SPOTLIGHT COLLECTION

IRELAND

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1. Disclaimer

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Document authored by David Gover, Antti Oikarinen, Jan Ola Korte, Nikolas Jeroma

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2. Welcome to Spotlight Collection: Ireland

From the haunting echoes of uilleann pipes to the spirited twang of the banjo, Spotlight Collection: Ireland delivers 11 traditional Irish instruments, captured in the heart of Milltown Malbay with renowned musician Noel Hill.

Spotlight Collection: Ireland includes pipes, fiddles, and flutes, each enriched with ornaments and articulations that define the rich tapestry of Irish folk. True legato samples capture the nuanced expression of each instrument, from the soulful song of the Irish flute and tin whistle to the rhythmic dance of the bow across the fiddle.

Each instrument contains a range of snapshots featuring six MIDI phrases that help you quickly audition sounds and enhance your performances. You can simply select a scale and root note, and the MIDI phrases will be mapped to the corresponding notes.

Polyphonic aftertouch support adds heightened realism to performances, and intuitive studio controls, including EQ, compression, and panning, let you mix your instrument arrangements directly in Spotlight Collection: Ireland.

This document shows you how to install and setup Spotlight Collection: Ireland and describes all features in detail, starting with the basic overview.

Thank you for choosing Spotlight Collection: Ireland. We hope you enjoy it!

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. Installation and setup

Before making music with Spotlight Collection: Ireland, you must install and set up the necessary software. Follow these instructions to get started.

Installing Spotlight Collection: Ireland using Native Access

Native Access is where you will install the software for Spotlight Collection: Ireland. If you are new to Native Instruments, you will first have to create your Native ID. To learn more about Native Access, visit our support page.

1. Download and install Native Access here.
2. Create a Native ID if you do not yet have one.
3. Login to Native Access using your Native ID.
4. Click the **Available** tab.
5. Click **Install** for the following products:
    - Spotlight Collection: Ireland
    - Kontakt or Kontakt Player

→ The software is installed automatically.

> (i) If the software is already installed, click the **Updates** tab and install available updates before proceeding.

Loading Spotlight Collection: Ireland in Kontakt

Once installed, you can start using Spotlight Collection: Ireland in Kontakt. Spotlight Collection: Ireland is not an independent plug-in, so you first need to open an instance of Kontakt or Kontakt Player:

1. Open Kontakt as a plug-in in your host software (DAW) or as a stand-alone application.
2. Locate Spotlight Collection: Ireland in the Browser, on the left side of the user interface.
3. Click **Instruments** to open the product's content.
4. Double-click the **<instrument name>.nki** file to load the instrument.
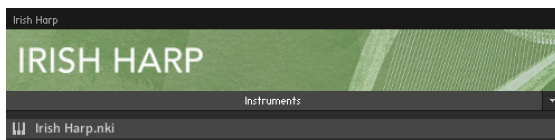
> ☀ If you are new to Kontakt and want more information, visit Kontakt Player and Kontakt.

4. About Spotlight Collection: Ireland

Spotlight Collection: Ireland contains 11 authentic Irish instruments featuring expressive articulations used in Irish traditional music. Each instrument comes with Snapshots that contain MIDI phrases as well as a suitable playing range, enabling you to quickly audition the instrument preset and get an idea of how the instrument can be played. The phrases can also be used to enrich live performances and as a source of inspiration.

Bodhrán

The bodhrán (pronounced [bow-ron]) is a frame drum and the most important percussion instrument in Irish traditional music. The bodhrán is usually played in a seated position and struck with a beater held the right hand. The other hand is placed inside the drum, creating tension on the skin and thus changing the pitch of the drum while playing.

Bodhrán in Spotlight Collection: Ireland

Bouzouki

The bouzouki, originally from Greece, is a very recent addition to Irish traditional music. It features four pairs (or courses) of strings that are tuned to the notes G-D-A-D. In Irish traditional music, the bouzouki is frequently used for chordal accompaniment.

Bouzouki in Spotlight Collection: Ireland

Button Accordion

The button accordion (also referred to as "The Box") is, as the name implies, a type of accordion with buttons instead of keyboard-like keys. The buttons on the melody side are arranged in two rows, with one row producing notes of the B major scale, and the other row producing notes of the C major scale. The other side of the button accordion features buttons that trigger chords and bass notes. Just like the concertina, its buttons produce two different pitches, depending on whether the bellow is pulled or pushed.

Button Accordion in Spotlight Collection: Ireland

Concertina

The concertina is a free-reed instrument, thus belonging to the same instrument family as the accordion, the harmonica, the Chinese Sheng or the Japanese Shō. There are 15 buttons on each side, arranged in three rows of five buttons each. Each button produces single notes that differ in pitch depending on the direction of air pressure, that is whether the bellow is pulled or pushed. The two lower rows trigger notes of the G and C major scale, while the upper row adds the remaining chromatic pitches, making it both a diatonic and chromatic instrument.

Concertina in Spotlight Collection: Ireland

Fiddle

The fiddle is identical to the European violin in construction. However, the playing style and thus the sound quality is different, which sets this instrument apart. The tuning of the open strings of the fiddle (G-D-A-E) is identical to the open strings of the tenor banjo and mandolin.

This instrument has been recorded with two sets of legato samples, which ensures natural sounding legato across various intervals. Additionally, it features release velocity, resulting in a softer release when gently releasing keys, and an abrupt release with release noises when quickly releasing keys.

Fiddle in Spotlight Collection: Ireland

Irish Flute

The Irish flute is a wooden transverse flute. It is played and hold in a similar fashion as the Western concert flute. What sets it apart are its finger holes, which are open and not covered by keys. Therefore, it is usually referred to as a simple-system flute. Like flutes from the 19th century it has a much darker tone than its modern counterpart. The instrument is tuned to D, with additional notes accessible with metal keys.

When using polyphonic aftertouch with this instrument, you can retrigger notes with additional ornaments by pressing held keys.

This instrument has been recorded with two sets of legato samples, which ensures natural sounding legato across various intervals. Additionally, it features release velocity, resulting in a softer release when gently releasing keys, and an abrupt release with release noises when quickly releasing keys.

Irish Flute in Spotlight Collection: Ireland

Irish Harp

The Irish harp has a very long tradition in Irish music, with the instrument becoming a national symbol of Ireland. Like the Western concert harp it is diatonic in its basic setup with seven strings per octave, usually tuned to one scale. Unlike the Western concert harp, the Irish harp does not feature pedals to change the pitch while playing the instrument. Instead, metal levers are used to raised the pitch per string by a semitone.

When using polyphonic aftertouch with this instrument, you can can dampen individual sounding notes by pressing held keys.

Irish Harp in Spotlight Collection: Ireland

Mandolin

The mandolin, just like the bouzouki, features four pairs of strings in the tuning G-D-A-E. In Irish traditional the mandolin plays melodic lines as well as some chordal accompaniment. Note that the excessive use of tremolo on the mandolin known from other musical styles is not common in Irish music.

Mandolin in Spotlight Collection: Ireland

Tenor Banjo

The Irish tenor banjo has four strings tuned to G-D-A-E, an octave below the fiddle. Popularized by the banjo player of the famous Irish group The Dubliners (Barney McKenna), it is most commonly used for melodic lines.

Tenor Banjo in Spotlight Collection: Ireland

Tin Whistle

The tin whistle is a fipple flute, similar to a recorder. With its six finger holes and its simple construction, it is both appealing to beginners and professionals alike. It is a diatonic instrument and most commonly available in the key of D. The fingering is basically the same as for the Irish flute, with the tin whistle sounding an octave higher than the Irish flute.

This instrument has been recorded with two sets of legato samples, which ensures natural sounding legato across various intervals. Additionally, it features release velocity, resulting in a softer release when gently releasing keys, and an abrupt release with release noises when quickly releasing keys.

Tin Whistle in Spotlight Collection: Ireland

Uilleann Pipes

The Uilleann Pipes (pronounced [ɪlən]) is a bag pipe consisting of three elements, the chanter, the regulators and the drones. It is unique to Ireland and an important representative of Irish traditional music. The chanter is played by the fingers and used for playing melodies. The regulators consist of three pipes (labeled tenor, baritone and bass) that can produce a number of pitches by pressing metal keys. The drones are also a set of three pipes that each produce a single tone an octave apart. The Uilleann Pipes are much softer in volume than other bag pipes and thus are played indoors. Just like the Irish flute and the tin whistle, the pipes are tuned to D with the fingering of the chanter being almost identical to both aforementioned instruments, therefore many musicians are capable of playing all three instruments.

This instrument has been recorded with two sets of legato samples, which ensures natural sounding legato across various intervals. Additionally, it features release velocity, resulting in a softer release when gently releasing keys, and an abrupt release with release noises when quickly releasing keys.


Uilleann Pipes in Spotlight Collection: Ireland

5. Spotlight Collection: Ireland Overview

Spotlight Collection: Ireland offers a comprehensive yet intuitive interface suitable for both intricate performances as well as quick-starting ideas. The instrument's interface and features are divided into five views: Perform, Scale, Mixer, Mapping, and Options, accessed via the Navigation bar visible in the Main view.

The following elements and controls are available in Spotlight Collection: Ireland's main view:
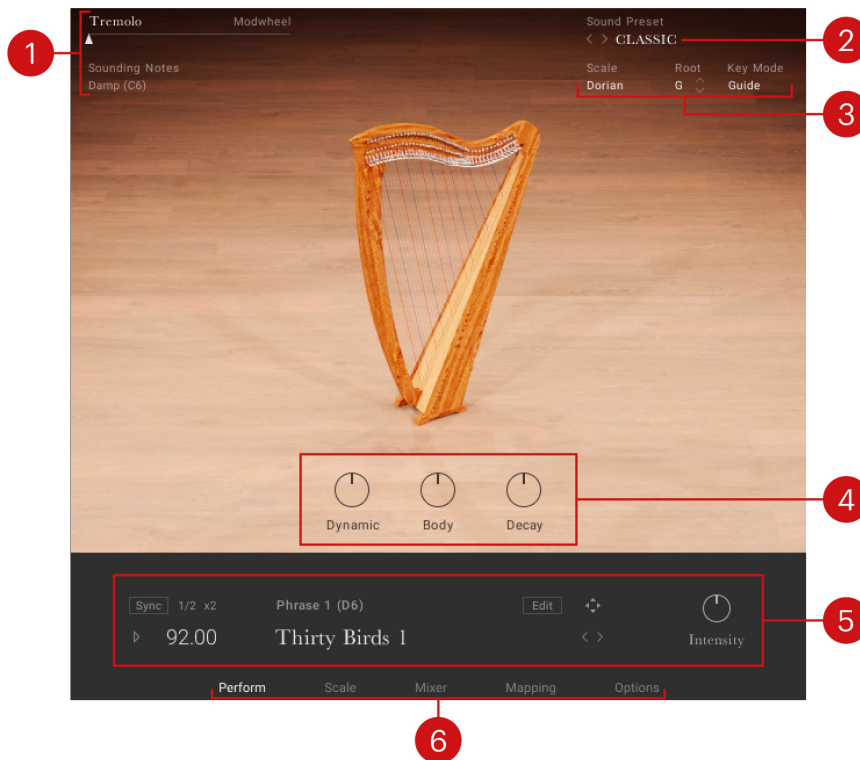
1. **Performance Slider**: Changes the amount of musical effect applied to the instrument to create more expressive and authentic performances. Moving the slider to the right increases the intensity of the performance effect. For more information, refer to Performance Slider.

2. **Sound Preset**: Enables you to browse the preset sounds. For more information, refer to Sound Presets.

3. **Scale Controls**: Enable you to browse between and make settings relates to the scales. For more information, refer to Scale Controls.

4. **Instrument Controls**: Adjust the sound and dynamics of the instrument. For more information, refer to Instrument Controls.

5. **Phrases and Patterns**: Enables you to browse and edit the musical phrases and rhythmical patterns included with each instrument and adjust the performance controls of the played phrase. For more information, refer to Phrases.

6. **Navigation**: Enables you to navigate between pages of the instrument. For more information, refer to Navigation.

Navigation

Spotlight Collection: Ireland contains five pages accessible from the tabs at the bottom of the instrument's interface.

▶ To open a page, click on the respective tab.

The Navigation section contains the following pages:

Perform	Scale	Mixer	Mapping	Options

- **Perform**: Displays the main view, which contains the instrument controls and the pattern controls. For more information, refer to Perform Page.

- **Scale**: Contains settings relating to the scale, notes, ornaments, and other parameters. This page is only available when using melodic instruments. For more information, refer to Scale Page.

- **Mix**: Contains the mixer controls and effects. For more information, refer to Mixer Page.

- **Mapping**: Displays the keyboard mapping for the instrument. For more information, refer to .

- **Options**: Contains a number of performance and MIDI customization options. For more information, refer to .
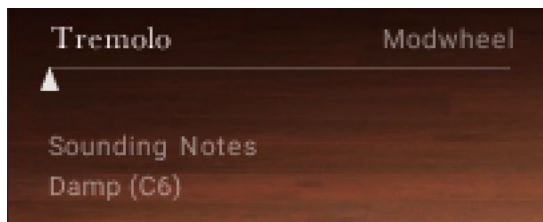
Performance Slider

The Performance slider controls a key aspect of the instrument's sound, for example tremolo or the dynamics. It is mapped to the modulation wheel by default. It displays the current value of the modulation wheel, and can be used to adjust the sound when using the software without a keyboard controller.

> 💡 You can deactivate the mapping of the Performance slider in the Controller section of the Options page. For more information, refer to Options PageOptions Page.

The Performance slider provides the following options and controls:

- **Performance Slider**: Adjusts the intensity of the assigned articulation. This can be used to add expression for a more authentic performance. The intensity of the assigned articulation can also be adjusted with your MIDI keyboard's Modwheel (default control: CC1). Depending on the loaded instrument, the Performance slider controls the following articulations.

  - **Tremolo**: Controls the intensity of the tremolo. Tremolo is assigned to most plucked instruments.

  - **Dynamic**: Controls the dynamics of the instrument. Dynamic is assigned to the wind and bowed instruments.

  - **Fill Speed**: Controls the speed of the selected drum fill. A drum fill is a short, improvisational transition between parts of a song, like a brief drum solo that fills a gap between musical phrases. With the Performance Slider in the far left position, fills are played at 1/16th notes. In the far right position, they increase to 1/32nd notes. Fills can also be set using keys in the range C2 - B2. This feature is only available for solo percussion instruments.

- **Sounding Notes**: Triggers an assigned Performance or Key Switch directly from the software. Typically this is a function that will affect sounding notes. Each melodic instrument has its own set of assignments that can be viewed on the Mapping page. For more information on assignments, refer to the Mapping PageMapping Page. Here is a list of the assignments available directly from the software:
    - **Damp**: Dampens all notes that are currently playing. Damping can also be performed by using the keyswitch B1.
    - **Fade**: Fades the currently her note, also possible by playing note C#1.
- **Beater**: Selects the type of beater used in the Bodhran instrument, **Hotrod**, **Stick**, or **Hand**.
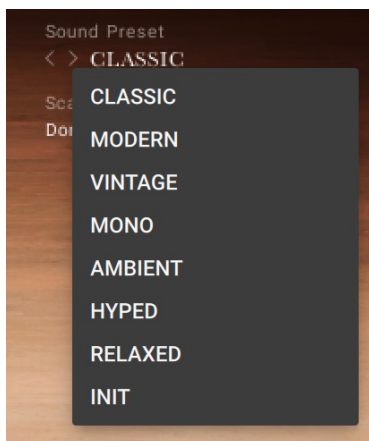
Sound Presets

To the top right of the interface, is the Sound Preset menu. From here, you can browse through presets that affect the mix of the instrument. The presets are useful for different mix applications, such as making the instrument play only in mono or using an ambient setting to push the instrument further back in the mix.
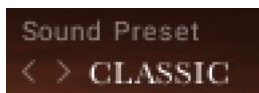
You can select presets using the Sound Preset menu:

1. Click on the menu to view all available Sound Presets.

2. Click on a Sound Preset.

→ The selected Preset is loaded and the sound of the Instrument will change.

Alternatively, you can select presets using the buttons:

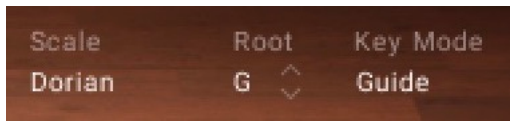▶ Click on the buttons to the left of the menu to cycle through the Sound Presets one at a time.

→ The previous or next preset is loaded immediately each time the arrow is clicked.

Scale Controls

Spotlight Collection: Ireland includes a selection of scales.

This section contains the following controls:

- **Scale**: Changes Scale preset slots and displays the name of the selected preset. Each Scale preset slot contained in the drop-down menu can be assigned with different scales using the Scale Browser in the Scale Editor. For more information, refer to Scale Editor.

- **Root**: Selects the root note of the scale. Use the up and down arrows to change the scale's root note up or down in one semitone increments.

- **Key Mode**: Switches the MIDI note response of the instrument between **Scale**, **Guide**, **Extended**, and **White Keys**.

    - **Scale** restricts the notes on the keyboard according to the chosen scale.

    - **Chromatic** can be played chromatically, however notes not included in the chosen scale are highlighted on the Komplete Kontrol Light Guide.

    - **Extended** provides additional articulations on notes not included in the chosen scale.

    - **White Keys** works with seven-note scales and maps them only to the white keys (root note mapped to C).

ⓘ   For more information on editing scales and ornaments, refer to Scale Page.

6. Snapshots

Snapshots are Kontakt's underlying file format for instruments presets. They offer a quick and convenient way of browsing for new sounds and saving custom presets. When a User Snapshot is saved, all parameter adjustments and instrument settings are stored within the preset. 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.

Snapshots overview

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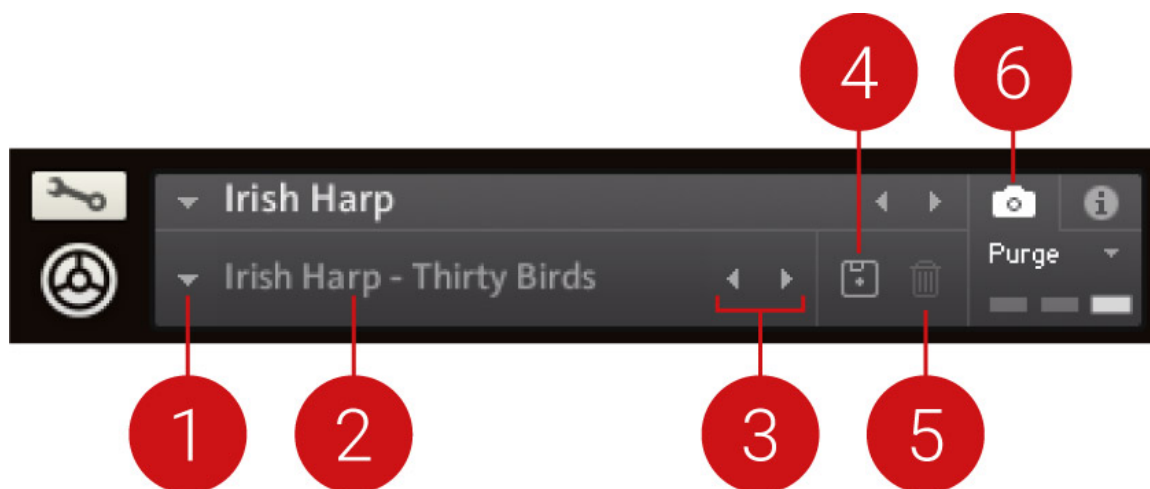
1. **Load Snapshot**: Opens the Snapshot menu where you can load a Snapshot from the **Factory** or **User** library. For more information, refer to Loading a Snapshot.

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

3. **Snapshot Previous/Next** (<> icons): Allows 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): Allows you to save changes made to a sound. When a User Snapshot is saved, the macros settings, parameter controls, and sequence 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. **Delete Snapshot** (bin icon): Deletes the currently selected Snapshot from the **User** library. You can only delete **User** Snapshots and not **Factory** Snapshots. For more information, refer to Deleting a User Snapshot.

6. **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 arrows to the left of the floppy disk icon to load the previous or next preset.

To load and browse Snapshots using the arrow icons:

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.
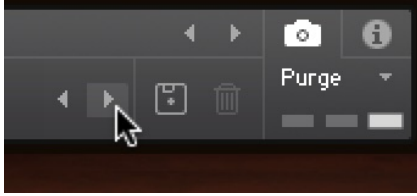
→ The previous or next Snapshot will load immediately each time an arrow icon is clicked.

To load a Snapshot from the library:

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, or select the **User** category to load one of your own Snapshots.
4. Select an instrument category, if available.
5. Select a Snapshot to load it.
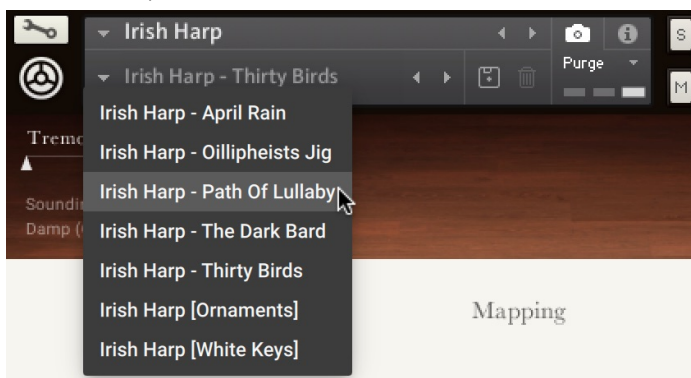
→ The loaded Snapshot is displayed in the instrument header.

ⓘ   The **User** category will not appear until you have first saved a Snapshot.

Saving a User Snapshot

Snapshots can be saved at any time while you are working on them. When a Snapshot is saved, all parameters and controls are also saved.

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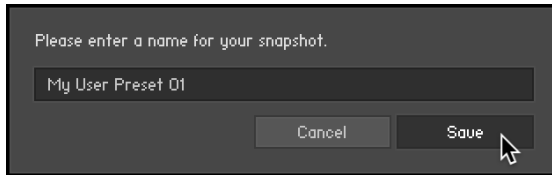
→ Your Snapshot .nksn file is saved to the User Snapshot Library. It appears in the **User** Snapshot list.

To overwrite a Snapshot:

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

2. Click the Save button (floppy disk icon).

3. Click **Overwrite** to confirm the process.
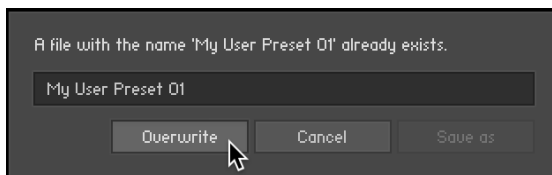
→ Your Snapshot .nksn file is saved to the User Snapshot Library, in replace of the old file.

Deleting a User Snapshot

Snapshots can be deleted using the bin icon in the instrument header. 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.

3. Click the **Delete** button (bin icon).

4. Confirm deletion of the Snapshot by selecting **Yes** in the dialog box.
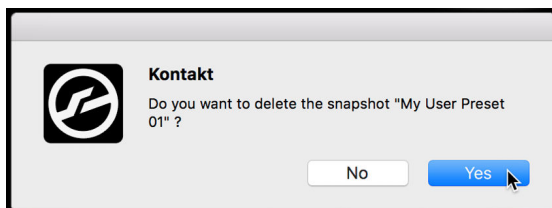
→ The User Snapshot .nksn file is deleted from the User Snapshot Library.

7. Perform Page

The Perform page is first displayed when Spotlight Collection: Ireland is loaded into Kontakt or Kontakt Player. The view contains Instrument controls to adjust the sound and dynamics of the instrument, and the Phrases feature.

Instrument Controls

Instrument controls are used for adjusting the sound and dynamics of the instrument. The controls make the instrument more dynamic and responsive, perfect for expressive keyboard performances or special effects and sound design.

The Instrument controls consist of the following parameters:
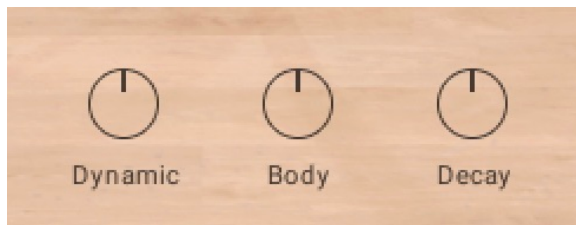
Bodhran

- **Hand Pos**: Adjusts the position of the hand placed inside of the drum, creating tension on the skin and thus changing the pitch of the drum while playing. The timbre changes from dark and full to bright with a strong attack.
- **Tune**: Adjusts the overall tuning of the drum.
- **Decay**: Adjusts the decay of the notes. Turn the control to the left to shorten notes. Turn the control to the right to play the notes as they were recorded.

Bouzouki, Irish Harp, Mandolin, Tenor Banjo

- **Dynamic**: Adjusts the overall dynamic range of the performance. Turn the control left to compress the dynamic range. Turn the control to the right to expand the dynamic range.
- **Body**: Adjusts the amount of resonance in the body of the sound. Turn the control to the left to remove the resonance. Turn the control to the right to increase the resonance.
- **Decay**: Adjusts the decay of the notes. Turn the control to the left to shorten notes. Turn the control to the right to play the notes as they were recorded.

### Button Accordion, Concertina, Fiddle, Irish Flute, Tin Whistle

- **Attack**: Adjusts the attack time, which is the time it takes for the note to sound at full volume after a key is pressed.
- **Release**: Adjusts the release time, which is the time it takes for the note to decay to silence after a key is released.
- **Buttons**: Adjusts the level of the mechanical noises caused by pressing the buttons on the instrument. This parameter is only available in the Button Accordion and Concertina instruments.

Phrases

Spotlight Collection: Ireland includes a selection of phrases that can be loaded and manipulated to suit your song. They are a great way to showcase and explore the melodic and rhythmic capabilities of the instruments in both traditional and contemporary styles.

Phrases can also be used together with the Scale tools and provide a quick way to get inspired by musical ideas typical for the selected instrument.

The Phrase section contains some of the following controls:
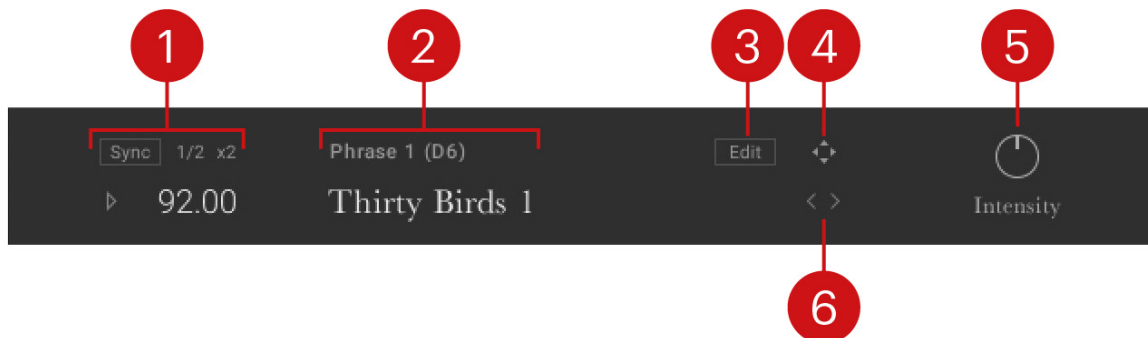
1. **Playback**: Controls the host sync, playback, and tempo parameters of the phrase. For more information, refer to Phrase Playback.
2. **Phrase and Pattern Selection**: Displays the phrase number, keyswitch, and name. For more information, refer to Phrase Selection.
3. **Editor and Browser**: Contains the controls for browsing, loading, and editing phrases. For more information, refer to Browsing and Editing Phrases.
4. **MIDI Export**: Contains the controls for exporting phrases in MIDI format. For more information, refer to MIDI Export.
5. **Performance Controls**: Defines the way the selected phrase is played. For more information, refer to Performance Controls.
6. **Selection Arrows**: Cycles through different phrases using the left and right arrows. For more information, refer to Phrase Selection.

Phrase Selection

The Phrase selection is displayed in the central window in the lower section of the interface. Select phrases using the mapped octave of MIDI keys or using the arrow buttons to the right of the phrase name display.

To select a phrase:

▶ Press a key from the mapped octave of MIDI keys (marked in purple on the virtual Kontakt keyboard) to show the name of the phrase and the associated MIDI key note.


▶ Alternatively, select phrases by clicking on the arrow buttons to the right of the name display.
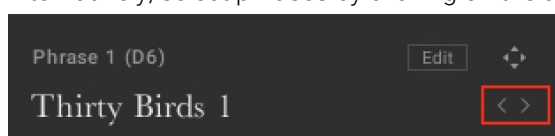
Phrase Playback

The main settings related to phrase playback are located on the left side of the interface. These controls include synchronizing the playback to the host tempo, altering the playback speed, and playing and stopping playback.

The Playback section contains the following controls:
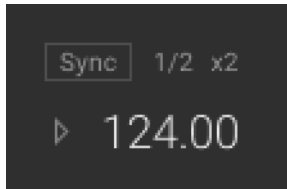
- **Sync**: Synchronizes playback to the host tempo.
- **1/2**: Changes the playback tempo to half-time.
- **x2**: Changes the playback tempo to double-time.
- **Play**: Starts or stops playback. Playback can be triggered either with MIDI notes or with host transport if set on the Options page.
- **Tempo**: Displays the playback tempo. If **Sync** is off, you can click and drag the value to change the tempo.

Performance Controls

The Performance Controls define how the selected phrase is played and are located in the bottom-right corner next to the phrase playback controls.

Intensity

Spotlight Collection: Ireland contains the following Performance Control:


- **Intensity**: Controls the overall dynamic of the played phrase. In the middle position, the phrase is played back unaltered. Turning the control to the left will lower the overall velocity of the notes. Turing it to the right will increase the overall velocity.

MIDI Export

It is possible to export the selected phrase as MIDI via drag and drop. The exported MIDI files can be edited further using your DAW's MIDI editing tools and saved for later use with other instruments and projects.

1. Click on the **Export** icon to the right of the Edit button.
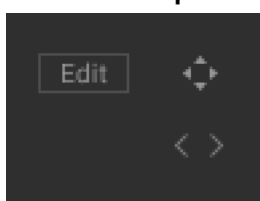
2. While holding down the mouse button, drag the phrase to your file system or DAW.

3. Release the mouse button to copy the MIDI to the specified location.
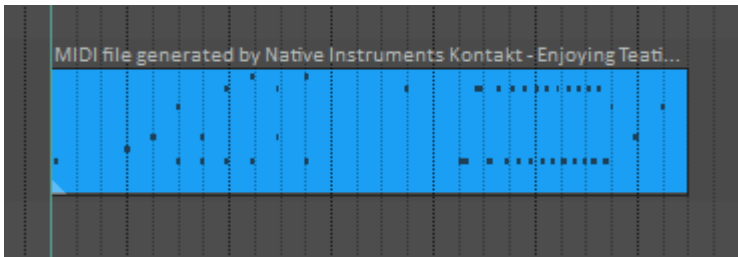
→ The MIDI file of the selected phrase will appear in your file system or DAW.

(i)   Intensity is always stored in the MIDI file, so the dynamics you hear are always included in the exported phrase.

Browsing and Editing Phrases

The Phrase Editor and Browser view contain the browser for browsing and loading phrases from the library. The editor is used to create and edit phrases.

To open the Editor:

▶ Click on the **Edit** button in the Phrase section of the Perform view.
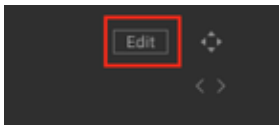
→ The Editor and Browser view will open over the instrument picture.

Phrase Editor

The Phrase Editor includes controls for muting parts, adjusting the end and start position, choosing whether the phrase is retriggered automatically, adjusting the velocity, and shifting notes up or down the scale.

The Phrase Editor contains the following options and controls:
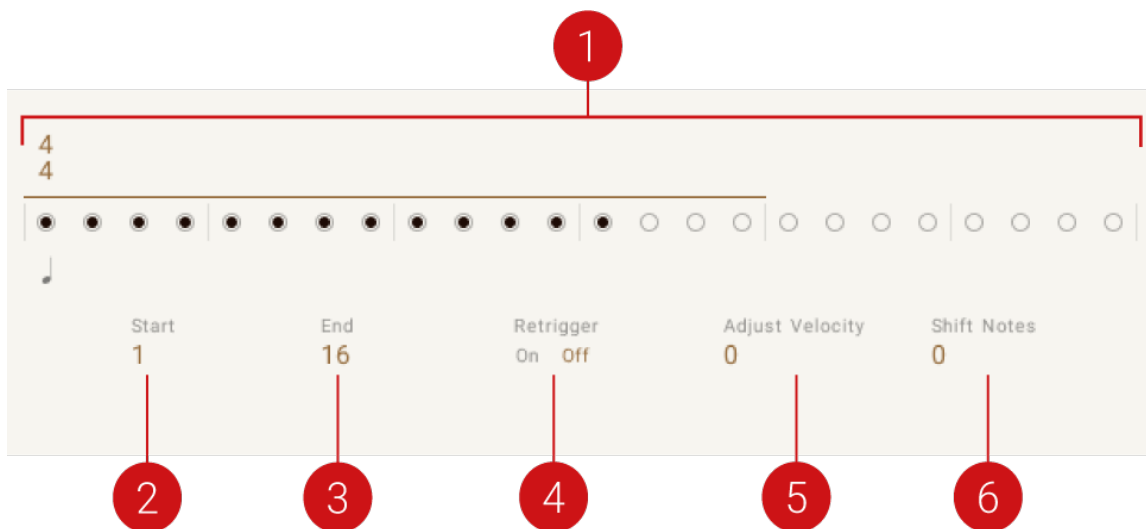
2. **Pattern Editor**: Represents beats (either quarter note or 8th note) using dots. A filled dot displays note activity for that beat. Click a dot to mute the note activity of the respective beat.

3. **Start**: Adjusts the start position. The number displayed indicates the first beat.

4. **End**: Adjusts the end position. The number displayed indicates the final beat.

5. **Retrigger**: Plays the phrasefrom the start when set to **Off**.

6. **Adjust Velocity**/**Volume**: Changes the velocity/volume of the active phrase. Note that the overall velocity can be changed using the **Intensity** control.

7. **Shift Notes**: Shifts the notes up or down within the scale.

Phrase Browser

The Phrase Browser is located beneath the Editor. You can use this to browse through the library of phrases and load them.

To load a phrase:

1. Browse through the folder system until you find the *.mid file you wish to load.

2. Double-click on the file name.

→ The phrase will be loaded into the currently selected pattern slot.

💡 Folder names in the Browser provide information about each phrase's scale, tempo, and key.

8. Scale Page

Spotlight Collection: Ireland features a selection of scales that provide a great starting point for musical ideas. The Scale page includes controls for loading, editing, and customizing scales.

The Scale page contains the following options and controls:
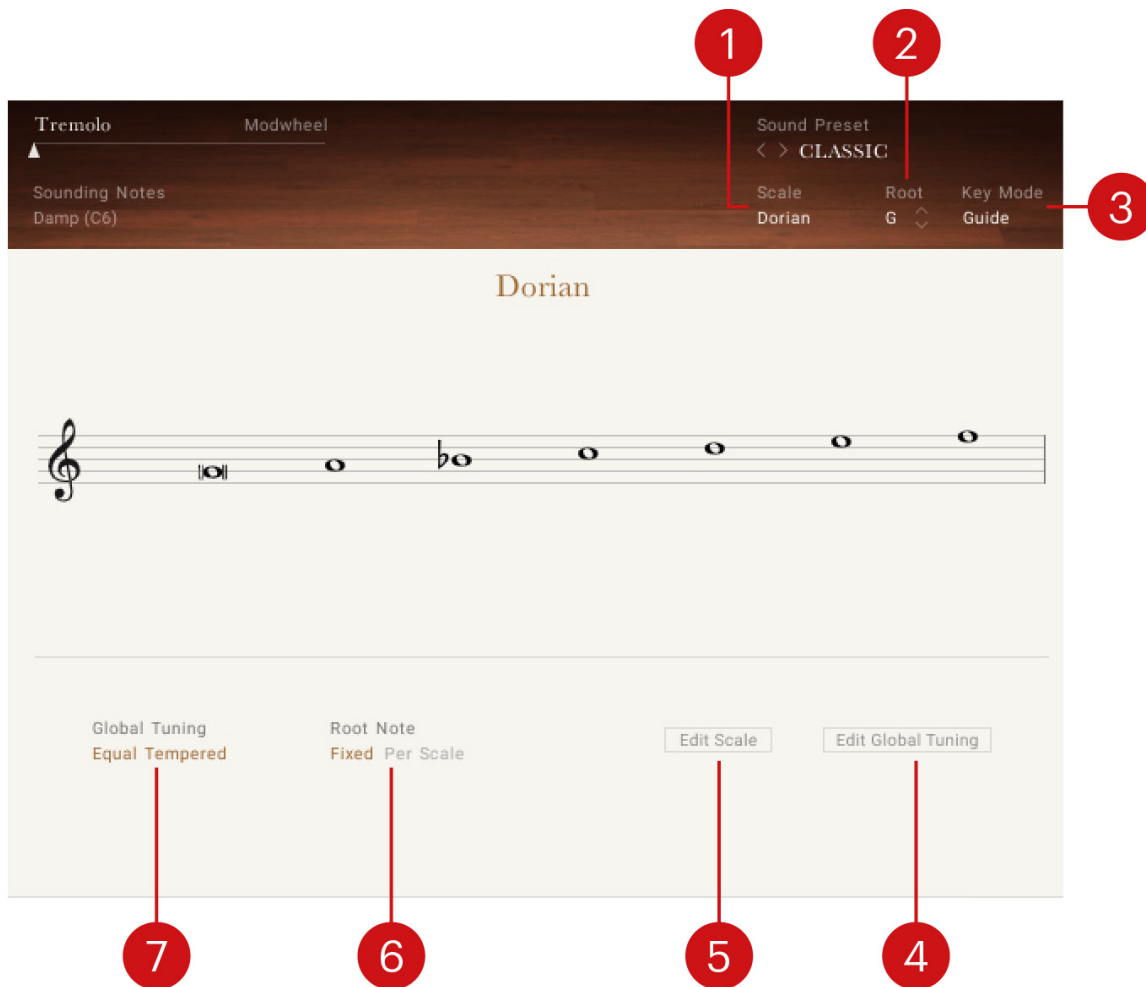
1. **Scale**: Changes Scale preset slots and displays the name of the selected preset. Each Scale preset slot contained in the drop-down menu can be assigned with different scales using the Scale Browser in the Scale Editor. For more information, refer to Scale Editor.

2. **Root**: Selects the root note of the scale. Use the up and down arrows to change the scale's root note up or down in one semitone increments.

3. **Key Mode**: Switches the MIDI note response of the instrument between **Scale**, **Guide**, **Extended**, and **White Keys**.

   - **Scale** restricts the notes on the keyboard according to the chosen scale.

   - **Guide** can be played chromatically, however notes not included in the chosen scale are highlighted on the Komplete Kontrol Light Guide.

   - **Extended** provides additional articulations on notes not included in the chosen scale.

   - **White Keys** works with seven-note scales and maps them only to the white keys (root note mapped to C).

4. **Edit Global Tuning**: Opens the Global Tuning Editor, which enables you to adjust the tuning of the instrument independently of the chosen scale. For more information, refer to Global Tuning Editor.

5. **Edit Scale**: Opens the Scale Editor, which enables you to customize scales including note remapping, ornaments, and tuning. For more information, refer to Scale Editor.

6. **Root Note**: Selects whether the root note is applied to all scales (**Global**) or only to the selected scale (**Scale**).

7. **Global Tuning**: Selects a tuning preset that is applied independently of the chosen scale.

Scale Editor

Spotlight Collection: Ireland includes a selection of preset scales, but you can also use the Scale Editor to customize scales by adjusting each scale degree in terms of note remapping, ornaments, and tuning.

The Scale Editor contains the following options and controls:
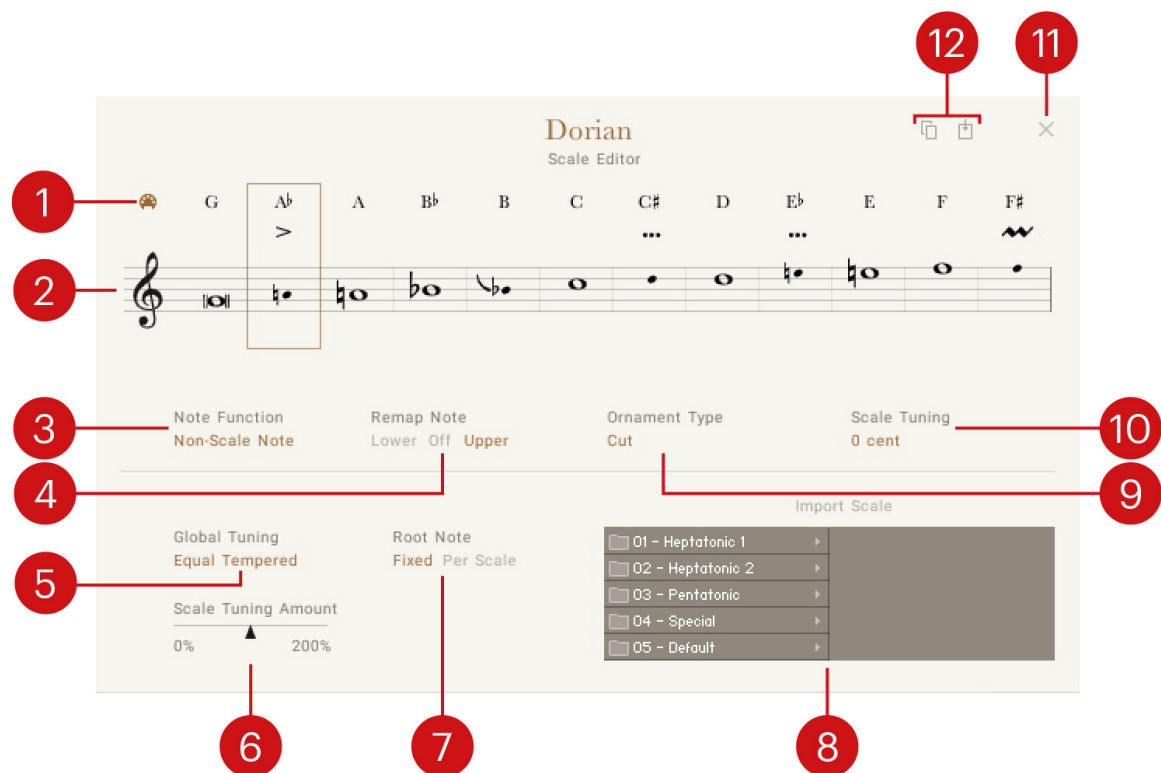
1. **Select by MIDI**: Activates selection of a scale degree for editing according to the last played MIDI note.

2. **Note Selector**: Selects a scale degree for editing and displays each note of the scale on the staff. Whole notes depict scale notes, while cue sized notes depict either non-scale notes or remapped notes. If Select by MIDI is activated, the scale degree is automatically selected according to the last played note.

3. **Note Function**: Changes the note function between **Scale Note** and **Non-Scale Note**. The **Aux Note** option is not used in Spotlight Collection: Ireland.

4. **Remap Note**: Remaps non-scale notes to either the **Lower** or **Upper** scale note. When set to **Off**, the note will not be played. For more information, refer to Remapping and Ornaments.

5. **Global Tuning**: Selects a tuning preset that is applied independently of the chosen scale.

6. **Scale Tuning Amount**: Adjusts the amount of scale tuning of all notes. At center position, the scale tuning amount will be applied as specified for each note. Turning the control to the right increases the amount of scale tuning. Turning the control to the left decreases the amount of scale tuning. When turned fully to the left, no scale tuning is applied. Note that scale tuning is applied independently from the global tuning.

7. **Root Note**: Selects whether the root note as set with **Root** in the top right of the interface will be applied to all scales (**Fixed**) or only to the selected scale (**Per Scale**)

8. **Import Scale**: Loads a scale from the library into the Scale preset slot that is selected using the Scale menu at the top of the user interface. You can switch between categories by clicking on the entries in the left column, and load a scale by double-clicking on an entry in the right column.

9. **Ornament Type**: Selects an ornament to be played by the selected non-scale note, indicated by the ornament symbol either between the note name and the stave or near the note head. For more information, refer to Remapping and Ornaments.

10. **Scale Tuning**: Adjusts the tuning of each scale degree in cents.

11. **X**: Exits the Scale Editor.

12. **Copy and Paste Scale**: Copies and pastes scale settings between Scale preset slots. For more information, refer to Copying and Pasting Scales.
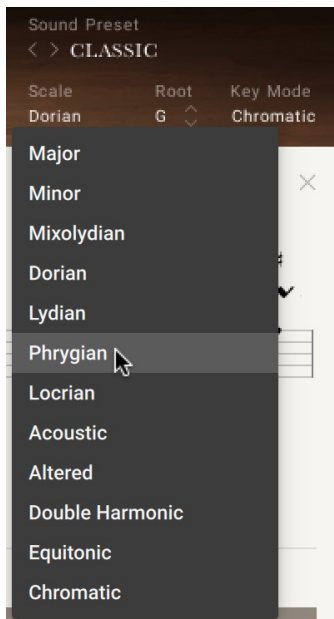
Copying and Pasting Scales

The **Copy Scale** and **Paste Scale** buttons enable you to copy scale settings between different Scale preset slots.

1. Click **Copy Scale** when viewing the scale you want to copy to another Scale preset slot.

2. Click the **Scale** drop-down menu to select the Scale preset slot you want to paste the scale into.

3. Click **Paste Scale** to paste the scale into the selected Scale preset slot.

→ The Scale preset is replaced with the copied scale.

Remapping and Ornaments

The Scale Editor's **Remap Note** and **Ornament Type** controls can be useful for customizing the scales as well as expanding the playability of each scale.

Scale Overview

The following sections will use the C Maj Pentatonic scale as an example:
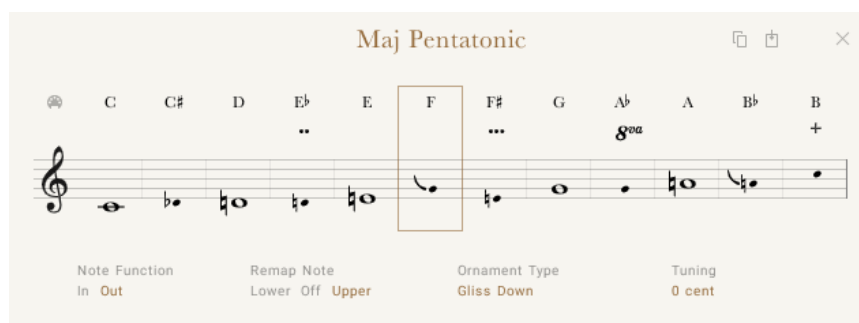
- The note names at the top of the Scale Editor indicate the note that is played on the MIDI keyboard.
- The whole notes in staff make up the chosen scale, in this example C, D, E, G, and A (C Maj Pentatonic).

The MIDI note C is played back as C, which is the root note of the C Maj Pentatonic scale. The next note on the MIDI keyboard is C#, which is not part of the C Maj Pentatonic scale. You can use the **Remap Note** and **Ornament Type** controls to define how the instrument will interpret MIDI note C#.
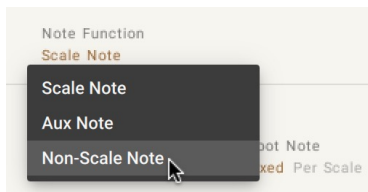
Remapping Notes

You can use the **Remap Note** control to play the MIDI note C# in the C Maj Pentatonic scale, either by remapping the note to the lower scale note (C) or the higher scale note (D).
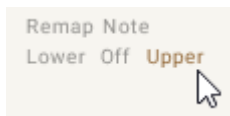
1. Select the MIDI note C# note by clicking it.
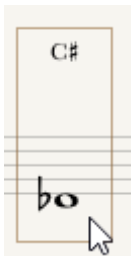
2. Click **Non-Scale Note** under **Note Function**.

3. Click **Lower** or **Upper** under **Remap Note** to remap the note to a scale note.

→ Depending on the chosen option, the MIDI note C# is played back as either a lower scale note (C) or a higher scale note (D).

(i)   The first note of the scale (root note) cannot be remapped.

Selecting Ornaments

Ornaments are used to decorate and add authenticity to a musical performance by adding extra notes or using other expressive techniques. You can use MIDI notes that are not included in a scale for playing ornaments.
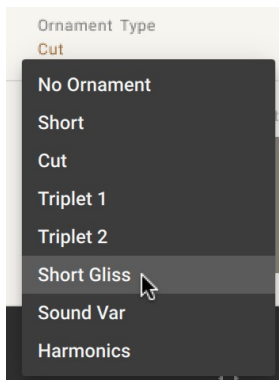
💡   Ornaments can also be activated using keyswitches. To learn more about keyswitches, refer to .

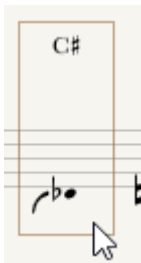To select an ornament to be played using a MIDI note:

1. Select the MIDI note C# note by clicking it.

2. Click the **Ornament Type** selector to select an ornament.

→   The MIDI note C# plays the selected ornament.

ⓘ   **Key Mode** at the top-right of the interface must set to **Extended** in order for the ornaments to be played.

Combining Remapping and Ornament Assignment

Remapping and ornaments can also be used simultaneously. For example, you can remap the MIDI note C# to be played as a lower scale note C, add an ornament, as well as adjust the **Tuning** control.
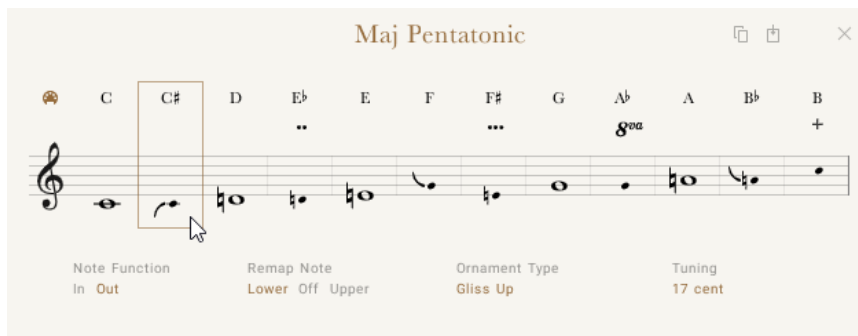
Global Tuning Editor

You can use the Global Tuning Editor to adjust the tuning of the instrument independently of the chosen scale.

The Global Tuning Editor contains the following options and controls:
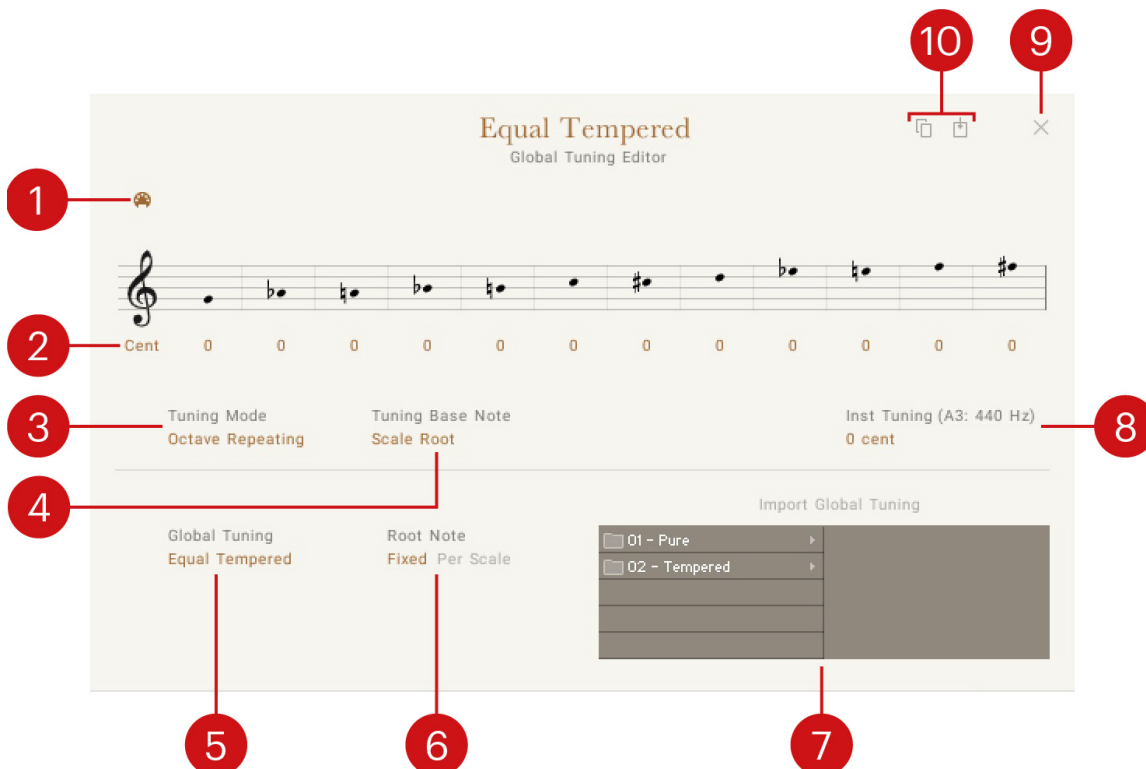

1. **Select by MIDI**: Activates selection of a note for editing according to the last played note.

2. **Cent**: Adjusts the tuning for each of the notes in the range from -100 to +100 cent.

3. **Tuning Mode**: Switches between two modes for adjusting the tuning using **Cent**. **Octave Repeating** enables adjustments for each note that apply to all octaves in the same way. **Per Note** enables adjustments for each note in each octave individually.

4. **Tuning Base Note**: Selects the base note for adjusting the tuning using **Cent**. When **Scale Root** is selected, the root note of the selected scale is used.

5. **Global Tuning**: Selects a tuning preset that is applied independently of the chosen scale.

6. **Root Note**: Selects whether the root note as set with **Root** in the top right of the interface will be applied to all scales (**Fixed**) or only to the selected scale (**Per Scale**)

7. **Import Global Tuning**: Loads a tuning preset from the library. You can switch between categories by clicking on the entries in the left column, and load a tuning preset by double-clicking on an entry in the right column.

8. **Inst Tuning**: Sets the overall tuning in cents relative to the reference note (A3, 440 Hz).

9. **X**: Exits the Global Tuning Editor.

10. **Copy and Paste Global Tuning**: Copies and pastes tuning settings between Snapshots.

9. Mixer Page

The Mixer page includes the controls for altering the instrument's sound via volume levels, effect parameters, and other controls.

The Mixer page contains the following elements and controls:
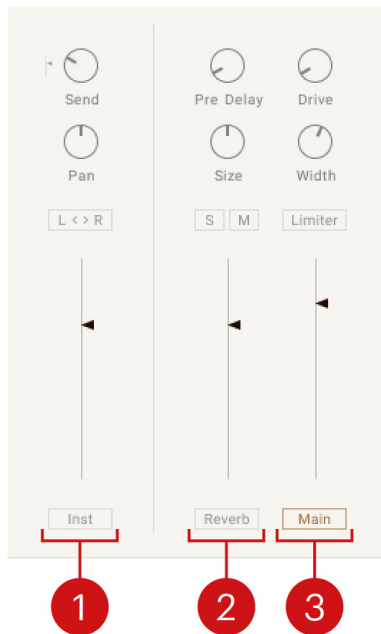
1. **Instrument Channel Controls**: Adjusts mixer parameters related to the instrument, including the Channel Strip and Channel Effects. For more information, refer to Instrument Channel.

2. **Reverb Control**: Adjusts Reverb effect. For more information, refer to Reverb.

3. **Main Channel Controls**: Adjusts mixer controls related to the main output, including the Main Channel Bus and Main Bus Effects. For more information, refer to Main Channel.

> 🔆 Use the Sound Preset selector to quickly change the sound of the instrument, including the Mixer settings.

Instrument Channel

The Instrument Channel controls consist of two main sections: Channel Strip and Channel Effects. The Channel Strip controls are used for adjusting the loudness and positioning of the instrument. The Channel Effects section features a 4-band equalizer used for cutting or boosting the frequencies of the instrument.

Channel Strip

The Channel Strip controls are used to change the loudness and positioning of the instrument using a reverb send, panning, stereo image inversion, and volume controls.

The Channel Strip contains the following controls:
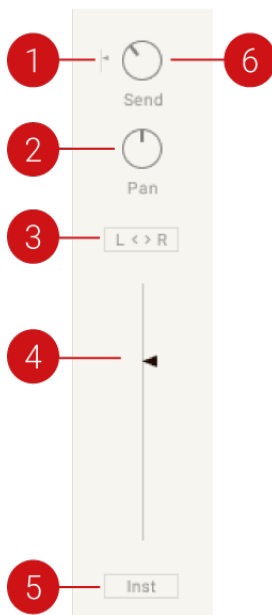
1. **Pre-Post**: When activated, the send FX is positioned after the volume fader, for instance, reducing the volume will also reduce the reverb signal.

2. **Pan**: Controls the position of the instrument in the stereo field.

3. **L < > R**: Inverts the left and right channels of the instrument. This can be used to swap the instrument's stereo image and the listening position from the player's position to that of the audience.

4. **Level Fader**: Sets the volume level of the Instrument Channel.

5. **Inst**: Shows the Channel Effects controls for the instrument.

6. **Send**: Controls the auxiliary send level to the reverb effect.

Channel Effects

The Channel Effect features a four-band EQ to control the Low, Low Mid, High Mid, and High frequencies of the instrument.

▶ Click the **Inst** button below the Channel Strip's Level Fader to show the effect controls.

Each band contains the following controls:
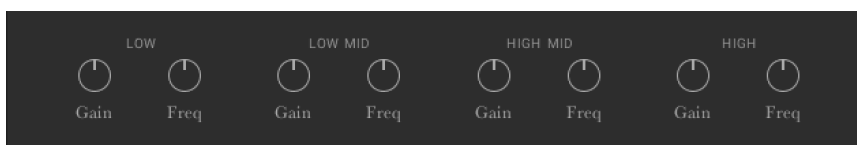
- **Gain**: Cuts or boosts the chosen frequency of the band.
- **Freq**: Adjusts the frequency of the respective band.

Reverb

The Reverb effect simulates the natural reverberation that occurs when a sound source is placed in an acoustic environment, thus adding a feeling of spaciousness to the sound.

The Reverb page consists of two main sections: the **Reverb Channel** section includes the controls for adjusting the volume level, size, and pre-delay of the Reverb, and the **Reverb Effect** section is for selecting the Reverb type, for instance, the convolution-based acoustic environment in which the instrument is placed. For more information, refer to Reverb Channel and Reverb Effect.

Reverb Channel

The Reverb Channel controls are used to adjust the size, volume, and pre-delay of the reverb. The controls for soloing and muting the Reverb Channel are also included.

The Reverb Channel contains the following controls:
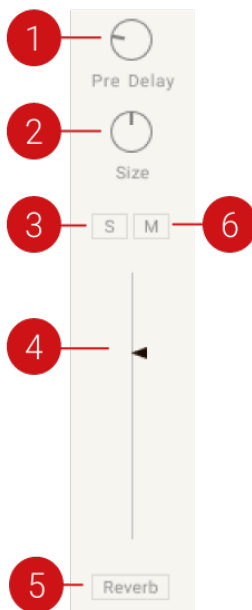
1. **Pre Delay**: Defines the timing of the reverb's onset by adding an initial delay to the reverb signal.
2. **Size**: Adjusts the size of the reverb.
3. **Solo**: Solos the Reverb Channel so only the Reverb signal is heard.
4. **Reverb Volume**: Sets the reverb return level.
5. **Reverb**: Opens the Reverb Effect controls.
6. **Mute**: Mutes the Reverb Channel, meaning the Reverb is removed.
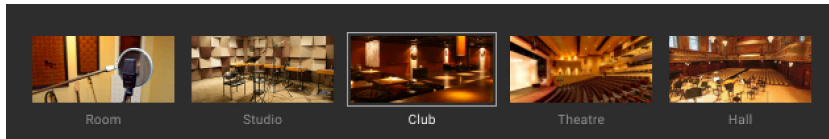
Reverb Effect

The convolution-based reverb allows you to place the instrument into a real-life acoustic space. The Reverb Effect section allows you to choose your desired reverb type from a selection of realistic acoustic environments.

To select a reverb:

1. Click on the **Reverb** button to display the Reverb selection options.

2. Click on an image to select the respective reverb.

→ The reverb character will change to the selected space.

Main Channel

The Main Channel controls are used for adjusting the drive, warmth, limiter, level, and effect settings of the Main Channel. The Main Channel controls consist of two main sections: The Main Channel Bus and Main Bus Effects.

Main Channel Bus

The channel strip on the far right is the Main Channel Bus. It is the final stage of the mixer before the sound reaches the main Instrument output. The Main Channel Bus strip controls the Drive, Width, Limiter, and Level parameters of the channel.

The Main Channel Bus strip contains the following controls:
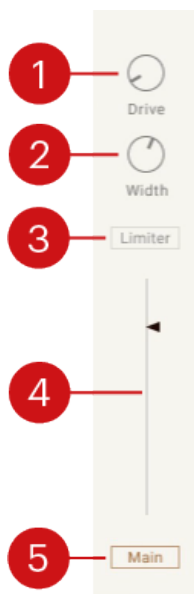
1. **Drive**: Controls the saturation amount applied to the main signal, making the signal slightly distorted.
2. **Width**: Controls the stereo width of the Main Bus. In the middle position, the stereo width is as originally recorded. Turn the control right to increase the width of the instrument in the stereo field. When the control is turned all the way to the left, the signal becomes mono.
3. **Limiter**: Ensures the output signal coming through the Main Bus stays below 0 dB, thus preventing digital clipping.
4. **Level Fader**: Controls the output level of the instrument.
5. **Main**: Displays the Main Bus effects. For more information, refer to Main Bus Effects.

Main Bus Effects

The Main Bus Effects can be used to control the EQ, Ambience, Punch, Compression, and Tape settings applied to the main signal. Punch and Comp not available for sustained instruments.

▶ Click the **Main** button below the Main Channel Bus' Level Fader to display the Main Bus Effects controls.

The Main Bus Effects contains the following controls:

1. **EQ**: Controls the 4-band fixed EQ that can boost or cut frequencies from the main signal. The four knobs set the gain for each band.

2. **Ambience**: Controls the level of the small reverb effect that can add distance to the sound without making it sound like it is in as large a space as the **Reverb** effect.

3. **Punch**: Emphasizes the transient peaks in the sound, making it more percussive and punchy. This control is not available for sustained instruments.

4. **Comp**: Controls the amount of compression applied to the Main Bus. Higher values reduce the distance between the loudest and quietest parts of the signal. This control is not available for sustained instruments.

5. **Tape**: Controls the amount of analog tape saturation applied to the Main Bus, making the signal warmer and slightly compressed.

10. Mapping Page

The Mapping page displays information on notes, keyswitches, phrases, and how they are mapped on a MIDI keyboard.

The keyswitches and performance keys are shown in detail:
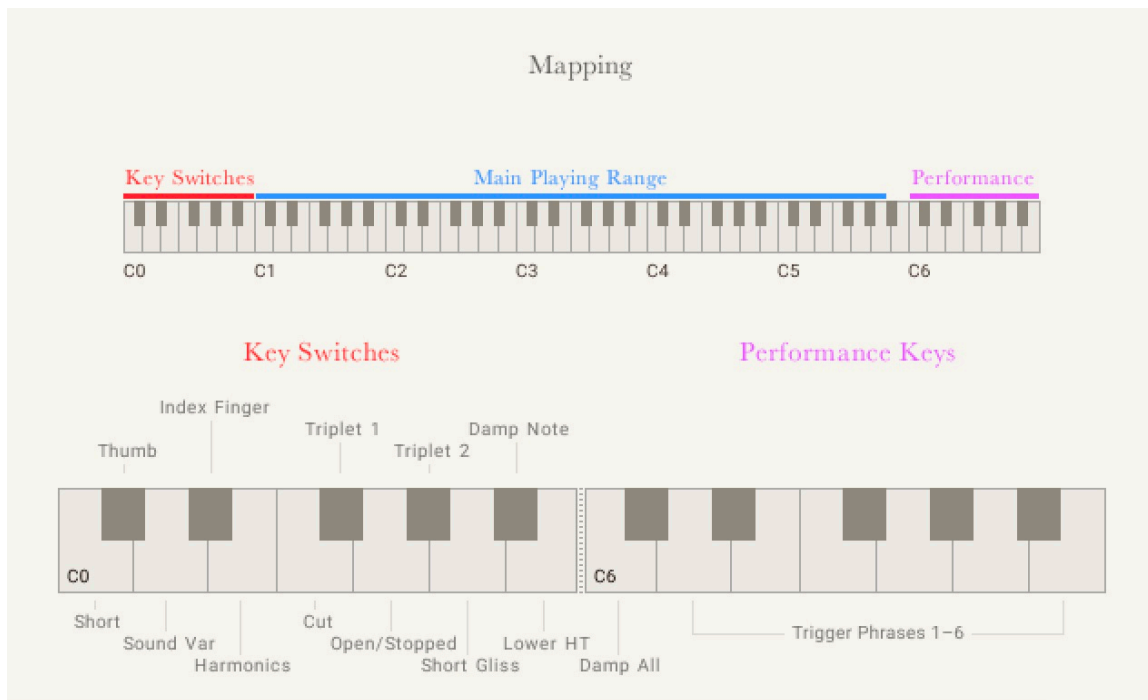
- **Key Switches**: Displays the Key Switches note range. The notes in the Key Switch range can be used to play notes in the main playing range with sound variations, as well as muting them. Hold down a keyswitch note while playing a note in the main range to trigger the respective ornament, sound variation, or mute.

- **Performance Keys**: Displays the Performance Keys note range. The Performance Keys range can be split into the following sections:
    - **Damp All**: Displays the Damp note, which dampen all sounding notes.
    - **Trigger Phrases**: Displays the Trigger Phrases note range. Use the six white keys of the Performance range to trigger Phrases.

11. Options Page

The Options page is split into two sections: Controller and Perform. The Controller section features parameters for the modwheel, aftertouch, pitch bend, and sustain pedal. The Perform section is used to control the tightness and randomization of the performance and the overall tuning of the instrument.

The Options page contains the following settings and controls:
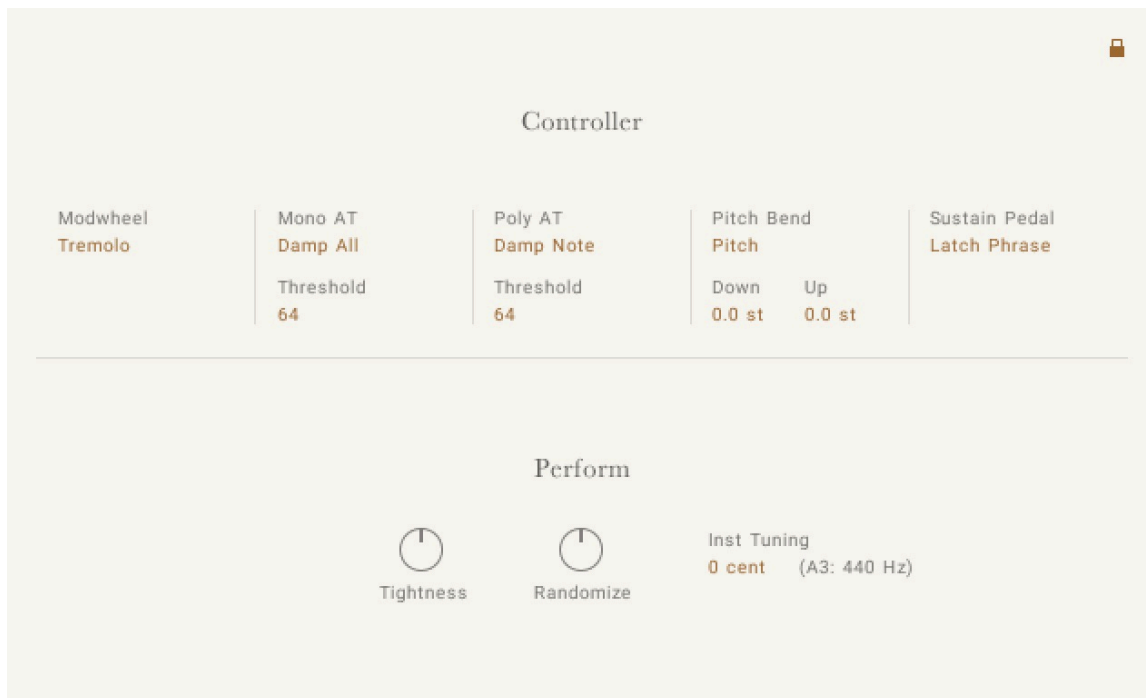
- **Controller**: The Controller section contains the following settings and controls.
  - **Modwheel**: Switches the ModWheel control of the Performance Slider on or off.
  - **Mono AT**: Switches the monophonic aftertouch behavior between **Off**, **Pitch**, and **Damp All**. When set to **Pitch** , the intensity of the pitch change can be set using **Amount**. When set to **Damp All**, the level at which damping is switched on for all notes can be set using **Threshold**.
  - **Poly AT**: Switches the polyphonic aftertouch behavior between **Off**, **Pitch**, and **Damp Note**. When set to **Pitch** , the intensity of the pitch change can be set using **Amount**. When set to **Damp Note**, the level at which damping is switched on for individual notes can be set using **Threshold**.
  - **Pitch Bend**: Switches Pitch Bend on or off. When **on**, **Down** sets the lower limit of the pitch bend range, and **Up** sets the upper limit of the pitch bend range.
  - **Sustain Pedal**: Selects the sustain pedal behavior:
    - **Off**: The sustain pedal will control nothing.
    - **Latch Phrase**: The sustain pedal can latch the pattern trigger keys but will not affect the main playable key range of the instrument.

- **Perform**: The Perform section contains the following settings and controls.
  - **Tightness**: Controls the sample start position to set the tightness (or responsiveness) of the sound.
  - **Randomize**: Controls the amount of randomness applied to parameters like tightness, velocity, and sample variation (for instance, round-robin). The middle position will have a subtle natural sound, and the full left position will potentially sound mechanical.
  - **Inst Tuning**: Sets the overall tuning in cents relative to the reference note (A3, 440 Hz).

12. Credits

Product Design and Concept: Nikolas Jeroma

User Interface Design: Stefan Kummerlöw, Efflam Le Bivic, Philipp Granzin

Sample Editing: Dimitris Kordis, Jonathan Kranz

KSP and Kontakt Programming: Nikolas Jeroma, Francesco Sabatini

Sound Design: Dimitris Kordis, Jonathan Kranz, Sebastian Müller

Quality Assurance: Elad Twito

Product Management: İlay Bal Arslan, Grant Smith

Marketing: Rose Rutledge, Samuel Hora, Lucy Crouch, Maik Siemer, Marc Jakubowski, Alastair Oloo, Shane Mason, David Price

Content Production: Dimitris Kordis, Antonio de Spirt

MIDI Phrases: Emeric Zubar, Zeina Azouqah Bilgili, Einar Stray, Aliki Leftherioti, Alexander Johnston

Documentation: Jan Ola Korte

Sample Recording: Native Instruments

Recording Expedition Manager: Yotam Agam

Session Lead: Nikolas Jeroma

Tenor Banjo, Mandolin: Seán Keegan

Irish Harp: Eimear Coughlan

Irish Flute, Tin Whistle, Uilleann Pipes: Louise Mulcahy

Button Accordion: Derek Hickey

Bodhrán: Dominick Keogh

Fiddle, Bouzouki: Mick Conneely

Concertina: Noel Hill

Recording Engineer: Martin O'Malley

Contractor: Noel Hill

Recorded at Malbay Studios, Miltown Malbay, Co. Clare, Ireland