
KONTAKT 8 Player

Table of Contents

1. Disclaimer

Document authored by Nicolas Sidi, Jonas Körwer, Jan Ola Korte, Hannah Lockwood, Mario Krušelj, Elpiniki Pappa, Nikolas Jeroma, Dinos Vallianatos, Adam Hanley, Jan Morgenstern

Software version: 8.6 (08/2025)

2. Welcome to Kontakt Player

Imagine any sound – Kontakt Player lets you find it, create it, and transform it. Our instrument platform combines intelligent tools with countless sound design options, redefining how you generate ideas and make music.

Kontakt Player hosts the world's largest range of virtual instruments. With thousands of libraries, it's the gateway to quality sound from Native Instruments, our official partners, and scores of indie developers.

Leap is an fast and playful way to play and manipulate loops. Spark fresh ideas, add expressive performance effects, or just jam. Use your sample collection or try something new with our Leap Expansions.

Get started by learning more about Kontakt Player, how to install and setup the software, and all of its features, starting with the overview.

We hope you enjoy Kontakt Player!

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 the computer keyboard.
►	Denotes a single step instruction.
→	Denotes the expected result when following instructions.

The following three icons denote special types of information:

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

The **information** icon highlights essential information in a given context.

The **warning** icon alerts you of potential risks and serious issues.

3. About Kontakt Player

Kontakt Player is the free version of Kontakt, our industry-standard instrument platform for music creators, giving you access to thousands of sound libraries. Kontakt Player hosts all of NI's Kontakt libraries as well as licensed third-party products. On the Native Instruments website you can get hundreds of officially licensed instruments from Native Instruments and other manufacturers.

Get started by adding Komplete Start to your collection, our free music production bundle including Kontakt instruments, synths, effects, and hundreds of sounds.

Kontakt Player integrates seamlessly with popular DAWs and hardware controllers, and the advanced integration with S-Series MK3 keyboards enhances your creative workflow with hands-on control over your Kontakt instruments. Kontakt Player also features Leap, a sample playground that lets you play and manipulate loops and one-shots to create exciting ideas and performances.

Kontakt Player focuses on browsing and playing instruments, while the full version of Kontakt gives access to advanced features like Tools, a suite of MIDI effects for generating chords and phrases in real time. Furthermore, only the full version supports building your own custom instruments, and lets you load unlicensed libraries.

Kontakt Player lets you use some of the full version's exclusive features in demo mode, indicated by the **DEMO** badge on the user interface. You can use these features for 15 minutes before they will stop working. To learn more about the full version of Kontakt, refer to the Kontakt user guide.

4. New in Kontakt 8 Player

The following features have been added or improved in Kontakt 8 Player:

- **Leap**: The new Leap framework lets you play and perform loops and one-shot samples. It comes with new perform effects and a streamlined interface to quickly customize samples. For more information refer to Leap instrument.
- **Default view**: Kontakt 8 comes with a new Default view. The new side pane lets you connect Tools to instruments, mix various instruments in your Rack, and quickly load and swap presets for both Tools and instruments. Classic view is still available using the View menu in the Header. For more information refer to Side pane.
- **Piano Uno**: Kontakt 8 now ships with an easy-to-use piano instrument. Great for kickstarting creative ideas, or to just play while installing the Factory Library. For more information refer to Piano Uno instrument.

5. Installation and setup

Learn how to download and install Kontakt Player using Native Access and get started making music.

Installation using Native Access

Native Access is your go-to app for downloading, activating, and updating all your NI music creation tools including Kontakt Player and its libraries. If you are new to Native Instruments, you will first have to create your Native ID user account. To learn more about Native Access, visit our support page.

1. Download and install Native Access here.
2. Open the Native Access application.
3. Create a Native ID, if you do not have one already.
4. Login to Native Access using your Native ID.
5. Click **Library** on the left side of Native Access.
6. Click **Available** at the top of Native Access.
7. Click the **Kontakt** category to only show products related to Kontakt.
8. Click **Install** for **Kontakt 8 Player**.

→ The software is installed automatically.

If you are new to Kontakt Player, get Komplete Start and add exciting content to your library. Our free music production bundle includes Kontakt instruments, synths, effects, and hundreds of sounds. For information about how to add it to your account, to to Komplete Start.

Using Kontakt Player as a plugin in your DAW

The plugin version of Kontakt Player lets you use it as an instrument inside your DAW. You can run multiple instances of Kontakt Player alongside other instrument and effect plugins. When used as a plugin, Kontakt Player relies on your DAW to receive MIDI. Kontakt Player's audio output is directly sent to your DAW's mixer.

Kontakt Player is available in VST3, Audio Units (AU), and AAX plug-in formats. Once installed, Kontakt Player will appear in the plugin lists of any compatible DAW you have installed on your system. If Kontakt Player does not show up, refer to this article in our Knowledge Base for help.

If you want to learn more about how to load and play instrument plugins like Kontakt Player in your DAW, please refer to the documentation provided by the manufacturer.

Kontakt 7 and 8 feature plugin migration that will help you load DAW projects containing older versions of Kontakt. Learn more in the following Knowledge Base article: Notes about Auto-Migration of Kontakt Versions in DAW Projects

Using Kontakt Player as standalone application

When you open Kontakt Player from your system's application folder, it will launch as standalone application independently of a DAW or another plugin host. The Kontakt Player standalone application receives MIDI from one or more ports of a MIDI interface and sends audio signals directly to your audio interface.

This enables you to use Kontakt Player as a live performance instrument or as a sampling host on a dedicated computer. If you are creating your own instruments using Kontakt Player, the standalone application can offer a more focused workflow.

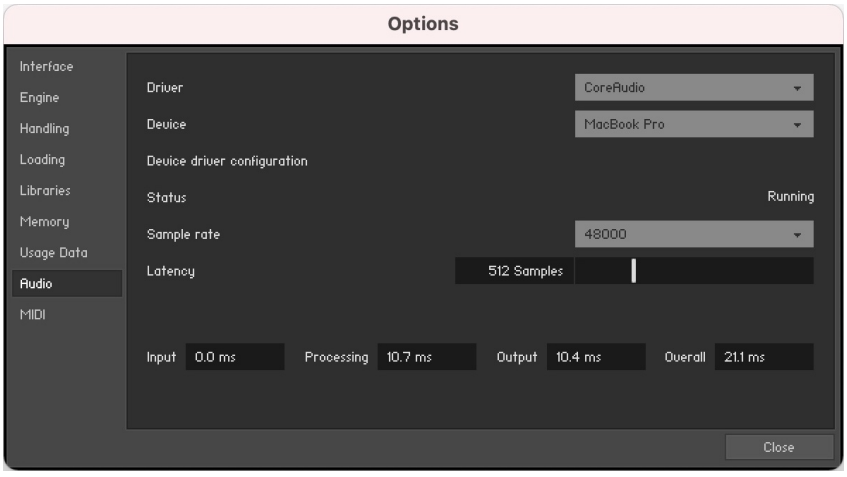
When you open the Kontakt Player standalone application for the first time, you will need to configure the audio and MIDI settings in the Options dialog to connect Kontakt Player to your audio interface and MIDI controller.

▶ To open the Options dialog, click the **File** menu in the Kontakt Player Header and select **Options**. Alternatively, you can press F12 on your computer keyboard.

Audio configuration

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

The Audio tab provides the following options:

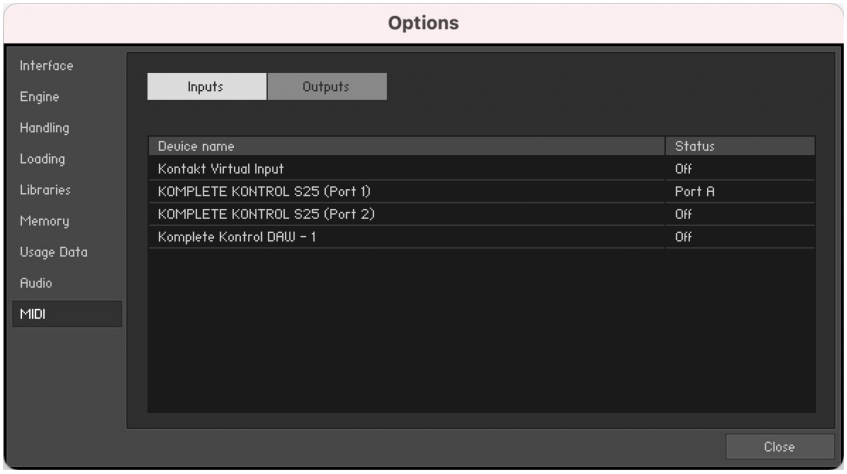


- **Driver**: With this drop-down menu, you can select which of your operating system's device driver architectures Kontakt Player should use. Most professional audio devices provide ASIO, CoreAudio (Mac) or WASAPI (Windows) drivers.
- **Device**: This menu lists all connected audio interfaces that match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

Learn more about latency and how to optimize your audio settings and system configuration for best performance, refer to this article in our Knowledge Base.

MIDI configuration

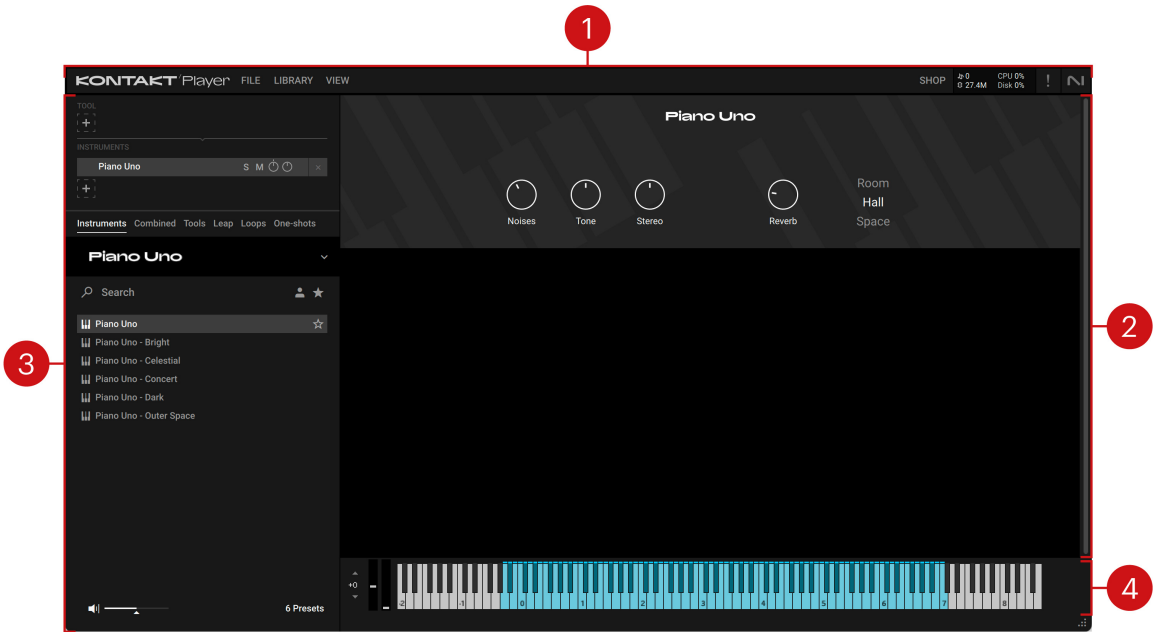
The **MIDI** tab of the **Options** dialog provides a list of all MIDI inputs and outputs that have been found on your system. These are ports of physical MIDI interfaces connected to your computer, but also any virtual MIDI ports that may be provided by drivers or other applications to facilitate inter-application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



In order to make Kontakt Player 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.

6. Overview

When you open Kontakt Player, the Library browser will invite you to load your first preset and start playing. Once you have loaded a preset, the main window lets you tweak instruments, continue browsing, and configure Kontakt.



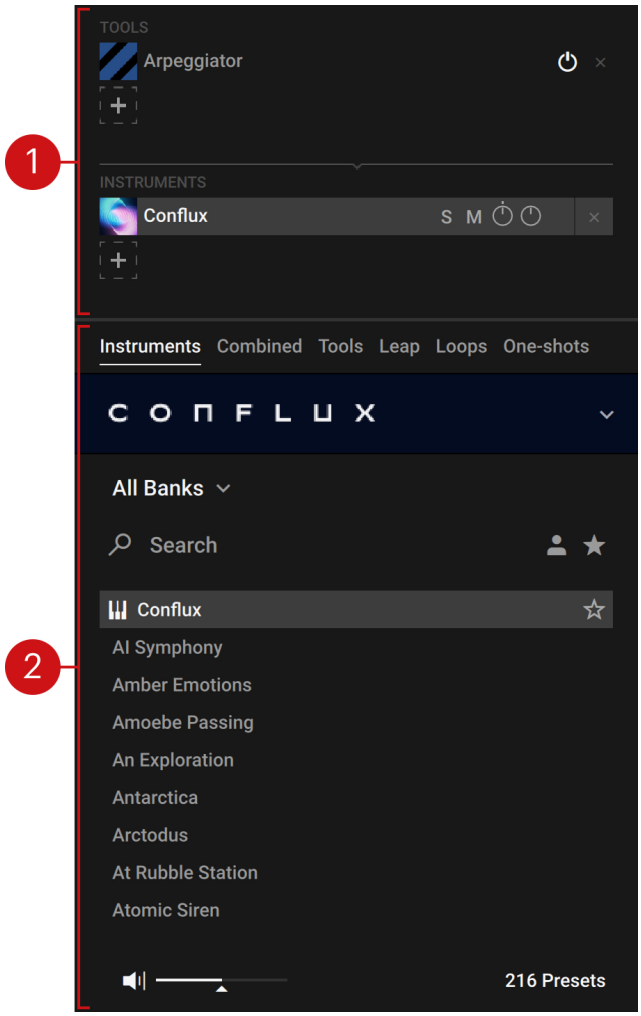
1. **Header**: Lets you open the Library browser, show or hide elements in the user interface, and access options in the File menu. Additionally, the displays and meters keep you informed about the software status. For more information, refer to Header.
2. **Rack**: Shows the instruments and tools you have loaded, each letting you tweak and edit your sounds in its own dedicated user interface. To learn more about the included Piano Uno and Leap, refer to Instruments.
3. **Side pane**: Lets you combine tools and instruments, control mixer functions including the volume levels, and show all presets of a loaded instrument in the side pane browser. For more information, refer to Side pane.
4. **On-screen keyboard**: Enables you to play instruments with your mouse, and shows the instrument's key mapping. You can hide or show the on-screen keyboard using the **View** menu in the Header. For more information, refer to On-screen keyboard.

You can use the View menu in the Header to display the Info pane, which shows brief descriptions of user interface elements when you hover the mouse cursor over them.

Side pane

At the top of the side pane, the Navigator lets you view and manage the contents of the Rack. Below the Navigator, the side pane browser makes it easy to add or replace a Tool or an instrument in the Rack, and explore presets without switching views in Kontakt.

The side pane consists of the following areas:



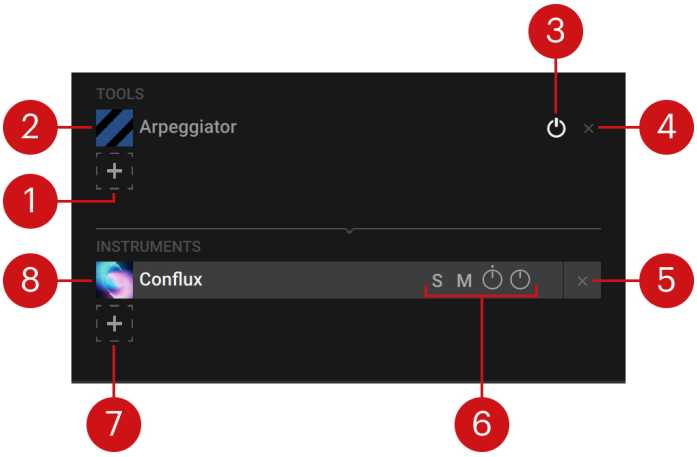
1. **Navigator**: Shows the Tools and instruments in your Rack, and lets you manage them. For more information, refer to Navigator.
2. **Side pane browser**: Lets you add a Tool or an instrument to your Rack and browse its presets. For more information, refer to Side pane browser.

> ⓘ Tools are MIDI effects that are exclusive to the full version of Kontakt. You can use them in demo mode for 15 minutes. Learn more here in the Kontakt user guide.

Navigator

The Navigator lets you view, manage, and mix the instruments in the Rack, and connect them to Tools. You can also use it in conjunction with the side pane browser to add or replace a Tool or an instrument in the Rack.

The Navigator contains the following elements and controls:



1. **Add Tool:** Adds another Tool to the Rack. If you load more than one Tool, the Tools will be chained in series.
2. **Tool slot**: Represents a single Tool in the Rack, and its position. Clicking the entry lets you browse the Tool's presets in the side pane browser, or replace it by loading another Tool. Right-clicking opens the context menu that lets you clear the slot, save a user preset, and set the MIDI input.
3. **Tool on/off**: Switches the Tool on or off. When switched off, its functionality is bypassed and its MIDI input is sent untouched to its output.
4. **Clear Tool slot**: Removes the Tool from the Rack.
5. **Clear instrument slot**: Removes the respective instrument from the Rack.
6. **Instrument controls**: Let you adjust mixer controls for each instrument.
   - **Solo (S)**: Solos the respective instrument, muting the audio from all other instruments.
   - **Mute (M)**: Mutes the respective instrument's audio.
   - **Pan**: Adjusts the position of the respective instrument in the stereo field.
   - **Volume**: Adjusts the volume level of the respective instrument.
7. **Add instrument**: Adds another instrument to the Rack.
8. **Instrument slot**: Represents a single instrument in the Rack, and its position. Clicking the entry lets you browse the instrument's preset in the side pane browser, or replace it by loading another instrument. Right-clicking opens the context menu that lets you clear the slot, save a user preset, and set the MIDI input.

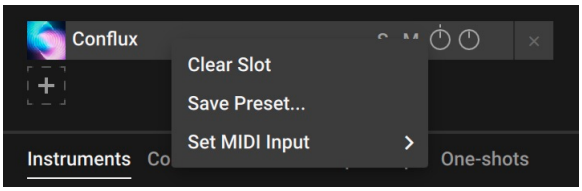
If too many Tools or too many instruments are loaded and the Navigator cannot show all of them at once, scroll bars appear on the right and let you reach the hidden slots. You can also drag the border between the Navigator and the side pane browser to adjust the size of the Navigator.

Navigator context menu

The context menu in the navigator lets you clear a Tool or instrument slot, save a user preset, and set the MIDI input.

▶ To open the context menu, right-click a Tool or an instrument slot.

The Navigator context menu contains the following entries:



- **Clear Slot**: Removes the Tool or instrument from the Rack.
- **Save Preset...**: Saves a user preset for the Tool or instrument loaded in the slot. For more information, refer to Saving a User preset.
- **Set MIDI Input**: Selects the MIDI input port/channel used by the Tool or instrument. This entry is available only in the following situations:
  - If no Tool is loaded, the **Set MIDI Input** entry is available for each instrument in the Rack. If two or more instruments are loaded, you could for example control them all from the same MIDI input port/channel, or use a distinct MIDI input port/channel for each instrument.
  - If one or more Tools are loaded, the **Set MIDI Input** entry is available only for the topmost Tool. The remaining Tools (if any) are chained in series behind the first Tool, and the last Tool sends its MIDI output to all the instruments in the Rack.

Using multiple Tools

You can load multiple Tools into the Rack. In this case, the Tools are chained in series and the MIDI signal flows from top to bottom through the Tools:

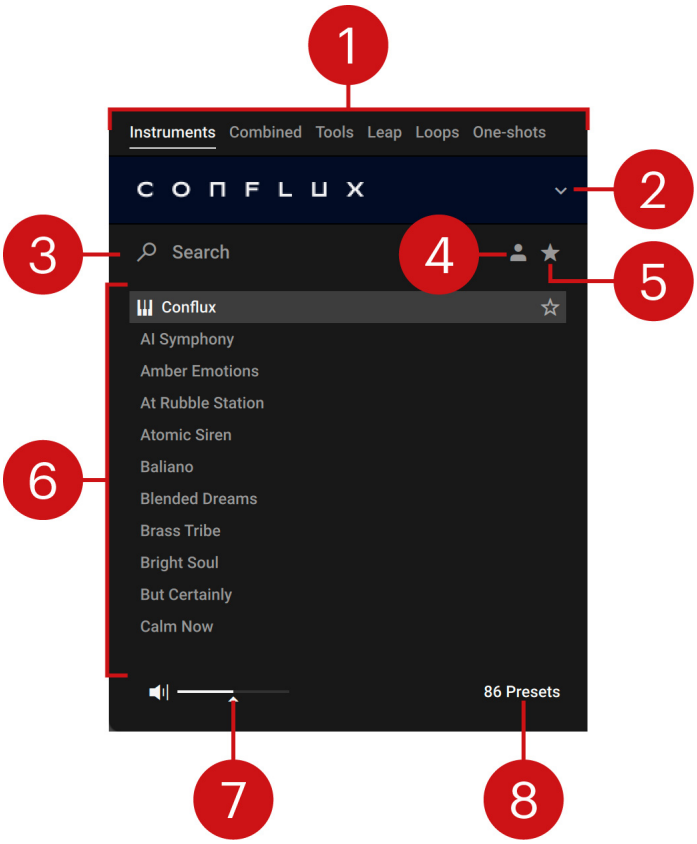
- The MIDI signal coming from your keyboard is sent to the first Tool atop the Rack.
- The MIDI output of each Tool is sent to the input of the next Tool below.
- The MIDI output of the last Tool in the chain is then passed to all the instruments loaded in the Rack.

When using multiple Tools, you can drag the Tool slots vertically in the Navigator (or the Tool Headers in the Rack) to change their order in the chain, and audition different signal flows (for example, comparing “Chords before Patterns” with “Patterns before Chords”).

Side pane browser

The side pane browser makes it easy to explore all of the presets for individual products loaded in the Rack without switching views in Kontakt. You can also use it in conjunction with the Navigator to add or replace a Tool or an instrument in the Rack.

The side pane browser contains the following elements and controls:

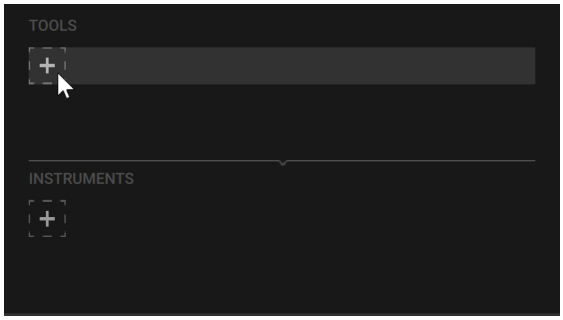


1. **Category selector**: Selects the category of content displayed in the Browser, from instruments to Tools and Leap instruments. For more information, refer to Browser categories.
2. **Product selector**: Opens the Product selector that you can use to add or replace a Tool or an instrument in the Rack. For more information, refer to Product selector.
3. **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.
4. **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 .
5. **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.
6. **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. You can expand or shrink the list area by clicking and dragging the left border of the Results List.
7. **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.
8. **Preset count**: Shows the number of presets in the Results list.

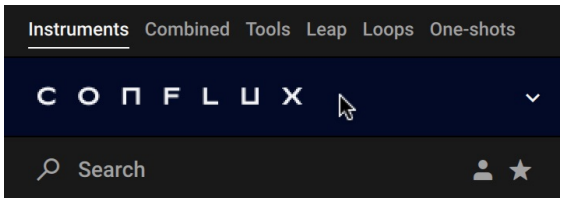
Product selector

The Product selector lets you add a Tool or an instrument to your Rack, or replace existing ones.

▶ To open the Product selector and add a product to the Rack, click the **+** icon for either **TOOLS** or **INSTRUMENTS** in the Navigator.

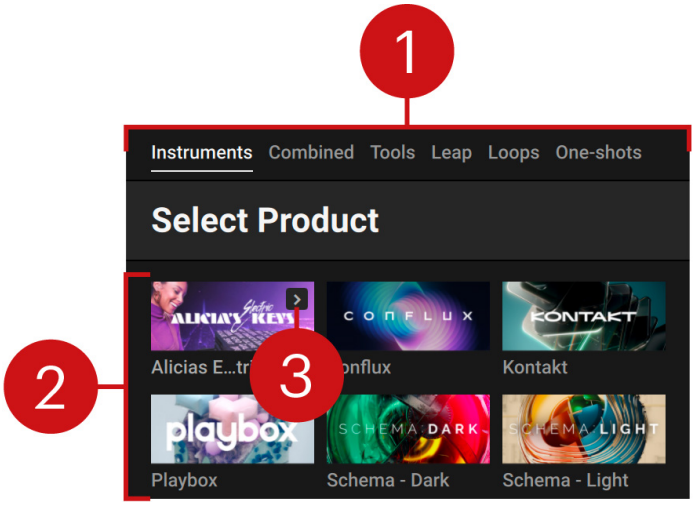


▶ To open the Product selector and replace the currently selected product, click the product logo bar in the side pane browser.



A product will be added or replaced once you load one of its presets from the Results list.

The Product selector consists of the following elements:



1. **Category selector**: Selects the category of content displayed in the Browser, from instruments to Tools and Leap instruments. For more information, refer to Browser categories.
2. **Product tiles**: Selecting a tile shows the product's presets in the Results list.
3. **First preset**: Loads the first preset of the respective product. This button is only shown when hovering the mouse cursor over the product tile.

Header

The Header at the top of the Kontakt window lets you access the File menu, the Library browser, and the View menu for configuring the user interface. Additionally, it shows performance information including CPU and hard drive load.

The Header consists of the following menus and elements:

1. **File**: Opens the File menu that contains options related to to saving, loading, and creating new presets and instruments. Additionally, it lets you access the Options dialog with software preferences. For more information, refer to File Menu and Options dialog.
2. **Library**: Opens the Library browser, which lets you explore all of your libraries and user content. For more information, refer to Browser and presets.
3. **View**: Opens the View menu that contains options related to configuring Kontakt's user interface. For more information, refer to View Menu.
4. **Shop**: Links to the Native Instruments web shop where you can find new instruments to add to your library.
5. **System performance information**: Reports key metrics about Kontakt's performance as well as CPU and hard drive load. Additionally, you can use the Engine restart button to initialize the audio engine. Refer to System performance information.

File menu

The File menu lets you create new Leap presets, load custom instruments from your hard drive, manage your files, and access the Options dialog.

The File menu contains the following options:

- **New Leap preset**: Opens Leap with an empty kit that you can use to combine and play any of the loop and one-shot samples in your library. For more information, refer to Loading and saving Leap kits.

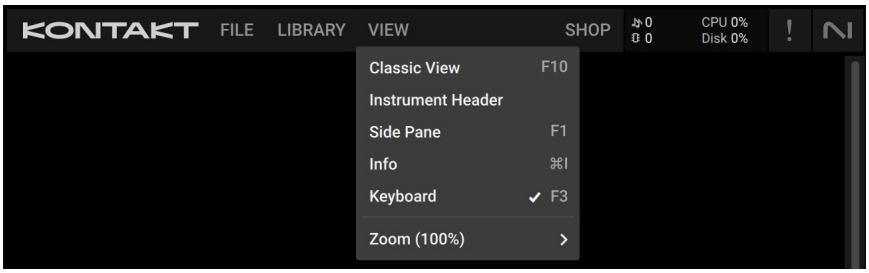
- **Load…**: Opens a file dialog that lets you load compatible files from your hard drive, for example an instrument (.nki), a multi (.nkm), or an instrument bank (.nkb). If samples are missing for the loaded instrument, you can use the Samples Missing dialog to find them.
- **Load recent**: Shows a list of recently used files and lets you open them.
- **Save as**: Opens a list of all instruments in the Rack. Selecting an entry opens a file dialog that lets you save the respective instrument. In the file dialog, you can define how Kontakt Player will save sample files that are used by the instrument. For more information, refer to Saving instruments
- **Save multi as…**: Saves the contents of your Rack as a Multi file (.nkm). The Multi contains all instrument settings as well as the output routing options. You can define how Kontakt Player will save sample files for all contained instruments using the file dialog as described in Saving instruments.
- **Save as default multi**: Saves the contents of your Rack as default template that Kontakt Player will load at startup or when you select **Reset multi**.
- **Reset multi**: Restores the default template that is loaded at startup, removing all instruments from your Rack.
- **Options...**: Opens the Options dialog with global preferences, including the audio and MIDI settings. For more information, refer to Options dialog.
- **Batch resave**: Enables you to find missing samples for multiple custom instruments at once. For more information, refer to Batch resave.
- **Collect samples / Batch compress**: Enables you to collect all samples for a number of instruments and compress the files to save hard drive space. For more information, refer to Collect samples / Batch compress.
- **Global purge**: Enables you to free the memory of any unused samples. For more information, refer to Global purge.
- **Controller**: Shows the connected Kontrol keyboard. When a Kontrol keyboard is connected, the corresponding entry is indicated by a checkmark.

View Menu

The View menu lets you choose which elements of the Kontakt Player interface are shown. Depending on whether you are using Default view or Classic view, different options are given.

View menu options in Default view

In Default view the View menu contains the following options:

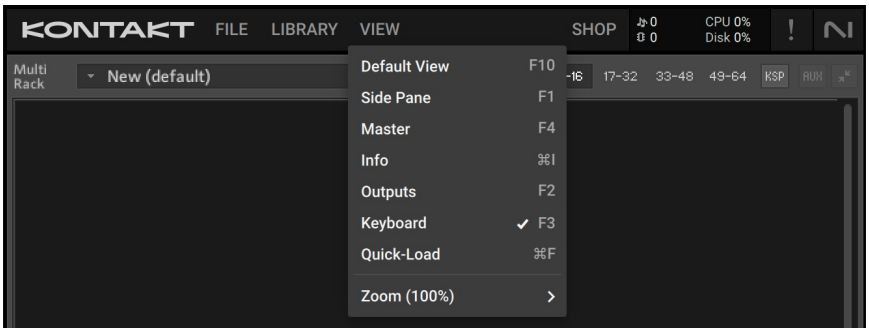


- **Classic View**: Switches Kontakt to Classic view.
- **Instrument Header**: Displays the header for each instrument in the Rack, letting you configure instrument options.
- **Side pane**: Displays the side pane on the left side of the Kontakt Player window. For more information, refer to Side pane.

- **Info**: Displays the Info pane, which shows brief descriptions of user interface elements when you hover the mouse cursor over them. For more information, refer to Info pane.
- **Keyboard**: Displays the virtual on-screen keyboard, which enables you to play instruments with your mouse, and shows the instrument's key mapping. For more information, refer to On-screen keyboard.
- **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.

View menu options in Classic view

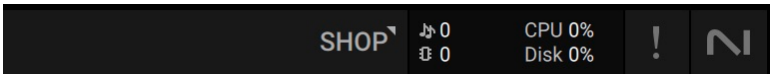
In Classic view the View menu contains the following options:



- **Default View**: Switches Kontakt to Default view.
- **Side pane**: Displays the side pane on the left side of the Kontakt Player window. For more information, refer to Side Pane (Classic view).
- **Master**: Displays the Master Editor panel, which contains a number of global parameters and common utility functions. For more information, refer to Master Editor.
- **Info**: Displays the Info pane, which shows brief descriptions of user interface elements when you hover the mouse cursor over them. For more information, refer to Info pane.
- **Outputs**: Displays the Outputs section at the bottom of the Rack. For more information, refer to Outputs Section.
- **Keyboard**: Displays the virtual on-screen keyboard, which enables you to play instruments with your mouse, and shows the instrument's key mapping. For more information, refer to On-screen keyboard.
- : Displays the Quick-Load Catalog, which is a user-defined browser for quick access to your favorite Kontakt files. For more information, refer to 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 information

The system performance information on the right side of the Header reports key metrics about Kontakt's performance as well as CPU and hard drive load. The values are updated in real time and give you an idea of how Kontakt affects your system's resources.



- **Voice count (notes icon)**: The total number of voices that are currently being played by all instruments loaded in this instance of Kontakt.

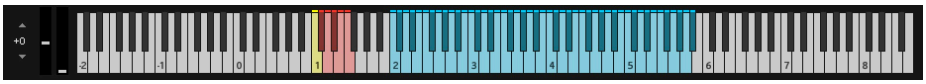
- **CPU**: The CPU load in percent, giving you visual feedback about the available processing resources when adding more instruments.
- **Disk**: The disk load in percent, giving you visual feedback about the available hard drive bandwidth when adding more instruments.
- **Engine restart (! icon)**: Initializes the audio engine and all loaded instruments, which is useful when Kontakt instruments get stuck on notes or overload the CPU persistently. Any settings you made in the instruments are preserved.

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 show the on-screen keyboard, click the **View** menu in the Header and select **Keyboard**. Alternatively, you can press F3 on your computer keyboard.

The on-screen keyboard contains the following features and controls:

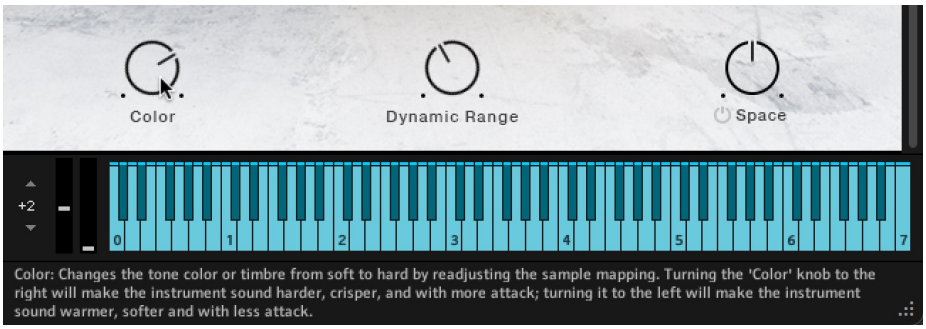


- **Keys**: When a key is clicked, the keyboard generates a corresponding note event that will be received by the currently selected Instrument. The note's velocity is relative to where on the key you click: clicking towards the top of the key will produce notes with a low velocity, and clicking towards the bottom of the key will produce notes with a high velocity.
- **Pitch and mod wheel**: Click and 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.
  - **Keyswitches**: Keys that trigger articulations and other changes in the instrument's behavior are colored red. Keyswitches do not trigger sound by themselves and are played in combination with regular keys.
  - **Special functions**: Some libraries use colors differently to indicate specific use cases, for example keyboard splits or different instrument types.

Info pane

The Info pane displays a help text when you hover the mouse cursor over a user interface element, like buttons or other controls.

▶ To show the Info pane at the bottom of the Rack, click the **View** menu in the Header and select **Info Pane**. Alternatively, you can press command + I (macOS) or Ctrl + I (Windows) on your computer keyboard.



Content related to Kontakt's Classic view is translated in English, German, French, Spanish and Japanese. Language preferences are set using the **Language** drop-down menu in the **Interface** tab of the **Options** dialog. When selecting **Automatic**, Kontakt will follow the language selection of your operating system. Language settings only take effect after restarting Kontakt Player.

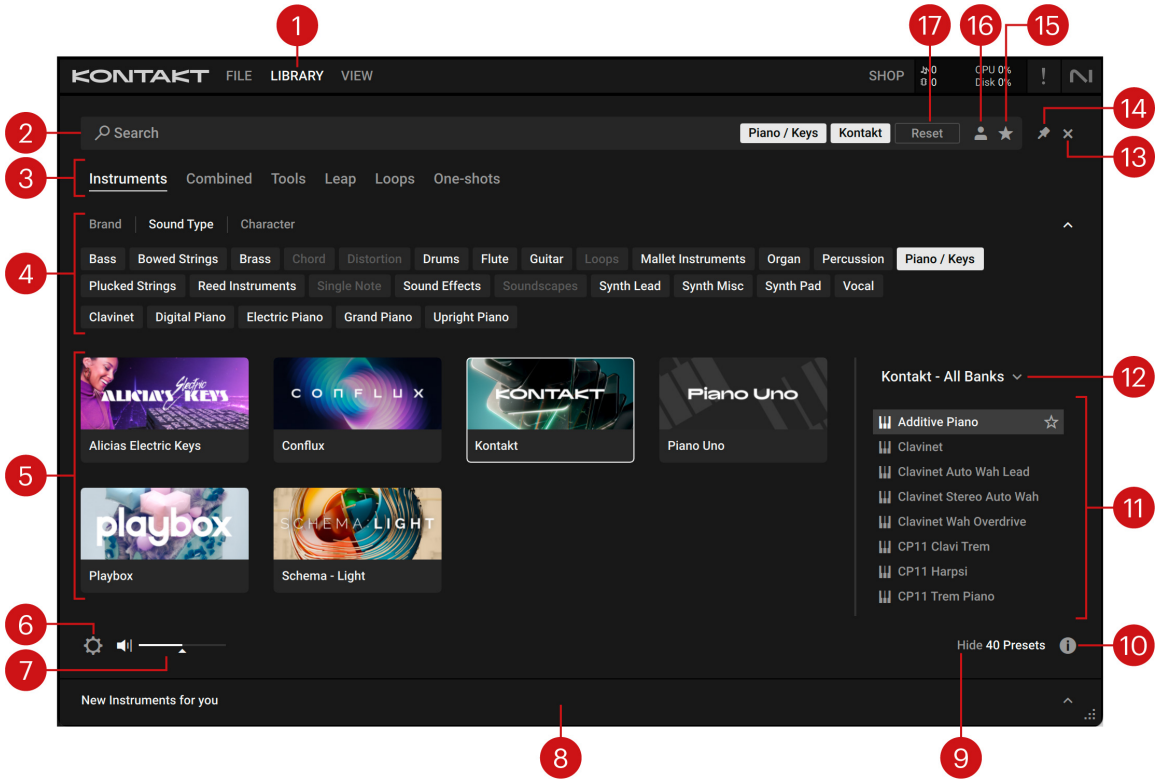
7. Browser and presets

The Browser provides access to all your Kontakt factory content (Libraries, Instruments, Tools, Snapshots and Multis), 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.

Player-licensed content will appear automatically in the Browser and you can import non-player content into the Browser.

▶ To open the Browser, click the Browser icon in the Main Control Panel.

The Browser contains the following features and controls:



1. **Library**: 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. **Category selector**: Selects the category of content displayed in the Browser, from instruments to Tools and Leap instruments. For more information, refer to Browser categories.
4. **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.

5. **Product filter**: Displays your Kontakt Libraries 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 product.
6. **Import Content** (cogwheel icon): Opens a dialog that allows you to import, remove and rescan your custom content and non-player libraries. Refer to Managing imported content.
7. **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.
8. **Instrument suggestions**: Displays instruments currently not owned but available in the Native Instruments online shop. These suggestions change based on the text input of the search field and the selected Sound Type tag. Clicking on an instrument opens the respective shop website in the internet browser.
9. **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.
10. **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.
11. **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. You can expand or shrink the list area by clicking and dragging the left border of the Results List.
    - The Results List will display this icon next to a list entry if it is an instrument.

      
    - The Results List will display this icon next to a list entry if it is a preset that combines multiple instruments, or instruments and tools.

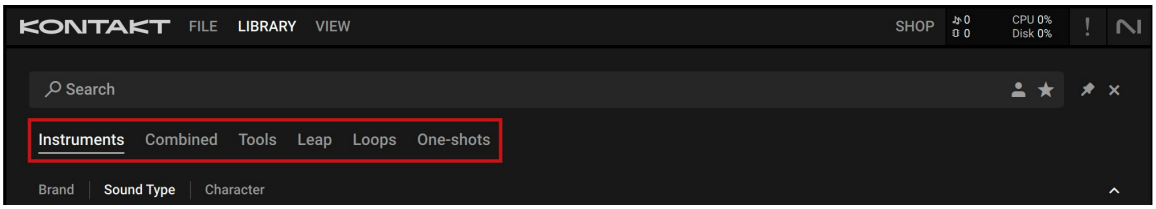
    > Loading a sample from the Loops or One-shots category will open a new Leap kit. When using Classic view, a new custom instrument will open instead.
12. **Bank filter**: Contains all banks and sub-banks (if any) of the selected product. Selecting a bank or a sub-bank filters the Results list accordingly.
13. **Close** (**x** icon): Closes the Browser when clicked.
14. **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.
15. **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.

16. **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 .
17. **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.

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

Browser categories

The Library browser in Kontakt features categories that let you quickly access different types of content, from your instruments to Tools and Leap, as well as all the Loops and One Shots from the Expansions you have installed.



Instruments

Instruments is where you can browse all the Kontakt instruments you have installed on your computer. Our vast collection on the Native Instruments website includes pianos, drums and percussion, orchestral instruments, synthesizers, and more. Once installed through Native Access they will show up here under Instruments.

The included Piano Uno will get you started even if you don't have any other instruments installed. Learn more in Piano Uno instrument.

Combined

Combined gives you access to presets containing multiple instruments, and the brand new Tool-enhanced presets. These combine instruments with Tools that transform your playing in inspiring ways. For example, Kontakt includes the Chords, Phrases, and Patterns Tools. Learn more in Instruments and Tools.

Tools are MIDI effects that are exclusive to the full version of Kontakt. You can use them in demo mode for 15 minutes. Learn more here in the Kontakt user guide.

The option to **Show Tool-enhanced only** lets you browse presets that feature Tools.

Tools

Tools is where you will find our new Tools, Chords and Phrases. The Chords Tool comes with more than 100 chord sets, and the Phrases Tool offers more than 100 phrase sets, covering a wide range of different genres and styles. Both Tools give you exciting features to manipulate the chords and phrases and real time. Learn more in Instruments and Tools.

> ⓘ Tools are MIDI effects that are exclusive to the full version of Kontakt. You can use them in demo mode for 15 minutes. Learn more here in the Kontakt user guide.

Leap

Leap is where you can browse Expansions with kits ready to be loaded in our new Leap sampler. Use its engines to make each sound your own, and create exciting performances with Macro knobs and black keys effect. Get inspired by our Expansions, each dedicated to a certain genre, mood, or style, or use Leap to create your own kits. You can buy more Expansions on the Native Instruments website. Once installed through Native Access they will show up here under Leap. Learn more in Leap instrument.

Loops

Loops contains all your audio loops, such as riffs, motifs, drums loops, and more. These loops are part of the Expansions you have installed on your computer. You can buy more Expansions on the Native Instruments website. Once installed through Native Access the included audio loops will show up here under Loops, ready to be combined and played using Leap. Learn more in Loading samples and kits.

One-shots

One-shots contains all your single sound samples, such as drum hits, keys, synths, guitars, basses, and more. These samples are part of the Expansions you have installed on your computer. You can buy more Expansions on the Native Instruments website. Once installed through Native Access the included samples will show up here under One-shots, ready to be combined and played using Leap. Learn more in Loading samples and kits.

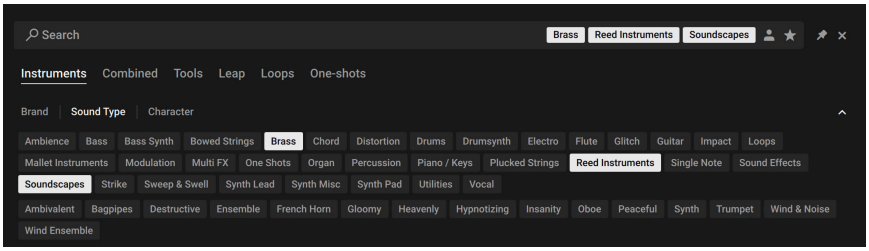
Using filters

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

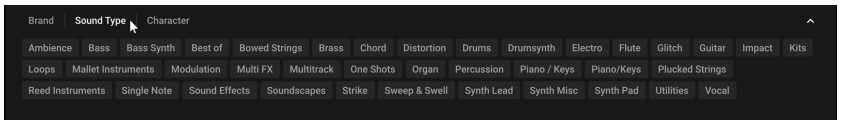
Sound Type tags are structured into two hierarchical levels, allowing you to search for files based on applied Type and Subtype tags. The Sound Type filter initially displays top-level tags only, whilst selecting a tag will display the related NKS Subtype tags below. The hierarchical structure means 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.



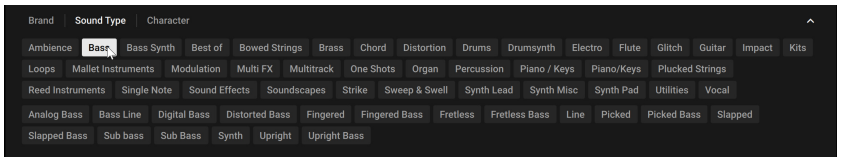
Selecting multiple tags helps you to further refine your search. In the case of multi-selection, repeating Subtype tags are merged into a single tag. When selecting multiple tags, the last item added to the selection is also focused.

To filter by Sound Type tags:

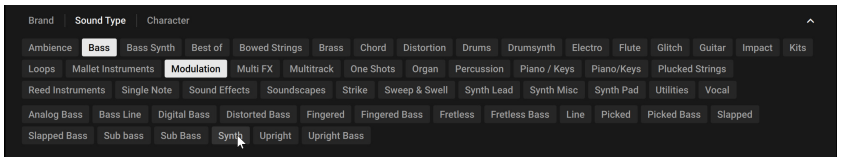
1. Click **Sound Type** in the Filter section on the left pane of the Browser.



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.

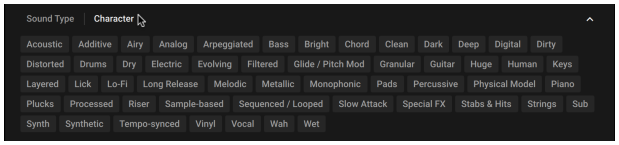
Filtering by character

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.

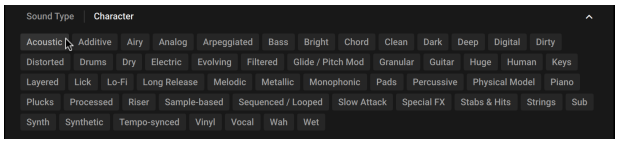
Selecting multiple tags helps you to further refine your search. In the case of multi-selection, repeating Subtype tags are merged into a single tag. When selecting multiple tags, the last item added to the selection is also focused.

To filter by Character tags:

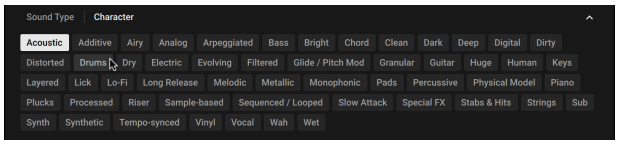
1. Click **Character** in the Filter section on the left pane of the Browser.



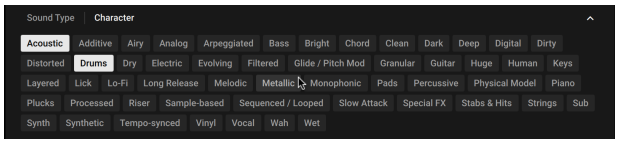
2. Click on a Character tag.



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.

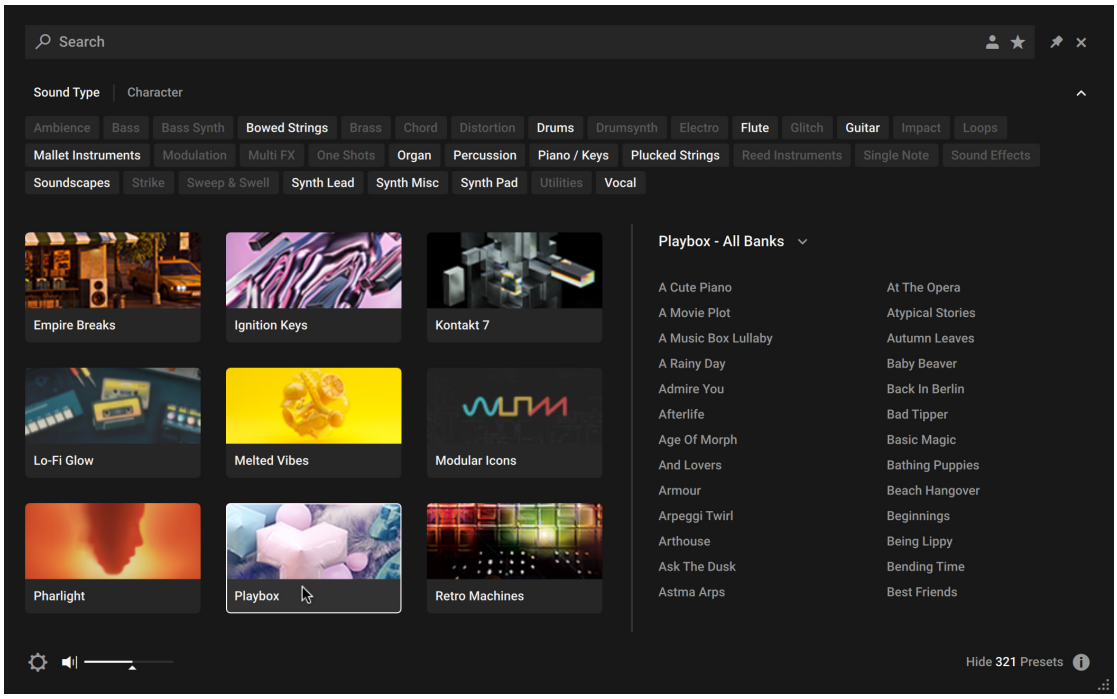
Filtering by product

The Library tiles are located below the Sound Type and Character Filters and display all your available Kontakt libraries and custom content. Clicking a Product 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.

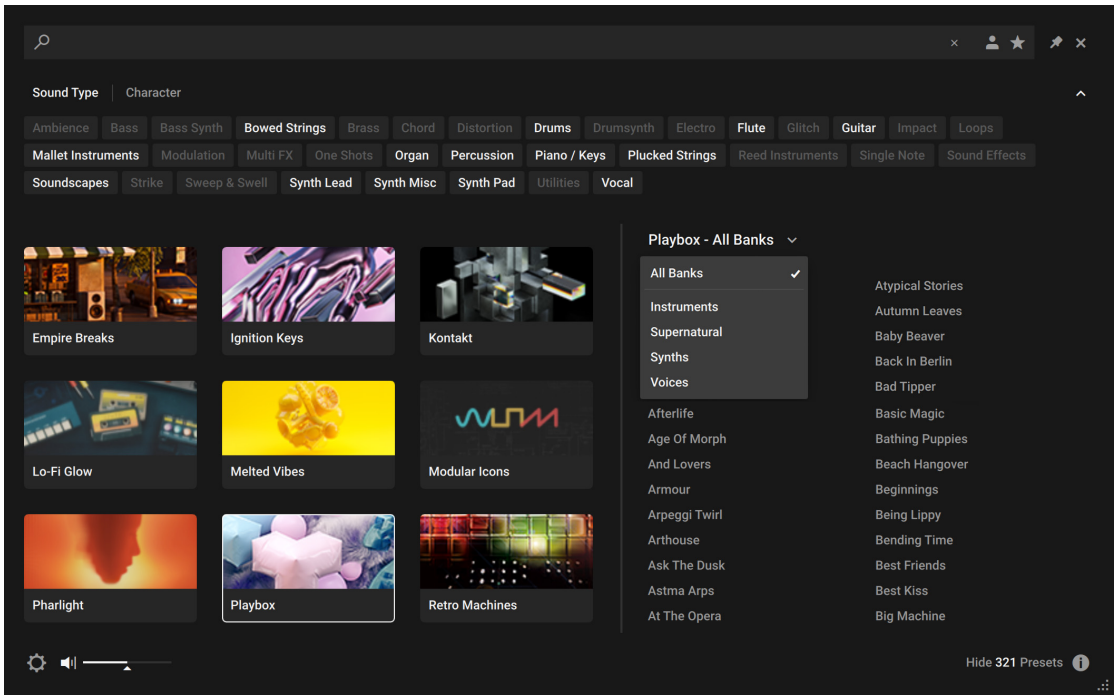
To filter presets using the Product tiles:

1. Open the Browser.

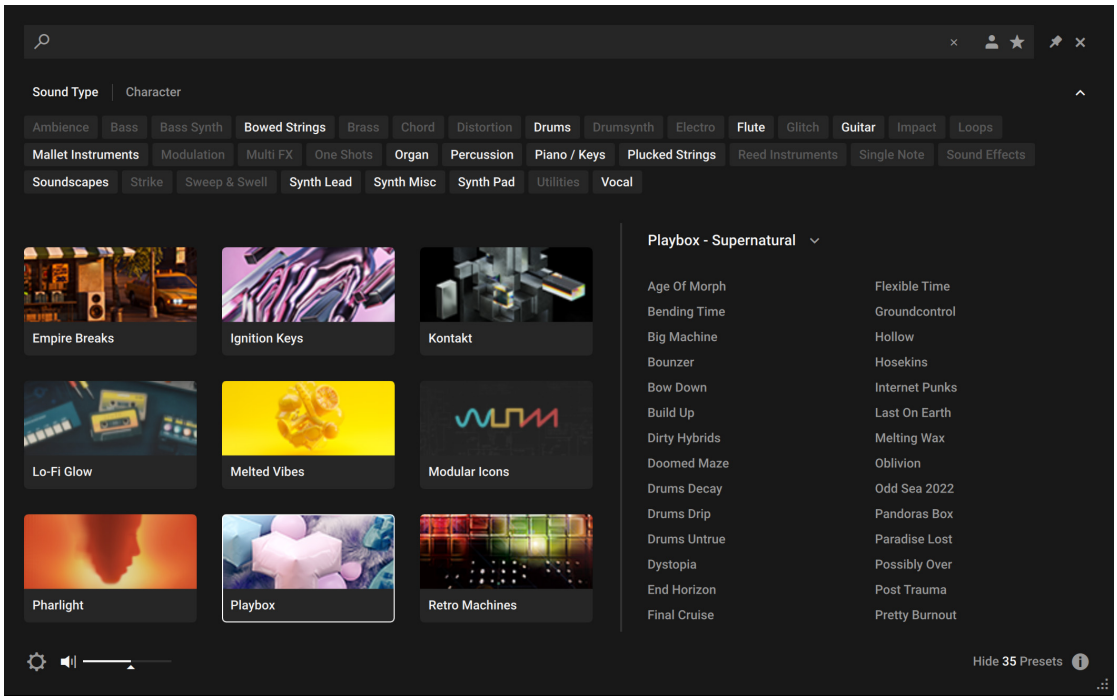
2. Select a Library from the Product tiles. The presets of the selected Library are displayed in the Results list.



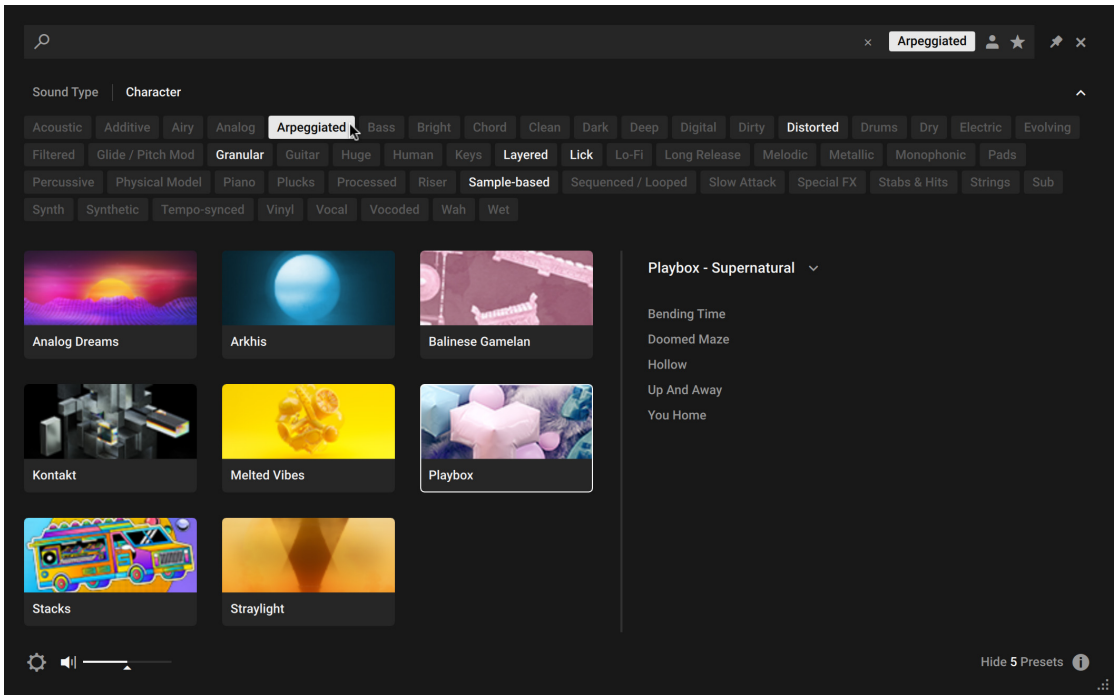
3. Click the All Banks button to open the Banks menu.



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.

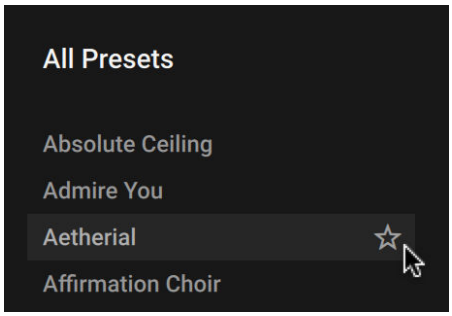
▶ To clear the search, click on the cross icon on the right side of the Search field.

Using favorites

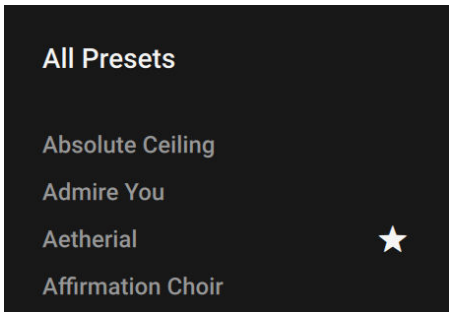
Favorites enable you to quickly find your most frequently used and enjoyed presets, and recall them at any time. By assigning Favorite tags to presets in the Results list you can create a personal collection of sounds that can be easily accessed from the Browser. Once assigned, Favorites serve as an 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.

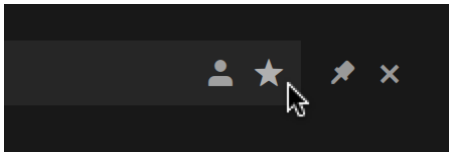


→ The Favorite tag is assigned. Clicking the star again removes the tag.

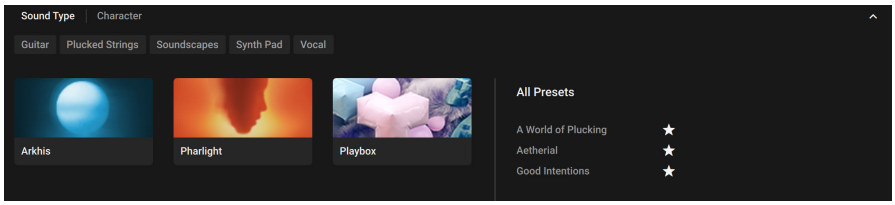


To view your Favorites in the Result list:

▶ Click the Favorites icon in the search field.



→ Only presets that have the Favorite tag assigned are shown in the Result list.



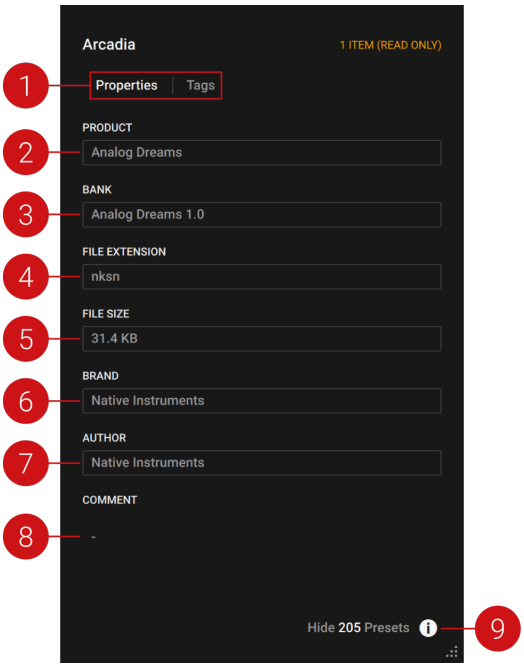
Instrument suggestions

The **New Instruments for you** panel at the bottom of the Browser offers instrument suggestions not yet part of the local Kontakt library. These suggestions can be filtered using Sound Type & Character tags and respond to text input in the search field of the Browser. Clicking on a suggestion opens the product page of that instrument on the NI website, giving you access to more information and the ability to directly purchase it. The New Instruments for you panel can be deactivated in the Interface tab of the Options.

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.

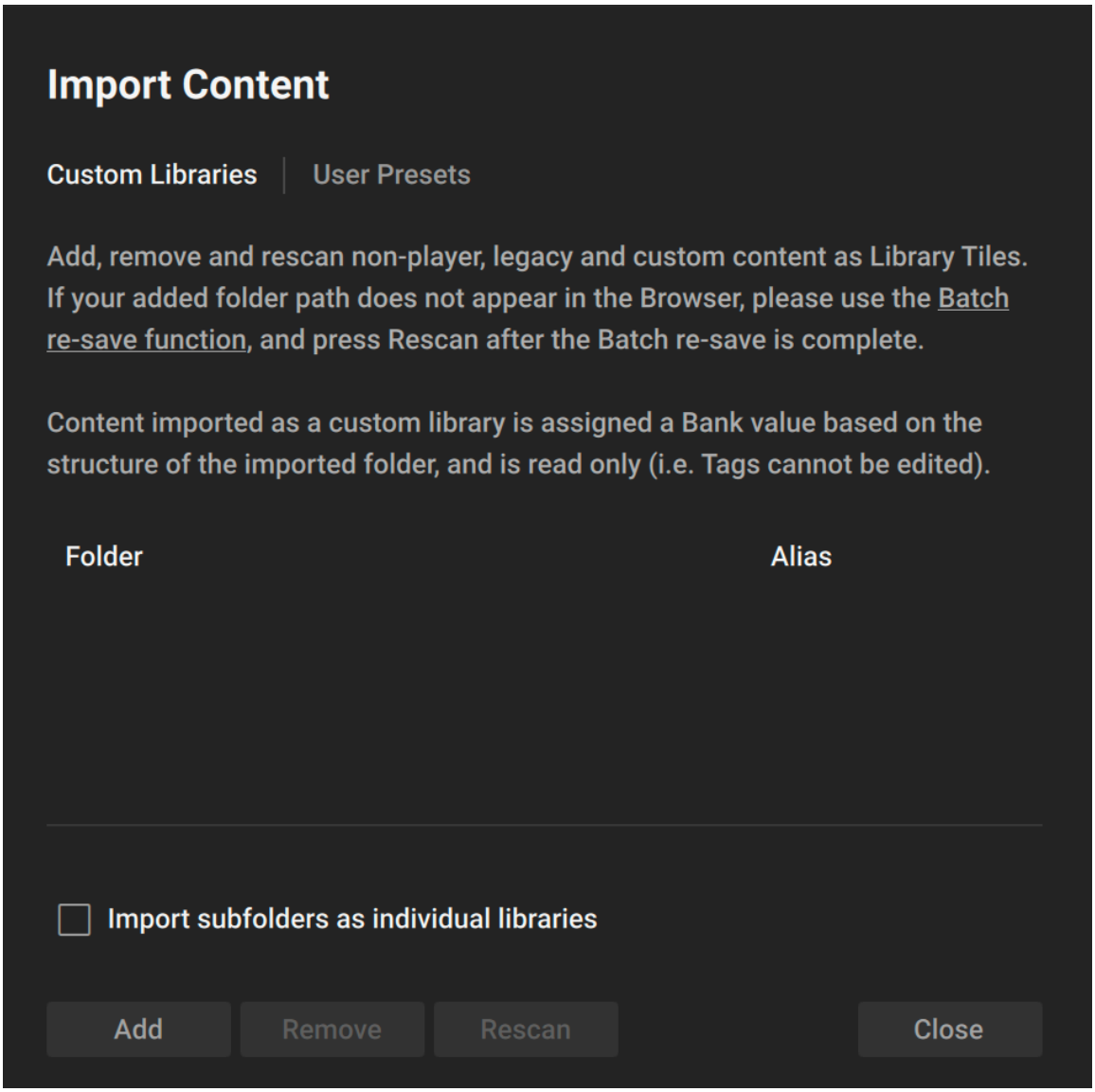
The Info Pane provides the following information and controls:



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 Header 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.

Managing library artwork

Thumbnail icons allow you to quickly identify your Kontakt Libraries. If the library artwork does not display, use the following instructions to reset the thumbnails.

macOS

1. Navigate to the following location on your hard drive: *Macintosh HD/Users/Shared*.
2. Locate and delete the folder named *NI Resources*.
3. Click **Go** in the Finder menu bar.
4. Hold [option](macOS) or [Alt](Windows) and select the **Library** option that appears in the Go menu.
5. Navigate to the following location: *Library/Application Support/Native Instruments*.
6. Locate and delete the folder named *Kontakt 7*.
7. Navigate to the *Service Center* folder in the same user *Library* folder.
8. Locate and delete the file named **pal.db**.
9. Empty the system trash.
10. Open Native Access and click **Refresh**.
11. Open Kontakt 7 in stand-alone mode.

→ The Library tiles are updated and the thumbnail artwork now displays in the Kontakt Browser.

Windows

1. Navigate to the following location on your hard drive: *C:\Users\Public\Documents*.
2. Locate and delete the folder named *NI Resources*.
3. Navigate to the following location on your hard drive: *C:\Users\"Username"\AppData\Local\Native Instruments*.
4. Locate and delete the folder named *Kontakt 7*.
5. Navigate to the following: *C:\Users\"Username"\Documents\Native Instruments\Service Center*.
6. Locate and delete the file named **pal.db**.
7. Open Native Access and click **Refresh**.
8. Open Kontakt 7 in stand-alone mode.

→ The Library tiles are updated and the thumbnail artwork now displays in 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.

Saving a User preset

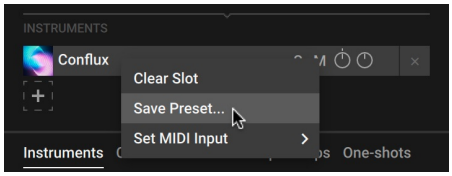
You can save User presets to recall your favorite sounds and settings at any time, share them with others, or create backups.

Saving a User preset using the Navigator

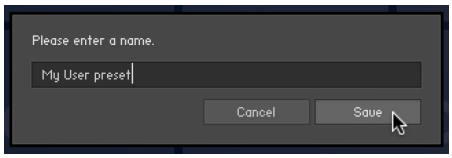
When using Kontakt's Default view, you can save User presets for both instruments and Tools using the Navigator in the side pane.

1. Right-click the slot in the Navigator you want to save a User preset for.

2. Click **Save Preset…** in the context menu to open the Save dialog.



3. Enter a name for your new User preset and click **Save**. If you enter the same of an existing User preset, you will be given the option to replace it by clicking **Overwrite**.



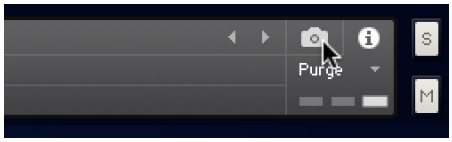
→ The User preset is saved and added to the user content in the Browser.

Saving a User preset using the Instrument header

User presets can be saved using the Instrument Header. When a sound parameter has been adjusted, that Save button (disk icon) becomes active.

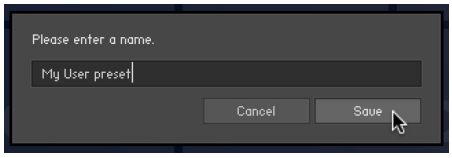
> If you are using Kontakt's Default view, the Instrument Header can be shown or hidden from the **View** menu in the Kontakt Header.

1. Click the Snapshot view button (camera icon) in the Instrument Header.



2. Click the Save button (floppy disk icon) to open the Save dialog.

3. Enter a name for your new User preset and click **Save**. If you enter the same of an existing User preset, you will be given the option to replace it by clicking **Overwrite**.



→ The User preset is saved and added to the user content in the Browser.

User content folder

All User presets are automatically stored in the default User Content folder. You can transfer any of your User presets to another computer by copying the respective files.

The default user content folders are:

Mac OS X:	*Macintosh HD/Users/<User Name>/Documents/Native Instruments/User Content/*
Windows:	*C:\Users\<User Name>\My Documents\Native Instruments\User Content*

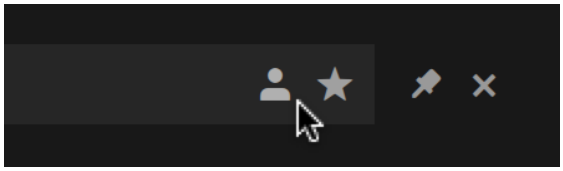
Please make sure that you include your *Documents* / *My Documents* folder in your regular data backups.

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.

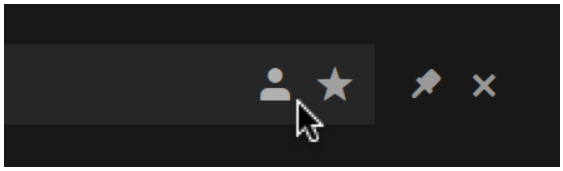
→ The file is removed from the Browser on next launch of Kontakt.

Managing User tags

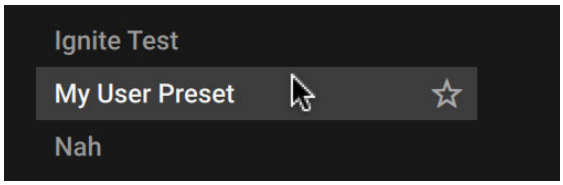
You can view and edit User preset tags using the Browser's Info pane. Sound Type and Character tags can be assigned and unassigned, allowing you to browse your User presets using filtering and text search. By holding shift and selecting multiple presets, tags can be edited in bulk.

To assign tags to a User preset:

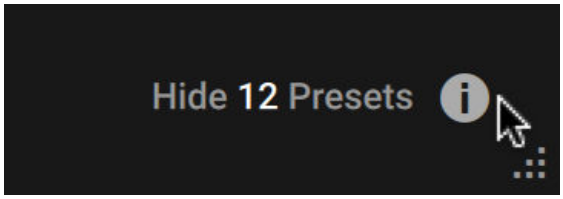
1. Click the User button to display your User presets.



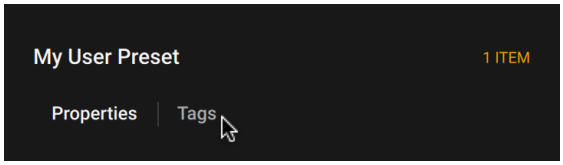
2. Select a User preset from the Results list.



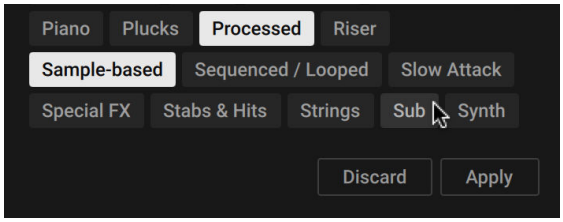
3. Click the Info pane icon.



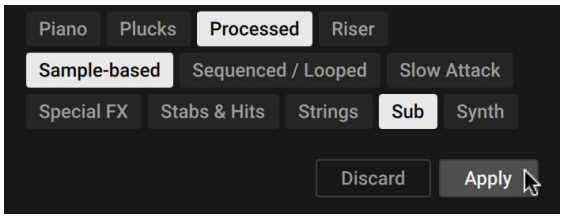
4. Select the **Tags** filter.



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.

8. Instruments and Tools

Kontakt comes with built-in instruments and Factory Tools, ready to be played as soon as you open the plugin or standalone application.

The built-in instruments let you play Kontakt right away and creatively explore sampling:

- Piano Uno offers a quick way of playing a sound.
- Leap is a sample playground that loads Expansions or your own samples, enabling you to create exciting performances.

The Factory Tools are MIDI effects that transform your playing in inspiring ways or provide utility functions:

- Arpeggiator transforms the notes you play into a rhythmic sequence.
- Chord Builder adds additional harmonies to MIDI notes.
- Chords lets you play chords by pressing a single key.
- Humanizer adds randomization to the timing, velocity, and pitch of the notes you play.
- Patterns combines the features of a polyphonic step sequencer and an arpeggiator.
- Phrases lets you play musical phrases by pressing a single key.
- Scale Lock maps the notes you play to a musical scale.
- Velocity Curve lets you fine-tune how Kontakt responds to the velocity values you play.

Piano Uno instrument

Piano Uno offers a quick way of playing a sound when you open Kontakt Player, even if you have not installed any other instruments. Its classic sound and immediacy make it a great session starter when you just want to lay down an idea.

Piano Uno contains the following controls:

- **Noises**: Adjusts the level of noise produced by the instrument's hammer mechanism.
- **Tone**: Adjusts the timbre of the sound from dark to bright.
- **Stereo**: Adjusts the stereo width of the direct sound produced by the instrument.
- **Reverb**: Adjusts the amount of convolution reverb added to the sound.
- **Reverb type**: Selects the type of reverb by switching between three different impulse responses for the convolution reverb.
  - **Room**: A chamber with a short reverb time for a more intimate reverb effect.
  - **Hall**: A classic concert hall with a long reverb time.
  - **Space**: A supernatural reverb effect with distinct echoes and a very long reverb time.

Leap instrument

Leap is the standard sampler in Kontakt's Default view. It lets you play exciting combinations of your loops and one-shot samples as well as curated Expansion kits. Use its engines to make each sound your own, and create exciting performances with Macro knobs and black key effects.

Loading and saving Leap kits

This section shows you how to load kits and individual samples in Leap and how to save your own Leap kits.

Loading samples and kits

You can load samples and kits into Leap using various methods:

- In the side pane browser or in the Library browser, double-clicking a factory or user kit from the **Leap** category will load the kit into Leap.
- In the side pane browser or in the Library browser, double-clicking a sample from the **Loops** or **One-shots** category will open a new empty Leap kit and load the sample into its first sample slot.
- Dragging and dropping samples from the side pane browser's **Loops** and **One-shots** categories, or from a folder on your desktop:
  - You can drop the sample on an empty area of the Rack to open a new empty Leap and load the sample into the first slot.
  - In a Leap instance in Single mode, you can drop the sample anywhere on the Keyboard section to load it into the selected slot.
  - In a Leap instance in Group mode, you can drop the sample on a specific key of the Keyboard section to load it into that slot. You can also drag and drop multiple samples at once: The first sample will be loaded into the target slot and the remaining samples into the following slots.
  - In a Leap instance with the Edit page open, you can drop the sample on the Waveform to load it into the selected slot.
- In a Leap instance in Group mode, you can [Ctrl]-click the desired key in the Keyboard section, select **Browse** from the context menu, and choose a sample to load it into that slot.

> In any case, loading a sample into a slot in Leap will replace the sample previously in that slot (if any).

You can also start with an empty Leap kit by double-clicking in the empty space of the Rack, or by selecting **New Leap preset** from the File menu in Kontakt's Header. You can then fill the Leap kit with samples using any of the methods listed above.

Saving your own kits

You can save the current state of the kit in Leap as a user kit:

1. In the Navigator at the top of the side pane, right-click the Leap's slot to open the context menu.
2. Select **Save Preset…** from the context menu.

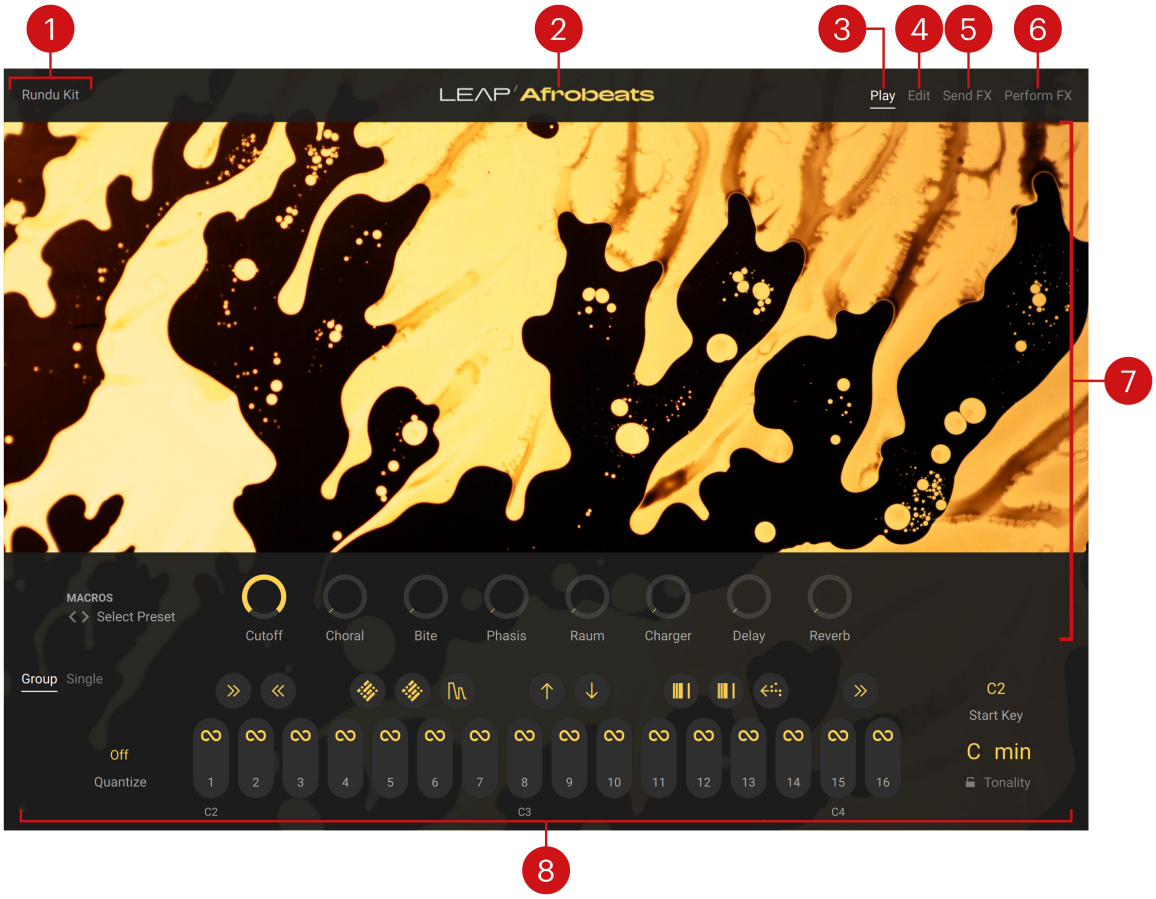
3. Enter a name in the dialog and click **Save** to confirm.

→ The kit is saved as a **.nkl** file on your computer and it will appear in your user content within the **Leap** category, both in the side pane browser and in the Library browser.

If your kit is a modified version of a factory kit from a Leap Expansion, it will appear in the user content of that Leap Expansion. If you have instead created the kit from scratch by opening an empty Leap instance and filling it with samples, your kit will appear in the user content of a dedicated Leap Expansion named **Custom Kit**.

Leap overview

Leap contains the following main elements and controls:

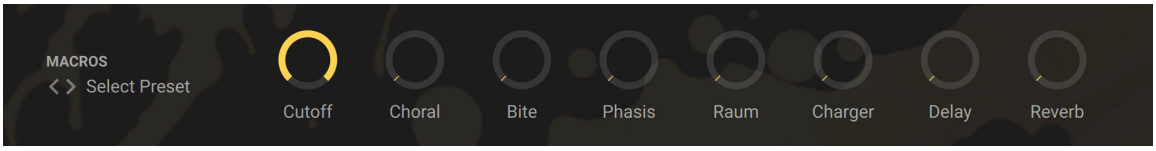


1. **Preset name**: Shows the name of Leap preset currently loaded.
2. **Expansion name**: Shows the name of the Leap Expansion from which the preset is originating. If you have modified a factory preset and save it as a user preset, this user preset will still show the name of the original Leap Expansion. If you create a Leap preset from scratch, it will belong to the dedicated **Custom Kit** Expansion.
3. **Play**: Opens the Play page, depicted above. This is the default page that appears when you load Leap in Kontakt.
4. **Edit**: Opens the Edit page, where you can configure in detail the sound and the playback behavior of each sample in the loaded kit.
5. **Send FX**: Opens the Send FX page, which lets you adjust the parameters of the two available send effects.

6. **Perform FX**: Opens the Perform FX page, which lets you assign the desired Perform effects to the black keys on your keyboard and adjust their parameters.
7. **Central area**: This is the biggest part of the interface and it shows the various pages. In the picture above, the central area shows the Play page, which includes an artwork specific to each Expansion and the Macros below.
8. **Keyboard**: Lets you visualize and modify the key mappings used to trigger the samples and the Perform effects from your MIDI keyboard. You can also switch your keyboard between Group and Single modes. For more information, refer to Keyboard section.

Macros

The Macros are a set of eight controls displayed on the Play page below the artwork of the Leap Expansion:



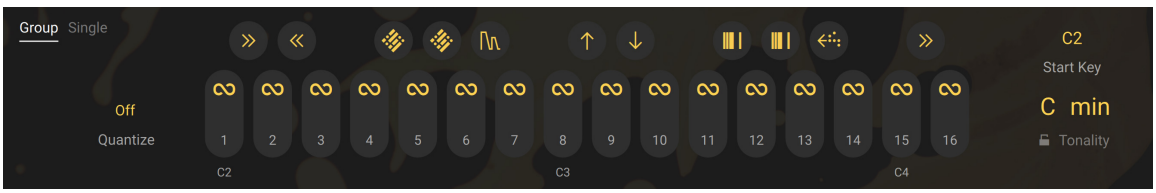
- **Macro preset selector**: Selects a set of eight Macros. You can click the preset name to open a menu where you can select another Macro preset, or you can click the little left and right arrows to quickly switch to the previous or next preset from the list. Each Leap Expansion provides its own Macro presets. The Macro preset selector will collect the Macro presets available in every Leap Expansion installed on your computer.
- **8 Macro controls**: Adjust the various effects available in the selected set. The first six Macros adjust six curated effects made for live performance. The last two Macros adjust your kit's global send levels to the delay and reverb send effects, respectively.

The eight Macros are also available on the first page of the Performance view on the Kontrol S-Series keyboards.

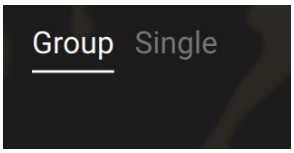
The last two Macros (Delay and Reverb) control the global send levels for your kit. You can also configure individual send levels for specific samples in your kit by using the **Delay** and **Reverb** controls in the Output section located in the Sound panel of the Edit page.

Keyboard section

The Keyboard section is always visible at the bottom of the Leap interface. It represents the key mappings on your MIDI keyboard, lets you switch Leap between Group mode and Single mode, and provides important keyboard-related settings.



In the top left corner of the Keyboard section, you can choose from the two operating modes available in Leap:

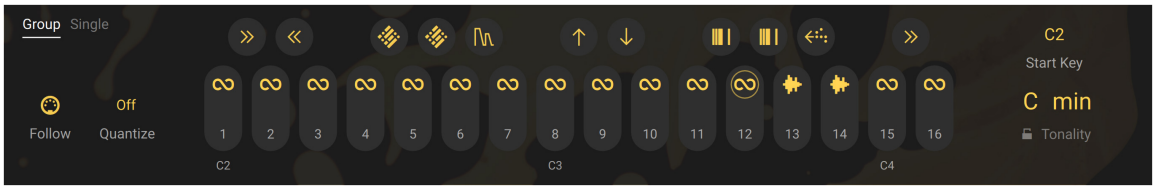


- **Group** (default mode): In Group mode you can play the entire kit (up to 16 samples) with the 16 white keys (by default from C2 to D4), and use the 11 black keys in between to trigger the Perform FX. For example, this mode is well suited for drum kits or loop sets. For more information, refer to Group mode.
- **Single**: The Single mode allows you to play one sample from the kit chromatically on all the keys (both white and black). For example, this mode can be handy for samples of melodic instruments. For more information, refer to Single mode.

Group mode

The Group mode is the default Leap operation mode. In Group mode you can play the entire kit (up to 16 samples) with the white keys and use the black keys to trigger the Perform FX. Each sample is played monophonically and all 16 samples are by default time-stretched and tuned to play well together. For example, this mode is well suited for drum kits or sets of rhythmic loops.

In Group mode the Keyboard section contains the following elements and controls:

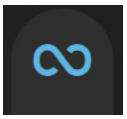
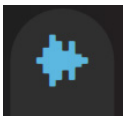
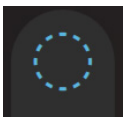


- **Group/Single Mode switch**: Switches between the Group mode and the Single mode.
- **Follow**: Available only when the Edit page is displayed. If **Follow** is turned on, you can select each sample by playing its corresponding key on your keyboard. For example, this can be useful when adjusting the same parameter for multiple samples: you can quickly select the samples in a row using your keyboard, and for each sample adjust the desired parameter.
- **Quantize**: Quantizes the start time of the triggered samples to the next time division. By clicking the displayed value you can select another time division to which the incoming notes should be quantized. Or you can deactivate the input quantization by selecting **Off** from the menu. This input quantization applies both to incoming MIDI notes and to your clicks on the sample slots, but does not affect the black keys (Perform effects) nor the Single mode. For the quantization to work, the playback must be active in your DAW (if Kontakt is running as a plug-in) or in the Master Editor (if Kontakt is running as a standalone application).
- **Black keys** (upper row): Each key represents a Perform effect. The effect is turned on as long as you hold the key depressed (either in this Keyboard section or on your MIDI keyboard). You can configure the Perform effect assigned to each key on the Perform FX page.
- **White keys** (lower row): Each key represents a sample slot. Each sample can be triggered by clicking the slot or pressing the corresponding key on your MIDI keyboard. The slots are numbered from **1** to **16**. As a reminder, the first key of each octave is indicated below the keys (by default **C2**, **C3**, and **C4**). Various icons and actions are available on the slots depending on their content and playback mode.
- **Start Key**: Adjusts the lower end (or start key) of the key range used by Leap. This allows you to adapt Leap to the physical key range available on your MIDI keyboard. You can set the Leap range to start either on the C or on the F key in any octave from 0 to 4.

- **Tonality**: Specifies a global tonality for both Group mode and Single mode. In Group mode, the samples for which the **Global** switch is turned on in the Tuning section of the Engine panel will be transposed to match this global tonality. You can adjust the tonality using two menus: the **Key menu** on the left sets the root note of the scale, and the **Mode menu** on the right selects its scale mode between **Major** and **Minor**. Click either menu to select the desired value.
- **Tonality Lock**: When the Lock is active, the **Tonality** values remains untouched when you load another kit.

Icons and actions on the sample slots

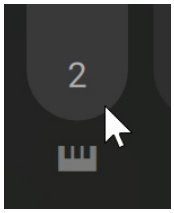
In Group mode the **slot icons** indicate its contents and states:

Icon	Description
	Slot containing a looped sample (**Loop** switch turned on in the Playback section of the Engine panel on the Edit page).
	Slot containing a one-shot sample (**Loop** switch turned off in the Playback section of the Engine panel on the Edit page).
	Empty slot.
	Selected slot (indicated by the circle). This icon is visible only on the Edit page and it is displayed in addition to the loop/one-shot/empty icon.
	Playing slot. The progress bar is displayed in addition to the other icons. When the sample is triggered, the bar starts from the top and runs clockwise along the slot border. A full cycle around the slot corresponds to a full play range or loop range of the sample.

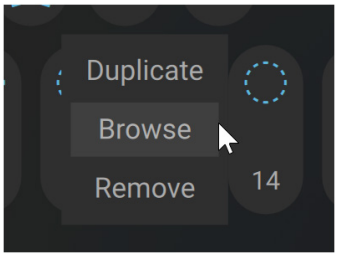
In addition, in Group mode the following **slot actions** are available:

- Clicking the icon of the selected slot switches between the Play page and the Edit page.
- Clicking the icon of an unselected slot selects the slot and opens its Edit page.
- Clicking a slot outside its icon triggers the sample.
- If the Edit page is open and **Follow** is on, clicking a slot outside its icon triggers the sample and selects the slot, the slot details showing up in the Edit page above.

- When hovering over a slot with the mouse, a little keyboard icon appears below the slot: Clicking the keyboard icon selects this slot and directly switches to Single mode so that you can play that sample chromatically.



- [Ctrl]-clicking (Windows) or [command]-clicking (Mac) a slot outside its icon opens a context menu with the following editing commands:

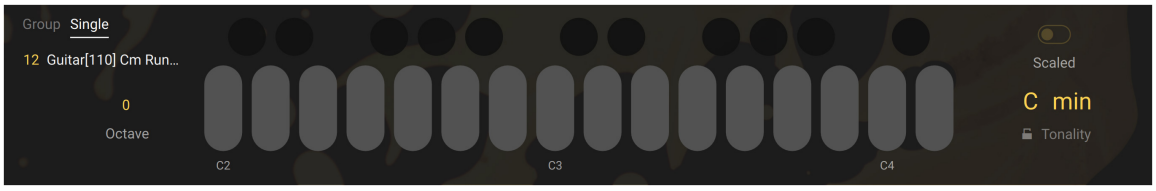


  - **Duplicate**: Copies the sample and all its settings into the next free slot on the right. The duplicate is automatically selected and its Edit page opens up. If there is no free slot on the right, nothing happens.
  - **Browse**: Opens a **Locate Sample** dialog that lets you browse your file system and select another sample. When you click **Open** in the dialog, the selected sample is loaded into the slot, replacing its previous sample, if any.
  - **Remove**: Removes the sample from the slot, leaving the slot empty.

Single mode

In Single mode you can play the sample from the selected slot chromatically across the entire key range of your external keyboard.

In Single mode the Keyboard section contains the following elements and controls:



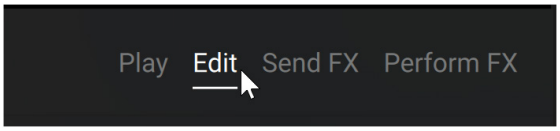
- **Group/Single Mode switch**: Switches between the Group mode and the Single mode.
- **Sample info**: Shows the number (**1** – **16**) of the selected slot and the name of its sample.
- **Octave**: Transposes the key range available in the Keyboard section by octaves (from -2 to +3 octaves). This key range is indicated by a different color on Kontakt's on-screen keyboard and on the Light Guide of the Kontrol S-Series keyboards.
- **Black and white keys**: Trigger the sample at different pitches. As a reminder, the first key of each octave is indicated below the white keys (by default **C2**, **C3**, and **C4**).
- **Scaled**: When activated, all the played keys will be quantized to the scale defined by the **Tonality** control: If you play a note outside that scale, it will be quantized to the nearest note within the scale.

- **Tonality**: Specifies a global tonality for both Group mode and Single mode. In Single mode, this global tonality serves as a reference when quantizing the pitch of the played notes using the **Scaled** switch. You can adjust the **Tonality** parameter using two menus: the **Key menu** on the left sets the root note of the scale, and the **Mode menu** on the right selects its scale mode between **Major** and **Minor**. Click either menu to select the desired value.
- **Tonality Lock**: When the Lock is active, the **Tonality** values remains untouched when you load another kit.

Edit page

The Edit page lets you adjust the settings of the sample in the selected slot in detail.

▶ Click **Edit** at the top right of the instrument to display the Edit page.



The Edit page contains the following elements:

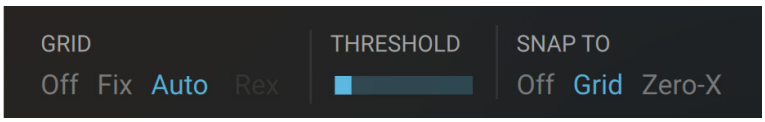
1. **Sample info**: Shows the sample name, length, tempo, and key.
2. **Grid settings**: Adjust the beat grid, which defines the position of the beats in the sample. The beat grid can be used, for example, to position the loop markers precisely on the beats. For more information, refer to Grid settings.
3. **Stripe**: Shows a minimized version of the sample waveform. The Stripe also indicates the position of the beat grid of the white start/end markers and green loop markers (if any). The Stripe provides a frame defining the part of the sample that is displayed in the Waveform below. You can click the left or right end of the frame and drag it horizontally to shrink or extend the displayed portion. You can also click inside the frame and drag your mouse horizontally to move the displayed portion across the timeline, or vertically to zoom in/out in the sample waveform. A double-click anywhere in the Stripe will reset the frame and show the entire sample.

4. **Waveform**: Shows a detailed version of the sample waveform. The time grid is indicated by vertical dark gray lines. A pair of white markers labeled **S** and **E** define the start and end points of the playback range, respectively. The portions of the waveform outside the playback range are grayed out. When the sample is triggered, the playback starts from the **S** marker. If the looped playback is off, the playback will stop on the **E** marker. If the looped playback is on, a pair of green markers define the loop range (the sample end marker is then ignored). You can move all these markers to the desired positions by clicking them and dragging the mouse horizontally.
5. **Sample settings**: Lets you adjust the settings of the sample in detail. The sample settings are split into two panels: the settings on the Engine panel affect the playback engine, while settings on the Sound panel control the sound character of the sample.
6. **Voice settings**: Adjust the polyphony of the selected sample. The Voice settings affect only the Single mode. In Single mode, the selected sample can be played back multiple times simultaneously, for example by pressing multiple keys at the same time on your keyboard. Each time that the sample is played, it uses one "voice." The **Voices** selector specifies the maximum number of voices (from 1 to 16) available at any time for the sample playback, that is, it defines how many times the sample can be played back simultaneously. If this maximum number of simultaneous voices has been reached and the sample is triggered one more time, the oldest sounding voice will be cut to make room for the new one. You can adjust the **Voices** value by clicking the value and dragging your mouse vertically, or by clicking the little up and down arrows next to it. The **Mono** button lets you directly switch to a maximum of one single voice only. In Group mode, the Voice settings are grayed out and inactive.

Grid settings

The grid settings let you configure the beat grid, which defines the position of the beats on the timeline. Once the beat grid has been set, you can move the sample's start, end, and loop markers precisely onto the beats. The beat grid is displayed in the Stripe and in the Waveform using vertical dark gray lines. As you change the grid settings, the beat grid is automatically updated in both displays.

The grid settings contain the following elements and controls:



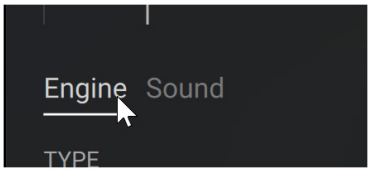
- **GRID**: Selects the mode used to set the beat grid. Selecting **Off** deactivates the grid completely. In **Fix** mode the grid uses a fixed time duration between beats throughout the sample. In **Auto** mode Kontakt sets the beats automatically by detecting the transients in the sample. If you have loaded a REX file, an additional **REX** mode lets you use the grid information stored in the REX file.
- **WIDTH** (grid in **Fix** mode only): Selects the duration between beats, measured in fractions of the sample duration according to its playback speed. The available values go from **1/1** to **1/64**. For example, selecting **1/8** will create by default 8 beats across the sample.
- **THRESHOLD** (grid in **Auto** mode only): Adjusts the sensitivity of the transient detection. Increasing **THRESHOLD** will result in detecting more beats.
- **SNAP TO**: Selects what the start, end, and loop markers should snap to when you move them across the sample. Selecting **Off** deactivates snapping completely. Selecting **Grid** will let the markers snap to the beats, which allows rhythmic samples to start and loop perfectly on the beat. Selecting **Zero-X** will let the markers snap to the nearest position where the audio signal crosses the zero value, which reduces possible clicks between samples or at the looping transition.

When **Sync** is on in the Tempo section of the Engine panel, the number of beats appearing in the Waveform will depend not only on the **Width** value but also on the **Speed** value (also in the Tempo section): For example, if **Speed** is set to **x 2** the sample will play at double speed, effectively playing twice in the time of the original sample: As a result, the **Width** value of **1/8** will create 8 beats over two samples, which makes only four beats across one sample: The Waveform, which always shows one sample, will display only these four beats.

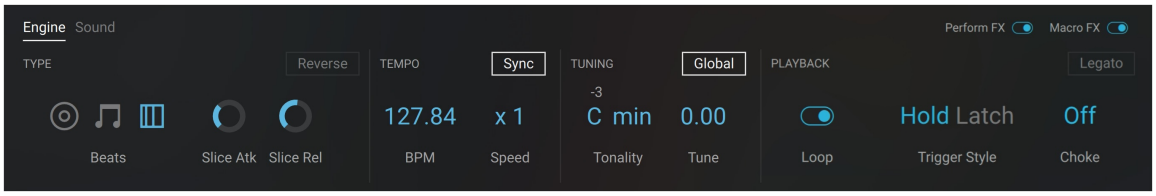
Engine panel

The Engine panel lets you choose a playback engine and configure the playback details for the selected sample.

▶ Click **Engine** at the bottom left of the Waveform to display the Engine panel.

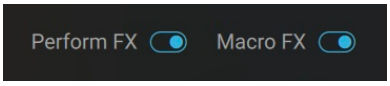


The Engine panel contains the following sections:



- **Type section**: Selects a playback engine and configures its dedicated parameters. Refer to Type section for more information.
- **Tempo section**: Adjusts the tempo-related settings of the sample. Refer to Tempo section for more information.
- **Tuning section**: Adjusts the tonality of the sample. Refer to Tuning section for more information.
- **Playback section**: Adjusts how the sample should be played. Refer to Playback section for more information.

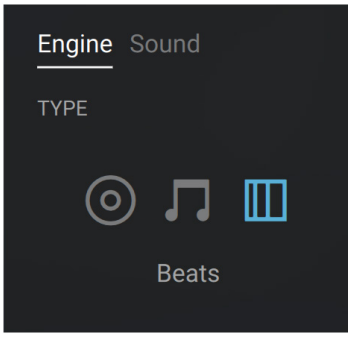
In the top right corner, the Sound panel provides two additional switches:



- **Perform FX switch**: This switch is on by default. If you turn it off (switch to the left), the sample will not be processed by the Perform effects. For example, with this switch you can prevent a pad sound or texture from being processed by a time-synchronized Perform effect that might only be suitable for the drum samples of your kit.
- **Macro FX switch**: This switch is on by default. If you turn it off (switch to the left), the sample will not be processed by the global effects controlled using the Macros.

Type section

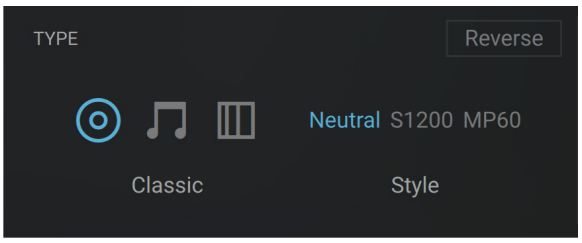
The first control in the Type section of the Engine panel is the **Engine selector**, which lets you select the playback engine to use with the selected sample:



The remaining parameters in the Type section will vary depending on the selected engine: Classic, Melody, or Beats.

Classic engine

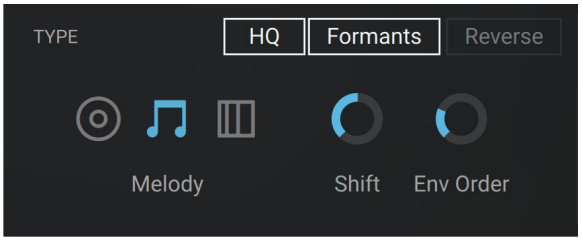
The Classic engine offers true old school polyphonic synth vibes. With this engine the sample cannot be synchronized with the tempo. Based on Kontakt's original Sampler engine, the Classic engine provides the following controls:



- **Reverse**: Plays the sample in reverse. Note that when this button is activated, the playback will start at the end marker (**E**) of the sample, so if there are a few seconds of silence at the end of the sample, the sound will be delayed.
- **Style**: Selects from three engine modes. The **Neutral** mode is the default, unaltered engine mode. The **S1200** and **MP60** are two "vintage machine" modes. They emulate two classic samplers of the 80s, degrading the playback quality of the sample and changing how Kontakt changes the pitch and basic handling of the sample playback engine.

Melody engine

The Melody engine is based on Kontakt's Time Machine Pro engine. This engine allows a high quality real-time time-stretching of your sample without affecting its pitch. It provides the following controls:



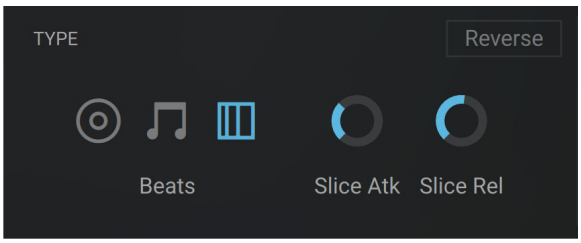
- **Reverse**: Plays the sample in reverse. Note that when this button is activated, the playback will start at the end marker (**E**) of the sample, so if there are a few seconds of silence at the end of the sample, the sound will be delayed.
- **HQ**: Turns the high quality mode on or off. When **HQ** is on, you can adjust the advanced parameters described below.

- **Formants**: When this is on, the formants are preserved when pitch-shifting or time-stretching the sample.
- **Shift** (Formant Shift): Sets the spectral envelope's shift factor. The default is set to **100 %**, which works fine for most material. This spectral shift is performed before the overall pitch shifting.
- **Env Order** (Envelope Order): Sets the order of the spectral envelope (formant) estimation. The default is set to **128**, which works fine for most material. If the input audio is really high pitched the order should be lowered, similarly, if the input audio is low pitched the value should be raised.

The Melody engine uses more CPU resources than the other engines.

Beats engine

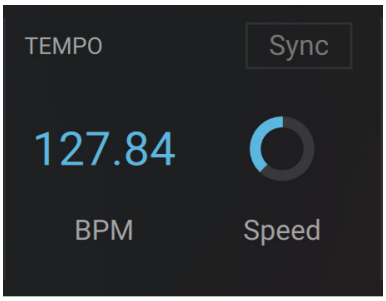
The Beats engine is based on Kontakt's Beat Machine engine. This engine allows automatic slicing of your sample for tempo-synchronized playback, which makes it well-suited for rhythmic materials like drum loops. It provides the following controls:



- **Reverse**: Plays the sample in reverse. Note that when this button is activated, the playback will start at the end marker (**E**) of the sample, so if there are a few seconds of silence at the end of the sample, the sound will be delayed.
- **Slice Atk** (Slice Attack): Since slicing can occur at spots in your sample that can cause clicks when played back in isolation, slices are being crossfaded into each other instead of just played back in succession. This control adjusts the attack time of the crossfade envelopes. As large values can weaken your transients, you should generally adjust this control to the lowest possible value that just avoids clicking.
- **Slice Rel** (Slice Release): Adjusts the release time of the crossfade that occurs between slices.

Tempo section

When a sample is loaded into Leap, its tempo is automatically detected. This tempo is the foundation of the tempo synchronization. The Tempo section of the Engine panel lets you adjust the detected tempo and define how this tempo should be used. The section contains the following controls:



- **BPM**: Lets you manually correct the tempo of the sample. Most of the time you will not have to use it, since the tempo is detected automatically. The **BPM** control rather serves as a backup if the tempo detection algorithm does not provide satisfying results. You can adjust the tempo by clicking the displayed value and dragging your mouse vertically. Holding [Shift] while dragging allows for finer adjustments. Alternatively you can double-click the value and enter a new value using your computer keyboard.
- **Sync** (Melody and Beats engines only): When this is on, the sample's playback speed is changed to match Kontakt's global tempo (which is the tempo of your DAW if Kontakt is running as a plug-in).
- **Speed** (Melody and Beats engines only): If **Sync** is on, the **Speed** control lets you double or halve the playback speed of the sample, which can help quickly correct the detected tempo. If **Sync** is off, the **Speed** control lets you freely adjust the playback speed of the sample relative to its original tempo as set by the **BPM** control.

> ⓘ If the Classic playback engine is selected in the Type section on the left, the sample cannot be synchronized to the tempo of your DAW, and the **Sync** and **Speed** controls are grayed out and inactive. To make them available, first switch to another playback engine.

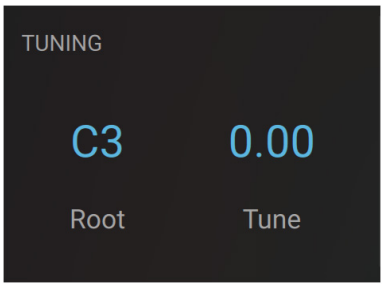
Tuning section

When a sample is loaded into Leap, its tonality is automatically detected. This tonality is the foundation of the tonality matching between samples. The Tuning section of the Engine panel lets you adjust the detected tonality. It contains different controls depending on whether Leap is in Group mode or in Single mode.

In Group mode the Tuning section contains the following controls:

- **Tonality**: Lets you manually correct the tonality of the sample. Most of the time you will not have to use it, since the tonality is detected automatically. The **Tonality** control rather serves as a backup if the tonality detection algorithm does not provide satisfying results. You can adjust the **Tonality** parameter using two menus: the **Key menu** on the left sets the root note of the scale, and the **Mode menu** on the right selects its scale mode between **Major**, **Minor**, and **No Mode**. Click either menu to select the desired value. If you select **None** from the left Key menu, no tonality is assigned to the sample, and no tonality matching can be applied.
- **Global**: When this is on, the sample is transposed to match the global **Tonality** value defined in the Keyboard section. The amount of transposition is indicated by a number appearing above the sample's own **Tonality** value.
- **Tune**: Detunes the sample by the displayed value, measured in semitones. To change the value, click it and drag your mouse vertically, or click the little up/down arrows next to it. By holding [Shift] as you drag the mouse or click the arrows, you can adjust the value in much finer increments (cents).

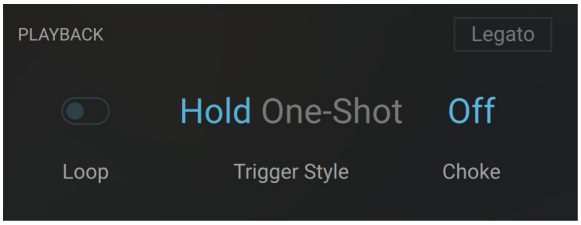
In Single mode the Tuning section contains the following controls:



- **Root**: Defines the key triggering the original, unpitched sample. All other keys will trigger a transposed version of the sample corresponding to their pitch relative to the root key.
- **Tune**: Detunes the sample by the displayed value, measured in semitones. To change the value, click it and drag your mouse vertically, or click the little up/down arrows next to it. By holding [Shift] as you drag the mouse or click the arrows, you can adjust the value in much finer increments (cents).

Playback section

The Playback section of the Engine panel specifies the playback behavior of the sample. The section contains the following controls:

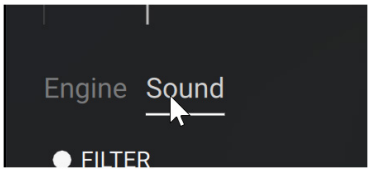


- **Loop**: Turns the looped playback on or off. When **Loop** is on, the Waveform shows a pair of green loop markers that let you define which part in the sample should be played in loop. In Group mode, the looped state of each sample is indicated by a dedicated icon on its sample slots in the Keyboard section.
- **Trigger Style**: Defines the playback behavior when you release the key. When **Loop** is off, you can select between **Hold** (the sample stops playing when you release the key) and **One-Shot** (the sample plays until its end marker even if you release the key). When **Loop** is on, you can select between **Hold** (the loop stops playing when you release the key) and **Latch** (the loop keeps playing until you press the key another time).
- **Choke** (Group mode only): Assigns the sample to a particular choke group. A choke group is a set of "mutually exclusive" samples: Within a choke group, each newly triggered sample will cancel an older sample still playing, so that these samples would never play together. Four choke groups are available in each kit. You can assign the desired samples to a choke group by selecting the same **Choke** value for each of them. You can adjust the **Choke** value by clicking it and dragging your mouse vertically, or by using the little up and down arrows next to it.
- **Wrap / Ping Pong selector** (Classic engine only): When Loop is on, a **Wrap** / **Ping Pong** selector appears and lets you choose between two looping variants. If you select **Wrap** (default setting), as the playback reaches the loop end it will jump back to the loop start and continue from there. If you select **Ping Pong**, the loop will play alternately back and forth.
- **Legato** (Melody engine only): When **Legato** is on, if a previous sample is still playing the playback will not start from the sample's start marker, but instead it will follow the play position of the previous sample. If no other sample is playing, the playback will start as usual from the sample's start marker.

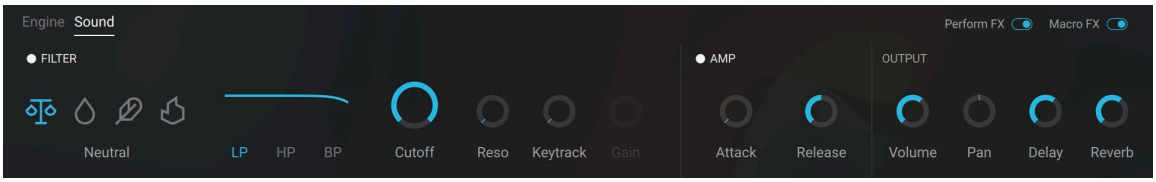
Sound panel

The Sound panel lets you configure the audio processing that will affect the sound of the selected sample.

▶ Click **Sound** at the bottom left of the Waveform to display the Sound panel.

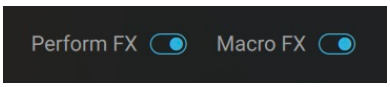


The Sound panel contains the following sections:



- **Filter section**: Adjusts a filter applied to the sample. Refer to Filter section for more information.
- **Amp section**: Adjusts the envelope of the amplification stage. Refer to Amp section for more information.
- **Output section**: Adjust the output stage including global volume, pan, and effect levels. Refer to Output section for more information.

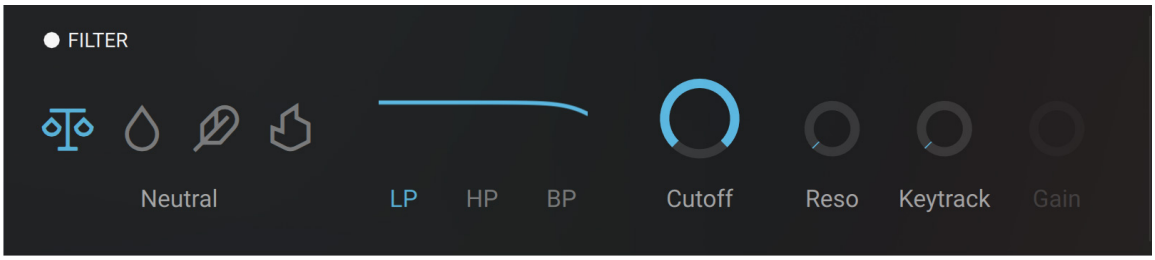
In the top right corner, the Sound panel provides two additional switches:



- **Perform FX switch**: This switch is on by default. If you turn it off (switch to the left), the sample will not be processed by the Perform effects. For example, with this switch you can prevent a pad sound or texture from being processed by a time-synchronized Perform effect that might only be suitable for the drum samples of your kit.
- **Macro FX switch**: This switch is on by default. If you turn it off (switch to the left), the sample will not be processed by the global effects controlled using the Macros.

Filter section

The Filter section of the Sound panel contains the following controls:

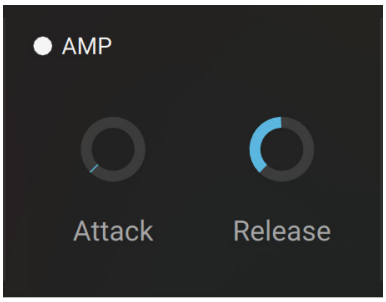


- **FILTER On/Off**: Turns the filtering of the sample on or off.

- **Filter Flavor selector**: Selects from the following filter flavors:
  - **Neutral**: Clean characteristic that can be used for all kinds of audio signals. This flavor uses Kontakt's State Variable (SV) filters in their 2-pole variant, which attenuates frequencies below/above the cutoff at a rate of -12 dB/octave.
  - **Juicy**: First choice for synthetic sounds, but can work well on any signal. This flavor uses Kontakt's Ladder filters in their 4-pole variant, which attenuates frequencies below/above the cutoff at a rate of -24 dB/octave.
  - **Mild**: Works best on full loops or drums. This flavor uses Kontakt's Adaptive Resonance (AR) filters, which follow the amplitude of the input signal and adjust the resonance accordingly. At higher input levels, the resonance will reduce, and at lower levels it will increase, this avoids unpleasant peaks.
  - **Aggressive**: More aggressive synthesizer filter design. This flavor uses Kontakt's Daft filters, which have been adapted from Massive. These filters have a 2-pole response, which attenuates frequencies below/above the cutoff at a rate of -12 dB/octave.
- **Frequency Response display**: Shows an overview of the frequency response resulting from your current filter settings.
- **Filter Type selector**: Selects from the following filter types:
  - **LP** (Lowpass): Attenuates signals above the cutoff frequency, allowing low frequency signals to pass through.
  - **HP** (Highpass): Attenuates signals below the cutoff frequency, allowing high frequency signals to pass through.
  - **BP** (Bandpass, not available for the **Aggressive** filter flavor): Attenuates signals below and above the cutoff frequency.
- **Cutoff**: Adjusts the frequency below or/and above which signals will be attenuated.
- **Reso** (Resonance): With a value greater than **0**, this control will boost a small frequency range around the cutoff frequency.
- **Keytrack**: Modulates the **Cutoff** frequency value according to the played key.
- **Gain** (**Aggressive** and **Juicy** filter flavors only): Controls the amplitude increase after the filter. This control can be used to compensate for amplitude reduction due to the filter, or to increase the soft saturation of the effect.

Amp section

The Amp section of the Sound panel contains the following controls:

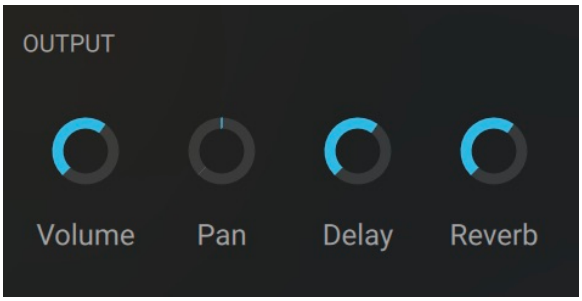


- **AMP On/Off**: Turns the processing of the sample by the Amp stage on or off.
- **Attack**: Adjusts the attack time of the sample, that is, the time it takes the sample to reach its full volume level after it has been triggered. Turning the knob to the right will result in a slower, more progressive attack phase.

- **Release**: Adjusts the release time of the sample, that is, the time it takes the sample to fade out once you have release the key. Turning the knob to the right will result in a longer fade out.

Output section

The Output section of the Sound panel contains the following controls:

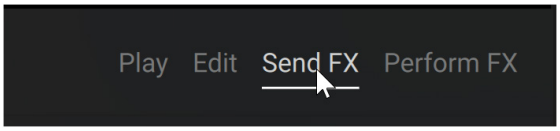


- **Volume**: Adjusts the overall volume level of the sample, from **-inf** (no sound) to **+12 dB** (maximum amplification). The default value is **0 dB** (no change in volume).
- **Pan**: Adjusts the position of the sample in the stereo field. With the knob at full left or at full right, the sample is sent only to the left channel or right channel, respectively. By default it is sent to both channels equally (knob in the center position).
- **Delay** and **Reverb**: Adjust the levels of the signal sent from this sample to the delay and reverb send effects, respectively. For example, this allows you to keep particular samples from being processed by a send effect when you raise the global send level available in the Macros.

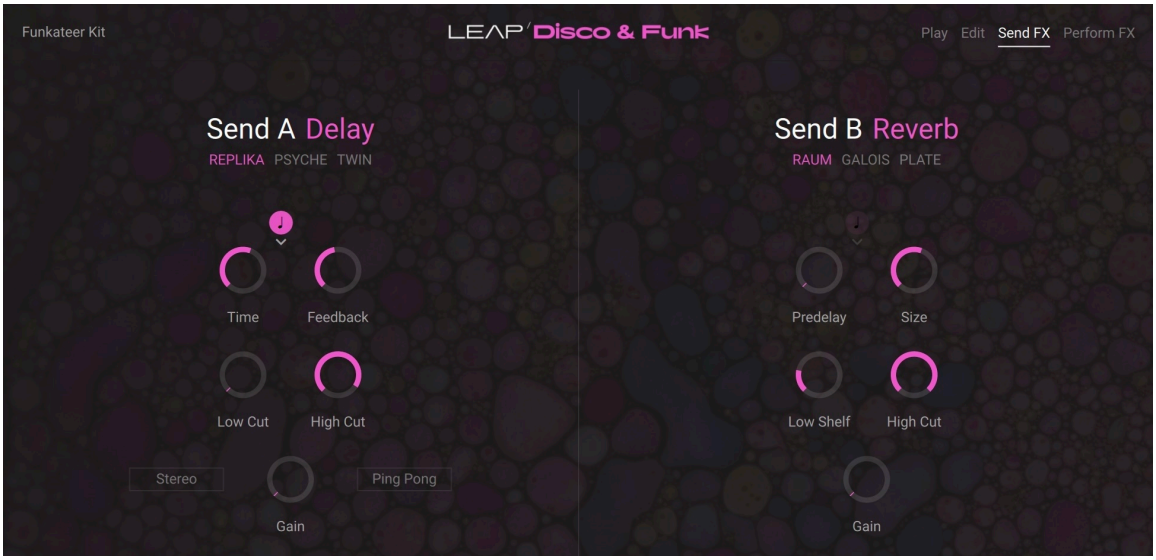
Send FX page

The Send FX page lets you configure the two send effects available in Leap.

▶ Click **Send FX** at the top right of the instrument to display the Send FX page.



The Send FX page contains two sections:

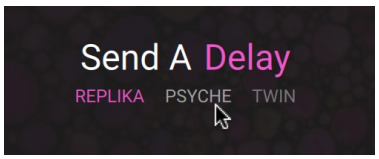


- In the left half, the **Send A** section contains the parameters for the Delay effect.
- In the right half, the **Send B** section contains the parameters for the Reverb effect.

Delay

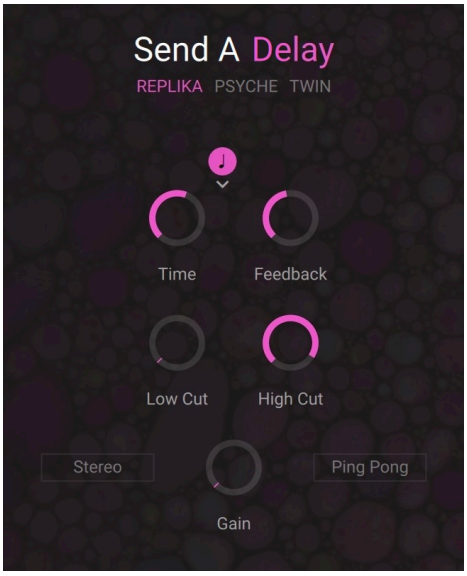
The Delay effect can be switched between three different modes, Replika, Psyche, and Twin.

▶ To select a mode, click on the corresponding entry in the Delay selector at the top of the **Send A** section.



Replika

Replika mode provides the following controls:

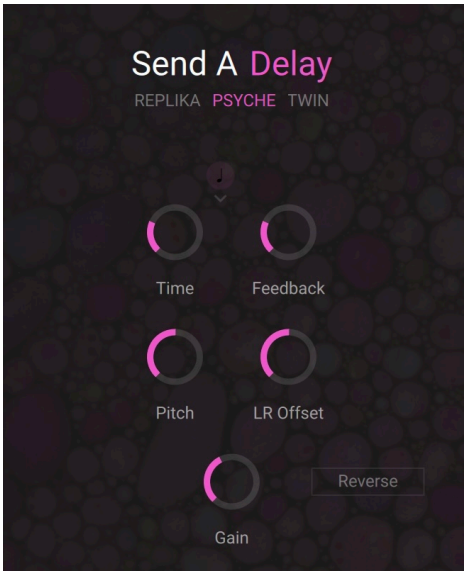


- **Sync** (note icon): When Sync is on, the delay is synchronized with the main tempo of Kontakt (which is the tempo of your DAW if Kontakt is running as a plug-in). In that case the **Time** parameter is measured in note values.
- **Note Division menu** (little down arrow): When the Sync button above is on, this selects whether the **Time** parameter should include straight, triplets, or dotted note values.
- **Time**: Adjusts the delay time. The time is measured in milliseconds (if Sync is off) or in note values (if Sync is on).
- **Feedback**: Adjusts the level of the signal that is fed back to the delay's input. Increasing Feedback adds delay repeats. Levels above 100% create swelling echo repeats up to self-oscillation.
- **Low Cut**: Cuts low-frequency content in the feedback path of the delay with a non-resonant filter. Turned fully counter-clockwise, the filter is off.
- **High Cut**: Cuts high-frequency content in the feedback path of the delay with a non-resonant filter. Turned fully clockwise, the filter is off.

- **Stereo**: When activated, the modulation between the left and the right channel is offset in time, resulting in a wide stereo effect. When deactivated, the modulation affects both channels in the same way.
- **Gain**: Adjusts the effect's return level.
- **Ping Pong**: Switches the Ping Pong effect on and off. When on, the delay repeats are panned hard left and right in an alternating pattern.

Psyche

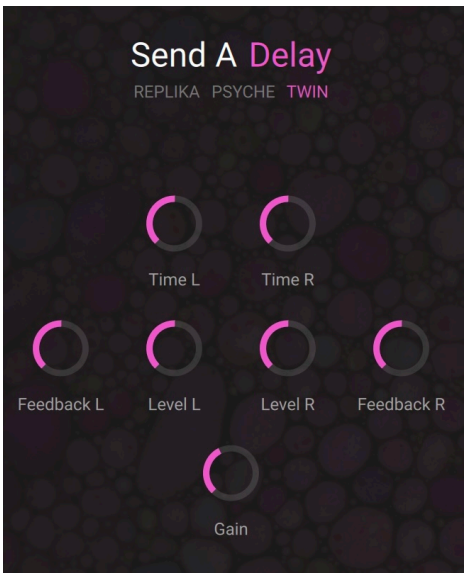
Psyche mode provides the following controls:



- **Sync** (note icon): When Sync is on, the delay is synchronized with the main tempo of Kontakt (which is the tempo of your DAW if Kontakt is running as a plug-in). In that case the **Time** parameter is measured in note values.
- **Note Division menu** (little down arrow): When the Sync button above is on, this selects whether the **Time** parameter should include straight, triplets, or dotted note values.
- **Time**: Adjusts the delay time. The time is measured in milliseconds (if Sync is off) or in note values (if Sync is on).
- **Feedback**: Adjusts the amount of feedback. Turning **Feedback** to the right increases the amount of delay repetitions.
- **Pitch**: Adjusts the pitch of the echo repeats in the range of -12 to +12 semitones. Combined with feedback you can use this to create progressively harmonized echo cascades.
- **LR Offset**: Adjusts the amount of time deviation between the two stereo channels, resulting in wide stereo echos.
- **Gain**: Adjusts the effect's return level.
- **Reverse**: Reverses the playback of subsequent delay repeats.

Twin

Twin mode provides the following controls:

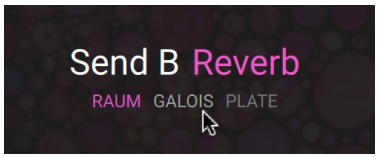


- **Time L/R**: Adjusts the delay time in milliseconds. To synchronize the time to your host or master editor tempo, click the Time unit display (ms) and chose a note length value from the drop down menu.
- **Feedback L/R**: Adjusts the amount of feedback. Turning **Feed** to the right increases the amount of delay repetitions.
- **Level L/R**: Adjusts the output level of the delay channel.
- **Gain**: Adjusts the effect's return level.

Reverb

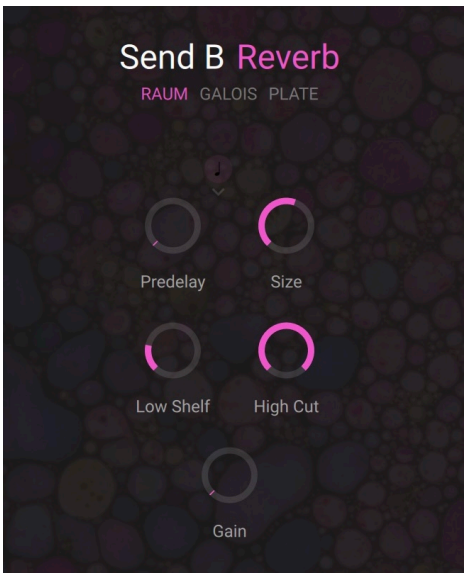
The Reverb effect can be switched between three different modes, Raum, Galois, and Plate.

▶ To select a mode, click on the corresponding entry in the Reverb selector at the top of the **Send B** section.



Raum

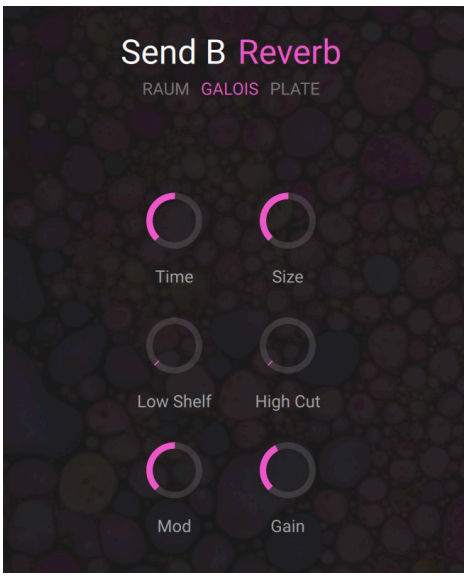
Raum mode provides the following controls:



- **Sync button** (note icon): When Sync is on, the predelay of the reverb is synchronized with the main tempo of Kontakt (which is the tempo of your DAW if Kontakt is running as a plug-in). In that case the **Pre Delay** parameter is measured in note values.
- **Note Division menu** (little down arrow): When the Sync button above is on, this selects whether the **Pre Delay** parameter should include straight, triplets, or dotted note values.
- **Pre Delay**: Adjusts the duration of the predelay, which is the time it takes for the reverb effect to set in. By increasing the predelay, you can add separation between the input signal and the reverb signal. The predelay is measured in milliseconds (if Sync is off) or in note values (if Sync is on).
- **Size**: Adjusts the swell and reflection pattern of the reverb effect, creating the impression of differently sized spaces. Turning the control to the right changes the size from small to large.
- **Low Cut**: Attenuates low-frequency content of the reverb effect and the predelay's feedback signal by applying a low-shelf filter in the range of 0 to -24 dB. Turning the control to the left decreases the attenuation. Turning the control to the right increases the attenuation. Turning the control fully to the left switches the filter off.
- **High Cut**: Attenuates high-frequency content of the reverb effect and the predelay's feedback signal by applying a high-cut filter in the range of 90 kHz to 1 kHz. Turning the control to the left increases the attenuation. Turning the control to the right decreases the attenuation. Turning the control fully to the right switches the filter off.
- **Gain**: Adjusts the effect's return level.

Galois

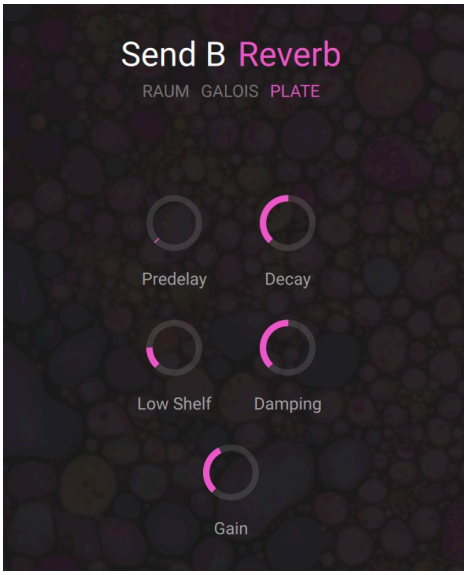
Galois mode provides the following controls:



- **Time**: Adjusts the duration of the reverb effect.
- **Size**: Adjusts the size of the room simulated by the reverb effect. Higher values replicate larger rooms.
- **Low Shelf**: Attenuates or amplifies the low-frequency content of the reverb signal.
- **High Cut**:: Cuts the high-frequency content of the reverb signal.
- **Mod**: Adjusts the amount of modulation applied to the reverb effect. Turned fully counter-clockwise, no modulation is applied.
- **Gain**: Adjusts the effect's return level.

Plate

Plate mode provides the following controls:



- **Predelay:** Introduces a short amount of delay before the reverb takes effect.

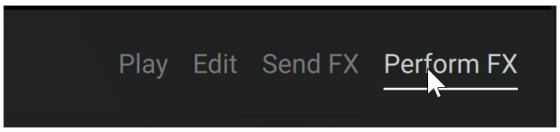
- **Decay:** Adjusts the duration of the reverb effect.
- **Low Shelf:** Attenuates or amplifies the low-frequency content of the reverb signal.
- **Damping:** Adjusts the damping of high-frequency content of the reverb signal.
- **Gain**: Adjusts the effect's return level.

Perform FX page

The Perform FX page lets you configure the Perform effects available on the black keys of your keyboard when Leap is in Group mode.

> When Leap is in Single mode, the black keys do not trigger any Perform FX but the pitched sample instead, like the white keys. In this chapter we assume that Leap is in Group mode. For more information on the Group and Single modes, refer to Keyboard section.

▶ Click **Perform FX** at the top right of the instrument to display the Perform FX page.



The Perform FX page shows 11 columns corresponding to the 11 black keys used for triggering Perform FX:

The columns are in the same order as the black keys in the Keyboard view below, each column controlling one particular black key:

- Black keys in a group of two (C♯ and D♯) are assigned to either pair of Perform effects: Double Time / Half Time or Octave Up / Octave Down. This assignment is fixed and cannot be changed.
- Black keys in a group of three (F♯, G♯, and A♯) can be assigned to any of the following five Perform effects: Gater, Beat Masher, Beat Slicer, Reverse Grain, Transpose Stretch. You can change these assignments to your liking.
- The rightmost single black key is always assigned to the Double Time Perform effect.

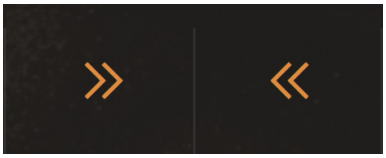
You can activate or deactivate the Perform effect for any single key by clicking the topmost icon in the column:

▶ Click the effect icon at the top of the desired column to activate or deactivate the Perform effect for the corresponding black key.

→ When a Perform effect is deactivated, its icon is grayed out at the top of the column and in the Keyboard view below, and the effect will not be triggered when you press the key.

Double Time and Half Time

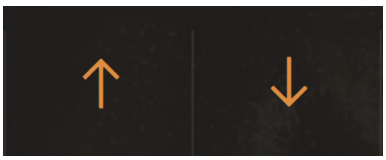
The Double Time effect doubles the playback speed of the samples, whereas the Half Time effect halves it.



- **Effect icon**: Switches the effect on or off for the corresponding key. When the effect is off, its icon is grayed out and the effect will not be triggered when you press the key.

Octave Up and Octave Down

The Octave Up and Octave Down effects transpose the samples one octave upward and downward, respectively.



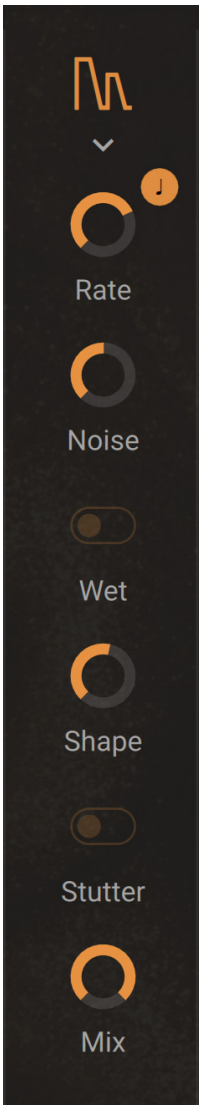
- **Effect icon**: Switches the effect on or off for the corresponding key. When the effect is off, its icon is grayed out and the effect will not be triggered when you press the key.

Gater

Gater rhythmically mutes the incoming audio to create the classic gating effect. With the internal noise source, it can be used as a rhythmic sound generator.

Pressing and holding the black key turns the effect on until you release the key.

The effect contains the following controls:



- **Effect icon**: Switches the effect on or off for the corresponding key. When the effect is off, its icon is grayed out and the effect will not be triggered when you press the key.
- **Effect menu** (down arrow): Selects a Perform effect for that key. You can choose from the following effects: Gater, Beat Masher, Beat Slicer, Reverse Grain, and Transpose Stretch. If you select **None**, no effect will be assigned to the key.
- **Rate**: Adjusts the rate of the gating effect.
- **Sync** (note icon): Synchronizes **Rate** to Kontakt's main tempo. When **Sync** is on, **Rate** can be set in note values relative to the main tempo of Kontakt (which is the tempo of your DAW if Kontakt is running as a plug-in). In that case **Rate** is measured in note values and can be set to **Off**, **1/4**, **1/8**, **1/16**, and **1/32**.
- **Noise**: Adjusts the amount of hissing noise added to the signal.
- **Wet**: Mutes the input signal so that only the effect signal can be heard. When combined with the **Noise** control, the Gater can be used as a rhythmically gated noise source .

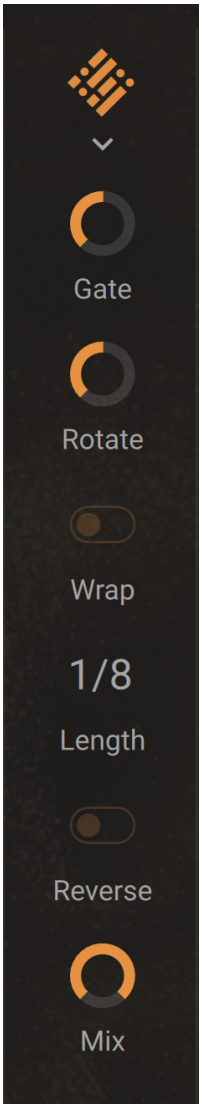
- **Shape**: Adjusts the hold and decay times of the gating effect's contour.
  - Turned fully left: 1% hold, 0% decay
  - Center position: 50% hold, 0% decay
  - Turned fully right: 0% hold, 100% decay
- **Stutter**: Sets the gating time to a 3/16 note, producing a stuttering effect.
- **Mix**: Blends between the input signal and the effect signal.

Beat Masher

Beat Masher captures a loop from the incoming audio and manipulates it by applying rhythmic stutter, gating, repeater, and reverse effects in real time.

Pressing the black key starts the effect by recording the input signal into the internal buffer.

The effect contains the following controls:



- **Effect icon**: Switches the effect on or off for the corresponding key. When the effect is off, its icon is grayed out and the effect will not be triggered when you press the key.

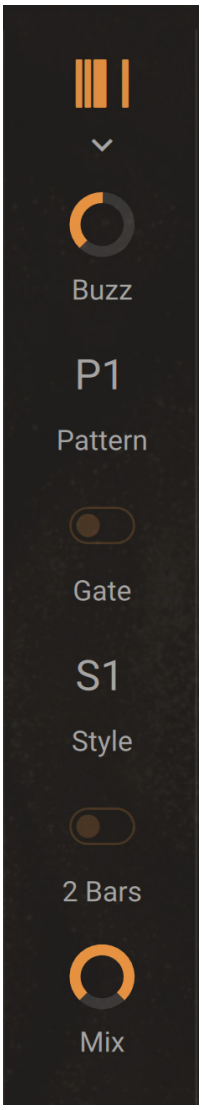
- **Effect menu** (down arrow): Selects a Perform effect for that key. You can choose from the following effects: Gater, Beat Masher, Beat Slicer, Reverse Grain, and Transpose Stretch. If you select **None**, no effect will be assigned to the key.
- **Gate**: Grabs and plays slices of audio from the internal buffer. When turned fully to the left, the effect is bypassed. When turned right towards center position, increasingly longer slices are played. When set to center position, the full buffer is played. When turned right from the center position, increasingly longer slices of audio are cut, creating a gating effect.
- **Rotate**: Shifts the audio from the buffer relative to its original position in steps of 1/8 notes.
- **Wrap**: Restarts the effect from the start of each bar independently from the **Length** setting.
- **Length**: Adjusts the length of the audio from the internal buffer, measured in note values.
- **Reverse**: Reverses the playback direction of the audio from the internal buffer.
- **Mix**: Blends between the input signal and the effect signal.

Beat Slicer

Beat Slicer captures a loop from the incoming audio and manipulates it by rearranging slices into a variety of rhythmic patterns in real time.

Pressing the black key starts the effect by recording the input signal into the internal buffer.

The effect contains the following controls:



- **Effect icon**: Switches the effect on or off for the corresponding key. When the effect is off, its icon is grayed out and the effect will not be triggered when you press the key.
- **Effect menu** (down arrow): Selects a Perform effect for that key. You can choose from the following effects: Gater, Beat Masher, Beat Slicer, Reverse Grain, and Transpose Stretch. If you select **None**, no effect will be assigned to the key.
- **Buzz**: Creates a rolling beat effect by repeating beats from the current pattern. Turning the control to the right increases the rate of repetition.
- **Pattern**: Selects a pattern from the group set using **Style**. The first pattern in each group plays back the unaltered audio from the buffer.
- **Gate**: Gates the audio based on a rhythm derived from another pattern, creating infinite variations through combination of the playback and gating patterns. When activated, the **Buzz** control is inactive.
- **Style**: Selects one of five groups of patterns.
- **2 Bars**: Extends the audio used from the buffer to two bars. Otherwise only the first bar of audio is used.
- **Mix**: Blends between the input signal and the effect signal.

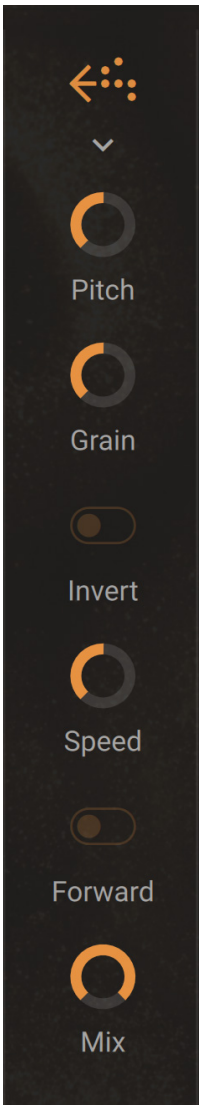
Reverse Grain

Reverse Grain captures a loop from the incoming audio and applies granular processing to it, including control over playback direction, pitch, and grain size.

Pressing the black key starts the effect by recording the input signal into the internal buffer.

> This effect needs a few seconds of audio input to work, if it stays silent, make sure to play a loop and trigger it again.

The effect contains the following controls:



- **Effect icon**: Switches the effect on or off for the corresponding key. When the effect is off, its icon is grayed out and the effect will not be triggered when you press the key.
- **Effect menu** (down arrow): Selects a Perform effect for that key. You can choose from the following effects: Gater, Beat Masher, Beat Slicer, Reverse Grain, and Transpose Stretch. If you select **None**, no effect will be assigned to the key.
- **Pitch**: Adjusts the pitch of the audio from the internal buffer. When turned fully to the right, the pitch is unaltered. Turning **Pitch** to the left pitches the audio down.

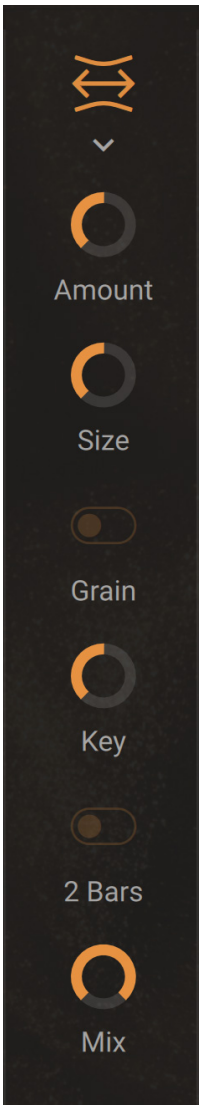
- **Grain**: Adjusts the size of the grains used to process audio from the internal buffer. Interesting effects can be achieved when combined with the **Speed** control.
- **Invert**: Plays the grains in reversed order.
- **Speed**: Adjusts the playback speed of the grains used to process audio from the internal buffer. When turned fully to the right, the playback speed is unaltered. Turning **Speed** to the left reduces the playback speed.
- **Forward**: Inverts the playback direction to forward.
- **Mix**: Blends between the input signal and the effect signal.

Transpose Stretch

Transpose Stretch captures a loop from the incoming audio and manipulates it by means of granular pitch-shifting and time-stretching. You can use it to radically transform the sound.

Pressing the black key starts the effect by recording the input signal into the internal buffer.

The effect contains the following controls:



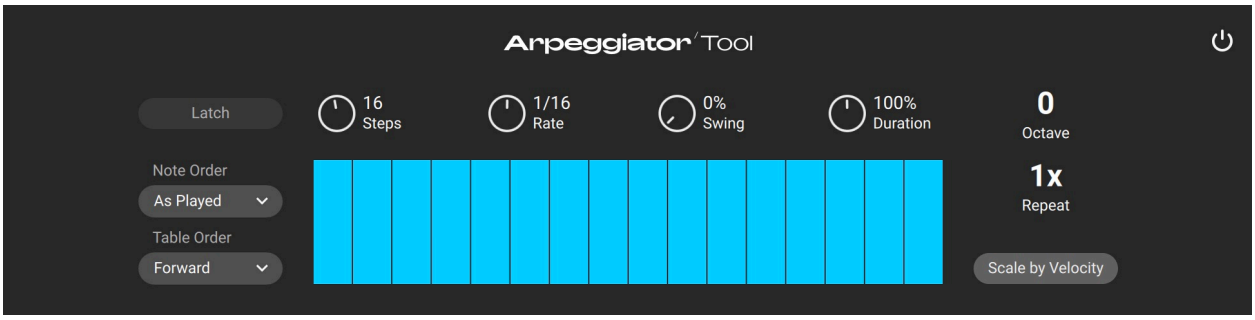
- **Effect icon**: Switches the effect on or off for the corresponding key. When the effect is off, its icon is grayed out and the effect will not be triggered when you press the key.

- **Effect menu** (down arrow): Selects a Perform effect for that key. You can choose from the following effects: Gater, Beat Masher, Beat Slicer, Reverse Grain, and Transpose Stretch. If you select **None**, no effect will be assigned to the key.
- **Amount**: Adjusts the amount of time-stretching. Turning **Amount** to the right slows the audio from the internal buffer down until it freezes using a single grain.
- **Size**: Adjusts the size of the grains used to process audio from the internal buffer. When turned fully to the left, large grains of 333 ms length are produced. When turned fully to the right, small grains of 5 ms length are produced. The **Size** control only has an effect when **Grain** is activated.
- **Grain**: Activates grain size adjustment using the **Size** control. When deactivated, the grain size is automatically optimized for best pitch-shifting results
- **Key**: Adjusts the pitch of the grains used to process audio from the internal buffer in semitones. When turned fully to the left, the grains are pitched down by 60 semitones, or 5 octaves. In center position, the original pitch is maintained. When turned fully to the right, the grains are pitched up by 12 semitones, or 1 octave.
- **2 Bars**: Extends the audio used from the buffer to two bars. Otherwise only the first bar of audio is used.
- **Mix**: Blends between the input signal and the effect signal.

Arpeggiator

Arpeggiator transforms the notes you play into a rhythmic sequence.

The Arpeggiator Tool contains the following elements:

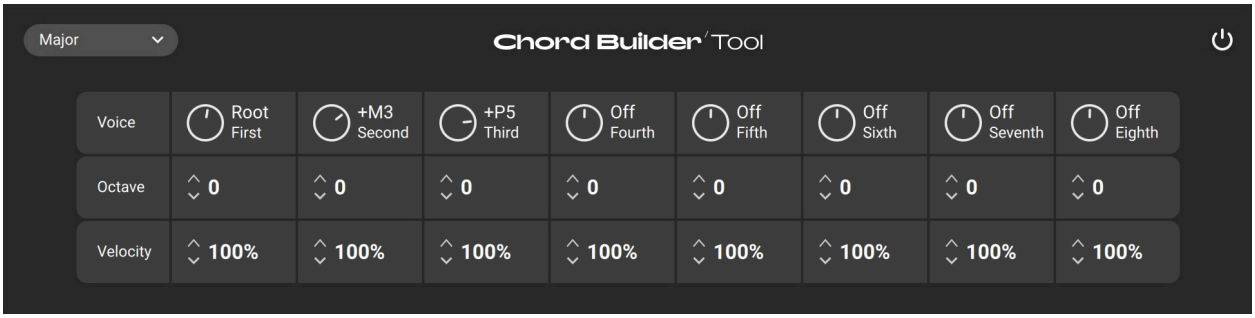


- **Disable:** Bypasses the Tool.
- **Latch:** Holds all played keys.
- **Note Order:** Sets the playback order of input notes.
- **Table Order:** Sets how velocities are read from the pattern table. In Host Sync, playback aligns with the song position.
- **Steps :** Sets the number of steps in the rhythmic pattern.
- **Rate:** Sets the rate of the arpeggiator in fractions of a beat related to the host tempo.
- **Swing :** Sets the amount of swing in the groove.
- **Duration :** Sets the duration of the arpeggiated MIDI notes in percent. This will change the length of the MIDI notes and not the volume envelope.
- **Octave :** Adjusts arpeggio pattern across octaves, cycling from the played octave up or down based on the set range.
- **Repeats :** Sets how many times each note is repeated in the pattern.
- **Scale by Velocity :** Scales input velocity by grid values, or uses the pattern table when off.

Chord Builder

Chord Builder adds additional harmonies to MIDI notes in relation to a specified key and scale. Up to 5 notes can play with each incoming MIDI note.

The Chord Builder Tool contains the following elements:



- **Preset menu:** Selects a preset from a variety of different chord structures.
- **Disable:** Bypasses the Tool.
- **Voice 1–8:** Selects the harmonized interval for each note. If the knob is set to Off, no additional note will play.
- **Octave 1–8:** Adds or subtracts up to 10 octaves to the interval (the note cannot exceed the boundaries of MIDI note values, however).
- **Velocity 1–8:** This control sets the velocity of harmonized tones as a percentage of the incoming velocity. Knobs function between -100% and 100%. If the knob is set to -100% or below, it switches to fixed velocity mode.

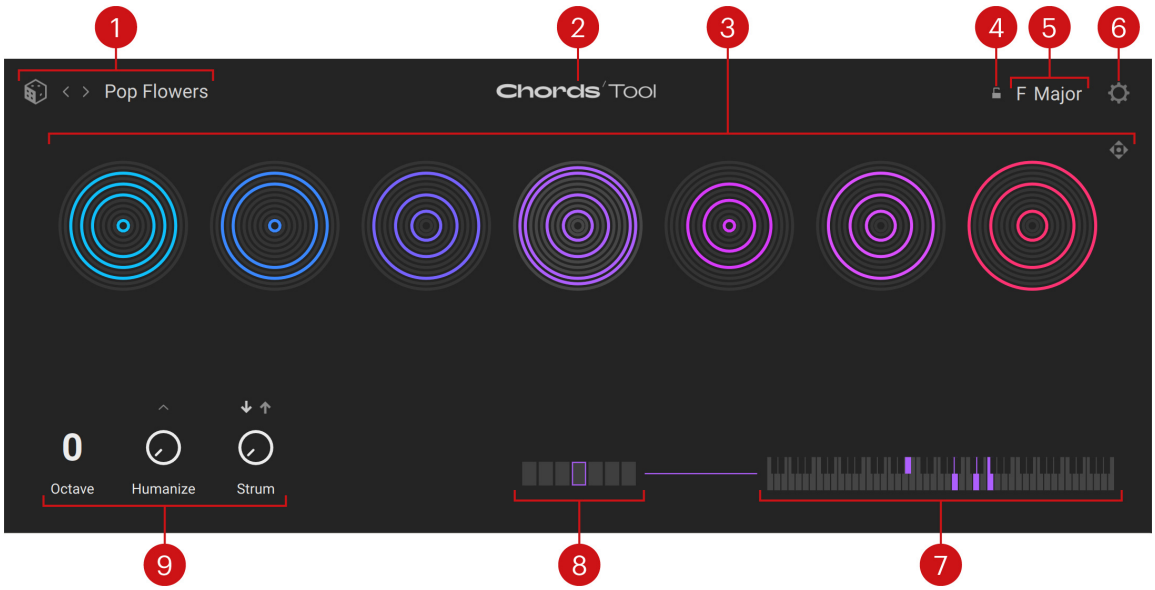
Chords Tool

The Chords Tool allows you to play chords on your Kontakt Instruments by pressing a single key. The Tool provides a vast collection of chords judiciously grouped into chord sets. Each chord set includes seven chords. You can browse the available chord sets and select the desired musical characteristics to find the matching sets. When you load a chord set into the Tool, its seven chords are directly available on dedicated keys of your MIDI keyboard. You can quickly adjust various characteristics of the played chords, for example their playback behavior, the keyboard mapping, the scale, the velocities, pitches, and timings of the individual notes, etc. You can also replace single chords with ones from other sets, or record your own chords.

For more information on saving your custom sets, refer to Saving a User preset.

Chords overview

The Chords Tool contains the following elements:

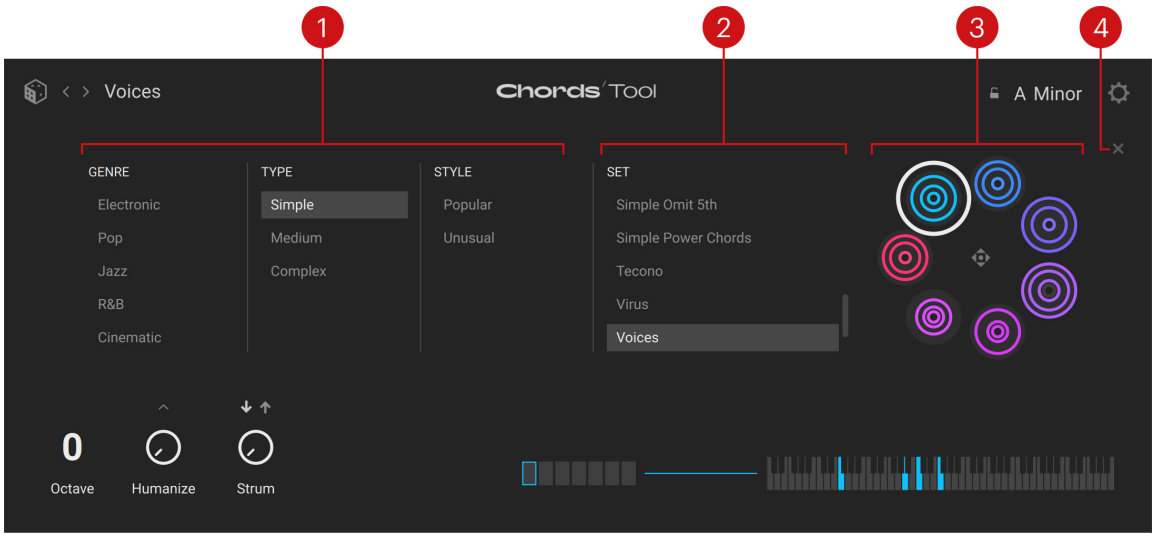


1. **Chord Set selector**: Shows the name of the loaded set of chords. You can click the name to open the Chord Set browser and select another set, click the left/right arrows to load the previous/next set from the current result list, or click the dice to load a random set from the current result list. Each chord set contains seven chords and a particular scale. By default, when you load the chord set its chords and scale will replace the current chords and current scale.
2. **About**: Click the Tool label to open the credits.
3. **Chord Circles**: Visually represent the seven chords in the set and provides a few chord-related controls. Refer to Chord Circles for more information.
4. **Scale Lock**: Keeps the current scale when loading another chord set. This only works when loading chord sets from the Chord Set selector or the Chord Set browser, not from Kontakt's side pane nor Library Browser.
5. **Scale selector**: Shows the current scale. You can select another scale by clicking the selector and choosing a root note and a scale mode from the menu. The seven available chords will automatically adapt to match the keys in the selected scale.
6. **Settings**: Opens the Settings page page.
7. **Keybed**: Shows a little keybed on which the keys of the selected chord are lit using the chord color.
8. **Chord Slot selector**: Selects a chord slot from the current set. This is equivalent to clicking the Chord Circles except that the chord is not triggered. Upon your selection, the keybed on the right shows the keys used in that chord. Each chord slot has its own color, which is mirrored in various places to indicate the controls affecting that chord specifically.
9. **Tool Playback controls**: Adjust the global playback behavior of the Chords Tool. Refer to Tool Playback controls for more information.

Chord Set browser

The Chord Set browser lets you replace the seven loaded chords at once with a fresh chord set from the factory library.

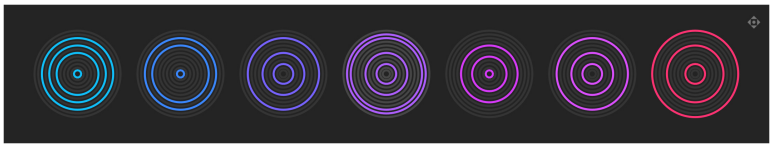
The Chord Set browser contains the following elements:



1. **Tag filter**: You can click the desired tags from the **Genre**, **Type**, and **Style** columns to select or deselect them. The **Set** list on the right is updated accordingly.
2. **Set list**: Shows the sets matching your selections in the Tag filter. You can click a set in the list to load it and replace the current set.
3. **Chord Set Preview**: Displays previews of the seven chords in the selected set. The previews are inspired by the Chord Circles displayed in the middle of the Tool interface. The preview with a white frame indicates the chord currently selected. The Chord Set Preview includes an **Export handle** in the middle: You can click it and drag it to export the entire set into your DAW.
4. **Close** (cross symbol): Closes the browser.

Chord Circles

The Chord Circles let you quickly see and compare the shapes of the loaded chords.



Each chord sits on a slot showing 12 concentric circles, which represent the 12 semitones of the ascending chromatic scale from C to B (C–C♯–D–D♯–E–F–F♯–G–G♯–A–A♯–B), where the smallest circle in the center represents the C and the biggest circle the B. The lit circles indicate the notes used in the chord.

> This visualization does not distinguish between different chord positions or voicings: all the positions, inversions, and doubling of the notes in the chord will be represented by the same circles. To know the particular pitches used in the chord, take a look at the keybed in the bottom right corner.

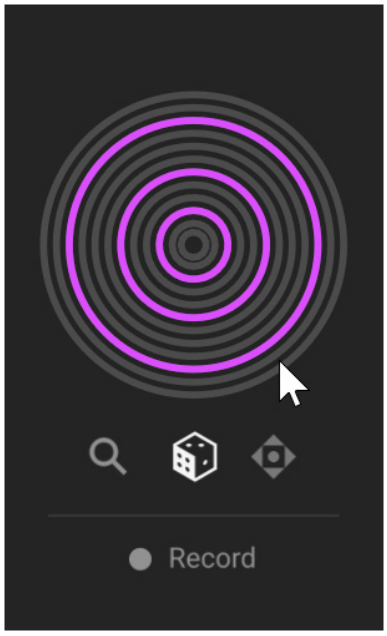
By default, you can trigger the seven slots by pressing the white keys of the middle three octaves (C1 to C4) on your MIDI keyboard, from left to right: C–D–E–F–G–A–B. You can change this behavior by adjusting the key range triggering the chords, or by switching from Simple to Advanced keyboard mode. Both are done in the Settings page.

At any time, the keys of Kontakt's on-screen keyboard and the Light Guide of the Kontrol MK3 keyboards mirror the colors of the chords that they trigger.

To see the Chords' key mappings on the on-screen keyboard and on your Kontrol MK3 keyboard, make sure that the slot of the Chords Tool is selected at the top of Kontakt's side pane.

You can export the complete chord set into your DAW by clicking and dragging the **Export handle** in the top right corner and drop it onto the desired location.

When you hover over a chord slot with the mouse, additional controls appear below:

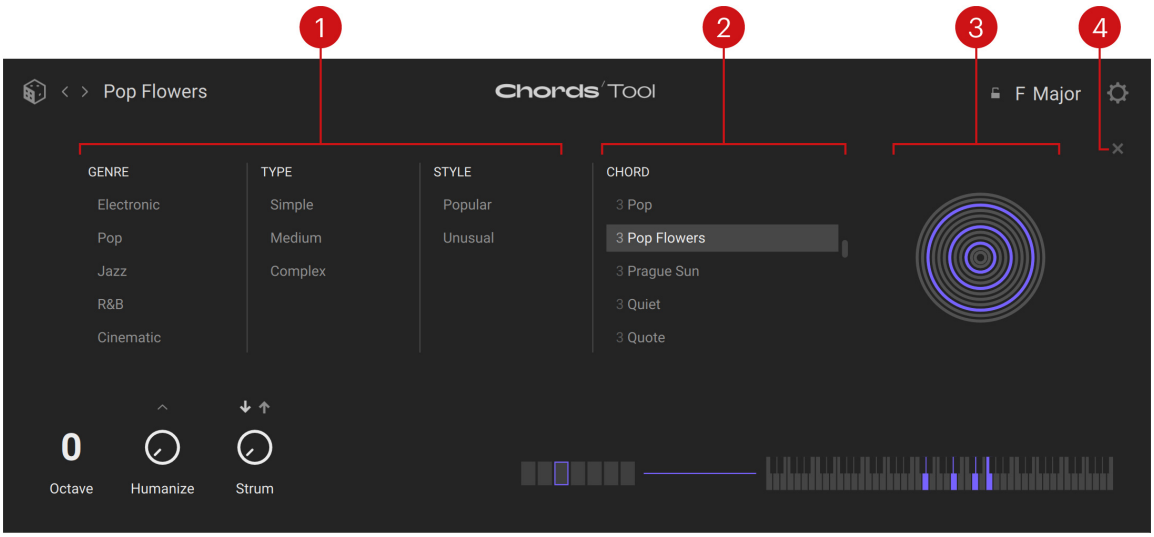


- **Magnifying glass**: Opens the Chord browser, which lets you choose another chord for loading into that slot.
- **Dice**: Loads a random chord from the current result list.
- **Export handle**: Click and drag to export this single chord into your DAW.
- **Record**: Lets you create a chord manually for that slot: Click **Record**, press the desired keys on your MIDI keyboard, and click **Record** again.

Chord browser

The Chord browser lets you replace the selected chord with a fresh one from the factory library.

The Chord browser contains the following elements:

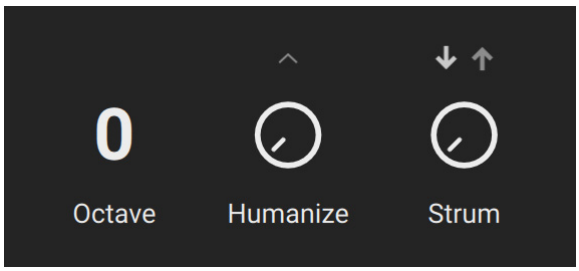


1. **Tag filter**: You can click the desired tags from the **Genre**, **Type**, and **Style** columns to select or deselect them. The **Chord** list on the right is updated accordingly.
2. **Chord list**: Shows the chords matching your selections in the Tag filter. In the list, the chords are named after the chord set they are belonging to, preceded by a number from **1** to **7** indicating their order of appearance in the set. You can click a chord in the list to load it and replace the selected chord.
3. **Chord Preview**: Displays a preview of the selected chord. The preview is inspired by the Chord Circles displayed in the middle of the Tool interface.
4. **Close** (cross symbol): Closes the browser.

Tool Playback controls

The Tool Playback controls adjust the global playback behavior of the Chords Tool. The values for these controls are not stored in the sets. Hence, your custom settings stay valid when switching between sets.

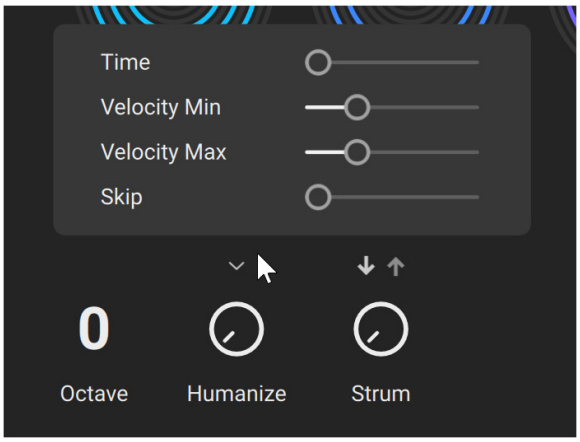
The following controls are available:



- **Octave**: Transposes all chords to a lower/higher octave.
- **Humanize**: Adds a variable amount of random imprecision when triggering the chord, which makes it sound more human. Turning the knob to the right increases the likelihood of such inaccuracies. Clicking the **little up arrow** above the knob opens the Humanize settings, where you can adjust how various characteristics of the chord should be humanized.
- **Strum**: Adds a short delay between each note start, as if the chord was played by strumming the strings on a real instrument. Turning the knob to the right increases the delay between the notes. Clicking the up or down arrow above the knob will select upward or downward strumming, respectively. The Chord Circles indicate the strumming by progressively shifting the note starts clockwise from their original position at the top of the circles.

Humanize settings

The Humanize settings let you specify different amounts of random inaccuracies for various characteristics of the triggered chords.

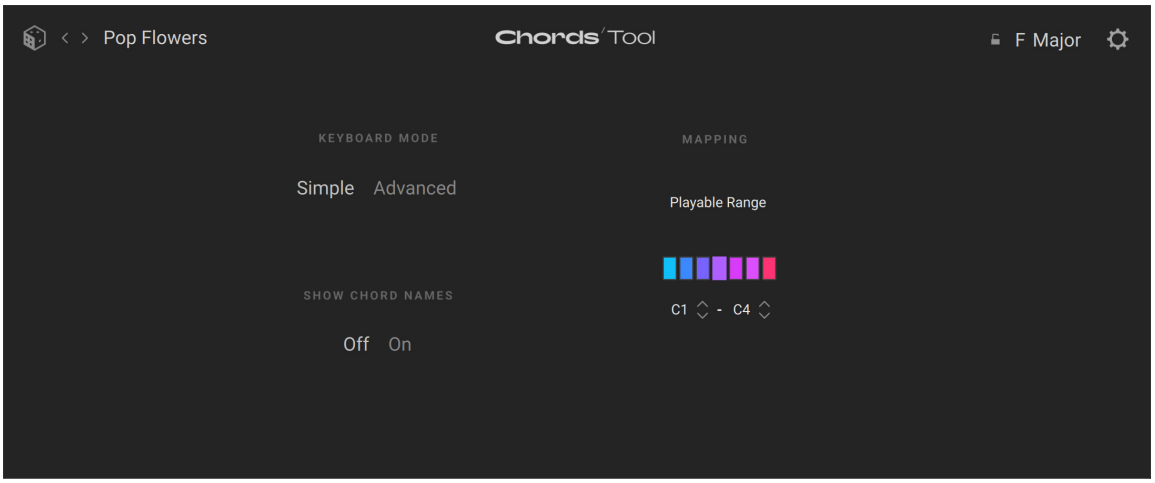


- **Time**: Inaccuracies in the timing of the notes. As you drag the slider to the right, the individual notes of the chord tend to be triggered out of time.
- **Velocity Max**: Inaccuracies in the maximum velocity of the notes. As you drag the slider to the right, the individual notes can get louder as their original velocity.
- **Velocity Min**: Inaccuracies in the minimum velocity of the notes. As you drag the slider to the right, the individual notes can get softer as their original velocity.
- **Skip**: Inaccuracies in the note trigger. As you drag the slider to the right, more notes tend to be skipped.

> The influence of the Humanize features cannot be represented in the Chord Circles since they occur randomly when the notes are triggered.

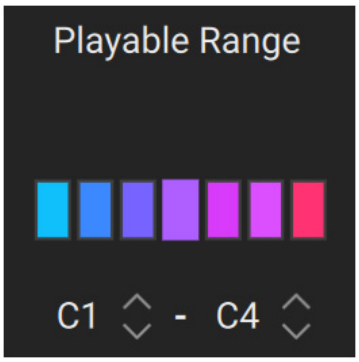
Settings page

The Settings page provides global options affecting the behavior of the Tool and its response to your actions on the keyboard.

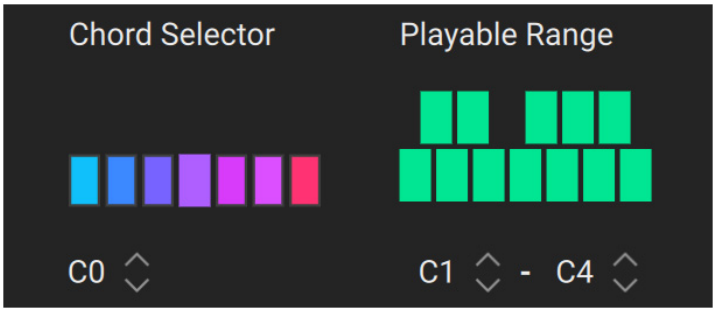


The following controls are available:

- **Keyboard Mode**: Selects between two modes for triggering the chords from your MIDI keyboard:
  - In **Simple** mode (default mode), within the range of playable keys, each white key triggers a different chord from the set according to the key degree in the C scale: For example, the C keys trigger the first chord of the set, the D keys trigger the second chord, etc. The chord pitch is set to the current root note (as specified in the Scale selector) in the octave of the pressed key. You can adjust the range of playable keys in the **Mapping** section.
  - In **Advanced** mode, distinct key ranges are used for selecting and triggering chords. A one-octave range lets you select chords (without triggering them) by pressing the white keys, using the same logic as in Simple mode: The degree of the pressed key in the C scale determines which chord will be selected. A second key range lets you trigger the selected chord at the desired pitch by pressing the corresponding black or white key. You can adjust both ranges in the **Mapping** section.
- **Mapping**: Lets you adjust the range(s) used to control your chords. The available parameters depend on the current keyboard mode:
  - In Simple mode, the **Playable Range** defines the keys that will trigger chords. Keys outside this range will be inactive. You can adjust the lower or upper end of the range by clicking the corresponding note field and dragging your mouse vertically, or by clicking the little up and down arrows next to it. Above the fields, the slots mirror the colors of the triggered chords.



  - In Advanced mode, the **Selection Range** defines the one-octave range used for selecting the chords (the range is defined by its base C key), and the **Playable Range** defines the keys used for triggering the selected chord. You can adjust either range by clicking the note fields and dragging your mouse vertically, or by clicking the little up and down arrows next to the fields.

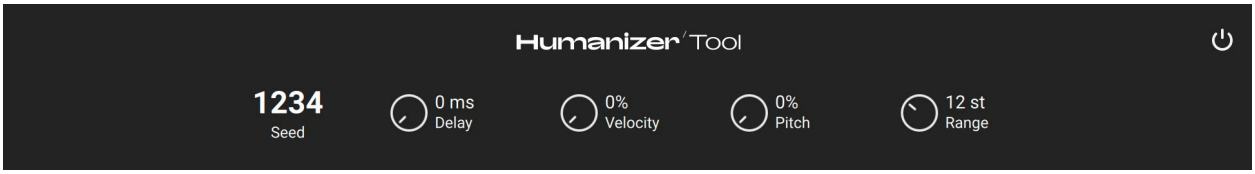


- **Show Chord Names**: When this option is on, the name of the selected chord shows up above the Chord Slot selector. In addition, when you hover over the keybed with your mouse, the name of each note in the chord appears above.

Humanizer

Humanizer adds slight randomization to the timing, velocity, and pitch of the notes you play.

The Humanizer Tool contains the following elements:



- **Disable:** Bypasses the Tool.
- **Seed:** Sets the seed number used to generate pseudo-random values for the randomization of the parameters. The sequence for each seed number is predictable, which is useful for automation,
- **Delay:** Randomly delays the note on time of each note with a selectable range of 0 to 100 milliseconds.
- **Velocity:** Randomly adds or subtracts velocity values with a selectable range of -64 to +64.
- **Pitch:** Randomly adds a value to the pitch with a selectable range from range.
- **Range:** Sets the range of pitches for the randomization.

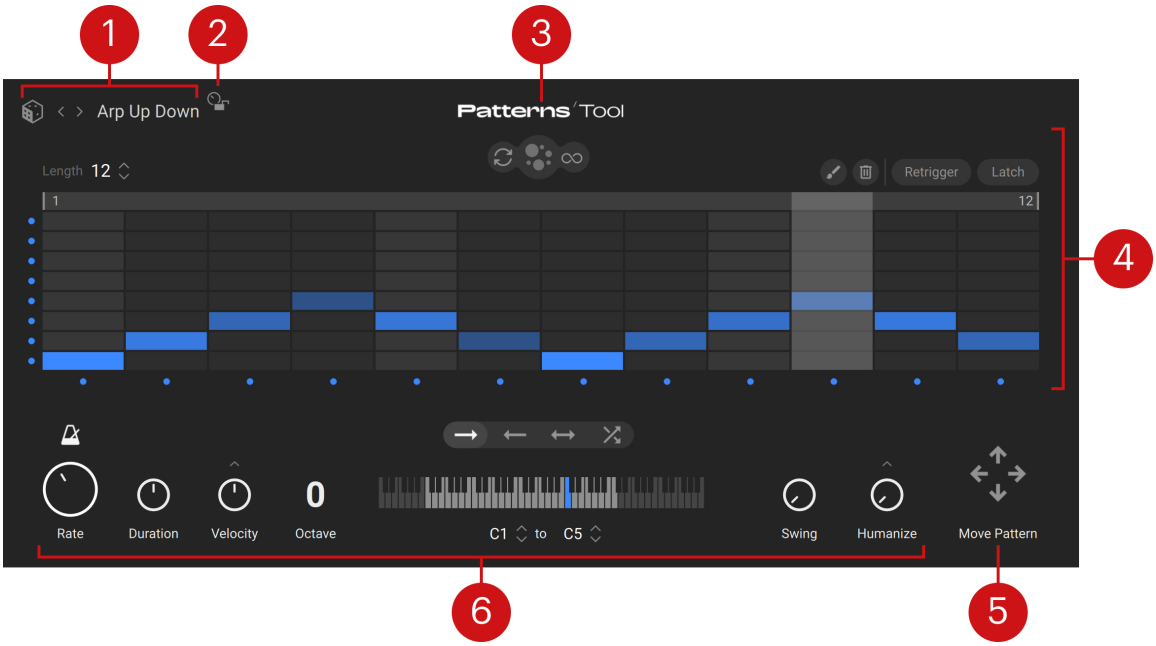
Patterns Tool

The Patterns Tool combines the features of a polyphonic step sequencer and an arpeggiator. Like an arpeggiator it generates repeated sequences of notes based on the keys that you hold, while providing the flexibility of a step sequencer regarding the order, duration, layering, and rhythm of the notes. You can load patterns from the factory library, modify them, or create your own patterns from scratch, and complement them in real time with inspiring randomization options. The generated sequences will always include only the keys that you hold and their octaves, which makes the Patterns Tool harmonically transparent and lets you blend it easily into any harmonic context.

As with any other Tool or instrument loaded in Kontakt, you can save your custom patterns as User presets: For example, you can do this by right-clicking the Patterns slot in the Navigator at the top of Kontakt's side pane, and selecting **Save Preset...**. For more information, refer to Saving a User preset.

Patterns overview

The Patterns Tool contains the following elements:



1. **Pattern selector**: Shows the name of the loaded pattern. You can click the name to open the Pattern browser and select another pattern, click the left/right arrows to load the previous/next pattern from the current result list, or click the dice to load a random pattern from the current result list.
2. **Parameter Lock**: Keeps the current values of the pattern parameters (the row of controls at the bottom of the Tool) when loading another pattern from the Pattern selector. The lock only works when loading patterns using the Pattern selector/browser within the Patterns Tool, not when using the side pane nor the Library Browser of Kontakt.
3. **About**: Clicking the Tool name opens the credits.
4. **Pattern Editor**: Shows the content of the current pattern and provides multiple tools to modify it: You can add or remove single notes with your mouse, mute specific steps and pitches, drop additional random notes, adjust the pattern's length and play range, and specify how the pattern should be triggered. For more information, refer to Pattern Editor.
5. **Move Pattern control**: Moves all the notes of the pattern one step in the direction of the clicked arrow. Notes that end up outside the grid are reinserted on the other end, the total number of notes staying unchanged. The movements also affect the drops randomly added to the pattern. For more information on the drops, refer to Pattern Editor.
6. **Pattern parameters**: Adjust various aspects of the pattern playback, including its tempo, the timing, velocity, and pitch range of the generated notes, the playback direction, as well as the groove and human-like inaccuracies. For more information, refer to Pattern parameters.

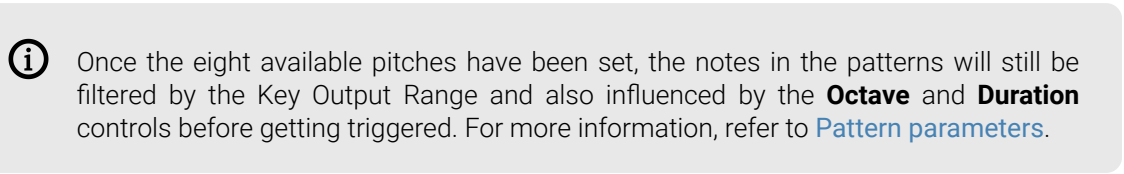
Which keys are included?

The Patterns Tool collects a set of eight pitches (or keys) that will be used for all the notes in the patterns. The particular pitches included in the set are based on the keys that you hold. From the lowest to the highest pitch, the set includes:

- The pitches of the held keys.
- If there are free slots left, the set takes the pitches of the same keys one octave above, then two octaves above, and so on until it contains eight different pitches.

For example:

- If you hold C2 and F2 on your keyboard, the eight pitches available in the patterns will be: C2, F2 (original pitches), C3, F3 (one octave above), C4, F4 (two octaves above), and C5, F5 (three octaves above).
- If you hold instead C2, E2 and G2 on your keyboard, the eight pitches available in the patterns will be: C2, E2, G2 (original pitches), C3, E3, G3 (one octave above), and C4, E4 (two octaves above).

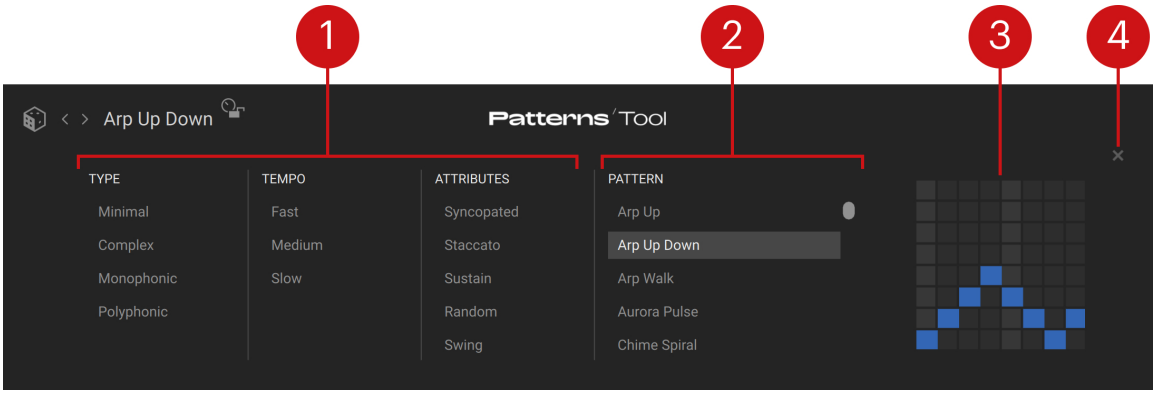


Once the eight available pitches have been set, the notes in the patterns will still be filtered by the Key Output Range and also influenced by the **Octave** and **Duration** controls before getting triggered. For more information, refer to Pattern parameters.

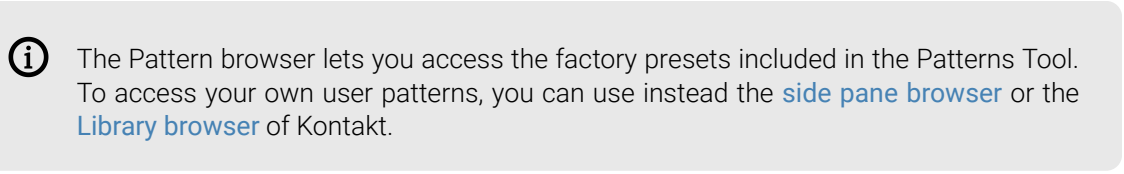
Pattern browser

The Pattern browser lets you replace the current pattern with a fresh one from the factory library.

The Pattern browser contains the following elements:



1. **Tag filter**: You can click the desired tags from the **Type**, **Tempo**, and **Attributes** columns to select or deselect them. The **Pattern** list on the right is updated accordingly.
2. **Pattern list**: Shows the patterns matching your selections in the Tag filter. You can click a pattern in the list to load it and replace the current pattern.
3. **Pattern Preview**: Shows a preview of the selected pattern. The preview is inspired by the step grid content in the Pattern Editor.
4. **Close** (cross symbol): Closes the browser.

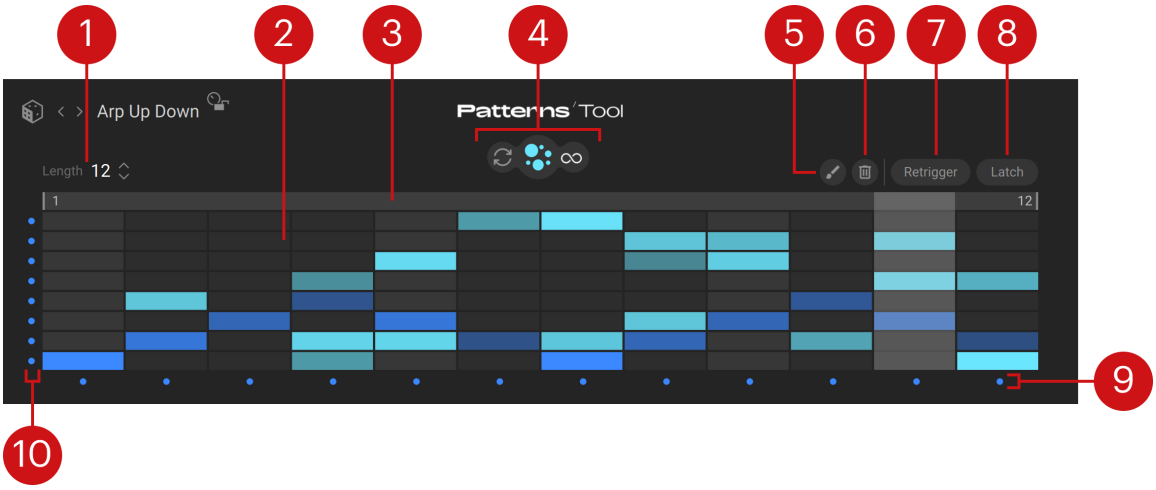


The Pattern browser lets you access the factory presets included in the Patterns Tool. To access your own user patterns, you can use instead the side pane browser or the Library browser of Kontakt.

Pattern Editor

The Pattern Editor lets you modify the content of the current pattern. You can create, modify, and delete single notes, adjust the length, the play range, and the trigger behavior of the pattern, mute or unmute specific steps or keys, and drop additional random notes.

The Pattern Editor contains the following elements:

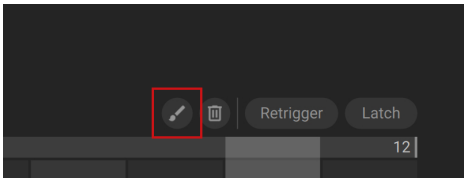


1. **Length**: Adjusts the number of steps in the pattern, from **1** to **32**. You can click the up/down arrows to select the next/previous value, or click the value and drag your mouse vertically to adjust it in greater jumps. As you modify the pattern length, the step grid below is updated accordingly. Changing the pattern length does not delete any notes: If some notes disappear from the step grid as you shorten the pattern, they will reappear as soon as you lengthen it again.
2. **Step grid**: Shows the pattern's notes on a grid. The horizontal axis represents the time flowing from left to right, each division corresponding to one step of the pattern. The downbeats have a lighter background for easier reference. The vertical axis represents the eight pitches available, in ascending order from the bottom to the top. The notes are represented by cells on the grid: The blue cells represent the standard notes (whether loaded with the pattern or created by you), and the turquoise cells represent the additional, random drops. The cell length indicates the note duration and its color intensity indicates the note velocity (pale colors for lower velocities, intense colors for higher velocities). The current play position is indicated by a lighter vertical segment traveling from left to right during playback. You can create, modify, and delete notes with your mouse as described in Mouse actions in the step grid.
3. **Play Range**: Indicates the portion of the pattern selected for playback. The Patterns Tool will play this range in loop, while areas of the step grid outside this range are grayed out and ignored. You can adjust the Play Range's start or end by clicking and dragging its left or right border horizontally. You can also move the entire range by clicking anywhere between its borders and dragging your mouse horizontally. The start step and end step are indicated next to the corresponding border.
4. **Drops buttons**: Control the drops, which are optional, random notes dropped onto your pattern. Drops appear in turquoise in the step grid. The following buttons are available: In the middle, the bigger **Drops on/off button** activates or deactivates the drops. When you activate the drops for the first time, they are automatically generated. On the left, the **Renew button** (showing two cycling arrows) lets you manually generate a new set of drops that will immediately replace the current drops in the pattern. On the right, if you activate the **Auto Renew button** (showing an infinite icon) the drops will be automatically renewed each time the pattern is looped.
5. **Paint Mode button** (paintbrush icon): Activates or deactivates the Paint mode for the mouse actions in the step grid.
6. **Clear button (recycle bin icon)**: Removes all the notes from the pattern and resets all the Step and Pitch switches to their default active state, leaving an empty pattern where you can build a new sequence from scratch.

7. **Retrigger**: When **Retrigger** is off (default setting), the pattern starts from the beginning as you press the first key and goes on looping until you release the last held key. When **Retrigger** is on, the pattern restarts from the beginning for every new key that you press.
8. **Latch**: When **Latch** is off (default setting), the pattern is played in loop as long as you hold some keys. When **Latch** is on, the pattern goes on looping even if you release all the keys. You can stop the pattern by clicking the active **Latch** button.
9. **Step on/off switches**: Each little dot below the step grid lets you activate or deactivate the notes triggered on the step directly above. By default, all the dots are blue, indicating that all the steps are active. Clicking any dot will turn it off and deactivate the step above it, muting all the notes that start on that step (the column will turn gray). Deactivating a step only affects the note triggers: Notes that were triggered at earlier steps will not be affected, even if they might still produce a sound.
10. **Pitch on/off switches**: Each little dot left of the step grid lets you activate or deactivate the notes at the pitch directly on the right. By default, all the dots are blue, indicating that all the pitches are active. Clicking any dot will turn it off and deactivate the pitch right of it, muting all the notes at that pitch (the row will turn gray). Deactivating a pitch only affects the note triggers: Notes at that pitch that were triggered before you deactivate the pitch will not be affected, even if they might still produce a sound.

Mouse actions in the step grid

The available mouse actions in the step grid depend on the current editing mode, which is set by the Paint Mode button (showing a paintbrush icon) above the step grid:

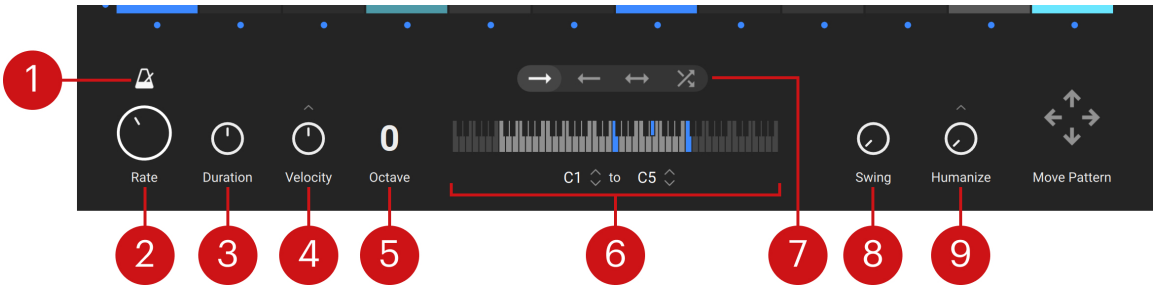


- In **default mode** (Paint Mode button off), you can:
  - Click in the first step of a note to delete it. If the note is longer than one step, clicking at a later position in the note will cut off its tail and create a new note on that step.
  - Click in the first step of a note and drag your mouse horizontally to adjust the note length, and vertically to adjust the note velocity.
  - Click an empty division to create a note on that step. You can hold the mouse button depressed and drag your mouse to the right to adjust the note length and vertically to adjust the note velocity.
- In **Paint mode** (Paint Mode button on), you can:
  - Click an empty division to create a note on that step. You can hold the mouse button depressed and drag your mouse in any direction to quickly create multiple notes at once (the mouse cursor then shows an additional paintbrush icon).
  - Click a note to delete it. You can hold the mouse button depressed and drag your mouse in any direction to quickly delete multiple notes at once (the mouse cursor then shows an additional trash bin icon).

ⓘ You cannot edit the turquoise notes, which are the additional, random drops.

Pattern parameters

The row of controls at the bottom of the Patterns Tool lets you adjust various aspects of the pattern. It contains the following elements:



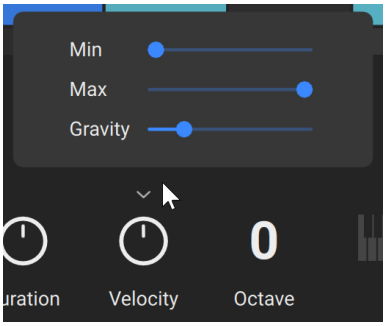
1. **Sync button** (metronome icon): When **Sync** is on, the pattern's tempo and play position are in sync with Kontakt's main tempo (which is the tempo of your DAW if Kontakt is running as a plug-in). When **Sync** is off, the pattern is played independently from any external clock.
2. **Rate**: Adjusts the size of the steps in the grid, which directly affects the playback speed: the shorter the steps, the faster the playback. When **Sync** is off, the **Rate** values are measured in milliseconds and range from 100 ms to 1000 ms. When **Sync** is on, the **Rate** values are measured in note values from **1/32** (1/32nd note) to **1/1** (whole note) relatively to Kontakt's main tempo. Within this range, the values with a **D** refer to dotted notes and the values with a **T** refer to triplets.
3. **Duration**: Globally adjusts the lengths of all notes relatively to their original lengths. The available values range from **50 %** (half of the original lengths) to **150 %** (1.5 x the original lengths). For values above 100 %, the notes continue playing onto the next step: If the next step also contains a note at the same pitch, this note will not be triggered, which can radically (but still musically) change the playback.
4. **Velocity**: Globally adjusts the velocities of all notes relatively to their original velocities. The available values range from **1 %** to **200 %**. Clicking the **little up arrow** above the knob opens the Velocity settings, where you can configure the note velocities more in detail.
5. **Octave**: Transposes the notes by 1, 2, or 3 octaves downward or upward. Since the transposed notes will be processed by the Key Output Range afterwards, moving the **Octave** knob further away from its middle position will tend to accumulate the notes near the lower or upper limit of the Key Output Range.
6. **Key Output Range**: Defines the key range in which notes can be triggered. If a note of the pattern has a pitch outside this range, its closest octave equivalent inside the range will be played instead. The keyboard visualization indicates in blue the notes that are effectively played. You can adjust the Key Output Range in various ways: You can adjust its lower or upper limit by clicking and dragging its left or right border horizontally, you can move the entire range by clicking anywhere between its borders and dragging your mouse horizontally, or you can adjust its lower and upper limits using the two key fields below: In these fields, you can click the up/down arrows to select the next/previous key value, or click the value and drag your mouse vertically to adjust it in greater jumps.
7. **Playback Direction selector**: Selects the direction in which the pattern will be played. From left to right, the four available settings are Forward (default setting), Backward, Ping-pong (forward and backward), and Shuffle (the playhead randomly jumps through the pattern).
8. **Swing**: Adjusts the swing amount. The swing adds a variable delay to every second note (or every second and third notes if **Sync** is on and **Rate** is set to a triplet value), which produces the shuffle effect commonly used in jazz music, for example.

9. **Humanize**: Adds some random imprecision when triggering the notes, which makes the pattern sound more human. Turning the knob to the right increases the likelihood of the inaccuracies. Clicking the **little up arrow** above the knob opens the Humanize settings, where you can adjust how various characteristics of the notes should be humanized.

The **Move Pattern** control at the far right is not a pattern parameter. Instead, if shifts all the notes in the pattern. For more information on this control, refer to Patterns overview.

Velocity settings

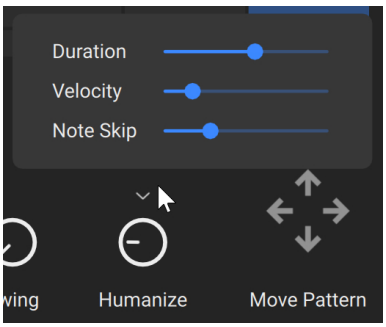
The velocity settings let you adjust additional velocity details.



- **Min**: Adjusts the minimum velocity of the notes.
- **Max**: Adjusts the maximum velocity of the notes.
- **Gravity**: Adjusts an extra velocity accent applied to the notes on the downbeats (the columns with a lighter background in the step grid). Higher **Gravity** values will additionally decrease the velocities of the remaining, non-accented notes.

Humanize settings

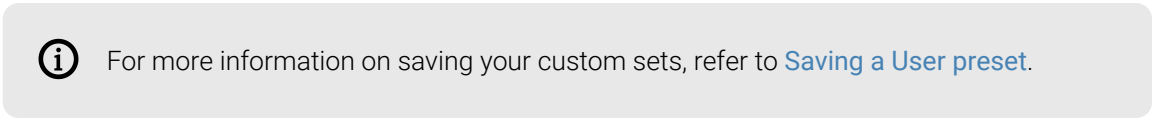
The Humanize settings let you specify different amounts of random inaccuracies for various characteristics of the triggered notes.



- **Duration**: Adjusts the amount of inaccuracies in the length of the notes. As you drag the slider to the right, the individual notes in the pattern tend to last longer or shorter as their original length.
- **Velocity**: Adjusts the amount of inaccuracies in the velocity of the notes. As you drag the slider to the right, the individual notes can get louder or softer as their original velocity.
- **Note Skip**: Adjusts the amount of inaccuracies in the note trigger. As you drag the slider to the right, more notes tend not be skipped.

Phrases Tool

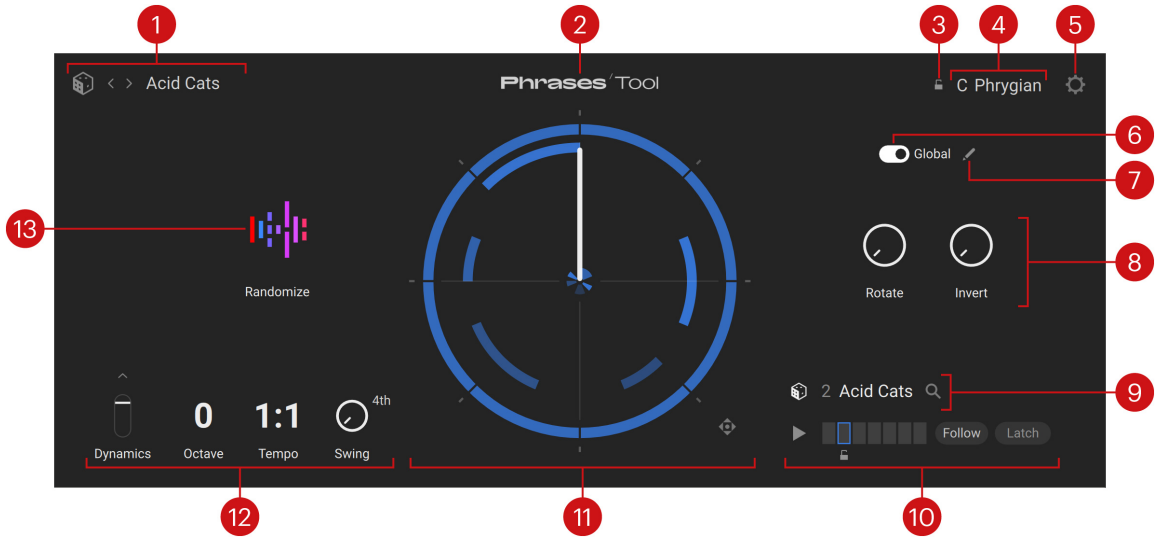
The Phrases Tool allows you to play musical phrases on your Kontakt Instruments by pressing a single key. The Tool provides you with a vast collection of phrases judiciously grouped into phrase sets. Each phrase set includes seven phrases. You can browse the available phrase sets and select the desired musical characteristics to find the matching sets. When you load a phrase set into the Tool, its seven phrases are directly available on dedicated keys of your MIDI keyboard. You can quickly adjust various characteristics of the played phrases, for example their playback behavior, the keyboard mapping, the scale, the velocities, pitches, and timings of the individual notes, etc. You can also replace single phrases with ones from other sets to create your own custom sets.



For more information on saving your custom sets, refer to Saving a User preset.

Phrases overview

The Phrases Tool contains the following elements:



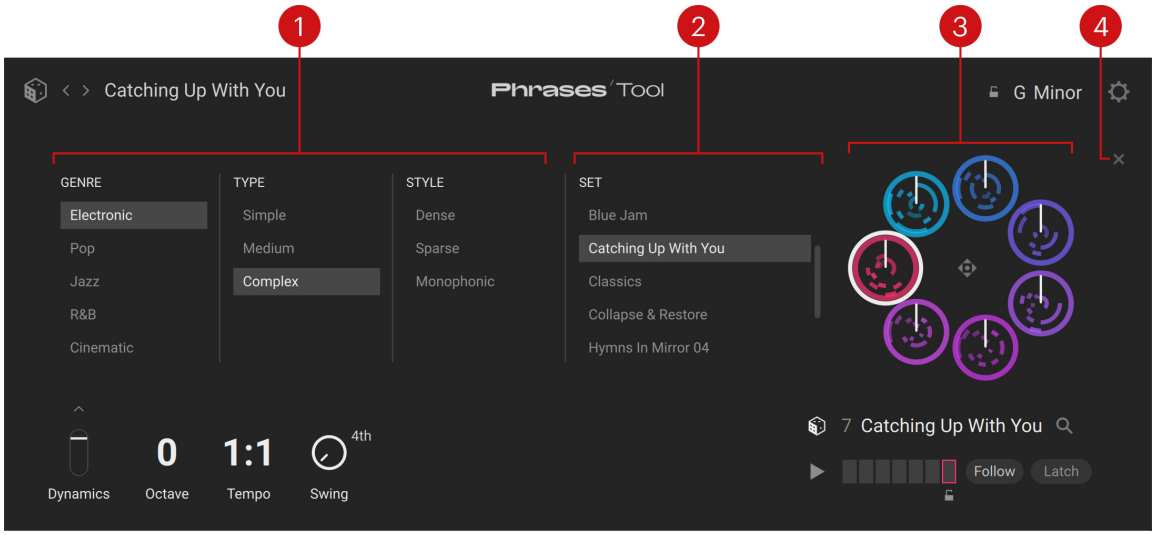
1. **Phrase Set selector**: Shows the name of the loaded set of phrases. You can click the name to open the Phrase Set browser and select another set, click the left/right arrows to load the previous/next set from the current result list, or click the dice to load a random set from the current result list. Each phrase set contains seven phrases and a particular scale. By default, when you load the phrase set its phrases and scale will replace the current phrases and current scale.
2. **About**: Click the Tool name to open the credits.
3. **Scale Lock**: Keeps the current scale when loading another phrase set. This only works when loading phrase sets using the Phrase Set selector or the Phrase Set browser, not from Kontakt's side pane nor Library Browser.
4. **Scale selector**: Shows the current scale. You can select another scale by clicking the selector and choosing a root note and a scale mode from the menu. The seven available phrases will automatically adapt to match the keys in the selected scale.
5. **Settings**: Opens the Settings page.

6. **Global**: Defines the scope of your adjustments on certain parameters. When **Global** is on (switch to the right), the concerned parameters have no color and your edits apply globally to all the phrases in the set. When **Global** is off (switch to the left), these parameters mirror the color of the selected phrase and your edits apply only to that phrase.
7. **Edit** (pen icon): Switches to the Phrase Edit mode. The Phrase Edit mode lets you adjust the phrase characteristics in detail: playback, timings, pitches, and velocities.
8. **Quick Edit controls**: Shortcuts for two controls from the Phrase Edit mode:
   - **Rotate**: Delays the entire phrase by an adjustable amount. The circular score of the Phrase Wheel shows the delay by rotating all the notes.
   - **Invert**: Switches the pitches between the notes used in the phrase. For example, the first inversion will transpose the lowest pitch to the 2nd-lowest pitch, the 2nd-lowest to the 3rd-lowest, … , the 2nd-highest pitch to the highest, and the highest pitch to the lowest. When turning the knob to the right from its default position at full left (no inversion), you will successively activate every inversion possible. The more pitches are used in the phrase, the more inversions will be available.
9. **Phrase selector**: Shows the name of the phrase loaded in the selected slot. Clicking the name or the magnifying glass opens the Phrase browser, which lets you select and load another phrase into that slot. You can also click the dice to load a random phrase from the current result list.
10. **Phrase Slot selector**: Selects a slot from the set and provides additional controls affecting the phrase selection. Refer to Phrase Slot selector for more information.
11. **Phrase Wheel**: Visually represents the note sequence in the selected phrase. Refer to Phrase Wheel for more information.
12. **Tool Playback controls**: Adjust the global playback behavior of the Phrases Tool. Refer to Tool Playback controls for more information.
13. **Randomize**: Set random values to most time, pitch, and velocity parameters of the phrase(s). These include the **Rotate** and **Invert** knobs in the Quick Edit controls on the right. The remaining parameters are available in the Phrase Edit mode.

Phrase Set browser

The Phrase Set browser lets you replace the seven loaded phrases at once with a fresh phrase set from the factory library.

The Phrase Set browser contains the following elements:



1. **Tag filter**: You can click the desired tags from the **Genre**, **Type**, and **Style** columns to select or deselect them. The **Set** list on the right is updated accordingly.
2. **Set list**: Shows the sets matching your selections in the Tag filter. You can click a set in the list to load it and replace the current set.
3. **Phrase Set Preview**: Displays previews of the seven phrases in the selected set. The previews are inspired by the Phrase Wheel displayed in the middle of the Tool interface. The preview with a white frame indicates the phrase currently selected. The Phrase Set Preview includes an **Export handle** in the middle: You can click it and drag it to export the entire set into your DAW.
4. **Close** (cross symbol): Closes the browser.

Phrase Wheel

The phrase is shown as a sequence of notes (or pattern) on a circular score:

Each note appears as a curved segment with the following properties:

- Its color intensity indicates the note velocity.
- Its distance to the center indicates the note pitch.
- Its angular position indicates the note timings (note start and end).

The playback starts at the top and progresses clockwise up to one full circle, corresponding to one bar. The white hand represents the playhead: As it reaches a segment, that note is triggered and plays until the playhead reaches the segment end.

By default, a phrase plays from the beginning to the end of the sequence (one full circle). By clicking anywhere on the wheel and dragging your mouse vertically, you can adjust the end point of the phrase: In the sequence, the notes starting after the end point are grayed out and will not play. However, earlier notes that are still sounding will continue to play until their end.

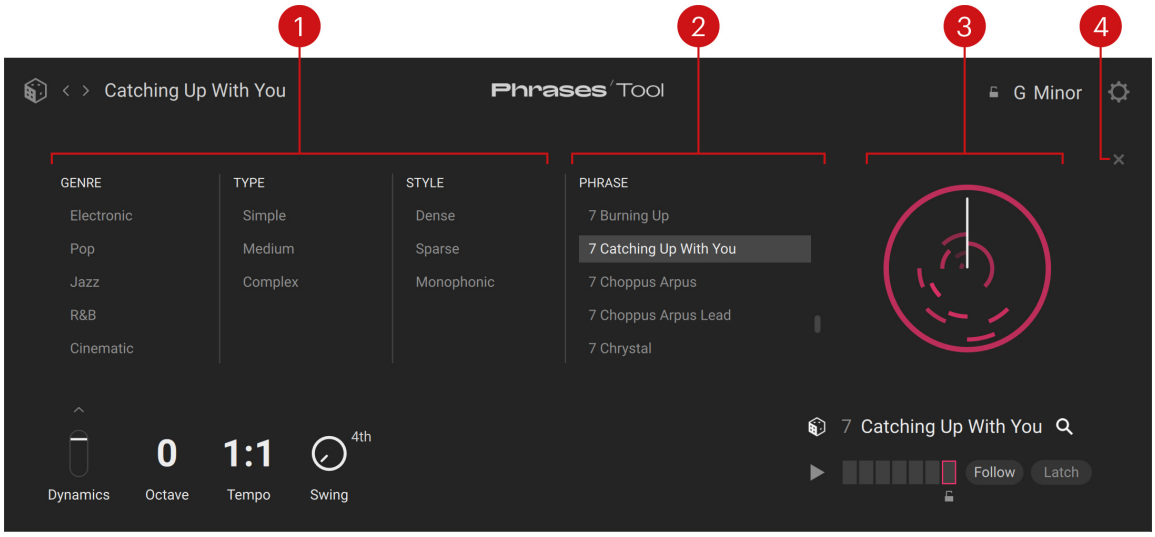
The Phrase Wheel provides two additional controls:

- **Reset** (top left of the Phrase Wheel): Cancels any changes that you have made to the phrase(s) and returns to the factory version. The Reset button appears only if you have modified the phrase.
- **Export handle** (bottom right of the Phrase Wheel): Click and drag to export the phrase into your DAW.

Phrase browser

The Phrase browser lets you replace the selected phrase with a fresh one from the factory library.

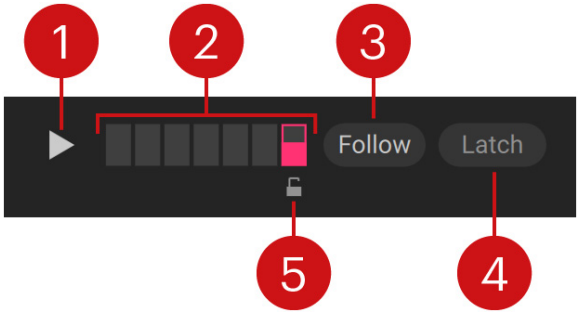
The Phrase browser contains the following elements:



1. **Tag filter**: You can click the desired tags from the **Genre**, **Type**, and **Style** columns to select or deselect them. The **Phrase** list on the right is updated accordingly.
2. **Phrase list**: Shows the phrases matching your selections in the Tag filter. You can click a phrase in the list to load it and replace the selected phrase.
3. **Phrase Preview**: Displays a preview of the selected phrase. The preview is inspired by the Phrase Wheel displayed in the middle of the Tool interface.
4. **Close** (cross symbol): Closes the browser.

Phrase Slot selector

The Phrase Slot selector contains the following elements:



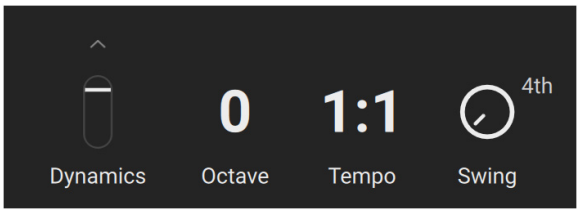
1. **Play**: Toggles the playback of the selected phrase on or off. When Play is on, selecting another slot automatically triggers its phrase.
2. **Phrase slots**: Selects a phrase from the current set. The selected slot is highlighted, its phrase is displayed in the Phrase Wheel, and you can edit its settings. Each phrase slot has its own color, which is mirrored in various places of the Tool to indicate the controls affecting that phrase specifically. When the phrase is playing, a vertical progress bar runs on the slot to indicate the play position in the phrase.
3. **Follow**: If this is on, you can select phrases by pressing their key on your MIDI keyboard. If this is off, the keys trigger the phrases without selecting them.

4. **Latch**: Selects between two playback behaviors when triggering phrases via MIDI:
   - If **Latch** is off, the triggered phrase will play as long as you hold the key depressed and stop when you release the key.
   - If **Latch** is on, the phrase will go on playing until the end even if you have released the key.
5. **Lock** (below the selected slot): Keeps the current phrase in that slot when you load another phrase set. You can lock several slots in your set. You can use the lock to keep interesting phrases as you browse the available phrase sets, progressively composing your own set of phrases.

Tool Playback controls

The Tool Playback controls adjust the global playback behavior of the Phrases Tool. The values for these controls are not stored in the sets. Hence, your custom settings stay valid when switching between sets.

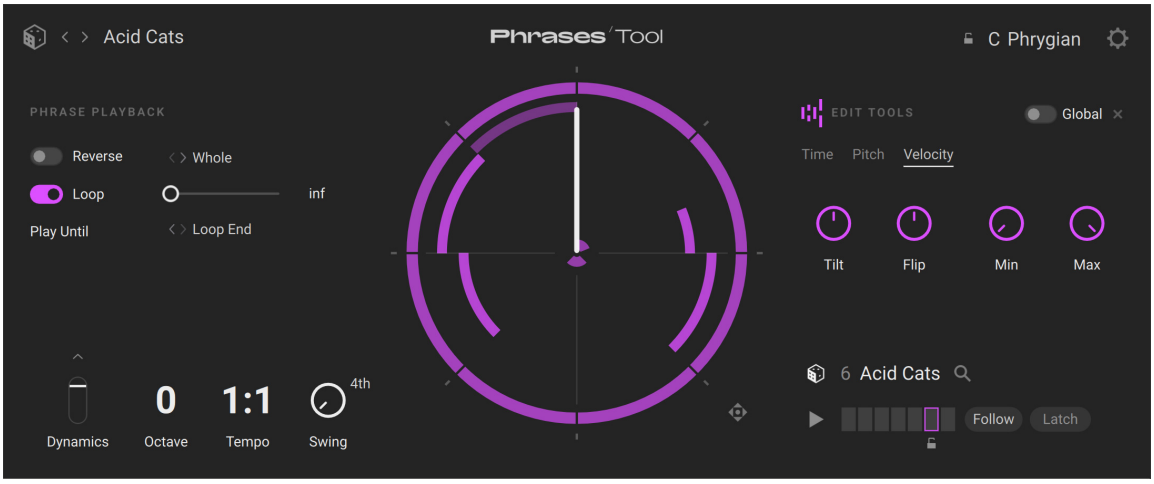
The following controls are available:



- **Dynamics**: Adjusts the overall velocity of the phrases.
- **Dynamics Source menu** (little up arrow above the **Dynamics** knob): Selects the source used to control the dynamics. You can select **Velocity** to use the velocity at which you press the keys, **Modwheel (CC1)** to use the modulation wheel on your MIDI keyboard, or **Velocity + Modwheel** to use both simultaneously.
- **Octave**: Transposes the playback by octaves up to three octaves downward or upward.
- **Tempo**: Sets the playback tempo to the double value (**2x**), the same value (**1:1**), or half the value (**1/2**) of Kontakt's main tempo. If Kontakt is running as a plug-in in your DAW, its main tempo is defined in your DAW. If Kontakt is running as a standalone application, its main tempo is defined in the Master Editor.
- **Swing**: Adjusts the swing amount. The swing adds a variable delay to the notes in the second half of a chosen time division (usually the quarter note), which creates the shuffle effect commonly used in jazz music, for example.
- **Step Size menu**: Selects the time division used for the **Swing**. The default value (**4th**) corresponds to the quarter note. The available values range from **1/1** (whole note) to **16th** (sixteenth note).

Phrase Edit mode

By activating the pen icon, you switch the Phrases Tool to **Phrase Edit mode**. In Phrase Edit mode you can modify the current phrase or the entire set more in detail. For this purpose, additional sections of parameters show up on either side of the Phrase Wheel:

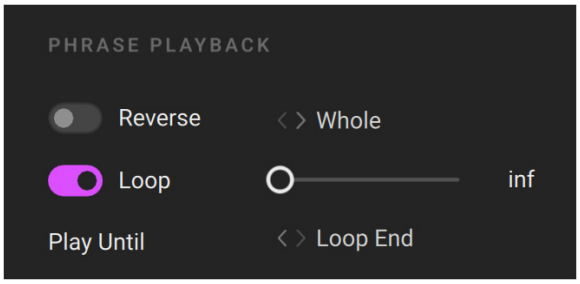


- On the left, the Phrase Playback section lets you configure the playback behavior of the phrase(s).
- On the right, the Edit section lets you adjust the timings, pitches, and velocities of the notes in the phrase(s).

Phrase Playback section

In the Phrase Playback section you can configure the playback behavior of the selected phrase or of the entire set.

The Phrase Playback section contains the following controls:

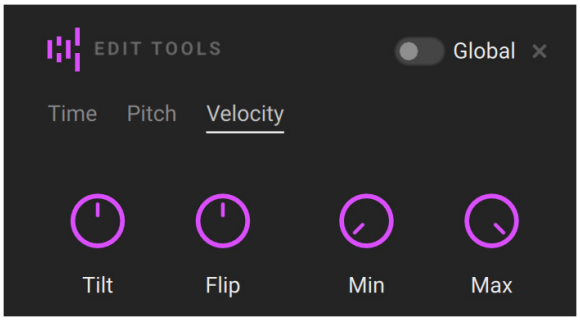


- **Reverse switch**: Turns the reverse playback on or off.
- **Reverse Range menu**: Selects the part of the phrase(s) that should play in the reverse direction, the remaining part playing forward. This control affects the playback only if the **Reverse** switch is on. The available entries are **Whole** (the whole phrase plays reverse), **First Half** (first half reverse, second half forward), **Second Half** (first half forward, second half reverse), and **Both Halves** (first half reverse, then second half reverse).
- **Loop switch**: Turns the looped playback on or off.
- **Repetitions slider**: Specifies how many times the phrase(s) should be looped. This control affects the playback only if the **Loop** switch is on. With the slider at full left (**inf**, default value), the playback is looped forever. The remaining values range from **1** to **99**.

- **Play Until menu**: Selects where the loop should end and jump back to the beginning. This control affects the playback only if the **Loop** switch is on and if the phrase's play range is shorter than a full cycle (see Phrase Wheel). Two entries are available from the menu:
  - **Pattern End**: The whole sequence (full circle) is looped, including any grayed out notes and the resulting silent part. For example, this setting is useful to preserve the loop length and keep the Tool in sync with other instruments in your DAW.
  - **Loop End**: Only the audible phrase is looped. If the phrase is shorter than a full circle, the loop will be shorter as well.

Edit section

In the Edit section you can change the timings, pitches, and velocities of the notes in the selected phrase or in the entire set.



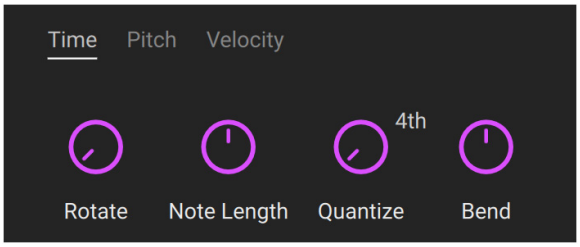
In the top row, the Edit section contains three elements, from left to right:

- **Randomize button**: Sets random values to all the continuous parameters from the Edit section. This button mirrors the bigger **Randomize** button available outside the Phrase Edit mode. If the **Global** switch on its right is on, the Randomize button shows all the phrase colors to remind you that it will affect all of them. If the **Global** switch is off, the Randomize button shows only the color of the selected phrase to indicate that it will affect only this phrase.
- **Global** switch: Specifies whether your edits will apply to the seven loaded phrases (button on) or only to the selected phrase (button off). This button mirrors the **Global** switch available outside the Phrase Edit mode.
- **Close button** (cross icon): Closes the Phrase Edit mode.

> For more information on the Randomize button and the **Global** switch outside the Phrase Edit mode, refer to Phrases overview.

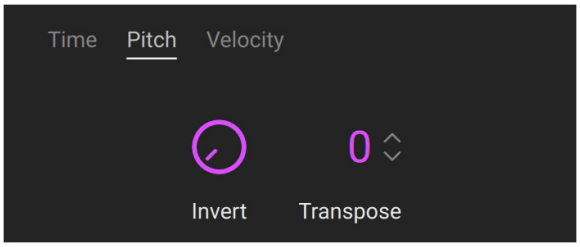
Below, the Edit section contains three panels, which you can display by clicking the **Time**, **Pitch**, or **Velocity** tab at the top:

The **Time** panel contains the following controls:



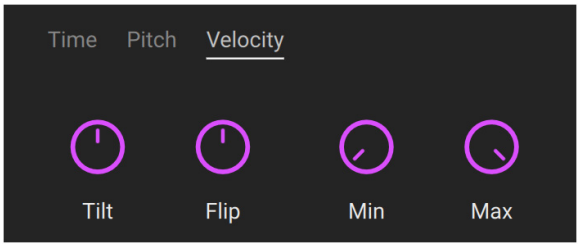
- **Rotate**: Delays the entire phrase by an adjustable amount. All the notes rotate on the Phrase Wheel as you adjust the knob. This parameter is also available in the Quick Edit controls, available when the Phrase Edit mode is off.
- **Note Length**: Shortens or extends the length of all notes by moving their end points.
- **Quantize**: Adjusts the quantization applied to the notes. At full left (default setting), no quantization is applied. The more you turn the knob to the right, the closer the notes get from the time divisions selected in the Quantize Step menu.
- **Quantize Step menu**: Selects the time division to which the notes can be quantized. The available values range from **1/1** (one whole note, corresponding to one full circle) to **16th** (one sixteenth note).
- **Bend**: Bends the time line toward the beginning or the end of the sequence. From the default center position (no bending), turning **Bend** to the left will speed up the beginning of the sequence and slow down its end, whereas turning it to the right will slow down the beginning of the sequence and speed up its end. In any case, the total duration of the sequence stays untouched.

The **Pitch** panel contains the following controls:



- **Invert**: Switches the pitches between the notes used in the phrase. For example, the first inversion will transpose the lowest pitch to the 2nd-lowest pitch, the 2nd-lowest to the 3rd-lowest, … , the 2nd-highest pitch to the highest, and the highest pitch to the lowest. When turning the knob to the right from its default position at full left (no inversion), you will successively activate every inversion possible. The more pitches are used in the phrase, the more inversions will be available. This parameter is also available in the Quick Edit controls, available when the Phrase Edit mode is off.
- **Transpose**: Transposes all the notes in semitones. The available values range from **-12** to **12** semitones.

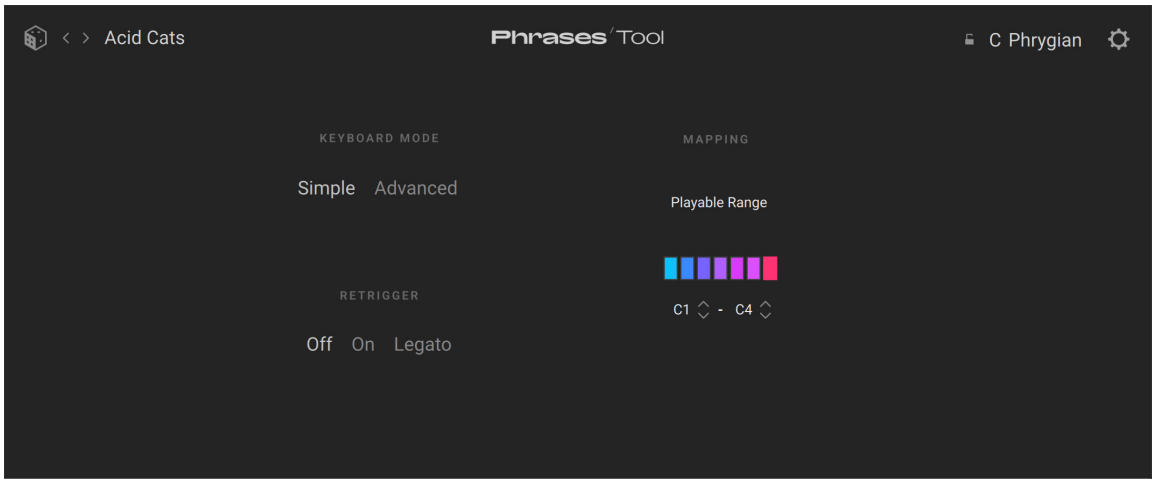
The **Velocity** panel contains the following controls:



- **Tilt**: Puts the velocities on a time slope centered on the current mean of all velocities. From the default center position, turning **Tilt** to the left uses a raising slope (early notes get softer and late notes get louder), while turning **Tilt** to the right uses a decreasing slope (early notes get louder and late notes get softer). The slope becomes steeper as you move the knob further away. For example, this tool is useful to create crescendos.
- **Flip**: Modifies the gap between high and low velocities. From the default center position, turning **Flip** to the left accentuates the velocity differences between notes by amplifying the higher velocities and attenuating the lower velocities. The other way around, turning **Flip** to the right attenuates the higher velocities and amplifies the lower velocities: At first this reduces the velocity differences between notes, but turning the knob further to the right leads up to a complete velocity inversion, the soft notes being played loud and the loud notes softly.
- **Min**: Adjusts the lowest velocity available. Increasing the **Min** value shrinks the range of available velocities upward. The possible values go from **0** (default value, knob at full left, no lower velocity limit) to **100** (all the notes are set to the maximum velocity).
- **Max**: Adjusts the highest velocity available. Decreasing the **Max** value shrinks the range of available velocities downward. The possible values range from **100** (default value, knob at full right, no upper velocity limit) to **0** (knob at full left, all the notes are set to the minimum velocity).

Settings page

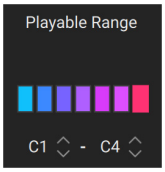
The Settings page provides global options affecting the behavior of the Tool and its response to your actions on the keyboard.



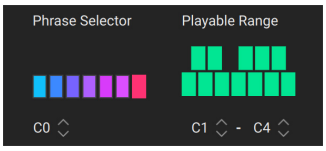
The following controls are available:

- **Keyboard Mode**: Selects between two modes for triggering the phrases from your MIDI keyboard:
  - In **Simple** mode (default mode), within the range of playable keys, each white key triggers a different phrase from the set according to the key degree in the C scale: For example, the C keys trigger the first phrase of the set, the D keys trigger the second phrase, etc. The phrase pitch is set to the current root note (as specified in the Scale selector) in the octave of the pressed key. You can adjust the range of playable keys in the **Mapping** section.
  - In **Advanced** mode, distinct key ranges are used for selecting and triggering phrases. A one-octave range lets you select phrases (without triggering them) by pressing the white keys, using the same logic as in Simple mode: The degree of the pressed key in the C scale determines which phrase will be selected. A second key range lets you trigger the selected phrase at the desired pitch by pressing the corresponding black or white key. You can adjust both ranges in the **Mapping** section.

- **Mapping**: Lets you adjust the range(s) used to control your phrases. The available parameters depend on the selected Keyboard Mode on the left:
  - In Simple mode, the **Playable Range** defines the keys that will trigger phrases. Keys outside this range will be inactive. You can adjust the lower or upper end of the range by clicking the corresponding note field and dragging your mouse vertically, or by clicking the little up and down arrows next to it. Above the fields, the slots mirror the colors of the triggered phrases.



  - In Advanced mode, the **Selection Range** defines the one-octave range used for selecting the phrases (the range is defined by its base C key), and the **Playable Range** defines the range of keys that will trigger the selected phrase. You can adjust both ranges by clicking the note fields and dragging your mouse vertically, or by clicking the little up and down arrows next to the fields.

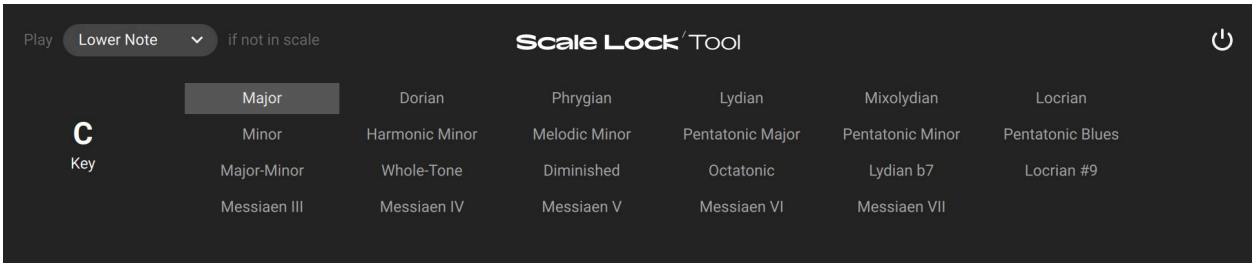


- **Retrigger**: Specifies the transition between successive phrases. If you trigger a new phrase while the previous phrase is still playing, the following behaviors are available:
  - **Off**: The new phrase seamlessly takes over from the playback position of the previous phrase.
  - **On**: The new phrase starts from the beginning.
  - **Legato**: The new phrase takes over from the playback position of the previous phrase only if you are still pressing the previous key.

Scale Lock

Scale Lock maps the notes you play to a musical scale.

The Scale Lock Tool contains the following elements:

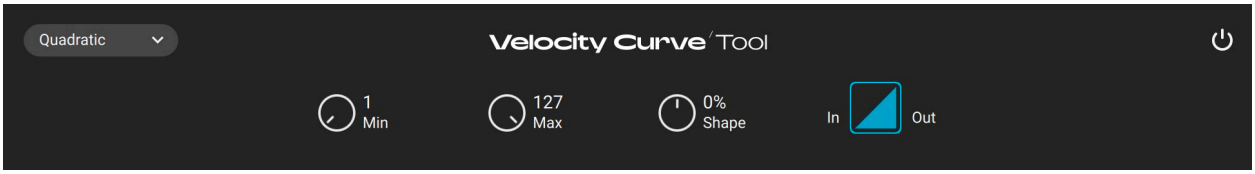


- **Disable:** Bypasses the Tool.
- **Key:** Selects the root key of the scale.
- **Scale:** Selects a scale to which all notes will be constrained to.
- **Incoming Note menu**: Selects the behavior of incoming MIDI notes which do not fall within the selected scale.

Velocity Curve

Velocity Curve lets you fine-tune how Kontakt responds to the velocity values you play.

The Velocity Curve Tool contains the following elements:



- **Disable:** Bypasses the Tool.
- **Curve Types:** Selects the type of basic velocity curve you want to use with your MIDI device.
- **Min/Max:** Adjusts the minimum and maximum values for the velocities in the velocity curve.
- **Shape:** Adjusts the convex or concave curve amounts of the velocity curve.
- **Panel:** Displays the selected curve type along with its in and out velocity values.

9. Classic view

The Classic view in Kontakt Player is designed to discover the depth and power of its engine over time. It can be configured in a variety of ways to best suit your needs and preferred workflows. You can load instruments and combine them in multis with flexible MIDI and audio routing.

Classic view contains the following main areas and elements:

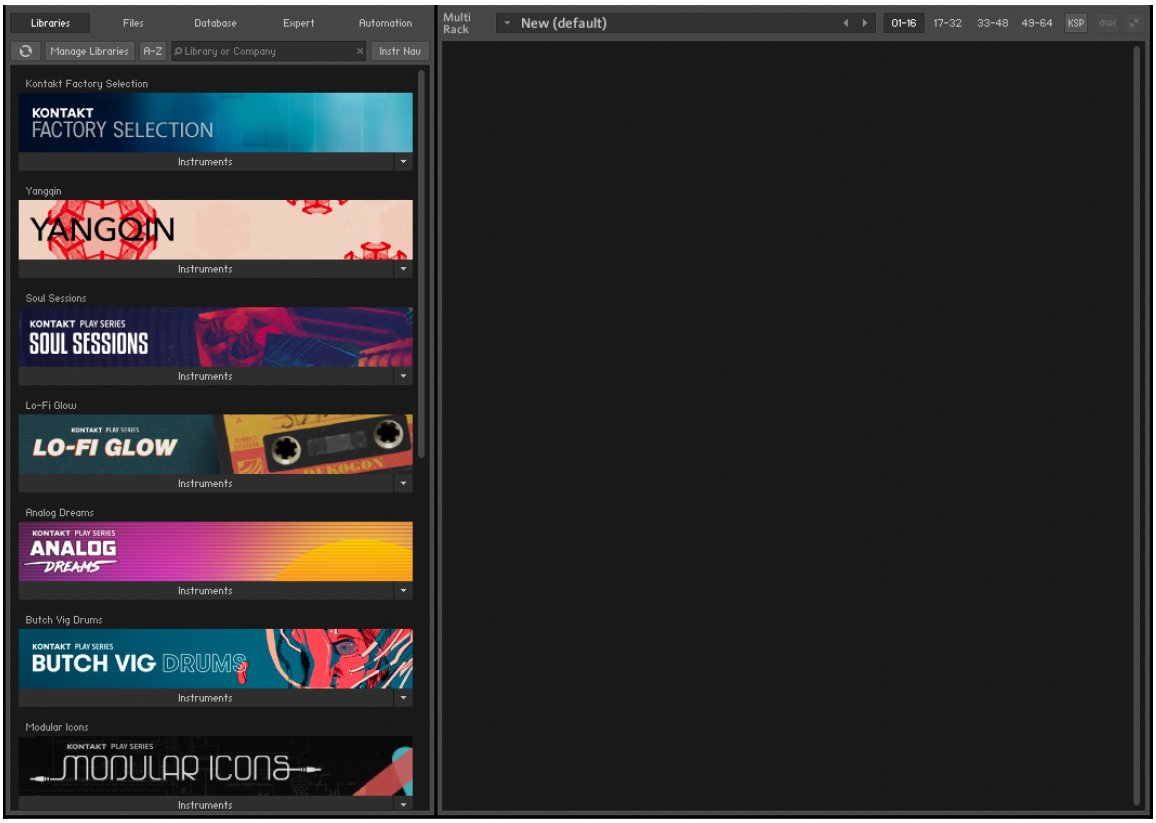
1. **Header**: Lets you open the Library browser, show or hide elements in the user interface, and access options in the File menu. Additionally, the displays and meters keep you informed about the software status. For more information, refer to Header.
2. **Side Pane**: Provides functions for managing 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 (Classic view).
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 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 Instrument Rack.
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 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 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.

Instrument Rack

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.



Rack header

At the top of the Rack section is the Rack 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 Rack header contains the following features and controls:

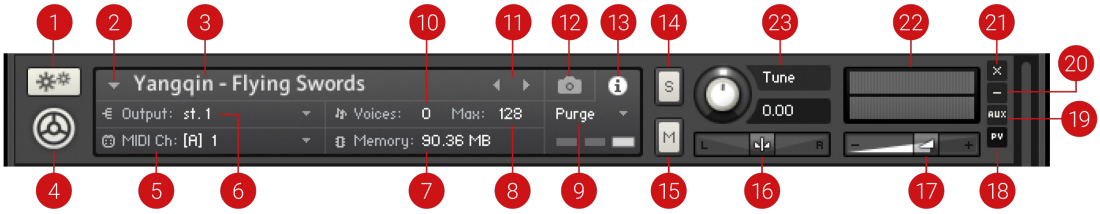
1. **Multi Name**: A text field contains the name of your currently loaded Multi; if you have just started Kontakt Player, this will read **New (default)**, as this is the default Multi file that will be loaded on startup. To change the name, click the text field and enter a new one.
2. **Multi Browse**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

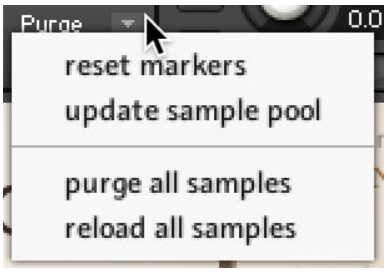
Purge menu

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

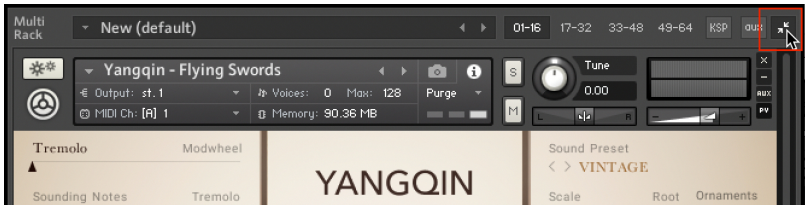
Instrument header (minimized)

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.

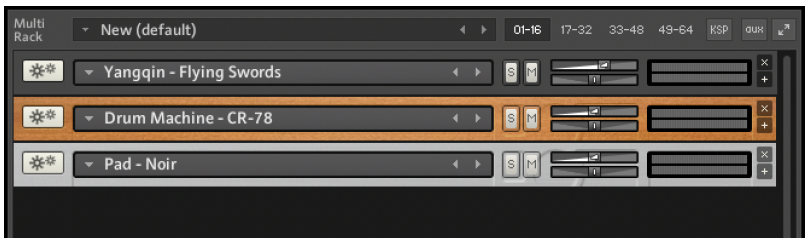
In this mode, the Instrument Header includes only the Instrument Options button, the Instrument Name field, Solo and Mute buttons, Output Volume, Pan sliders, Level Meters, and buttons for removing this Instrument from your Multi and switching the header back to its normal size. For more information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

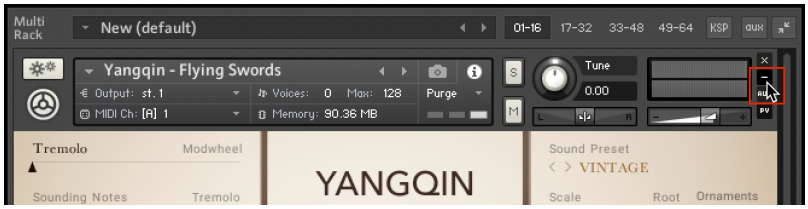


→ All Instrument Headers in the Multi Rack are minimized.

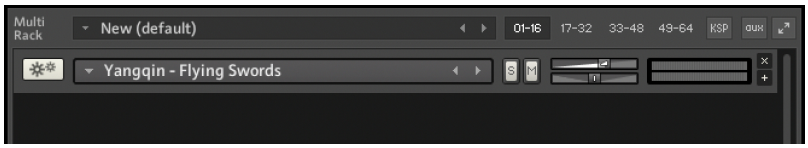


To minimize individual Instrument Headers:

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



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

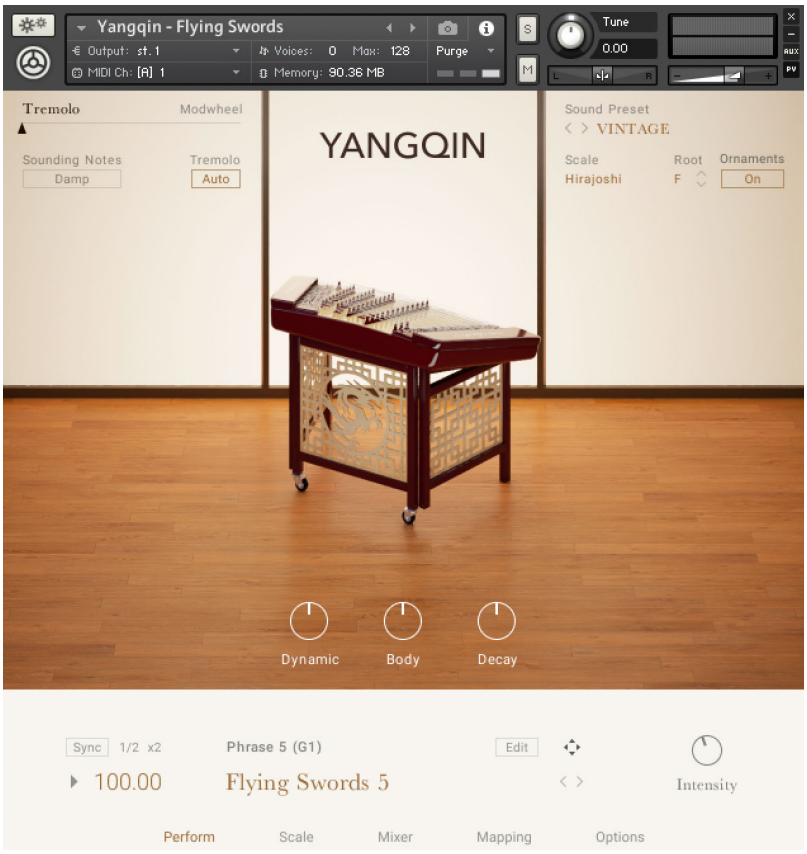


Performance view

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.



Loading and saving 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.

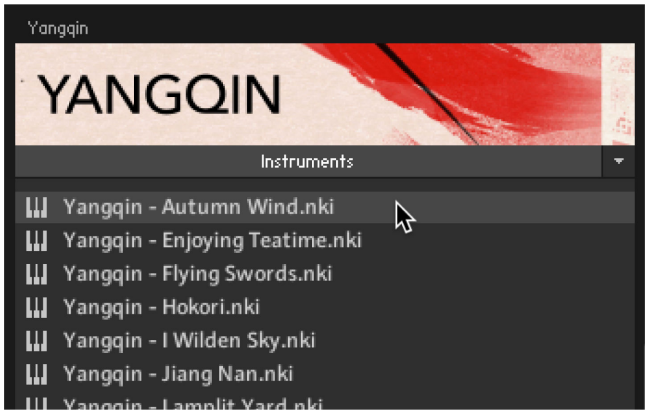
After the Instrument has been loaded successfully, it will appear in the Rack. If required, Output and MIDI channel assignments can be changed in the Instrument's Header. Once these are correctly set, the Instrument can be played via your MIDI keyboard or the virtual on-screen keyboard. For more information,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

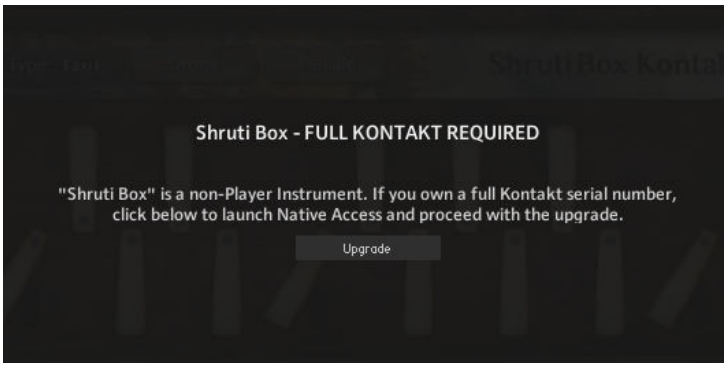
A non-activated Library is one which has not yet been installed or activated via Native Access. When an instrument from a non-activated library is loaded in Kontakt Player, the following **NOT ACTIVATED** error message will appear:

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

> 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:



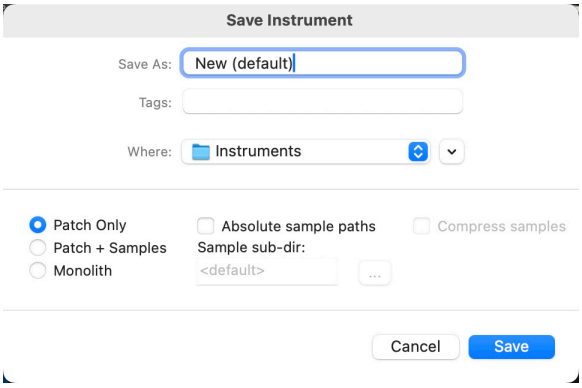
This error message indicates that you are attempting to load an unlicensed Kontakt library in Kontakt Player. These non-licensed libraries can be used in the full version of Kontakt only. If you own a full Kontakt serial number, click the **Upgrade** button below the error message to open Native Access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

Saving instruments

The entry **Save as** in the Header's **File** menu allows you to save any Instrument in your Rack as an .nki file for later reuse. When you select this entry, a sub-menu will open that contains a list of all Instruments in your current Multi. Selecting one of them opens a Save dialog that allows you to choose a location and change the name of the Instrument. Note that the file name, without the .nki extension, will be used as the Instrument name that is displayed in the Instrument Header.

Below the file selector, the dialog lets you choose how Kontakt should handle the Samples that are being referenced by the Instrument. When you have added these Samples to your Instrument during your current session, they're still in their original location, and the Zones in your Instrument reference them via their full paths; the various options in the save dialog allow you to fine-tune this behavior before your Instrument is written to disk.

The file dialog offers the following options for saving samples along with the instrument:



- **Patch Only**: Keeps samples in their original locations and only saves file references in the instrument file. This achieves small file sizes, however moving references samples on the hard drive will result in missing samples. For more information, refer to Samples Missing dialog.
  - If you activate **Absolute Sample Paths** for the **Patch Only** option, the Sample files will be referenced by the Instrument with their absolute paths. In this case Kontakt will find he files even if you move the Instrument file to a different location. When deacticated, the samples must stay in the same path relative to the instrument in order to be found.

- **Patch + Samples**: Saves the .nki file and copy the contained Samples to a new location, changing the file references within the Instrument to the copies in the process. If you leave the Sample Sub-Folder option below set to its Use Default value, Kontakt will save the Sample files to a Samples folder inside the destination location of your Instrument file; this folder will be created if it doesn't exist yet. That way, the Samples will be kept close to the Instrument, which helps you keeping track of them when doing backups or moving directories. You can also specify a different Sample location, though; for example, you might want to use a common Samples folder that resides in the directory of your project.
- **Monolith** will combine the Instrument and its referenced Samples into a single, large file. This is the safest option to choose in terms of keeping Sample references intact, as the Samples cannot accidentally get separated from the Instrument later. This is also a good way to create Instruments that should be distributed to other users of Kontakt.

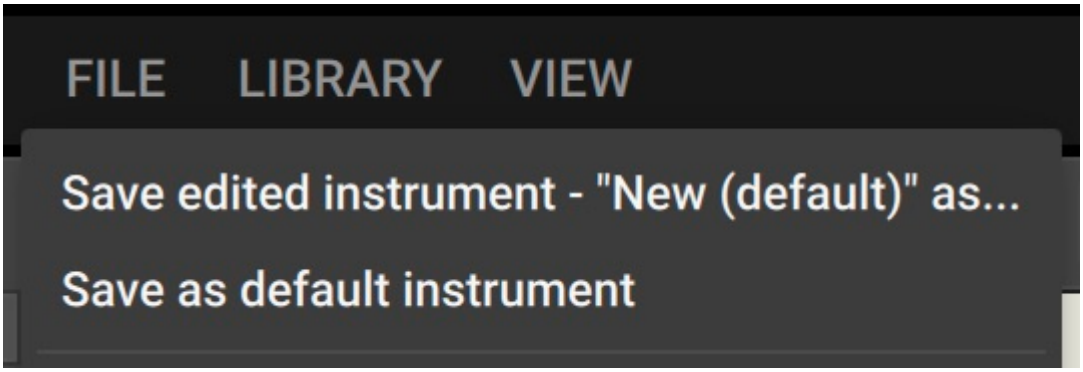
Should you choose to save the referenced Samples along with your Instrument data by selecting either Patch + Samples or Monolith, you further have the choice to save them in a Below the file selector, the dialog lets you choose how Kontakt should handle the compressed format by checking the box below the sub-folder field. In this case, Kontakt will write the Samples using a proprietary, lossless audio codec that typically yields compression rates between 30% and 50%. This will not only improve access performance when streaming the Instrument from disk, but will also reduce its memory footprint, as Kontakt will decompress the Samples on-the-fly from memory with very little CPU overhead. The downside of using compressed Samples, however, is that you cannot use external wave editors to access them directly anymore.

When you are using Kontakt 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.

ⓘ It's important to keep track of the ways the Sample and Instrument files on your hard disk relate to each other; this protects you from unpleasant surprises when you move files around, delete them, or recover Kontakt data from a backup.

Saving instruments when editing

When you edit an instrument, the following options are available in the File menu:



- **Save edited instrument "instrument name" as...**: Opens the file dialog for saving the currently edited instrument.
- **Save as default instrument**: This command is only viewable when you are editing an instrument. It saves the selected Instrument as your default one so whenever you create a new Instrument, either via the **New Instrument** command of the **Files** menu, or by dragging Samples from the Side pane into the Rack, Kontakt will use this Instrument as a template.

Batch resave

Kontakt Instruments that include references to external Sample files can cause problems if either the Instrument or the Sample files are being moved to a different location. In such cases, you will be presented with a Samples Missing dialog that asks you in which places Kontakt should look for the missing files. While it's not a big problem to let Kontakt locate the Samples of one or two Instruments via this dialog, and then re-save them afterwards in order to make the changes permanent, the described effect will be worsened by an order of magnitude if it occurs with a whole library. This can happen if you move the library folder or its contained sub-folders around, and makes it very tiresome to access the library, as every attempt of loading an Instrument will be answered with a Samples Missing dialog.

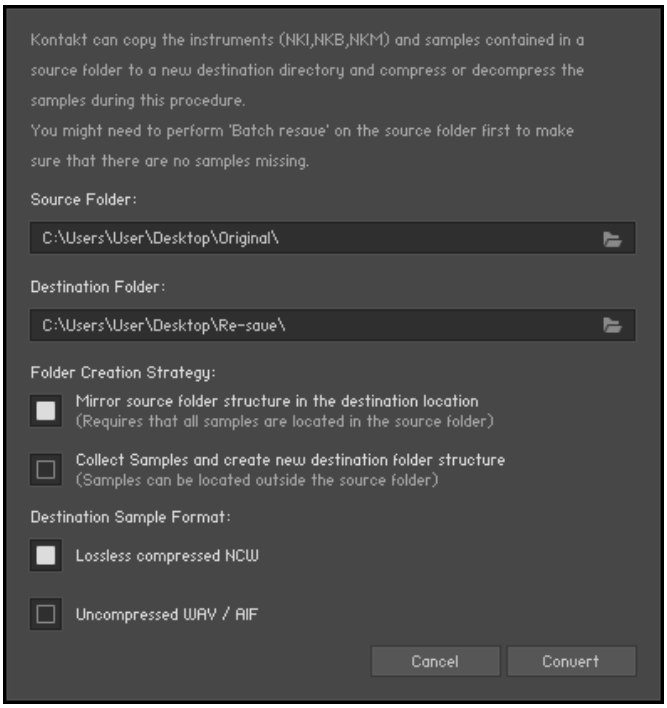
To fix the problem manually, you would have to load each Instrument, locate the missing Sample files via the Samples Missing dialog, and re-save the Instrument to its original location within the library folder. For large libraries, this is unfeasible. The **Batch Re-save** function automates this process; when you select it, a selection dialog will appear, asking you to choose a folder. After clicking **Choose**, 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. Once Kontakt has successfully located the Samples, the affected Instrument, Multi or Bank files will be re-saved with corrected references, so afterwards, you'll have a consistent library again.

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

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

When you select this option, a dialog box will appear. Here you must 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.



There are two different strategies for creating folders:

- **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. When batch-compressing a source/library folder and 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 for saving the samples in the destination folder.
- **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.

You can choose between two options for the destination sample format:

- 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**.

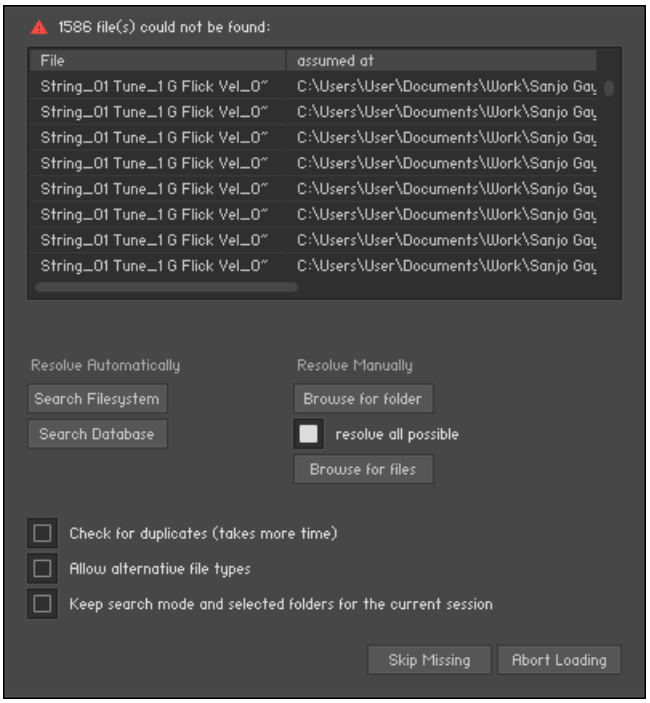
Note that Batch Compress does not work for copy-protected libraries.

Samples Missing dialog

Kontakt uses different ways to reference the Samples that are being used by an Instrument. When Instruments are being saved in a monolith, the Sample data gets embedded in the file itself, and thus can't be accidentally separated. In a lot of cases, though, you will encounter Instruments that reference external Sample files on your system via their respective paths and file names. It's obvious that while this method creates small Instrument files and avoids unnecessary duplication of Sample data, it's not as bullet-proof as combining Instrument and Sample data into a monolith; whenever you move referenced Sample files to a different location, Kontakt won't be able to find them anymore in the location that's being specified within the respective Instrument files. Depending on whether Kontakt used a relative path for referencing Samples, this can even happen when you move Instrument files while keeping their referenced Samples in their original locations.

Whenever you attempt to load an Instrument whose Samples cannot be found in their expected location, Kontakt will open a Content Missing dialog. This window offers various options that help Kontakt locate the missing files on your system. Once it has found them, you can then re-save the Instrument with the corrected references in order to make the changes permanent.

The Content Missing dialog contains the following options and features:



- **File Display**: In its upper half, the Content Missing dialog displays a list of all Sample files that were referenced within the Instrument file, but couldn't be found in the expected locations; these locations are shown in the right column. Whenever you're not sure which action might have caused the Content Missing dialog to appear, study the locations displayed in the **assumed at** column carefully; you might recognize a folder that you've moved to a different location at some point in the past.

- **Resolve Automatically**: In the lower half of the dialog, Kontakt provides a number of commands that will either search for the missing files automatically (left side), or allow you to specify the new location manually (right side). If you're not sure where the missing Samples could be located, choose one of the automatic options on the left side:
  - **Search Filesystem**: This will search for the missing Samples on all file systems of your hard disks. Depending on the size and speed of your hard disks, the scanning process might take a considerable amount of time, but if the Sample files have not been renamed or deleted, they will eventually be found.
  - **Search Spotlight**: Spotlight in macos's indexed "search" function built into the OS. (Unless disabled) it's always running in the background updating file locations which means that if you use the search spotlight feature it resolves missing sample conflicts immediately
- **Check for Duplicates**: By default, all these options search for the missing Samples by their file names only; in some cases, two or more different Samples on your hard disk might share a common name. This can cause Kontakt to load the wrong Sample; if you notice this in your Instrument, don't save it. Instead, remove it from your Multi, load it again, and repeat the search process after you've activated the **Check for Duplicates** option at the bottom of the Samples Missing dialog. This will make Kontakt examine any files with matching names more thoroughly, which will sort out duplicates, but take more time than searching without this option.
- **Resolve Manually**: If you already know where the missing Samples are located on your system, there is no need for an automatic search. Instead, choose one of the options on the right side, which allow you to locate files manually:
  - **Browse for Folder**: When you click this button, a folder selection dialog will appear. After you've located and chosen a folder, Kontakt will look for the missing Samples inside this folder and all of its sub-folders.
  - **Browse for Files**: This option will ask you to locate each missing file manually, one at a time, via a file selection dialog. During this process, the name of the currently searched file will be displayed in the title bar of the selection dialog window.
  - If the **resolve all possible** option is activated, Kontakt will look for all missing Samples in each location that you specify via the Browse for Folder or Browse for Files option. If it's deactivated, you will be asked to provide a location for each missing file separately.

Once you have selected the appropriate search action, Kontakt will start the file scanning process. During this scan, the missing Sample list will shrink whenever a Sample has been successfully located. Once all Samples have been found, the dialog will disappear and the Instrument will be loaded into your Rack. You should now make sure that it works correctly and then re-save it to its original location with the **Save as…** command in the Files menu.

If you have moved a whole library, and the Samples Missing dialog appears each time you attempt to load an Instrument from this library, you don't need to click through the Samples Missing dialog and re-save the Instrument each time; the Batch Re-Save command in the Files menu allows you to locate the referenced Samples of all Instruments below a folder at once and re-save all of them automatically. This command is explained in section Handling of this manual.

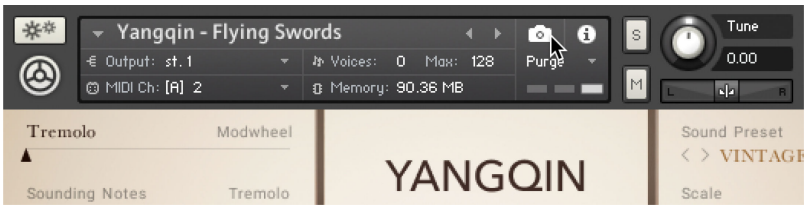
If there are still missing Samples after the scanning process, the Content Missing dialog will reappear, which allows you to try another search option. If each attempt to locate the missing Samples fails, they either don't exist on your system anymore, or have been renamed. In such cases, you can choose to either abort loading the Instrument by clicking the right button at the bottom of the dialog, or load the Instrument without the missing Samples with the left button.

- **Allow alternate file types**: This option allows you to ignore the audio file extension and resolve missing samples with alternative file types with the same name. For example, if you had an instrument which referenced uncompressed WAV files, but at some point you compressed the files to NCW format, you can reference the NCW files in place of the WAV files.
- **Keep search mode and selected folders for the current session**: If you are opening multiple Instruments that could require searching for Samples in the same location, checking this option will tell Kontakt to repeat the search mode for any newly opened Instrument while you are still running the same session. Closing and reopening Kontakt will reset this option.

Snapshots

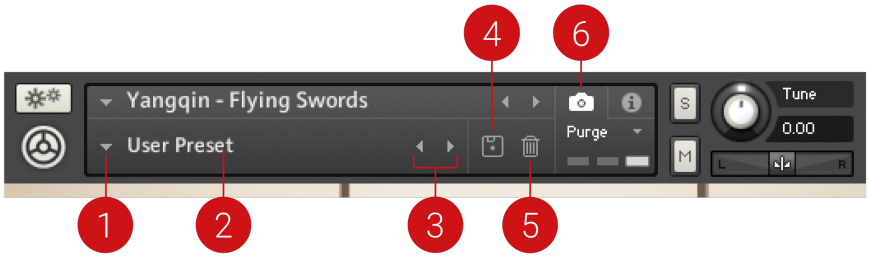
Snapshots save the state of Kontakt instruments for easy recall. Using Snapshots, you can create your own preset sounds, save them in the .nksn file format and use them in other projects, across computers or even share them with other users.

▶ To access Snapshot view in the Instrument Header, click the camera icon. You can switch back to Info View by clicking the **i** icon.



Snapshots Overview

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.

Loading a Snapshot

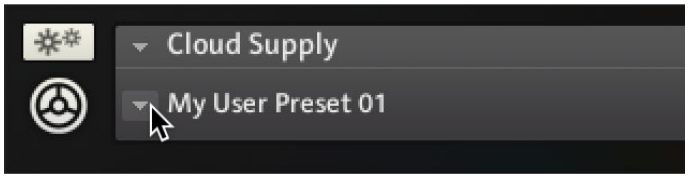
Snapshots are loaded from the drop-down menu in the top header of the instrument. You can also use the Browse arrows to load the previous or next preset. Some Instruments contain a collection of Factory Snapshots, while other Instruments only facilitate User Snapshots.

Loading 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.

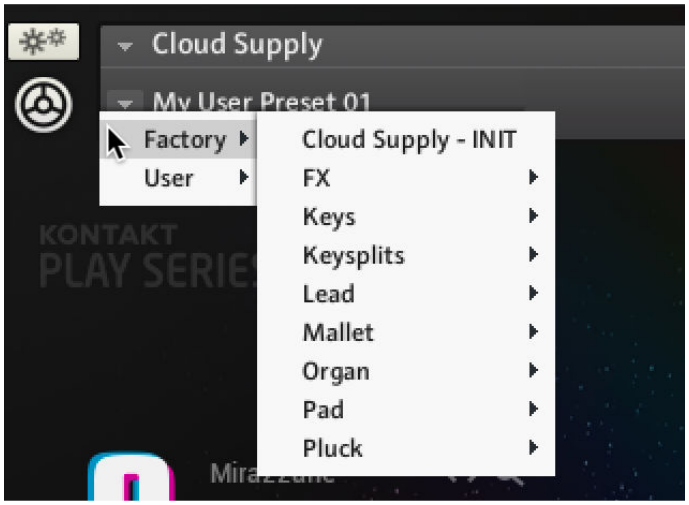
To load a Factory Snapshot:

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.

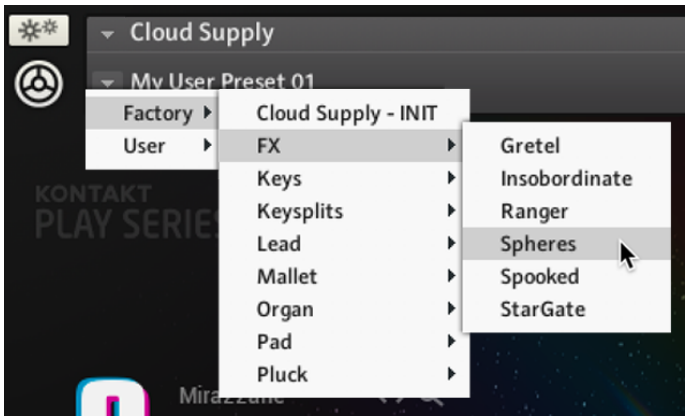


3. Select the **Factory** category to load a Factory preset (if available), or select the **User** category to load one of your own snapshots.

4. Select an instrument category (if available).



5. Click a Snapshot to load it.



→ The loaded Snapshot is displayed in the instrument header.

Loading 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.

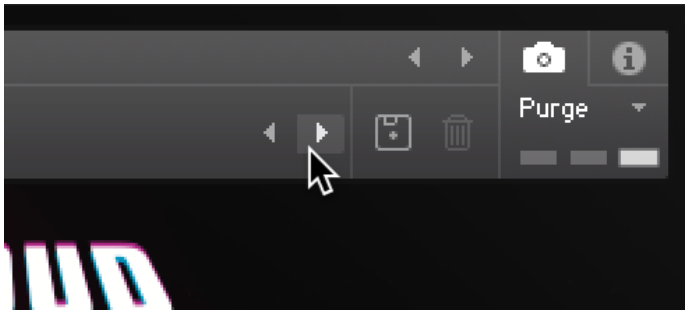
→ The loaded Snapshot is displayed in the instrument header.

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

Loading the previous or next Snapshot

To load the previous or next Snapshot in the list:

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.

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.

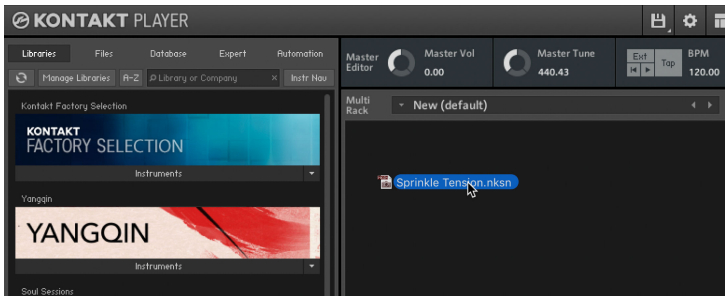
A Snapshot is not automatically saved to the default location when you open it, so it will not be available in the Snapshot menu.

Using drag and drop

To load a Snapshot from any disk:

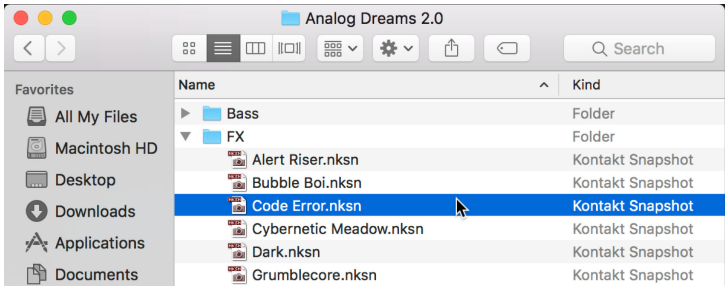
1. Open Kontakt Player .
2. Locate an .nksn file in your file system.
3. Drag the file from its current location onto an empty area of the Rack.
   If you drag a Snapshot onto an active Instrument in the Rack, it will be replaced by the Instrument loaded from the Snapshot.

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



Using 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.

Saving a User Snapshot

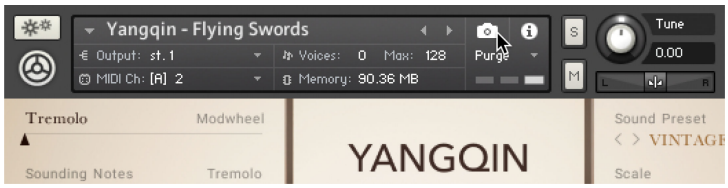
Snapshots can be saved at any time while you are working on them. By loading a Factory Snapshot and adjusting some of its parameters, you can then save a User Snapshot. The Kontakt Factory Library does not come with Snapshots, so in order to demonstrate the full feature set, first save a Snapshot.

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

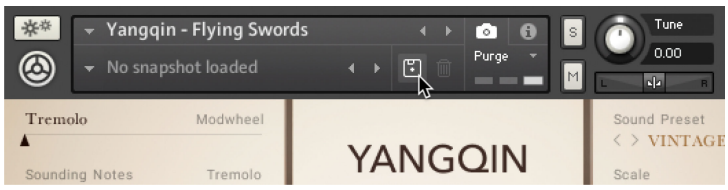
Saving a User Snapshot

To save a Snapshot:

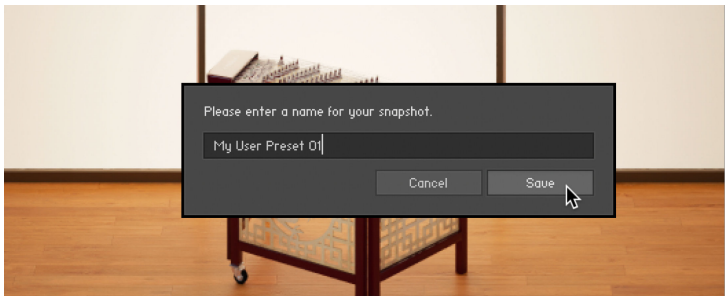
1. Click the Snapshot View button (camera icon) to open Snapshot view.



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*

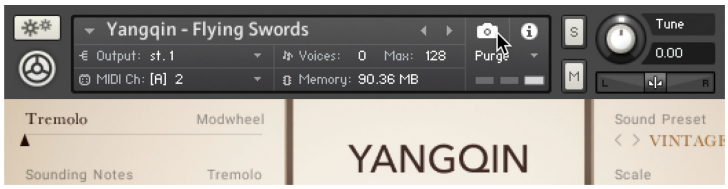
Make sure you include your *Documents/My Documents* folder in your regular data backups.

Deleting a User Snapshot

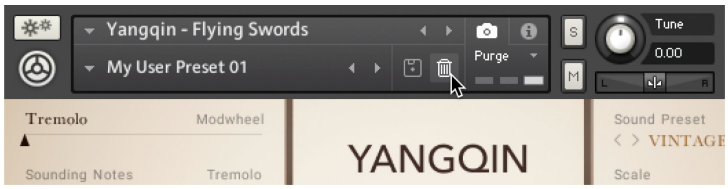
User Snapshots can be deleted using the bin icon in the Instrument header. Snapshots are saved on a per-Instrument basis, so in order to delete a Snapshot in Kontakt, you first have to load it.

To delete a User Snapshot:

1. Click the Snapshot view (camera icon) to open Snapshot view.



2. Load the User Snapshot you wish to delete, and click the Delete button (bin icon).



3. Confirm deletion of the Snapshot by selecting **Yes** in the dialog box.

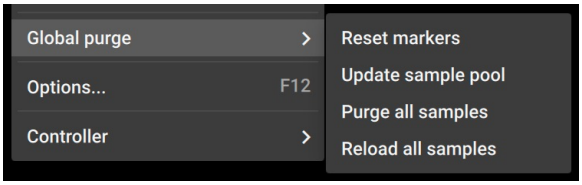
→ The User Snapshot .nksn file is deleted from the folder on your hard disk as well as removed from the Snapshot Menu.

> ⓘ You can only delete User Snapshots. All Factory Snapshots are read-only.

Global purge

Global purge keeps track of which samples in an instance have been actually triggered in a session, 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. Place your mouse over this entry in the Files menu to open a submenu with options for sample purging and loading.

The Global purge sub-menu contains four entries:



- **Reset markers**: Whenever Kontakt 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.

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

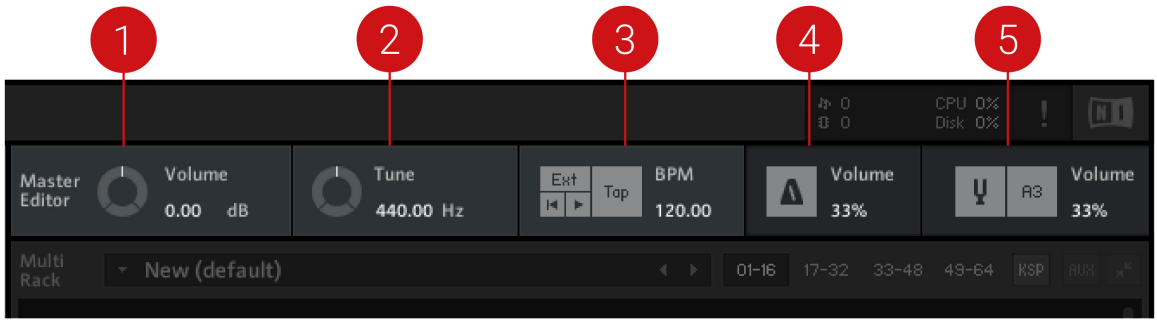
Classic view reference

The following chapter describe all the different sections and modules that you can find in Kontakt's Classic View.

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.

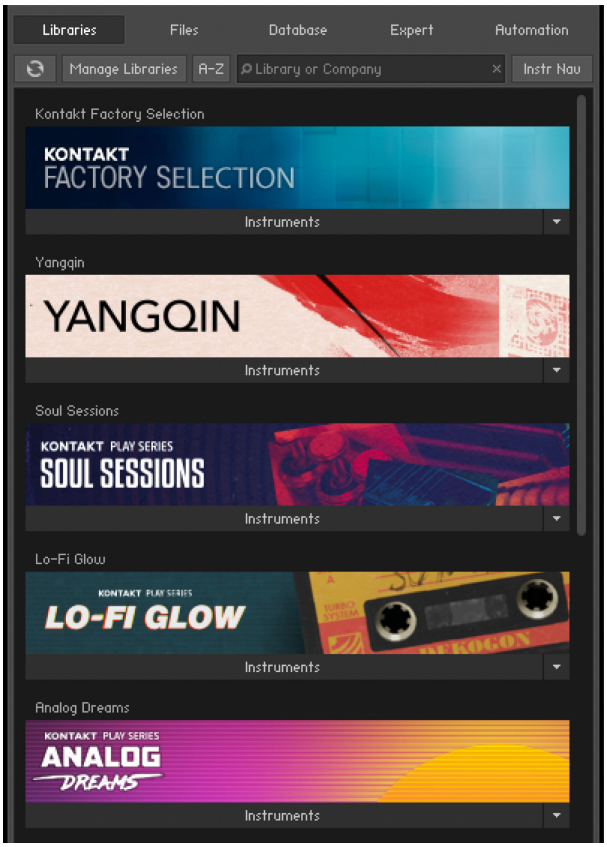
Side Pane (Classic view)

The Side pane in the Classic view 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.

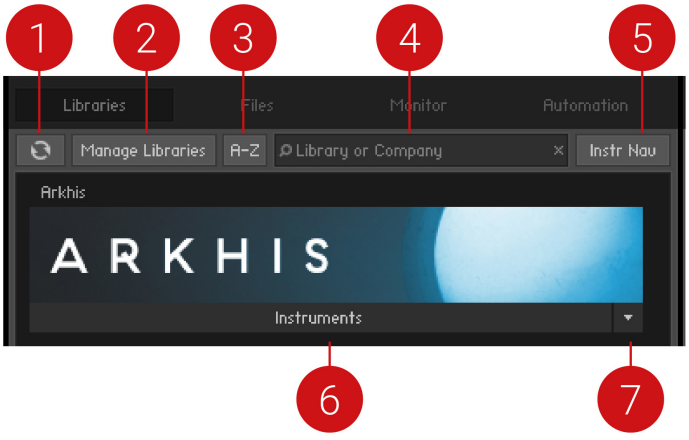
→ The Side pane will appear on the left side of the Rack.



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.
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.

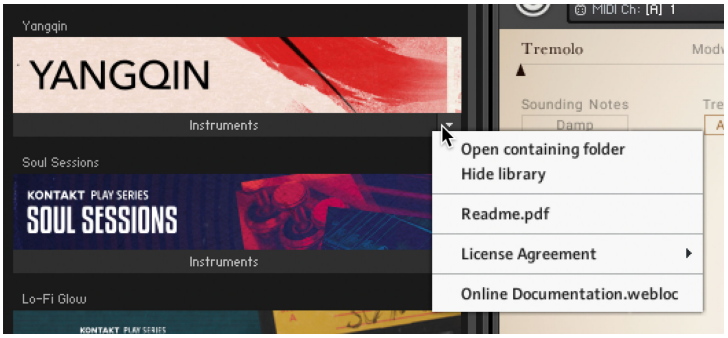
Loading and Saving Instruments and Multis

- 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.
- **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.

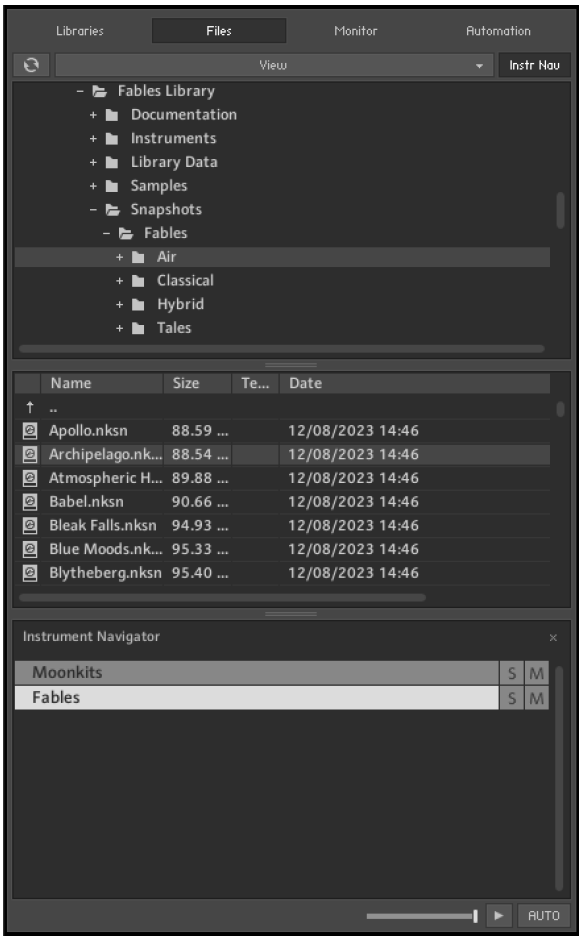
2. Locate the library in the **Libraries** tab of the Side pane.
3. Click on the **Activate** button on the respective library and a log-in screen will open.
4. Native Access will open and prompt you to enter a serial number for the library.
5. Enter a serial number and click **Activate**.

→ 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.

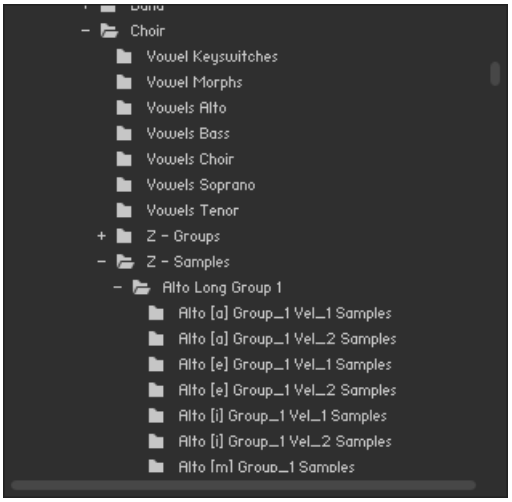
Click the horizontal splitter bars that separate the panes and drag them up or down in order to change the height of the respective panes.



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

Upper (Container) Pane

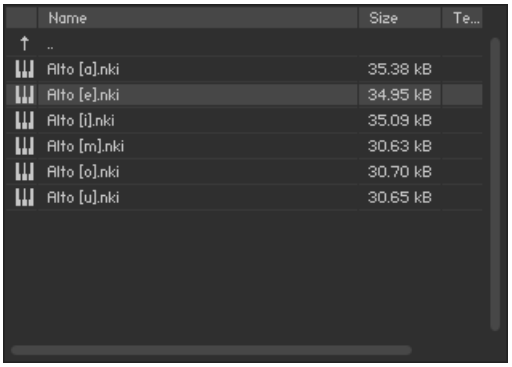
The upper pane shows all container objects on your computer in a tree structure. The term "container" encompasses all items that contain other objects, such as volumes (like hard disks, CD-ROMs or network places), folders and monolithic sampler files that serve as "virtual folders" (more on this later). 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:

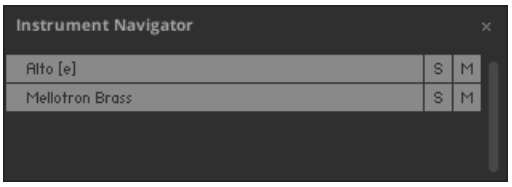
- Double-click a Multi file (.nkm) or drag it from the Side pane into the Rack to load it; Kontakt will ask you whether you want to replace your current Multi or merge the one you've selected with the existing Multi.
- Double-click an Instrument file (.nki) or drag it from the Side pane onto a free space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

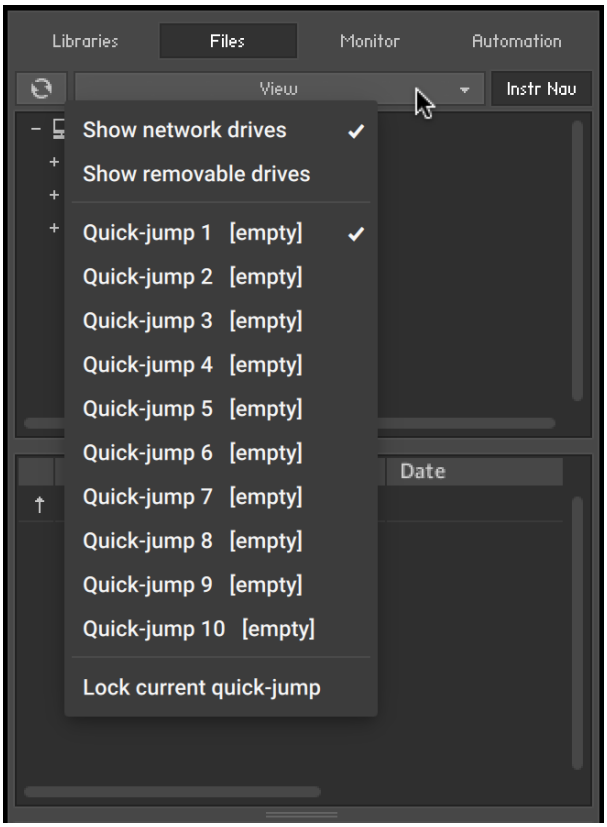
Refresh Button

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.



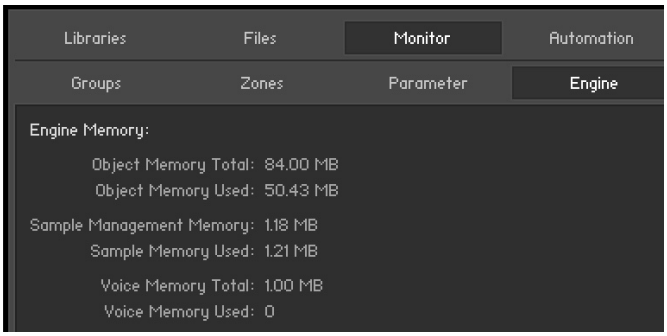
The view menu of the File Browser contains options that determine which items will be shown.

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

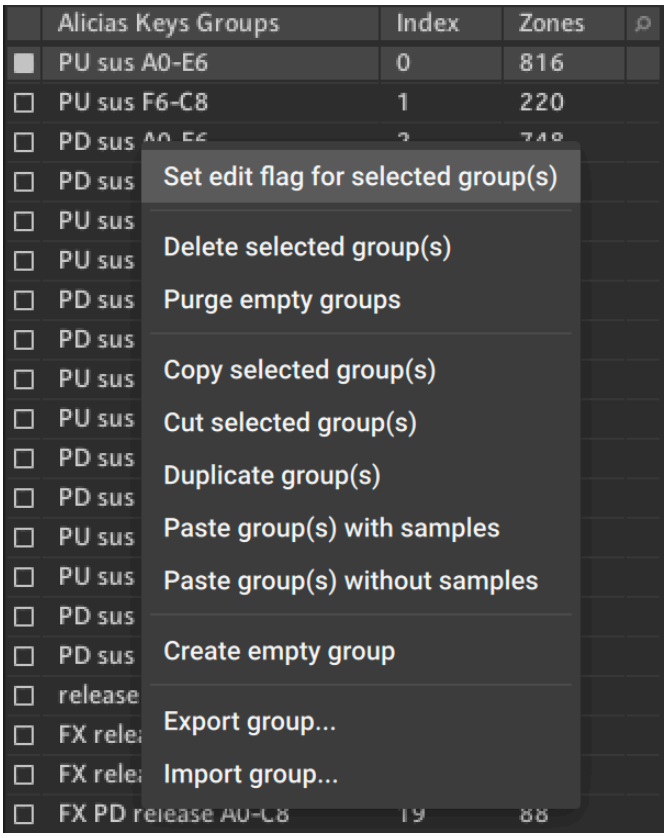
This view provides a list of all Groups in your Instrument. It will only work in Instrument Edit mode. The leftmost column indicates whether a Group is marked for editing — it corresponds to the checkboxes next to the Group names in the Group Editor — and can be clicked on to toggle the edit status of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

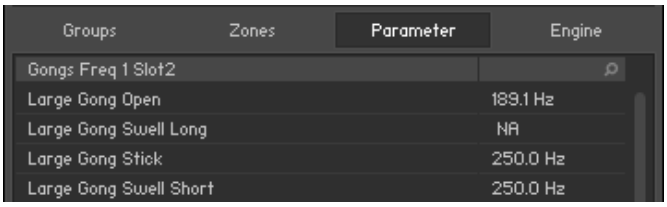
This view displays a list of all Zones that are contained in your Instrument across all Groups. Otherwise, it works exactly like the Groups view, and includes the Quick-Search feature as well.

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.

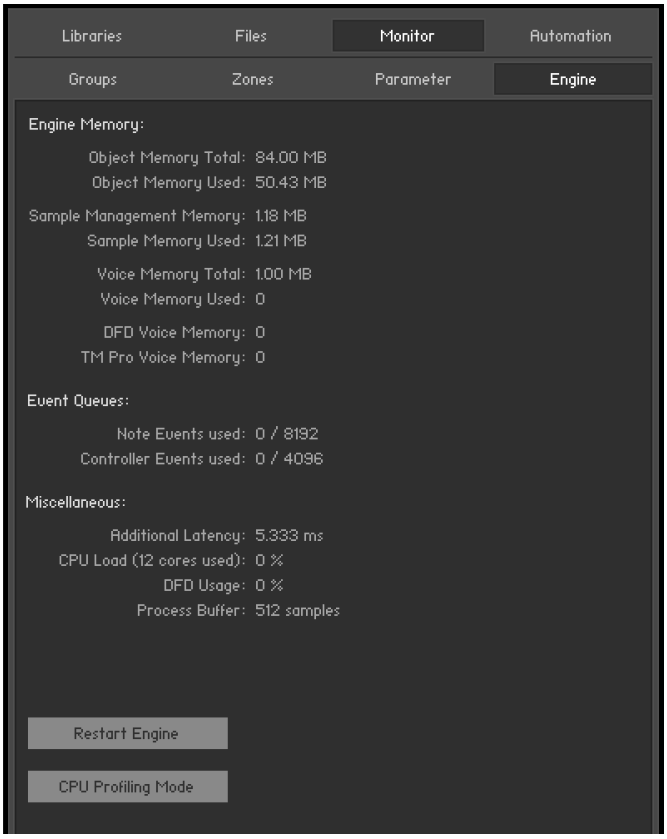


Monitor tab, displaying the values of EQ frequency parameters across multiple Groups.

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.

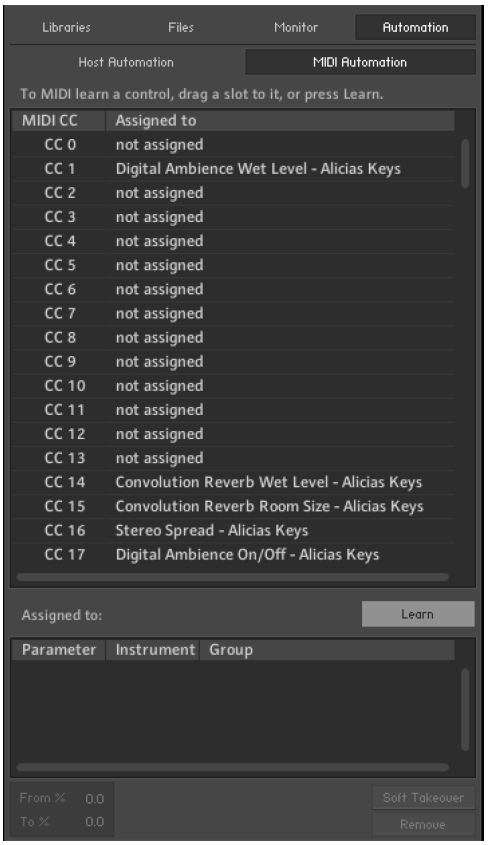
Use the bottom part of the effect icons to switch to different effect slots for editing while in CPU Profiling mode.

- **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.

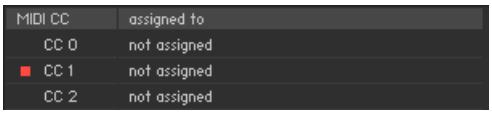
Assigning MIDI Controllers in the Side Pane

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:

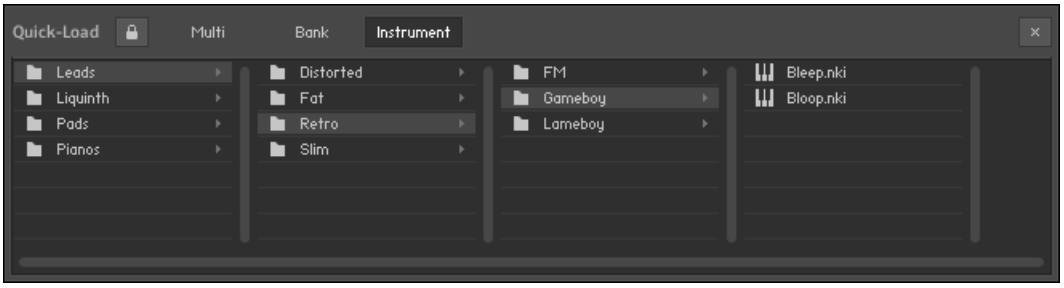
1. Click the **Automation** tab in the Side pane.
2. Select the **MIDI Automation** sub-tab.
3. Find the MIDI control whose assignment you wish to remove, either by searching, or by moving the control and seeing which number in the list is highlighted with the lightning bolt symbol.
4. Select the control in the list and click the **Remove** button.

→ The MIDI controller assignment is removed.

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.

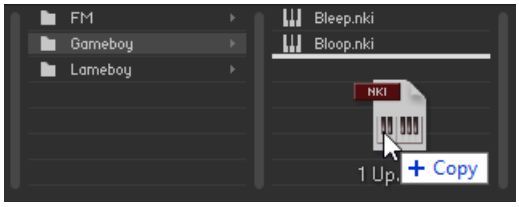
To create subdirectories that extend the directory structure with deeper levels:

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:

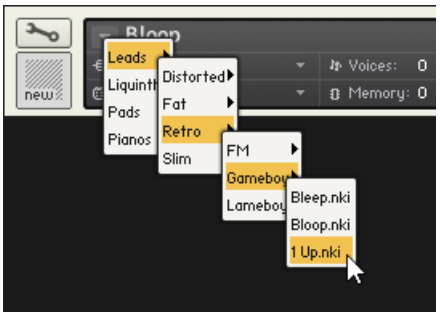
▶ Right-click its entry and select the **Delete from Quick Load** command from the context menu. Of course, no actual files will be deleted in this process.

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 Header 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.

Outputs Section

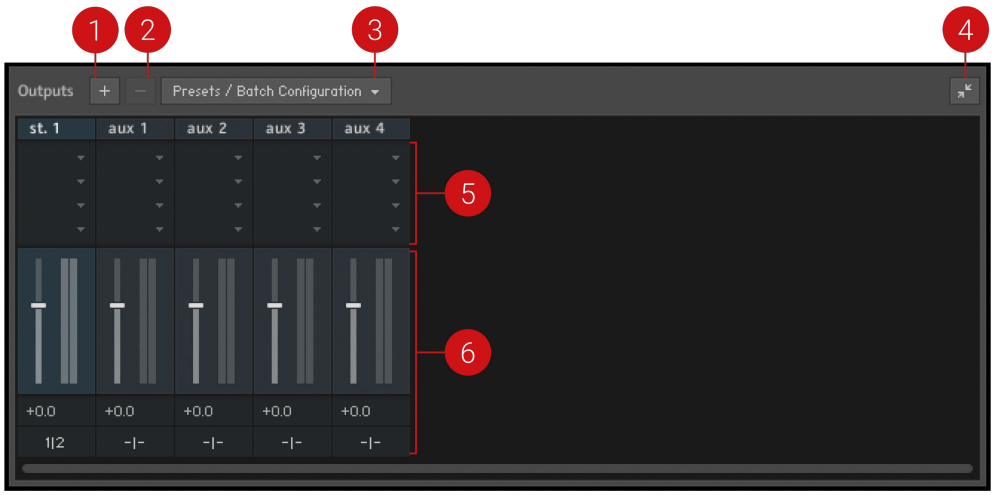
Kontakt Player's Outputs section provides a routing and mixing environment in the style of a traditional mixing console. The output signals from all Instruments in the Rack are sent to this section, then routed to the physical outputs of an audio interface or host software. Use the Outputs section to 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:

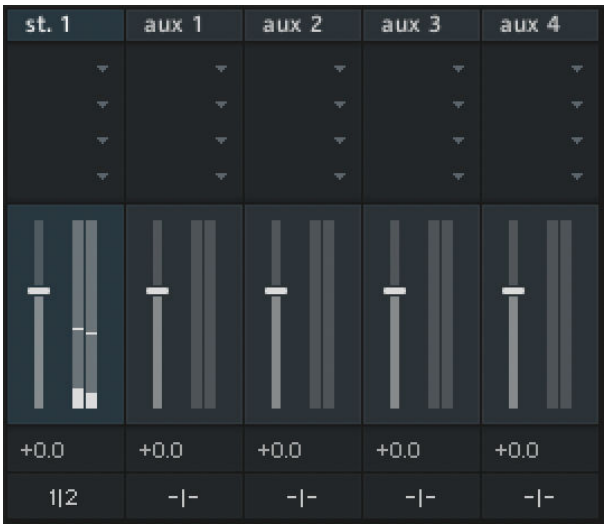


The Outputs section, displaying a stereo Output Channel strip and the four Aux Channel strips, left to right.

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

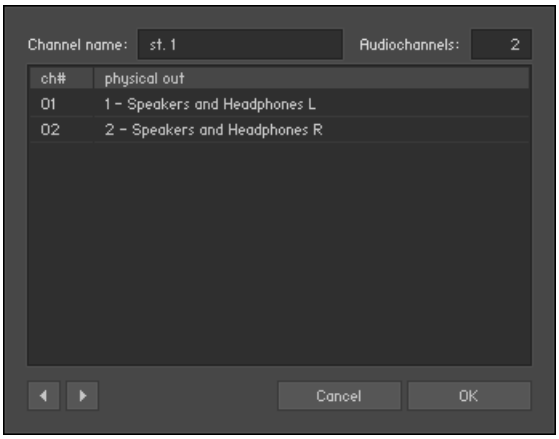
In Kontakt Player, the output signal of each Instrument in the Multi can be routed to any Output Channel that is defined in the Outputs section. Each of these Output Channels can be configured to carry between 1 and 16 audio channels. When a note is played, the respective Instrument's output signal arrives 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.

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 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.

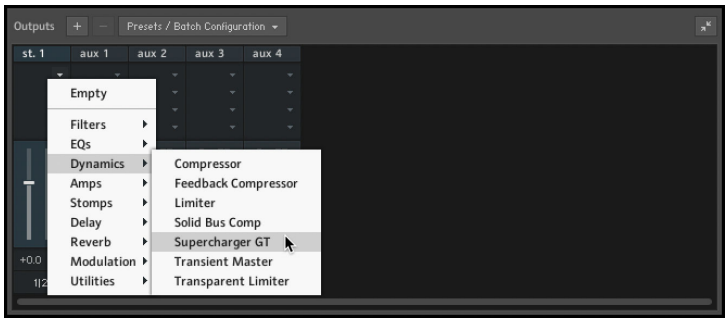
Working with Signal Processors

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.

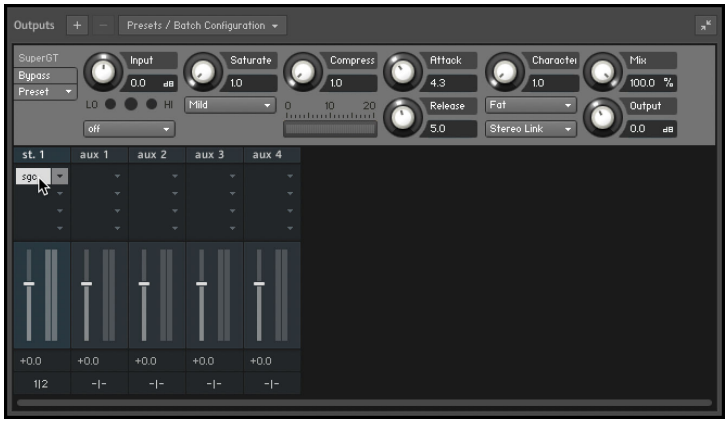
To add a signal processor to a slot:

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.

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.

10. 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.

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.

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:

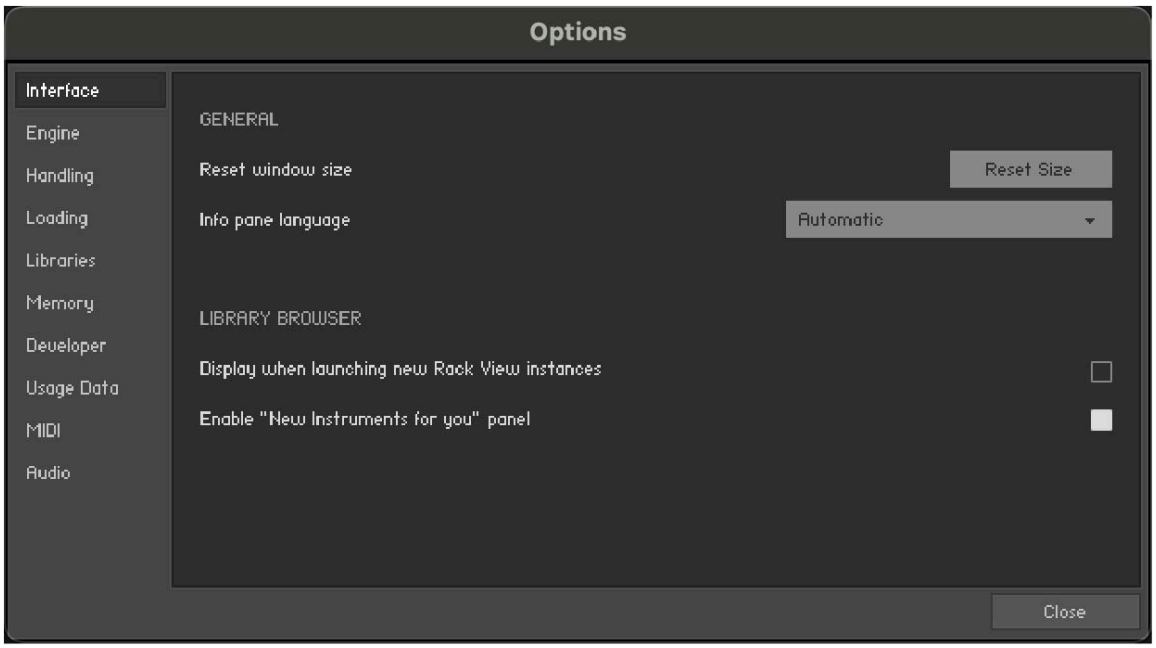
1. Right-click the knob or slider from which you will remove MIDI assignments.
2. Select **Remove MIDI Automation: CC#**.

→ The MIDI controller assignment is removed.

11. Options dialog

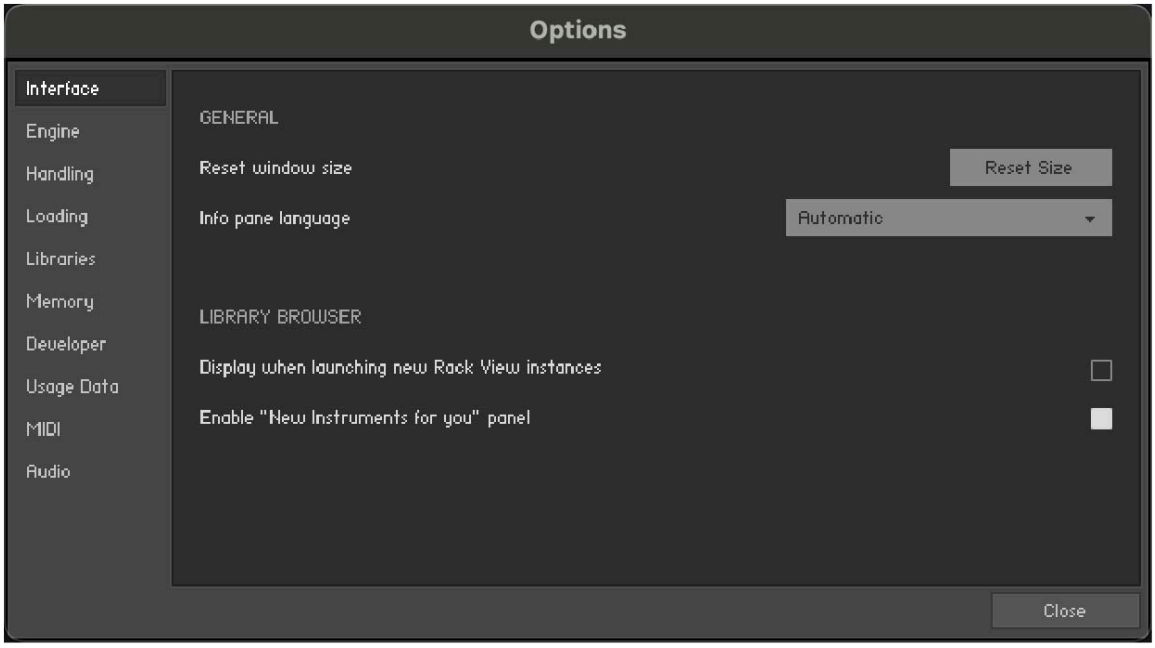
The Options dialog lets you configure Kontakt's global preferences, such as user interface settings, audio and MIDI options, as well as file management. Preferences are divided into categories which you can access using the tabs on the left side.

▶ To open the Options dialog, click **Options...** from the **File** menu in the Header, or press F12 on your computer keyboard.



Interface

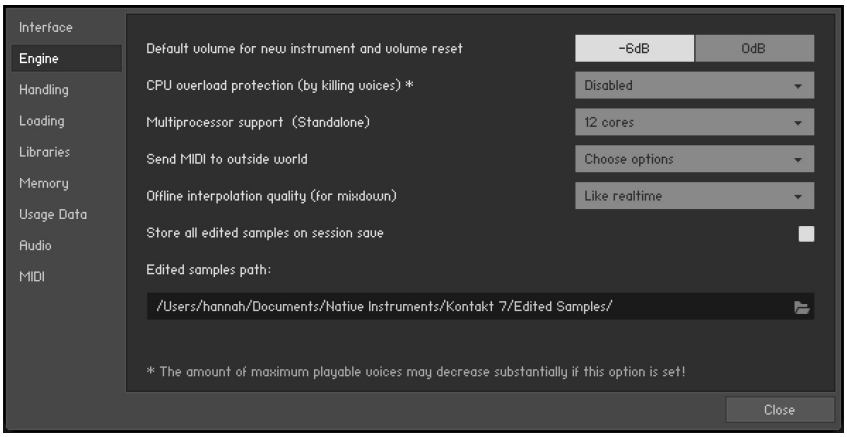
The Interface tab contains options that change the look and behavior of Kontakt Player's user interface.



- **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

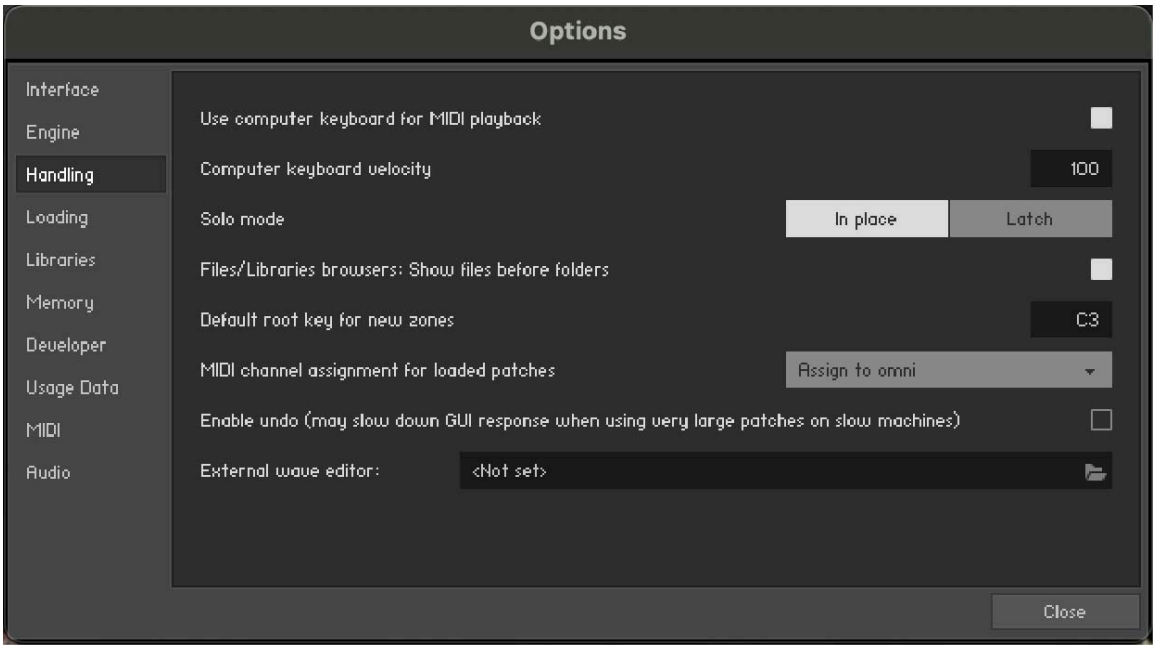
The Engine tab contains options relating to the behavior of Kontakt Player's engine.



- **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

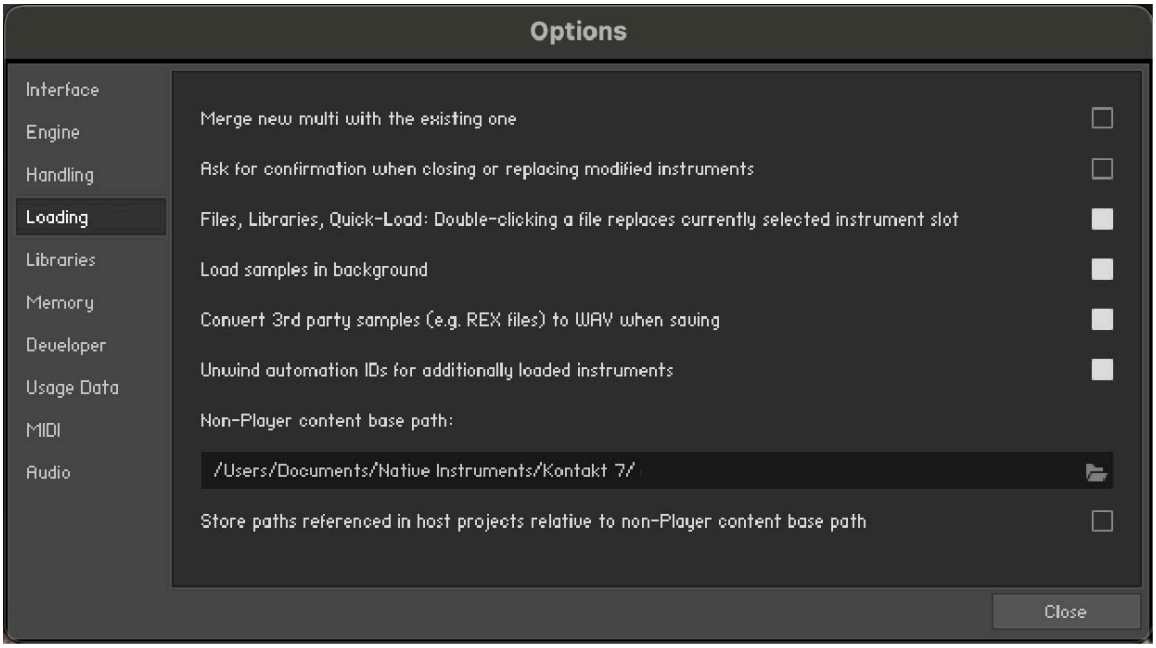
The Handling tab contains options that relate to the way Kontakt Player handles external keyboards, MIDI, and Undo commands.



- **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

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

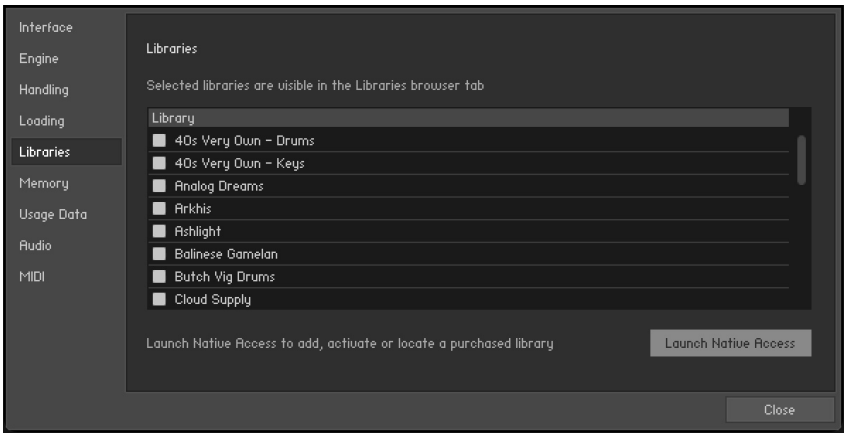


- **Merge new Multi with the existing one**: Enables a new Multi to be merged with the current Multi when loaded. If unselected, the current Multi will be discarded when a new Multi is loaded. Kontakt will not make a check and the current Multi will be replaced instantly.
- **Ask for confirmation when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

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 (Classic view).



- **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.

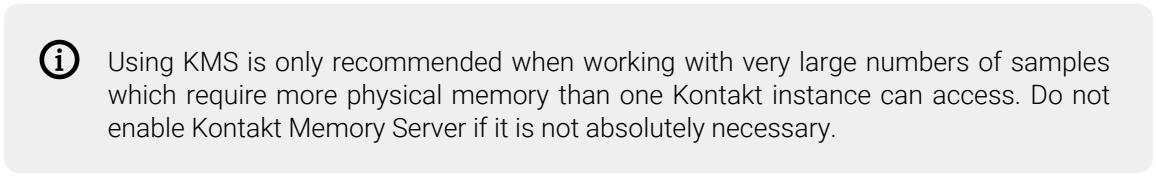
You can also open NATIVE ACCESS from the Libraries tab by clicking on the **Launch Native Access** button. For more information, visit Native Access.

Memory

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

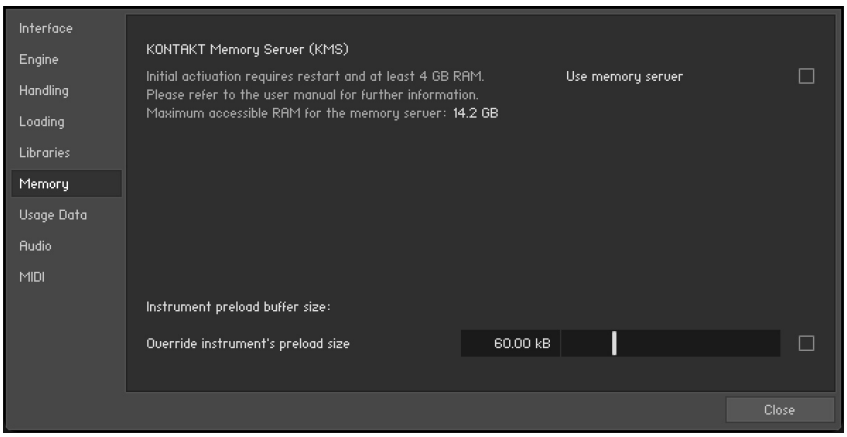
- **Override Instrument's preload size**: If activated, Kontakt will ignore the preload buffer size that's embedded in Instrument files since Kontakt 2, and use the specified buffer size instead. We recommend leaving the preload buffer size on default value. Memory improvements might be possible by moving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

Kontakt Memory Server options (macOS 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

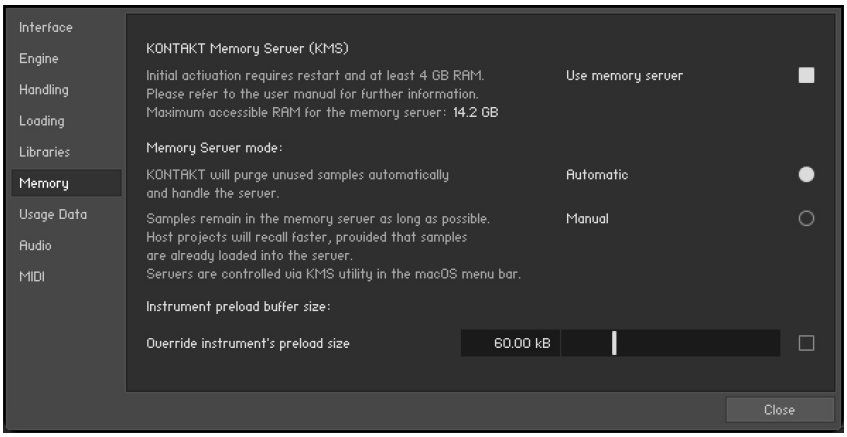
After activating KMS you need to restart Kontakt for the changes to take effect.

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

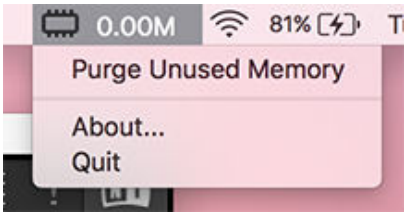


The Memory tab with Memory Server mode options

- **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

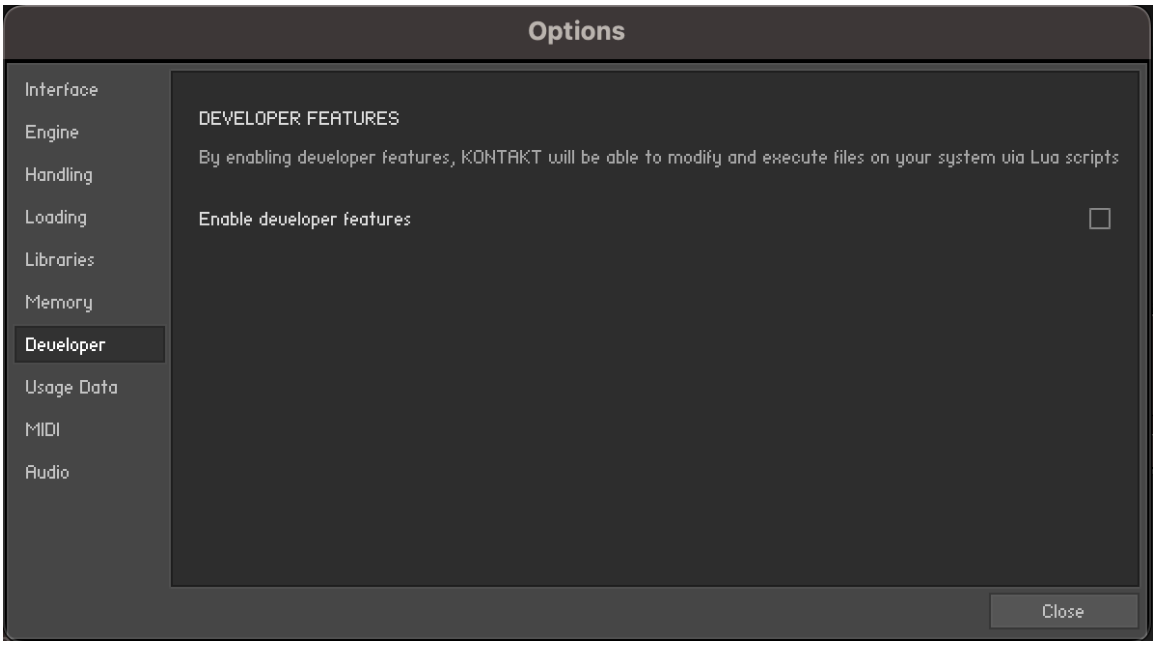
The Kontakt Memory Server is managed via the KMS utility, which allows you to manually purge unused samples if you want to free memory. If you are running out of memory when loading additional Instruments, the server will automatically start to purge samples that are not referenced by any loaded Instrument.



The KMS Utility in the Mac OS X system menu bar

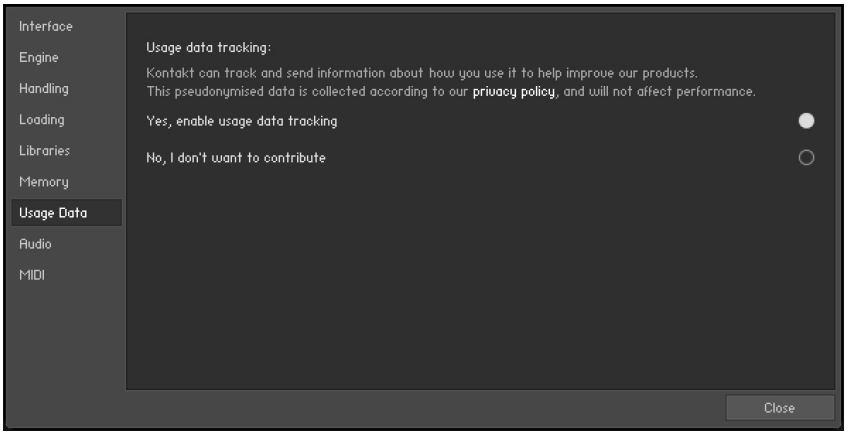
Developer

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.

Refer to our Privacy Policy for more information on Usage Data Tracking.

Audio

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

MIDI

The contents of the MIDI tab are documented here: MIDI configuration

12. File formats

The following file formats are supported by Kontakt Player:

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
NKL	Kontakt Leap Kit

Audio file formats

Software format	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

Software format	File extension
RECYCLE	
REX 1	.rex
REX 2	.rx2
WAV	
mono / stereo	.wav
multichannel	.wav

13. Keyboard shortcuts

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

Global

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 (Classic view)

Shortcut	Function
Alphanumeric Keys	Jump to file by name