Manual Addendum

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Document authored by: Adam Hanley, Dinos Vallianatos

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Germany

Native Instruments GmbH
Schlesische Str. 29-30
D-10997 Berlin
Germany
www.native-instruments.de

USA

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

Japan

Native Instruments KK
YO Building 3F
Jingumae 6-7-15, Shibuya-ku,
Tokyo 150-0001
Japan
www.native-instruments.co.jp

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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, and 5.2 updates.

1.1 New Features in KONTAKT 5.2

- ↑2.1, The Feedback Compressor

1.2 New Features in KONTAKT 5.1

- ↑3.1, Updating Older Host Projects (Plug-in Migration)
- ↑3.2, The Jump Effect
- ↑3.3, Miscellaneous Additions and Improvements

1.3 New Features in KONTAKT 5.0.2

- ↑4.1, Library Activation within KONTAKT
- ↑4.2, Expanded Group Level Controls
- Improvements to Time Machine Pro:
  - ↑4.3.1, Improved Performance
  - ↑4.3.2, Improved Interface
  - ↑4.3.3, Voice Handling Controls
- Improved file import

2 What's New in KONTAKT 5.2

2.1 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

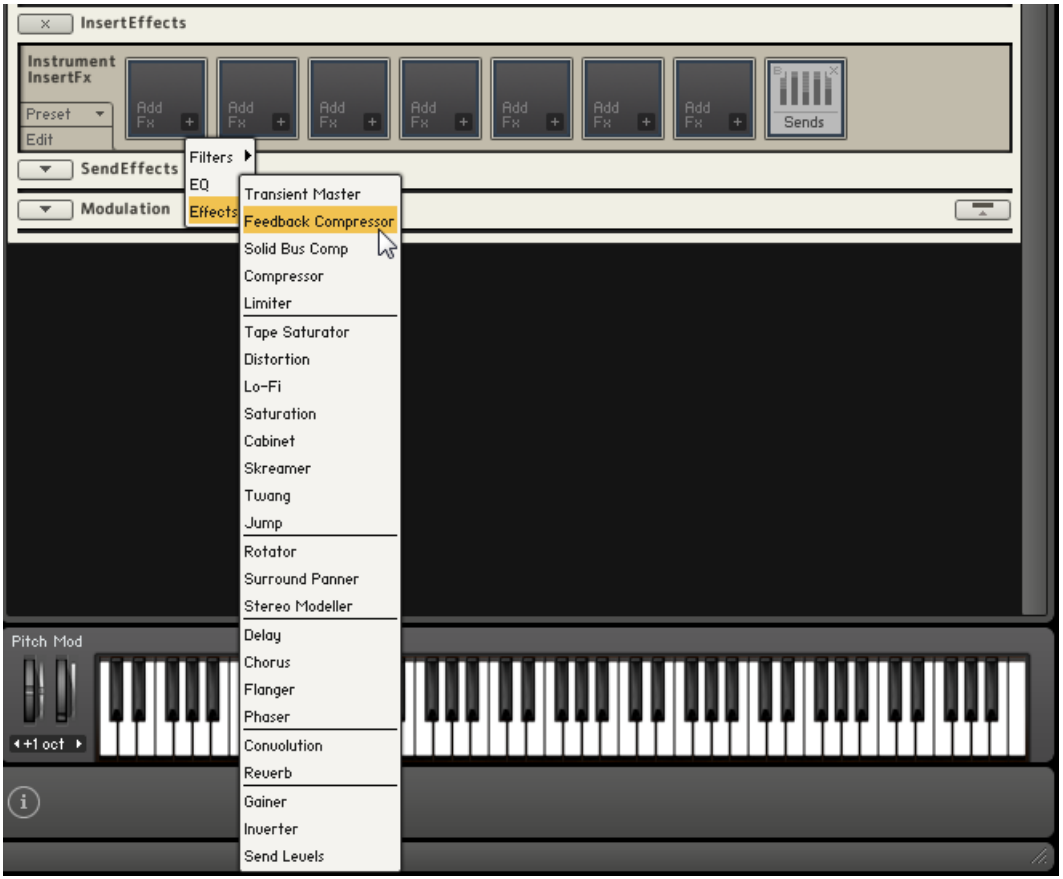
These are the Feedback Compressor's controls:

- 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

3 What's New in KONTAKT 5.1

3.1 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 KONTAKT 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

3.2 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

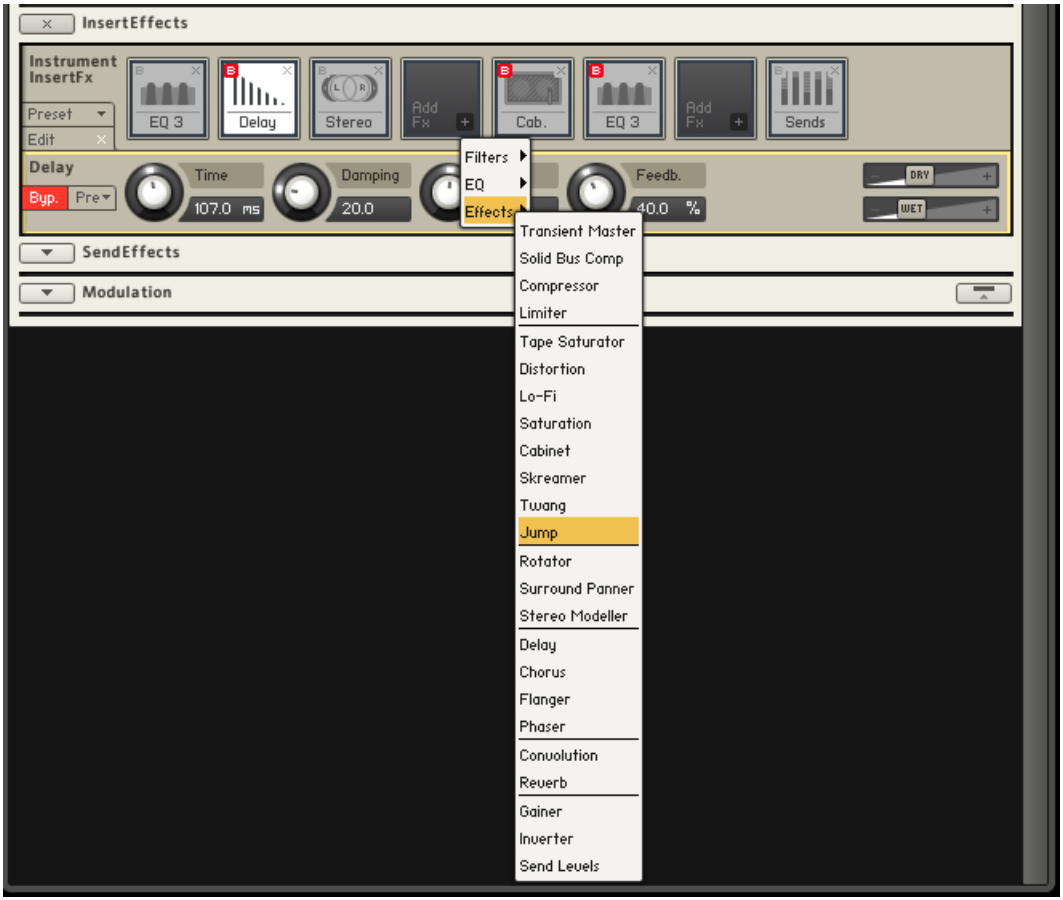
Controls

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

3.3 Miscellaneous Additions and Improvements

3.3.1 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.

3.3.2 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.

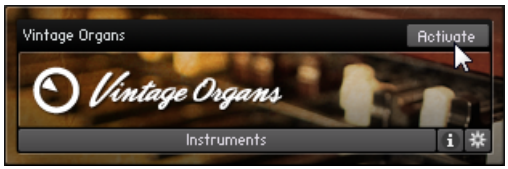
4 What's New in KONTAKT 5.0.2

4.1 Library Activation within KONTAKT

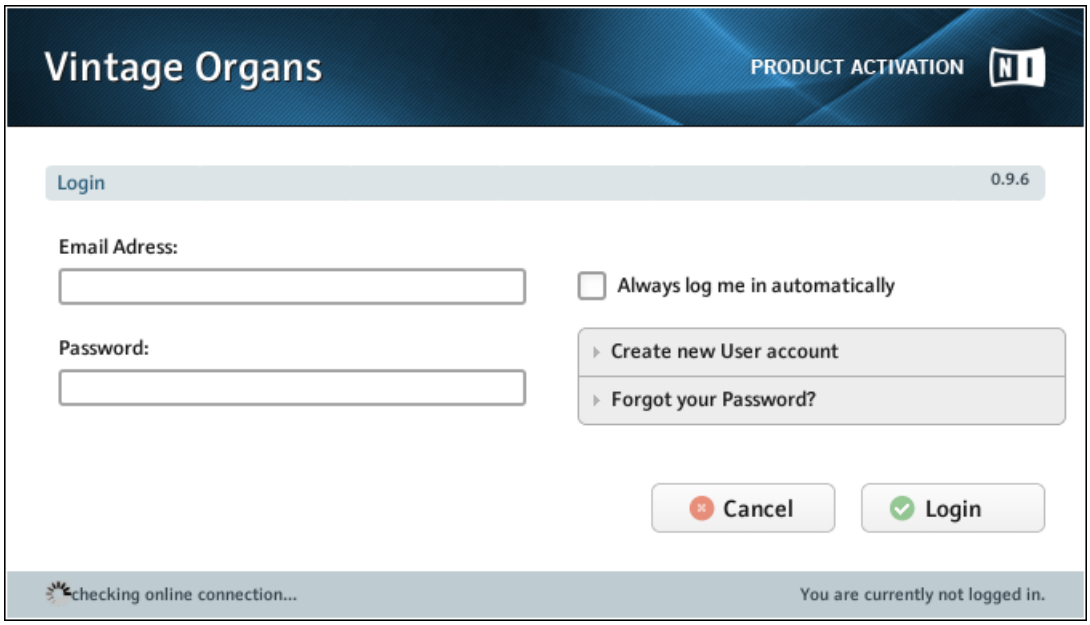
In KONTAKT 5.0.2, we have introduced a new activation process that allows you to activate your libraries directly within KONTAKT, without the need to open Service Center. Libraries are now instantly activated after an accepted serial number is entered, without the need to re-start KONTAKT.

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.

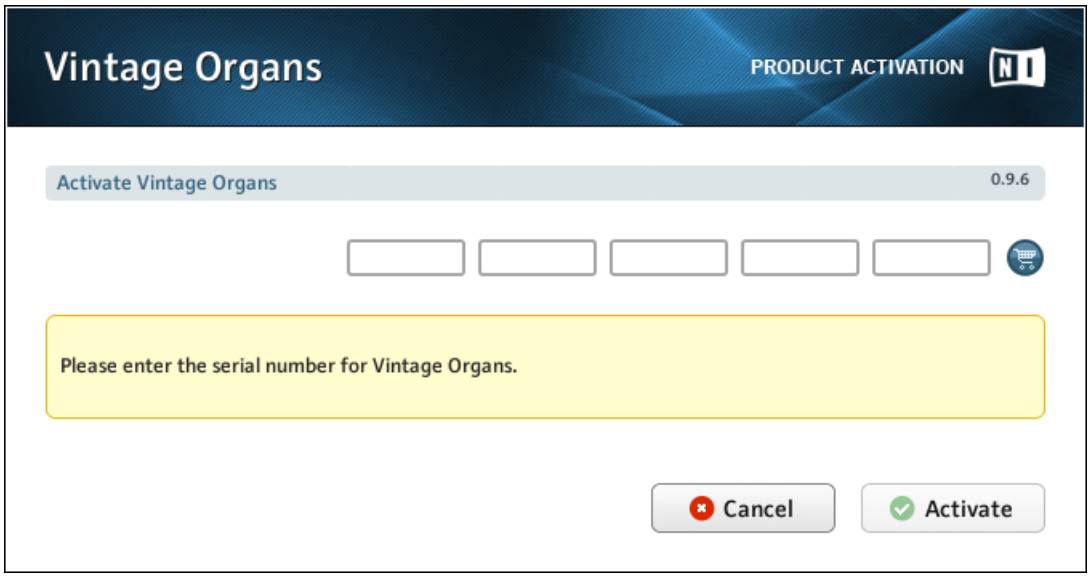


4. If you have used Service Center in the past, and saved your details, you will be logged-in automatically. Otherwise, enter you details and click Login.

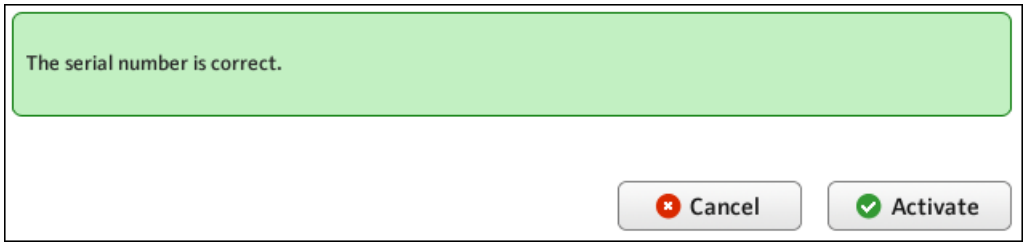


5. If you are not connected to the internet, you will be presented with an additional dialog asking you to connect to the internet or offering you to open Service Center to use the Off-line activation.

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

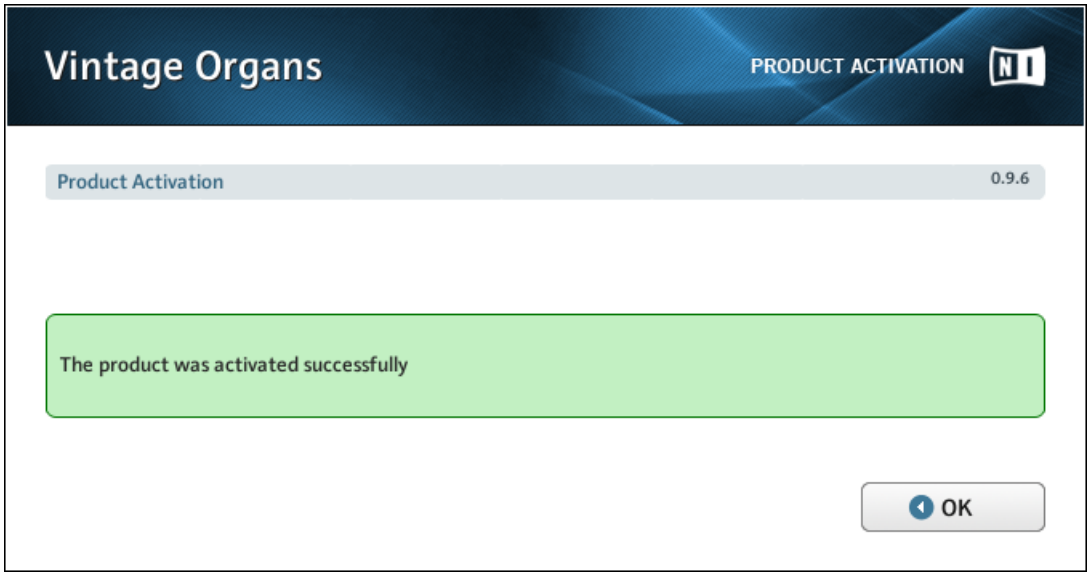


7. If you do not have a serial number, you can click on the shopping cart icon to the right of the serial number entry area to be taken to the Native Instruments online store to purchase the library.
8. If the serial number is accepted, you will be told it is correct and you can then click on the Activate 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.

4.2 Expanded Group Level Controls

4.2.1 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.

4.2.2 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.

4.3 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.

4.3.1 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.

4.3.2 Improved Interface

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

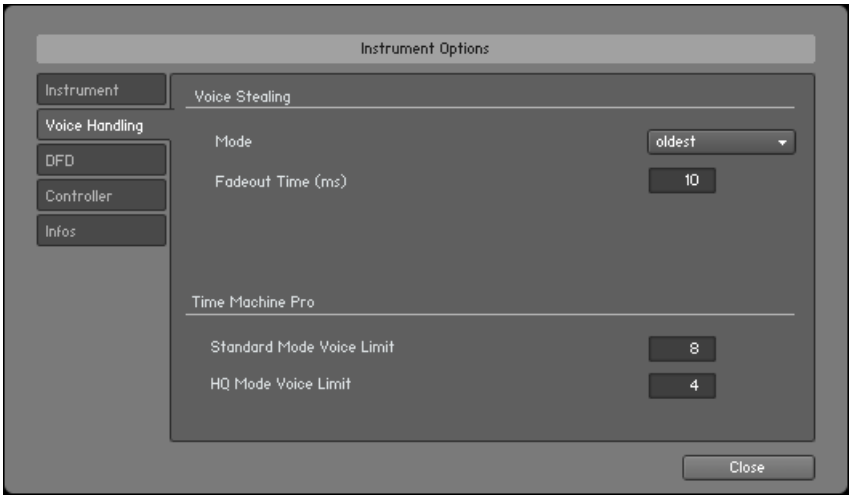
Changes to the Time Machine Pro controls include:

- 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.

4.3.3 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.