NATIVE INSTRUMENTS

THE FUTURE OF SOUND

Table of Contents

1. Disclaimer 1

2. Welcome to KOMPLETE KONTROL 2
- 2.1. Document Conventions 2
- 2.2. New Features in KOMPLETE KONTROL 2.6.0 2
- 2.3. New Features in KOMPLETE KONTROL 2.3.0 3
- 2.4. New Features in KOMPLETE KONTROL 2.1.6 3
- 2.5. New Features in KOMPLETE KONTROL 2.1.3 4
- 2.6. New Features in KOMPLETE KONTROL 2.1.0 4
- 2.7. Box Contents 5
- 2.8. System Requirements 5
- 2.9. Accessibility 5
  - 2.9.1. Keyboard Overview 6
  - 2.9.2. Activating Accessibility Features 7
  - 2.9.3. Training Mode 7
  - 2.9.4. Feature Overview and Keyboard Shortcuts 8

3. The KOMPLETE KONTROL Workflows 10

4. Setting up KOMPLETE KONTROL 12
- 4.1. Connecting the Keyboard to the Computer 12
- 4.2. Setting up the Stand-Alone Application 13
- 4.3. Setting up Host Integration 14
  - 4.3.1. Setting up Ableton Live 15
  - 4.3.2. Setting up Apple Logic Pro X and GarageBand 15
  - 4.3.3. Setting up Avid Pro Tools 16
  - 4.3.4. Setting up Bitwig Studio 16
  - 4.3.5. Setting up PreSonus Studio One 17
  - 4.3.6. Setting up Steinberg Cubase and Nuendo 17
- 4.4. Connecting a Sustain Pedal to the Keyboard 18

5. Software Overview 19
- 5.1. Header 19
- 5.2. Browser 20
  - 5.2.1. Library Pane 20
  - 5.2.2. Product Selector 22
  - 5.2.3. Files Pane 23
- 5.3. Perform Panel 24
- 5.4. Plug-in Panel 24
- 5.5. Plug-in Chain Panel 25
- 5.6. MIDI Assignment Editor 25
- 5.7. Plug-in Area 26
- 5.8. Sampler Plug-In 27
  - 5.8.1. Envelopes 28
- 5.9. Audio Plug-In 30

6. Keyboard Overview 32
- 6.1. Perform and Edit Section 33
- 6.2. Transport Section 34
- 6.3. Navigation and Mode Buttons 34

6.4. Transpose Buttons 35

7. Global Controls and Preferences 37

7.1. Instrument Views 37
7.1.1. Default View 37
7.1.2. Additional View 38
7.1.3. Edit View 39
7.2. Switching Instances 40
7.3. Transport and Tempo 40
7.3.1. Resetting the Clock 41
7.3.2. Adjusting Tempo 42
7.4. Adjusting Master Volume 42
7.5. Preferences 42
7.5.1. Preferences – Audio Page 43
7.5.2. Preferences – MIDI Page 44
7.5.3. Preferences – General Page 45
7.5.4. Preferences – Library Page 46
7.5.5. Preferences – Plug-ins Page 49
7.5.6. Preferences - Features Page 51
7.6. Loading a Plug-in in Default State 51

8. MIDI Communication 53

8.1. Mapping MIDI Controls to Third-Party Controllers 53
8.1.1. Setting up a Third-Party Controller 56
8.1.2. Assigning Knobs to a Third-Party Controller 57
8.1.3. Assigning Buttons to a Third-Party Controller 57
8.1.4. Enabling Takeover Mode 57
8.1.5. Hardware Configuration for MIDI Mapping 59
8.1.6. Share Mapping Across Instances 59
8.2. Host Automation 59
8.2.1. Recording Automation 60
8.2.2. Automation IDs for the Perform Panel 60

9. Using the MIDI Assignment Editor 62

9.1. The Mapping System 63
9.2. Opening the MIDI Assignment Editor 64
9.3. Assigning MIDI Messages to Control Elements 65
9.4. Renaming Control Elements 66
9.5. Creating a New MIDI Template 66
9.6. Renaming MIDI Templates 67
9.7. MIDI Message Types and Assignments 68
9.7.1. MIDI Message Types – Type Menu 68
9.7.2. Assignments for Knobs 69
9.7.3. Assignments for Switch Pedals 69
9.7.4. Assignments for Continuous Pedals 70

10. Host Integration 71

10.1. Integration with MASCHINE 71
10.1.1. Basic Control Functions 71
10.1.2. Advanced Integration Control Functions 72
10.2. Integration with Ableton Live 74
10.3. Integration with Apple Logic Pro X and GarageBand 75
10.4. Integration with Avid Pro Tools 77

10.5. Integration with Bitwig Studio ... 78
10.6. Integration with PreSonus Studio One ... 80
10.7. Integration with Steinberg Cubase and Nuendo ... 80

11. Browsing the Library ... 82
11.1. Browser Basics ... 82
11.1.1. Product Types: Instruments, Loops, One-shots and Effects ... 82
11.1.2. Loops and One-shots ... 82
11.1.3. About the Library and Meta-Information ... 83
11.1.4. Browsing the Library vs. Browsing Your Hard Disks ... 83
11.2. Opening the Browser ... 84
11.3. Loading Preset Files ... 84
11.4. Choosing Between Factory Content and User Content ... 85
11.5. Filtering Preset Files by Product ... 86
11.6. Filtering Preset Files by Bank ... 89
11.7. Resetting the Product Selection ... 90
11.8. Types and Characters Tags ... 90
11.8.1. Filtering Preset Files by Types and Characters ... 92
11.8.2. Selecting Multiple Tags from the Same Level ... 94
11.9. Working with Favorites ... 94
11.9.1. Adding Preset Files to the Favorites ... 95
11.9.2. Displaying Favorites in the Results List ... 96
11.9.3. Removing Preset Files from the Favorites ... 96
11.10. Performing a Text Search ... 97
11.11. Displaying Preset File Information ... 98
11.12. Auditioning your Preset Files ... 98

12. Working with Effects ... 99
12.1. Opening the Plug-in Chain Panel ... 99
12.2. Adding Effects ... 99
12.3. Selecting Plug-in Slots ... 102
12.4. Reordering Effects ... 102
12.5. Scrolling the Plug-in Chain ... 103
12.6. Bypassing Effects ... 103
12.7. Removing Effects ... 104

13. Working with Loops and One-Shot Samples ... 105
13.1. Sampler Plug-In and Audio Plug-In Use Cases ... 105
13.2. Loading One-Shot Samples and Loops ... 105
13.3. Opening the Audio Plug-In or Sampler Plug-In ... 106
13.4. Switching between the Audio Plug-In and the Sampler Plug-In ... 106
13.5. Playback Behavior of Audio Plug-In in Host Software ... 107

14. Managing the Library ... 108
14.1. Saving Preset Files to the User Library ... 108
14.2. Deleting User Preset Files from the User Library ... 110
14.3. Editing the Tags and Properties of User Preset Files ... 111
14.4. Syncing Multiple Instances ... 113
14.5. Working with the Files Pane ... 114
14.5.1. Additional Results List Features List in the Files Pane ... 114
14.5.2. Navigating to File Locations with the Location Bar ... 115
14.5.3. Navigating to Recent File Locations ... 115
14.5.4. Working with File Location Favorites ... 115

14.6. Loading VST Plug-ins 116
14.7. Installing NKS Instruments 117
14.8. Importing KOMPLETE KONTROL-Compatible User Files 119

15. Controlling Instrument, Loop, One-shot and Effect Parameters 121
15.1. About Pre-Mapped Instruments, Loops, One-shots and Effects 121
15.2. Adjusting Parameters 121
15.3. Switching Parameter Pages 121
15.4. Customizing Parameter Mappings using the Plug-in Panel 121

16. Smart Play – Playing and Editing Scales and Chords 124
16.1. A Note about Music Theory 124
16.2. Activating the Scale Engine 125
16.3. Selecting and Playing a Scale 125
16.4. Playing Chords 126
16.5. Editing Scales and Chords 126
16.6. Setting the SCALE Parameters 127
16.6.1. SCALE Root Note 127
16.6.2. SCALE Bank and Type 128
16.7. Setting the KEY MODE Parameter 132
16.8. Setting the CHORD Parameters 133
16.8.1. CHORD Mode 133
16.8.2. CHORD Type 134
16.8.3. CHORD Position 136

17. Smart Play – Playing and Editing Arpeggiator Sequences 138
17.1. Playing Arpeggiator Sequences 138
17.2. Editing the Arpeggiator 139
17.3. MAIN Parameters 140
17.3.1. MAIN Mode 140
17.3.2. MAIN Type 140
17.4. RHYTHM Parameters 140
17.4.1. RHYTHM Rate 141
17.4.2. RHYTHM Sequence 142
17.4.3. RHYTHM Swing 142
17.5. OTHER Parameters 142
17.5.1. OTHER Octaves 143
17.5.2. OTHER Dynamic 143
17.5.3. OTHER Gate 143
17.6. ADVANCED Parameters 144
17.6.1. ADVANCED Retrigger 144
17.6.2. ADVANCED Repeat 144
17.6.3. ADVANCED Offset 144
17.6.4. ADVANCED Inversion 145
17.7. RANGE Parameters 145
17.7.1. RANGE Min. Key 145
17.7.2. RANGE Max. Key 145
17.8. HOLD Parameter 146

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Document authored by Native Instruments GmbH

Software version: 2.7.0 (03/2022)

Hardware version: A-Series

2. Welcome to KOMPLETE KONTROL

Thank you for choosing KOMPLETE KONTROL!

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

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

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

— The team at Native Instruments

2.1. 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, software interface elements, and hardware controls.
[Brackets]	References keys on a computer's keyboard.
►	Single item instructions are represented by a bullet icon.
→	Results in procedures are represented by an arrow icon.

The following three icons represent different types of information:

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

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

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

Naming Conventions

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

2.2. New Features in KOMPLETE KONTROL 2.6.0

The following new features have been added to KOMPLETE KONTROL:

Audible Indicator During Background Scanning

- When Accessibility is activated, the start and end of a Background Content Scan are announced via an audible indicator.

Big Sur compatibility on Intel-based Macs

- KOMPLETE KONTROL is now supported on macOS Big Sur when running as a VST, AAX or standalone.
- KOMPLETE KONTROL and MASCHINE are not yet supported on Apple Silicon based Macs. Even though they can be installed from Native Access on these computers, there is a small possibility of data loss within KOMPLETE KONTROL and MASCHINE between sessions, meaning that Project settings, loaded Instruments, and Amp parameters may intermittently be lost when re-opening a saved project in Logic. We are working with Apple to resolve the issue. Please see this article for updates.

Background Scanning Improvements

- Background Content Scan now occurs when KOMPLETE KONTROL is hosted as a plug-in.
- UI and performance improvements whilst the Background Content Scan is running.

Additional Bug Fixes

- Super 8 R2 UI appears blank when loaded inside of KOMPLETE KONTROL.
- User edited tags were not saved.
- Dragging an item from the Browser shows one more item than what is dragged.
- Saved items are not shown in the Browser if a scan is running in the background.
- Samples with special unicode characters were not recognised on Windows.
- Browsing tags on the Hardware was slow when a Character tag was selected.

2.3. New Features in KOMPLETE KONTROL 2.3.0

The following new features have been added to KOMPLETE KONTROL:

MIDI Mode Assignments for KOMPLETE KONTROL A-Series and M32

Configure knobs, keybed and pedals via the MIDI Assignment editor in the KOMPLETE KONTROL Standalone software.

For more information, refer to MIDI Assignment Editor.

2.4. New Features in KOMPLETE KONTROL 2.1.6

The following new features have been added to KOMPLETE KONTROL:

PreSonus Studio One Support for KOMPLETE KONTROL

- KOMPLETE KONTROL keyboards now support integration in PreSonus Studio One.
  For more information, refer to Integration with PreSonus Studio One.

Steinberg Cubase/Nuendo Support for KOMPLETE KONTROL A-Series and M32

- KOMPLETE KONTROL A-Series and M32 keyboards now support integration in PreSonus Studio One.
  For more information, refer to Integration with Steinberg Cubase and Nuendo.

2.5. New Features in KOMPLETE KONTROL 2.1.3

The following new features have been added to KOMPLETE KONTROL:

Audio Plug-in

- The new Audio plug-in specializes in keeping audio loops playing in-sync with the project in your host software and has the optional ability to do so without influencing the key of the loop. Furthermore, you can transpose the loop while it plays so that it fits the key of your song. For more information on the Audio plug-in, refer to Audio Plug-In. For more information on using the Audio plug-in, refer to Working with Loops and One-Shot Samples.

MIDI Control Takeover Mode for Third-Party Controllers

- When using third-party controllers, you can now enable Takeover mode to prevent potential parameter jumps caused by mismatching knob positions between software and hardware. For more information, refer to Enabling Takeover Mode.

Improvements to Host Integration

- Previously, you had to start KOMPLETE KONTROL as a stand-alone application to scan your library for Instruments, Samples, and Effects before using the plug-in in your host. This step is now no longer necessary. Instead, when using KOMPLETE KONTROL in your host directly after installation, a dialog is presented allowing you to scan your library.

2.6. New Features in KOMPLETE KONTROL 2.1.0

The following new features have been added to KOMPLETE KONTROL:

MIDI Mapping for Third-Party Controllers

- It is now possible to control some of KOMPLETE KONTROL's parameters via a third-party MIDI controller. For more information, refer to MIDI Communication.

Sounds.com Integration

- Browse on Sounds.com, create your own collections of loops and one-shots and send them directly to the KOMPLETE KONTROL Browser.

Improvements to the Browser

- Samples are now cataloged in separate Loops and One-shots tabs in the Browser. For more information, refer to Loops and One-shots.
- Previews of Loops selected in the Browser will be played in sync with the current project. When a loop is selected with Prehear turned on, it will begin playing immediately in-sync with the project if transport is running. For more information, refer to Loops and One-shots
- Filters and product selections will be remembered when switching between Content types and Factory/User Libraries in the Browser.

- Browser content synchronization between multiple running instances. When running multiple instances of KOMPLETE KONTROL, either as Standalone and/or as a plug-in, updates to the Library will be synced across the instances. For example, if you delete a sample from your User Library in one instance, the sample will no longer be present in the other instances. Similarly, if you save a preset in one instance, that preset will then be available in the other instances also.

Improved Support for A-Series Keyboards

- When Browsing with A-Series keyboards, you can now jump quickly to the Results list by holding SHIFT and pushing right on the 4-D Encoder.
- When Browsing with A-Series keyboards, you can fast scroll through the Browser Results list by holding SHIFT and twisting the 4-D Encoder.
- Automatic Plug-in Focus and device auto-connect for A-Series keyboards when used with Ableton Live.
- It is now possible to enter PLUG-IN from MIDI on A-Series keyboards.
- Accessibility for A-Series keyboards.

2.7. Box Contents

The box contains the following items:

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

2.8. System Requirements

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

https://www.native-instruments.com//komplete-kontrol-a25-a49-a61/specifications/

KOMPLETE

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

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

http://www.native-instruments.com/products/komplete/

2.9. Accessibility

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

- Perform, Transpose, Page left / right, and key navigation buttons.

- All Browser functions.
- The current edit mode, including the Plug-in Panel and the Perform panel (Scale, Arp).
- Names of parameters and parameter sections when touching knobs, including all edit modes.

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

2.9.1. Keyboard Overview

The buttons and knobs on the Komplete Kontrol keyboard are organized in the following groups:

- Perform and Edit section
- Transport section
- Solo and Mute buttons
- Preset and Page buttons
- Control section
- Navigation and Mode buttons
- 4-Directional Push Encoder (referred to as the 4-D encoder)
- Transpose and Fixed Velocity buttons

The Perform and Edit section is located at the top left of the keyboard. It contains six buttons that are arranged in two rows.

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

- **SHIFT**
- **SCALE** (**Edit**)
- **ARP** (**Edit**)

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

- **UNDO** (Redo)
- **QUANTIZE**
- **AUTO**

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

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

- **LOOP**
- **METRO**
- **TEMPO**

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

- **PLAY** (**Restart**)
- **REC** (**Count-In**)
- **STOP**

The Solo and Mute buttons are located to the right of the Transport section. The two buttons are arranged in a row.

The buttons are (from left to right):

- Mute
- Solo

The Preset buttons are located to the bottom right of the Perform and Edit section, above the Solo and Mute buttons. The four buttons are arranged in a column.

The buttons are (from top to bottom):

- **PRESET** Up
- **PRESET** Down

The Control section is located in the center of the Komplete Kontrol keyboard. It contains eight knobs. The knobs are arranged in a row directly above the keybed.

The Navigation buttons are on the top right of the Komplete Kontrol keyboard. The three buttons are arranged in one row, (from left to right):

- **BROWSER**
- **PLUG-IN**
- **TRACK**

The 4-D encoder is located directly below the Navigation buttons.

The Transpose buttons are located at the far left of the keyboard next to the keybed and directly above the Pitch and Modulation wheels. The two buttons are arranged in a row.

The buttons are (from left to right):

- **OCT** Down / **FIXED VEL** (**TS Mode**)
- **OCT** Up

2.9.2. Activating Accessibility Features

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

1. Press and hold the **SHIFT** button on the top left of the keyboard.
2. While holding **SHIFT**, press the **IDEAS** button, located third to the right, in the second row on the keyboard.

→ The speech output confirms that the accessibility features have been activated or deactivated.

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

2.9.3. Training Mode

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

Activating Training Mode

To activate or deactivate Training Mode from the KOMPLETE KONTROL keyboard while the KOMPLETE KONTROL software is running:

▶ Double-press the **SHIFT** button on the top left of the keyboard.

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

2.9.4. Feature Overview and Keyboard Shortcuts

The following overview outlines the availability of accessibility features for different aspects of KOMPLETE KONTROL from both the KOMPLETE KONTROL keyboard and the KOMPLETE KONTROL software. In the table you also can find the relevant keyboard shortcut.

	Feature	Accessible from Keyboard	Keyboard Shortcut
Accessibility Mode	Enable or disable Accessibility mode	Yes	**SHIFT** + **IDEAS**
	Enable or disable speech output for names of Preset files		**SHIFT** + Button 5
Browser	Browse for Factory and User Preset files	Yes	Page left button or Page right button
	Switch between Category and Vendor sorting	Yes	**SHIFT** + Knob 1
	Set Preset file Favorites	Yes	**SHIFT** + Knob 4
	Sort by Favorites		**SHIFT** + Knob 3
	Save and edit User Preset files	No	
	Browse for NKS plug-ins from other vendors	Yes	Supported by default
Instrument control	Adjust key Instrument parameters	Yes	Knob 1 – 8
	Custom map Instrument parameters	No	
Smart Play	Accessing Scale and Chord Parameters	Yes	**SHIFT** + **SCALE Edit**
	Adjust Scale & Chord parameters		Knob 1 – 8
	Accessing Arp Parameters	Yes	**SHIFT** + **ARP Edit**
	Adjust Arp parameters		Knob 1 – 8
	Selecting Parameter Pages		Page left or Page right
Tempo	Adjust BPM	Yes	**TEMPO** + Knob 1

	Feature	Accessible from Keyboard	Keyboard Shortcut
Training mode	Find a control without accidentally triggering actions	Yes	
	Enabling or disabling Training mode	Yes	Double-press **SHIFT**
Preferences	Adjust software & hardware preferences	No	
Software dialog	Be notified if a dialog box opens in the software (dialog content is not available for speech output)	Yes	Supported by default

ⓘ Accessibility for KOMPLETE KONTROL's host integration is only available when using Apple VoiceOver in Logic Pro X and GarageBand. For more information about KOMPLETE KONTROL's host integration features, refer to Host Integration.

3. The KOMPLETE KONTROL Workflows

KOMPLETE KONTROL brings all the sounds from KOMPLETE and the Native Kontrol Standard (NKS) to the center of your workflows, the stand-alone workflow and the host integration workflow.

Stand-alone Workflow

When using KOMPLETE KONTROL in stand-alone mode, the workflow is the following:

1. Find Preset files you like from any of the Instruments, Loops, One-Shots and Effects by browsing with the keyboard, supported by the Browser's filters.
2. Use the keyboard's Control section to adjust the loaded Instrument and Effect(s) and create your own unique sound.
3. Optionally, you can enable KOMPLETE KONTROL's Smart Play features to enrich your playing with the Scale engine and the Arpeggiator.

Host Integration Workflow

KOMPLETE KONTROL's advanced integration in a number of hosts enables you to quickly capture ideas, with immediate access to the sounds you need, all directly from the KOMPLETE KONTROL keyboard.

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

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

→ You have quickly captured a musical idea and can continue sketching out a new song by repeating the process and layering more tracks.

Key Features

The following key features facilitate the KOMPLETE KONTROL workflow:

- **Browser**: The Browser is your interface for finding, loading and organizing Instruments, Loops, One-Shots, Effects, and Preset files from the KOMPLETE KONTROL Library. For more information, refer to Browsing the Library, Working with Effects and Managing the Library.
- **Instrument and Effect control**: The knobs on the keyboard are pre-mapped to all KOMPLETE and NKS Instruments, Loops, One-shots and Effects for immediate control. For more information, refer to Controlling Instrument, Loop, One-shot and Effect Parameters.

- **Smart Play**: The Scale engine and the Arpeggiator let you play and generate scales, chords, and arpeggiator sequences. For more information, refer to Smart Play – Playing and Editing Scales and Chords and Smart Play – Playing and Editing Arpeggiator Sequences.
- **Host integration**: Advanced integration in a number of hosts allows you control core functionality directly from the keyboard. For more information, refer to Setting up Host Integration and Host Integration.

4. Setting up KOMPLETE KONTROL

This section provides basic setup information for using the KOMPLETE KONTROL stand-alone software, and guides you through the process of integrating KOMPLETE KONTROL in supported hosts.

The KOMPLETE KONTROL software is installed both as a stand-alone application as well as a VST, VST3, Audio Unit, and AAX plug-in.

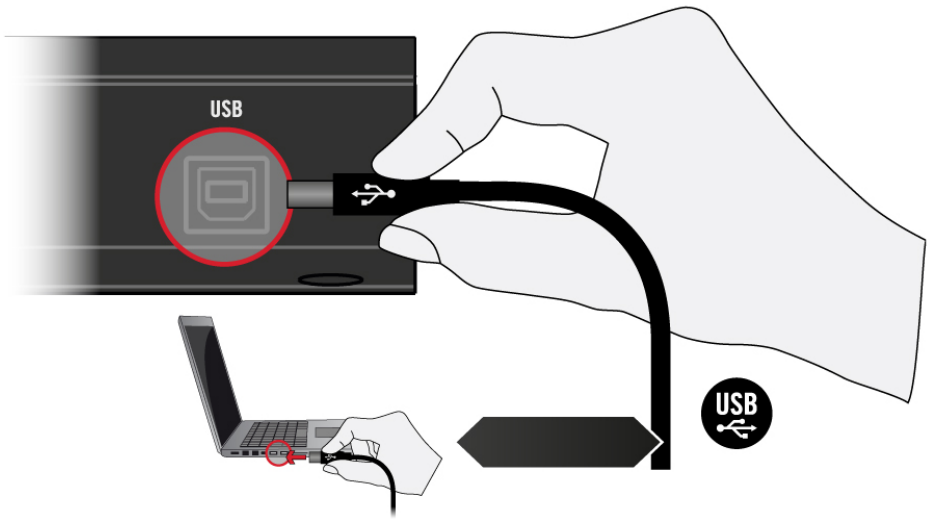
The KOMPLETE KONTROL stand-alone application directly communicates with your audio and MIDI interfaces, which you can configure in the KOMPLETE KONTROL Preferences. When KOMPLETE KONTROL is used as a plug-in within a host, the communication with your audio and MIDI interfaces is managed by the host.

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

4.1. Connecting the Keyboard to the Computer

To connect the KOMPLETE KONTROL keyboard to your computer:

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



3. Press the power switch on the rear panel of the keyboard to switch it on.

→ The keyboard is now detected by the operating system.

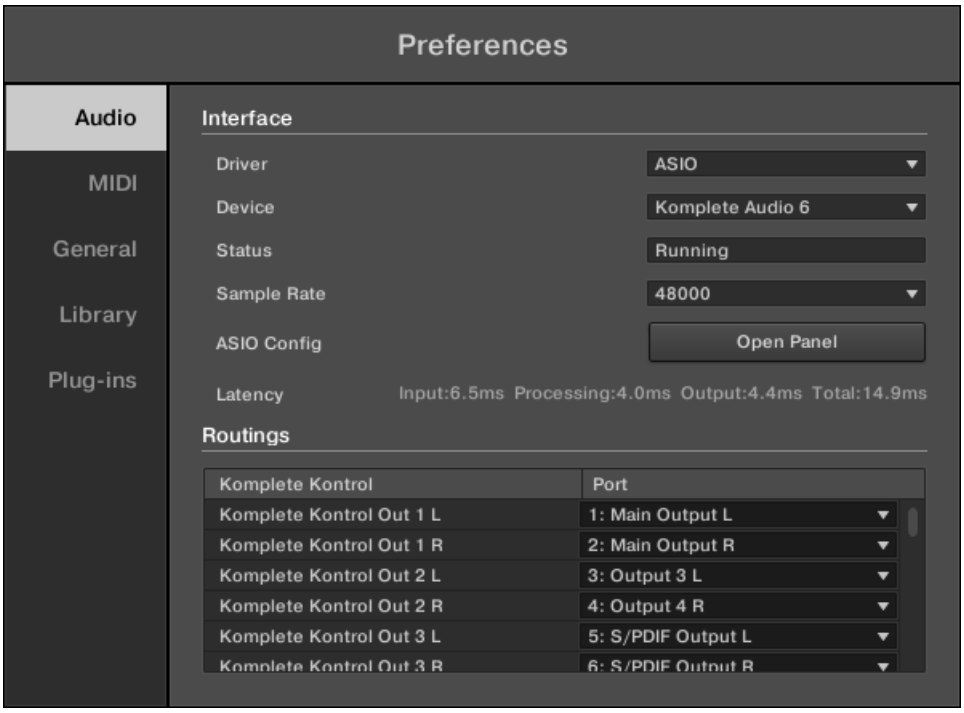
4.2. Setting up the Stand-Alone Application

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

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

Configuring Audio Interface

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

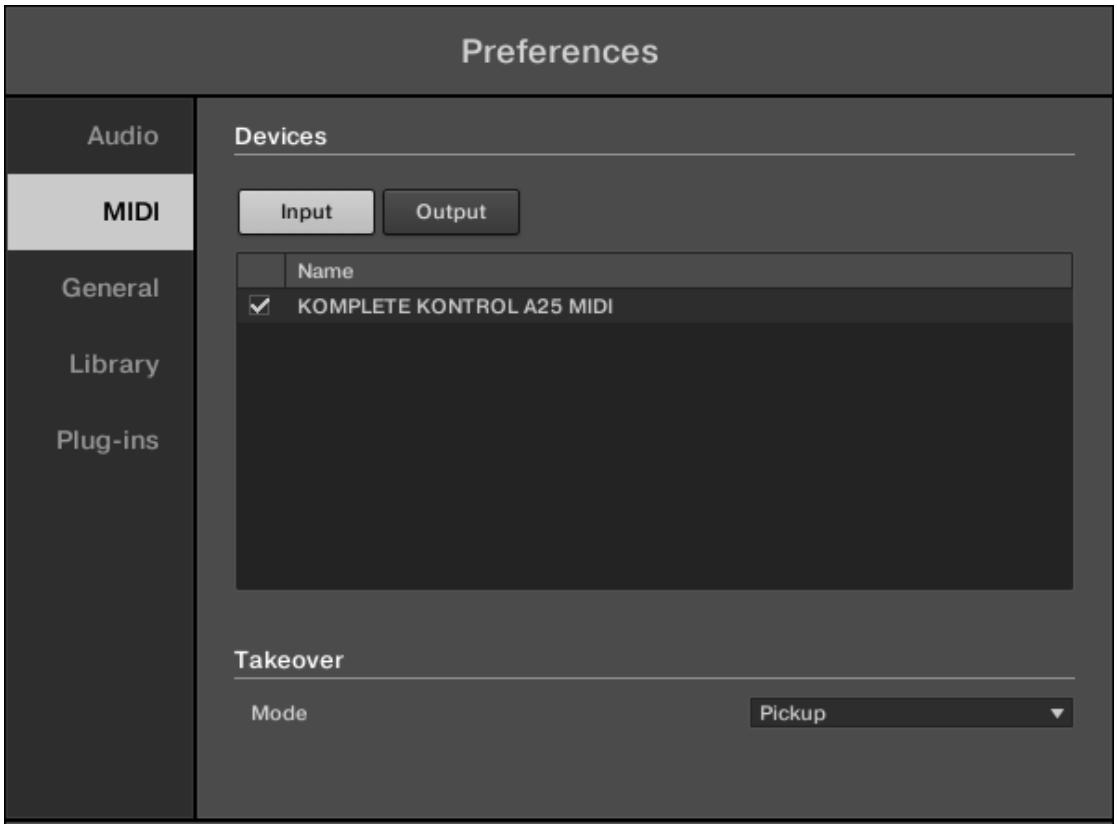


***Preferences** panel — **Audio** page.*

Enabling MIDI Control

1. Click on **MIDI** to display the **MIDI** page.
2. Click on **Input** to display the available devices for incoming MIDI signals.

3. Click the checkbox representing your keyboard, for example, **Komplete KontrolA25 MIDI** to activate incoming MIDI signals from the keyboard.



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

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

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

4.3. Setting up Host Integration

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

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

- MASCHINE 2
- Ableton Live 10
- Apple GarageBand
- Apple Logic Pro X
- Avid Pro Tools
- Bitwig Studio
- PreSonus Studio One 4.5
- Steinberg Cubase Artist 8.5/9/9.5/10

- Steinberg Cubase Pro 8.5/9/9.5/10
- Steinberg Nuendo 8/9/10

Before using the KOMPLETE KONTROL keyboard to control a supported host, you need to set up your host using the following instructions.

4.3.1. Setting up Ableton Live

Before you can load KOMPLETE KONTROL instances into Ableton Live, you must configure Ableton Live for advanced integration with KOMPLETE KONTROL.

Configuring Ableton Live for KOMPLETE KONTROL

To add KOMPLETE KONTROL as a control surface in Ableton Live's preferences:

1. Ensure that the keyboard is connected and switched on before launching the application.
2. Launch Ableton Live.
3. In Ableton Live, go to the **Preferences** and open the **Link** / **MIDI** tab.
4. In a free control surface slot select **Komplete Kontrol A** from the **Control Surface** drop-down menu.
5. For the control surface input select **Komplete Kontrol A DAW** in the **Input** drop-down menu.
6. For the control surface output select **Komplete Kontrol A DAW** in the **Output** drop-down menu.

Loading KOMPLETE KONTROL in Ableton Live

To load KOMPLETE KONTROL:

1. Ensure that the keyboard is connected to your computer.
2. In Ableton Live, select the **Plug-ins** folder in the Browser to display the installed plug-ins.
3. Drag the **KOMPLETE KONTROL** entry from the Browser list to an empty MIDI track.

→ You are now ready to use KOMPLETE KONTROL within Ableton Live.

> ⓘ If you have not started KOMPLETE KONTROL as stand-alone application once before using the plug-in within your DAW for the first time, KOMPLETE KONTROL will ask you to scan your library for installed Instruments and Effects. In this case, click the **Scan Library** button to scan your library.

For a detailed overview of the available host integration features in Ableton Live, refer to Integration with Ableton Live.

4.3.2. Setting up Apple Logic Pro X and GarageBand

Apple Logic Pro X and GarageBand are automatically configured for advanced integration with KOMPLETE KONTROL once you launch the respective application for the first time after installing the KOMPLETE KONTROL software. Ensure that the keyboard is connected and switched on before launching the application.

A dialog asks you to confirm this after launching the application:

▶ When the message **OSC app "KOMPLETE KONTROL A-Series" wants to connect to Logic Pro X** / **GarageBand** appears on screen, click **OK**.

ⓘ If you have not started KOMPLETE KONTROL as stand-alone application once before using the plug-in within your DAW for the first time, KOMPLETE KONTROL will ask you to scan your library for installed Instruments and Effects. In this case, click the **Scan Library** button to scan your library.

For a detailed overview of the available host integration features in Apple Logic Pro and GarageBand, refer to Integration with Apple Logic Pro X and GarageBand.

4.3.3. Setting up Avid Pro Tools

Avid Pro Tools must be configured for advanced integration with KOMPLETE KONTROL.

1. Ensure that the keyboard is connected and switched on before launching the application.
2. Launch Avid Pro Tools.
3. In Avid Pro Tools, open **Setup** in the menu bar and select **Peripherals...**.
4. In the Peripherals window, go to the **MIDI Controllers** tab.
5. Select **Komplete Kontrol** in any of the drop-down menus in the **Type** column to add the keyboard. The ports and MIDI channel will be set automatically.
6. Click **OK** to confirm the settings and close the Peripherals window.

→ Avid Pro Tools is now ready to be used with KOMPLETE KONTROL.

ⓘ If you have not started KOMPLETE KONTROL as stand-alone application once before using the plug-in within your DAW for the first time, KOMPLETE KONTROL will ask you to scan your library for installed Instruments and Effects. In this case, click the **Scan Library** button to scan your library.

The following modes, settings, and workflows in Pro Tools are recommended when using KOMPLETE KONTROL host integration:

- **Using Dynamic Transport mode**: In this transport mode, the playback start location is independent of the timeline selection. Therefore, you can move the playback start location while retaining the current loop boundaries. You can set the transport mode by right-clicking on the Play button.
- **Inserting KOMPLETE KONTROL**: The KOMPLETE KONTROL plug-in needs to be inserted in Insert A of an Instrument track to ensure full host integration functionality.
- **Enabling Transport Record Lock**: Depending on your workflow, you might benefit from activating Transport Record Lock in the Preferences. When this option is active, recording continues after the first pass is completed, enabling you to record multiple passes.
- **Selecting single tracks**: The KOMPLETE KONTROL workflow relies on selecting a single track. Therefore, selecting multiple tracks is not possible from the keyboard. Selections of multiple tracks cannot be displayed correctly on the keyboard.

For a detailed overview of the available host integration features in Avid Pro Tools, refer to Integration with Avid Pro Tools.

4.3.4. Setting up Bitwig Studio

Bitwig Studio must be configured for advanced integration with KOMPLETE KONTROL.

1. Ensure that the keyboard is connected and switched on before launching the application.
2. Launch Bitwig Studio.
3. In Bitwig, open the **Device Setup** from the **Devices** menu.
4. Click the **+** button in the upper left corner of the **Device Setup** and select **Komplete Kontrol A-Series** from the drop-down menu.
5. Set **MIDI Input** and **MIDI Output** for **Komplete Kontrol A-Series** to the ports named **Komplete Kontrol A DAW**.

→ Bitwig is now ready to be used with KOMPLETE KONTROL.

> ⓘ If you have not started KOMPLETE KONTROL as stand-alone application once before using the plug-in within your DAW for the first time, KOMPLETE KONTROL will ask you to scan your library for installed Instruments and Effects. In this case, click the **Scan Library** button to scan your library.

For a detailed overview of the available host integration features in Bitwig Studio, refer to Integration with Bitwig Studio.

4.3.5. Setting up PreSonus Studio One

PreSonus Studio One must be configured for advanced integration with KOMPLETE KONTROL.

1. Ensure that the keyboard is connected and switched on before launching the application.
2. Launch PreSonus Studio One.
3. In Studio One, open the **Preferences** menu, then select **External Devices**.
4. Press **Add** and select **Komplete Kontrol A-Series** from the drop-down menu.
5. Set **MIDI Input** and **MIDI Output** for **Komplete Kontrol A-Series** to the ports named **Komplete Kontrol DAW** (macOS) / **KOMPLETE KONTROL** (Windows).

→ PreSonus Studio One is now ready to be used with KOMPLETE KONTROL.

> ⓘ If you have not started KOMPLETE KONTROL as stand-alone application once before using the plug-in within your DAW for the first time, KOMPLETE KONTROL will ask you to scan your library for installed Instruments and Effects. In this case, click the **Scan Library** button to scan your library.

For a detailed overview of the available host integration features in Presonus Studio One, refer to Integration with PreSonus Studio One.

4.3.6. Setting up Steinberg Cubase and Nuendo

Steinberg Cubase and Nuendo must be configured for advanced integration with KOMPLETE KONTROL.

1. Ensure that the keyboard is connected and switched on before launching the application.
2. Launch Steinberg Cubase/Nuendo.
3. In Steinberg Cubase/Nuendo, open the **Device Setup.** from the **Devices** menu (Steinberg Cubase 9.5: **Studio Setup** from the **Studio** menu).

4. Click the **+** button in the upper left corner of the **Device Setup** and select **Komplete Kontrol A-Series** from the drop-down menu.
5. Set **MIDI Input** and **MIDI Output** for **Komplete Kontrol A-Series** to the ports named **Komplete Kontrol DAW** (macOS) / **KOMPLETE KONTROL** (not **KOMPLETE KONTROL EXT**, Windows).

→ Steinberg Cubase/Nuendo is now ready to be used with KOMPLETE KONTROL.

ⓘ If you have not started KOMPLETE KONTROL as stand-alone application once before using the plug-in within your DAW for the first time, KOMPLETE KONTROL will ask you to scan your library for installed Instruments and Effects. In this case, click the **Scan Library** button to scan your library.

For a detailed overview of the available host integration features in Steinberg Cubase and Nuendo, refer to Integration with Steinberg Cubase and Nuendo.

4.4. Connecting a Sustain Pedal to the Keyboard

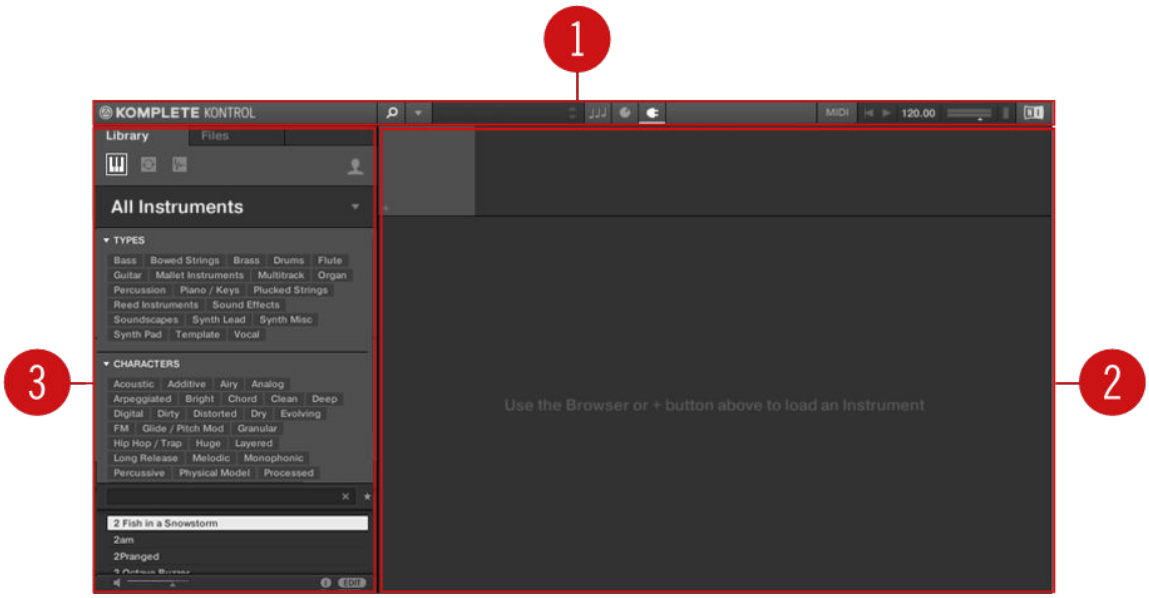
The keyboard provides you with a pedal input on its rear panel: **FOOT PEDAL**. This input allows you to connect a sustain pedal or footswitch to control sustain of the notes you play.

To connect the sustain pedal to the keyboard:

▶ Connect the sustain pedal to the **FOOT PEDAL** input at the rear panel of the keyboard.

5. Software Overview

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

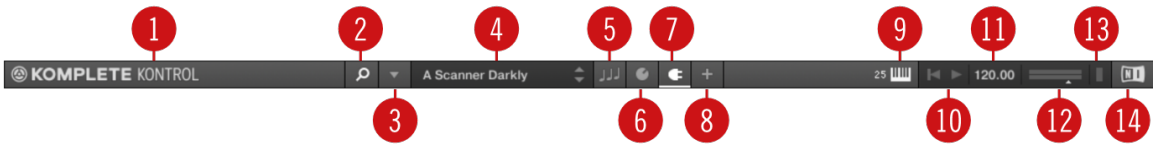


Overview of the KOMPLETE KONTROL software.

1. **Header**: Provides access to general functions like the Main menu, the Preset display, the Transport and Master Volume controls, as well as options to show and hide user interface areas. For more information, refer to Header.
2. **Plug-in area**: Shows your loaded Instrument, Loop, One-shot or Effect and enables you control it directly in the software. For more information, refer to Plug-in Area.
3. **Browser**: Provides access to your Instruments, Loops, One-shots and Effects. It also enables you to add, edit, and manage your Preset files. For more information, refer to Browser.

5.1. Header

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



The header.

1. **KOMPLETE KONTROL logo**: Opens the About screen, which shows the version number of the KOMPLETE KONTROL software.
2. **Browser button**: Shows or hides the Browser. For more information, refer to Browser.
3. **KOMPLETE KONTROL menu**: Opens the KOMPLETE KONTROL menu, which contains a number of general functions and settings, including the Preferences.

4. **Preset display**: Displays the name of the loaded Preset file or KONTAKT key switch. The arrow buttons on the right skip to the next Preset file in the Browser's Results list.
5. **Perform panel button**: Shows or hides the Perform panel, which gives you access to the parameters of the Scale engine and the Arpeggiator. The Perform panel button lights up blue when the Scale engine and/or the Arpeggiator are activated. For more information, refer to Perform Panel.
6. **Plug-in panel button**: Shows or hides the Plug-in panel, which allows you to customize the parameter mapping for the Control section on the keyboard for every Preset file. For more information, refer to Plug-in Panel.
7. **Plug-in chain panel button**: Shows or hides the Plug-in chain panel and lights up white when activated. For more information, refer to Plug-in Chain Panel.
8. **View button**: Switches between Default view and Additional view of the loaded Instrument. The View button only appears if the loaded Instrument contains an Additional view. The View button is not available when an Effect is selected.
9. **Keyboard button**: Shows the currently connected keyboard, A25, A49, or A61. If multiple instances of the KOMPLETE KONTROL software are running (for example in a host), clicking the button connects the keyboard to this instance. This indicator only appears if at least one compatible device is connected. When a third-party keyboard is used, the MIDI button will be displayed instead of the Keyboard. Use the MIDI button to assign third-party controllers to Native Map. For more information, refer to Switching Instances.
10. **Transport controls**: Lets you start, stop, and reset the internal clock. When KOMPLETE KONTROL is loaded as a plug-in in a host, the transport automatically follows the host transport and this feature is greyed out. For more information, refer to Transport and Tempo.
11. **Tempo control**: Lets you adjust the tempo in BPM (beats per minute). For more information, refer to Transport and Tempo.
12. **Master Volume control**: Lets you adjust the overall output volume of KOMPLETE KONTROL. The meter shows the current peak level of the output signal. For more information, refer to Adjusting Master Volume.
13. **CPU meter**: Represents the current load on your computer's processor; it should not go above 70% to avoid clicks and interruptions.
14. **NI logo**: The NI logo opens the About screen, which shows the version number of the KOMPLETE KONTROL software.

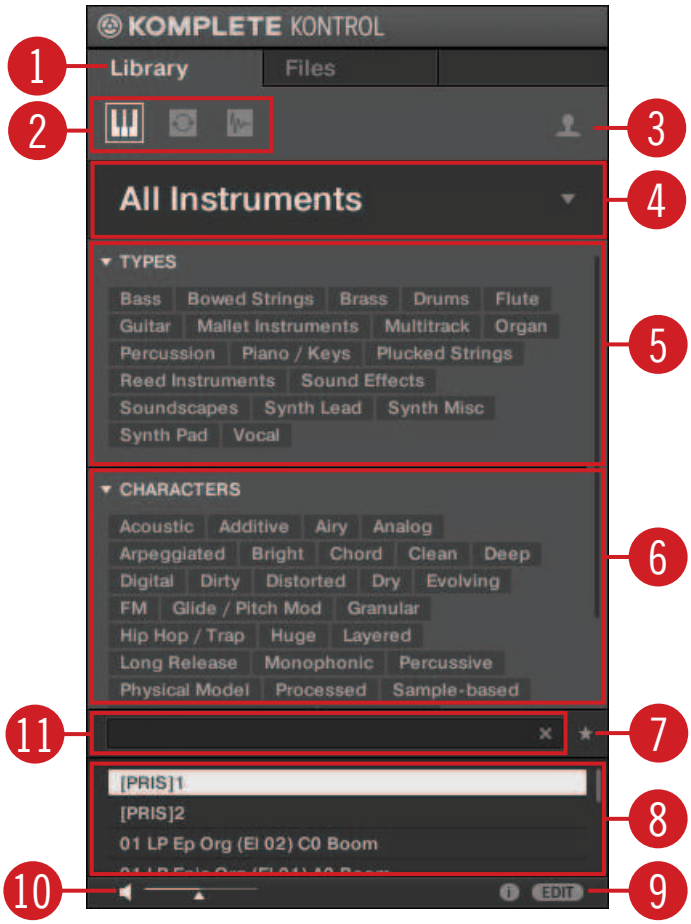
5.2. Browser

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

For more information on using the Browser and managing your Preset files, refer to Browsing the Library, Working with Effects, and Managing the Library.

5.2.1. Library Pane

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



*The **Library** pane.*

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

(**2**) **Product Type icon**: Displays if you are currently browsing for Instruments, Loops or One-shots, or Effects. This is dependant on which Plug-in slot in the Plug-in chain is selected. For more information on switching between Product Types, refer to Product Types: Instruments, Loops, One-shots and Effects.

(**3**) **Content selector**: The Globe icon selects factory content and the User icon selects user content. Only Preset files of the selected content type are displayed in the Results list (**8**). For more information, refer to Choosing Between Factory Content and User Content.

(**4**) **Product selector**: Selects a particular Product or Effect, Product category, and Bank of the selected Product. Only Preset files matching your selection are displayed in the Results list (**8**). For more information, refer to Product Selector.

(**5**) **TYPES**: Browse for Preset files based on Type and Sub-Type tags that have been applied to them. You can collapse or expand this section by clicking on the arrow next to **TYPES**. For more information, refer to Types and Characters Tags.

(**6**) **CHARACTERS**: Lets you browse for Preset files based on Characters tags that have been applied to them. You can collapse or expand this section by clicking on the arrow next to **CHARACTERS**. For more information, refer to Types and Characters Tags.

(**7**) **Favorites**: When the icon is activated, only favorite Preset files are displayed in the Results list (**8**). For more information, refer to Working with Favorites.

(**8**) **Results list**: Displays all Preset files that match your entered search criteria. For more information, refer to Loading Preset Files.

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

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

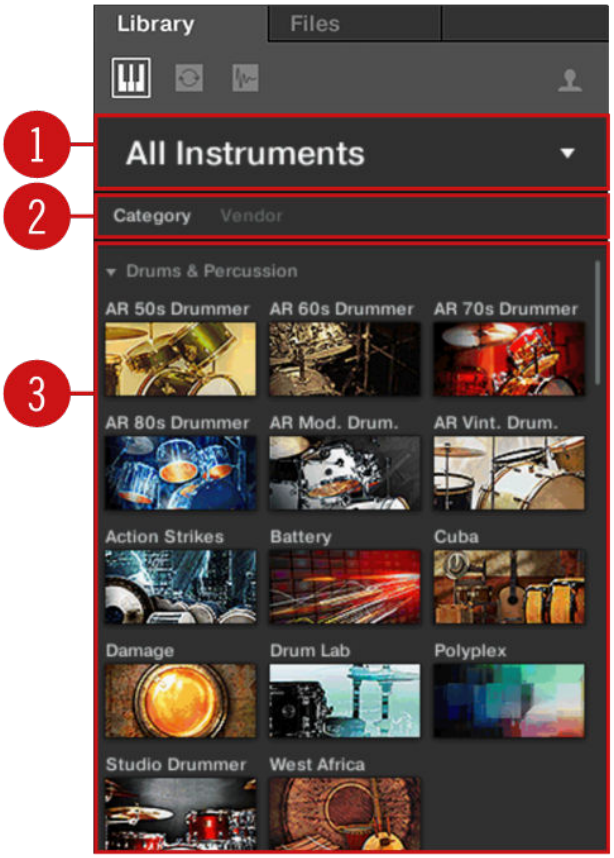
For more information, refer to Displaying Preset File Information.

(**10**) **Prehear controls**: Lets you audition Preset files. For more information, refer to Auditioning your Preset Files.

(**11**) **Search field**: Lets you perform a text search. For more information, refer to Performing a Text Search.

5.2.2. Product Selector

When browsing for Instruments, Loops, One-shots or Effects, the Product selector enables you to limit your search to a specific Category/Vendor, Product, and Bank. Only Preset files matching your selection are displayed in the Results list.



The Product selector.

(**1**) **Product selector header**: The header displays the selected Product. If there is no selection it shows a generic label (**All Instruments** or **All Effects**). A click on the header opens or closes the Product selector.

(**2**) **Category / Vendor selector**: Allows you to sort the Product list by **Category** or **Vendor**.

(**3**) **Product list**: Displays all Products that are available in your KOMPLETE KONTROL Library.

If **Category** is selected in the **Category / Vendor selector**, the Product list is sorted by the following categories:

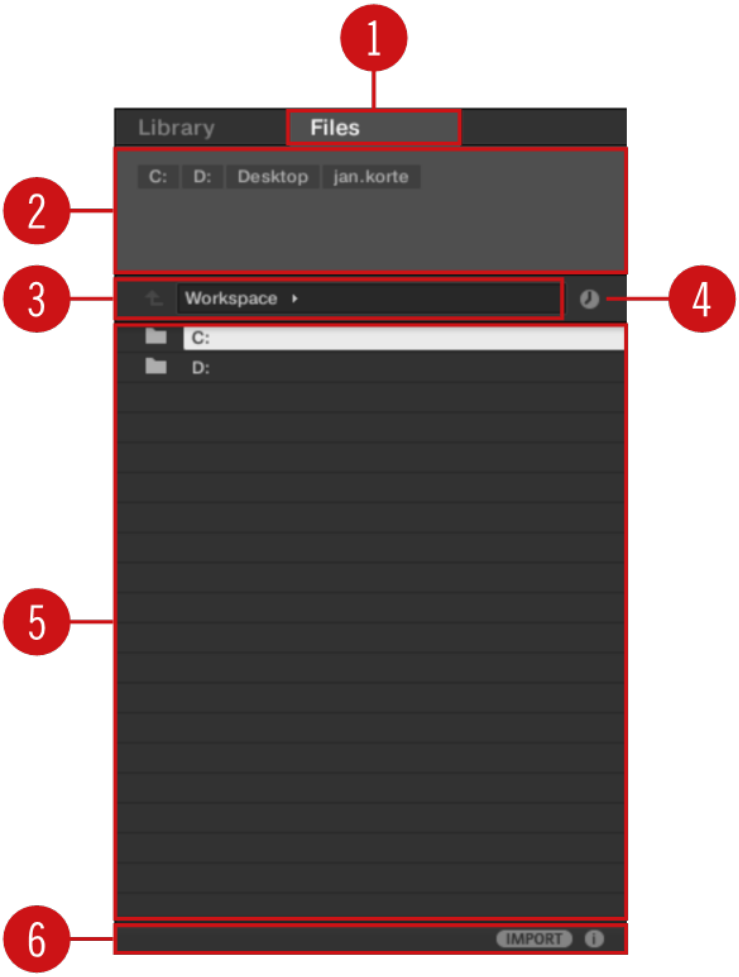
- **DRUMS & PERCUSSION**
- **SAMPLED INSTRUMENTS**
- **SYNTHESIZERS**
- **NO CATEGORY**

If **Vendor** is selected in the **Category / Vendor selector**, the Product list is sorted by the names of the manufacturers.

For more information, refer to Filtering Preset Files by Product and Filtering Preset Files by Bank.

5.2.3. Files Pane

The **Files** pane contains following elements:



*The **Files** pane in the Browser.*

(**1**) **Files**: Displays the **Files** pane. For more information, refer to Working with the Files Pane.

(**2**) **Favorite bar**: Displays all your favorite folders. A click on any favorite folder lets you jump directly to that particular path and display its content in the Result list (**5**). For more information, refer to Working with File Location Favorites.

(**3**) **Location bar**: Displays the selected path. The Location bar provides various tools to quickly navigate your file system. For more information, refer to Navigating to File Locations with the Location Bar.

(**4**) **Recent Locations button**: Opens a list of the last visited locations for quickly jumping to any of them. For more information, refer to Navigating to Recent File Locations.

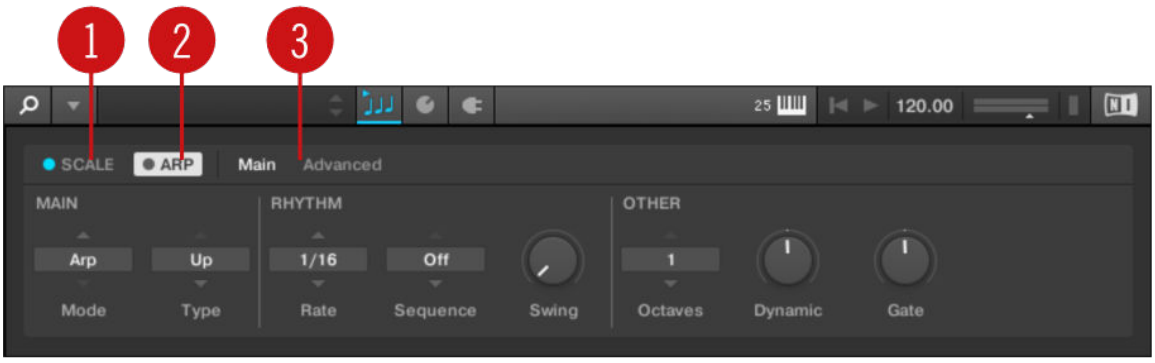
(**5**) **Results list**: Displays the content (files and folders) of the folder shown in the Location bar. Only files compatible with KOMPLETE KONTROL are displayed. For more information, refer to Additional Results List Features List in the Files Pane.

(**6**) **Control bar**: Provides useful tools when browsing your file system:

- The **Information button** (**i**) displays additional information about the selected files.
- The **IMPORT** button lets you import the content of the selected folder to the KOMPLETE KONTROL Library. Before any files are imported, you can choose which tags will be assigned to the files in the **Attribute editor**.

For more information, refer to Editing the Tags and Properties of User Preset Files and Importing KOMPLETE KONTROL-Compatible User Files.

5.3. Perform Panel



The Perform panel.

1. **SCALE**: Clicking the round button left of **SCALE** switches the Scale engine on or off. Clicking the **SCALE** label displays the Scale engine's parameters. See Smart Play – Playing and Editing Scales and Chords for details.
2. **ARP**: Clicking the round button left of **ARP** switches the Arpeggiator on or off. Clicking the **ARP** label displays the Arpeggiator's parameters. See Smart Play – Playing and Editing Arpeggiator Sequences for details.
3. **Parameter pages**: If multiple pages of parameters are available, you can switch between them here.

For more information, refer to Smart Play – Playing and Editing Scales and Chords.

5.4. Plug-in Panel

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

The Plug-in panel.

For more information, refer to Customizing Parameter Mappings using the Plug-in Panel.

5.5. Plug-in Chain Panel

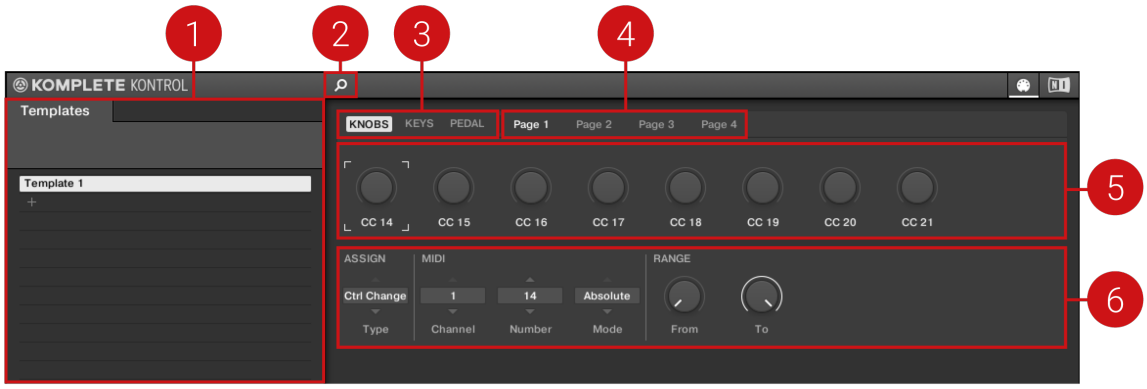
The Plug-in chain panel is situated at the top of the Plug-in area. The Plug-in chain is the place where you can directly load Instrument Plug-ins and Samples (Plug-in slot 1), and Effect Plug-ins (Plug-in slot 2 onwards) and arrange them in horizontal series. Each Plug-in is loaded into a Plug-in slot to create the Plug-in chain. The arrangement of the Plug-ins is customizable, but only an Instrument or a Sample can be loaded in to the first Plug-in slot. For more information, refer to Working with Effects.

Overview of the Plug-in Chain panel.

1. **Plug-in chain**: Displays the loaded Instrument or Sample, and Effects.
2. **Plug-in slot**: Each Plug-in slot represents a Plug-in and displays the Product's name and image. Use the Plug-in slots to directly load Plug-ins, bypass Effects and customize the order.

5.6. MIDI Assignment Editor

The MIDI Assignment editor allows you to define what kind of MIDI messages are assigned to the controls on the KOMPLETE KONTROL keyboard in MIDI mode. This way you can use the keyboard with MIDI applications or MIDI devices that require specific MIDI messages to be sent in order to control certain parameters or functions. Multiple templates can be configured for quick recall, allowing you to prepare controller assignments for different applications and/or devices. The MIDI Assignment editor lets you change the assignments for the knobs, keys, and a connected pedal.



Overview of the MIDI Assignment editor.

(**1**) **Templates Pane**: Allows you to create and manage your Templates for MIDI assignments.

(**2**) **Templates Pane button**: Shows/hides the Templates pane.

(**3**) **KNOBS**, **KEYS**, **PEDAL Tabs**: Select the type of control element to which you can make MIDI assignments.

(**4**) **Pages / Pedal**: For the knobs, you can have multiple assignments organized in pages. In this section, you can manage up to four pages. Pedal assignments are global and not distinct per Template. For the pedal, it is not possible to have multiple assignments.

(**5**) **Control Elements**: Select the control element for a MIDI assignment.

(**6**) **Definition Area**: Defines the MIDI assignment properties for the selected control element.

For more information, refer to Using the MIDI Assignment Editor.

5.7. Plug-in Area

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

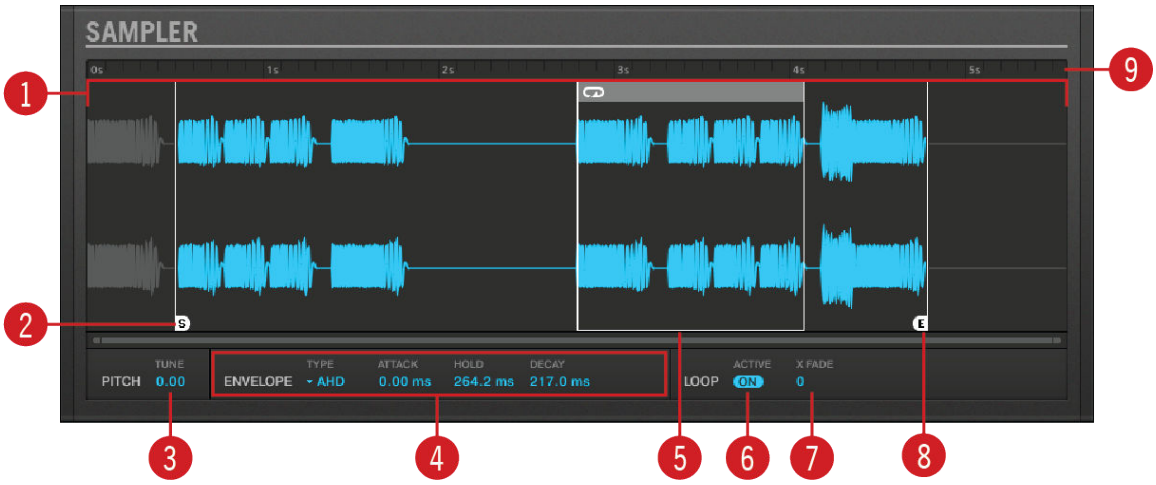
For most Instruments, additional views are available that give you access to another set of controls. See Instrument Views for details.

The Plug-in area displaying the Instrument Form.

5.8. Sampler Plug-In

When loading a sample from the One-shots tab in the Browser, the sample will be automatically loaded into the Sampler plug-in so it can be played immediately. Important parameters can be accessed via the GUI, but all parameters for the Sampler plug-in can be accessed via the Plug-in Panel or a connected keyboard.

For more information on using the Sampler plug-in, refer to Working with Loops and One-Shot Samples.



Sampler plug-in.

1. **Waveform display**: Shows the waveform of the Sample.
2. **Start**: Determines the Start point of the sample. When Loop is active, the Loop Point determines the start of the loop.
3. **PITCH**: Defines the pitch of your sample and adjusts the pitch within three octaves up or down. As this is a traditional sampler.
4. **ENVELOPE**: Selects one of three envelope types (One-shot, AHD and ADSR). For more information, refer to Envelopes.

5. **Loop Point**: Sets the point at which the loop will start playing. The Loop Point can be set independently of the Start Point.
6. **LOOP**: When the ON button is activated, the sample will loop at a length determined by the Loop Point and End Point.
7. **X FADE**: Determines the type of fade between the loop points.
8. **End Point**: Sets the End point of the sample. When Loop is active, the End Point determines the length of the loop.
9. **Timeline**: Shows the time scale in seconds.

5.8.1. Envelopes

An envelope allows you to modify the shape and timing of your sample, so you can create more expressive and dynamic sounds. There are three Envelope types available in the Sampler plug-in; **One Shot**, **AHD** and **ADSR**. Each Envelope will affect the playback and behavior of the sample.

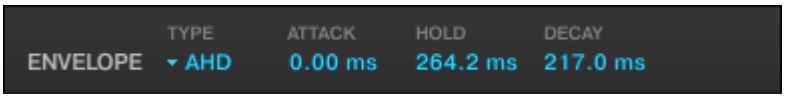
One-shot

One-shot operates like a typical vintage drum machine; the sample is played in its entirety from beginning to end, with no envelope. When this type is selected, no parameters are displayed.

The One-shot Envelope.

AHD

AHD disables the Sustain and Release controls of the ADSR envelope and replaces them with the Hold parameter. AHD mode is ideal for triggering a sample for a certain amount of time, regardless of how long the pad is held.



The AHD Envelope.

- **ATTACK**: Attack determines how quickly the sample reaches full volume after being triggered.
- **HOLD**: Hold determines how long the envelope will stay at its maximum level.
- **DECAY**: Decay is used to adjust how fast the sample takes to fade to out.

ADSR

The ADSR Envelope is generally used for longer, sustained samples that require complex dynamic control.

The ADSR Envelope.

- **ATTACK**: Attack determines how quickly the sample reaches full volume after being triggered.
- **DECAY**: Decay determines how fast the envelope drops to the Sustain level.

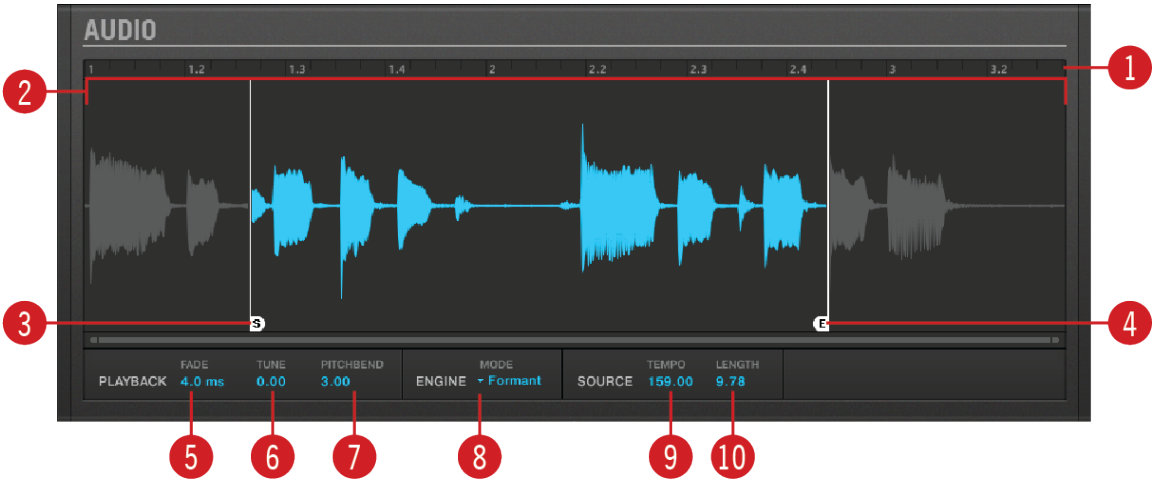
- **SUSTAIN**: Sustain determines the constant level being kept after Decay until the note ends.
- **RELEASE**: Release determines how long the sound takes to fade out after the note has ended.

5.9. Audio Plug-In

When you load a sample of content type Loop from the Browser, the sample is automatically loaded into the Audio plug-in so you can play it immediately. The Audio plug-in specializes in keeping audio loops playing in-sync with the project in your host software and has the optional ability to do so without influencing the key of the loop. Furthermore, you can transpose the loop while it plays so that it fits the key of your song. Important parameters can be accessed via the GUI, but all parameters for the Audio plug-in can be accessed via the Plug-in panel or a connected keyboard. As for any Instrument or the Sampler plug-in, the Audio plug-in uses the first Plug-in slot in the Plug-in chain.

For more information on using the Audio plug-in, refer to Working with Loops and One-Shot Samples.

The Audio plug-in provides you with the following elements and parameters:



Audio plug-in.

1. **Timeline**: Shows the timeline of the loop in musical units, including bars and beats.
2. **Waveform display**: Shows the waveform of the loaded loop. When a sample is played back, a playhead is shown in the waveform display. With the scroll wheel of your mouse, you can zoom in and out the waveform display. Right-clicking on the waveform display opens a context menu for finding the loop on your computer.
3. **Start Marker**: Determines the start point of the loop by moving it left or right. You can adjust the Start Marker only from within the software.
4. **End Marker**: Determines the end point of the loop by moving it left or right. You can adjust the End Marker only from within the software.
5. **Fade**: Sets a simple fade-in/fade-out amount to avoid pops or clicks that may occur when playing loops with the Audio Plug-in.
6. **Tune**: Transposes the tune of the loop within the range of -36 to +36 semitones. You can use this control to set the playback pitch of the loop to 'C', and then the loop's pitch will match the pitch of notes programmed into the host sequencer. This parameter is only available in **Stretch** and **Formant** Engine mode (**8**).
7. **Pitchbend**: Sets the Pitchbend range of the loop from -12 to +12 which is relative to the **Tune** parameter. This parameter controls the effect of the Pitch Wheel/Slider on your MIDI controller. This parameter is only available in **Stretch** and **Formant** Engine mode (**8**).

8. **Engine**: Here you can choose from three different playback engine modes from the drop-down menu:
   - **Re-pitch**: This playback engine mode matches the tempo of the loop to the host sequencer's tempo by changing the playback rate of the loop, and playback rate changes will result in pitch changes to the loop. Like a vinyl record, playing it faster will also cause the pitch of the loop to rise, whereas slowing it down causes the overall pitch to drop. This mode is therefore more suitable for non-pitched material, like drums and percussion, and has the benefit that the transients of sounds remain sharp and also uses significantly less CPU than the other Engine modes. Since tempo and pitch are not independently adjustable with this Engine, any pitch automation you may have done via Events entered will be ignored, only the rhythm of the Events will be used to gate the Loop on and off.
   - **Stretch**: This playback engine mode provides complete independence between tempo and pitch. With this engine, you can change the tempo of a loop without changing its pitch, you can change its pitch without changing its tempo, or you can change both the tempo and pitch simultaneously. This mode even allows you to automate pitch changes by entering notes into the host sequencer. As this mode provides complete tempo and pitch independence, and also works on polyphonic material, it requires more CPU power than other Engines.
   - **Formant**: This playback engine mode is best suited to pitched (tonal) audio as it preserves the formant of the sound. By preserving the formant, it retains the intrinsic character and avoids any shifts in pitch that would normally result in the undesirable cartoon-like effects on vocals when they are pitched upwards or downwards.
9. **Tempo**: Sets the original tempo of your loop so that the Audio plug-in can accurately play it in sync, no matter what tempo you choose in your host sequencer. This is useful if your host software has miscalculated the tempo while importing the loop. However, be aware that changing **Tempo** during playback could affect the synchronization of your loop.
10. **Length**: Sets the original length of your loop so that the Audio plug-in can accurately play it in sync, no matter what tempo you choose in your host sequencer. This is useful if your host software has miscalculated the length while importing the loop. However, be aware that changing **Length** during playback could affect the synchronization of your loop.

All parameters of the Audio plug-in can be adjusted by clicking the parameter and dragging the mouse upwards or downwards. Pressing the [SHIFT] key on your computer keyboard while dragging sets finer increments.

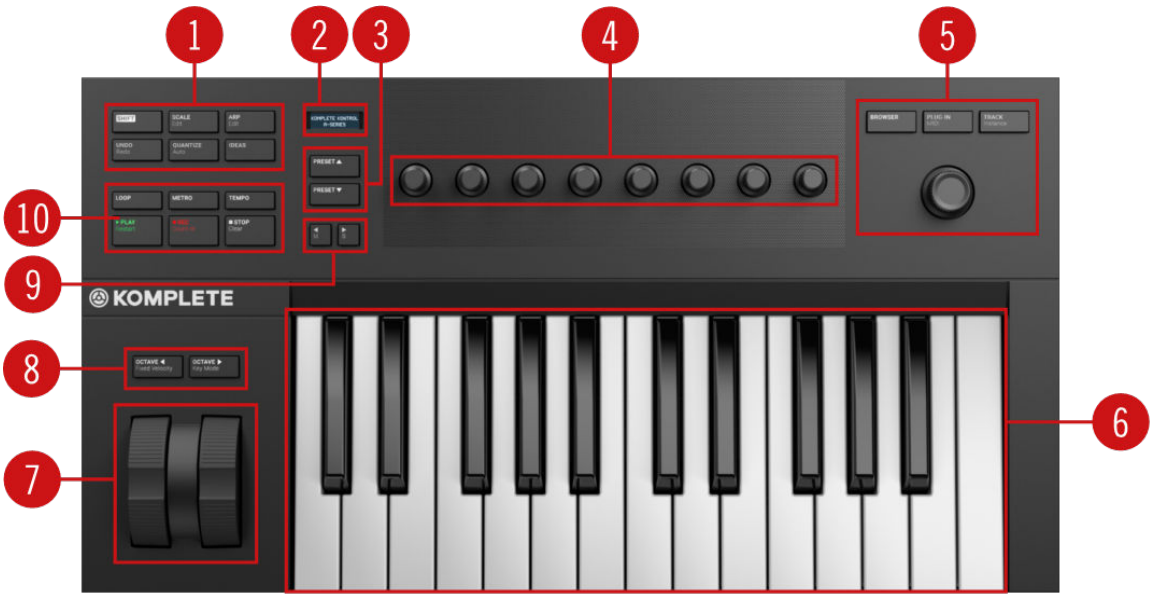
6. Keyboard Overview

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

The keyboard is available in three sizes: The A25, A49, and A61 are equipped with the same top-quality semi-weighted keybed. Beyond the keybed, all keyboards come with identical features.

The keyboard is equipped with the following sections:

Top View



KOMPLETE KONTROL A25 top view.

(**1**) **Perform and Edit section**: Lets you edit and control the Smart Play features, e.g., playing scales, chords, and arpeggiator sequences. The settings made in the Perform and Edit section are reflected in the display (**2**). For more information, refer to Perform and Edit Section.

(**2**) **Display**: The two lines display provides you information about current context of, e.g., the Browser, the parameter assigned to a knob in the Control section, and the settings of the Perform and Edit section.

(**3**) **Preset buttons**: The **PRESET** up / down buttons let you skip to the next or previous Preset file of the loaded Product.

(**4**) **Control section**: The eight knobs dynamically adapt their assignment to the selected mode, allowing for direct access to the available parameters. As the knobs are touch-sensitive, you can tap them to see the current assignment in the display.

(**5**) **Navigation and Mode buttons**: Lets you browse your KOMPLETE KONTROL Library and navigate in your DAW with the 4-D encoder, as well as switch between BROWSER and PLUG-IN mode. For more information, refer to Navigation and Mode Buttons.

(**6**) **Keybed**: Lets you play the loaded Instrument.

(**7**) **Pitch and Modulation Wheels**: The Pitch Wheel on the left lets you adjust the pitch of the loaded Instrument. The Modulation Wheel on the right lets you adjust the default modulation parameter of the loaded Instrument.

(**8**) **Transpose buttons**: Transpose the keybed up or down by an octave, or set the note velocity for all keys to a fixed value of 127. When KOMPLETE KONTROL is used as plug-in in MASCHINE, you can switch between playing a single sound chromatically, and playing a Group across 16 keys. For more information, refer to Transpose Buttons.

(**8**) **Page Left (M) and Page Right (S) buttons**: The Page Left (**M**) and Page Right (**S**) buttons let you skip to the next parameter page and thus remap the knobs to another set of parameters. Using **SHIFT**, these buttons let you instantly solo or mute any Sound or Group in supported hosts. For more information, refer to Host Integration.

(**10**) **Transport section**: Controls the transport of supported hosts when KOMPLETE KONTROL is used as a plug-in. For more information, refer to Transport Section.

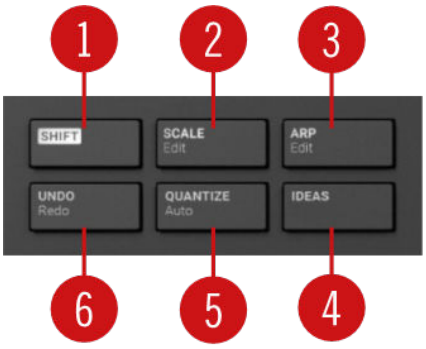
Rear View

KOMPLETE KONTROL A25 rear view.

1. **Kensington Lock slot**: Allows you to attach a Kensington Lock to secure your device from theft.
2. **Foot Pedal socket:** Connects a sustain pedal.
3. **USB connector**: Connects the keyboard to your computer with the supplied USB cable.

6.1. Perform and Edit Section

The buttons in the Perform and Edit section on the far left of the KOMPLETE KONTROL keyboard activate the Scale engine, the Arpeggiator, and also access their parameters for editing purposes. The parameters are visible in the display and can be adjusted using the knobs in the Control section.



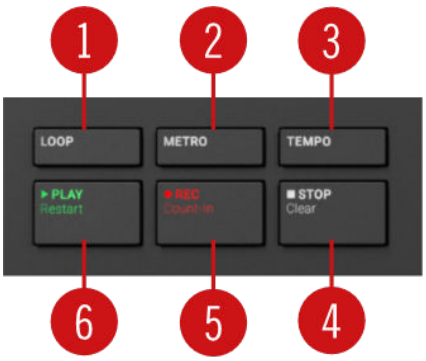
Perform and Edit section.

1. **SHIFT**: Accesses the secondary functions of buttons labeled as such, for example, the **Edit** functions of the **SCALE** (**Edit**) and **ARP** (**Edit**) buttons.

2. **SCALE** (**Edit**): Switches the Scale engine on or off, and allows you to edit the Scale engine parameters. For more information, refer to Smart Play – Playing and Editing Scales and Chords.
3. **ARP** (**Edit**): Switches the Arpeggiator on or off, and allows you to edit the Arp parameters. For more information, refer to Smart Play – Playing and Editing Arpeggiator Sequences.
4. **IDEAS**: Opens the Ideas view in MASCHINE when used as a plug-in. For more information, refer to Host Integration.
5. **QUANTIZE** (**AUTO**): Enables you to quantize events to the step grid and lets you activate or deactivate automation in supported hosts. For more information, refer to Host Integration.
6. **UNDO** (**Redo**): Lets you undo or redo your last action in supported hosts. For more information, refer to Host Integration.

6.2. Transport Section

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



Transport section.

1. **LOOP**: Switches between standard and loop playback.
2. **METRO**: Switches the metronome on or off.
3. **TEMPO**: Enables you to tap in the tempo.
4. **STOP**: Stops playback.
5. **REC**(**Count-in**): Switches record on or off. **SHIFT** + **REC**(**Count-in**) switches the count-in on or off.
6. **PLAY**(**Restart**): Starts playback. **SHIFT** + **PLAY**(**Restart**) starts playback from the beginning.

6.3. Navigation and Mode Buttons

The Navigation and Mode buttons enable you to browse your KOMPLETE KONTROL Library and navigate in your DAW with the 4-D encoder, as well as directly access Plug-in controls and Track controls.

Navigation and Mode buttons overview.

(**1**) **BROWSER**: Activates Browser control functions. For more information, refer to Browsing the Library.

(**2**) **PLUG-IN** (**MIDI**): Accesses plug-in control functions for the selected plug-in. For more information, refer to Working with Effects. Using **SHIFT** + **PLUG-IN** (**MIDI**) accesses MIDI mode that allows you to use the KOMPLETE KONTROL keyboard as a MIDI controller.

(**3**) **TRACK** (**Instance**): When using KOMPLETE KONTROL in a host with advanced integration features, pressing **TRACK** (**Instance**) provides you with Track control functions. For more information, refer to Host Integration. When using KOMPLETE KONTROL in a host without advanced integration, this button lets you switch between KOMPLETE KONTROL instances.

(**4**) **4-D encoder**: The 4-Directional Push encoder (referred to as the 4-D encoder) combines the functionalities of a conventional joystick, of a button, and of a continuous encoder. These aspects make it a multi-functional control element that can be used for navigation, adjusting values of parameters, and controlling Products. Hence, it can be pushed in four directions: up, down, left, and right, as well as being pressed and rotated.

Depending on the menu or context, the available actions differ:

- The display is navigated by pushing the 4-D encoder in a direction.
- Entries in a list are browsed by turning the 4-D encoder.
- The value of a highlighted parameter is adjusted by turning the 4-D encoder.
- A selection is confirmed by pressing the 4-D encoder.

For more information, refer to Browsing the Library, Working with Effects, and Controlling Instrument, Loop, One-shot and Effect Parameters.

6.4. Transpose Buttons

Transpose buttons.

The **OCTAVE** (**Fixed Velocity**) down button transposes the entire keyboard one octave down. Using **SHIFT** + **OCTAVE** (**Fixed Velocity**) sets the note velocity for all keys to a fixed value of 127. By default, the keys are sensitive to velocity: The harder you hit them, the louder the Sound will be. With Fixed Velocity activated, your keys play at the same volume no matter how hard you hit them.

The **OCTAVE** (**Key Mode**) up button transposes the entire keybed one octave up. Using **SHIFT** + **OCTAVE** (**Key Mode**) switches between playing a single Sound chromatically, and playing a Group across 16 keys, when used with MASCHINE.

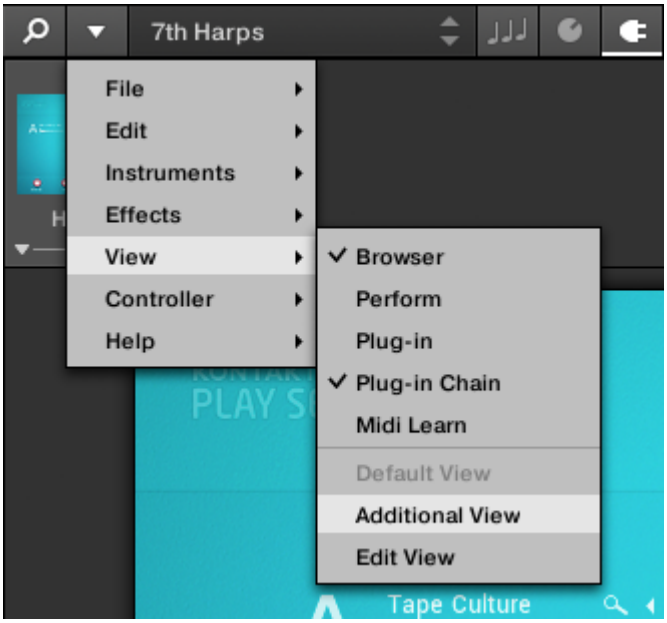
Pressing both buttons simultaneously resets the keybed to the central octave.

7. Global Controls and Preferences

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

7.1. Instrument Views

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



Instrument views in the KOMPLETE KONTROL menu.

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

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

ⓘ The available views may vary with the loaded Instrument.

7.1.1. Default View

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

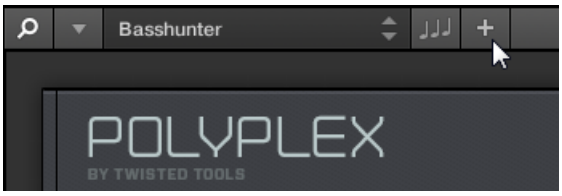
POLYPLEX in Default view.

7.1.2. Additional View

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

POLYPLEX in Additional view.

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



The + button opens and closes the Additional view.

7.1.3. Edit View

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

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

POLYPLEX in Edit View.

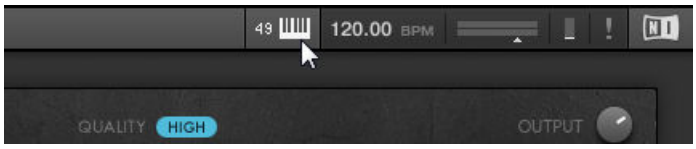
Edit view enables you to access files that cannot be loaded from the KOMPLETE KONTROL Browser, e.g., KONTAKT Multis which can be loaded from the KONTAKT Browser in edit view.

7.2. Switching Instances

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

Switching to an Instance from the Software

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



Automatic Switching in a Host

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

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

Switching to an Instance from the Keyboard

If you use KOMPLETE KONTROL as a plug-in in a host without advanced integration, you cannot rely on automatic switching between instances. However, you can still select a particular instance of the KOMPLETE KONTROL software from the keyboard using its display and 4-D encoder.

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

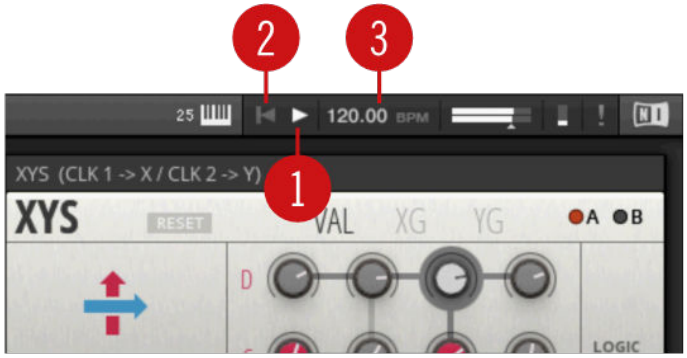
1. Press **SHIFT** + **INSTANCE** to show all active instances of the KOMPLETE KONTROL software on the keyboard display.
2. Use the 4-D encoder to select an instance.
3. Press the 4-D encoder to switch to the selected instance.

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

7.3. Transport and Tempo

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

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



Transport and tempo controls in KOMPLETE KONTROL.

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

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

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

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

7.3.1. Resetting the Clock

You can reset the clock in the software and from the keyboard.

Resetting the Clock in the Software

When the internal clock is stopped:

1. Click the Reset button to reset the internal clock.
2. Click the Play button to start playback from the beginning.

When the internal clock is running:

▶ Click the Reset button to reset the internal clock and to resume playback from the beginning.

Resetting the Clock from the Keyboard

When the internal clock is stopped:

1. Press **STOP** to reset the internal clock.
2. Press **PLAY** (**Restart**) to start playback from the beginning.

When the internal clock is stopped:

▶ Press **SHIFT** and **PLAY** (**Restart**) to reset the internal clock and to start playback from the beginning.

When the internal clock is running:

▶ Press **SHIFT** and **PLAY** (**Restart**) to reset the internal clock and to resume playback from the beginning.

7.3.2. Adjusting Tempo

You can adjust the tempo in the software and from the keyboard.

Adjusting Tempo in the Software

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

1. Click the display and drag the mouse up or down.
2. Alternatively, double-click the display and enter a value numerically.

→ The tempo adjusts in increments of one.

Adjusting Tempo from the Keyboard

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

▶ Hold **TEMPO** and turn Knob 1 in the Control section.

→ The tempo adjusts in increments of 1 BPM.

7.4. Adjusting Master Volume

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

Master Volume controls.

In order to adjust the output volume:

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

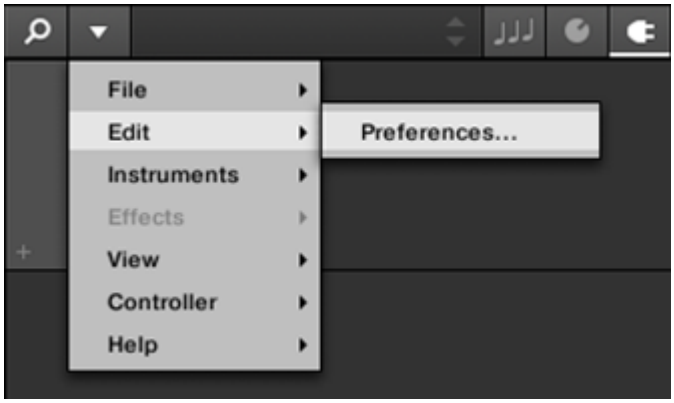
→ This will adjust the output volume in 0.5 dB increments from -30 dB to +10 dB. Below -30 dB, the keyboard's volume control is exponentially scaled and quickly lowers the output signal to complete silence.

7.5. Preferences

In the **Preferences** you can specify various settings for KOMPLETE KONTROL.

To open the **Preferences**:

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

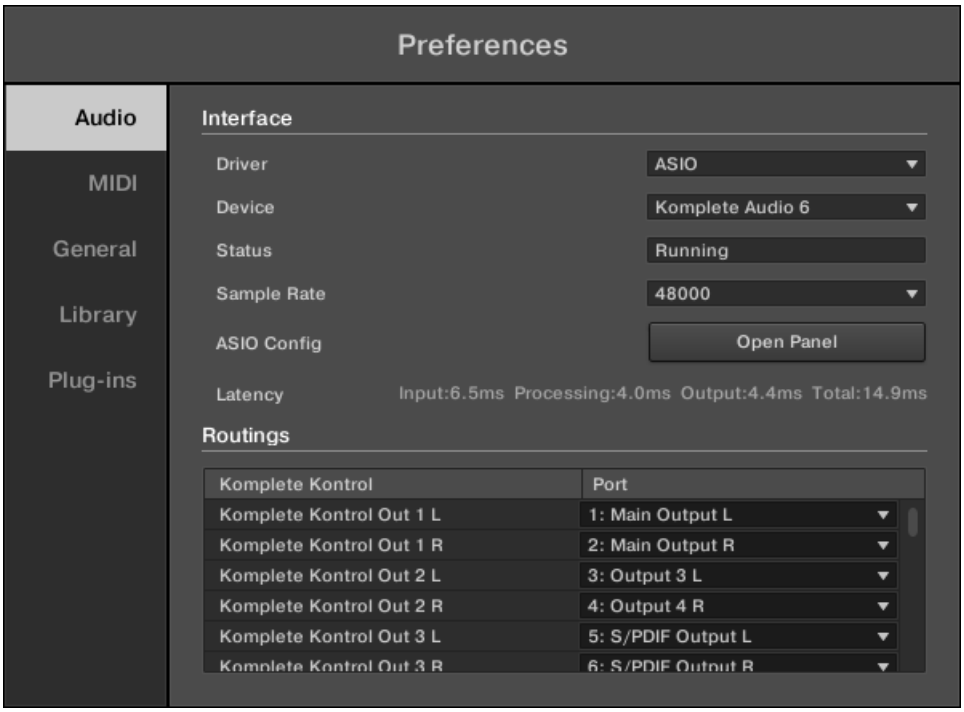


7.5.1. Preferences – Audio Page

The **Audio** page holds settings related to your audio interface when KOMPLETE KONTROL is running as a stand-alone application.

> ⓘ When using KOMPLETE KONTROL as a plug-in, the audio configuration is managed by the host, and the **Audio** page is not available.

The **Routings** section allows you to configure the connections between the virtual outputs of KOMPLETE KONTROL and the physical outputs of your audio interface.



***Preferences** panel — **Audio** page.*

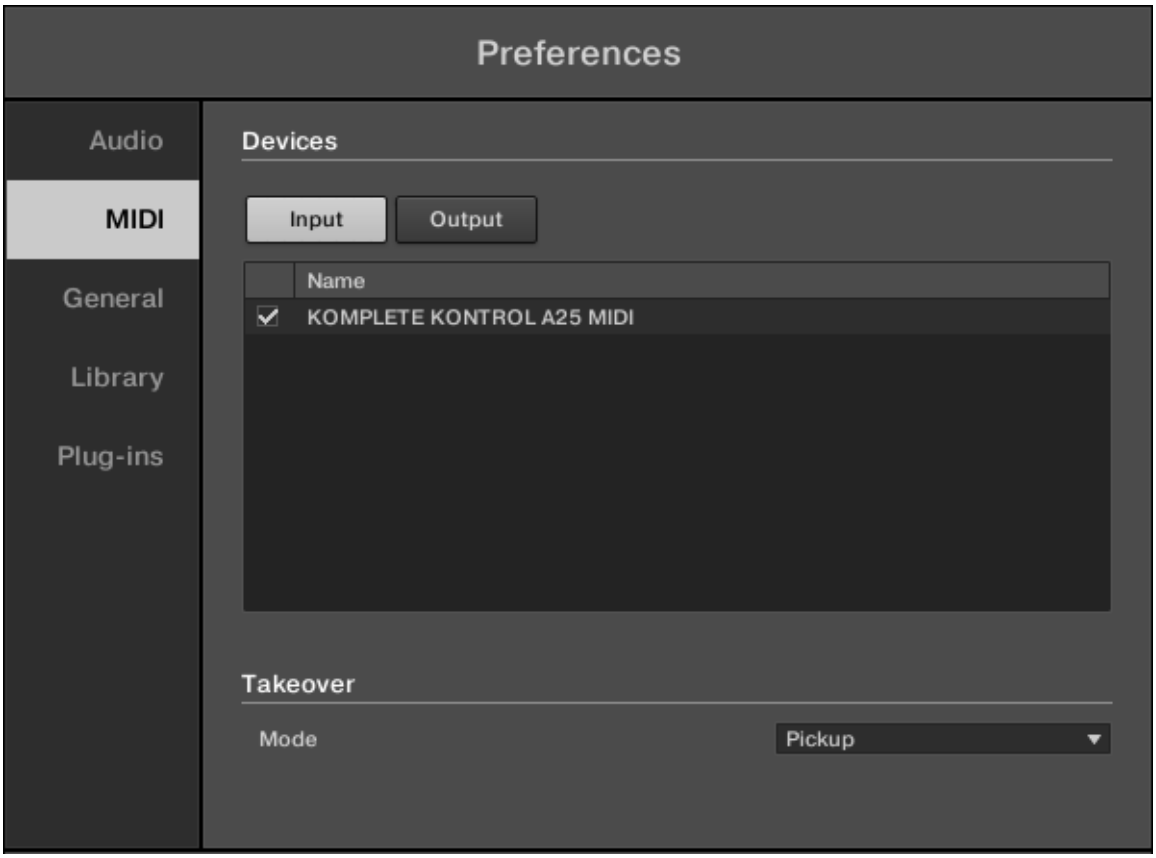
Setting	Description
Driver	Here you can select the audio driver.
Device	This allows you to choose from the available devices if you have connected more than one audio interface.
Status	This shows you whether your audio interface is currently running.
Sample Rate	This displays the selected sample rate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

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

7.5.2. Preferences – MIDI Page

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

ⓘ When using KOMPLETE KONTROL as a plug-in, the MIDI configuration is managed by the host, and the **MIDI** page is not available.



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

Element	Description
Input	Clicking **Input** displays a list of all the available MIDI inputs of your system. You can activate/deactivate each input by clicking the checkbox next to its name.
Output	Clicking **Output** displays a list of all the available MIDI outputs of your system. You can activate/deactivate each input by clicking the checkbox next to its name.
Takeover Mode	When using third-party controllers, you can select **Pickup** from the Takeover mode drop-down menu to prevent potential parameter jumps caused by mismatching knob positions between software and hardware. For more information, refer to Enabling Takeover Mode.

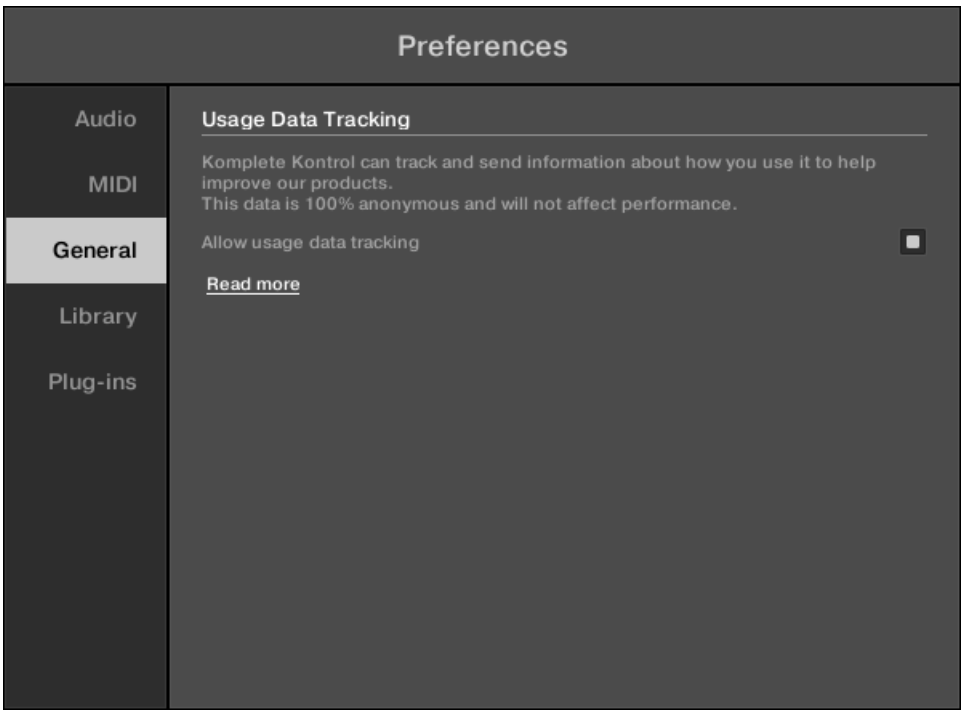
The MIDI Output settings are required for using KOMPLETE KONTROL's Smart Play features with other MIDI instruments.

7.5.3. Preferences – General Page

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

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

For more detailed information about Usage Data Tracking, please refer to the following Knowledge Base article on the Native Instruments website: https://support.native-instruments.com/hc/en-us/articles/209545029



Usage Data Tracking in the KOMPLETE KONTROL Preferences.

Enabling or Disabling Usage Data Tracking

To enable or disable Usage Data Tracking:

1. Open the **General** page of the **Preferences** by clicking **Preferences…** in the KOMPLETE KONTROL menu.
2. Click the **Allow usage data tracking** checkbox to enable or disable user data tracking.

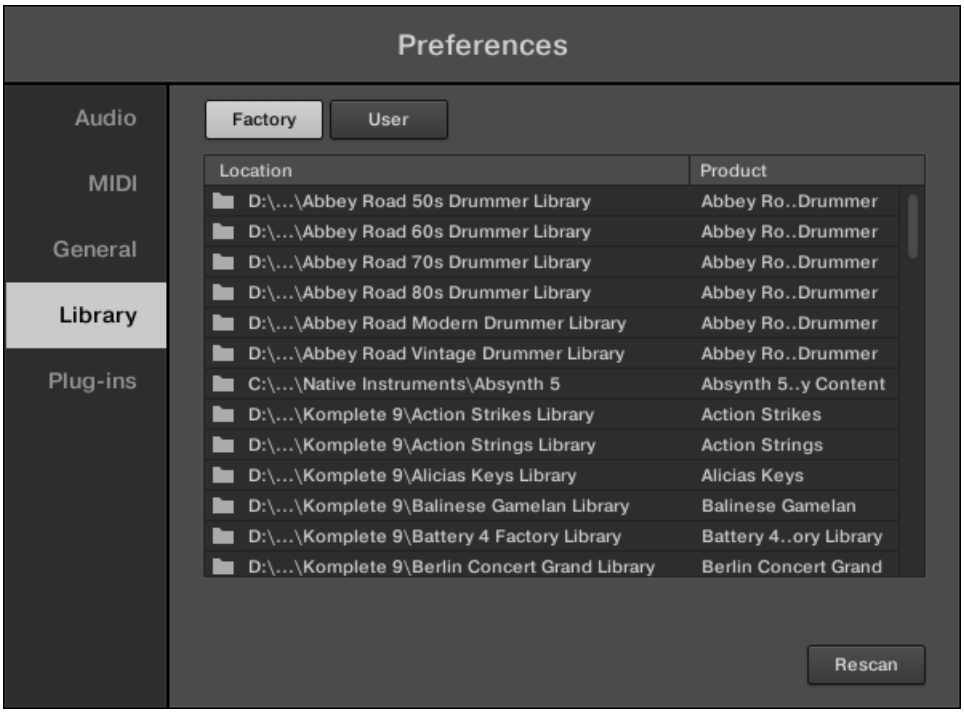
7.5.4. Preferences – Library Page

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

At the top of the page, the **Factory** and **User** buttons allow you to switch between the **Factory** pane and the **User** pane.

Factory Pane

The **Factory** pane shows all factory libraries available. These libraries will appear in the Factory view of the Browser's **Library** pane.

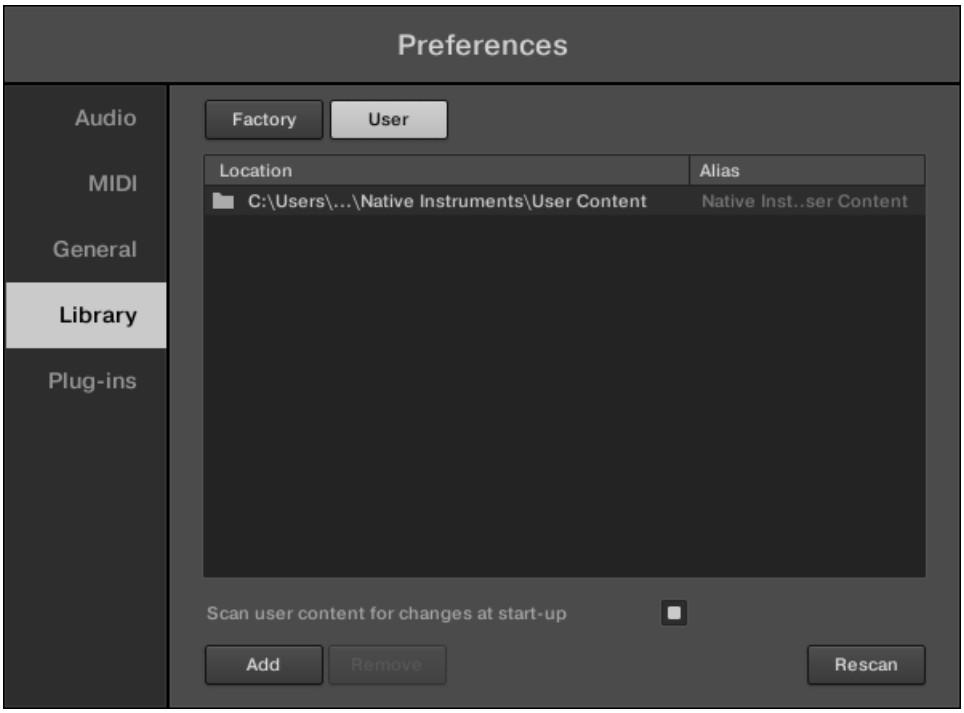


***Preferences** panel – the **Library** page's **Factory** pane.*

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

User Pane

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



***Preferences** panel – the **Library** page's **User** pane.*

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

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

Adding Folders to the User Library

In the **User** pane of the **Library** page, you can add other folders to the user content of your KOMPLETE KONTROL Library. To do this:

1. Click **Add** at the bottom of the pane. A folder selection dialog opens up.
2. In the dialog, navigate to the desired folder on your computer and click **OK** (**Choose** on macOS).

→ All KOMPLETE KONTROL-compatible files found in the selected folder are added to your user content in KOMPLETE KONTROL.

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

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

By adding a folder to the user content of your KOMPLETE KONTROL Library, you make their files available in the Browser's **Library** pane for quick searching and loading.

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

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

Removing Folders from the User Library

You can also remove any user folder from your library—except the default user content directory **Native Instruments User Content**.

7.5.5. Preferences – Plug-ins Page

The **Plug-ins** page allows you to manage your VST plug-ins in KOMPLETE KONTROL.

At the top of the page, the **Manager** and **Locations** buttons allow you to switch between the **Manager** pane and the **Locations** pane.

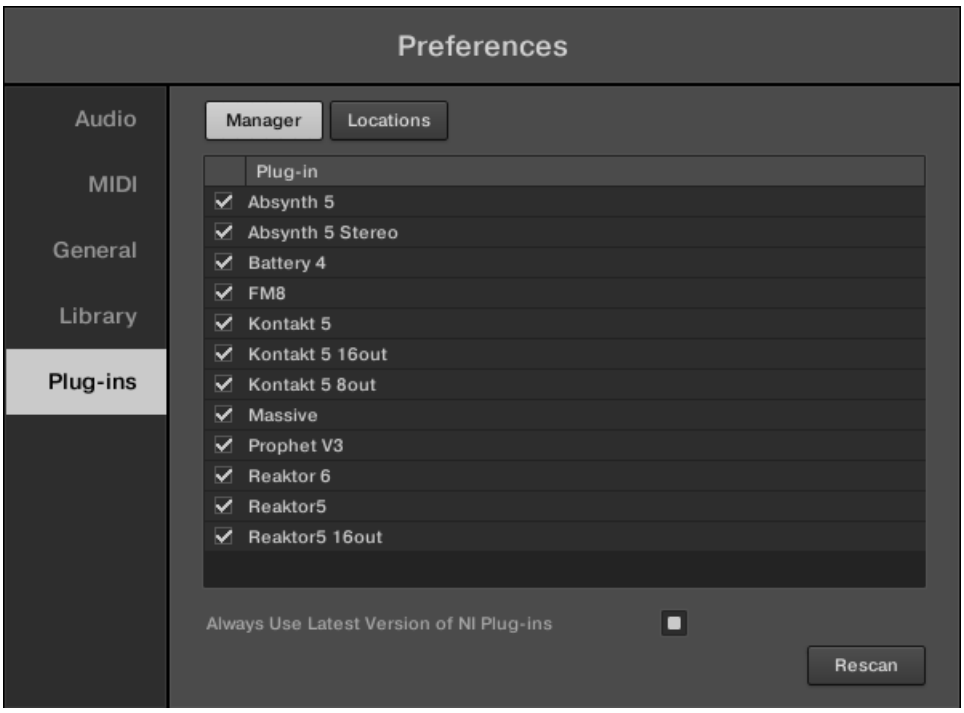
Manager Pane

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

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

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

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



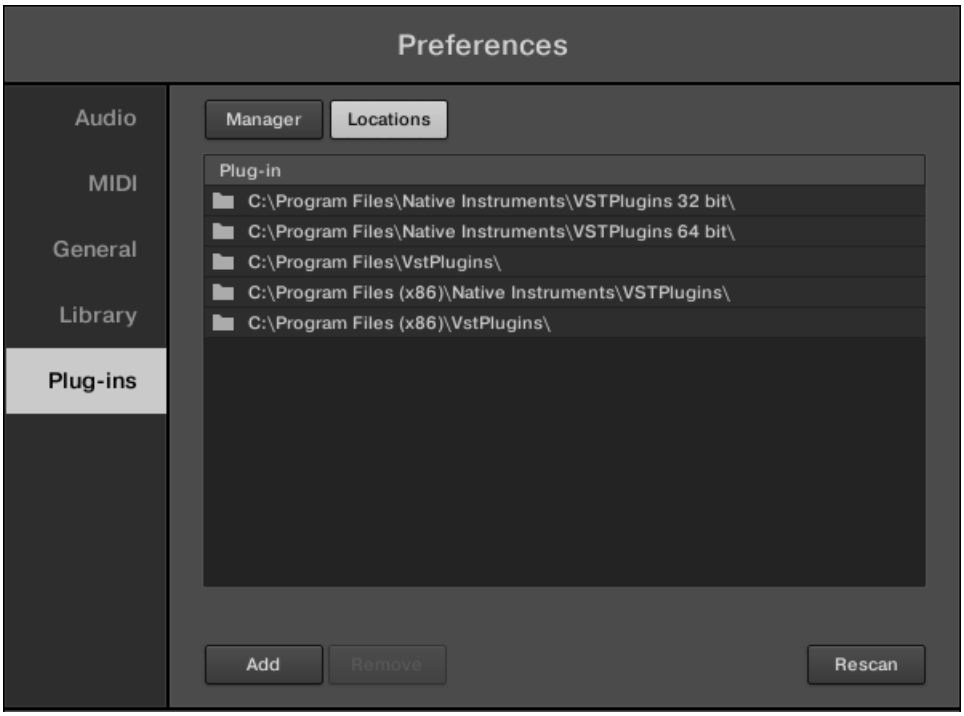
***Preferences** panel — the **Plug-ins** page's **Manager** pane.*

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

Locations Pane

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

▶ To display the **Locations** pane, click the **Locations** button at the top of the **Plug-ins** page.



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

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

7.5.6. Preferences - Features Page

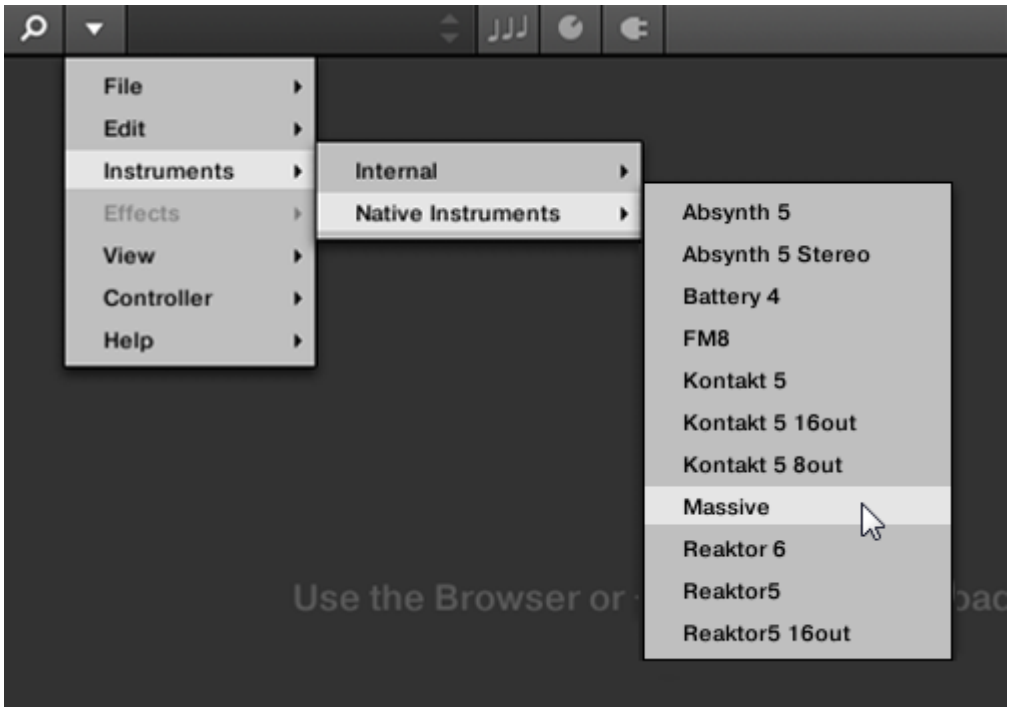
Using the **Features** page, you can enable different configurations of KOMPLETE KONTROL. Whenever a feature toggle is activated or deactivated, the software must be restarted for the changes to take effect.

Element	Description
Auto-Scan of Sounds.com Content	Automatically scans the software for content from Sounds.com
Browser Tag Remapping	Remaps the tags found in the Browser

7.6. Loading a Plug-in in Default State

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

▶ In the KOMPLETE KONTROL menu select e.g., **Instruments > Native Instruments > Massive**.



→ The Plug-in is loaded. All parameters are set to their default values.

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

8. MIDI Communication

KOMPLETE KONTROL provides you with host automation capabilities for easy integration with your MIDI environment. In this section you are provided with overall information about MIDI communication and Host automation.

Incoming MIDI

Instruments, Loops and One-shots loaded inside KOMPLETE KONTROL can be controlled via MIDI and the host (when KOMPLETE KONTROL is loaded as a plug-in):

- **Triggering Instruments via MIDI notes**: By default, incoming MIDI notes trigger the loaded Instrument.
- **Controlling parameters via host automation**: You can control parameters of both KOMPLETE KONTROL and your loaded Instruments via host automation (when KOMPLETE KONTROL is loaded as a plug-in).

For more information on Host Automation, refer to Host Automation.

Receiving MIDI Clock

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

Outgoing MIDI

You can send MIDI data from the KOMPLETE KONTROL keyboard:

- **Triggering MIDI instruments and recording MIDI notes**: KOMPLETE KONTROL sends MIDI Note, Pitch Bend, and Channel Pressure (aftertouch) messages to the host and to any MIDI application or device.

You can also send MIDI data from the KOMPLETE KONTROL plug-in:

- **Routing and recording processed MIDI notes**: KOMPLETE KONTROL outputs the MIDI notes generated by the Scale engine and the Arpeggiator through the MIDI outputs of the stand-alone application as well as the plug-in. You can route the MIDI notes to other MIDI instruments or record them as a MIDI pattern in the host.

> ⓘ MIDI output is only supported by the stand-alone application as well as the VST, VST3 and AAX versions of the plug-in. The AU (Audio Unit) version of the plug-in does not support MIDI output.

8.1. Mapping MIDI Controls to Third-Party Controllers

MIDI Mapping enhances the user experience and provides more control over sound, workflows and performance. KOMPLETE KONTROL keyboards are ready-mapped to the software. Third-party keyboards and controllers can also be used to control some of the parameters in the KOMPLETE KONTROL software. These parameters include the eight knobs of the Native Map, parameter page switching, preset switching and plug-in switching.

Setting up a Third-Party Controller

To map a third-party controller to the KOMPLETE KONTROL software:

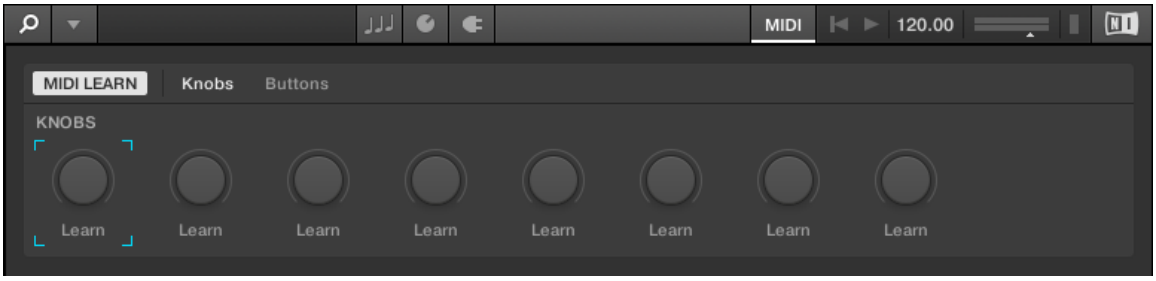
1. Connect your third-party controller to your computer.
2. Start KOMPLETE KONTROL.
3. Open the Preferences dialog, and select the MIDI tab.
4. Click the checkbox next to the corresponding name of the third-party controller.

→ The third-party controller is now ready to be used.

Assigning Knobs to a Third-Party Controller

To map a knob on your third party controller to KOMPLETE KONTROL:

1. Click MIDI in the panel header of the software, to open the MIDI Learn panel.
2. Select a MIDI Learn knob in the software and then turn a knob on your keyboard.
3. It is now connected and the knobs should move in line with each other.
4. To map the remaining knobs, repeat this process.

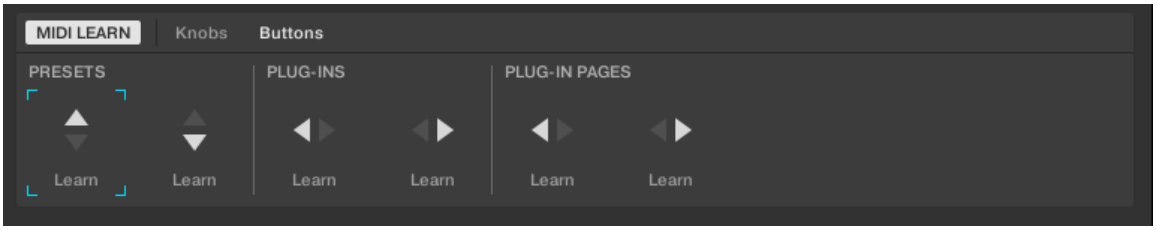


MIDI Learn – Knobs page.

Assigning Buttons to a Third-Party Controller

You can also map buttons on your third-party controller to the software. This will allow you to select another page of eight control knobs in the software using your keyboard. You can assign MIDI CCs to move between parameter pages and switch between presets. To map a button to your keyboard:

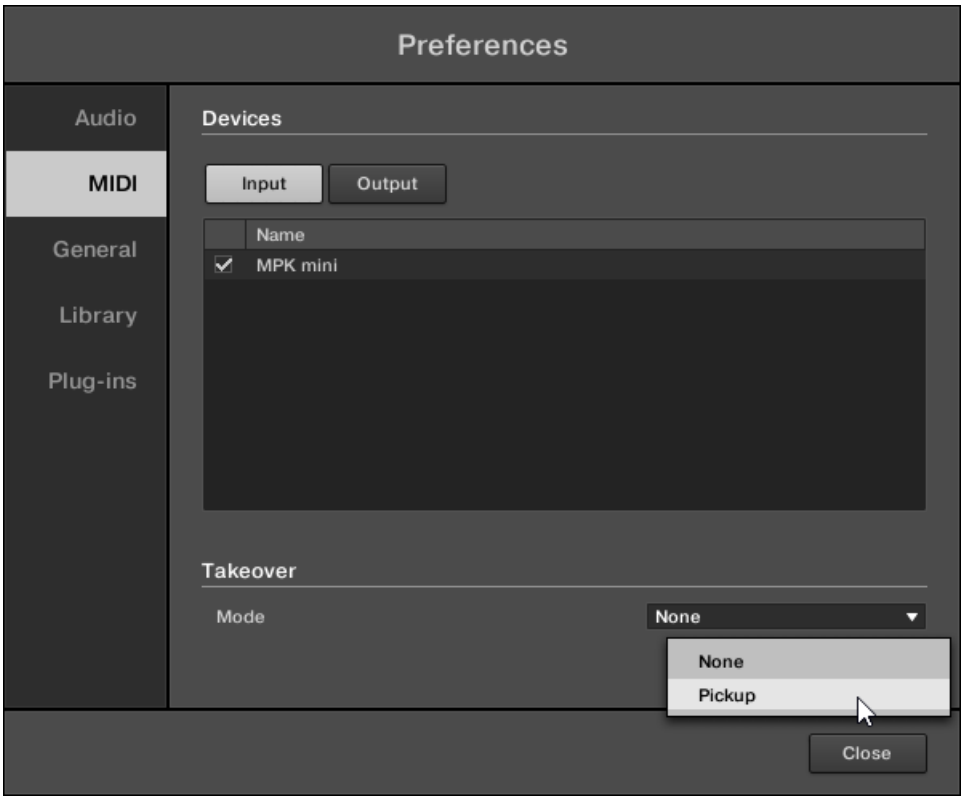
1. Click MIDI in the panel header of the software.
2. Select the **Buttons** tab.
3. Select a button in the software and then press and button on you keyboard.
4. It is now connected and the button should act in accordance with the software.
5. To map the remaining buttons, repeat these steps.



MIDI Learn – Buttons page.

Enabling Takeover Mode Pickup for Knobs to prevent Parameter Jumps

When switching parameter pages, it can happen that knob positions in the software do not match with the knob positions on your third party MIDI controller. To prevent potential parameter jumps, you can enable the Takeover mode **Pickup** in the Preferences page **MIDI**.



Takeover mode option on the MIDI page in the Preferences.

When **Pickup** is activated, turning the knobs on your third party MIDI controller will only change the value of the corresponding parameter, when the knob pointer reaches (picks up) the respective value in the software. KOMPLETE KONTROL highlights the difference between the knob positions using white circles around the knobs in the Plug-in panel. The white circle indicates the knob position in the software. The knob pointer indicates the position on the hardware.

Differences between knob positions in the software and on the hardware.

Hardware Configuration for MIDI Mapping

When using the MIDI mapping feature in KOMPLETE KONTROL, a MIDI button can be configured to send a CC message on push and also on release. This mode is referred to as 'Toggle' mode. A MIDI button can also be configured to send a single message when it is clicked, as opposed to the two that are sent in Toggle mode. This mode is referred to as 'Trigger' mode. To use the MIDI mapping functionality with a third-party controller, you must configure your third-party controller to use Trigger mode.

Share Mapping Across Instances

You need to map your keyboard to KOMPLETE KONTROL only once and you can then instantiate new instances of the software, and the mapping will continue working across all of them.

> ⓘ Instances that are already open as the mapping is changed, will not receive the new mapping automatically; for them to be updated to the new mapping you must close your DAW and reopen it.

8.1.1. Setting up a Third-Party Controller

To map a third-party controller to the KOMPLETE KONTROL software:

1. Connect your third-party controller to your computer.
2. Start KOMPLETE KONTROL.

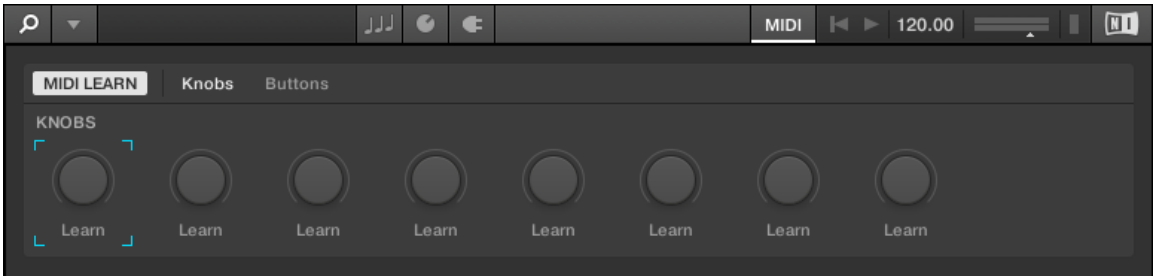
3. Open the Preferences dialog, and select the MIDI tab.
4. Click the checkbox next to the corresponding name of the third-party controller.

→ The third-party controller is now ready to be used.

8.1.2. Assigning Knobs to a Third-Party Controller

To map a knob on your third-party controller to KOMPLETE KONTROL:

1. Click MIDI in the panel header of the software, to open the MIDI Learn panel.
2. Select a MIDI Learn knob in the software and then turn a knob on your keyboard.
3. It is now connected and the knobs should move in line with each other.
4. To map the remaining knobs, repeat this process.

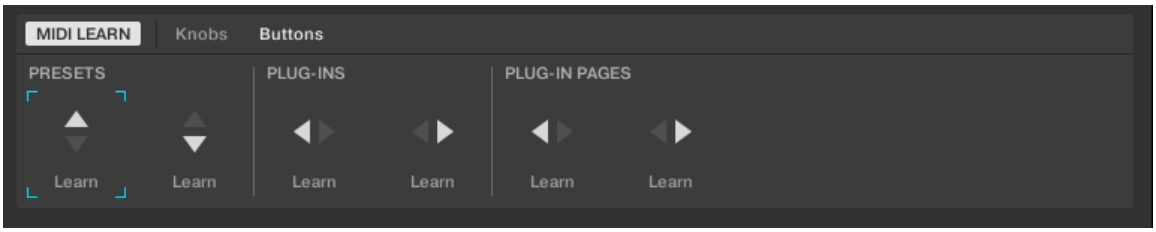


MIDI Learn – Knobs page.

8.1.3. Assigning Buttons to a Third-Party Controller

You can also map buttons on your third-party controller to the software. This will allow you to select another page of eight control knobs in the software using your keyboard. You can assign MIDI CCs to move between parameter pages and switch between presets. To map a button to your keyboard:

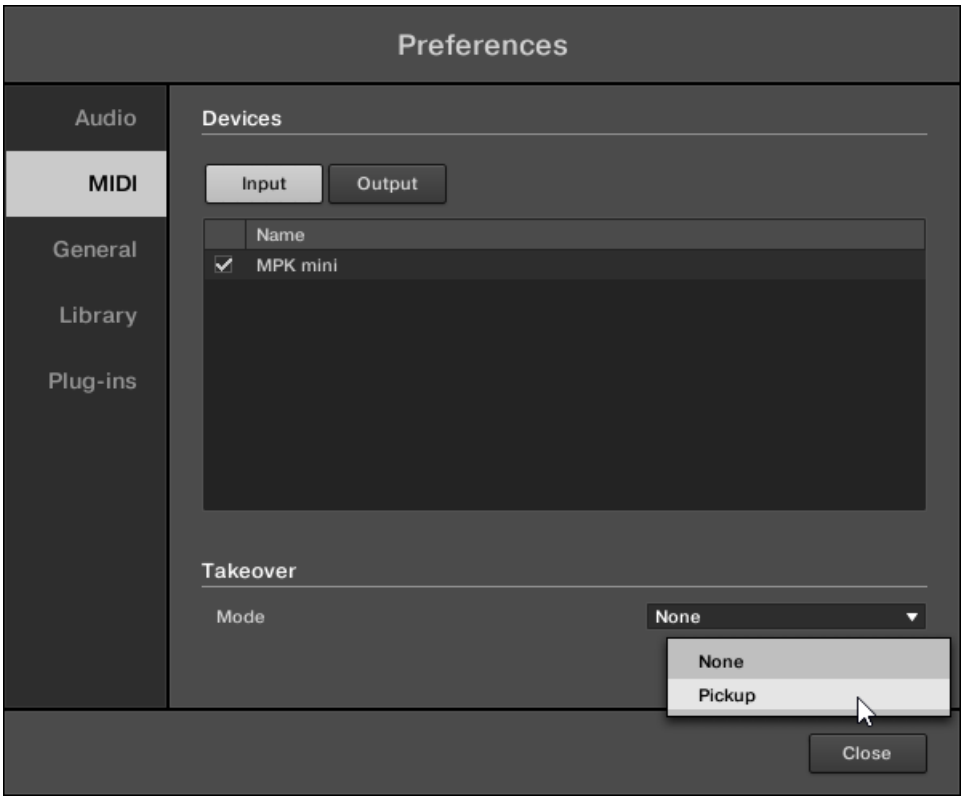
1. Click MIDI in the panel header of the software.
2. Select the **Buttons** tab.
3. Select a button in the software and then press and button on you keyboard.
4. It is now connected and the button should act in accordance with the software.
5. To map the remaining buttons, repeat these steps.



MIDI Learn – Buttons page.

8.1.4. Enabling Takeover Mode

When you switch parameter pages, it can happen that knob positions in the software mismatch with the knob positions on your third-party MIDI controller. To prevent potential parameter jumps when turning the knobs, you can enable Takeover mode by selecting **Pickup** in the Preferences page **MIDI**.



Takeover mode option on the MIDI page in the Preferences.

When the Takeover mode is activated, turning the knobs on your third-party MIDI controller will only change the value of the corresponding parameter, when the knob pointer reaches (picks up) the respective value in the software. KOMPLETE KONTROL highlights the difference between the knob positions with white circles around the knobs in the Plug-in panel. The white circle indicates the knob position in the software. The knob pointer indicates the position on the hardware.

Differences between knob positions in the software and on the hardware.

8.1.5. Hardware Configuration for MIDI Mapping

When using the MIDI mapping feature in KOMPLETE KONTROL, a MIDI button can be configured to send a CC message on push and also on release. This mode is referred to as 'Toggle' mode. A MIDI button can also be configured to send a single message when it is clicked, as opposed to the two that are sent in Toggle mode. This mode is referred to as 'Trigger' mode. To use the MIDI mapping functionality with a third-party controller, you must configure your third-party controller to use Trigger mode.

8.1.6. Share Mapping Across Instances

You need to map your keyboard to KOMPLETE KONTROL only once and you can then instantiate new instances of the software, and the mapping will continue working across all of them.

> ⓘ Instances that are already open as the mapping is changed, will not receive the new mapping automatically; for them to be updated to the new mapping you must close your DAW and reopen it.

8.2. Host Automation

When you load KOMPLETE KONTROL as a plug-in in a host, the parameters of the loaded Instrument, the Scale parameters, and the Arpeggiator parameters can be automated from the host.

8.2.1. Recording Automation

Once your host is set up to record automation you can perform the following actions in the software as well as from the keyboard:

- You can enable or disable Scale and Arpeggiator functions by clicking individual buttons in the software or by pressing the corresponding buttons on the keyboard.
- You can select values of parameters by turning individual knobs in the software or on the keyboard.

For detailed information about recording automation in your host, refer to the documentation of your host software.

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

8.2.2. Automation IDs for the Perform Panel

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

Automation ID	Parameter
000	Reserved for Instance Recognition and Automatic Focus Follow
001	**Scale** On / Off
002	**Root Note** (Scale)
003	**Scale Type** (Scale)
004	**Key Mode** (Scale)
006	**Chord Mode** (Scale)
007	**Chord Type** (Scale)
026	**Arp** On / Off
027	**Mode** (Arp)
028	**Type** (Arp)
029	**Rate** (Arp)
030	**Sequence** (Arp)
031	**Swing** (Arp)
032	**Octaves** (Arp)
033	**Dynamic** (Arp)
034	**Gate** (Arp)
035	**Retrigger** (Arp)
036	**Repeat** (Arp)
037	**Offset** (Arp)
038	**Inversion** (Arp)
039	**Min. Key** (Arp)
040	**Max. Key** (Arp)

Automation ID	Parameter
041	**Hold** (Arp)

9. Using the MIDI Assignment Editor

The MIDI Assignment editor enables you to create and customize MIDI templates for your keyboard. The MIDI Assignment editor is only configurable from the KOMPLETE KONTROL standalone application, and is not accessible from the plug-in version of KOMPLETE KONTROL. However, templates you create in the standalone application can be loaded in the plug-in version when you switch your keyboard to MIDI mode **(SHIFT + MIDI)**.

Before you can access the MIDI Assignment editor, the following steps must be completed to setup your keyboard:

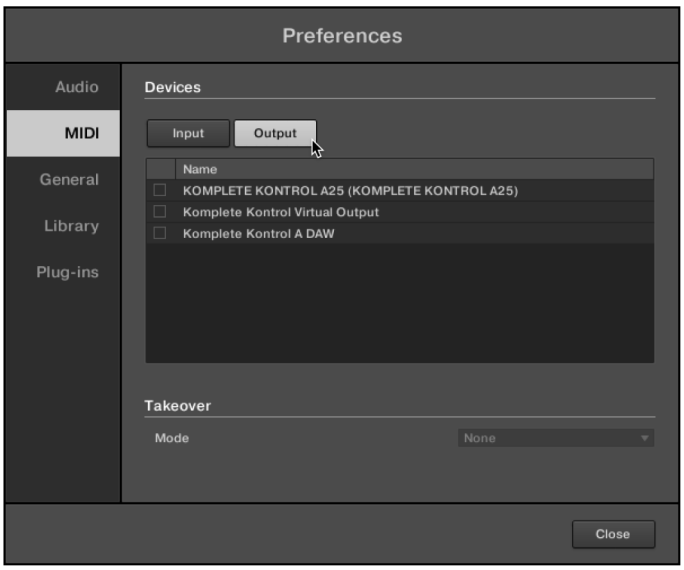
Update Firmware

Your A-Series keyboard must be running Firmware version 0.3.9. You can update your firmware by following the steps in this article: https://support.native-instruments.com/hc/en-us/articles/360005158197-Accessing-the-MIDI-Assignment-Editor-for-KOMPLETE-KONTROL-A-Series-M32-Keyboards

Setup MIDI Ports (Windows only)

Your MIDI templates are synchronised with your keyboard via the **Komplete Kontrol A25/A49/A61** MIDI port. The Windows operating system only allows a single application to control a MIDI port at any one time, so it is important to ensure that this port is not activated as a MIDI Output in any other application. If using a Windows computer, follow the steps below:

1. Start KOMPLETE KONTROL in standalone mode.
2. Open Edit > Preferences > MIDI > Input.
3. Ensure that only the **KOMPLETE KONTROL A25/A49/A61** MIDI port is activated.
4. Now, navigate to MIDI > Output. Ensure that all ports are deactivated.

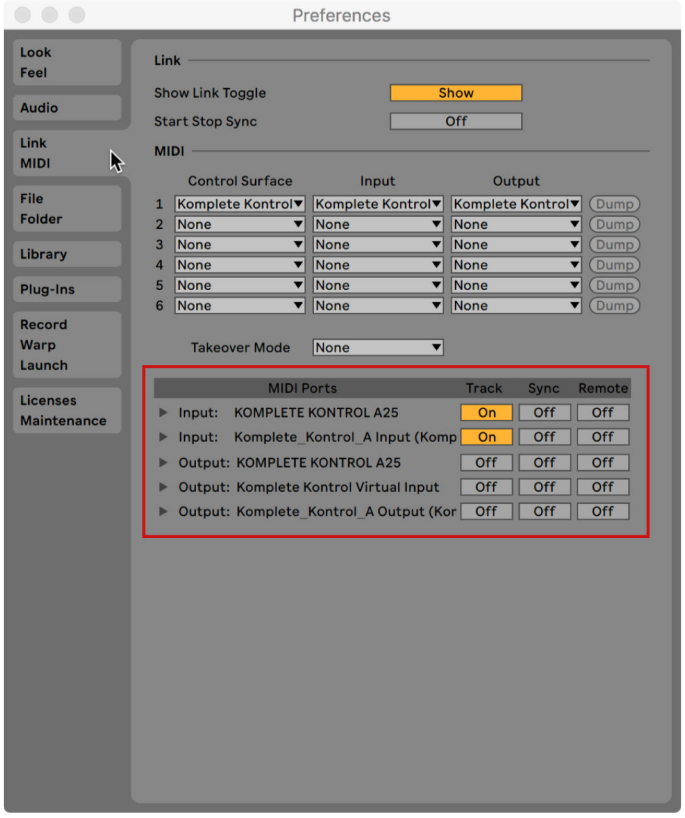


If this port is activated as a MIDI Output in your application, MIDI templates may not synchronise with your keyboard. Your keyboard will still operate as intended when this output port is deactivated. The MIDI Input port must be activated.

DAW Setup

If you want to use your MIDI templates in a DAW, you will also need to deactivate the MIDI Output ports in the DAW's MIDI settings:

1. Open your DAW.
2. Navigate to the MIDI Preferences.
3. Ensure the MIDI Output ports are set to Off.
4. Ensure that the MIDI Inputs for your keyboard are set to On.



The following section guides you through the process of assigning MIDI messages to control elements using the MIDI Assignment editor. It also makes you familiar with the mapping system and gives you the reference information of MIDI message types and assignments.

> ⓘ When using the MIDI Assignment editor, all keyboard controls (i.e. navigation, transport, etc.) are blocked.

9.1. The Mapping System

Whatever you do on the keyboard, the MIDI Assignment editor translates it into a MIDI message that is then sent to your computer via USB connection. This is what the MIDI Assignment editor is all about: mapping human actions to MIDI events.

The MIDI Assignment editor's mapping system is structured in a way that allows you to efficiently organize your assignments. This makes the entire mapping process a lot easier and informs you about what will happen whenever you actuate a control element on the keyboard. The next paragraphs will introduce you to some basic concepts.

Assignable Controls Elements

Assignable control elements are knobs, keys, and pedal. All other controls and buttons are not assignable.

Assignments

An assignment defines which MIDI event is triggered by a particular control element. Available MIDI event types are MIDI messages such as Control Change and Program Change. Every action on a control element is translated into one MIDI event, the corresponding assignment defines the rules of that translation.

Depending on the type of control element (knobs, keys, pedal), the available assignments differ. For more information, refer to MIDI Message Types and Assignments.

Pages

You can have multiple assignments, organized within Pages. A Page contains eight knobs and eight buttons, and corresponds to the hardware. One Page can be selected and loaded at a time. You can have up to four Pages which can be directly selected in the MIDI Assignment editor and from the keyboard.

When you select another Page, all assignments for the control elements in the Page area are updated accordingly.

MIDI Templates

A MIDI template holds a mapping configuration for knobs and keys on the keyboard, including all Pages that might exist. One MIDI template can be selected at a time. Switching between different MIDI templates can be used, for example, to address different applications on your computer or different MIDI instruments.

MIDI templates exist on your computer without KOMPLETE KONTROL running, and you can switch between them using the Preset Up / Down buttons when the keyboard is in MIDI mode.

> ⚠ The configuration of the Pedal is saved globally and not per Template. This means all settings made under **PEDAL** remain the same when switching between Templates.

9.2. Opening the MIDI Assignment Editor

You can open the MIDI Assignment editor with the MIDI Assignment editor button.

▶ Click on the MIDI Assignment editor button in the Header.

→ The MIDI Assignment editor opens. Now you have access to all the settings related to the keyboard's MIDI mode.

ⓘ The MIDI Assignment editor button is only visible when the KOMPLETE KONTROL keyboard is connected to your computer and switched on.

9.3. Assigning MIDI Messages to Control Elements

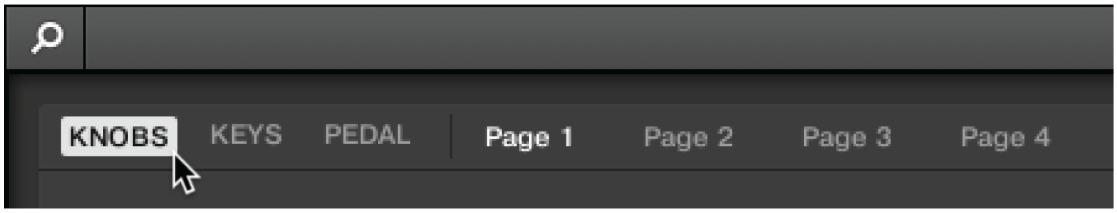
This tutorial covers the workflow of assigning MIDI messages to the knobs and pedals. If you intend to create new Key Zones, refer to Creating Key Zones.

In order to assign MIDI messages to control elements:

1. Click on the MIDI Assignment editor button to open the MIDI Assignment editor.

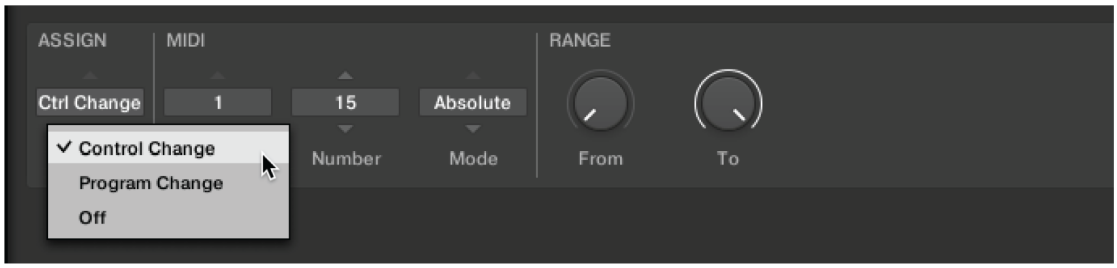
2. Select a MIDI Template in the **Templates** pane.

3. Select the type of control element.



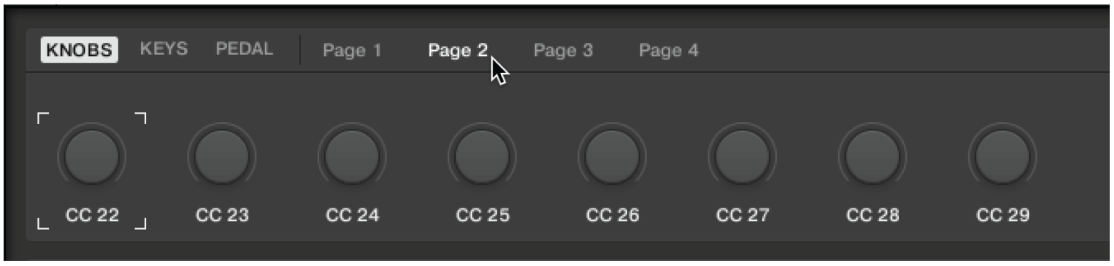
4. Select the control element you want to assign a MIDI message to.

5. Select the MIDI message using the drop-down menus and options in the Definition area.



→ The available drop-down menus and options in the Definition area vary depending on the selected type of control element as well as from the selections in the Definition area itself.

6. If required, select or create another page for making multiple assignments.



7. When you have finished assigning MIDI messages, close the MIDI Assignment editor.

→ Your edits are saved to the MIDI Template.

For more information on MIDI message types and assignments, refer to MIDI Message Types and Assignments.

9.4. Renaming Control Elements

As the default names do not reveal which parameters they are assigned to, you can rename them:

1. Double-click the name of the control element.

2. Enter the desired name with a maximum length of seven characters.

3. Press the enter key to confirm.

→ The name of the control element has changed.

9.5. Creating a New MIDI Template

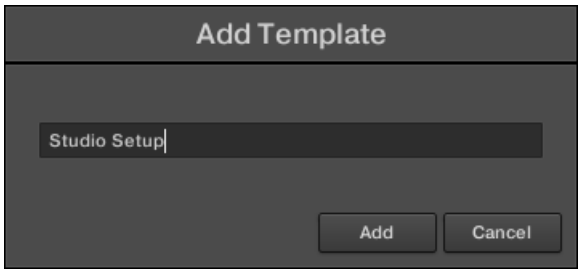
When using the keyboard in different situations, e.g., in a studio or live on stage, you can create a different MIDI Template for each setup.

To create a new Template:

1. In the **Templates** pane click the **+** icon.

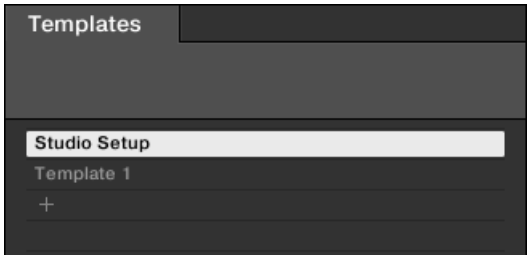
→ The **Add Template** dialog appears.

2. Enter a name for the new MIDI Template.



3. Click **Add**.

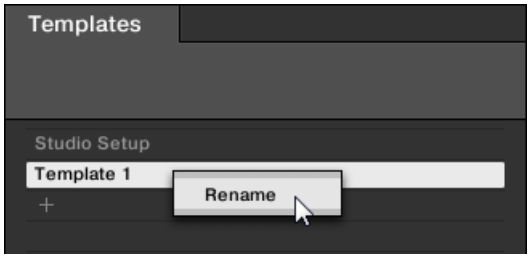
→ The new MIDI Template is created. The MIDI Templates are arranged in alphabetical order.



9.6. Renaming MIDI Templates

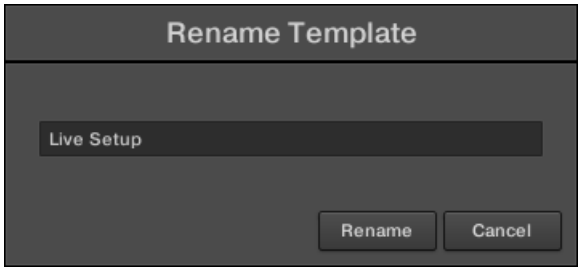
If you want to change the name of an existing MIDI Template, proceed as follows:

1. Right-click the MIDI Template and select **Rename** from the context menu.



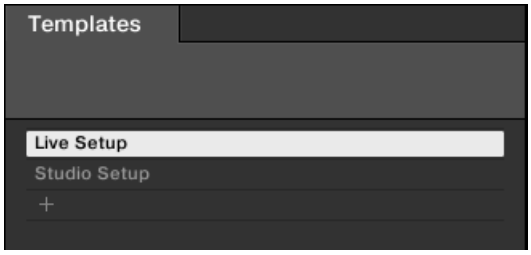
→ The **Rename Template** dialog with the current MIDI Template name appears.

2. Enter the desired MIDI Template name.



3. Click **Rename** to confirm.

→ The MIDI Template name has changed.



9.7. MIDI Message Types and Assignments

In this section you find reference information about the MIDI message types provided in the **Type** menu and about the several assignments for control elements and for Key Zones.

9.7.1. MIDI Message Types – Type Menu

For all control elements, the assignment definition starts with the same menu: the **Type menu**.

The **Type** drop-down menu specifies the type of MIDI message that has to be sent upon action on this control element. Depending on the type of control element, the entries in this menu will differ (for example, sending a "play" command from a knob wouldn't make much sense).

All other parameters displayed in the Definition area depend both on the type of control element that you are working on, and on the type of MIDI message selected in this **Type** menu.

Below is a list of all possible MIDI message types to be found in the **Type** menu.

- **Control Change**: Sends MIDI Control Change messages on a specific MIDI channel set by the **Channel** parameter (range from 1 to 16, 1 by default). This message changes the value of a specific continuous controller of the MIDI destination — controlling for example some effect's depth in your music application. The continuous controller (CC) number is specified via the **Number** parameter (range from 0 to 127). The values to be sent for that controller are specified in various ways, depending on the type of the selected control element (see next sections).
- **Program Change**: Sends MIDI Program Change messages on a specific MIDI channel set by the **Channel** parameter (range from 1 to 16, 1 by default). This message switches to another program (or patch, preset…) of the MIDI destination. The program number to be sent can be specified in various ways, depending on the type of the selected control element (see next sections).
- **Note**: Sends MIDI Note On/Off messages on a specific MIDI channel set by the **Channel** parameter (range from 1 to 16, 1 by default). These messages start and stop MIDI notes specified by the **Note** parameter (range from C-2 to G8), at a velocity set by the **Value** parameter (range from 0-127).
- **Pitchbend**: Sends MIDI pitchbend messages on a specific MIDI channel set by the **Channel** parameter (range from 1 to 16, 1 by default). This message changes the pitch of the MIDI notes sent on the same MIDI channel. Depending on the MIDI destination, it can also be used to control other parameters.
- **Off**: Deactivates MIDI for the control element. Select this entry to disable the control element or action. The control element/action does not send any MIDI message, hence no parameter is displayed.

9.7.2. Assignments for Knobs

For the knobs, the **Type** menu offers the entries **Control Change** and **Program Change**. Depending on the selected entry, a different set of additional parameters is available:

Type	Mode	RANGE	Number	Step
Control Change	**Absolute**	**From** 0-126 / **To** 1-127	0-127	
	Relative			-32 to 31
	Relative (Offset)			-32 to 31
Program Change		**From** 0-126 / **To** 1-127		

Mode Menu Values for Knobs

For the type Control Change, a **Mode** menu allows you to select between three operating modes:

- **Absolute**: In this mode the control element sends absolute values. The **From**, **To**, and **Resolution** parameters are the same as for the other message types (refer to above).
- **Relative**: In this mode the sent message is in a +1/-1 fashion — actually 1/127, which is then understood by the target software as +1/-1 in that case. This allows the control element to set the new Control Change value relative to its current value. Two parameters are available:
  - **Step**: Defines the increment to use. Increase the **Step** value to trigger greater jumps in the target parameter value. If you choose a negative value for **Step**, the control will be inverted.
  - **Resolution**: Adjusts the sensitivity of the control element to your actions. At high **Resolution** values, a little movement of the control element will be enough to trigger the message. At lower **Resolution** values, you will have to move it more frankly to trigger the message.
- **Relative (Offset)**: This mode is similar to the Relative mode explained above, with the difference that here the values sent for the "+1" and "-1" messages are 65 and 63, respectively — in other terms, they are centered around 64 instead of 0. This is well suited for some particular software implementations. As in Relative mode, a **Step** parameter defines the increment to use, and a **Resolution** parameter adjusts the sensitivity of the control element to your actions.

9.7.3. Assignments for Switch Pedals

For Pedals used as switch, the **Type** menu offers the entries **Control Change** and **Program Change**. Depending on the selected entry, a different set of additional parameters is available:

Type Value	Mode Value	Range	Value	Number	Step	Wrap
Control Change	**Toggle/ Gate**		**Off/On** 0-127	0-127		
	Trigger		0 - 127	0-127		
	Inc	**Min/Max** (0-127)			-128 to 127	On/Off
Program Change	**Toggle/ Gate**		**Off/On** 0-127			
	Trigger		0 - 127			

Type Value	Mode Value	Range	Value	Number	Step	Wrap
	Inc	**Min**/**Max** 0-127			-128 to 127	On/Off

Mode Menu Values for Pedals (Switch)

For the button-like control elements listed in the above table, and only for some of the MIDI message types available for these control elements, you can choose from different behaviors for the way the data is sent. This is controlled by the **Mode** menu. This menu can have up to four entries, depending on the message type that you have selected in the **Type** menu. Here is the list of all possible entries:

- **Toggle**: In this mode, the control element has two states, On and Off. If you press once, it switches to the On state — if you press again, it switches to the Off state. This can be useful for example for activating some effect, then deactivating it later. This is usually the default mode. In this mode, you find two numeric fields: **Off Value** defines the value for the Off state (from 0 to 127, 0 by default), and **On Value** defines the value for the On state (0 to 127, 127 by default). For the Note message type, since the Off state is predefined (it's the MIDI Note Off message), you find instead a single **Value** parameter defining the velocity of the MIDI Note On message.
- **Gate**: This mode is equal to Toggle with the difference that the state is active for the time the Pedal is held depressed. In Toggle mode the state is activated until the next time the Pedal is pressed again.
- **Trigger**: In this mode, only one message is sent when you hit the control element. There are no On or Off states. For example, this can be useful for switching to another program (preset, patch…) or for triggering one-shot samples (e.g., drum sounds or any other envelope-controlled sounds). In this mode, you thus find only one numeric field called **Value**, defining the value to be sent when you hit the control element. It goes from 0 to 127 (127 by default).
- **Inc**: In this mode you can configure the press of a pedal to step through a list of values by choosing the size of the jump (e.g., 1-2-3-4-5, 2-4-6-8-10 or 3-6-9-12-15), and whether or not the values wrap around back to the beginning, or stop when they reach their minimum or maximum.

9.7.4. Assignments for Continuous Pedals

For Pedals used as continuous control, the **Type** menu offers the entries **Control Change** and **Program Change**. Depending on the selected entry, a different set of additional parameters is available:

Type	Mode	Range	Number
Control Change		**From** 0-126 / **To** 1-127	0-127
Program Change		**From** 0-126 / **To** 1-127	

For **Control Change**, you can set the **Range** of values that is sent when pressing the pedal, and the **Number** of the Control Change message. For **Program Change**, you can set the **Range** of values that is sent when pressing the pedal.

10. Host Integration

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

> ⓘ Before you can make use of advanced host integration you need to set it up first. For more information, refer to Setting up Host Integration.

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

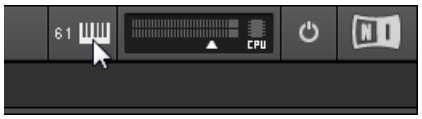
- MASCHINE 2
- Ableton Live 10
- Apple GarageBand
- Apple Logic Pro X
- Avid Pro Tools
- Bitwig Studio
- PreSonus Studio One 4.5
- Steinberg Cubase Artist 8.5/9/9.5/10
- Steinberg Cubase Pro 8.5/9/9.5/10
- Steinberg Nuendo 8/9/10

10.1. Integration with MASCHINE

If you own MASCHINE, you can control many of MASCHINE's functions directly from the KOMPLETE KONTROL keyboard. This section provides you an overview of the basic controls functions as well as of the advanced integration controls.

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

▶ Click on the Keyboard icon in the Header.



Connect to MASCHINE using the Keyboard

1. Press **SHIFT** + **TRACK** (**Instance**) on the keyboard.
2. Select the MASCHINE instance shown in the dialog.
3. Press the 4-D Encoder to connect the keyboard to MASCHINE.

10.1.1. Basic Control Functions

The available basic control functions of MASCHINE mapped to the keyboard's controls are grouped in the tables below.

TRANSPORT Control

Action in MASCHINE	Button on KOMPLETE KONTROL A-Series
Start/stop playback	**PLAY** (**Restart**)
Restart playback at the beginning of the Loop Range	**SHIFT** + **PLAY** (**Restart**)
Enable/disable recording	**REC** (**Count-In**)
Record with count-in	**SHIFT** + **REC** (**Count-In**)
Stop playback/recording	**STOP** (**Clear**)
Enable/disable the metronome	**METRO**
Adjust Tempo	1. Press **TEMPO**. 2. Turn 4-D encoder.
Enable/disable Loop	**LOOP**

EDIT Control

Action in MASCHINE	Button on KOMPLETE KONTROL A-Series
Undo action	**UNDO** (**Redo**)
Redo action	**SHIFT** + **UNDO** (**Redo**)
Quantize to grid value	**QUANTIZE** (**Auto**)
Enable/disable automation	**SHIFT** + **QUANTIZE** (**Auto**)
Enable/disable Scale engine	**SCALE** (**Edit**)
Edit Scale engine for selected Group	**SHIFT** + **SCALE** (**Edit**)
Enable/disable Arpeggiator	**ARP** (**Edit**)
Edit Arpeggiator for selected Group	**SHIFT** + **ARP** (**Edit**)

Mode Buttons

Action in MASCHINE	Button on KOMPLETE KONTROL A-Series
Access Browser control	**BROWSER**
Access Plug-in control	**PLUG-IN** (**MIDI**)
Switch between MASCHINE and KOMPLETE KONTROL instances	**SHIFT** + **Track** (**Instance**)
Enter MIDI mode	**SHIFT** + **PLUG-IN** (**MIDI**)

10.1.2. Advanced Integration Control Functions

The advanced integration controls are listed below.

IDEAS Control

When you press **IDEAS** on the KOMPLETE KONTROL A-Series keyboard, you have instant control over Scenes and Patterns.

The following actions are available:

Action in MASCHINE	Button on KOMPLETE KONTROL A-Series
Select Group	Push 4-D encoder left or right
Select Scene	**SHIFT** + push 4-D encoder left or right
Create new Scene	1. Hold **SHIFT** + push 4-D encoder to the right until **New Scene Create** is displayed. 2. Press 4-D encoder to create a new Scene.
Select Pattern	Push 4-D encoder up or down
Create new Pattern	1. Push 4-D encoder down until **New Pattern Create** is displayed. 2. Press 4-D encoder to create a new Pattern.

TRACK Control

When you press **TRACK** (**Instance**) on the keyboard, you are able to select Groups and Sounds.

The following actions are available:

Action in MASCHINE	Button on KOMPLETE KONTROL A-Series
Select Group	Push 4-D encoder left or right
Select another Sound of that Group	Push 4-D encoder up or down
Create new Group	1. Push 4-D encoder to the right until **New Group Create** is displayed. 2. Press 4-D encoder to create a new Group.

PLUG-IN Control

When you press **PLUG-IN** on the keyboard, you have instant control over Plug-in parameters and you can navigate the Plug-in chain.

The following actions are available:

Action in MASCHINE	Button on KOMPLETE KONTROL A-Series
Control Instrument and Effect parameters	Knob 1–8
Select next or previous Plug-in in Plug-in chain	Push 4-D encoder left or right
Add FX Plug-in on empty Plug-in slot	**BROWSER**
Move selected FX Plug-in left or right in Plug-in chain	**SHIFT** + push 4-D encoder left or right
Select previous or next Preset	**PRESET** up / **PRESET** down
Select next or previous parameter page	Page Left (**M**) / Page Right (**S**)
Bypass selected Plug-in in Plug-in chain	**SHIFT** + press 4-D encoder
Remove selected Plug-in from Plug-in chain	**SHIFT** + push 4-D encoder up

Key Mode

When you press **SHIFT** + **KEY MODE** on the keyboard, you enable the Key mode. When the Key mode is activated the keyboard reflects the pads behavior of the MASCHINE controller.

10.2. Integration with Ableton Live

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

> ⓘ Your host needs to be set up for host integration before you can use this functionality. For more information, refer to Setting up Host Integration.

Transport Control

Action in Ableton Live	Button on KOMPLETE KONTROL A-Series
Start playback	**PLAY** (**Restart**)
Start recording	**REC** (**Count-In**)
Restart playback/recording	**PLAY** (**Restart**)
Stop playback/recording at current position	**STOP**
Relocate playhead position to song start when stopped	**STOP**
Start Arranger recording together with playback	**SHIFT** + **REC** (**Count-In**)
Scroll playhead position	Turn 4-D encoder
Enable/disable loop mode	**LOOP**
Enable/disable metronome	**METRO**
Tap tempo	**TEMPO**

Edit Control

Action in Ableton Live	Button on KOMPLETE KONTROL A-Series
Undo action	**UNDO** (**Redo**)
Redo action	**SHIFT** + **UNDO** (**Redo**)
Quantize to grid value	**QUANTIZE**
Toggle automation for selected Track on/off	**AUTO**
Enable/disable Scale engine	**SCALE** (**Edit**)
Change Scale engine parameters	**SHIFT** + **SCALE** (**Edit**)
Enable/disable Arpeggiator	**ARP** (**Edit**)
Change Arpeggiator parameters	**SHIFT** + **ARP** (**Edit**)

Browser Control

Action in Ableton Live	Button on KOMPLETE KONTROL A-Series
Select Browser fields	Push 4-D encoder left/right
Search Browser tags and Preset files	Turn 4-D encoder
Select Browser tags	Press 4-D encoder
Load the selected Preset in the Results list	Press 4-D encoder

Action in Ableton Live	Button on KOMPLETE KONTROL A-Series
Clear Browser Filters	**SHIFT** + push 4-D encoder left
Set Preset as Favorite in Results List	**SHIFT** + press 4-D encoder
Filtering by Favorites in Results List	**SHIFT** + **BROWSER**
Toggle between User Content and Factory Content	Page Left (**M**) / Page Right (**S**)

Track Control

Action in Ableton Live	Button on KOMPLETE KONTROL A-Series
Select previous/next track	Push 4-D encoder left/right
Select previous/next Clip Slot in track	Push 4-D encoder down/up
Start/stop selected Clip	Press 4-D encoder
Mute/unmute selected track	**SHIFT** + Page Left (**M**)
Solo/unsolo selected track	**SHIFT** + Page Right (**S**)
Adjust panorama for selected track	**SHIFT** + Knob 1–8
Switching Instance	1. Press **SHIFT** + **TRACK** (**Instance**). 2. Turn the 4-D encoder to select the instance. 3. Press 4-D encoder to confirm.

Plug-in Control

Action in Ableton Live	Button on KOMPLETE KONTROL A-Series
Control Instrument and Effect parameters	Knob 1–8
Navigate Plug-in Chain	Push 4-D encoder left/right
Add FX Plug-in on empty Plug-in slot	**BROWSER**
Move selected FX Plug-in left or right in the Plug-in chain	**SHIFT** + Push 4-D encoder left/right
Bypass selected Plug-in in Plug-in chain	**SHIFT** + press 4-D encoder
Remove selected Plug-in from Plug-in chain	**SHIFT** + push 4-D encoder up
Navigate Parameter Pages	Page Left (**M**) / Page Right (**S**)

10.3. Integration with Apple Logic Pro X and GarageBand

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

ⓘ Your host needs to be set up for host integration before you can use this functionality. For more information, refer to Setting up Host Integration.

Transport Control

Action in Logic Pro X and GarageBand	Button on KOMPLETE KONTROL A-Series
Start playback	**PLAY** (**Restart**)
Restart playback	**SHIFT** + **PLAY** (**Restart**)
Start recording	**REC** (**Count-In**)
Punch out when recording	**PLAY** (**Restart**)
Punch in when playing	**REC** (**Count-In**)
Stop playback/recording at current position	**STOP**
Relocate playhead position to song start when stopped	**STOP**
Scroll playhead position	Turn 4-D encoder
Enable/disable count-in	**SHIFT** + **REC** (**Count-In**)
Enable/disable metronome	**METRO**
Enable/disable loop mode	**LOOP**
Move Loop by its own length	**LOOP** + turn 4-D encoder
Tap tempo	**TEMPO**

Edit Control

Action in Logic Pro X and GarageBand	Button on KOMPLETE KONTROL A-Series
Undo action	**UNDO** (**Redo**)
Redo action	**SHIFT** + **UNDO** (**Redo**)
Quantize to grid value	**QUANTIZE** (**Auto**)
Toggle automation between Read mode and Touch mode	**SHIFT + QUANTIZE** (**Auto**)
Enable/disable Scale engine	**SCALE** (**Edit**)
Change Scale engine parameters	**SHIFT** + **SCALE** (**Edit**)
Enable/disable Arpeggiator	**ARP** (**Edit**)

Browser Control

Action in Logic Pro X and GarageBand	Button on KOMPLETE KONTROL A-Series
Select Browser fields	Push 4-D encoder left/right
Search Browser tags and Preset files	Turn 4-D encoder
Select Browser tags	Press 4-D encoder
Load the selected Preset in the Results list	Press 4-D encoder
Clear Browser Filters	**SHIFT** + push 4-D encoder left
Set Preset as Favorite in Results List	**SHIFT** + press 4-D encoder
Filtering by Favorites in Results List	**SHIFT** + **BROWSER**
Toggle between User Content and Factory Content	Page Left (**M**) / Page Right (**S**)

Plug-in Control

Action in Logic Pro X and GarageBand	Button on KOMPLETE KONTROL A-Series
Control Instrument and Plug-in parameters	Knob 1–8
Navigate Plug-in Chain	Push 4-D encoder left/right
Add FX Plug-in on empty Plug-in slot	**BROWSER**
Move selected FX Plug-in left or right in the Plug-in chain	**SHIFT** + push 4-D encoder left/right
Bypass selected Plug-in in Plug-in chain	**SHIFT** + press 4-D encoder
Remove selected Plug-in from Plug-in chain	**SHIFT** + push 4-D encoder up
Navigate Parameter Pages	Page Left (**M**) / Page Right (**S**)

Track Control

Action in Logic Pro X and GarageBand	Button on KOMPLETE KONTROL A-Series
Select previous/next track	Push 4-D encoder left/right
Select previous/next Region	Push 4-D encoder up/down
Mute/unmute selected track	**SHIFT** + Page Left (**M**)
Solo/unsolo selected track	**SHIFT** + Page Right (**S**)
Adjust volume for selected track	Turn 4-D encoder
Adjust panorama for selected track	**SHIFT** + Knob 1–8

10.4. Integration with Avid Pro Tools

If you own Avid Pro Tools, you can control many of its functions directly from the KOMPLETE KONTROL keyboard. The available functions mapped to the sections of the keyboard are listed below.

ⓘ Your host needs to be set up for host integration before you can use this functionality. For more information, refer to Setting up Host Integration.

Transport Control

Action in Pro Tools	Control on Keyboard
Start playback	**PLAY** (**Restart**)
Stop playback	**STOP** (**Clear**)
Activate/deactivate recording	**REC** (**Count-In**)
Move playback start point	Turn 4-D Encoder
Move timeline selection	**LOOP** + turn 4-D Encoder
Activate/deactivate loop playback	**LOOP**
Activate/deactivate click	**METRO**
Activate/deactivate count off	**SHIFT** + **REC** (**Count-In**)

ⓘ You need to create a Click Track in your Pro Tools session before using **METRO** to activate the click.

Editing

Action in Pro Tools	Control on Keyboard
Undo	**UNDO** (**Redo**)
Redo	**SHIFT** + **UNDO** (**Redo**)

Track Navigation and Control

Action in Pro Tools	Control on Keyboard
Select previous/next track	Push 4-D encoder left/right or up/down
Mute	**SHIFT**+**<**(**M**)
Solo	**SHIFT**+**>**(**S**)

Mixer Mode

Action in Pro Tools	Control on Keyboard
Select previous/next track	Push 4-D encoder left/right
Move mixer bank	**<**(**M**) / **>**(**S**)
Set knobs 1–8 to control volume	**SHIFT** + Push 4-D encoder up
Set knobs 1–8 to control pan	**SHIFT** + Push 4-D encoder down
Adjust volume/pan for selected track	Knob 1–8

10.5. Integration with Bitwig Studio

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

ⓘ Your host needs to be set up for host integration before you can use this functionality. For more information, refer to Setting up Host Integration.

Transport Control

Action in Bitwig	Control on Keyboard
Start playback	**PLAY** (**Restart**)
Start recording	**REC** (**Count-In**)
Punch out while recording	**PLAY** (**Restart**)
Punch in while playing	**REC** (**Count-In**)
Stop playback/recording at current position	**STOP**

Action in Bitwig	Control on Keyboard
Relocate playhead position to song start when stopped	**STOP**
Scroll playhead position	Turn 4-D encoder
Activate/deactivate count-in	**SHIFT** + **REC** (**Count-In**)
Activate/deactivate metronome	**METRO**
Activate/deactivate loop mode	**LOOP**
Move loop by its own length	**LOOP** + Turn 4-D encoder
Tap tempo	**TEMPO**

Editing

Action in Bitwig	Control on Keyboard
Undo action	**UNDO** (**Redo**)
Redo action	**SHIFT** + **UNDO** (**Redo**)
Set quantize to grid value	**QUANTIZE**(**AUTO**)
Activate/deactivate automation write	**SHIFT** +**QUANTIZE**(**AUTO**)
Activate/deactivate scale engine	**SCALE** (**Edit**)
Edit scale engine parameters	**SHIFT** + **SCALE** (**Edit**)
Activate/deactivate arpeggiator	**ARP** (**Edit**)
Edit arpeggiator parameters	**SHIFT** + **ARP** (**Edit**)

Mute and Solo

Action in Bitwig	Control on Keyboard
Mute/unmute selected track	**SHIFT**+**<**(**M**)
Solo/unsolo selected track	**SHIFT**+**>**(**S**)

Track Navigation

Action in Bitwig	Control on Keyboard
Select previous/next track	Push 4-D encoder up/down
Select previous/next clip slot	Push 4-D encoder left/right

Mixer control

Action in Bitwig	Control on Keyboard
Select previous/next track	Push 4-D encoder left/right
Switch bank	**<**(**M**) / **>**(**S**)
Set knobs 1–8 to control pan	**SHIFT** + Push 4-D encoder up
Set knobs 1–8 to control volume	**SHIFT** + Push 4-D encoder down
Coarse adjust pan/volume	Knobs 1–8
Fine adjust pan/volume	**SHIFT** + Knob 1–8

10.6. Integration with PreSonus Studio One

If you own PreSonus Studio One, you can control many of its functions directly from the KOMPLETE KONTROL keyboard. The available functions mapped to the sections of the keyboard are listed below.

> ⓘ Your host needs to be set up for host integration before you can use this functionality. For more information, refer to Setting up Host Integration.

Track Mode: Navigation and Levels

Action in Studio One	Control on KOMPLETE KONTROL Keyboard
Adjust track volume	Knobs 1–8
Adjust track pan	**SHIFT** + Knobs 1–8
Play from loop section start	Press 4-D encoder
Set selection as loop area	**SHIFT** + Press 4-D encoder
Select previous/next clip	Push 4-D encoder up/down
Select previous/next track	Push 4-D encoder left/right
Move in timeline	Turn 4-D encoder left/right

MIDI Mode

Action in Studio One	Control on KOMPLETE KONTROL Keyboard
32 assignable knobs	Turn knobs

10.7. Integration with Steinberg Cubase and Nuendo

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

> ⓘ Your host needs to be set up for host integration before you can use this functionality. For more information, refer to Setting up Host Integration.

Transport Control

Action in Cubase and Nuendo	Button on KOMPLETE KONTROL A-Series
Start playback	**PLAY** (**Restart**)
Start recording	**REC** (**Count-In**)
Punch out while recording	**PLAY** (**Restart**)
Punch in while playing	**REC** (**Count-In**)
Stop playback/recording at current position	**STOP**

Action in Cubase and Nuendo	Button on KOMPLETE KONTROL A-Series
Relocate playhead position to song start when stopped	**STOP**
Scroll playhead position	Turn 4-D encoder
Enable/disable count-in	**SHIFT** + **REC** (**Count-In**)
Enable/disable metronome	**METRO**
Enable/disable loop mode	**LOOP**
Move loop in one bar increments	**LOOP** + Turn 4-D encoder

Editing

Action in Cubase and Nuendo	Button on KOMPLETE KONTROL A-Series
Undo action	**UNDO** (**Redo**)
Redo action	**SHIFT** + **UNDO** (**Redo**)
Quantize to the quantize preset value	**QUANTIZE** (**Auto**)
Enable/disable automation write	**SHIFT** + **QUANTIZE** (**Auto**)

Mute and Solo

Action in Cubase and Nuendo	Button on KOMPLETE KONTROL A-Series
Mute/unmute selected track	**SHIFT** + **<** (**M**)
Solo/unsolo selected track	**SHIFT** + **>** (**S**)

Track Mode: Navigation and Levels

Action in Cubase and Nuendo	Control on KOMPLETE KONTROL A-Series
Select previous/next track	Push 4-D encoder up/down
Select previous/next region	Push 4-D encoder left/right
Adjust volume with knobs 1–8	Knobs 1–8
Adjust pan with knobs 1–8	**SHIFT** + Knobs 1–8

11. Browsing the Library

The Browser is where you access your KOMPLETE KONTROL Library with all its Instruments, Loops, One-shots and Effects. You can search, filter, and load Instrument, Loop, One-shot and Effect Preset files as well as add them to your personal Favorites from the KOMPLETE KONTROL software. You can also use your KOMPLETE KONTROL keyboard, or a third-party controller, to access the Browser, enabling you to search for Presets using only the hardware controls.

You can also save Preset files and tag them in KOMPLETE KONTROL to further add to your personal user content and build your personal sound library. They are automatically added to the User section of the KOMPLETE KONTROL **Library** pane. Adding and editing tags can only be done using the software. For more information refer to section Saving Preset Files to the User Library and Editing the Tags and Properties of User Preset Files.

Browsing for Instruments or Effects

Since the same workflows apply to Instruments, Loops, One-shots and Effects, this section refers to all product types as Products. The Browser automatically switches the product type to either Effects or Instruments, Loops, and One-shots, depending on the selected slot in the Plug-in chain. For more information on Product Types and about switching between Product Types, refer to Product Types: Instruments, Loops, One-shots and Effects.

For a detailed overview of the Browser elements, refer to Browser.

11.1. Browser Basics

This section describes general concepts related to the Browser.

11.1.1. Product Types: Instruments, Loops, One-shots and Effects

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

- When you start KOMPLETE KONTROL or when you select the first Plug-in slot in the Plug-in chain, the Product Type is set to Instruments and is represented by the respective icon in the Browser.
- When the first Plug-in Slot is selected, you can choose between Instruments, Loops and One-shots. The Product Type icon will be highlighted accordingly. Instruments is selected as the default Product Type.
- When you select any other Plug-in slot, the Product Type is set to Effects, which is reflected by the respective icon in the Browser.

These icons also appear in the display on the KOMPLETE KONTROL keyboard.

For more information on the Plug-in chain and usage, refer to Plug-in Chain Panel and Working with Effects.

11.1.2. Loops and One-shots

The Browser divides samples into Loops and One-Shots. One-shots are typically sampled instruments or vocals, while loops are usually sections of music. Both filetypes can come from existing expansion packs and sounds.com.

When a Loop is selected in the Browser with Prehear turned on, it will begin playing immediately in-sync with the host if transport is running. If a Loop preview begins part-way through, the Loop will play once more in full length to ensure you hear the entire Loop in context with your project.

Loops and One-shots can also be dragged directly from the Browser and dropped onto an audio track within your host DAW.

11.1.3. About the Library and Meta-Information

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

Tags

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

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

Included Preset Files in the Library

The Preset files included in the Library are all KOMPLETE KONTROL-relevant files found in the folders whose paths are listed in the **Library** page of the **Preferences** panel.

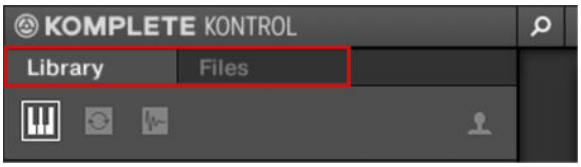
You can also save the sounds you created in KOMPLETE KONTROL to the User content section of the **Library pane**.

11.1.4. Browsing the Library vs. Browsing Your Hard Disks

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

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

The **Library** pane and the **Files** pane can be accessed by clicking the corresponding tab at the top of the Browser.



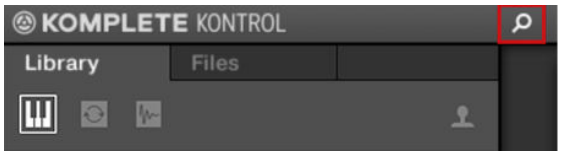
Click the desired tab to show the corresponding pane of the Browser.

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

11.2. Opening the Browser

To open the Browser:

▶ Click on the Browser button (the magnifier symbol) in the header.



Alternatively you can also open the Browser by selecting **View** > **Browser** in the KOMPLETE KONTROL menu.

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

Accessing the Browse Controls on the Keyboard

When the Plug-in chain is entirely empty the display shows **Press BROWSER**.

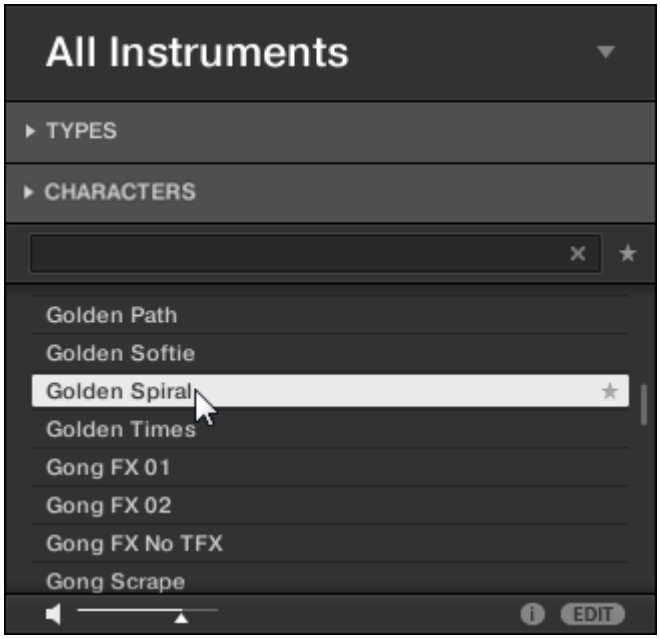
In order to access the Browser controls on the keyboard:

▶ Press the **BROWSER** button.

11.3. Loading Preset Files

When the Browser is open, you can directly load any of the Preset files shown in the Results list. When loading a Preset file the corresponding product automatically opens in the Plug-in area.

▶ To load a Preset file, double click the corresponding entry in the Results list.



→ The Preset file and the corresponding Product opens in the Plug-in area.

Loading a Preset File Using the Keyboard

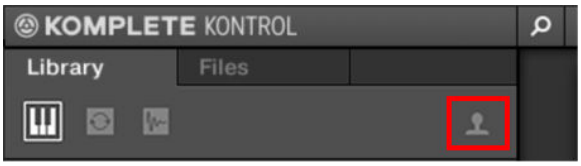
To load a Preset file using the keyboard you need navigate to the Results list in the Browser:

1. Access the Browser controls by pressing the **BROWSER** button.
2. Skip directly to the Results list by holding **SHIFT** and pushing the 4-D encoder to the right.
3. Select a Preset file in the Results list by turning the 4-D encoder. To quickly scroll through the Results list, hold **SHIFT** while turning the 4-D encoder.
4. Load the selected Preset file by pressing the 4-D encoder.

→ The Preset file together with the product is loaded and the keyboard switches to **PLUG-IN** mode.

11.4. Choosing Between Factory Content and User Content

As a default setting, Factory content is selected in the Browser. The Content selector shows the User content icon, which is used to switch between Factory and User Libraries. When switching between Factory and User Libraries in the Browser, all tags and product selections will be remembered.



The Content selector.

▶ Click the User icon to search for User content in the Browser. The User Library is activated when the icon lights up. To switch back to Factory content, click the User icon again to deselect it.

Choosing Between Factory and User Content on the Keyboard

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

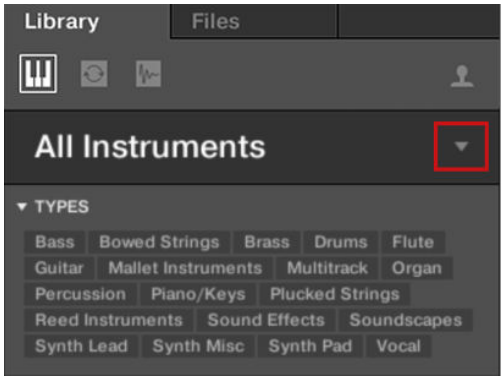
▶ Press the Page Left (**M**) or Page Right (**S**) button to choose between **FACTORY** content and **USER** content. By default, the **FACTORY** content is selected.

11.5. Filtering Preset Files by Product

The Product selector allows you to filter Preset files according to a certain Product.

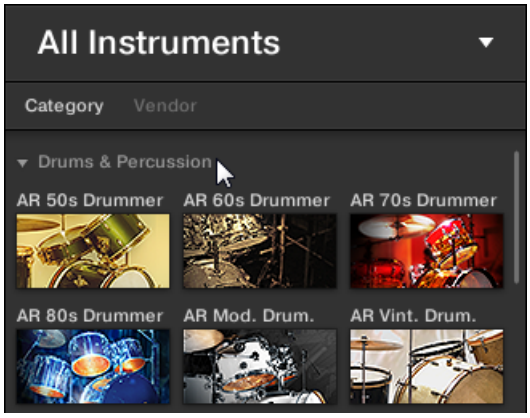
By default the Product selector header displays **All Instruments** or **All Effects**. This means that no certain Product is selected. In order to filter the Preset files in the Results list by a certain Product you need to select that Product in the Product selector:

1. Click on the arrow in Product selector header.

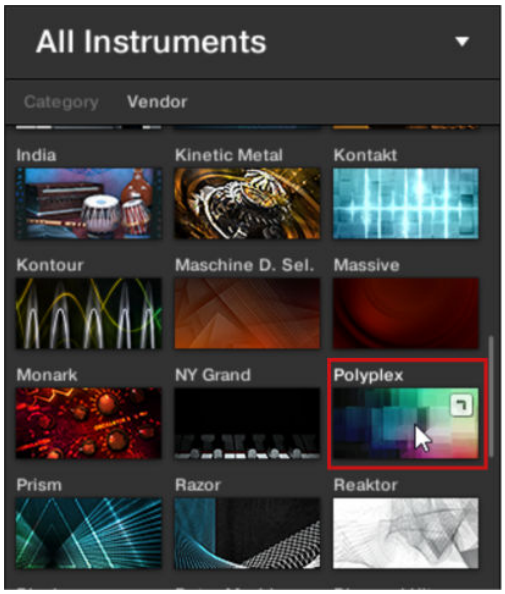


→ The Product selector expands, showing you the Product list with all the Instruments, Loops, One-shots or Effects available in your KOMPLETE KONTROL Library.

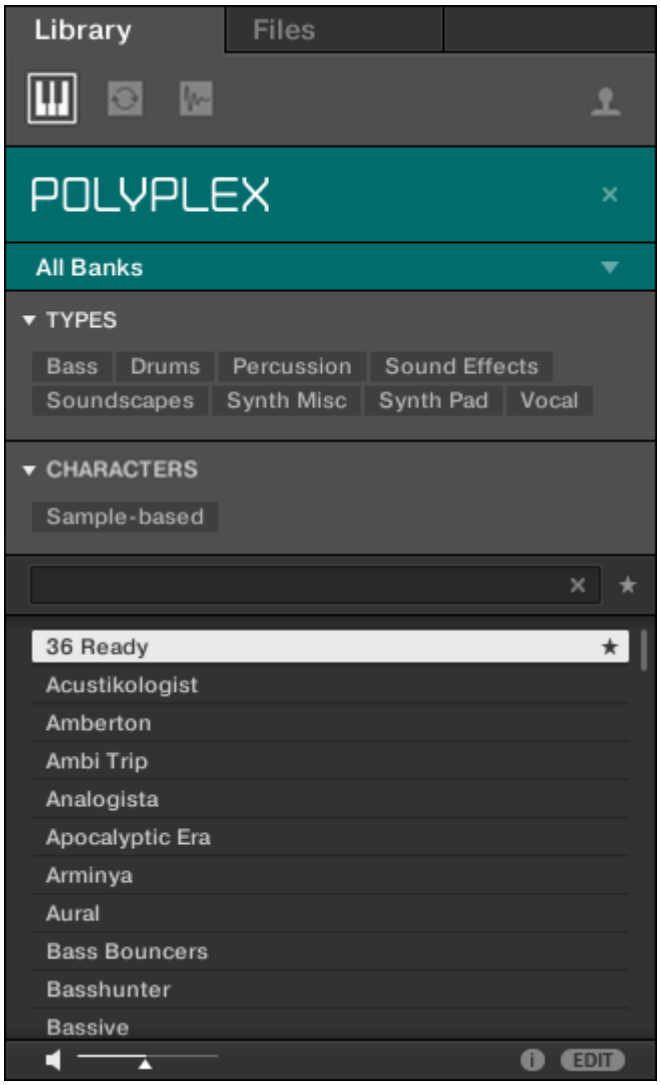
2. Select either **Category** or **Vendor** in the **Category / Vendor selector** to filter the Products accordingly.
3. Scroll through the Product groups to find the Product you are looking for.



4. Click on the Product image to select it.



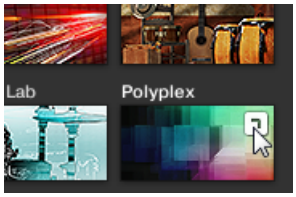
→ The Product selector header shows the Product name. You can now browse for all Preset files associated with the selected Product in the Results list.



Loading a Product with its Default Preset File

You can also directly load a Product with its default Preset file:

1. Hover the mouse over the Product entry in the Product selector.
2. Click on the arrow symbol that appears in the upper right corner of the Product entry.



→ The Product with its default Preset file is loaded.

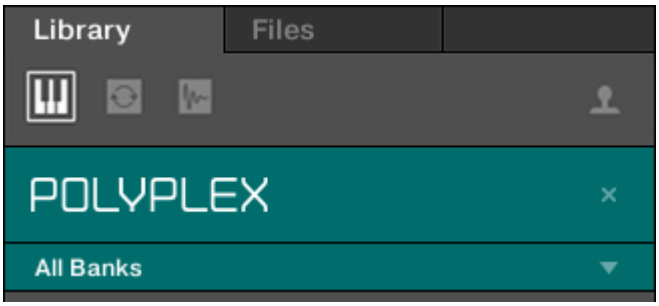
Filtering Preset Files by Product using the Keyboard

On the KOMPLETE KONTROL keyboard the Products list provides you with all Products in alphabetical order. Filtering Products by Category or Vendor is not supported.

11.6. Filtering Preset Files by Bank

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

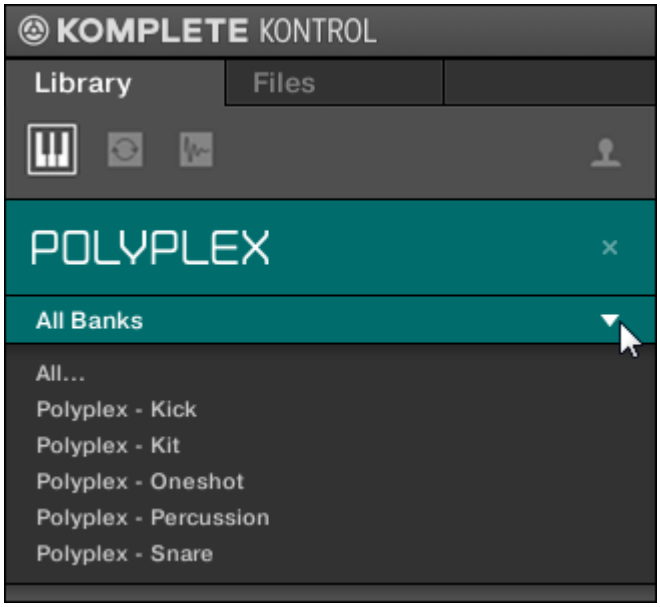
When you select specific Products in the Product list, an additional **Bank drop-down menu** appears under the closed Product selector. The Bank drop-down menu allows you to select a particular Bank of Preset files for the selected Product if available.



*The Bank menu showing **All Banks** for POLYPLEX*

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

1. Click the arrow in the **Banks** menu to expand it.
2. Choose a Bank from the available entries.



→ Upon your selection the **Bank** menu closes and displays the selected Bank. The Results list further narrow its content accordingly.

You can remove the selected Bank by clicking the little cross in the closed Bank menu.

Filtering by Bank is not supported

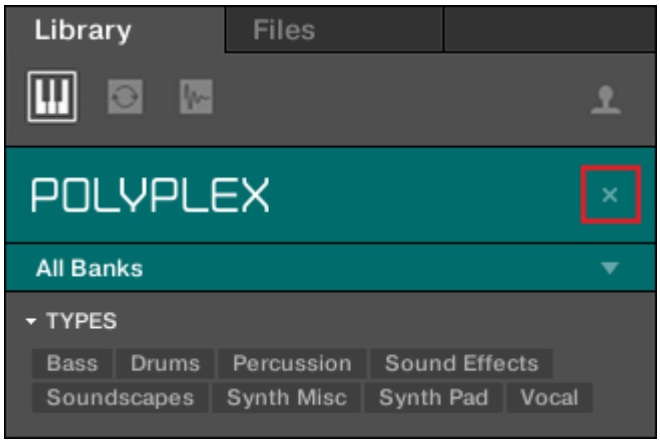
Filtering Preset files by Bank using the KOMPLETE KONTROL keyboard is not supported. The Results list always provides you with all Preset files of the Product.

11.7. Resetting the Product Selection

In order to select another Product, or show Preset files for all Products in your KOMPLETE KONTROL Library, you have to reset the selection.

To reset the selection in the Product selector:

▶ Click the little cross at the right of the Product name.



→ The selection is reset. The Product selector displays the generic label **All Instruments**, **All Loops**, **All One-shots** or **All Effects**. The **TYPES** and **CHARACTERS** tags and the Results list below the Product selector now includes Preset files for all Instruments, Loops, One-shots and Effects.

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

Resetting the Instrument selection on the Keyboard

To reset the Product selection:

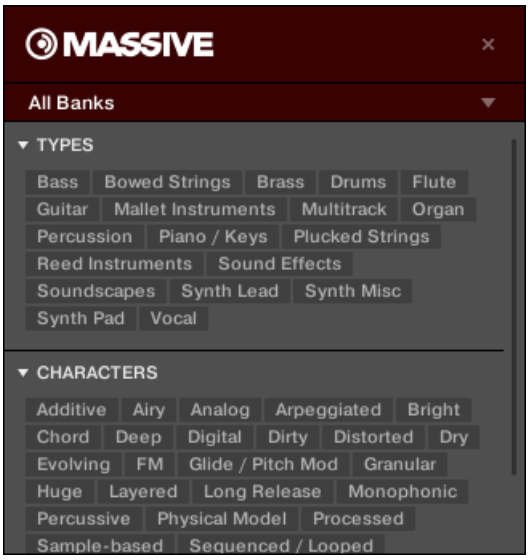
1. Skip directly to the Products Filter by pushing the 4-D encoder to the left until **PRODUCTS** is shown in the first display line.
2. Turn the 4-D encoder counterclockwise until **ALL** is shown in the second display line.

→ The Product selection is reset.

11.8. Types and Characters Tags

ⓘ The **CHARACTERS** menu is not available when browsing Effects.

The **TYPES** and **CHARACTERS** tags menus enable you to search for Preset files according to particular characteristics of a sound. Recommended but not mandatorily the **TYPES** and **CHARACTERS** tags bring best results in combination with a selected Instrument.



TYPES *and* ***CHARACTERS*** *tags for MASSIVE*

As soon the desired tags are selected, the search is limited to the Preset files with corresponding tags. Tags can also be deselected to broaden the search.

TYPES

TYPES tags are structured into two hierarchical levels—top-level tags and sub-level tags.

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

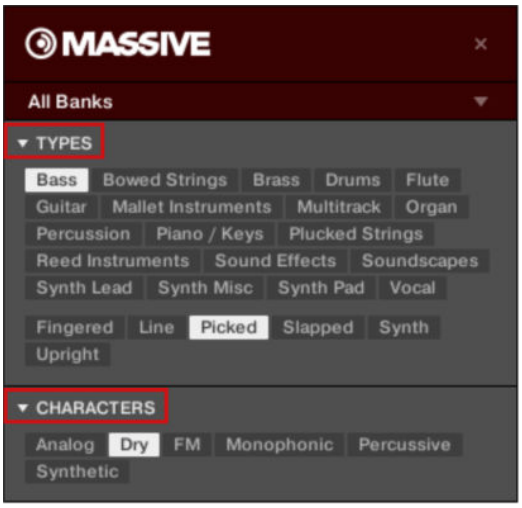
CHARACTERS

The **CHARACTERS** tags provides an additional level that is independent of the **TYPES** levels:

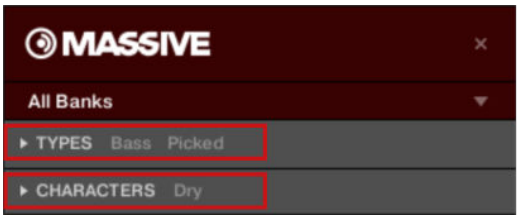
- In general, **CHARACTERS** tags refer to technical terms (e.g., **Arpeggiated**, **Percussive**, **Synthetic**).
- The **CHARACTERS** tags are always displayed. You can start your search with the **CHARACTERS** menu before, or even without, using the **TYPES** tags.
- However, the list of tags available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

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

Both the Types as well as the Characters tags menus can be collapsed and expanded by clicking on the arrows to allow for a larger Results list display.



Expanded TYPES and CHARACTERS menus.

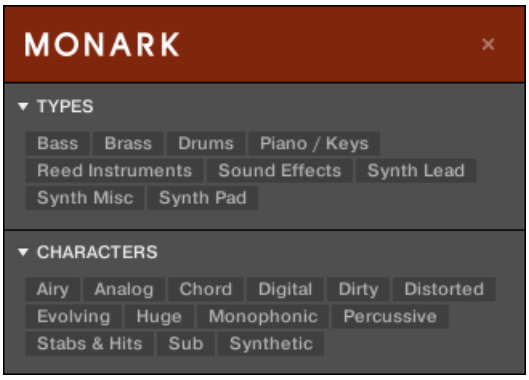


Collapsed TYPES and CHARACTERS menus.

11.8.1. Filtering Preset Files by Types and Characters

> ⓘ The **CHARACTERS** menu is not available when browsing Effects.

In this tutorial you will learn how to find a bass line Preset file for the MONARK Instrument using the Types tags. To start, select the **MONARK** Instrument in the Product selector. The **TYPES** section currently shows only top-level tags:

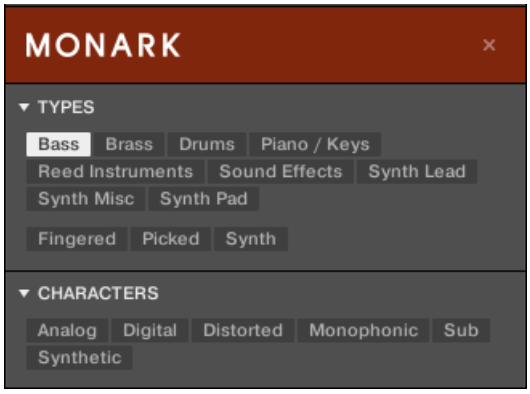


The MONARK Instrument is selected in the Product selector.

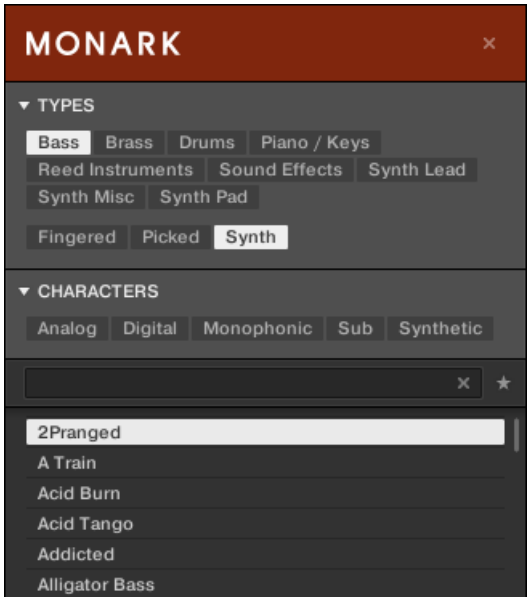
To find a bass sound:

1. Under **TYPES**, select the **Bass** tag.

→ Once selected, the second level of tags will appear underneath with Sub-Types like **Fingered**, **Picked**, etc.



2. Select the Sub-Type matching the desired characteristic for your bass sound. By selecting any of these tags, e.g., **Synth**, you will narrow your search to this particular Sub-Type of bass sounds.



3. Select the **Analog** tag from the **CHARACTERS** tags.

→ The Results list is filtered according to the selected Types and Characters tags.

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

Filtering Preset Files by Types and Characters Using the Keyboard

In order to find a bass sound:

1. Skip to the **TYPES** filter by pushing the 4-D encoder to the left or to the right until **TYPES** is shown in the first display line.
2. Turn the 4-D encoder to select the **Bass** tag from the Types section.
3. Press the 4-D encoder or push it to the right to move to the **CHARACTERS** tags.
4. Turn the 4-D encoder to select a **CHARACTERS** tag that matches the desired characteristic for your bass sound, e.g., **Dry**.

5. Press the 4-D encoder or push it to the right to move to the Results list (**RESULTS**).

→ The Results list is filtered according to the selected Types and Characters tags.

11.8.2. Selecting Multiple Tags from the Same Level

ⓘ The **CHARACTERS** menu is not available when browsing Effects.

In both **TYPES** and **CHARACTERS** menus, you can select **multiple tags** from the same level:

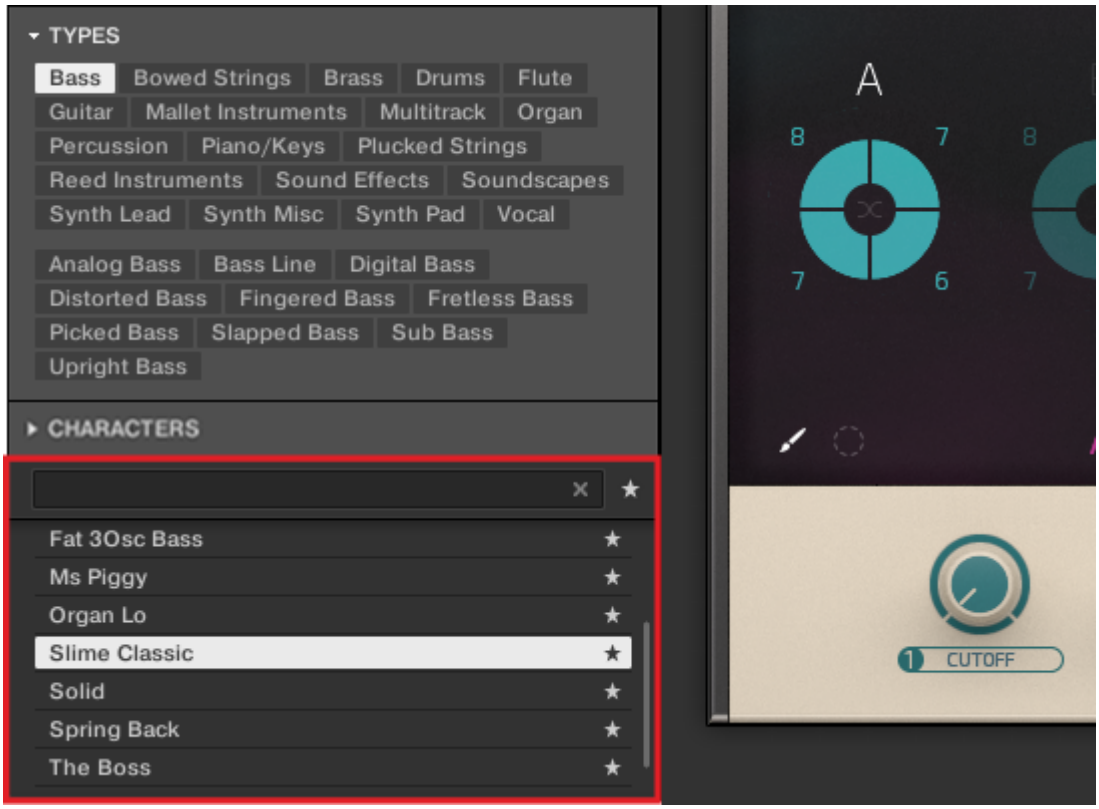
1. Hold [Shift] on your computer keyboard and click two tags at a particular level to select these tags and all tags in-between.
2. Hold [Ctrl] ([Cmd] on macOS) on your computer keyboard and click any number of tags at a particular level to select these tags.

→ The result list will include all files that correspond to at least one of the selected tags.

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

11.9. Working with Favorites

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



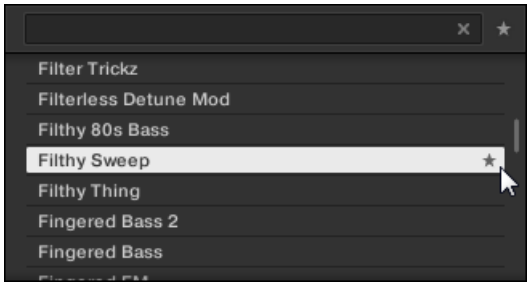
The KOMPLETE KONTROL Browser showing all Favorites tagged with the Type Bass.

11.9.1. Adding Preset Files to the Favorites

To add a Preset file to the Favorites:

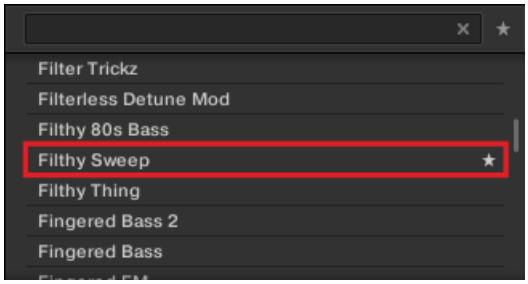
1. Place the mouse cursor over any selected or unselected entry in the Results list.

→ The entry is highlighted and the Set Favorite icon on right appears.



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

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



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

Adding Preset Files to the Favorites on the Keyboard

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

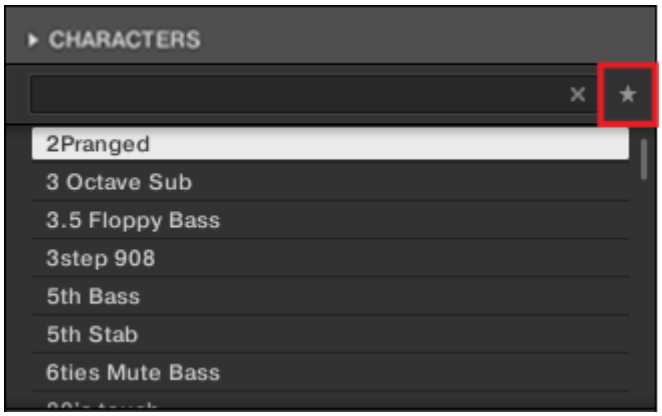
1. Select the Preset file you want to add to the Favorites in the Results list.
2. Press and hold **SHIFT** + press the 4-D encoder.

→ The Preset file is added to the Favorites. A star icon is at the Preset file entry indicates that it is a favorite.

11.9.2. Displaying Favorites in the Results List

To activate the Favorites filter:

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



→ The Favorites icon is now lit and the Results list shows all favorite Preset files.

Displaying all Favorite Preset Files on the Keyboard

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

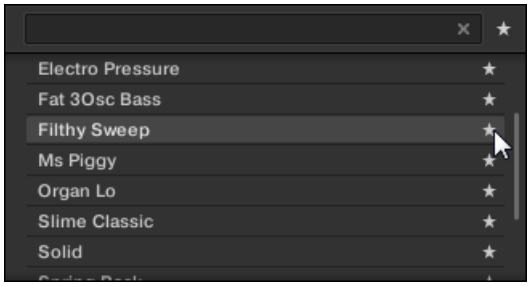
▶ Press **SHIFT** + **BROWSER**.

→ The Results list shows all favorite Preset files.

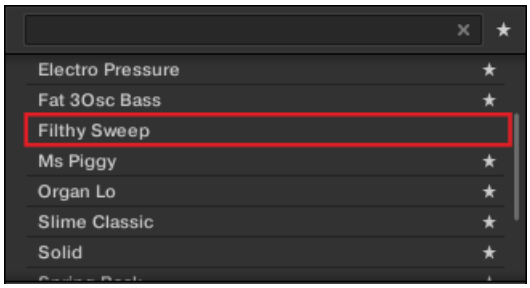
11.9.3. Removing Preset Files from the Favorites

To remove a Preset file from the Favorites:

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



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



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

Removing Preset Files from the Favorites on the Keyboard

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

1. Select a favorite Preset file.
2. Press and hold **SHIFT**+ press the 4-D encoder to remove the corresponding Preset file from the Favorites.

→ The Preset file is removed from the Favorites.

11.10. Performing a Text Search

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

The search field.

1. Click in the search field.
2. Type the desired text to limit the Results to files containing this text.

→ As you start typing, the list of matches will start narrowing in the result list below.

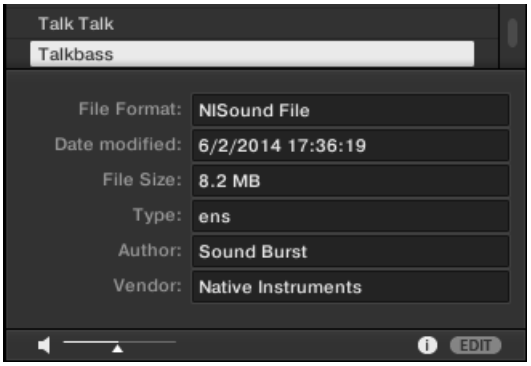
You can also limit the search by selecting Types and Characters tags.

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

11.11. Displaying Preset File Information

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

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



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

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

11.12. Auditioning your Preset Files

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

The Prehear controls.

1. Click the Prehear button (showing a little speaker icon) to enable/disable Prehear.

→ When Prehear is activated, you can directly hear Preset files as you select them in the Result list of the **Library** pane or **Files** pane.

2. Drag the Prehear Volume slider next to the Prehear button to adjust the volume of the Preset files you are pre-listening to.
3. Click on any entry in the Results list.

ⓘ In order to hear audio of the Prehear feature it is mandatory to configure the audio interface in the Preferences of KOMPLETE KONTROL.

12. Working with Effects

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

For more information on using the Browser, refer to Browsing the Library.

12.1. Opening the Plug-in Chain Panel

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

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

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

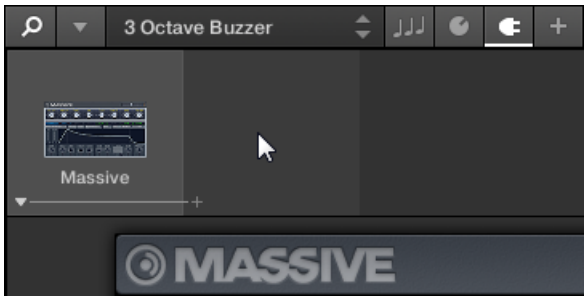
→ The Plug-in chain panel and the loaded Instrument are displayed. You can now add Effects to the Plug-in chain.

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

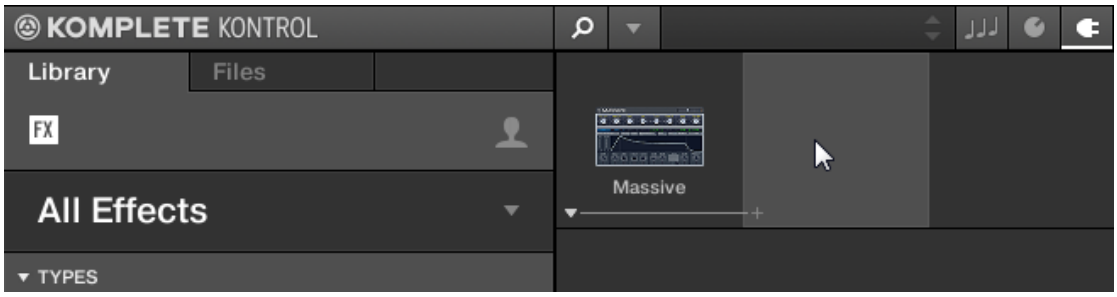
12.2. Adding Effects

Once an Instrument, Loop or One-shot has been loaded into the first Plug-in slot, you can then add Effects to the Plug-in chain. To add an Effect to the Plug-in chain:

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

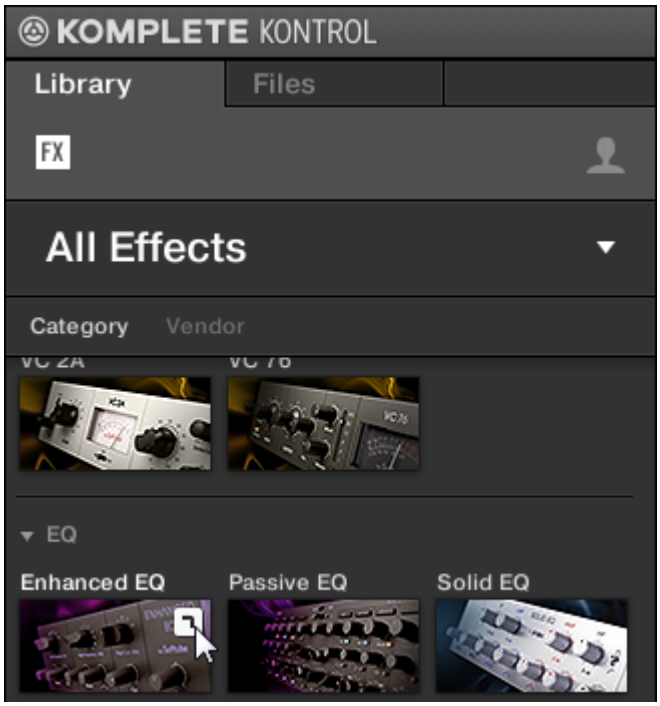


→ The Product Type icon in the Browser changes to Effects.



The Product selector provides you with a list of the available Effects.

2. Browse for an Effect to your liking.



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

Adding Effects using the Keyboard

Once an Instrument, Loop or One-shot has been loaded into the first Plug-in slot, you can then add an Effect to the Plug-in chain:

1. Push the 4-D encoder right until you reach the first empty Plug-in slot.

→ The display shows **Press BROWSE Empty Slot**.

2. Press the **BROWSER** button to access the Browser controls.
3. Select an Effect, then search for a Preset using the **TYPES** tags. Scroll down to the Results list to browse the Presets for the Effect.

4. Press the 4-D encoder to load the selection.

→ The Effect is now added to the Plug-in chain. To add more Effects to the Plug-in chain, repeat these steps.

12.3. Selecting Plug-in Slots

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

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

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

Selecting another Plug-in Slot using the Keyboard

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

▶ Push the 4-D encoder to the left or to the right to select the previous or next Plug-in slot in the Plug-in chain.

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

12.4. Reordering Effects

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

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

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

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

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

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

Reordering Effects on the Keyboard

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

1. Press the **PLUG-IN** button.

2. Push the 4-D encoder to the left or to the right to select the Plug-in slot with the Effect you want to move.
3. Press and hold **SHIFT** + push the 4-D encoder to the left or to the right in order to move the selected Effect in the Plug-in chain.

12.5. Scrolling the Plug-in Chain

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

Right scroll arrow.

In order to scroll through the Plug-in chain:

▶ Click the scroll arrow for the respective direction.

12.6. Bypassing Effects

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

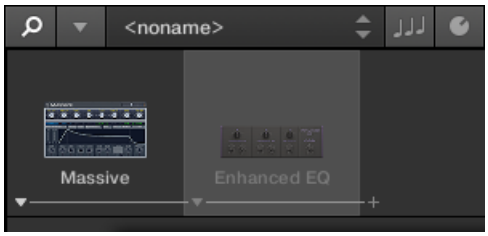
In order to bypass an Effect:

1. Hover the mouse over the Plug-in slot containing the Effect you want to bypass.

→ Additional controls are displayed.

2. Click the Bypass button at the top left of the Plug-in slot.

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



Bypassing Effects using the Keyboard

1. Press **PLUG-IN** to access the Plug-in chain.
2. Push the 4-D encoder to the left or to the right to select the Plug-in slot containing the Effect you want to bypass.
3. Press and hold **SHIFT** + press the 4-D encoder to bypass the Effect.

12.7. Removing Effects

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

1. Hover the mouse over the Plug-in slot containing the Effect you want to remove.

→ Additional controls are displayed.

2. Click the Remove button at the top right of the Plug-in slot.

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

Removing Effects from the Plug-in Chain using the Keyboard

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

1. Press **PLUG-IN** to access the Plug-in chain.
2. Push the 4-D encoder to the left or to the right to select the Plug-in slot containing the Effect you want to remove.
3. Press and hold **SHIFT** + push the 4-D encoder up.
4. Press the 4-D encoder to confirm.
5. The Effect is removed from the Plug-in chain.

13. Working with Loops and One-Shot Samples

In KOMPLETE KONTROL you can also work with loops and One-shot samples using the Sampler plug-in or the Audio plug-in. In this section you will learn about the different use cases of the Sampler plug-in and the Audio plug-in, how you load samples, how you open the Sampler plug-in and the Audio plug-in, and how to switch between the Sampler plug-in and the Audio plug-in.

13.1. Sampler Plug-In and Audio Plug-In Use Cases

The Sampler plug-in and the Audio plug-in have different use cases and provide different parameters for adjustments:

- With the Sampler plug-in you can define the start point and end point of the loaded sample, and modify the shape and timing. For more information on the parameters of the Sampler plug-in, refer to Sampler Plug-In.
- The Audio plug-in specializes in keeping audio loops playing in-sync with the sequencer in your host software and has the optional ability to do so without influencing the key of the loop. Furthermore, you can transpose the loop while it plays so that it fits the key of your song. For more information on the parameters of the Audio plug-in, refer to Audio Plug-In.

13.2. Loading One-Shot Samples and Loops

When you load a sample of the content type One-shot from the Browser, the sample will be automatically loaded into the Sampler plug-in. When you load a sample of the content type Loop from the Browser, the sample will be automatically loaded into the Audio plug-in. However, once the Sampler plug-in or the Audio plug-in is opened, you can still load loops and One-shot samples into either of them.

To load a loop or One-shot sample from the Browser:

1. Select the first Plug-in slot in the Plug-in chain.
2. Select the content type Loop or One-shot sample in the Browser.
3. Refine your search using **TYPES** and **CHARACTER** tags.
4. Drag the loop or One-shot sample from the Results list into the Plug-in area.

→ The loop or One-shot sample is loaded into the corresponding plug-in. You can now play and edit it using the parameters.

ⓘ When the Audio plug-in is opened, loops and samples from the Browser will be loaded into the Audio plug-in. When the Sampler plug-in is opened, loops and samples from the Browser will be loaded into the Sampler plug-in.

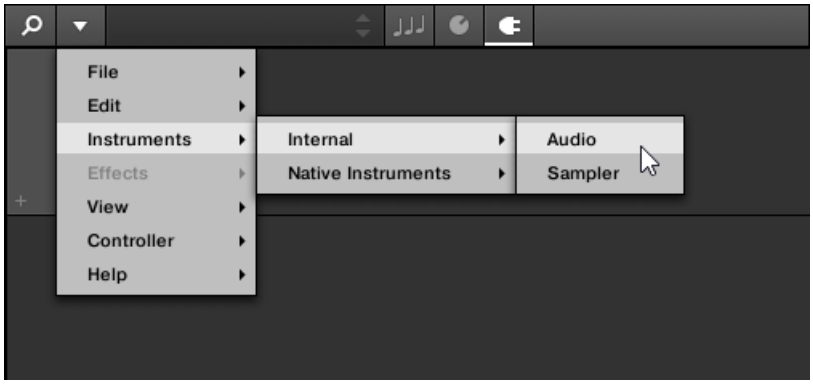
ⓘ It is not possible to manually save Presets for the Audio plug-in. The *Save* and *Save As…* entries in the KOMPLETE KONTROL menu are grayed out when the Audio plug-in is opened.

13.3. Opening the Audio Plug-In or Sampler Plug-In

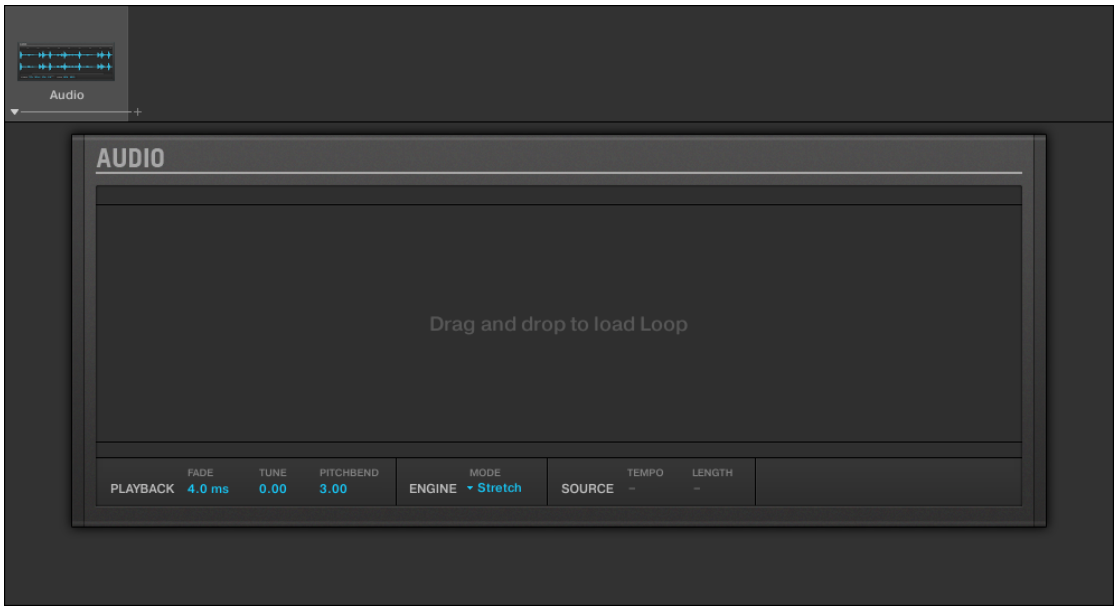
You can open an empty Audio plug-in or Sampler plug-in using the KOMPLETE KONTROL menu in the header. This enables you to load samples of each content type into the Audio plug-in or Sampler plug-in.

To open the Audio plug-in or Sampler empty:

1. Open the KOMPLETE KONTROL menu in the header.
2. Select *Instruments* > *Internal* > *Audio* to open the Audio-plug-in, or select *Instruments* > *Internal* > *Sampler* to open the Sampler plug-in.



→ The Audio plug-in or Sampler plug-in has opened. It uses the first Plug-in slot in the Plug-in chain. You can now load loops or One-shot samples from the Browser via drag and drop.



13.4. Switching between the Audio Plug-In and the Sampler Plug-In

When you intend to use the loaded loop in the Audio plug-in with the Sampler plug-in instead, you can switch from Audio plug-in to Sampler plug-in. Switching from Audio plug-in to Sampler plug-in retains the loaded loop and vice versa.

To switch from the Audio plug-in to the Sampler plug-in or vice versa:

1. Select the first Plug-in slot in the Plug-in chain.
2. Open the KOMPLETE KONTROL menu in the header and select *Instruments* > *Internal* > *Sampler*, or *Instruments* > *Internal* > *Audio*.

→ The Audio plug-in has switched to Sampler plug-in. The loop retains loaded.

13.5. Playback Behavior of Audio Plug-In in Host Software

When you start playback in your host software, the loop will be triggered and play continuously. However, the loop will only be audible in locations where you placed notes in the host sequencer. Furthermore, when you use the playback engine mode **Stretch**, the pitch of the loop will be transposed based on the pitch of the note used. For example, note C3 will play the sample at its original pitch, while C4 will play the sample at one octave higher.

You can also play loops with the keyboard in your host software:

- When the transport is not running, you can trigger the loop by pressing a key.
- When the transport is running and you press a key, a gate will open at the positions where notes are placed in the host sequencer.

For more information on playback engine mode, refer to Audio Plug-In.

14. Managing the Library

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

The workflows for organizing Instrument, Loops, and One-shots Preset files are identical to the workflows for organizing Effect Preset files. The Product Type cannot be selected in the Browser directly as this is determined by the Plug-in chain. For more information on Product Types and switching between Product Types, refer to Product Types: Instruments, Loops, One-shots and Effects.

For detailed overview of the Browser elements, refer to Browser.

14.1. Saving Preset Files to the User Library

KOMPLETE KONTROL allows you to conveniently save any sound you created with your Instruments and Effects in a new user Preset file. Your saved Preset files are automatically added to the user content section of the **Library** pane and can be filtered and searched like any other Preset file in the KOMPLETE KONTROL Library. On your hard drive, the user Preset files are saved in the following folder (sorted by Instrument, in corresponding subfolders):

- **Windows**: `C:\Users\<your user name>\Documents\Native Instruments\User Content\`
- **macOS**: `Macintosh HD/Users/<your user name>/Documents/Native Instruments/User Content/`

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

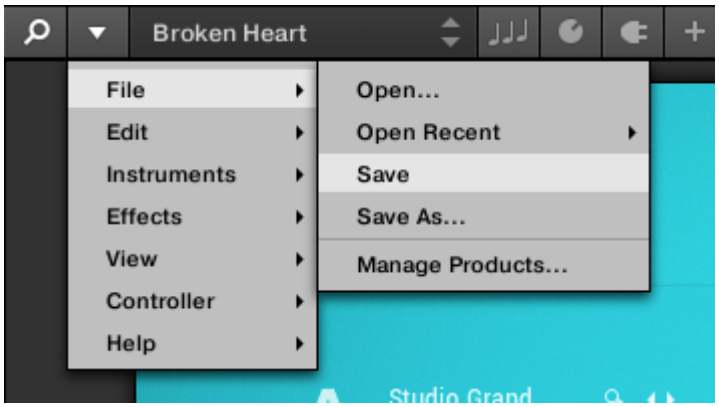
> The Preset files you save in KOMPLETE KONTROL are compatible with MASCHINE. To add them to the user content section of MASCHINE's Library pane, click on **Rescan** in the **User** pane of the **Library** page in the MASCHINE Preferences.

Saving a Preset File

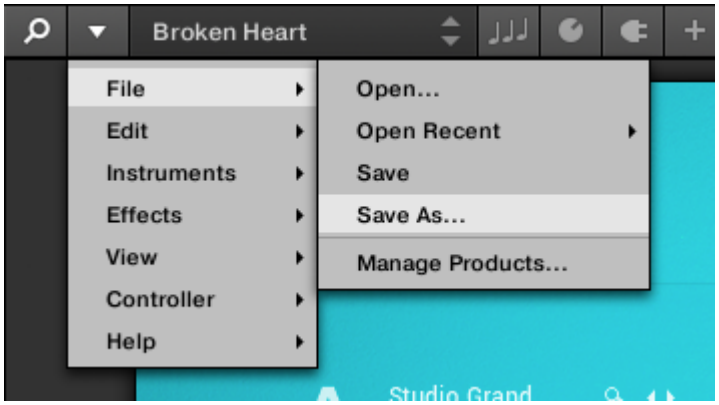
Follow the instructions to save a sound in a new Preset file:

1. Select the Instrument or Effect Plug-in slot for which you wish to save a Preset file.

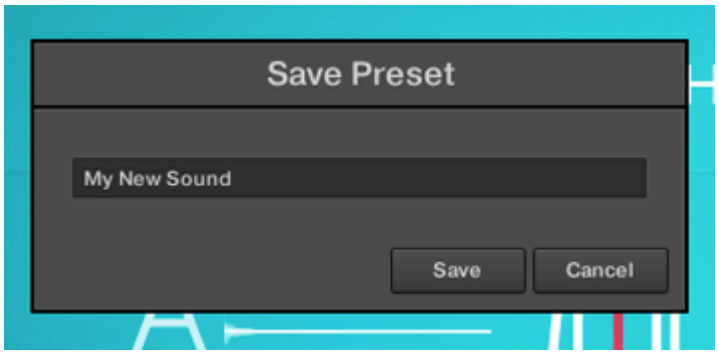
2. In the **File** submenu of the KOMPLETE KONTROL menu, click on **Save**.



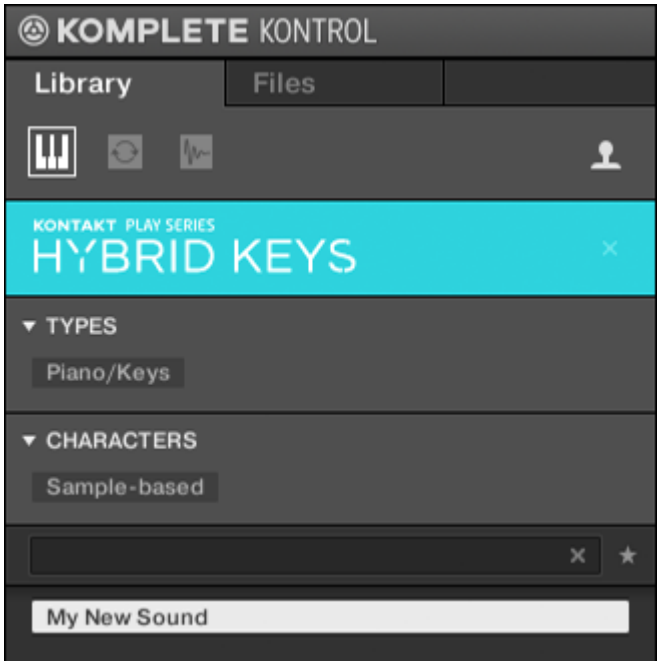
Or, if you want to save a Preset file you are working on with a new name, click on **Save As…** in the **File** submenu of the KOMPLETE KONTROL menu.



3. Enter a name for your new Preset file and click **Save** in the **Save Preset** dialog to save the Preset file.



→ Your new Preset file immediately appears in the user content section of the **Library** pane.



14.2. Deleting User Preset Files from the User Library

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

1. Right-click the desired Preset file and select **Delete** from the context menu. If you want to delete several user Preset files at once, first select them as described above, and right-click any of them.

→ A warning dialog opens to inform you that the Preset file will be not only removed from the KOMPLETE KONTROL Library but also deleted from your hard disk.

2. Click **OK** to confirm the deletion (or **Cancel** to keep the file).

→ The Preset file is deleted from the KOMPLETE KONTROL Library and from your hard disk.

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

14.3. Editing the Tags and Properties of User Preset Files

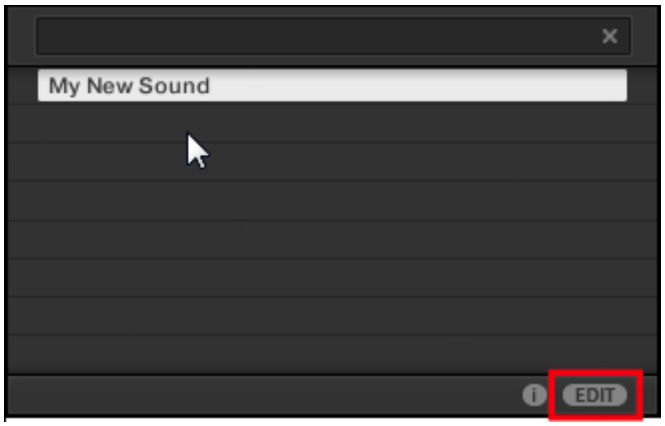
When you save user Preset files in KOMPLETE KONTROL, they are automatically assigned to Instruments and Banks depending on the Instrument you are using. To further define the attributes of your user Preset files, you can edit the Types and Characters tags as well as the general properties of the file. This allows you to organize your user content in a meaningful way and search for your files using the Types and Characters tags in the **Library** pane.

The Types and Characters tags are also recognized by the MASCHINE Browser. This way, you can easily find the user Preset files you saved with KOMPLETE KONTROL in the User content section of MASCHINE's **Library** pane.

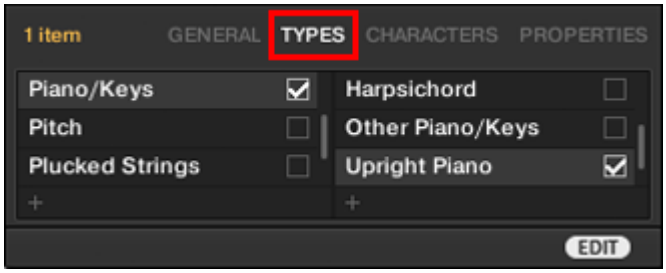
The **CHARACTERS** menu is not available when browsing Effects.

To assign tags to your Preset file and change its properties:

1. Select the Preset file in the Results list and click **EDIT** in the Control bar to open the Attribute Editor.

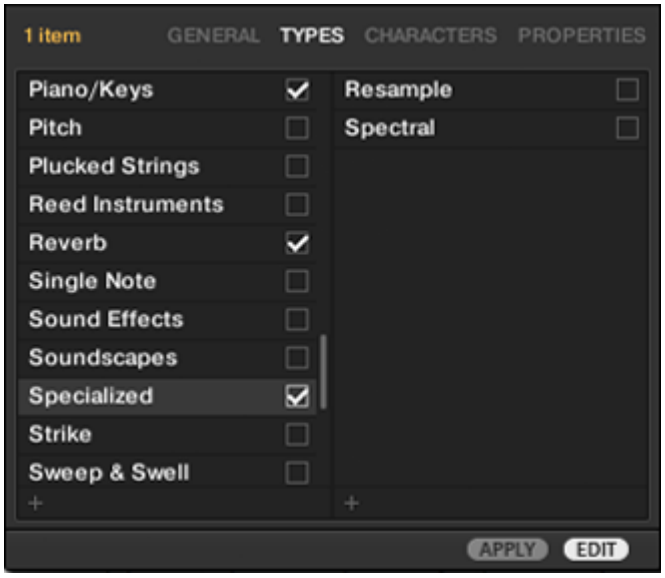


2. Click on **TYPES** to edit the Types tags for your Preset file.

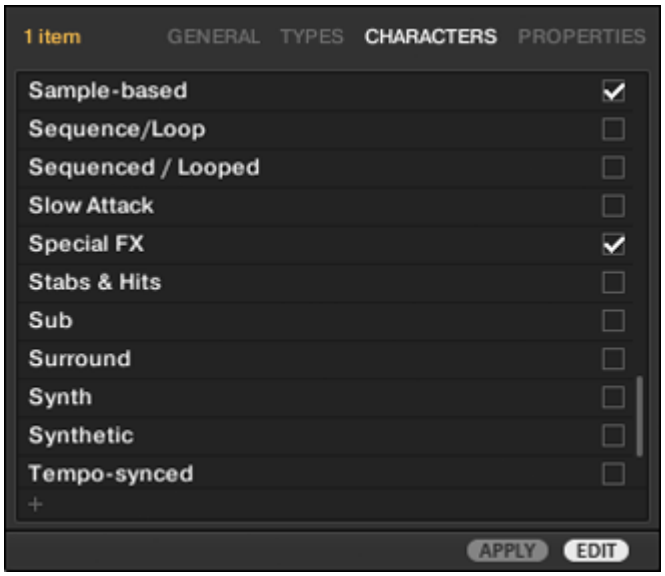


3. Click and drag the upper edge of the Attribute Editor upwards to increase its size. This makes it easier to navigate in the list of available tags.

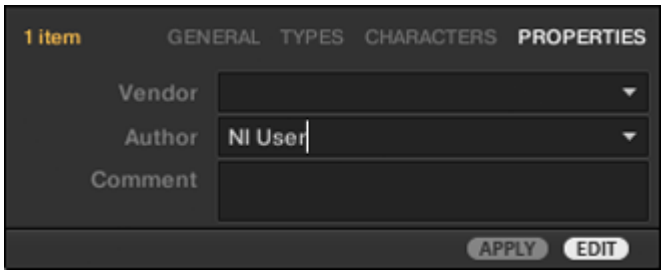
4. Assign the appropriate tags to your Preset file by clicking the checkboxes next to the corresponding name.



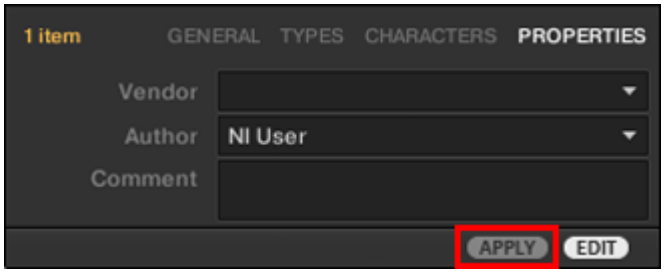
5. Click on **CHARACTERS** to edit the Characters tags for your Preset file. You can assign them in the same way you assigned the Type tags, by clicking on the appropriate checkboxes.



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



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



→ Your Preset file is now tagged according to your selection of Types and Characters and the properties are saved. Close the Attribute Editor by clicking on **EDIT**.

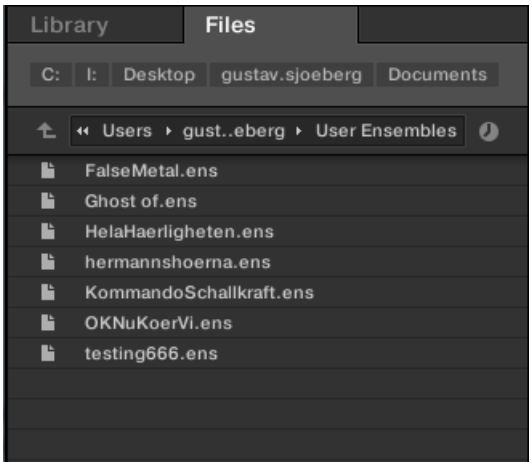
14.4. Syncing Multiple Instances

When running multiple instances of KOMPLETE KONTROL, either as Standalone and/or as a plug-in, updates to the Library will be synced across all instances. If you delete a sample from your User Library in one instance, the sample will no longer be present in the other instances. Similarly, if you save a Preset in one instance, that Preset will also be available in the other instances.

14.5. Working with the Files Pane

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

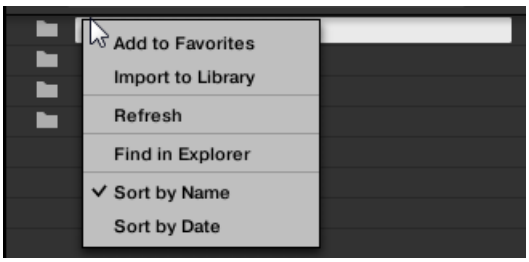
> ⓘ Only KOMPLETE KONTROL-compatible files are shown in the Results list.



*The Results list of the **Files** pane.*

14.5.1. Additional Results List Features List in the Files Pane

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



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

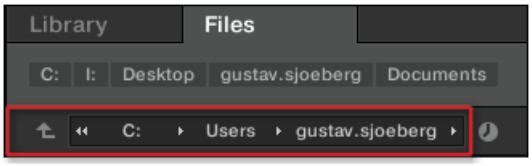
Following commands are available:

Command	Description
Add to Favorites (folders only)	Adds the selected folder to your Favorites.
Import to Library (folders only)	Imports the selected folder(s) into the Library.
Refresh	Refreshes the display of the list, in case items have been modified in that folder.
Find in Explorer / **Find in Finder**	Opens an Explorer/Finder window pointing to the selected folder.
Sort by Name	Sorts the Result list according to the item names.

Command	Description
Sort by Date	Sorts the Result list according to the item dates.

14.5.2. Navigating to File Locations with the Location Bar

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



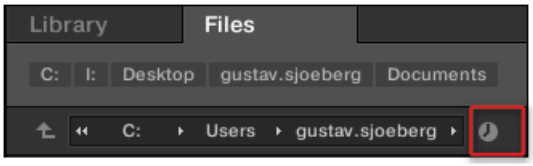
The Location bar

The Location bar provides following tools:

- **Up arrow**: Use the Up arrow on the left to go one level up in your file system.
- **Selected path**: Within the path displayed, you can:
  - Click any **folder name** to jump to that folder.
  - Click any **right-pointing arrow** after a folder name to open a list of its subfolders, and select any entry in the list to jump to that folder.
  - If all the levels cannot be displayed in the path, click the **double left-pointing arrow** left of the path to display the remaining upper levels (up to the Workspace, representing the highest level in your file system), and select any entry in the list to jump to that location.

14.5.3. Navigating to Recent File Locations

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



The Recent Location button.

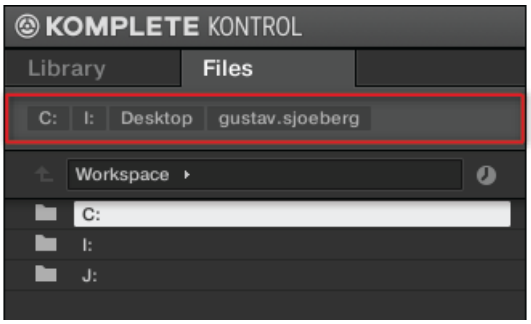
The last 10 locations you have visited are stored by KOMPLETE KONTROL and available here:

▶ Click the Recent Location button and select any recently visited location from the list.

→ This location is loaded in the Location bar and its content displayed in the result list.

14.5.4. Working with File Location Favorites

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



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

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

Jumping to Favorite Folders

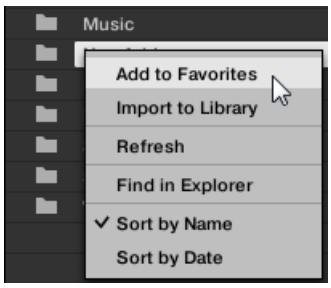
▶ Click any favorite folder in the Favorite bar to jump to that location.

→ The selected location is loaded in the Location bar and its content appears in the Results list.

Adding and Removing Favorite Folders

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

1. Navigate to the parent folder containing the folder you want to use as a favorite so that this folder appears in the Results list.
2. In the Results list, right-click the desired folder and select **Add to Favorites** from the context menu.



You can also remove any Favorite from the Favorite bar:

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

14.6. Loading VST Plug-ins

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

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

To load a VST plug-in in KOMPLETE KONTROL:

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

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

14.7. Installing NKS Instruments

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

The Native Kontrol Standard includes:

- Seamless integration into the KOMPLETE KONTROL Browser for a unified browsing experience.
- Full parameter mapping for instant hands-on control.

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

Installing VST Plug-ins with NKS Support

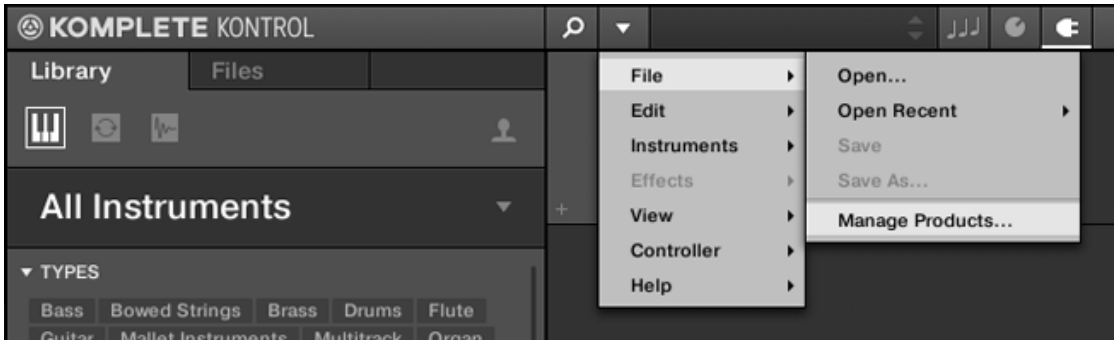
VST plug-ins with NKS support are automatically added to your Library when you start KOMPLETE KONTROL for the first time after completing their installation. The folders containing the Preset files for NKS support can be managed in the **Factory** pane on the **Library** page of the Preferences. For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

Installing KONTAKT and REAKTOR Instruments with NKS Support

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

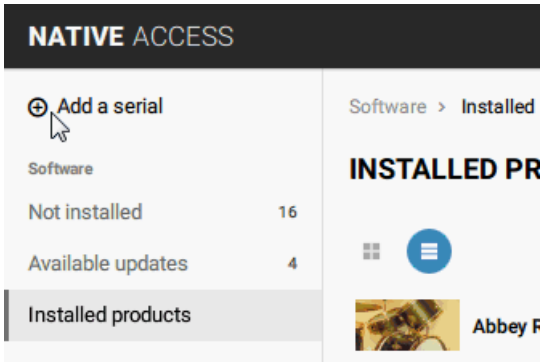
To activate your KONTAKT Instrument with NKS support and add it to the KOMPLETE KONTROL Library, follow the steps below:

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

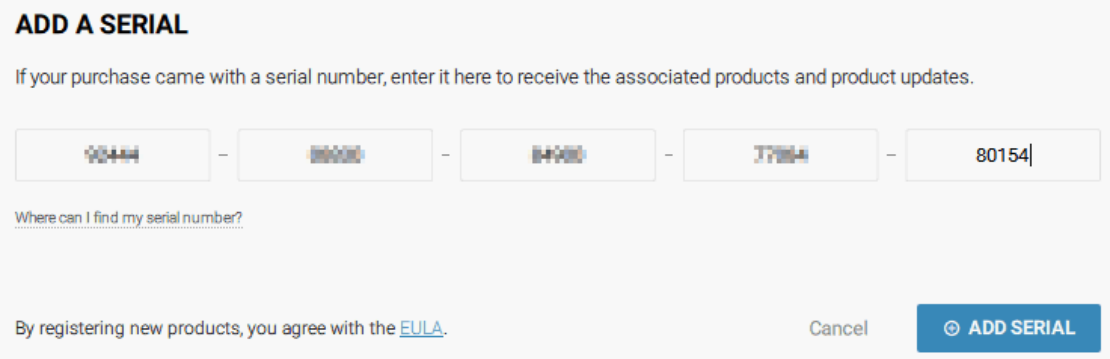


→ Native Access opens, showing all installed products.

3. Click on **Add a serial** in the top-left corner of Native Access.



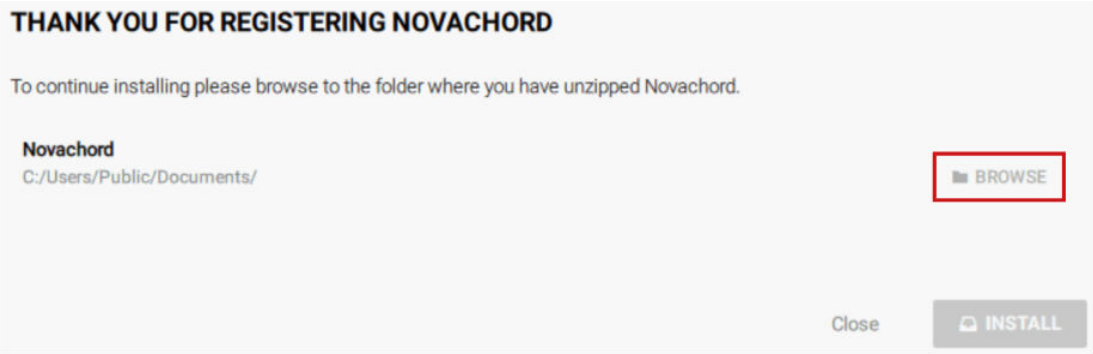
4. Enter the serial number of the Instrument and click **ADD SERIAL**.



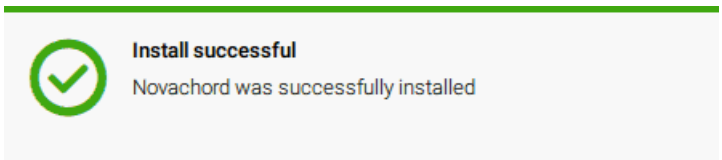
→ Native Access asks you to browse to the folder containing the Instrument files. Before you do this, ensure that you have copied the folder to its final location on your computer.

5. Click **BROWSE** and open the folder containing the Instrument files in the file dialog.

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



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



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

14.8. Importing KOMPLETE KONTROL-Compatible User Files

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

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

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

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

Procedure

To import a folder, do the following:

1. In the **Files** pane, navigate to the folder containing the files you want to import.
2. Select the desired folder.

3. Click the **IMPORT** button at the bottom right of the Browser.

→ You will be presented with the Attribute Editor.

4. In the Attribute Editor, tag the files you are about to import to the Library.
5. Click **OK** at the bottom right of the Browser to import the files to the Library.

→ All KOMPLETE KONTROL-compatible files found in the selected folder(s) are imported to your Library. They are added as user content. Furthermore, the paths of the imported folders are added to the list of user libraries in the **User** pane of the **Library** page in the **Preferences** panel.

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

15. Controlling Instrument, Loop, One-shot and Effect Parameters

This section introduces you to controlling Instrument, Loop, One-shot and Effect parameters using the KOMPLETE KONTROL keyboard and explains how to customize parameter mappings.

15.1. About Pre-Mapped Instruments, Loops, One-shots and Effects

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

> You can customize the parameter mapping for each Preset file in the Plug-in Panel of the KOMPLETE KONTROL software. For more information, refer to Customizing Parameter Mappings using the Plug-in Panel.

15.2. Adjusting Parameters

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

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

15.3. Switching Parameter Pages

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

▶ To skip to another parameter page and remap the eight knobs to a new set of controls, press the Left Page (**M**) button or Right Page (**S**) button.

→ The number at the bottom right of the right display indicates the current parameter page and the total number of available pages for the loaded Instrument.

15.4. Customizing Parameter Mappings using the Plug-in Panel

You can customize the parameter mapping for an Instrument's Preset file by enabling Edit mode in the Plug-in panel.

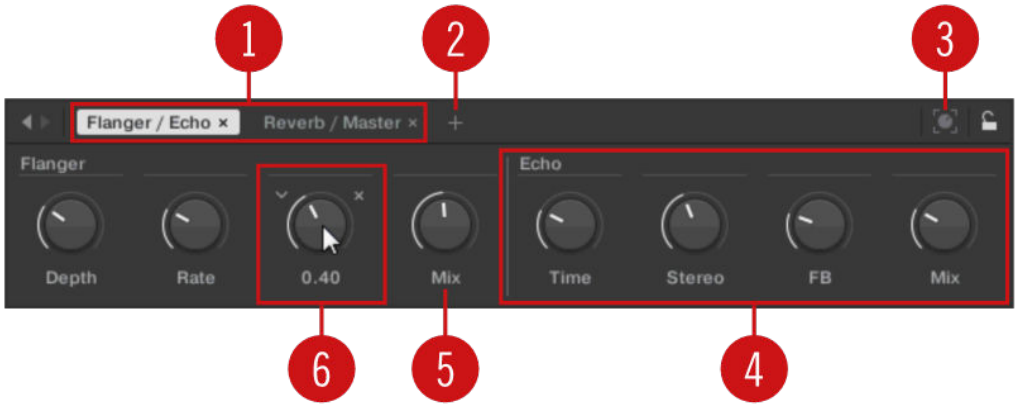
▶ To enable or disable the Plug-in panel's Edit mode, click on the Edit mode button in the upper right corner.

The Edit mode allows you to:

- Add, delete, and replace parameters in the mapping.
- Learn parameters to controls.
- Rename controls.
- Add pages to the Control section, or delete existing pages.
- Add and rename sections on the pages to group controls.

> ⚠ To make your changes permanent, save the Preset file to the KOMPLETE KONTROL User Library. For more information, refer to Saving Preset Files to the User Library.

Plug-in Panel Edit Mode



The Edit mode of the Plug-in panel.

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

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

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

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

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

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

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

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

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

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

16. Smart Play – Playing and Editing Scales and Chords

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

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

16.1. A Note about Music Theory

KOMPLETE KONTROL has built-in scales and harmonies that you can use to play your Instruments, Loops and One-shots with chords and arpeggiator sequences.

Scales

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

All notes and keys correspond to a pitch—or tone frequency. On a keyboard, each key typically represents a semitone, meaning that it is a "half step" higher or lower in pitch than the next key (though other tunings exist as well). To play melodies or chords that sound good together, notes are usually grouped together in scales. In the Western music tradition, a scale typically covers seven white keys and five black keys on a keyboard or piano: an octave. It is called so because the eighth key that follows the seventh contiguous white key plays the same note as the first of the seven. That key is called the root note. A scale then, is a certain combination of white and black keys (each representing a semitone) within an octave. By playing only the keys belonging to some scale, you are certain to stay "in key" within that scale. Important to note though, is that scales are not made up by absolute note values, but rather consist of relative changes in pitch—or steps along the scale. For example, the major scale consists of "whole step–whole step–half step–whole step–whole step–whole step–half step," which means that you can transpose the scale up and down a keyboard; choose any root note you want and play the scale from there.

Chords

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

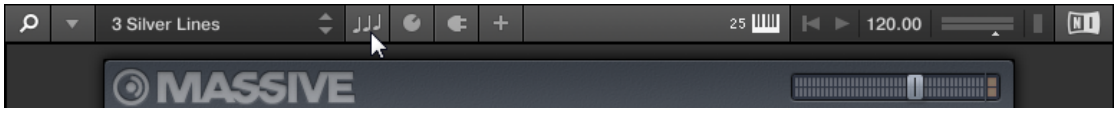
Arpeggiator Sequences

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

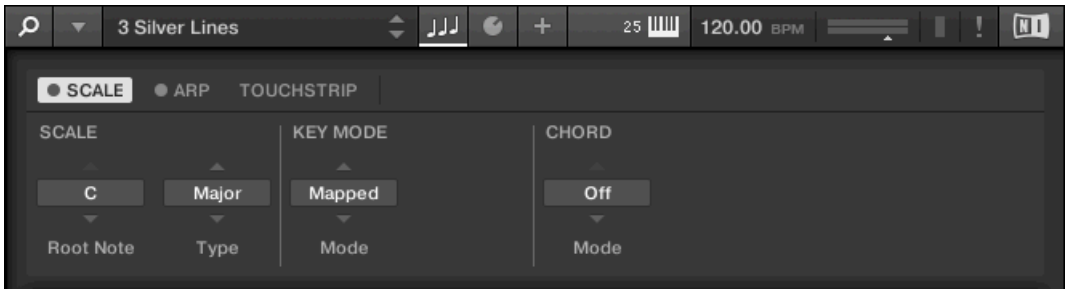
16.2. Activating the Scale Engine

In order to activate the Scale engine:

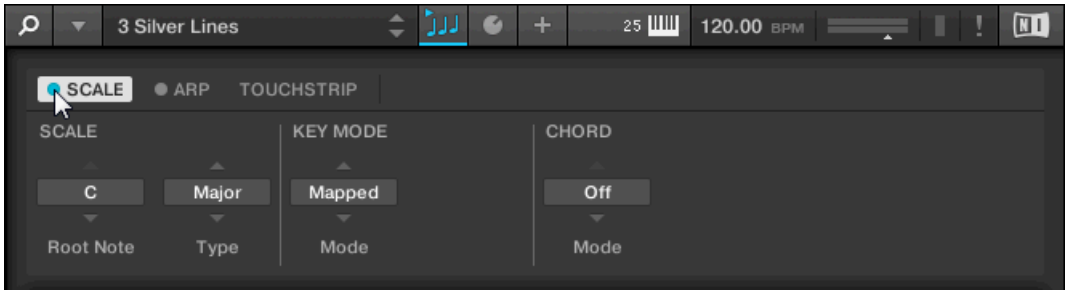
1. Click the Perform panel button in the Header to show the Perform panel.



→ The Perform panel appears.



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



Activating the Scale Engine on the Keyboard

▶ To switch on the Scale engine, press **SCALE** (**Edit**) in the Perform and Edit section on the keyboard.

16.3. Selecting and Playing a Scale

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

1. Press **SHIFT** + **SCALE** (**Edit**) to map the knobs of the Control section to the Scale engine parameters.
2. To select a scale, turn Knob 2 (**BANK**, by default set to **MAIN**) and Knob 3 (**TYPE**, by default set to **MAJOR**) until you find a scale you like.

3. To play the scale you selected, ensure that the **SCALE** (**Edit**) button is lit.

→ The keys on the keyboard are now mapped to the notes in the selected scale. Pressing any unmapped key automatically activates the nearest mapped key so that only notes belonging to the selected scales are being played back.

4. To map the knobs to Instrument parameters again, press **PLUG-IN**. The Scale engine will still be switched on.

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

16.4. Playing Chords

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

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

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

1. Press **SHIFT** + **SCALE** (**Edit**) to map the knobs of the Control section to the Scale engine parameters.
2. To activate Chord mode, set **MODE** to **HARM** by turning Knob 5 (by default set to **OFF**).
3. Define the intervals of your chord with the **TYPE** parameter by turning Knob 6 (by default set to **1-3-5**).
4. To enable playing full chords, ensure that the **SCALE** (**Edit**) button is lit.

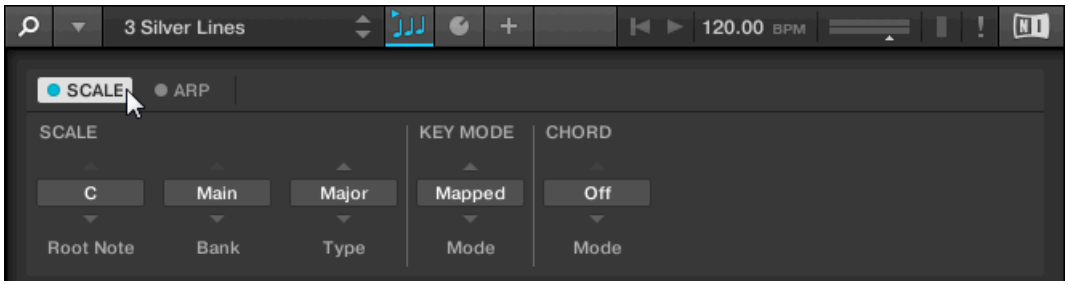
→ Chord mode is activated and set to **Harmonizer**. Pressing any key automatically activates and plays back the nearest lit key according to the mapping by selected scale. It also plays back the **third** and the **fifth** note above the pressed key in the selected scale, in accordance with the interval value set by Knob 6 (**1-3-5**, meaning the first, third, and fifth note of a chord).

5. To map the knobs to Instrument parameters again, press **PLUG-IN**. The Scale engine remains switched on.

16.5. Editing Scales and Chords

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

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



▶ To enable Scale Edit mode and map the Scale engine parameters to the keyboard's Control section, press **SHIFT** + **SCALE** (**Edit**).

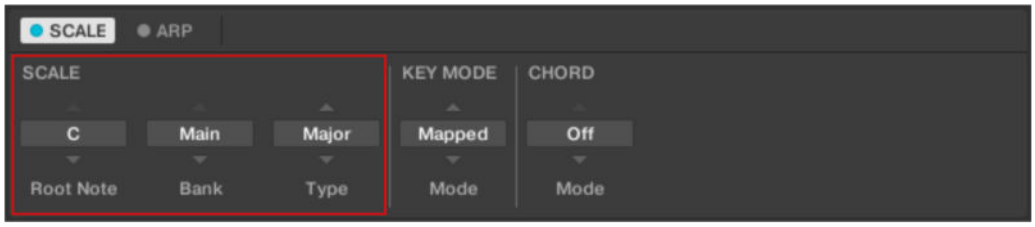
→ You can now edit the Scale engine parameters on the keyboard's Control section.

Available SCALE Parameters

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

16.6. Setting the SCALE Parameters

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



*The **SCALE** parameters **Root Note**, **Bank**, and **Type**.*

16.6.1. SCALE Root Note

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

The **Root Note** setting includes the following values:

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

16.6.2. SCALE Bank and Type

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

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

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

The following scales are available:

Main Scales

Scale	Bank	Type	Degree Formula
Chromatic	**Main**	**Chrom**	1 ♭2 2 ♭3 3 4 ♭5 5 ♭6 6 ♭7 7
Major	**Main**	**Major**	1 2 3 4 5 6 7
Minor	**Main**	**Minor**	1 2 ♭3 4 5 ♭6 ♭7
Harm Min	**Main**	**Harm Min**	1 2 ♭3 4 5 ♭6 7
Maj Pent	**Main**	**Maj Pent**	1 2 3 5 6
Min Pent	**Main**	**Min Pent**	1 ♭3 4 5 ♭7
Blues	**Main**	**Blues**	1 ♭3 4 ♯4 5 ♭7
Japanese	**Main**	**Japanese**	1 2 ♭3 5 ♭6
Freygish	**Main**	**Freygish**	1 ♭2 3 4 5 ♭6 ♭7
Gypsy	**Main**	**Gypsy**	1 2 ♭3 ♯4 5 ♭6 7
Arabic	**Main**	**Arabic**	1 ♭2 3 4 5 ♭6 7
Altered	**Main**	**Altered**	1 ♭2 ♯2 3 ♯4 ♭6 ♭7
Whole Tone	**Main**	**WH Tone**	1 2 3 ♯4 ♯5 ♭7
H-W Dim	**Main**	**H-W Dim**	1 ♭2 ♯2 3 ♯4 5 6 ♭7
W-H Dim	**Main**	**W-H Dim**	1 2 ♭3 4 ♯4 ♯5 6 7

Modes Scales:

Scale	Bank	Type	Degree Formula
Ionian	**Modes**	**Ionian**	1 2 3 4 5 6 7
Dorian	**Modes**	**Dorian**	1 2 ♭3 4 5 6 ♭7
Phrygian	**Modes**	**Phrygian**	1 ♭2 ♭3 4 5 ♭6 ♭7

Scale	Bank	Type	Degree Formula
Lydian	**Modes**	**Lydian**	1 2 3 ♯4 5 6 7
Mixolydian	**Modes**	**Mixolyd**	1 2 3 4 5 6 ♭7
Aeolian	**Modes**	**Aeolian**	1 2 ♭3 4 5 ♭6 ♭7
Locrian	**Modes**	**Locrian**	1 ♭2 ♭3 4 ♭5 ♭6 ♭7
Ionian b2	**Modes**	**Ion b2**	1 ♭2 3 4 5 6 7
Dorian b5	**Modes**	**Dor b5**	1 2 ♭3 4 ♭5 6 ♭7
Harm Phryg	**Modes**	**Har Phry**	1 ♭2 ♭3 4 5 ♭6 7
Phryg Major	**Modes**	**Phry Maj**	1 ♭2 ♭3 4 5 6 7
Lydian b3	**Modes**	**Lyd b3**	1 2 ♭3 ♯4 5 6 7
Major Locrian	**Modes**	**Maj Loc**	1 2 3 4 ♭5 ♭6 ♭7
Minor Locrian	**Modes**	**Min Loc**	1 2 ♭3 4 ♭5 ♭6 ♭7
Super Locrian	**Modes**	**Sup Loc**	1 ♭2 ♭3 ♭4 ♭5 ♭6 ♭7

Jazz Scales

Scale	Bank	Type	Degree Formula
Lydian ♭7	**Jazz**	**Lyd ♭7**	1 2 3 ♯4 5 6 ♭7
Altered	**Jazz**	**Altered**	1 ♭2 ♯2 3 ♯4 ♭6 ♭7
Diminished	**Jazz**	**Diminshd**	1 ♭2 ♯2 3 ♯4 5 6 ♭7
Mixo b13	**Jazz**	**Mix b13**	1 2 3 4 5 ♭6 ♭7
Mixo b9 b13	**Jazz**	**Mixb9b13**	1 ♭2 3 4 5 ♭6 ♭7
Lydian ♭7 b2	**Jazz**	**Lyd ♭7b2**	1 ♭2 3 ♯4 5 6 ♭7
Bebop	**Jazz**	**Bebop**	1 2 3 4 5 6 ♭7 7
Whole Tone	**Jazz**	**Whole Tn**	1 2 3 ♯4 ♯5 ♭7
Blues Maj	**Jazz**	**Blues Ma**	1 2 ♭3 3 5 6
Blues Min	**Jazz**	**Blues Mi**	1 ♭3 4 ♯4 5 ♭7
Blues Combined	**Jazz**	**BluesCmb**	1 2 ♭3 3 4 ♯4 5 6 ♭7
Lydian #5	**Jazz**	**Lyd #5**	1 2 3 ♯4 ♯5 6 7
Jazz Minor	**Jazz**	**Jazz Mi**	1 2 ♭3 4 5 6 7
Half Dim	**Jazz**	**Half Dim**	1 2 ♭3 4 ♭5 ♭6 ♭7
Augmented	**Jazz**	**Augmentd**	1 ♭3 3 5 ♯5 7

World Scales

Scale	Bank	Type	Degree Formula
Hungarian Min	**World**	**Hung Min**	1 2 ♭3 ♯4 5 ♭6 7
Hungarian Maj	**World**	**Hung Maj**	1 ♯2 3 ♯4 5 6 ♭7
Neapolitan	**World**	**Neapoltn**	1 ♭2 ♭3 4 5 ♭6 7
Spanish	**World**	**Spanish**	1 ♭2 ♭3 3 4 5 ♭6 ♭7
Greek	**World**	**Greek**	1 2 ♭3 ♭4 5 ♭6 ♭7

Scale	Bank	Type	Degree Formula
Jewish 1	**World**	**Jewish 1**	1 ♭2 3 4 5 ♭6 ♭7
Jewish 2	**World**	**Jewish 2**	1 2 ♭3 ♯4 5 6 ♭7
Indian 1	**World**	**Indian 1**	1 ♭2 ♭3 ♯4 5 ♭6 7
Indian 2	**World**	**Indian 2**	1 2 ♭3 ♯4 5 6 7
Indian 3	**World**	**Indian 3**	1 ♭2 2 4 5 ♭6 6
Indian 4	**World**	**Indian 4**	1 ♯2 3 4 5 ♯6 7
Mid East 1	**World**	**M East 1**	1 ♭2 3 4 5 ♭6 7
Mid East 2	**World**	**M East 2**	1 ♭2 3 4 ♭5 ♭6 7
Mid East 3	**World**	**M East 3**	1 ♭2 ♭3 4 ♭5 6 ♭7
Mid East 4	**World**	**M East 4**	1 ♭2 3 4 ♭5 6 ♭7

5-Tone Scales

Scale	Bank	Type	Degree Formula
Penta I	**5-Tone**	**Pent I**	1 2 3 5 6
Penta II	**5-Tone**	**Pent II**	1 2 4 5 ♭7
Penta III	**5-Tone**	**Pent III**	1 ♭3 4 ♭6 ♭7
Penta IV	**5-Tone**	**Pent IV**	1 2 4 5 6
Penta V	**5-Tone**	**Pent V**	1 ♭3 4 5 ♭7
Hirajoshi	**5-Tone**	**Hira**	1 2 ♭3 5 ♭6
Insen	**5-Tone**	**Insen**	1 ♭2 4 5 ♭7
Kokin Joshi	**5-Tone**	**Kokin**	1 2 4 5 ♭6
Akebono	**5-Tone**	**Akebono**	1 2 ♭3 5 6
Ryukuan	**5-Tone**	**Ryukuan**	1 3 4 5 7
Abhogi	**5-Tone**	**Abhogi**	1 2 ♭3 4 6
Bhupkali	**5-Tone**	**Bhupkali**	1 2 3 5 ♭6
Hindolam	**5-Tone**	**Hindolam**	1 ♭3 4 ♭6 ♭7
Bhupalam	**5-Tone**	**Bhupalam**	1 ♭2 ♭3 5 ♭6
Amritavarshini	**5-Tone**	**Amrita**	1 3 ♯4 5 7

Modern Scales

Scale	Bank	Type	Degree Formula
Octatonic	**Modern**	**Octatonc**	1 2 ♭3 4 ♯4 ♯5 6 7
Acoustic	**Modern**	**Acoustic**	1 2 3 ♯4 5 6 ♭7
Augmented	**Modern**	**Augmentd**	1 ♭3 3 5 ♯5 7
Tritone	**Modern**	**Tritone**	1 ♭2 3 ♭5 5 ♭7
Leading Wh Tone	**Modern**	**Lead Wh**	1 2 3 ♯4 ♯5 ♯6 7
Enigmatic	**Modern**	**Enigmatc**	1 ♭2 3 ♯4 ♯5 ♯6 7
Scriabin	**Modern**	**Scriabin**	1 2 3 ♯4 6 ♭7

Scale	Bank	Type	Degree Formula
Tcherepnin	**Modern**	**Tcherepn**	1 ♯1 ♯2 3 4 5 ♯5 6 7
Messiaen I	**Modern**	**Mes I**	1 2 3 ♯4 ♯5 #6
Messiaen II	**Modern**	**Mes II**	1 ♭2 ♯2 3 ♯4 5 6 ♭7
Messiaen III	**Modern**	**Mes III**	1 2 ♭3 3 ♯4 5 ♭6 ♭7 7
Messiaen IV	**Modern**	**Mes IV**	1 ♭2 2 4 ♯4 5 ♭6 7
Messiaen V	**Modern**	**Mes V**	1 ♭2 4 ♯4 5 7
Messiaen VI	**Modern**	**Mes VI**	1 2 3 4 ♯4 ♯5 ♯6 7
Messiaen VII	**Modern**	**Mes VII**	1 ♭2 2 ♭3 4 ♯4 5 ♭6 6 7

Major Scales

Scale	Bank	Type	Degree Formula
Natural	**Major**	**Natural**	1 2 3 4 5 6 7
Lydian	**Major**	**Lydian**	1 2 3 ♯4 5 6 7
Mixolydian	**Major**	**Mixolyd**	1 2 3 4 5 6 ♭7
Major Minor	**Major**	**Maj Min**	1 2 3 4 5 ♭6 ♭7
Harmonic Major	**Major**	**Har Maj**	1 2 3 4 5 ♭6 7
Dbl Har Major	**Major**	**Dbl Maj**	1 ♭2 3 4 5 ♭6 7
Neapolitan Maj	**Major**	**Nea Maj**	1 ♭2 3 4 5 6 7
Major Locrian	**Major**	**Maj Loc**	1 2 3 4 ♭5 ♭6 ♭7
Blues Major	**Major**	**Blues Ma**	1 2 ♭3 3 5 6
Bebop Major	**Major**	**Bebop Ma**	1 2 3 4 5 ♯5 6 7
Hexa 1	**Major**	**Hexa 1**	1 2 3 5 6 7
Hexa 2	**Major**	**Hexa 2**	1 2 3 4 5 6
Penta 1	**Major**	**Penta 1**	1 2 3 5 6
Penta 2	**Major**	**Penta 2**	1 3 4 5 7
Penta 3	**Major**	**Penta 3**	1 3 5 6 7

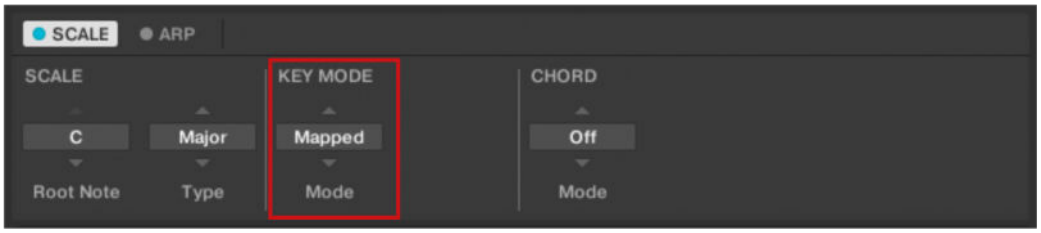
Minor Scales

Scale	Bank	Type	Degree Formula
Natural	**Minor**	**Natural**	1 2 ♭3 4 5 ♭6 ♭7
Dorian	**Minor**	**Dorian**	1 2 ♭3 4 5 6 ♭7
Phrygian	**Minor**	**Phrygian**	1 ♭2 ♭3 4 5 ♭6 ♭7
Minor Major	**Minor**	**Min Maj**	1 2 ♭3 4 5 6 7
Harmonic Minor	**Minor**	**Har Min**	1 2 ♭3 4 5 ♭6 7
Dbl Har Minor	**Minor**	**Dbl Min**	1 2 ♭3 ♯4 5 ♭6 7
Neapolitan Min	**Minor**	**Nea Min**	1 ♭2 ♭3 4 5 ♭6 7
Minor Locrian	**Minor**	**Min Loc**	1 2 ♭3 4 ♭5 ♭6 ♭7
Blues Min	**Minor**	**Blues Mi**	1 ♭3 4 ♯4 5 ♭7

Scale	Bank	Type	Degree Formula
Bebop Minor	**Minor**	**Bebop Mi**	1 2 ♭3 4 5 ♭6 ♭7 7
Hexa 1	**Minor**	**Hexa 1**	1 2 ♭3 5 ♭6 ♭7
Hexa 2	**Minor**	**Hexa 2**	1 2 ♭3 4 5 ♭6
Penta 1	**Minor**	**Penta 1**	1 2 ♭3 5 ♭6
Penta 2	**Minor**	**Penta 2**	1 ♭3 4 5 ♭7
Penta 3	**Minor**	**Penta 3**	1 ♭3 5 ♭6 ♭7

16.7. Setting the KEY MODE Parameter

The only **KEY MODE** parameter is **Mode**. On the keyboard, it is mapped to Knob 3 of the Control section in Scale Edit mode. It defines how the selected is mapped to the keys of the keyboard.



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

The **KEY MODE** menu consists of the following three modes, which are described in detail below:

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

Mapped Mode (Default)

In **Mapped** mode, the notes are mapped to the keyboard according to the selected scale. Notes outside of the selected scale are not active. Pressing the corresponding keys will trigger the next available note in the selected scale.

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

Guide Mode

In **Guide** mode, the notes are mapped to the keyboard in the same way as in **Mapped** mode, however notes outside of the selected scale remain active.

Easy Mode

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

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

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

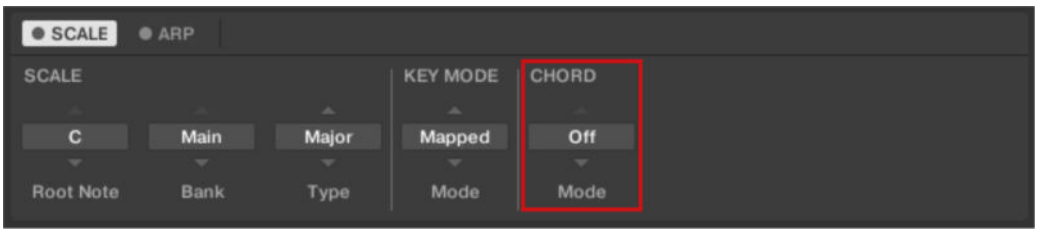
For two examples of the **Easy** mode mappings in **Major** and **Minor**, refer to below.

Scale Type	**Mapping in Key Mode: Easy**						
White Keys	**C3**	**D3**	**E3**	**F3**	**G3**	**A3**	**B3**
Major							
Corresponding Mapping	**R**	**2**	**3**	**4**	**5**	**6**	**7**
Example with **Root Note**: C	C	D	E	F	G	A	B
Minor							
Corresponding Mapping	**R**	**2**	**♭3**	**4**	**5**	**♭6**	**♭7**
Example with **Root Note**: C	C	D	E♭	F	G	A♭	B♭

16.8. Setting the CHORD Parameters

16.8.1. CHORD Mode

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



*The **CHORD** parameter **Mode**.*

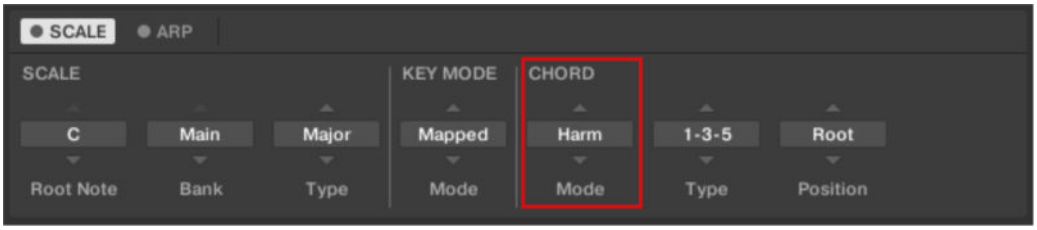
The Light Guide indicates the keys being played back in a chord via fully lit LEDs, while active keys are half-lit and inactive keys are unlit.

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

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

Harm

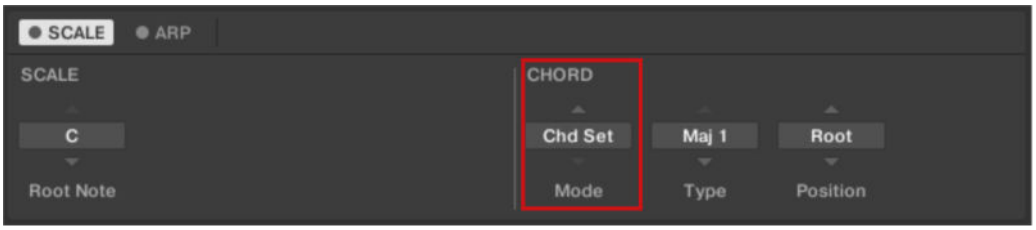
If **CHORD Mode** is set to **Harm**, the **CHORD Type** menu allows you to specify the interval of notes in the selected **SCALE Type** that will constitute the chord: E.g., a triad in the form of the root note, the third note, and the fifth note (**CHORD Type** value **1-3-5**).



*The **CHORD** parameter **Mode**, set value **Harm**.*

Chd Set

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

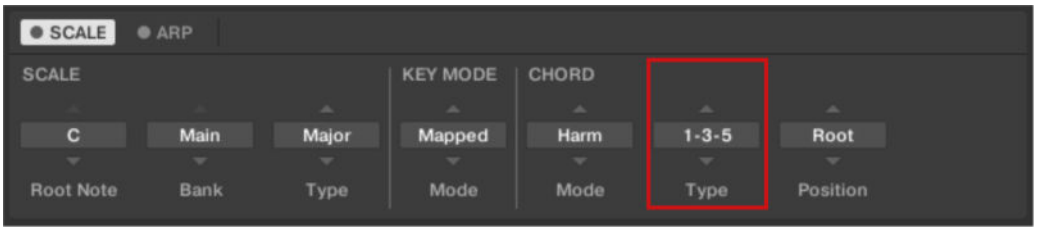


*The **CHORD** parameter **Mode**, set value **Chd Set**.*

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

16.8.2. CHORD Type

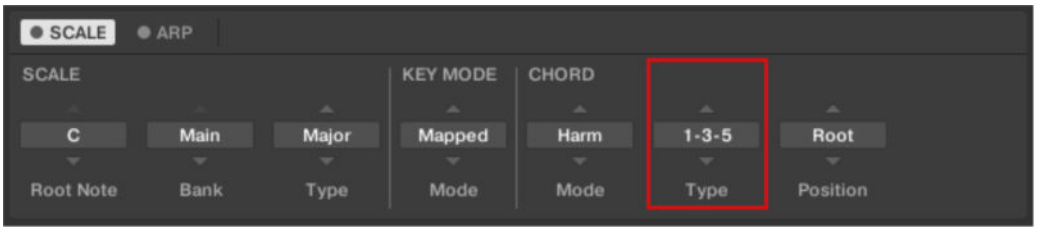
The second **CHORD** parameter is Type. On the keyboard, it is mapped to Knob 6 of the Control section in Scale Edit mode. Use it to define a chord that will be generated from a single note used as input.



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

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

CHORD Type, CHORD Mode Set to Harmonizer



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

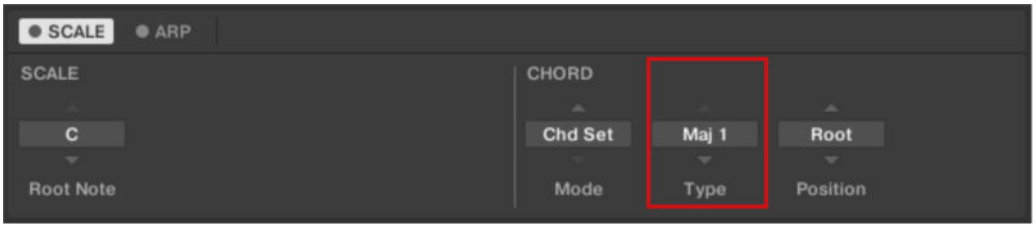
If **CHORDMode** is set to **Harm**, then **CHORDType** will offer you a selection of individual notes present in the selected **SCALEType**. This means that for all scales except the 12-tone **Chrom** scale (refer to further below), you can select the interval of notes that will make up your chord.

The note interval is added onto the key of an incoming MIDI note, either from the KOMPLETE KONTROL keyboard or from the host. For example, you can select to play a C minor triad by setting **Root Note** to **C**, **SCALEType** to **Minor**, **CHORDMode** to **Harm**, and **CHORDType** to **1-3-5**.

When **CHORDMode** is set to **Harm**, the **CHORDType** setting includes the following values:

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

CHORD Type, CHORD Mode Set to Chd Set



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

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

When **CHORDMode** is set to **Chd Set**, the **CHORDType** setting includes the following values:

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

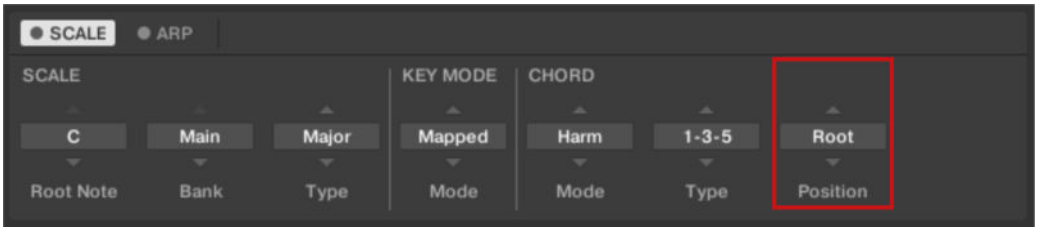
CHORD Type and the Chromatic Scale

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

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

16.8.3. CHORD Position

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



*The **CHORD** parameter **Position**.*

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

Position	Description
Root	The root position of the selected chord is always played.

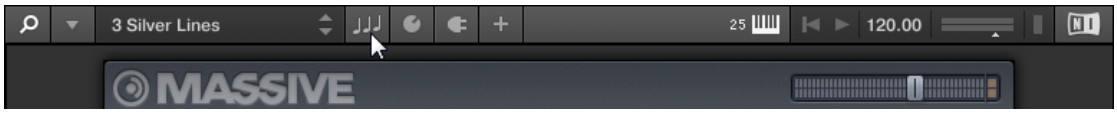
Position	Description
-1 to **-8**	Decreasing **Position** with negative values moves the highest note of the current chord down by an octave, this inverts the chord to a lower position in the selected scale.
+1 to **+8**	Increasing **Position** with positive values moves the lowest note of the current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

17. Smart Play – Playing and Editing Arpeggiator Sequences

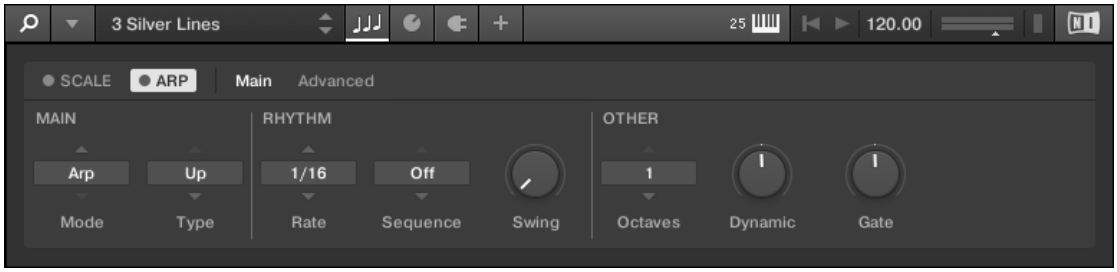
Smart Play features a flexible and versatile Arpeggiator that lets you play your Instruments, Loops and One-shots in note sequences according to the keys you press on the keyboard. You can also use the Arpeggiator in combination with the scales and chords created with the Scale engine. To play an arpeggiated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

Activating the Arpeggiator in the KOMPLETE KONTROL Software

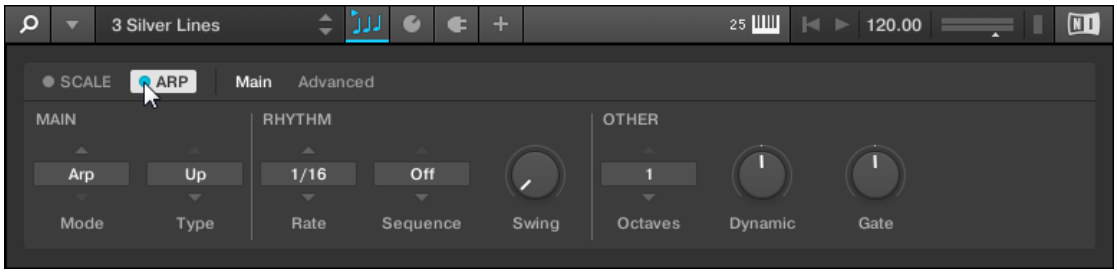
▶ Click the Perform panel button in the Header to show the Perform panel.



→ The Perform panel appears in KOMPLETE KONTROL.



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



Activating the Arpeggiator on the Keyboard

▶ To switch on the Arpeggiator, press **ARP** (**Edit**) in the Perform and Edit section on the keyboard.

17.1. Playing Arpeggiator Sequences

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

Playing Arpeggiator Sequences

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

Editing Arpeggiator Parameters

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

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

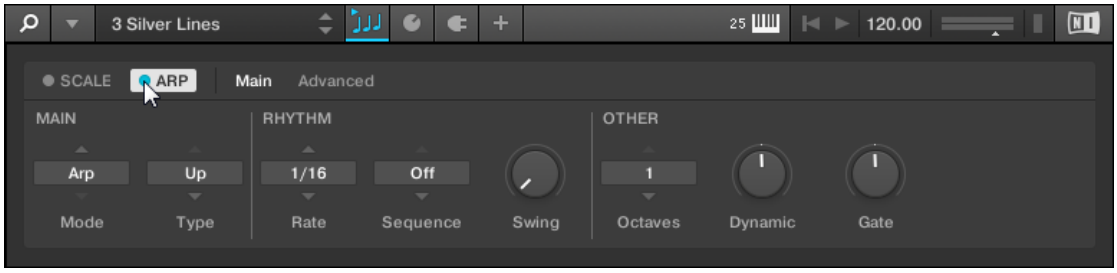
→ The notes corresponding to any keys you press are played back as a sequence, up and then down again over four octaves.

4. To map the knobs to Instrument parameters again, press **PLUG-IN**. The Arpeggiator will still be switched on.

17.2. Editing the Arpeggiator

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

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



▶ To enable Arpeggiator Edit mode and map the Arpeggiator parameters to the keyboard's Control section, press **SHIFT** + **ARP** (**Edit**).

→ You can now edit the Arpeggiator parameters on the keyboard's Control section. Note that the Arpeggiator Edit mode consists of two pages.

Available Arpeggiator Parameters

- To switch between **Arp** and **Note Repeat** mode and change the playback direction of the arpeggiator sequence, use the **MAIN** parameters **Mode** and **Type**.
- To create interesting rhythms for the arpeggiator sequence, use the **RHYTHM** parameters **Rate**, **Sequence**, and **Swing**.
- To change the range of available notes for the arpeggiator sequence, as well as their velocity and length, use the **OTHER** parameters **Octaves**, **Dynamic**, and **Gate**.
- To explore alternative versions of the same arpeggiator sequence, use the **ADVANCED** parameters **Retrigger**, **Repeat**, **Offset**, and **Inversion**.
- To change the range of keys that trigger the arpeggiator sequence, use the **RANGE** parameters **Min. Key** and **Max. Key**.
- To latch the playback of the arpeggiator sequence, use the **HOLD** parameter.

17.3. MAIN Parameters

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

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

17.3.1. MAIN Mode

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

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

- **Arp** mode, which generates arpeggiator sequences based on chords you play on the keyboard, or the output of the Scale engine. With **ARP** switched on and **Mode** set to **Arp**, any chord you created using the Scale engine will play as an arpeggiated note sequence. In this case, you only need to press one key on the keyboard to hear the arpeggiated notes play out according to the selected scale.
- **Note Repeat** mode, which deactivates the Arpeggiator and instead repeats whichever note is input until KOMPLETE KONTROL receives a MIDI note-off message. Use the parameters **Rate**, **Swing**, and **Gate** to change the rhythm of the repeats.

17.3.2. MAIN Type

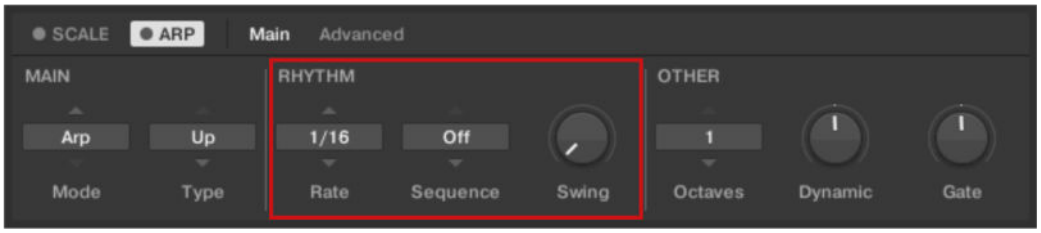
The second **MAIN** parameter, **Type**, is only available in **Arp** mode. On the keyboard, it is mapped to Knob 2 of the Control section in Arp Edit mode. It sets the sequential order of the arpeggiated notes. Choose whether your arpeggiated chord should be played from the root note and up, the other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

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

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

17.4. RHYTHM Parameters

The **RHYTHM** parameters **Rate**, **Sequence**, and **Swing** allow you to create interesting rhythms for the arpeggiator sequence.



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

17.4.1. RHYTHM Rate

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

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

- **1/1**
- **1/2 Dotted** (**1/2 D**)
- **1/1 Triplet** (**1/1 T**)
- **1/2**
- **1/4 Dotted** (**1/4 D**)
- **1/2 Triplet** (**1/2 T**)
- **1/4**
- **1/8 Dotted** (**1/8 D**)
- **1/4 Triplet** (**1/4 T**)
- **1/8**
- **1/16 Dotted** (**1/16 D**)
- **1/8 Triplet** (**1/8 T**)
- **1/16**
- **1/32 Dotted** (**1/32 D**)
- **1/16 Triplet** (**1/16 T**)
- **1/32**
- **1/64 Dotted** (**1/64 D**)
- **1/32 Triplet** (**1/32 T**)
- **1/64**
- **1/128 Dotted** (**1/128 D**)
- **1/64 Triplet** (**1/64 T**)
- **1/128**

17.4.2. RHYTHM Sequence

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

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

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

- **Off**, **1**, **2**, **3**, **4**, **5**, **6**, **7**, **8**

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

17.4.3. RHYTHM Swing

The third **RHYTHM** parameter, **Swing**, is available in both **Arp** and **Note Repeat** mode. On the keyboard, it is mapped to Knob 5 of the Control section in Arp Edit mode. Adding **Swing** to your note sequence can make it feel less quantized and sound more natural. **Swing** works by introducing a delay to every second note in a sequence. Doing so often adds a certain groove to the music.

Swing is a drag control that lets you select a value between **0%** and **100%**:

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

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

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

17.5. OTHER Parameters

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

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

17.5.1. OTHER Octaves

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

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

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

- **1**, **2**, **3**, **4**, **5**, **6**, **7**, **8**

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

17.5.2. OTHER Dynamic

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

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

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

17.5.3. OTHER Gate

The third **OTHER** Parameter, **Gate**, is available in both **Arp** and **Note Repeat** mode. On the keyboard, it is mapped to Knob 8 of the Control section in Arp Edit mode. It lets you decide the length of the notes in your sequence. Setting a value between **1%** and **99%** makes the duration of the notes shorter than they otherwise would be. Setting a value between **101%** and **200%** instead elongates the duration of the notes by the selected value.

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

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

17.6. ADVANCED Parameters

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

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

17.6.1. ADVANCED Retrigger

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

For example:

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

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

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

17.6.2. ADVANCED Repeat

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

For example:

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

17.6.3. ADVANCED Offset

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

For example:

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

17.6.4. ADVANCED Inversion

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

For example:

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

17.7. RANGE Parameters

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

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

17.7.1. RANGE Min. Key

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

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

17.7.2. RANGE Max. Key

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

The Arpeggiator can still generate pitches above the **Max. Key** setting.

17.8. HOLD Parameter

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

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

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

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

1. Pressing any key while **HOLD** is **On** will set a new sequence.
2. To stop the Arpeggiator playback, set the **HOLD** parameter to **Off**.

Alternatively, you can switch the Arpeggiator completely off to stop playback by pressing **ARP** (**Edit**) in the keyboard's **PERFORM** section. When you switch the Arpeggiator back on, **HOLD** will still be active and you can continue to play latched note sequences with the Arpeggiator.