KONTAKT 5

The information in this document is subject to change without notice and does not represent a commitment on the part of Native Instruments GmbH. The software described by this document is subject to a License Agreement and may not be copied to other media. No part of this publication may be copied, reproduced or otherwise transmitted or recorded, for any purpose, without prior written permission by Native Instruments GmbH, hereinafter referred to as Native Instruments.

"Native Instruments", "NI" and associated logos are (registered) trademarks of Native Instruments GmbH.

Mac, Mac OS, GarageBand, Logic, iTunes and iPod are registered trademarks of Apple Inc., registered in the U.S. and other countries.
Windows, Windows Vista and DirectSound are registered trademarks of Microsoft Corporation in the United States and/or other countries.
All other trade marks are the property of their respective owners and use of them does not imply any affiliation with or endorsement by them.

NATIVE INSTRUMENTS GmbH
Schlesische Str. 29-30
D-10997 Berlin
Germany
www.native-instruments.de

NATIVE INSTRUMENTS North America, Inc.
6725 Sunset Boulevard
5th Floor
Los Angeles, CA 90028
USA
www.native-instruments.com

NATIVE INSTRUMENTS K.K.
YO Building 3F
Jingumae 6-7-15, Shibuya-ku,
Tokyo 150-0001
Japan
www.native-instruments.co.jp

NATIVE INSTRUMENTS UK Limited
18 Phipp Street
London EC2A 4NU
UK
www.native-instruments.com

Table of Contents

1   Overview

Welcome to the KONTAKT 5 Manual Addendum! In this document you will find a brief overview of changes and features not covered in the KONTAKT 5 Reference Manual. The addendum contains all changes for the KONTAKT 5.0.2, 5.1, 5.2, 5.3 and 5.4.1 updates.

1.1   New Features in KONTAKT 5.4.1

- ↑2.1, Integration with KOMPLETE KONTROL
- ↑2.2, KONTAKT Snapshots

1.2   New Features in KONTAKT 5.3

- ↑3.1, Support for Avid Audio eXtension (AAX Native 64 Bit)
- ↑3.2, Advanced MASCHINE 2.0 Integration
- ↑3.3, New Effects

1.3   New Features in KONTAKT 5.2

- ↑4.1, The Feedback Compressor

1.4   New Features in KONTAKT 5.1

- ↑5.1, Updating Older Host Projects (Plug-in Migration)
- ↑5.2, The Jump Effect
- ↑5.3, Miscellaneous Additions and Improvements

1.5   New Features in KONTAKT 5.0.2

- ↑6.1, Library Activation within KONTAKT
- ↑6.2, Expanded Group Level Controls
- Improvements to Time Machine Pro:
  - ↑6.3.1, Improved Performance
  - ↑6.3.2, Improved Interface
  - ↑6.3.3, Voice Handling Controls
- Improved file import

2   What's New in KONTAKT 5.4.1

2.1   Integration with KOMPLETE KONTROL

KOMPLETE KONTROL is a new software product which unifies the browsing and loading of Sounds across the entire KOMPLETE line of instruments.

It integrates with the KOMPLETE KONTROL S line of MIDI keyboards by mapping parameters of all KOMPLETE instruments to the rotary knobs, displaying parameter names and values on the displays and visualizing key switches and playable ranges on the keyboard. KONTAKT 5.4.1 is required for these features to work. For more information about KOMPLETE KON-TROL, please see the KOMPLETE KONTROL documentation.

2.2   KONTAKT Snapshots

Snapshots, introduced as part of the KONTAKT 5.4.1 update, offer a way of saving variations of any KONTAKT Instrument for easy recall. Take, for example, the NI Abbey Road Drummer products; each comes with a fully-featured mixer including separate channels for each drum component, as well as built-in effects like Solid G-EQ, Solid Bus Comp and Transient Master. With KONTAKT Snapshots, you can create any number of mixes for the same Instrument, save them in the new .nksn file format and re-use them in your next project or share these Snap-shots across your computers. You can even share them with other users who own the same KONTAKT Library.

> ⚠ The KONTAKT Factory Library doesn't come with Snapshots, so in order to demonstrate the full feature set, we'll save a Snapshot first.

Access the Snapshot View via the camera icon in the Instrument Header, switch back to the familiar Info View with its Input / Output configuration options by clicking the i icon.
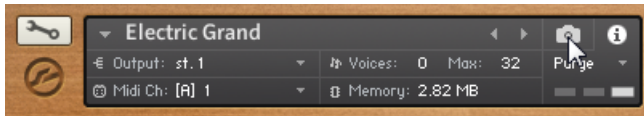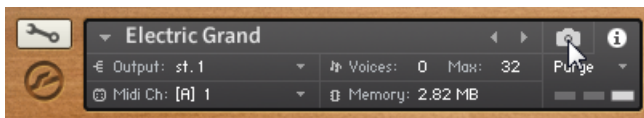
Access to the Snapshot View
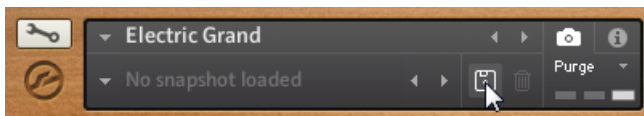
2.2.1 Saving a User Snapshot

Let's start exploring Snapshots with saving your own. By loading a Factory Library Instrument and adjusting some of its parameters, you will end up with a sound which is distinct enough for you to want to keep it.

1. In the Libraries Tab, browse to the KONTAKT Factory Library / Vintage / Digital Machines and load the 'Electric Grand.nki' Instrument. Play a few notes on your MIDI keyboard to get familiar with the Electric Grand's sound.
2. In the Instrument Tab in Master FX, activate the Rotator by clicking the switch to the left of the corresponding label. Leave all parameters in the Rotator section in their default position.
3. In the Inst Controls section, turn the Bits knob to the 12 o'clock position. Play a few notes again and notice the change in sound.
4. Now let's save this new sound as a Snapshot for convenience.
5. Click the camera icon in the Instrument Header. This will switch the Header to the Snapshot View.
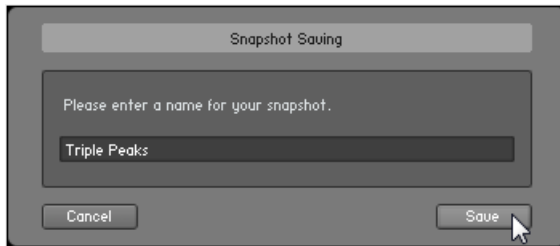

Accessing the Snapshot View

6. Here, click the floppy disk icon to open the Snapshot Saving dialog.

Saving a Snapshot

7. Enter a Snapshot name (e.g. Triple Peaks) and click Save.

Snapshot Saving Dialog

→   The Snapshot is saved and added to the Snapshot Menu.

All User Snapshots are automatically stored in the default User Content folder. This is where the KONTAKT Factory Library Snapshot you just created will be stored:

- **On Mac OS X:** *Macintosh HD/Users/Your Name/Documents/Native Instruments/User Content/Kontakt Factory Library/Electric Grand/Triple Peaks.nksn*

- **On Windows:** *C:\Users\Your Name\My Documents\Native Instruments\User Content\Kontakt Factory Library\Electric Grand\Triple Peaks.nksn*

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

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

2.2.2   Loading a Snapshot from the Snapshot Menu

Let's get to know this feature by loading a Snapshot from the Instrument Header's new Snapshot Menu. We assume here that you saved the Triple Peaks Snapshot as described in the ↑2.2.1, Saving a User Snapshot section.

Load a User Snapshot

1.   In the Libraries Tab, browse to the KONTAKT Factory Library / Vintage / Digital Machines and load the 'Electric Grand.nki' Instrument.
2.   Click the camera icon to switch the Instrument Header to the Snapshot View. By default, no Snapshot is loaded.

3. Open the drop-down menu and select the Triple Peaks Snapshot.
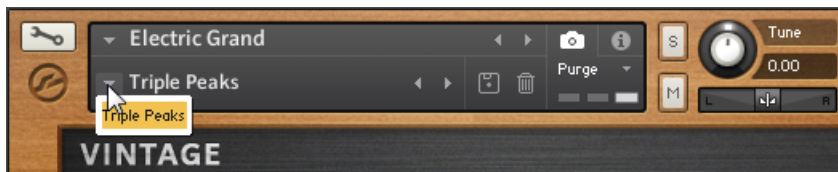
The Snapshot Menu

→   The Triple Peaks Snapshot is loaded.

> Alternatively, when no Snapshot is loaded, click the Next Button after loading the Electric Grand Instrument to achieve the same result.

Load a Factory Snapshot

Factory Snapshots are only available for KOMPLETE Libraries. So this section only applies if you own at least KOMPLETE 9.

> Please make sure to install all KOMPLETE Library updates offered in Service Center to gain access to Factory Snapshots

Some of the KOMPLETE Libraries seem minimalistic at first glance - THE GIANT, for example, ships with only two Instruments ('The Giant .nki' and 'The Giant - Cinematic.nki'). The true sound design potential can be tapped by tweaking the parameters available on the Instrument's user interface, though. Our sound designers created a number of Snapshots to showcase the variety of sounds available from just this instrument.
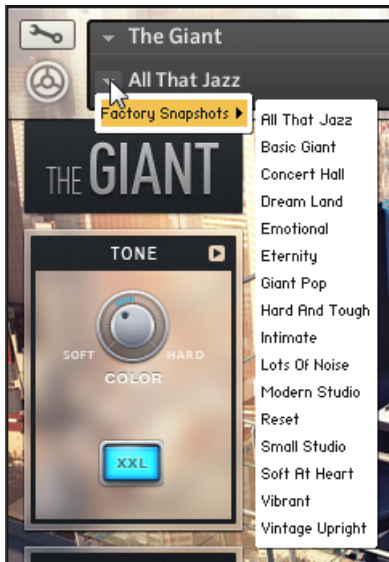
Let's load a few Factory Snapshots and listen to the differences.

1. Load The Giant.nki from the Libraries Tab. The Giant will load with its default settings.
2. Click the camera icon in the Instrument Header to switch to the Snapshot View.
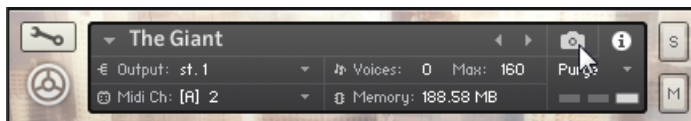
Open Snapshot View

3. Click the drop-down menu at the bottom of the Instrument Header to expand the Snapshot Menu.

The Snapshot Menu

4. Select 'Intimate.'
5. Play a few notes on your keyboard and listen to the characteristics of the sound. The 'Intimate' Snapshot has an overall round tone, which appears to be standing close by, combined with a very large Hall reverb.
6. Now click the left arrow next to the Snapshot name to quickly load the previous Snapshot in the list, named 'Hard And Tough'. Notice that this Snapshot loads instantly, because all Samples related to the Instrument are already loaded.
7. Again, play a few notes on your keyboard. The 'Hard And Tough' Snapshot has a very bright and hard sound, with very pronounced resonances.
8. Open the drop-down menu, select the 'Lots Of Noise' Snapshot and play a few notes. You will notice noise from the piano's hammers after each note you play.

→   You've now listened to three very distinct variations of just one Instrument.

If you need to recall a specific sound for recurring use in the studio or for live playing, Snapshots give you an easy way of doing just that.

2.2.3 Loading Snapshots from the File System

KONTAKT supports two ways of loading Snapshot files (.nksn):

- Dragging and dropping a Snapshot file from the Finder / Explorer onto the Rack

- Loading via double-click in Finder (Mac OS X) or Explorer (Windows)

This allows you to take your favorite Snapshots to the studio on a flash drive or send them attached to an e-mail and load them from your Desktop without altering the installation on the studio computer.

Drag and Drop

In order to load a Snapshot from any disk, use Filer / Explorer to drag an .nksn file from its current location onto an empty area of the Rack. KONTAKT will load a new instance of the corresponding Instrument with that Snapshot.

If you drag a Snapshot onto an active Instrument in the Rack instead, that Instrument will be replaced by the Instrument loaded from the Snapshot.

Snapshots you open are not automatically saved to the default location.

> ⚠ Please note, the Next/Previous buttons can only skip through Snapshots located in the Factory Snapshots and the User Content folder

Double-click

Double-clicking a Snapshot file in Finder (Mac OS X) or Windows Explorer inserts a new Instrument instance in KONTAKT.

### 2.2.4 Deleting a User Snapshot

In order to keep things tidy in the Snapshot Menu, you can delete any Snapshots you saved when you feel you don't need them anymore. Keep in mind that Snapshots are saved on a per-Instrument basis. So in order to delete a Snapshot in KONTAKT, you have to load it first.

> ⚠ Please note, you can only delete User Snapshots. All KOMPLETE Factory Snapshots are read-only. In order to follow the steps described here, you have to have saved a Snapshot first as detailed in the ↑2.2.1, Saving a User Snapshot section

To demonstrate how deletion of Snapshots works, we'll delete the Triple Peaks Snapshot saved in that section.

1. Load the Electric Grand.nki.
2. Click the Camera icon to access the Snapshot View.
3. Open the Triple Peaks Snapshot.
4. Click the trash bin icon in the Instrument Header.
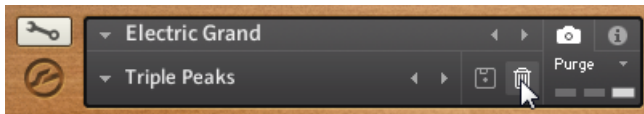
Delete Snapshot icon

5. Confirm deletion of the Snapshot in the dialog which pops up.

→   The Snapshot file is now erased from the folder on your hard disk as well as removed from the Snapshot Menu.

3   What's New in KONTAKT 5.3

3.1   Support for Avid Audio eXtension (AAX Native 64 Bit)

For the first time, KONTAKT 5.3 is available in AAX Native 64-bit format and AAX Native 32-bit. These are only supported by Pro Tools 10 (32-bit) and Pro Tools 11 (64-bit) exclusively. Please refer to your Pro Tools documentation for further details about the different versions of AAX.

> ⚠ Please note, only the AAX Native standard is supported, which means that KONTAKT is processed on your computer's CPU, not the dedicated Pro Tools|HDX DSP cards.

3.2   Advanced MASCHINE 2.0 Integration

KONTAKT 5.3 is fully integrated with Maschine 2, which allows for convenient browsing of Instruments and accessing the Instrument's user interface embedded in MASCHINE's Plug-in Strip.

KONTAKT loaded in MASCHINE

3.3 New Effects

'Simple LP/HP' Filter

The KONTAKT 5.3 introduced the additional 'Simple LP/HP' Multi Filter mode. This very clean-sounding filter lacks any pronounced resonance and is ideally suited for removal of low frequency rumble and high frequency issues like harshness and excessive noise without coloring the filtered signal.

The HP is a 2-pole (12 dB/octave), whereas the 1-pole LP has a more gentle slope of 6 dB/octave. Two parameters can be adjusted:

- Cutoff HP: 2.6 Hz - 26.3 kHz

- Cutoff LP: 2.6 Hz - 26.3 kHz

New 'Easy Mode' for DBD Envelope

The Easy Mode is easier to work with than the full mode for basic percussive instruments. In Easy Mode, the DBD Envelope's Break and Decay 2 parameters are de-activated, leaving just one parameter:

- Decay 1: 0 - 25s of linear Decay time

4 What's New in KONTAKT 5.2

4.1 The Feedback Compressor

Compressors are dynamic tools that automatically reduce the level of loud passages in a signal, thereby affecting the signal's dynamic range. A feedback compressor is a type of compressor that compares the amplifier's output signal, rather than the input signal, to a threshold level. When the threshold level is reached, the compressor reduces the signal's gain level. The Feedback Compressor is modeled after a classic feedback compressor known for its bright and punchy sound.

The Feedback Compressor

Controls

These are the Feedback Compressor's controls:

- High Quality: Toggles oversampling within the effect, which can increase audio quality, but will also increase CPU load.

- St.Link (Stereo link): When enabled, this causes the compressor to always act on the left and right channel in unison; this preserves the stereo image. When disabled, the Feedback Compressor becomes a dual mono processor, which means that both channels will be processed independently.

- Input: Adjusts both the input level and the threshold simultaneously. Turning this knob clockwise will result in more compression.

- Ratio: Determines the amount of compression. 1.0 means no compression at all, while 2.0 means that a 2 dB increase at the input will raise the output by only 1 dB.

- **Attack**: Controls the scaling of the attack phase of the input signal's volume envelope. Increasing this parameter will add more punch and decreasing it will reduce sharp attacks.

- **Release**: Determines how long it takes for the compression action to stop after the input signal falls below the threshold level. Typical values range from 50 to 250 ms.

- **Makeup**: Controls the output gain of the compressed signal. Used to compensate for the gain reduction of the effect.

- **Mix**: Controls the dry/wet mix of the compressor. This can be used to create a parallel compression style routing, which increases the quieter signals rather than reducing the louder ones. At a setting of 100% you will only hear the compressed signal; at a setting of 0% you will only hear the unprocessed input signal.

- **Output**: Controls the module's output level.

- Gain Reduction Meter: This meter shows the amount of gain reduction in dB.

Loading the Feedback Compressor

To load the Feedback Compressor, select its entry from the *Effects* submenu of the InsertEffects module:

Selecting the Feedback Compressor

5 What's New in KONTAKT 5.1

5.1 Updating Older Host Projects (Plug-in Migration)

> ⚠️ At the time of writing, the function described in this section is only available in selected host programs that are using the KONTAKT AudioUnits (AU) plug-in on Mac OS X. For an up-to-date list of supported host programs, please see this Knowledge Base article: http://www.native-instruments.com/knowledge/questions/1169

If you want to open host software projects that are using now-outdated major versions of KON-TAKT AU plug-ins (i.e., KONTAKT 3 or 4), you can now update your projects by having the outdated KONTAKT plug-ins replaced with the latest plug-in version. For detailed instructions on how to migrate your host projects, please see this Knowledge Base article:

http://www.native-instruments.com/knowledge/questions/1169

5.2 The Jump Effect

The Jump effect simulates the classic tone of British guitar amplifiers. It is ideal for creating smooth, singing lead sounds. The Jump effect is available on both the Group and Instrument level.
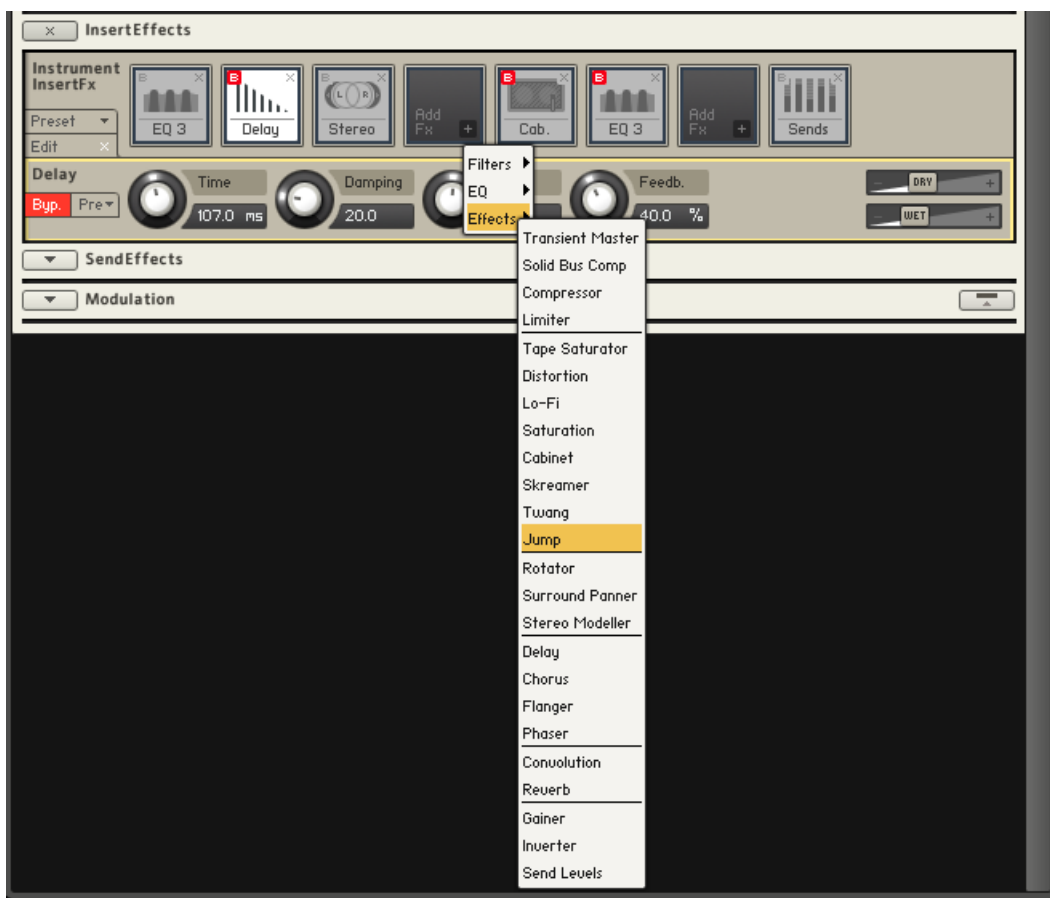

The Jump effect

Controls

These are the Jump effect's controls:

▪ HiGain: Increases the preamp's gain potential. Switch to HiGain mode if you want to create distinctly distorted or saturated sounds.

▪ Mono: When this button is engaged, all channels of the input signal will be summed to a mono signal before being processed. This happens regardless of the number of channels the input signal consists of, i.e. no matter whether it is a mono, stereo, or 5.1 signal. When this button is not engaged, each channel is processed individually. Please note that this can increase the CPU load considerably.

▪ PreAmp: Sets the amount of gain added by the preamp. Turning it clockwise adds drive, distortion and edge to the sound.

▪ Master: Adjusts the amp's master volume.

▪ Bass: Adjusts the low frequency response.

▪ Mid: Adjusts the midrange frequency response.

▪ Treble: Adjusts the high frequency response.

▪ Presence: Boosts the frequency response in the upper midrange.

▪ Output: Adjusts the module's output level.

Loading the Jump Effect

To load the Jump effect, select its entry from the *Effects* submenu of the InsertEffects module:

Selecting the Jump effect

5.3   Miscellaneous Additions and Improvements

5.3.1   Renamed Parameter in Twang Effect

The Polyphonic button that was previously present on the control panel of the Twang effect was renamed to Mono, and its function was inverted. It behaves identically to the Mono button found on the Jump effect:

▪ Mono: When this button is engaged, all channels of the input signal will be summed to a mono signal before being processed. This happens regardless of the number of channels the input signal consists of, i.e. no matter whether it is a mono, stereo, or 5.1 signal.
When this button is not engaged, each channel is processed individually. Please note that this can increase the CPU load significantly.

5.3.2   Database Changes

Recent KONTAKT updates have brought a number of changes to the KONTAKT database that were not covered in the previous version of this manual addendum:

▪ Starting from KONTAKT version 5.0.0 Colors and Ratings are no longer supported. Therefore, the information in the KONTAKT 5 Application Reference is outdated.

▪ KONTAKT version 5.0.2 removed User Attribute Sets from the KONTAKT Database Browser for technical reasons. This means that User Sets are no longer visible or adjustable in KONTAKT 5.0.2 or later versions.
Therefore, section 12.4.7, Defining Your Own Attribute Sets, in the KONTAKT 5 Application Reference is outdated.

6 What's New in KONTAKT 5.0.2

6.1 Library Activation within KONTAKT

In KONTAKT 5.0.2, we have introduced a new activation process that allows you to activate your libraries directly within KONTAKT, without the need to open Service Center. Libraries are now instantly activated after an accepted serial number is entered, without the need to re-start KONTAKT.

Activation is simple and will be familiar to those who have activated libraries in the past:

1. After installing a library, open KONTAKT.
2. Locate the library in the Libraries tab of the Browser.
3. Click on the Activate button on the respective library and a log-in screen will open.
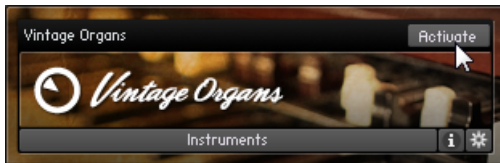
4. If you have used Service Center in the past, and saved your details, you will be logged-in automatically. Otherwise, enter you details and click Login.
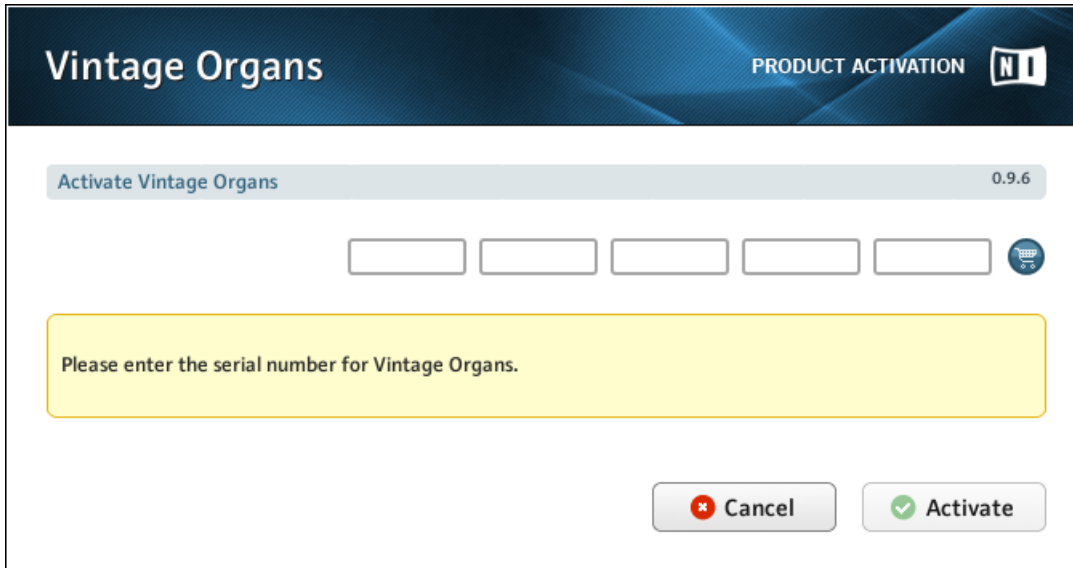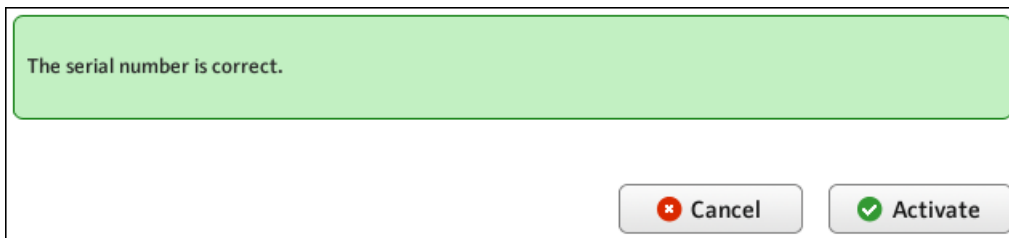

5. If you are not connected to the internet, you will be presented with an additional dialog asking you to connect to the internet or offering you to open Service Center to use the Off-line activation.

6. After you have logged in successfully, you will be presented with an area into which you must copy the product serial number.


7. If you do not have a serial number, you can click on the shopping cart icon to the right of the serial number entry area to be taken to the Native Instruments online store to purchase the library.

8. If the serial number is accepted, you will be told it is correct and you can then click on the Activate button.

9. If any permission warnings appear from your operating system, allow KONTAKT permission in order to activate the library.

10. A confirmation screen will appear, informing you that the library has been activated.
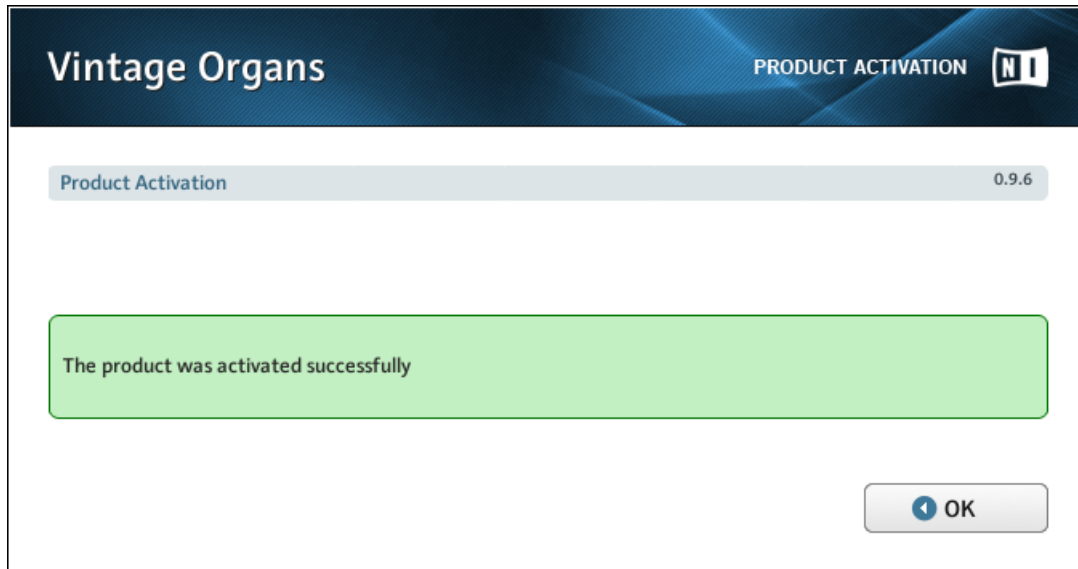
11. Click OK to close this screen.

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

6.2 Expanded Group Level Controls

6.2.1 User-definable Pre/Post Amp FX Slots

The new Group Insert FX panel

In previous versions of KONTAKT, the Post Amp FX section of the Group Insert FX was limited to two slots. In KONTAKT 5.0.2, a new control has been added which allows you to define how many effect slots are preamplifier and how many are post amplifier. The total number of slots is still limited to 8, but within this limit you can freely define the split between the number of pre and post amplifier slots.

By default, the number of Post Amp FX is set to 2, which is displayed in the value edit control to the right of the Group Insert FX labeled Slots.

Editing the number of Post Amp FX

► To change this value, you can do any of the following:

Click and drag on the number

Hover your mouse over the number until two arrows appear, then click on the arrow pointing upwards to increase the number of slots, or click on the down arrow to decrease the number of slots

Double-click on the number and type in the number of Post Amp FX slots you want.

The number of preamplifier effect slots is equal to the difference between the total number of slots and the number of post amplifier effect slots defined by this control.

6.2.2 New Amplifier Controls

The new Amplifier controls

In the amplifier section of the Groups, two new controls have been added. These controls exactly mimic the controls provided with the Inverter effect:

- Phase Invert—when active, the polarity of the signals within the group will be inverted at the Amplifier stage.

▪ L/R Swap—when active, the left and right channels of a stereo signal will be swapped

This now means that, in order to invert the signal polarity or the stereo spread, you no longer need to insert the Inverter effect and use up an effect slot.

6.3   Time Machine Pro

The Time Machine Pro mode has been greatly improved in KONTAKT 5.0.2, not only with general sound and performance improvements, but also usability improvements.

6.3.1   Improved Performance

As well as general performance optimization, certain other noticeable changes have been made to the inner-workings of Time Machine Pro.

In KONTAKT 5.0.2 the Speed and Tune knobs of Time Machine Pro can now move to their full range. However, there is a limit to how far you can push the algorithm and, when using extreme settings, the product of the two knobs could exceed this limit. If you move the controls beyond the total limit, either the Speed or Tune knob will start to take priority depending on whether or not the Tracking button is enabled:

▪ If Tracking is enabled, Tune takes priority.

▪ If Tracking is disabled, Speed takes priority.

Note that the settings for tune and speed also take into account any modulation, zone or script settings.

> ⚠ Time Machine Pro can only process stereo files. In case of more channels (surround), only the first two channels are processed, the others are muted.

6.3.2 Improved Interface

Time Machine Pro with HQ Mode active and all controls on display

Changes to the Time Machine Pro controls include:

- Pro Mode re-named to HQ Mode (High Quality Mode)

- Legato button added. Works in the same way as the Legato buttons in the other Time Machine modes: with this button active, KONTAKT will carry the current sample playback position to subsequent notes when played in a legato fashion.

- Keep Formants button added to HQ Mode controls. With this control active, KONTAKT will perform formant preserving pitch shifting for a more natural pitch shift.

- Env.Fact. (Envelope Factor) knob is now called Frm.Shift (Formant Shift) and has been given a more intelligible value readout.

6.3.3 Voice Handling Controls

For performance reasons, Time Machine Pro has its own voice limiting controls. Originally these were provided on the Group level. In KONTAKT 5.0.2, the voice limiting has been moved to the instrument level and has been expanded.

The Voice Handling controls can be found in a new tab in the Instrument Options window.
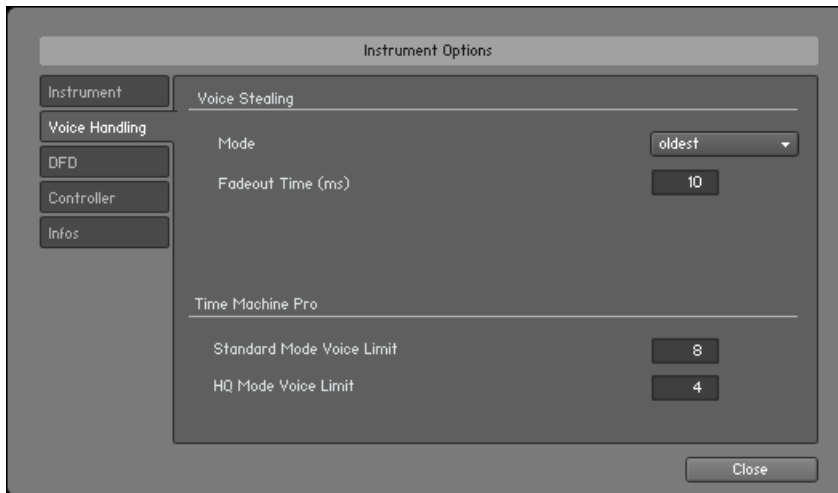
The new Voice Handling tab

As you can see, the Voice Stealing controls that used to be located in the Instrument tab have now moved to this new tab, along with the new Time Machine Pro specific controls.

The Voice Stealing controls act as they always did, but their settings are now taken into account for groups that use Time Machine Pro.

In this area you can also set the Standard Mode Voice Limit (the limit used for groups with HQ Mode turned off), and the HQ Mode Voice Limit (the limit used for groups with HQ Mode turned on).

> ⚠ When loading pre-KONTAKT 5.0.2 patches that use Time Machine Pro, the group voice limit settings are ignored and are over-written by the instrument level Voice Handling settings.