operates in Multi Instrument mode, which allows you to view and edit your Multi and the Performance views of the Instruments in it. In the full version of Kontakt, a second mode allows you to edit the inner workings of a single Instrument; Instrument Edit mode.
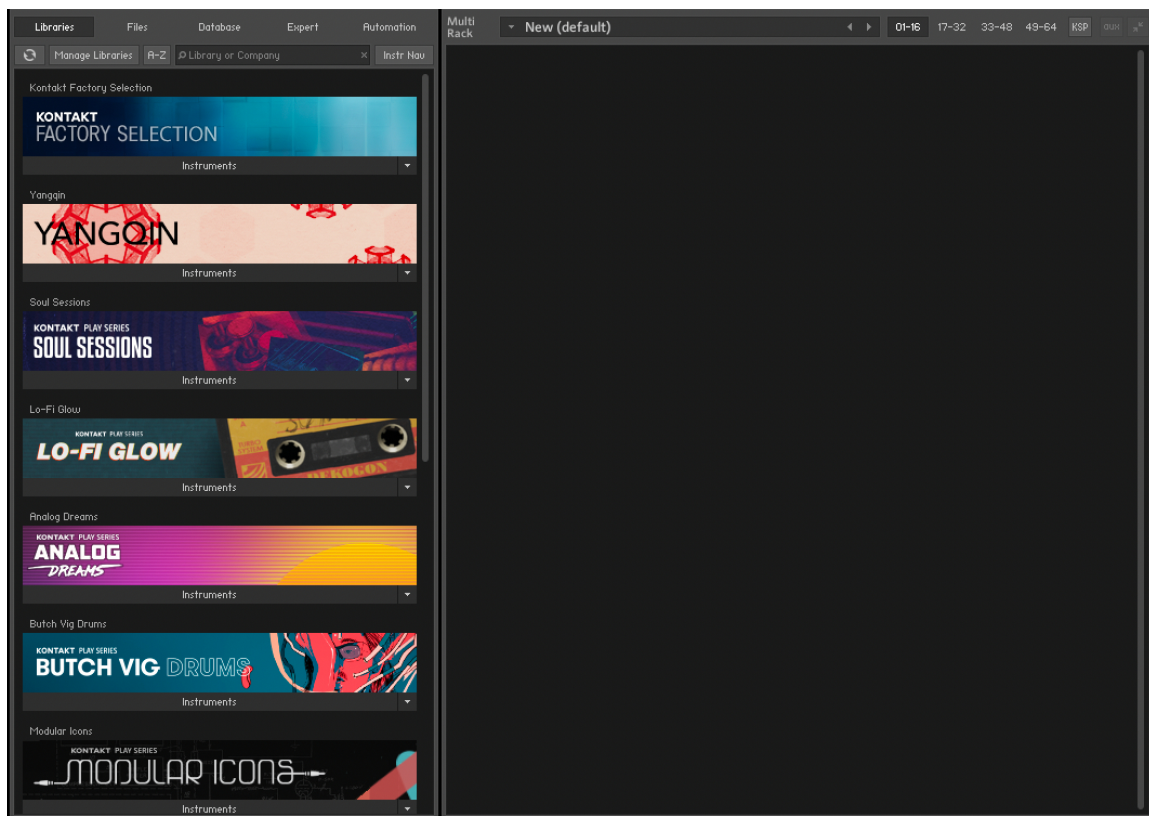
In Multi Instrument mode, any Instrument in the Multi will be shown as a horizontal Instrument Header, which contains the Instrument name and related settings. Your Multi can contain up to 64 Instruments, which will be spread across 4 pages of up to 16 Instruments each.

Multi Instrument Header

At the top of the Rack section is the Multi Instrument Header, which is always visible as long as the Rack is in Multi Instrument mode. Use the header to switch between the four Multi pages, show or hide Aux send controls, and resize all Instrument Headers.

The Multi Instrument Header contains the following features and controls:

1. **Multi Name**: A text field contains the name of your currently loaded Multi; if you have just started Kontakt Player, this will read **New (default)**, as this is the default Multi file that will be loaded on startup. To change the name, click the text field and enter a new one.

2. **Multi Browse** (<> icons): The left and right arrow buttons will replace your Multi with the previous or next one from the same directory, if there are any.

3. **Pages**: Four page buttons allow you to switch between the four Instrument pages. Each Multi can contain up to 64 Instruments, arranged across four pages of 16 Instruments each. You can use these pages to keep your Instruments in separate categories when your Multi is very large, or you can just switch to the next page when the 16 available Instrument slots of your current one are occupied.

4. **Multi Workspace Buttons**: These three buttons alter the workspace in some way, displaying or hiding certain controls, or minimizing all Instruments at once.

   - **KSP**: Toggles the visibility of a global Script Editor pane, where you can create, edit and manage Multi Scripts that operate on a higher level than normal Instrument Scripts.

   - **Aux**: Toggles the display of Aux send controls that enable you to adjust the signal level at which each Instrument is routed to the Aux Channels. For more information, refer to Working with Aux Channels.

   - **Minimize/Maximize all Instrument Headers**: Toggles all Instrument Headers in your multi between their minimized and maximized size. At their normal size, Instrument Headers contain more information, but also occupy more screen space. Use this feature to see an overview of all Instruments on a page or to save screen space when you're not planning to adjust any Instrument parameters. For more information, refer to Instrument Header (Minimized)

ⓘ   Another option is to assign all Instruments on a page to channels of the same MIDI port; if you have four ports at your disposal, this method lets you easily keep track of your MIDI assignments in large Multis. However, assigning several Instruments to the same MIDI channel is a quick way of creating layered sounds.

Instrument Header

Whenever you open a new Instrument, it will appear in the Rack as an Instrument Header. Each Instrument Header can be optionally reduced in size. At regular size, as shown below, the header displays parameters that describe how the Instrument will work in the context of the current Multi. It also provides some controls to adjust parameters like the Instrument's output volume, panning position, and solo/mute status.

The Instrument Header contains the following settings and controls:
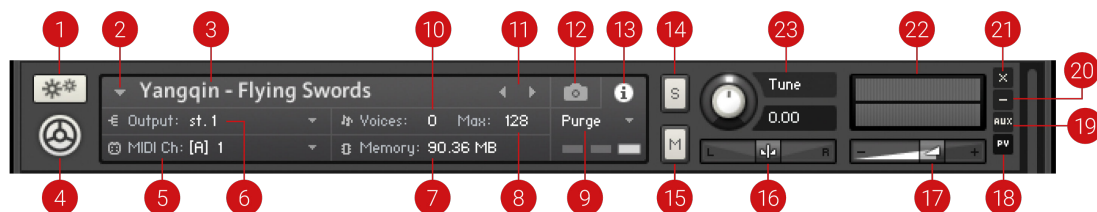
1. **Instrument Options** (cog icon): Opens the Instrument Options dialog, where you can access features that affect the whole instrument such as voice stealing, MIDI transposition, and key/velocity range.

2. **Quick-Load Menu**: Opens a dropdown menu that gives access to your Quick-Load Browser.

3. **Instrument Name**: Displays the Instrument's name. Edit the name by clicking on it and entering a new one. The name displayed here will be identical to the file name (without the .nki extension) when you load and save the Instrument.

4. **Instrument Icon**: Kontakt Instrument creators can choose from a range of icons that indicate the general category of their creation. Some libraries will also use custom icons. Clicking this icon will toggle the Instrument's Performance View on or off, if available.

5. **MIDI Channel**: Indicates the currently assigned MIDI input channel that the Instrument will respond to. Clicking it will open a drop-down menu that allows you to select a new MIDI channel for this Instrument. The **Omni** setting will make it respond to MIDI data on any channel; below it, the available ports of your MIDI interface will appear as sub-menus, each one containing the 16 channels of the respective ports. Note that the maximum number of distinct MIDI channels that you can use is 64 in the stand-alone version of Kontakt Player, and 16 when using Kontakt Player as a plug-in.

6. **Output Channel**: Displays the currently selected Output Channel that will receive the output signal from this Instrument. Clicking on the channel name will open a drop-down menu with all currently defined Output Channels, where you can assign the Instrument to a different channel.

7. **Memory**: Indicates how much system memory is currently being used by the Sample data of this Instrument.

8. **Max Voices**: Defines the maximum number of voices that the Instrument may use at any time. Change this value by clicking on it, then dragging the mouse up or down. If you notice that the number of currently used voices rises to the Max Voices value during play and you hear that voices are being cut off, try increasing this value.

9. **Purge**: This button opens a drop-down menu that lets you execute the functions related to Kontakt's purge mechanism on a per-instrument basis. The purge facility is explained in section Purge Menu.

10. **Voices**: This number indicates how many voices are currently being used by the Instrument.

11. **Previous / Next buttons**: The left/right arrow buttons exchange the Instrument with the previous or next one from the same directory, respectively.

12. **Snapshot View**: Provides access to Snapshot features including loading, saving and deleting Snapshots. For more information, refer to Using Snapshots.

13. **Info View**: Provides access to the Instrument's Audio and MIDI configuration, as well as Voices and Memory consumption.

14. **Solo button**: When activated, all other Instruments in the Multi are muted, and the output signal can be heard in isolation. How Kontakt Player will handle multiple Solo selections is determined by the Solo Mode setting, refer to Handling Tab.

15. **Mute button**: When activated, the current Instrument is muted, thus temporarily removing its output signal from the Output Channel.

16. **Pan**: Adjusts the panorama position of the Instrument's output signal.

17. **Volume**: Adjusts the output volume of this Instrument. Select whether the default value of Volume sliders will be -6 dB or 0 dB in the **Options** dialog.

18. **PV**: Toggles the Performance View panel on and off, if PV is available in the instrument. For more information, refer to Performance View.

19. **Aux**: Shows and hides the row of Aux send sliders below this Instrument Header.

20. **Minimize View**: Minimizes the Instrument Header. This allows you to adjust the display sizes of headers individually.

21. **Remove Instrument**: Removes the respective Instrument from the Multi.

22. **Level Meters**: LED-style bar graph meters indicate the current output levels across all channels of this Instrument.

23. **Tune**: Adjusts the pitch of the Instrument. Turning the knob left or right will increase or decrease the pitch, respectively. The control covers a range of +/- 3 octaves and moves in semitone increments. Hold [Shift] while adjusting the control for fine tuning.
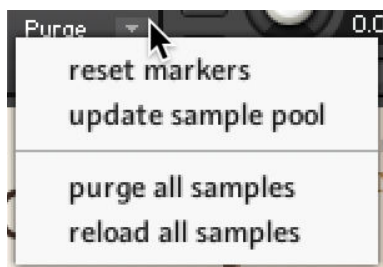
Purge Menu

The purge mechanism in Kontakt Player keeps track of which Samples in an Instrument have been actually triggered since the Instrument was loaded, and gives you the option of removing all other Samples from the Instrument. This way, you can reduce the number of Samples that are being kept in memory to the subset that you have actually used in your arrangement.

Using the purge facility, you can play your part once — this will allow Kontakt to gather which Samples are actually being used — and then eliminate all unused Samples from the memory. The Instrument will work as it did before, but notes or velocity ranges that didn't occur during the analyzing phase won't play anymore. If you change your mind later, you can reload all Samples with one mouse click.

ⓘ   Using purge functions like this can cause problems with instruments that randomly trigger samples, or use round robin options. Check the library specification before you use these options.

A purge menu is available for each Instrument; this allows you to use the purge feature on Instruments whose parts are already finished, while keeping others that are still in active use loaded in their entirety.


The Purge Menu

Instrument Header (Minimized)

If you want to save screen space, you can switch all (or a selection of individual) Instrument Headers to a minimized view, which contains only the most important parameters and controls.

In this mode, the Instrument Header includes only the Instrument Options button, the Instrument Name field, Solo and Mute buttons, Output Volume, Pan sliders, Level Meters, and buttons for removing this Instrument from your Multi and switching the header back to its normal size. For more information on the related controls, refer to Instrument Header.

To minimize all Instrument Headers:

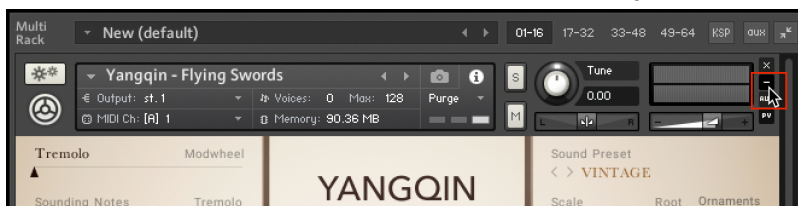▶ Click the Minimize All Instrument Headers button, on the right side of Multi Instrument Header.
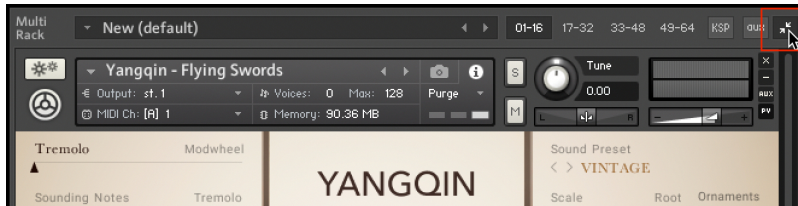
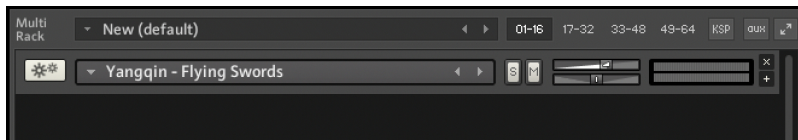→ All Instrument Headers in the Multi Rack are minimized.
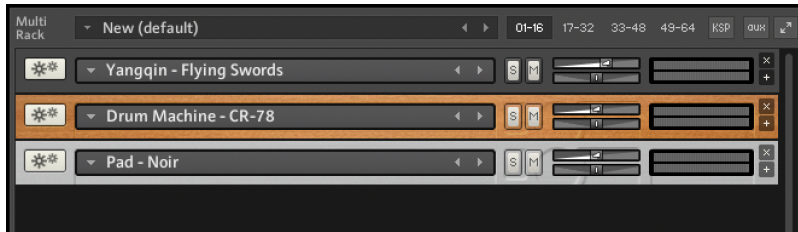
To minimize individual Instrument Headers:

▶ Click the Minimize Instrument Header button, on the right side of the Instrument Header.

→ The selected Instrument Header in the Multi Rack is minimized.

Performance View

Using Kontakt's internal scripting language, an Instrument can provide a custom control panel called a Performance View. This feature provides Instrument-specific settings in a user-friendly way that doesn't require access to Instrument Edit mode.

All Instruments included in the Kontakt library provide Performance Views, with various styles, controls, and features. Some Instruments include performance controls, sound editing parameters, marcos, and settings relating to Kontakt Player's operation and playback.

In Performance View, an Instrument's custom panel will appear below the Instrument Header in the Rack.

11. The Master Editor

The Master Editor panel contains a number of global controls that affect the behavior of all Instruments in your Multi, as well as some common utility functions. To display the Master Editor panel, select the **Master** option in the Workspace menu.

The Master Editor panel contains the following features:
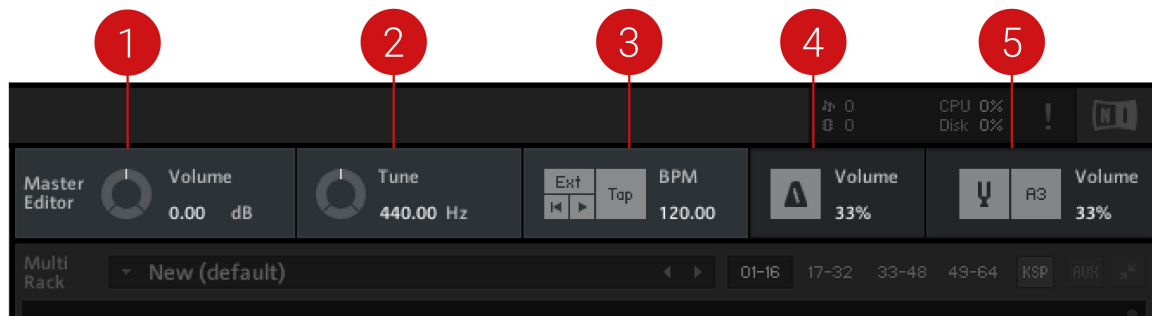
1. **Master Vol**: Adjusts the volume of all Output and Aux Channels. The default setting is 0.0 dB, which leaves the output levels unaffected.

2. **Master Tune**: Adjusts the master reference tuning from its default value of A4 = 440 Hz. This is especially useful in situations where Kontakt Player will be combined with the sound of orchestras, historical ensembles, or folk music, which frequently use different reference tunings.

3. **Master Tempo**: Displays the current global tempo in beats per minute, as well as sync options and song position controls.

    *   **Ext**: In stand-alone mode, the **Ext** button allows you to sync Kontakt Player to an external MIDI clock.If running as a plug-in in your host program, Kontakt Player will use and follow your song tempo by default. Deactivate the **Ext** to specify the tempo manually.

    *   **Tap**: The Tap button offers a more intuitive way to adjust the Master Editor tempo. Tap the button rhythmically in quarter note values and Kontakt Player will measure the time between taps, adjusting the tempo value accordingly. As a plug-in, the Tap button is active only when the **Extern Sync.** parameter is turned off.

    *   **Play/Re-wind**: The play and re-wind buttons adjust Kontakt Player's internal song position. This is necessary for instruments that require song position information, like a drum machine.

    *   **Tempo**: Located below the **BPM** label, this value affects the playback speed of sliced loops and all time-related controls that can be synchronized to the tempo. In stand-alone mode, adjust the Master Tempo by clicking the value and entering a new one, or by tapping a new tempo using the **Tap** button.

4. **Metronome**: Provides a simple metronome that can be switched on and off at any time by clicking the metronome icon. The value readout allows you to adjust the volume of the metronome click.

5. **Reference Tone**: Provides a reference tone that allows you to tune other instruments in accordance to Kontakt Player's current reference tuning.

- **On/Off**: Activate the reference tone by clicking the tuning fork icon.
- **Pitch**: Change the pitch of the reference tone by clicking and dragging on the note readout to the right of the tuning fork.
- **Volume**: Adjust the volume of the reference tone by clicking and dragging the **Vol** readout, or double-clicking the field and entering a value.
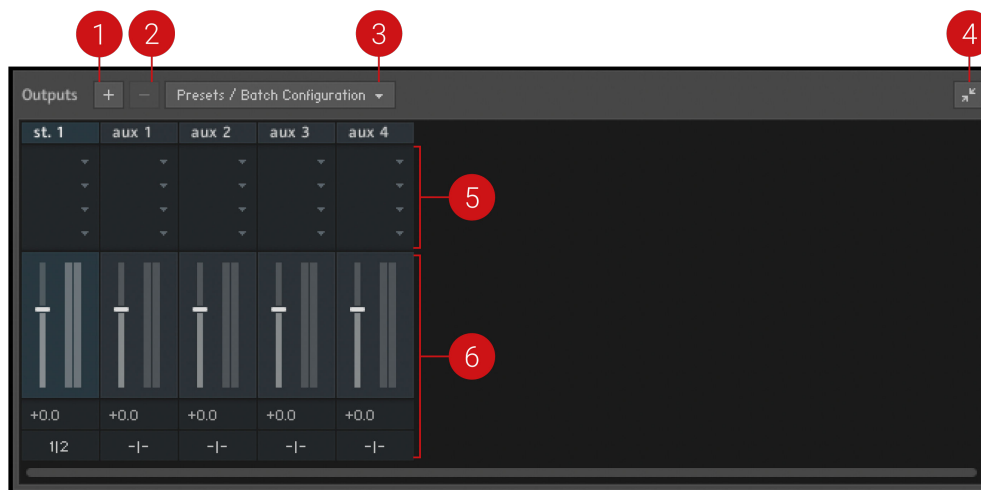
12. The Outputs Section

Kontakt Player's Outputs section provides a routing and mixing environment in the style of a traditional mixing console. The output signals from all Instruments in the Rack are sent to this section, then routed to the physical outputs of an audio interface or host software. Use the Outputs section to create, delete, rename, and configure Output Channels, which act as mono, stereo, or multichannel signal routing destinations for your Instruments. Rename and configure Aux Channels, adjust the Output and Aux volumes, and monitor your output levels.

To display the Outputs section:

▶ Select the **Outputs** option in the Workspace menu.

→ The Outputs panel will appear in the lower half of the Rack space.

The Outputs section contains the following controls:

The Outputs section, displaying a stereo Output Channel strip and the four Aux Channel strips, left to right.

1. **Add Channels** (+ icon): Opens a dialog to create and configure new output channels. For more information, refer to Working with Output Channels.

2. **Delete Channel** (- icon): Removes the currently selected channel from the Outputs section. To select a channel, click its border.

3. **Presets/Batch Configuration**: Opens a dropdown menu containing options for saving, resetting, or reconfiguring the Outputs section.

4. **Show Inserts**: Toggles the Insert slots display. If deactivated, the Insert slots are hidden and the height of the panel is reduced in order to save screen space.

5. **Channel Insert Slots**: Contains slots for signal processing modules, which can be inserted onto a channel to process its signal. The Insert slots are only visible if the Outputs panel is at full size. For more information, refer to Working with Signal Processors.

6. **Channel Strips**: Displays the controls for the Output Channel strips, followed by four Aux Channel strips. For more information, refer to Channel Strips.

Channel Strips

Output Channels and Aux Channels contain the following identical controls:
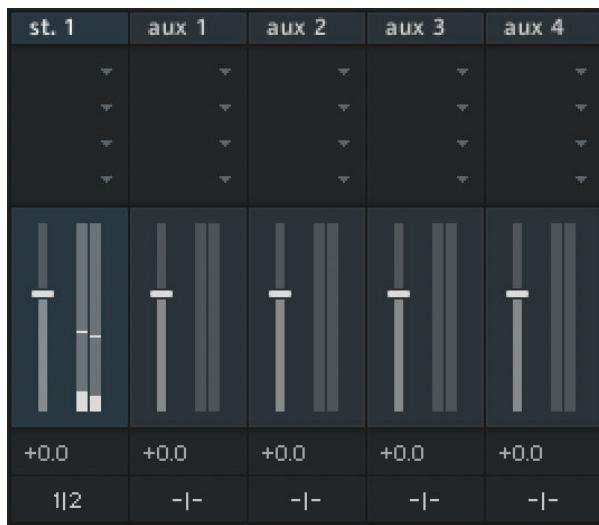
- **Channel Name**: This name will be used throughout Kontakt Player whenever it refers to this channel. Change the name by clicking the text field and entering a new name.
- **Channel Insert Slots**: These slots host signal processing modules, which can be inserted onto a channel to process its signal. The Insert slots are only visible if the Outputs panel is at full size. For more information, refer to Working with Signal Processors.
- **Channel Fader** and **Level Meter**: The vertical fader adjusts the output gain of its respective channel. The corresponding bar meter provides visual feedback on the signal level.
- **Channel Configuration**: This button opens a dialog window with options to configure the channel's name, the number of audio channels it carries, and its physical output assignment.

Working with Output Channels

In Kontakt Player, the output signal of each Instrument in the Multi can be routed to any Output Channel that is defined in the Outputs section. Each of these Output Channels can be configured to carry between 1 and 16 audio channels. When a note is played, the respective Instrument's output signal arrives at the assigned Output Channel, then passes through any channel Inserts, the volume fader, and is finally sent to the the physical output defined in the channel's Configuration dialog. The bar-graph display next to the channel fader indicates the signal level at the output.

> (i)   The Master Volume control, located in the Master Editor, will affect the levels of all Output and Aux Channels in the Outputs section. For more information, refer to The Master Editor.

Output Configuration

The Output configuration must contain at least one channel. New Output Channels are configured for stereo signals by default, and can be changed in the channel's configuration dialog. New Instruments will always be assigned to the leftmost channel in the Outputs section by default.

The Channel Configuration dialog contains the following elements:
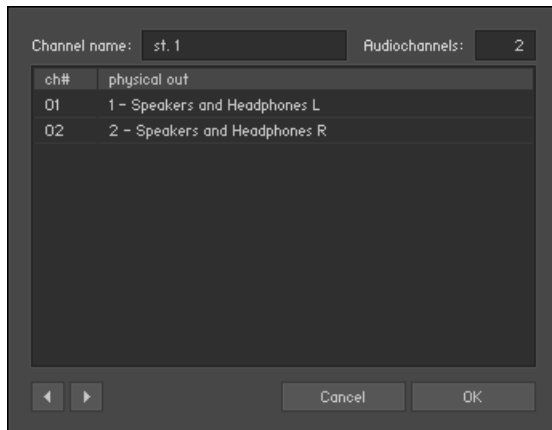
The Channel Configuration dialog

- **Channel name**: Displays the name of the channel. Rename a channel by clicking on the text field and entering a name.

- **Audiochannels**: Adjusts the number of audio channels this channel will carry, up to a maximum of 16. To change the number, click the field and drag your mouse up or down, or double-click the value field and enter a number (1-16).

- **Output Map**: Displays all audio channels of this Output Channel along with their assigned physical destinations, both output jacks on your audio interface or virtual connections to your host. To change a physical output assignment, click its name and choose a new output from the drop-down menu.

- **Previous/Next** (arrow icons): Moves to the settings of the previous or next channel of the Outputs section, allowing you to quickly adjust the output configuration for all channels at once.

Working with Aux Channels

The four Aux Channels in Kontakt Player offer identical controls to the Output Channels, but receive their signal from other places. While each Instrument routes its output signal to only one Output Channel, you can additionally send this signal to one or multiple Aux Channels, at adjustable levels. This allows you to easily create sub-mixes.

Aside from this difference, Aux Channels work in exactly the same way as Output Channels; each has its own channel strip in the Outputs section, can contain up to four insert signal processors, and can be routed to specific physical outputs. In addition, the levels of all Aux Channels can be adjusted globally with the Master Volume control located in the Master Editor.

Working with Signal Processors

Kontakt Player provides a range of signal processors that can be added as inserts and sends in the Outputs section. Inserts are provided within the Output Channel strips, while the Aux Channels can be used to send effects across Instruments. Each Channel has four slots, which can be loaded with different signal processors for varying uses.
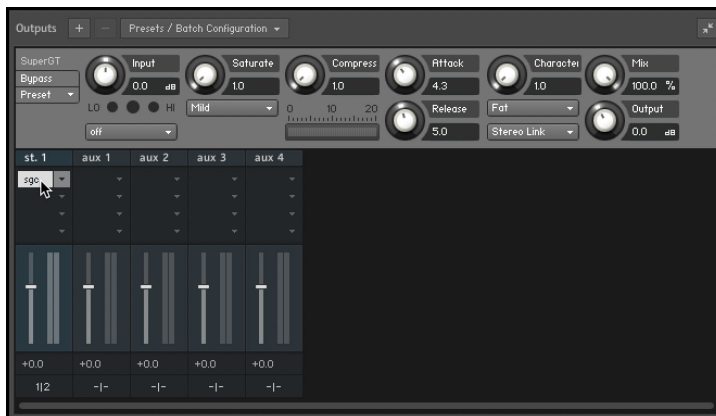
To add a signal processor to a slot:

1. Click the menu button (arrow icon) on a slot to open the Effects menu.
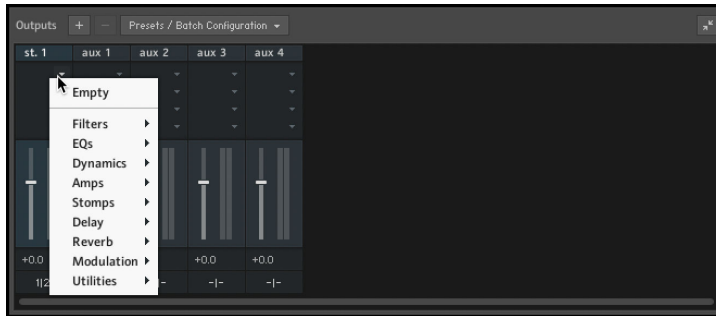
2. Select from the nine categories, then select a module to load it onto the slot.
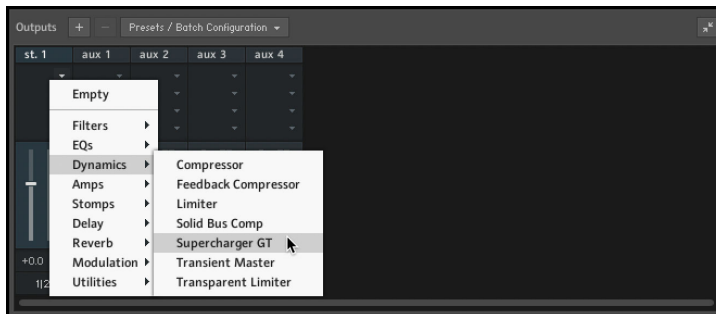
3. Click the module name to access its parameter controls and editing options.

> 💡 For an overview of the signal processors, refer to the Kontakt User Manual.

Outputs in Host Mode

When using Kontakt Player in stand-alone mode, physical outputs are also assigned within the Channel Configuration dialog. The drop-down menu contains all outputs that are provided by the audio interface selected in the **Audio** tab of the **Options** dialog. When using Kontakt Player as a plug-in in audio hosts, there are more details to consider as each host handles plug-ins with multiple outputs differently.

The maximum number of (mono) audio channels that can be assigned in host mode is limited to 64 for the VST/VST3 version of Kontakt Player, and 16 for the AU and AAX versions.

Changes to output configuration cannot be made during operation. In consequence, when making changes in the Outputs section, a dialog will appear asking to save and reload the song. First, go to the **Presets/Batch Configuration** menu and select the appropriate option from the **Save current output section state as default for** sub-menu.

(i)   When working with Kontakt Player as a plug-in, it is recommended to make all output configuration changes as default for that specific plug-in type.

13. The On-Screen Keyboard

Kontakt Player provides a virtual On-Screen Keyboard that can be used to play instruments with your mouse when a MIDI keyboard is not available.

To display the keyboard:

▶ Open the Workspace menu and select **Keyboard**.

→ The keyboard will appear at the bottom of the Rack.

The On-Screen Keyboard contains the following features and controls:

- **Keys**: When a key is clicked, the keyboard generates a corresponding note event that will be received by the currently selected Instrument. The note's velocity is relative to where on the key you click: clicking towards the top of the key will produce notes with a low velocity, and clicking towards the bottom of the key will produce notes with a high velocity.

- **Pitch** and **Mod**: Click + drag the **Pitch** and **Modwheel** to generate pitch bend and MIDI CC #1 data respectively.

- **Transposition**: Shift the displayed key range up and down in octaves.

- **Key Range**: The keyboard uses colors to indicate the key ranges of the current Instrument.
  - **Playable Keys**: Keys that produce sound are colored blue.
  - **Key Switches**: Keys that somehow change the instrument's behavior are colored red.
  - In some libraries, these colors change in order to indicate different things, for example, keyboard splits or different instrument types. This feature provides a quick overview of the Instrument's range, and which keys will switch between different articulations.

14. Using Snapshots

Snapshots offer a way of saving and exploring variations of any Kontakt Instrument for easy recall. Take, for example, the NI Abbey Road Drummer products; each comes with a fully-featured mixer including separate channels for each drum component, as well as built-in effects. Using Snapshots, you can create any number of mixes for the same Instrument, save them in the .nksn file format and use them in other projects, across computers or even share them with other users.

To access the Snapshot View:

▶ Click the camera icon in the Instrument Header. You can switch back to the familiar Info View with its Input / Output configuration options by clicking the **i** icon.

Overview of Snapshots

Snapshots contain the following key features:
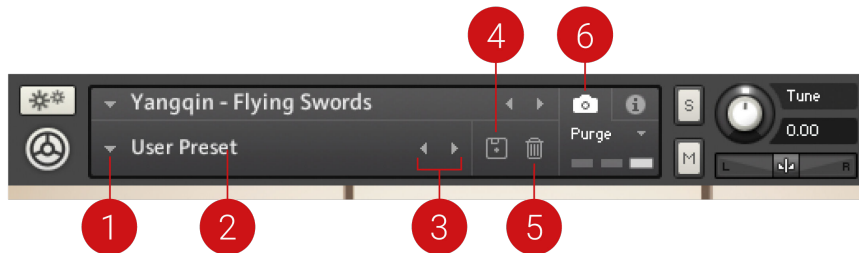
1. **Load Snapshot**: Opens the Snapshot menu where you can load a Snapshot from the **Factory** and/or **User** library. For more information, refer to Loading a Snapshot.

2. **Snapshot Name**: Displays the name of the currently selected Snapshot.

3. **Snapshot Previous/Next** (<> icons): Enables you to quickly browse and load Snapshots. Pressing an arrow icon will load the previous or next Snapshot in the selected category. If no Snapshot is active, the first Snapshot on the list will be loaded. For more information, refer to Loading a Snapshot.

4. **Save Snapshot** (floppy disk icon): Enables you to save changes made to a sound. When a User Snapshot is saved, the setting and parameter controls are stored within it and can be accessed at any time via the **User** library. For more information, refer to Saving a User Snapshot.

5. **Snapshot View** (camera icon): Provides access to the Snapshot features described above; saving, loading, browsing, and deleting. When **Snapshot View** is selected, configuration settings and features relating to the **Info View** are replaced in the display.

Saving a User Snapshot

Snapshots can be saved at any time while you are working on them. By loading a Factory Snapshot and adjusting some of its parameters, you can then save a User Snapshot. The Kontakt Factory Library does not come with Snapshots, so in order to demonstrate the full feature set, first save a Snapshot.
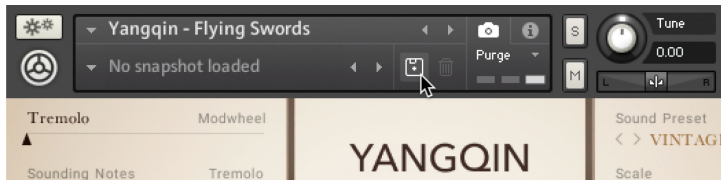
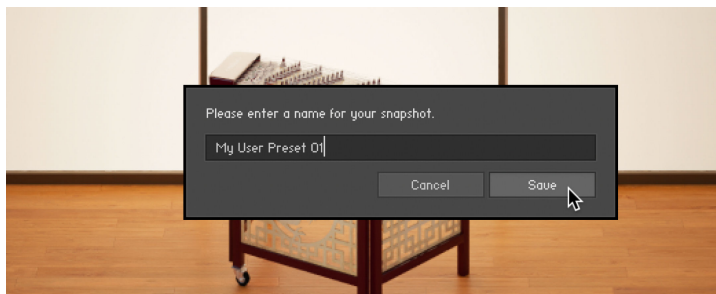### Save a User Snapshot

To save a Snapshot:

1. Click the Snapshot View button (camera icon) to open Snapshot view.
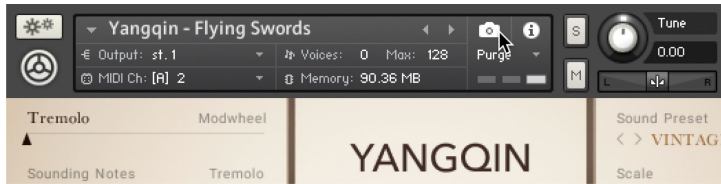
2. Click the Save button (floppy disk icon).

3. Enter a name for your new Snapshot in the **Save** dialog box.

4. Click **Save** to finish the process and close the dialog box.

→ Your Snapshot .nksn file is saved to the User Snapshot Library. It appears in the **User** Snapshot list.

User Content Folder

All User Snapshots are automatically stored in the default User Content folder:

Mac OS X:	*Macintosh HD/Users/<User Name>/Documents/Native Instruments/User Content/Kontakt Factory Library/Electric Grand/Triple Peaks.nksn*
Windows:	*C:\Users\<User Name>\My Documents\Native Instruments\User Content\Kontakt Factory Library\Yangqin\.nksn*

💡 You can transfer any of your Snapshots to another computer by copying the respective Snapshot files.

ⓘ Make sure you include your *Documents*/*My Documents* folder in your regular data backups.

Loading a Snapshot

Snapshots are loaded from the drop-down menu in the top header of the instrument. You can also use the Browse arrows to load the previous or next preset. Some Instruments contain a collection of Factory Snapshots, while other Instruments only facilitate User Snapshots.

Load a User Snapshot

To load a Snapshot from the menu:

1. Click the Snapshot View (camera icon) to open Snapshot view.
2. Click the arrow icon next to the Snapshot name field to open the Snapshot menu.
3. Select the **User** category (if available).
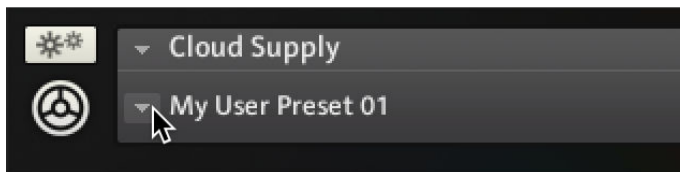4. Click a Snapshot to load it.

→ The loaded Snapshot is displayed in the instrument header.

Load a Factory Snapshot

Factory Snapshots are only available for Kontakt Player Libraries, so this section only applies if you own Komplete 9 or a Kontakt Player library released after Komplete 9. Some of the Komplete Libraries seem minimalistic at first glance, but the true sound design potential can be tapped by tweaking the parameters available on the Instrument's user interface. Our sound designers aim to create inspiring Snapshots that showcase the range of sounds available from just one instrument.
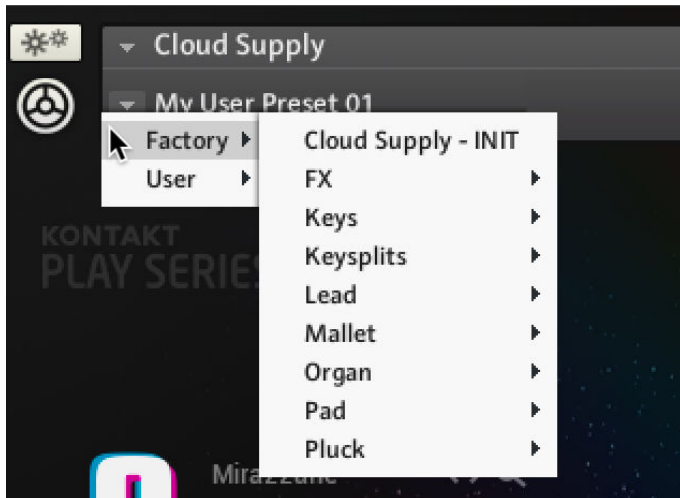
To load a Factory Snapshot:

1. Click the Snapshot View (camera icon) to open Snapshot view.
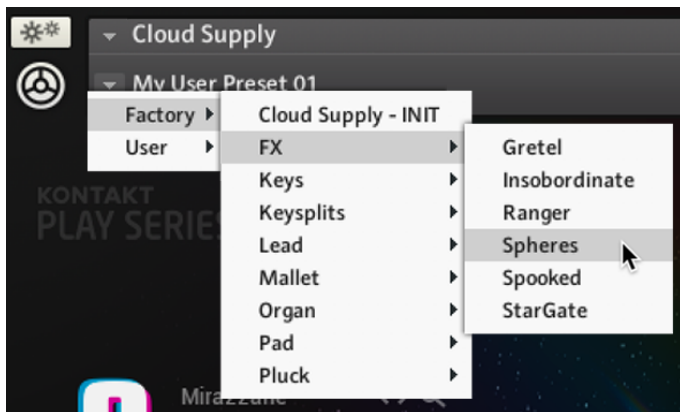2. Click the arrow icon next to the Snapshot name field to open the Snapshot menu.

3. Select the **Factory** category to load a Factory preset (if available), or select the **User** category to load one of your own snapshots.

4. Select an instrument category (if available).

5. Click a Snapshot to load it.

→   The loaded Snapshot is displayed in the instrument header.

Browser Arrows

To load and browse Snapshots using the arrows:

1. Click the Snapshot View (camera icon) to open Snapshot view.
2. Click the arrow icons (<>) in the Snapshot header to browse through the Snapshots list.
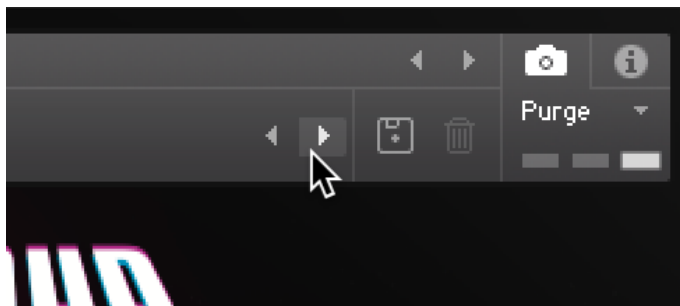
→   The previous or next Snapshot will load immediately each time an arrow icon is clicked.

ⓘ   Note that the **User** category will not appear until you have first saved a Snapshot.

Loading a Snapshot from the File System

Kontakt Player supports two ways of loading Snapshot files (.nksn) from your file system. This enables you to use your favorite Snapshots without altering the installation on the studio computer.

Drag and Drop

To load a Snapshot from any disk:

1. Open Kontakt Player .

2. Locate an .nksn file in your file system.

3. Drag the file from its current location onto an empty area of the Rack.
   If you drag a Snapshot onto an active Instrument in the Rack, it will be replaced by the Instrument loaded from the Snapshot.

→ Kontakt Player will load a new instance of the corresponding Instrument with the selected Snapshot.
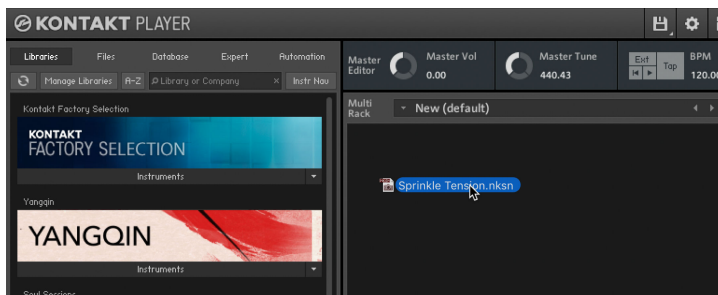
Double-click

1. Open Kontakt Player.

2. Locate an .nksn file in your file system.

3. Double-click the Snapshot file in the Finder (Mac OS X) or File Explorer (Windows).
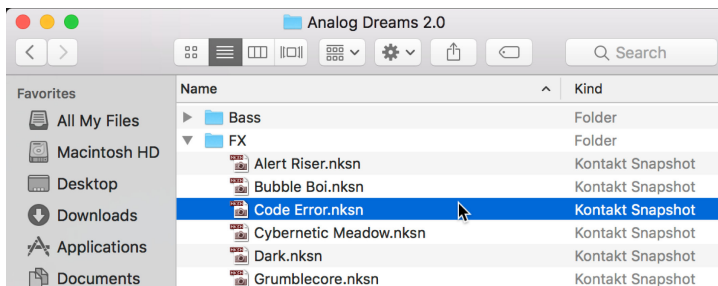
→ A new Instrument instance is inserted in Kontakt Player and the Snapshot is loaded.

> (i)   A Snapshot is not automatically saved to the default location when you open it, so it will not be available in the Snapshot menu.

15. MIDI Learn

Kontakt Player features a MIDI Learn function for all sliders and knobs. This allows you to assign parameters to a MIDI device and access them via MIDI, as well as the interface.

(i)   New instruments created with NativeUI currently only support assigning parameters to a MIDI device using the **Learn** button in the Automation tab. Refer to Assigning MIDI Controllers via the Learn button.

Assigning MIDI Controllers

To assign any of Kontakt Player's sliders or knobs to a MIDI controller:

1. Right-click the knob or slider you want to assign.

2. Select **Learn MIDI CC# Automation**.

3. Turn the knob or move the slider on the MIDI device.

→   The control detects the movement instantly and the parameter is assigned to the MIDI controller.

Multiple MIDI controllers (CC#s) can be added to the same Kontakt Player knob. You can also assign multiple knobs or sliders to the same MIDI controller.

(i)   If you cannot assign MIDI controllers using this method, refer to the Automation Tab for an alternative assignment method.

Removing MIDI Controller Assignments

To remove a MIDI controller assignment:

1. Right-click the knob or slider from which you will remove MIDI assignments.

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

→   The MIDI controller assignment is removed.

16. File Formats

The following file formats are available in Kontakt Player:

Audio File Formats

Software Formats	File Extension
ACID	
Acidized Wave	.wav
AIFF	
mono / stereo	.aiff / .aif
multichannel	.aiff / .aif
APPLE LOOPS	
Apple Loop	.aiff / .aif
Battery	
Battery 1	.kit
Battery 2	.kt2
Battery 3 Kits	.kt3
Battery 3 Cells	.cl3
Kontakt	
lossless compressed	.ncw
RECYCLE	
REX 1	.rex
REX 2	.rx2
WAV	
mono / stereo	.wav
multichannel	.wav

Kontakt File Formats

NKI	Kontakt Instrument
NKM	Kontakt Multi
NKB	Kontakt Instrument Bank

NKP	Kontakt Preset
NKR	Kontakt Resource File
NCW	Kontakt Lossless Compression Audio File
NKX	Kontakt Monolith
NKC	Kontakt Cache File
NKSN	Kontakt snapshot File

17. Keyboard Shortcuts

On OS X computers, use the [Cmd] (Command) key instead of the [Ctrl] (Control) key.

Global Keys

Shortcut	Function
[Ctrl] + [O]	Open Instrument
[Ctrl] + [S]	Save
[Shift] + [Ctrl] + [S]	Save As
[Ctrl] + [C]	Copy
[Ctrl] + [V]	Paste
[Ctrl] + [X]	Cut
[Ctrl] + [A]	Select All
[Alt] + [F4] (Windows) / [Cmd] + [Q] (Mac)	Quit
Delete / Backspace	Delete
[F9] (Windows) / [Ctrl] + [I] (Mac)	Info Pane
[F10]	Minimze view
[F12]	Options

Side Pane

Shortcut	Function
Alphanumeric Keys	Jump to file by name