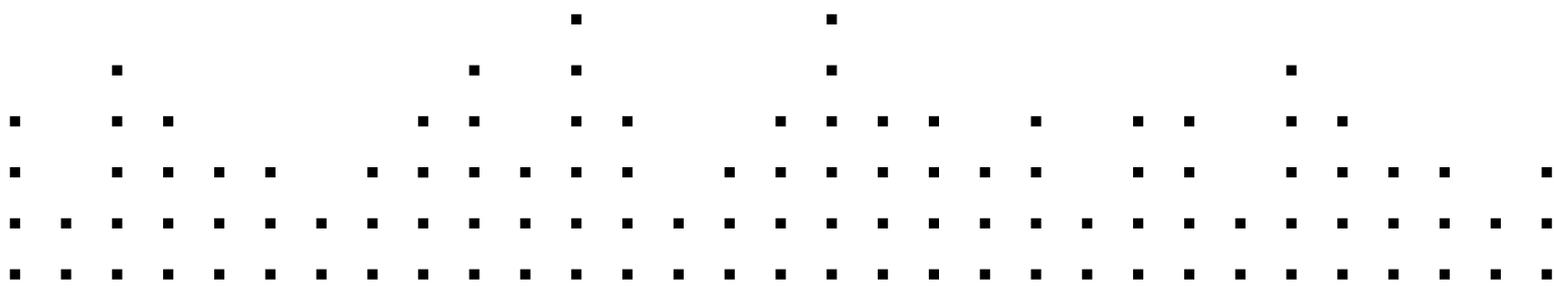




KONTAKT PLAYER

GETTING STARTED



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Document Version: 1.0 (10/2009)

Product Version: 4.0 (10/2009)

Special thanks to the Beta Test Team, who were invaluable not just in tracking down bugs, but in making this a better product.

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1 Welcome to KONTAKT PLAYER!

Thank you for installing KONTAKT PLAYER. This document will get you up and running with your KONTAKT PLAYER-compatible libraries and instruments powered by KONTAKT.

KONTAKT is one of the leading sampling solutions in the audio industry. KONTAKT 4 actually includes KONTAKT PLAYER by way of Library Browser integration and intelligent handling. They are not two separate applications. So, whenever we refer to KONTAKT in this document, you can be sure the function addressed is also feature of KONTAKT PLAYER. Furthermore, KONTAKT PLAYER can load all of your INTAKT, KOMPAKT and KONTAKT PLAYER 1 libraries, thus enabling you to use these libraries on Intel-based Macs.

1.1 About this Getting Started Guide

The purpose of this Getting Started document is to guide you through the basic steps of setting up KONTAKT PLAYER and to get you acquainted with the fundamental aspects of its user interface. After reading it, you should be able to start KONTAKT PLAYER both in stand-alone mode and as a plug-in in your sequencer, find, load and play sounds, and know your way around the user interface. Because of this, we recommend that you take the time to read this guide in its entirety.

1.2 System Requirements

In order to run KONTAKT PLAYER without problems, your computer and operating system should at least fulfill the minimum specifications listed below.

1.2.1 PC Requirements

Hardware: Pentium® or Athlon XP class running at 1.4 GHz or higher with at least 1 GB of RAM

Operating system: Windows® XP (SP2) or Windows Vista® (32/64 Bit)

Hard disk space: 1 GB for minimal installation (without any sound library)

Audio hardware (for standalone operation): Any fully compliant ASIO™, DirectSound® or WASAPI™ interface

1.2.2 Mac Requirements

Hardware: Intel® Core™ Duo 1.66 GHz or higher with at least 1 GB of RAM

Operating system: Mac OS® X 10.5

Hard disk space: 1 GB for minimal installation

Audio hardware (for standalone operation): Any fully compliant Core Audio™ or ASIO™ interface

2 Setup

Once the installation process has finished, you should find the KONTAKT 4 installation directory on your hard drive. It contains the KONTAKT 4 / KONTAKT PLAYER application and the documentation resources.

Before you start KONTAKT for the first time, it's worth explaining that it has two fundamentally different modes of operation. You have the choice of running KONTAKT:

- as a normal application, in which case it will behave like any other program on your computer—we refer to this as the “stand-alone mode” in the documentation

or

- as a virtual instrument plug-in within your sequencer or DAW (Digital Audio Workstation) application.

The most important difference between these modes concerns the way in which KONTAKT handles MIDI and audio streams:

- In stand-alone mode, KONTAKT will address your MIDI and audio hardware directly (which requires you to specify some details about your hardware and drivers).
- When using KONTAKT as a plug-in, these details will be taken care of by the sequencer host application.

The following sections will explain both modes in more detail.

2.1 Using KONTAKT PLAYER as a Stand-alone Application

To start KONTAKT PLAYER as a stand-alone application, locate the application folder labeled “Kontakt 4” on your computer and double-click “Kontakt 4.exe” (Windows) or “Kontakt 4.app” (Mac OS X). Alternatively, you can use the shortcuts created during the installation process in the usual locations on your operating system.

When you launch the KONTAKT application in this way, KONTAKT will start as a stand-alone program that provides its own application menu, just like any other application on your com-

puter. In this mode, KONTAKT will receive MIDI data from one or more ports of a MIDI interface and send audio signals directly to your audio interface. This can be very useful if you don't need the additional functionality of a full-blown sequencer environment for your task at hand, for instance when you're using KONTAKT as a live performance instrument.

When you start KONTAKT in stand-alone mode for the first time, both audio and MIDI will need configuring. In order to make KONTAKT receive MIDI notes from your keyboard and play sound in response, you'll first have to tell it which hardware it should use. This is done via the Options dialog, which should appear automatically upon the first start. You can also open this dialog at any time by clicking on the Options button at the top of the main window:

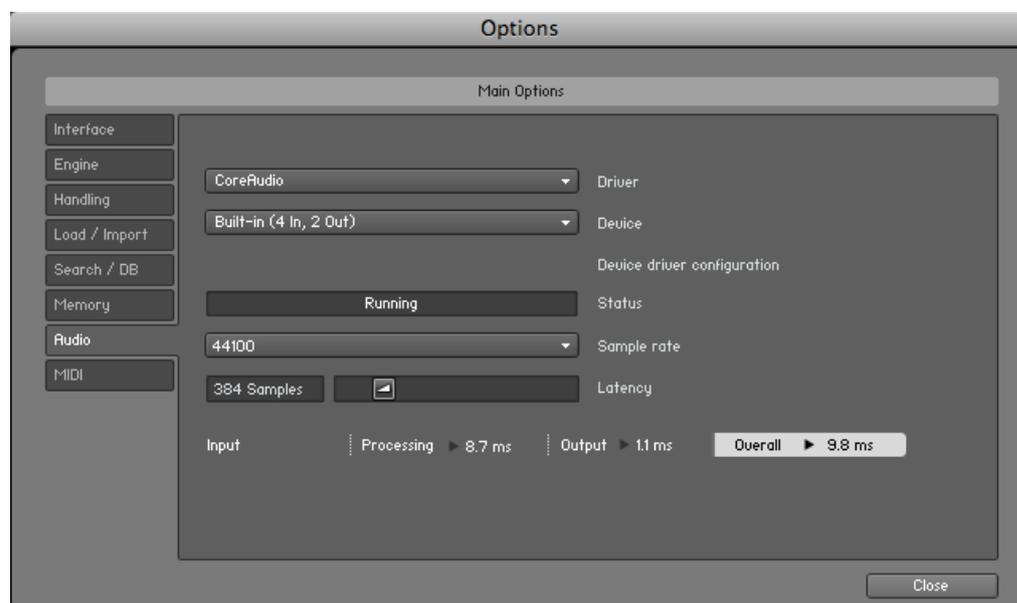


Click the Options button to open the Options dialog.

This Options dialog is the central place for configuring all aspects of KONTAKT's user interface and its sample playback engine. In this chapter, we'll only describe the Audio tab and the MIDI tab at the bottom of the Options dialog; you can find thorough explanations of the other options in the KONTAKT 4 Reference Manual.

2.1.1 Audio Configuration

On the Audio tab of the Options dialog, you can specify which audio device KONTAKT should use for playback and adjust global playback parameters.



Audio tab of the Options dialog.

The dialog provides the following options:

- **Driver:** With this drop-down menu, you can select which of your operating system’s device driver architectures KONTAKT should use. Most professional audio devices provide ASIO™, CoreAudio™ (Mac) or WASAPI™ (Windows) drivers.
- **Device:** This menu lists all connected audio interfaces that match the driver architecture chosen above. Select the audio interface you’d like to use for playback here.
- **Sample rate:** This drop-down menu allows you to set the global playback sample rate at which KONTAKT will operate. Common values are 44100 Hz for music and 48000 Hz for film production. Note that this doesn’t have anything to do with the sampling rate at which your samples have been recorded—if the playback rate doesn’t match a sample’s recording rate, KONTAKT will handle all necessary conversion steps transparently for you.
- **Latency:** This slider sets the size of the audio playback buffer in samples. Small values will shorten the delay between pressing a key and hearing the resulting sound (this is called “latency”), but may cause drop-outs and stuttering when playing a lot of voices at the same time. Conversely, setting this to a higher value will make playback more reliable at the cost of more latency.

2.1.2 Latency Optimization

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

Of course, this “safety net” comes at a price—the buffering causes a delay, known as latency, between the triggering of a note and the actual sound. This delay gets longer with increasing buffer sizes. Hence, it is vital to tune the buffer size in order to find a good compromise between latency and playback reliability. The optimal value depends on such diverse factors

as your CPU, memory and hard disk access times, your audio hardware and drivers, and your operating system environment.



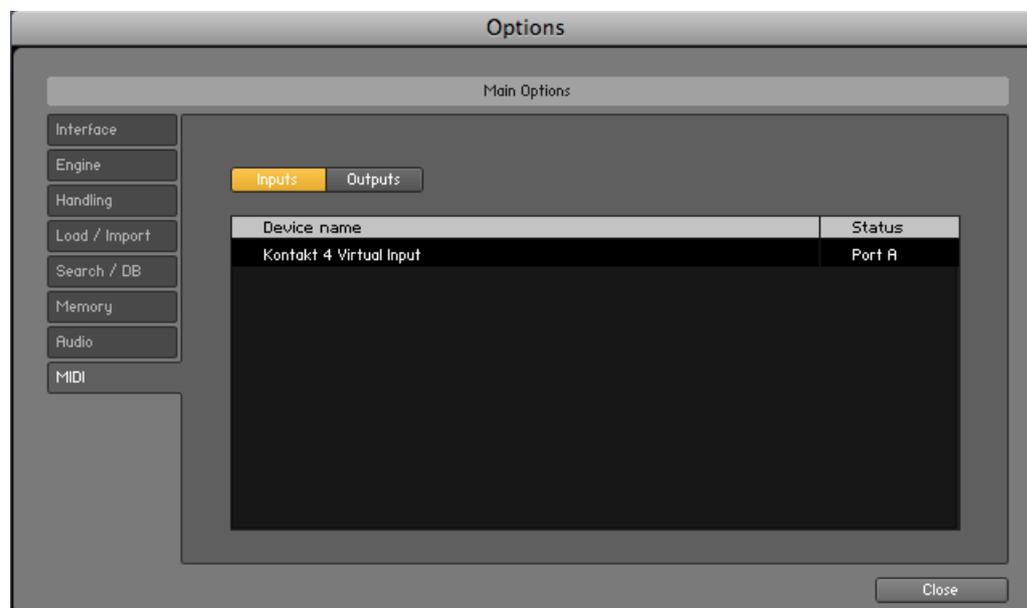
The Latency slider controls the size of the playback buffer.

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

Generally, it's a good idea to have as few other applications as possible running in the background when working with audio software. Also, if you can't get below a certain buffer size without getting drop-outs, consult the documentation of your audio hardware to find out whether you can access it via an alternative driver architecture, as some architectures allow more efficient low-level access to the hardware than others.

2.1.3 MIDI Configuration

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



MIDI tab of the Options dialog.

In order to make KONTAKT respond to MIDI data from the outside, you'll have to enable one or more ports that appear in the inputs list of the MIDI tab. To do this:

1. Make sure that the Inputs button is highlighted.
2. Identify the port(s) that you intend to use for MIDI input in the list.
3. If the Status field on the right side of an entry reads *Off*, click on that value and assign one of the MIDI port identifiers (A-D).
 - This enables the respective port, which will later be identified by the selected letter throughout the user interface.

2.2 Using KONTAKT PLAYER as a Plug-in

The plug-in version of KONTAKT allows you to use it as a virtual instrument inside your sequencer or HD recording program. That way, you can run multiple instances of KONTAKT side-by-side along with your other sound generators and effect plug-ins, trigger them with the data of MIDI tracks from within your sequencer, and directly feed their audio output into the signal flow of your virtual mixer.

Depending on your operating system and choices upon installation, KONTAKT provides VST, Audio Units, and RTAS® plug-in formats. Refer to the documentation of your sequencer to find out which of these formats is the right one in your case; if you have enabled the appropriate format at installation time, KONTAKT 4 should appear in the plug-in selection list inside your sequencer. If it is not the case, re-run the installer and make sure the appropriate plug-in is marked for installation.

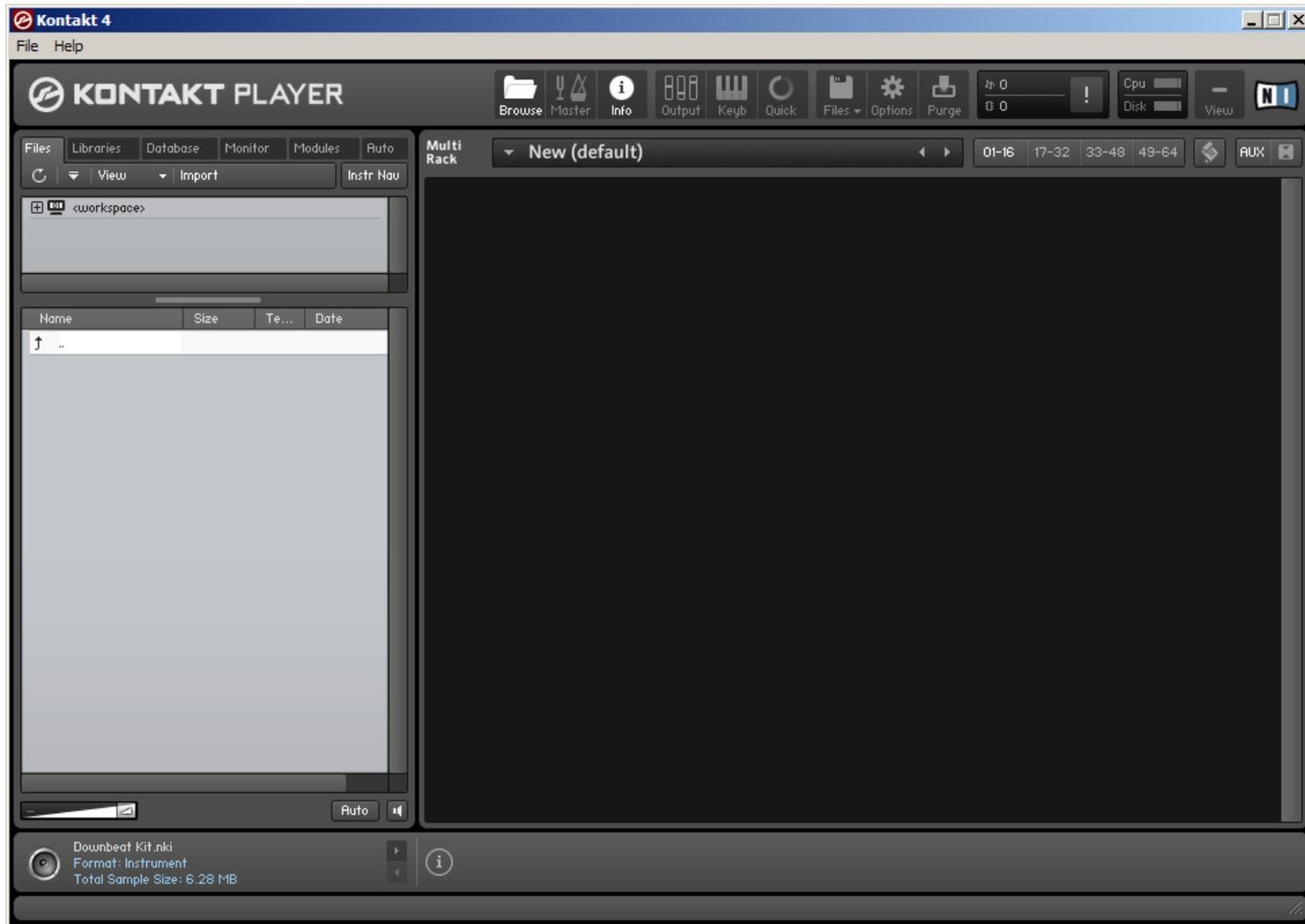
The way in which virtual instrument plug-ins are integrated into the workflow depends on your sequencer; consult its documentation to find out how to instantiate and work with the KONTAKT plug-in. At some point, you will have to locate the plug-in folder labeled *Native Instruments* and select *Kontakt 4*. There is no dedicated KONTAKT PLAYER plug-in!



In your host software, select the *Kontakt 4* entry from the list of available plug-ins.

3 User Interface

Once KONTAKT has been properly configured, you'll be greeted by its main window. This is the central workspace in which you can find and manage files, open Instruments, and combine them into Multi setups.

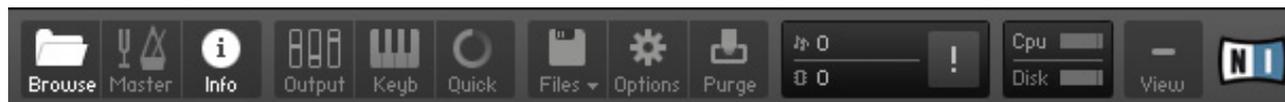


The KONTAKT PLAYER main window, with no Instruments loaded.

The main window is subdivided into a number of sections, each of which incorporates functions for carrying out a specific group of tasks. In the following sections, we'll briefly explain the interface parts that are used for loading and playing instruments with KONTAKT PLAYER; for a much more thorough description of all aspects of the user interface, please refer to the KONTAKT 4 Reference Manual.

3.1 Main Control Panel

At the top of the KONTAKT PLAYER window, you'll find a row of 9 squared buttons. This is called the Main Control panel. As the name implies, it provides access to a range of essential control functions; some of the buttons toggle the visibility of certain parts of the user interface, others open drop-down menus or dialogs that give access to further commands and options. What follows is a short description of what each button does, from left to right; please refer to the KONTAKT 4 Reference Manual for detailed information about the functions of the Main Control Panel.



The Main Control panel at the top of the window provides access to various essential features and dialogs.

- **Browse:** Toggles the visibility of the Browser section, which is the vertical bar on the left side of the main window. If you know that you won't need the functions of the Browser for a longer period of time, you can save desktop space by hiding it. The Browser is explained in section 3.3 of this guide and in the KONTAKT 4 Reference Manual.
- **Master:** Toggles the visibility of the Master Editor, where you can adjust various global parameters such as overall volume, tempo, or master tuning.
- **Info:** Toggles the visibility of the Info Pane, which will appear at the bottom of the window. The Info Pane is explained in section 3.4 of this guide.
- **Output:** Toggles the visibility of the Outputs section, which will appear at the bottom of the window. Here you can configure KONTAKT's internal audio channels, adjust output levels, and add global insert and send effects.
- **Keyb:** Toggles the visibility of the On-Screen Keyboard, which is explained in section 3.5 of this manual.
- **Quick:** Toggles the visibility of the Quick-Load Browser.
- **Files:** Opens a drop-down menu that consists of various commands for loading, saving and managing KONTAKT files, such as Instruments, Banks and Multis.
- **Options:** Opens the Options dialog, where you can adjust a wide range of preferences that pertain to the user interface and the sample playback engine of KONTAKT.

- **Purge:** Opens a drop-down menu of options related to the purge facility, which allows you to temporarily unload samples from memory that are currently not in use.

3.2 The Rack

The Rack is the part of KONTAKT's user interface that takes up the most screen space; it's the large area below the Main Control panel. Whenever you load an Instrument, it will appear in the form of a horizontal header here. As the name suggests, the Rack is designed to resemble a stack of 19" studio equipment; that is, any additional Instruments will appear alongside the headers that are already there. This way, you can easily load up to 64 Instruments (distributed across pages of 16 each) at the same time into a KONTAKT instance. Such a combination of Instruments is called a Multi, and you can save and recall it just like an Instrument.

When you first start KONTAKT, the Rack will be just an empty space, indicating that no Instruments are currently loaded. You'll need to either load an Instrument, or open a Multi. Chapter 4.1 of this guide explains how you find and load existing Instruments from the sound libraries on your hard disk.



The Rack header controls.

On top of the Rack, you'll find a row of user controls; most of these don't actually change anything in your Multi, but affect which kinds of information will be visible in the Rack. Next to a text line that shows the name of your currently loaded Multi, there are four page buttons that allow you to navigate to one of the Rack pages of 16 Instruments each.

3.3 Browser

The Browser is the vertical pane on the left side of the window, right next to the Rack; if you don't see it, click on the Browse button in the Main Control panel to make it show up.

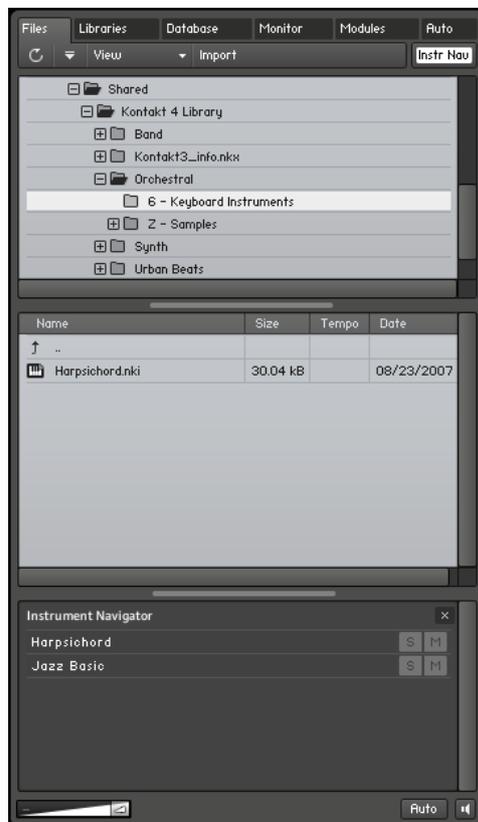
The main purpose of the Browser is to gather functions that let you organize and browse any number of KONTAKT-relevant files in a variety of different ways. Among other things, you

can use it to navigate through your file system in order to locate and load objects, access the KONTAKT libraries installed on your hard disk in a quick and intuitive manner, import sampler programs from third-party formats, and access KONTAKT's powerful Database.

The functions provided by the Browser are spread across a number of sections and subsections that you can access via the tabs on its top. We'll here limit ourselves to brief explanations of the *Files* and *Libraries* tabs, which offer access to your file system and your collection of instruments powered by KONTAKT and other KONTAKT libraries, respectively.

3.3.1 Files Tab

When you click on the Files tab, the Browser will switch to a two- or possibly three-pane view (the third pane at the bottom can be switched on and off). This tab allows you to navigate through your file system in a tree-based view; this kind of navigation will be immediately familiar to you if you're accustomed to using your operating system's file browsers.



Files tab of the Browser. From top to bottom, you can see the Container Pane, the Objects Pane, and the Instrument Navigator.

The topmost pane, called the Container Pane, and the one just below it always operate in unison. As its name suggests, the Container Pane displays the items in your file system that contain other objects—such as volumes and directories—within a hierarchical tree view.

When KONTAKT finds other containers (such as subdirectories) in one of these entries, a small icon will appear next to its name. A plus sign (“+”) indicates that the sub-contents are currently hidden from view; click on the plus sign to “fold out” the container and access its contents. That way, you can quickly navigate to any directory on your hard disk.

Once you’ve located a directory with files that are relevant to KONTAKT (such as Instruments), highlight it by clicking on its name in the Container Pane. The pane below, called the Object Pane, will now display the files in that particular directory as a flat list. If this list is longer than the pane, just click and drag the scrollbar on its right side to scroll down. Once you’ve found what you’ve been looking for, either double-click the file or click and drag it over into the Rack in order to load it into KONTAKT.

As mentioned, you may notice a third section below the Container Pane and Object Pane; if not, you can show it by clicking the button labeled *Instr Nav* in the upper right corner of the tab. This pane is called the Instrument Navigator and offers a handy overview list of all Instruments in your current Multi. Clicking on an entry jumps directly to that Instrument’s header within the Rack. Using the S and M buttons, you can quickly toggle the solo and mute status of Instruments; these are explained in section 4.4.3 of this guide.

3.3.2 Libraries Tab

The *Libraries* tab of the Browser provides an immediate and intuitive way of accessing your collection of commercial instruments powered by KONTAKT and other KONTAKT-based libraries that are installed on your hard disk.



Accessing the KONTAKT Factory Selection sound library via the Libraries tab of the Browser.

In contrast to the Files tab, where you have to know where to look for the files that you want to load, the Libraries tab shows all installed libraries in a flat, easily accessible list—regardless of where they are located on your hard disk.

- ▶ To access the contents of a library, just click on the button labelled *Browse* on its header.
 - Its directory structure will then show up below the header.

You can navigate through the contents in the same way you do in the panes of the Files tab, the only difference being that in this case, both subdirectories and loadable objects appear in the same list.

- ▶ Once you have found an Instrument or Multi you'd like to load, simply double-click on its name or drag it into the Rack.

3.4 Info Pane

The Info Pane is a text bar at the bottom of the main window; if you don't see it, click on the Info button in the Main Control Panel (see section 3.1).

The purpose of the Info Pane is to provide you with a short description of whatever your mouse cursor is currently pointing at; whenever you're not sure what a specific button, knob or other element of the user interface does, just point your mouse at it and read the description that shows up in the Info Pane below the Rack.



The Info Pane provides helpful descriptions of KONTAKT's user interface elements.

Provided that the Browser is visible as well, the Info Pane will be separated into two sections. In addition to the user interface descriptions, it will also display various details about the item that's currently selected in the Object Pane of the Browser, if any.

3.5 On-Screen Keyboard

The On-Screen Keyboard appears just below the Rack when you click on the button labeled *Keyb* in the Main Control Panel (see section 3.1).



The On-Screen Keyboard displays incoming MIDI notes and the key range of the selected Instrument.

This virtual piano keyboard offers several functions, the most obvious of which is that you can trigger notes by clicking on its keys. This is the equivalent of pressing a key on your master keyboard. The notes will be sent to the Instrument that's currently selected in the Rack (just click on an Instrument Header to select it), or to the topmost one if none is selected.

Conversely, when you play notes on your MIDI keyboard, you'll notice that they're being mirrored on the On-Screen Keyboard; this is an easy way to ensure that KONTAKT correctly receives MIDI data from the outside.

Finally, provided that your current Multi contains any Instruments, a range of consecutive keys will be colored blue; this indicates the playable key range of the currently selected (or topmost) Instrument.

4 Basic Operation

Now that you're familiar with the fundamental parts of KONTAKT's user interface, it's time to get practical. In the following sections, we'll provide you with step-by-step instructions for some common tasks, such as loading and playing Instruments, combining them into Multis, and adjusting their basic playback parameters.

Please make sure you start with an empty Multi when following the instructions in this chapter; if required, use the *Reset Multi* command from the Files menu in the Main Control panel to remove all Instruments from your KONTAKT instance.

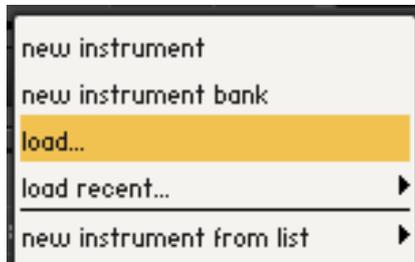
If any KONTAKT PLAYER compatible libraries or instruments powered by KONTAKT are found on your computer, KONTAKT defaults to Player mode. In Player mode the Library Browser is displayed and any installed 3rd Party Libraries are shown. Installed libraries show up as Library Boxes.

4.1 Loading and Playing Instruments

KONTAKT offers you a number of different tools that let you keep track of your installed sampling libraries and their contents. Ultimately, they all have the same purpose: to let you locate and use any item you're looking for as quickly as possible.

- The Files tab of the Browser is a tree-based file system navigator that you can use to traverse the directory structure of your system volumes, browse the contents of any directory, quickly listen to samples, and select KONTAKT items for loading.
- The Libraries tab offers a more streamlined and intuitive way of accessing commercial libraries in KONTAKT format.
- The KONTAKT Database is a very powerful tool for managing large collections of Instruments, Samples, Multis and Banks in a non-linear fashion. It allows you to tag your items with freely definable attributes and rapidly filter your whole collection by means of keywords and attributes.

- The *load...* command, which you can find in the Files Menu of the Main Control panel, will open a traditional file selector dialog that you should find familiar from other applications:



load... command of the Files menu.

We'll limit the scope of this section to the second option: The Libraries tabs of the Browser. In order to find out more about the other tools mentioned, refer to the KONTAKT 4 Reference Manual.

4.1.1 Loading an Instrument Using the Libraries Tab

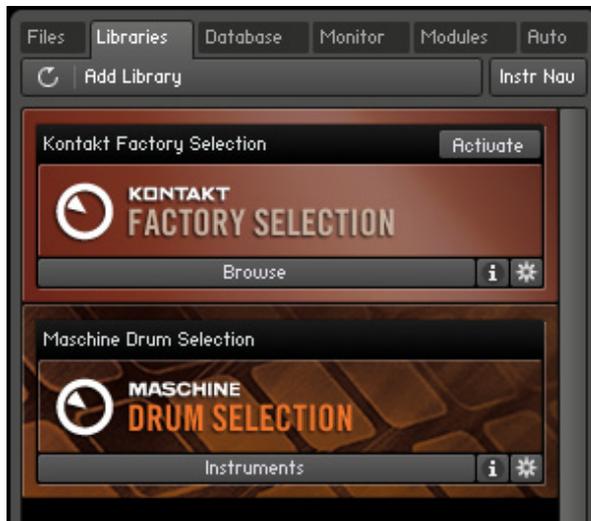
Let's start by loading an Instrument! In this example we will use an Instrument from the Factory Selection Library. The following description applies to all libraries in a very similar manner, so you can use another library if desired.

1. Make sure the Browser is visible on the left side of the main window. If it's not, click on the button labeled *Browse* in the Main Control panel:



Toggle the visibility of the Browser with the Browse button in the Main Control panel.

2. The Library Browser provides access to all KONTAKT PLAYER libraries installed on your computer. To show the Library Browser, click the Libraries tab. KONTAKT PLAYER now displays all libraries as “boxes” in the Library Browser:



Two Library Boxes in KONTAKT PLAYER's Library Browser

To load an Instrument:

- ▶ Click on the button labeled *Browse* at the bottom of the library's box. The library's content will unfold and show all Instruments or sub-folders contained in the library:



Click the Browse button to access the Instruments and sub-folders your library contains.

The Factory Selection library contains numerous sub-folders, which are marked with a folder icon next to their name. They can be opened by double-clicking on them.

- ▶ To get back to the parent folder, click on the first entry of the list, which is marked with an arrow:



1. Double-click the *Band* entry.
2. Once you've found an Instrument (whose filename will end with *.nki*) that you'd like to load, either double-click on its name or click and drag it into the Rack.
 - An Instrument Header with that Instrument's name and some controls will appear in the Rack, indicating that the Instrument has been successfully loaded and is ready for playing.



To load a selection of Instruments at once, press [Shift]+click multiple nki files and drag them to the Rack.

If a dialog titled “Samples Missing” appears when you try to load the Instrument, it means that KONTAKT cannot find some or all of that Instrument's Samples for some reason. In this case, either click on *Abort Loading* and retry the process with a different Instrument, or read the section about this dialog in the KONTAKT 4 Reference Manual to find out how to solve the problem.

4.1.2 Playing the Instrument

Once KONTAKT has successfully loaded the Instrument, it appears as a horizontal Instrument Header within the Rack, which indicates that it's ready for playing. If you have a master keyboard connected to your computer, play a few keys now. In case you're using KONTAKT as a plug-in within your sequencer, you may need to put the respective instrument track into “record” or “monitor” mode first. Provided that you're playing in the correct key range of your Instrument, you should hear its sound now.

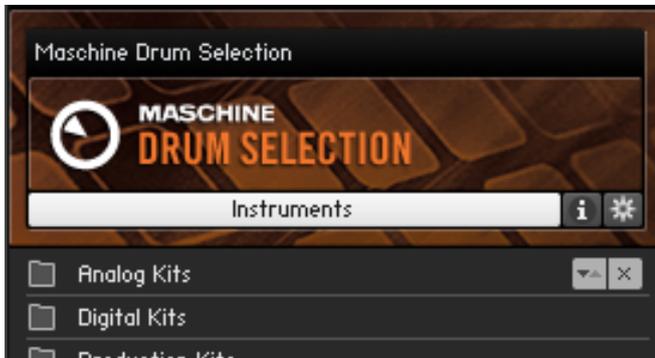
If you can't hear any output, refer to chapter 5 for possible problem solutions.

4.1.3 Combining Instruments into Multis

You now have loaded an Instrument into your KONTAKT PLAYER Rack. Let's load a few more, this time from another library. If you don't have any more libraries installed, you could also load single samples from other collections.

1. Exit the Factory Selection Library Box by clicking the *X* in the upper right hand corner or on the Browse button again.

- Now click on the second library's Instruments button to display the library's contents. If the library has an Instruments folder, as in the case of MASCHINE DRUM SELECTION. The button will then display *Instruments* instead of *Browse*:



If an Instruments folder is available in the Library, the button reads *Instruments* instead of *Browse*.

- Double-click a folder to navigate further. Once you found some Instruments, hold [Shift] (Mac) or [Ctrl] (Windows) and click on an Instrument and then on another. Click-drag the selection to the right into the Rack.

→ We now have three Instruments, possibly from different libraries, loaded into our Rack—such a combination of Instruments is called a Multi:



Three Instruments in the Rack (top and bottom once with activated Performance Views, middle one is collapsed).

Keep in mind you can load and mix up to 64 Instruments from any installed library this way.

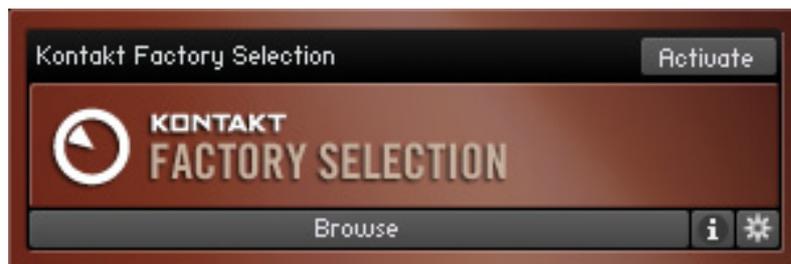
4.2 Library Demo Mode

Some Instruments are now loaded in the Rack. But, have a look at the Instrument name and you'll see the character string *****DEMO***** written in front of it:



An Instrument in Demo mode

This means that the library has not yet been activated and is currently in demo mode. You can also recognize that the library is in demo mode by the button labeled *Activate* appearing in the Library Box.



A library that has not been activated

The demo mode allows you to play any Instruments from a particular library for 15 minutes. The countdown begins when the first Instrument from that given library is loaded. After 15 minutes have passed, there will be a “Demo Timeout” message and any other Instruments loaded in demo mode will also be timed out:



An Instrument from a timed-out library

In demo mode you are free to make changes and also save them. However, please be aware that any Instruments saved in demo Mode will be timed out the next time you try to load them and will remain timed out until the library has been activated.

4.2.1 Using Activated and Demo Mode Libraries in the Same Project

A demo timeout shouldn't necessarily disrupt your workflow. Since the demo works separately for activated and non-activated libraries (i.e KONTAKT PLAYER as application does not time out), you can continue working with activated libraries, making changes to activated Instruments and saving them. You can even save a combination of activated and non-activated Instruments as a Multi, either in a host project or and stand-alone mode. And no worries, total recall works so any changes will be in place upon reloading.



Saving a host project where KONTAKT is instantiated as a plug-in will also tag a non-activated library timed-out.

4.2.2 Mode-dependent Operations

Here is a comparison chart listing all the mode-dependent operations:

	KONTAKT 4	KONTAKT PLAYER
Library, activated		
Loading	OK	OK
Playing	OK	OK
Editing	OK*	n/a
Saving	OK	OK
Re-loading saved	OK	OK
Library, not activated		
Loading**	OK	OK

Playing	15 minutes	15 minutes
Editing	n/a	n/a
Saving	OK	OK
Re-loading saved	after library activation	after library activation
Self-made Instrument		
Loading	OK	OK
Playing	OK	15 minutes
Editing	OK	OK
Saving	OK	OK
Re-loading saved	OK	KONTAKT 4 license required
* some libraries are locked for editing by the library developer		
** patches can always be loaded and recalled in demo mode		
n/a = not available		

4.3 Working With Libraries

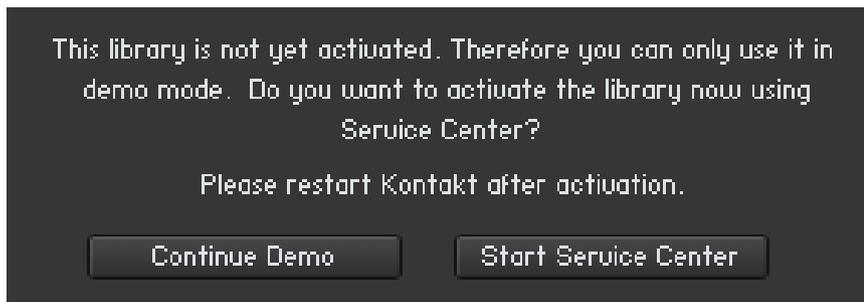
4.3.1 Activating a Library

To remove the demo mode limitations, you need to activate your library via the Service Center application:

To open the Service Center and activate your product:

1. Either click the Activate button in the Library Box or the Demo Timeout screen.

2. In the dialog screen, click the button labeled *Start Service Center* to proceed:



Confirm that you want to activate the library by clicking on *Start Service Center*.

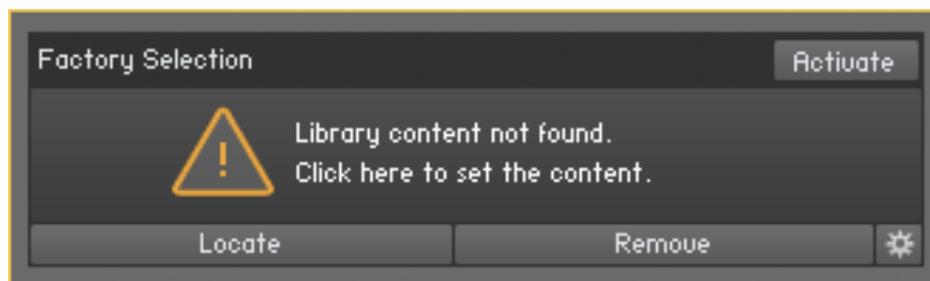
→ The Service Center will open, asking for the library's serial number.

 For more information about activating products via the Service Center, please see the Service Center Quick Start Guide and manual.

3. Once the library is activated, **restart KONTAKT PLAYER**. If no Activate button is present in the Library Box afterwards, the product has been successfully activated.

4.3.2 Locating a Moved or Missing Library

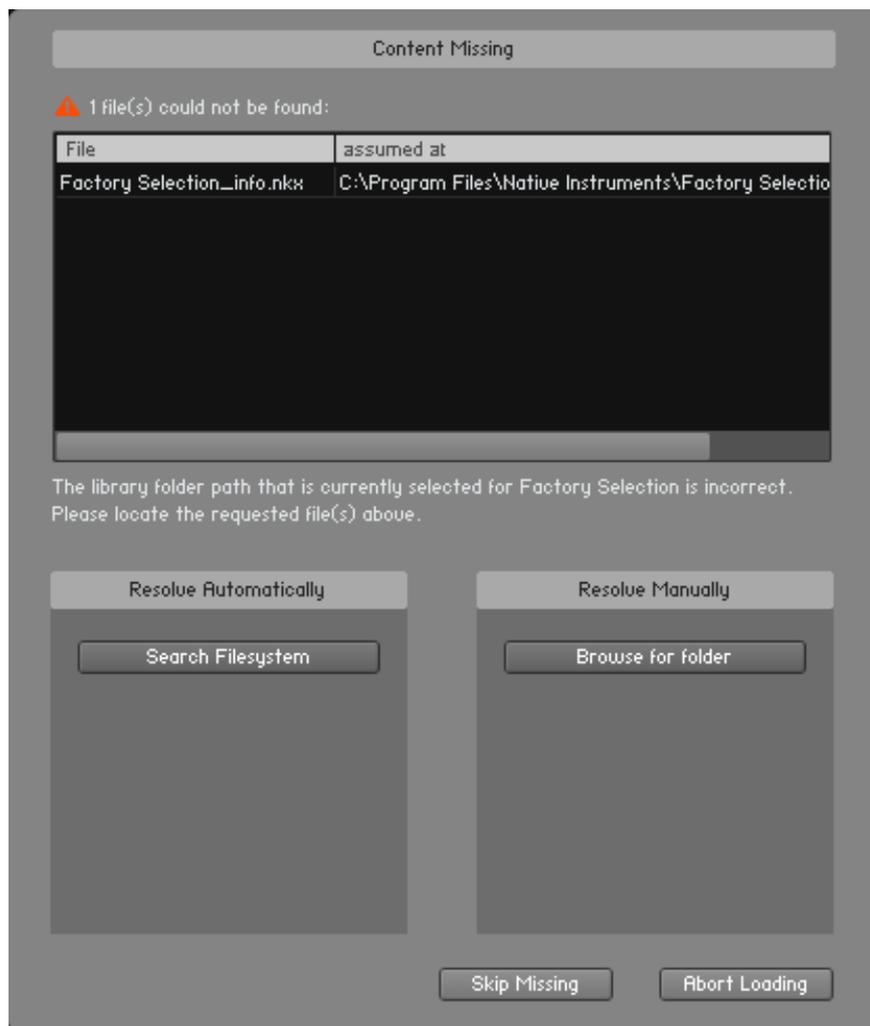
Sometimes you may want to move an installed library to another location. This is no problem, but the next time you start KONTAKT PLAYER you'll have to manually find the moved library.



After you have moved a library to a different location, a message will state that the library could not be found.

1. To point KONTAKT PLAYER to the library's new location, click on *Locate*.

2. The “Content Missing” dialog opens:



The Content Missing dialog allows you to locate libraries that have been moved.

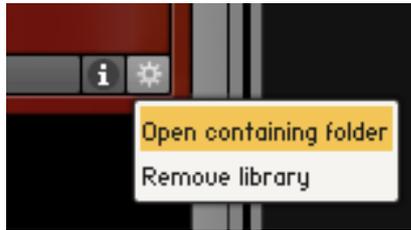
3. If you want to locate the folder manually, click on the button labeled *Browse for folder*. This will open a dialog allowing you to set a path to your library’s new location. Alternatively, you can have KONTAKT PLAYER search the file system (by clicking on the button labeled *Search Filesystem*). As KONTAKT PLAYER will scan all folders on your computer, this may take a considerable amount of time.

→ After the missing file is located, the Library Box re-appears and functions as before.

For legacy libraries you will see a “Locate Folder” window. Use this to navigate to the library’s install location. For more details about legacy libraries, see chapter 2.3.5, “Legacy Support (INTAKT, KOMPAKT, and KONTAKT PLAYER 1).”

4.3.3 Removing a Library

In case you uninstalled or deleted a library from your computer and the Library Box is still visible, you can remove the leftovers by selecting the *Remove library* entry from the Library Options menu.

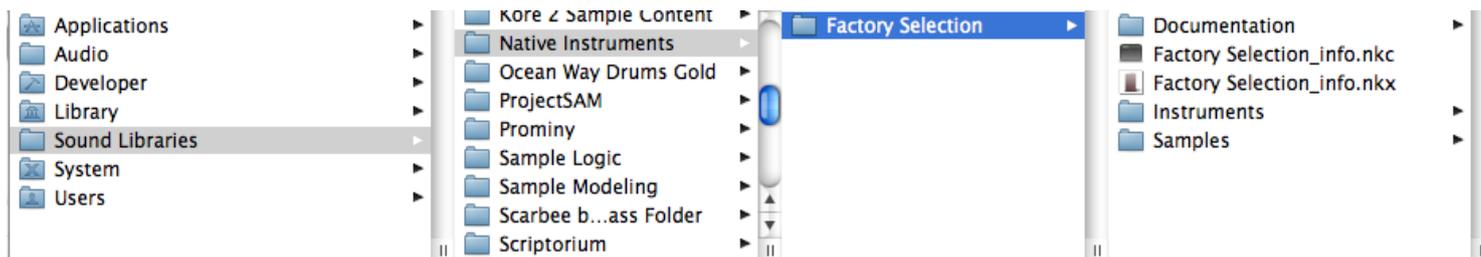


Click the sprocket icon to open the Library Options menu.

4.3.4 Adding a Library

If you want to add a new or previously removed library to the Libraries tab, do the following:

1. Click on the Add Library button.
2. In the dialog that opens, select the desired library folder and click on *OK* at the bottom of the dialog. For example, if you want to add Factory Selection, which is a Native Instruments product, please select the Library folder (highlighted in blue below) inside the Native Instruments main folder:



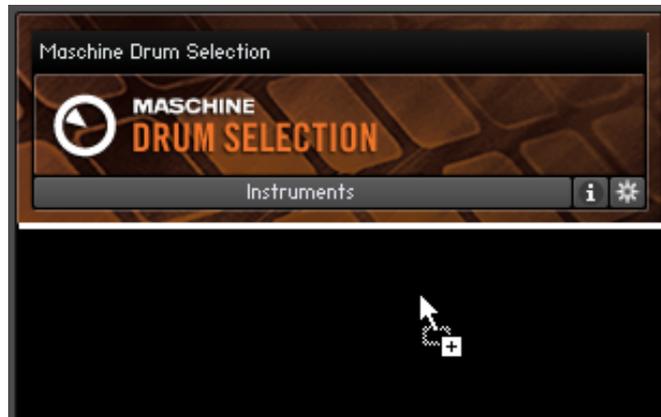
Select the library folder to add a library to the Libraries tab (highlighted in blue, here on Mac OS X).

4.3.5 Other Library Box Functions

Learn more about how to access and use the options available in the Library Boxes.

Reorganizing Libraries in the Library Browser

You can drag the Library Boxes up or down to reorganize them as you please. A white insertion line is shown at the position where the box will be placed:



Click and drag the Library Boxes to change their order in the Library Browser.

Info Menu

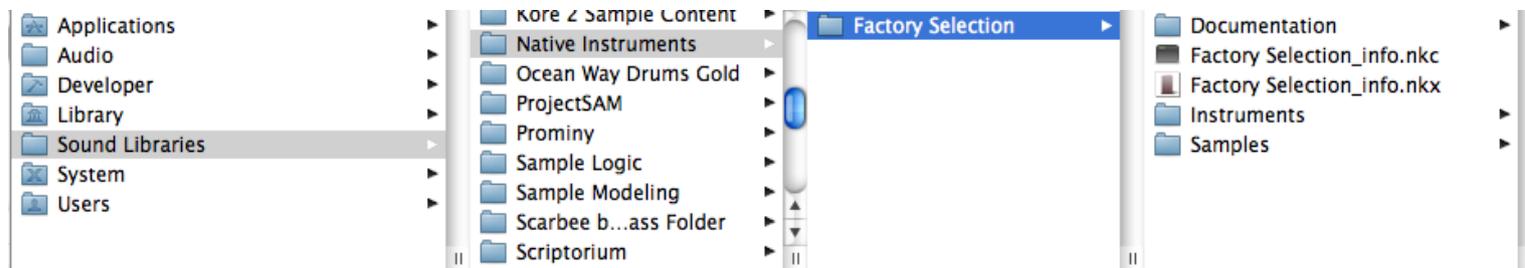


Open the Info menu to access documentation content and additional product information.

The Info menu shows the content of the library's Documentation folder.

► To open the Info menu, click on the button labeled *i*.

Most commonly, this menu holds links to the user manual as PDF file, to quick start guides, tutorial videos, or even links to the developer's website. The contents of this folder are library dependent. You can add any entry you want by adding the corresponding files to the library's Documentation folder.



All files located in the Documentation folder appear in the library's Info menu (Mac OS X version pictured)

Library Options Menu



The Library Options menu

The Library Options menu holds commands to open containing folder and removing a library.

► To open the Library Options menu, click on the little sprocket icon.

In this menu, you will find following entries:

- **Open containing folder:** Direct link to the library location on your hard drive. This command can be helpful when you want to navigate to the library's install location without using the Finder (Mac OS X) or the Explorer (Windows).
- **Remove Library:** Removes the Library Box from the Library tab (see section 4.3.3).

4.3.6 Locked Libraries

KONTAKT PLAYER libraries will always be locked for editing when in Player mode. If a library is locked, its Instruments display a gear icon in their Instrument Header:



The gear icon in an Instrument Header indicates that its library is locked.

A click on this gear icon opens the Instrument Options (see the Reference Manual for more info on this).



Some libraries are locked for editing, even if you own the full version of KONTAKT. The decision to lock a library is that of library developer and not that of Native Instruments.

4.3.7 Legacy Support (INTAKT, KOMPAKT, and KONTAKT PLAYER 1)

KONTAKT PLAYER can now display and load all of your INTAKT, KOMPAKT and KONTAKT PLAYER 1 compatible libraries. By way of loading these libraries in KONTAKT PLAYER you can use them on Intel-based Macs again.

Note that for these libraries there is no Performance View available for the Instruments (see section 4.4.4 for more info on the Performance View). However, some Instrument updates may be available. Please check the library manufacturer's website for details.

Using Legacy Libraries Installed on External Hard Drives

If you installed your KONTAKT PLAYER, KOMPAKT or INTAKT library on an external hard drive and would like to use it on another computer, do as follows:

1. Simply attach the hard drive to the other computer.
2. Click on the Add Library button and navigate to the library install location.
3. Click on *OK*.

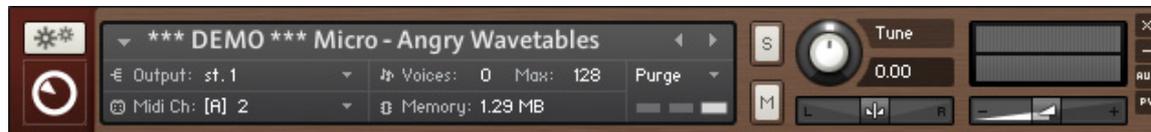
→ The Library Box will show up in the Libraries tab.



KOMPAKT and INTAKT libraries will show up in the Libraries tab, but the Instruments only function once you have fully authorized the library for the new computer via the Service Center.

4.4 Setting Basic Instrument Parameters

Each Instrument Header provides a set of controls that allow you to adjust some basic parameters, which affect that Instrument's MIDI and audio routing, playback volume, panning position and tuning. KONTAKT will save and recall these settings along with the Multi data. If you're building a multi-timbral setup of Instruments, you can use these controls to create a sub-mix inside KONTAKT, which takes place before the final audio is being sent out to the audio interface or host application.



Instrument Header in maximized view.

Note that the following sections refer to Instrument Headers in their default, maximized state that you can see above; they can also be switched into a minimized state that hides most of their parameters in order to save vertical space in the Rack.

- ▶ If any or all of the Instrument Headers in your Multi appear condensed, click the double-arrow icon on the right side of the Rack Header once or twice until they're all expanded to their default view:



Maximize all Instrument Headers by clicking the Size Toggle button in the Rack Header once or twice.

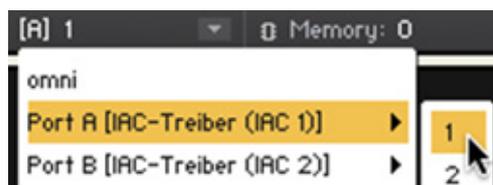
4.4.1 Setting Audio and MIDI Ports

We already touched this topic briefly in the previous sections: In order to make an Instrument respond to incoming MIDI data, you'll have to tell KONTAKT on which MIDI input port and channel it should "listen" for that data.

To select both the MIDI port and the MIDI channel:

- ▶ Use the drop-down menu that appears when you click on the *Midi Ch* label in the Instrument Header.

KONTAKT designates the available MIDI ports with the letters that you assigned to them in the Options dialog, as explained in section 2.1.3:

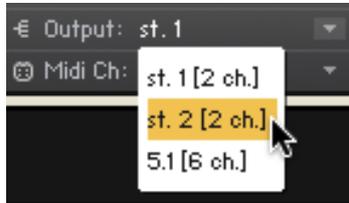


Assign a MIDI input to your Instrument with the MIDI Ch drop-down menu.

Similarly to the input MIDI channel, each Instrument also needs an audio output channel assignment. This specifies to which of KONTAKT's own mixer channels the output signal of that Instrument will be routed.

To change the audio output:

- ▶ Click on the *Output* label in the Instrument Header:



Assign an audio output to your Instrument with the Output drop-down menu.

The available choices depend on the configuration of the Outputs section in your KONTAKT instance; in other words, they don't refer to physical audio outputs per se. For more information about KONTAKT's internal audio routing, refer to the Outputs section chapter of the KONTAKT 4 Reference Manual.

4.4.2 Adjusting Volume and Panning

You can set the playback volume and stereo panorama position for each Instrument in your Multi independently. This is useful for creating a sub-mix inside your KONTAKT instance. If multiple Instruments are being routed to the same audio output at the same time, there's no way to change their respective volumes or panorama positions independently from outside KONTAKT.

In order to change the playback volume of an Instrument:

- ▶ Click and drag the horizontal slider on the right side of its Instrument Header:



Instrument Volume slider

Be careful when you're increasing the volume and keep an eye on the peak level meter above the slider; if it hits the right border in loud passages, the level is set too high, which will cause clipping artifacts in the audio output.

The panorama control is positioned to the left of the volume slider:



Panorama position slider

► Click and drag it horizontally to place the Instrument's signal within the stereo panorama. At its center position, the signal is played back with no change; setting it all the way to the left (value *100L*) will make the signal disappear entirely from the right channel, and vice versa.

4.4.3 Using Mute and Solo

When you're actively working on an arrangement or a Multi, it's often helpful to temporarily exclude certain Instruments from the mix or to isolate a single element for making better judgments. You can do this with the buttons labeled *S* (Solo) and *M* (Mute) in the Instrument Header:



Solo (*S*) and Mute (*M*) switches

Clicking on the Mute switch will exclude the signal of an Instrument from the mix; as a reminder, the button will be highlighted. Click on it again to switch the signal back into the mix.

Similarly, when you click on the Solo switch, all other Instruments in your Multi will be muted, so you'll hear the one you selected in isolation. You can also put multiple Instruments into solo mode; in that case, the mute status of the remaining Instruments will persist until you have switched off the last active solo button.

4.4.4 Performance View

The Performance View shows a custom panel of controls which allow you to alter specific Instrument characteristics. As these controls are programmed by the library developer, the available controls will vary from library to library.

To display the Performance View of an Instrument:

- ▶ Click on the icon labelled *PV* in the lower right corner of the Instrument Header.

Here is a Performance View of one example Instrument:



The Performance View, showing the Instrument's controls.

5 Troubleshooting

If the Instrument doesn't seem to respond, there are a few things you can check to make sure your MIDI and audio setups are working correctly.

In a first step, you should try to determine whether the problem is related to the MIDI or the audio part of the chain.

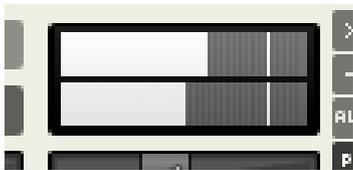
Observe the small MIDI jack icon next to the *Midi Ch* label in the Instrument Header:



The MIDI jack icon flashes on incoming MIDI data.

If it flashes when you press a key on your master keyboard, the Instrument correctly receives the incoming MIDI data. In this case, check the following things:

- If the peak level meters on the right side of the Instrument Header show some activity when you press a key, the Instrument already generates sound (see picture below); if you don't hear anything, the signal gets lost somewhere between KONTAKT's internal output routing and your monitor speakers. Make sure your audio interface is turned on and that you're listening to the right output channels.



The level meters show the peak level of an Instrument's audio signal.

- If you're using KONTAKT in stand-alone mode, make sure that you have correctly set up your audio interface in the Options dialog. This process is explained in section 2.1.1 of this guide.
- If you're using KONTAKT as a plug-in, find out whether your sequencer or DAW application gets any audio signal back from KONTAKT by observing the application's level meters. If it doesn't, you might have to configure KONTAKT's audio routing to work with your sequencer first; this process is explained in the Outputs section chapter of the Reference Manual.

- If the level meters in the Instrument Header show no sign of activity when you press a key, open the On-Screen Keyboard by clicking on the button labeled *Keyb* in the Main Control panel. On it, you should see a range of keys with a blue tint; this is the active key range of the Instrument. Make sure the notes you play are within that range.
- If you still don't hear anything despite the Instrument receiving your MIDI data, it might be that this particular Instrument requires some other action in order to generate sound; this may be the case with some specially scripted Instruments, or with Instruments that offer some kind of expression control via continuous MIDI controllers. Refer to the documentation of your sample library or try out a different Instrument.

If the small icon next to the *Midi Ch* label doesn't light up when you press a key on your master keyboard, the Instrument is not receiving your MIDI data. Here are some possible solutions:

- Check whether your master keyboard is turned on and the MIDI or USB cable that connects it to the computer is correctly plugged in.
- Make sure the value displayed next to the *Midi Ch* label in the Instrument Header matches the port that your master keyboard is connected to, and the MIDI channel on which it is sending data:



Midi Ch: [B] 6

To be able to play an Instrument, its MIDI input port and channel have to be assigned correctly.

- The ports of your MIDI interface are designated with letters (starting with A), with each port having 16 different channels. In a lot of cases, the correct channel will be A 1, which is the default; however, it's entirely possible that your master keyboard is connected to a different MIDI port or sending on a different channel. In that case, click on the value displayed here and select the right port and channel from the drop-down menu that appears.
- If you're using KONTAKT in stand-alone mode, make sure that your MIDI hardware options are correctly set in the Options dialog. This process is described in section 2.1.3 of this guide.
- If you're using KONTAKT as a plug-in within your sequencer or DAW application, make sure that the sequencer is configured to forward incoming MIDI data to your KONTAKT instance. For this, you may have to put the respective instrument track into "record" or "monitor" mode. Refer to the documentation of your sequencer to find out how to set it up for playing virtual instruments.