

KONTROL 'S-Series'



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1. Disclaimer

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Hardware version: Kontrol S-Series MK3

2. Welcome to Kontrol MK3

Kontrol S-Series MK3 is an advanced MIDI keyboard controller that deeply integrates with Kontakt, Komplete Kontrol, and your DAW, facilitating an intuitive connection to instruments, effects, and your recording workflow.

You can find sounds quickly with intuitive on-screen navigation, and adjust them thanks to intelligent auto-mapping using next-generation NKS technology. This direct connection means no interruptions to your workflow with not just NI instruments but thousands of partner sounds, instruments, and effects.

The keyboard's polyphonic aftertouch enables you play sound parameters expressively with the slightest pressure on individual keys. The Light Guide shows you key switches, key zones, scales, and more, and Play Assist makes it easy to create a chord progression by playing single keys, or map the white keys to a specific scale.

This document shows you [how to set up your keyboard](#) and describes all features in detail, starting with the [keyboard overview](#).

Thank you for choosing Kontrol. We hope you enjoy it!

Document Conventions

In this document the following formatting is used to highlight useful information:

<i>Italics</i>	Indicates paths to locations on your hard disk or other storage devices.
Bold	Highlights important names, concepts, software interface elements, and hardware controls.
[Brackets]	References keys on the computer keyboard.
►	Denotes a single step instruction.
→	Denotes the expected result when following instructions.

The following three icons denote special types of information:

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

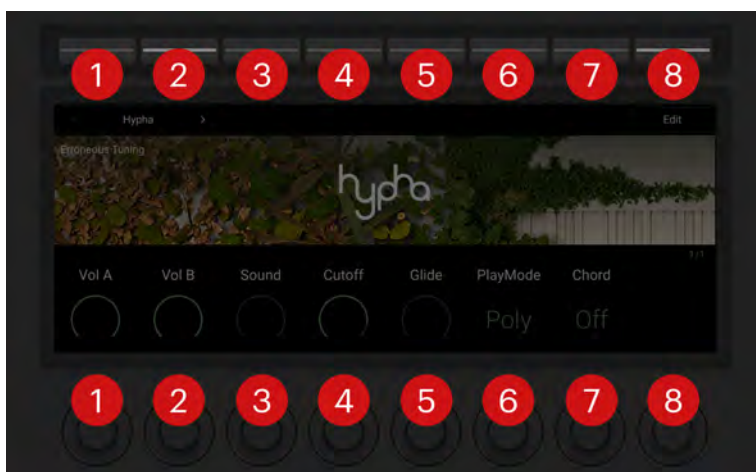
 The **information** icon highlights essential information in a given context.

 The **warning** icon alerts you of potential risks and serious issues.

Naming Conventions

We refer to the hardware as Kontrol MK3 keyboard, or just keyboard, and the software installed on your computer as Complete Kontrol.

The buttons above the display on the Kontrol MK3 keyboard are named Button 1 to Button 8. The knobs under the display are named Knob 1 to Knob 8.



The buttons and knobs on the Kontrol MK3 keyboard

3. Setting Up Your Keyboard

This section provides basic setup information for using your keyboard in different situations: with the stand-alone Kontakt software, the stand-alone Complete Kontrol software, or with any of them loaded as plug-in within a DAW.

Connecting the Keyboard to Your Computer

To connect the Kontrol MK3 keyboard to your computer:

1. Attach the round, barrel-style end of the included USB-C cable to the **HOST** USB-C socket on the rear panel of your keyboard.



2. Attach the other end of the included USB-C cable to an available USB-C port on your computer.
3. Press the **ON** switch on the rear panel of the keyboard to switch it on.

→ The keyboard is now detected by the operating system.

i You can also connect your keyboard to a USB-C hub. In this case, make sure that the USB-C port on your hub is identified to transfer both power and data. If in doubt, refer to the documentation of your USB-C hub.

Connecting the Keyboard to a Computer Without USB-C

If your computer only has USB-A ports, you will need the following additional items (not included):

- A USB-C female to USB-A male adapter/cable
- A USB-C power supply (5 V, 7.5 W or higher, 1.5 A or higher) with its own USB-C cable.

To connect the keyboard to your computer, do the following:

1. Attach the round, barrel-style end of the included USB-C cable to the **HOST** USB-C socket on the rear panel of your keyboard.



2. Attach the other end of the included USB-C cable to the USB-C to USB-A adapter/cable.
3. Attach the USB-C to USB-A adapter/cable to an available USB-A port on your computer.

4. Attach the USB-C power supply to the flat, power-only USB-C socket on the rear panel of your keyboard.



5. Plug the USB-C power supply into the wall outlet.
 6. Press the **ON** switch on the rear panel of the keyboard to switch it on.
- The keyboard is now detected by the operating system.

Connecting Pedals to the Keyboard

The Kontrol MK3 keyboard provides four pedal inputs (in the form of 1/4" sockets) on its rear panel: **SUSTAIN**, **EXPRESSION**, **ASSIGN 1**, **ASSIGN 2**.



The pedal inputs on the rear panel of the keyboard.

All four pedal inputs allow you to connect either a continuous or a switch pedal in order to further refine your performance. You can precisely configure the behavior and the MIDI message assigned to each pedal in the [keyboard settings](#).

Connecting External MIDI Devices to the Keyboard

The Kontrol MK3 keyboard has dedicated MIDI sockets that allow you to directly connect other MIDI devices using a 5-pin DIN MIDI cable. You can select the corresponding ports in your MIDI software and use the keyboard as a MIDI interface, or use the keyboard as a stand-alone MIDI controller.



The MIDI sockets on the rear panel of the Kontrol MK3 keyboard.

To connect your external MIDI devices:

1. Connect the device receiving MIDI signals to the **MIDI OUT** socket on the rear panel of the keyboard using a 5-pin DIN MIDI cable.
2. Connect the device sending MIDI signals to the **MIDI IN** socket on the rear panel of the keyboard using a 5-pin DIN MIDI cable.

→ The MIDI device is connected.

Additional configuration might be required in the software depending on how you want to use the MIDI devices connected to your keyboard, as described below.

Using the Keyboard as a MIDI Interface

You can use the keyboard as a MIDI interface to send and receive MIDI on your computer.

If the connected software (Kontakt or Complete Kontrol) is running as a stand-alone application, you need to open the **MIDI** page in the **Options** dialog (Kontakt) or in the **Preferences** (Complete Kontrol), and activate there the MIDI input/output corresponding to the MIDI socket(s) that you want to use on the rear panel of the keyboard:

- MIDI input: The **MIDI IN** socket on your keyboard appears in your software as **KONTROL S[xx] MK3 (MIDI)** (macOS) or **MIDIIN3 (KONTROL S[xx] MK3)** (Windows).
- MIDI output: The **MIDI OUT** socket on your keyboard appears in your software as **KONTROL S[xx] MK3 (MIDI)** (macOS) or **MIDIOUT3 (KONTROL S[xx] MK3)** (Windows).

If the connected software is running as a plug-in in a DAW, the MIDI configuration is managed by the DAW: You need to activate in your DAW the MIDI input/output corresponding to the MIDI socket(s) that you want to use on the rear panel of the keyboard:

- MIDI input: The **MIDI IN** socket on your keyboard appear in your software as **KONTROL S[xx] MK3 (MIDI)** (macOS) or **MIDIIN3 (KONTROL S[xx] MK3)** (Windows).
- MIDI output: The **MIDI OUT** socket on your keyboard appear in your software as **KONTROL S[xx] MK3 (MIDI)** (macOS) or **MIDIOUT3 (KONTROL S[xx] MK3)** (Windows).

For more information, refer to the documentation of your DAW.

Using the Keyboard as a Stand-Alone MIDI Controller

You can also use the keyboard as a stand-alone MIDI controller: MIDI data is then directly sent and received via the keyboard's **MIDI IN** and **MIDI OUT** sockets. For more information, refer to [MIDI Mode](#).

Setting Up Stand-alone Applications

When you launch the Kontakt or Complete Kontrol software from its installation directory, it starts as a stand-alone application independently from a DAW.

By default, the application uses the standard audio interface of your computer. In order to use another audio interface, and receive MIDI data from the keyboard, you need to configure the application as described in the following sections.

Setting Up the Stand-Alone Kontakt Application

Configuring the Audio Interface in Kontakt

In Kontakt, do the following:

1. Click the gear icon in the Main Control Panel to open the **Options** dialog.
2. Click **Audio** to display the **Audio** page.
3. Select the hardware driver supported by your audio interface from the **Driver** drop-down menu.
4. Select the audio interface from the **Device** drop-down menu.

→ The first two outputs of your audio interface are by default assigned to the main outputs of Kontakt.



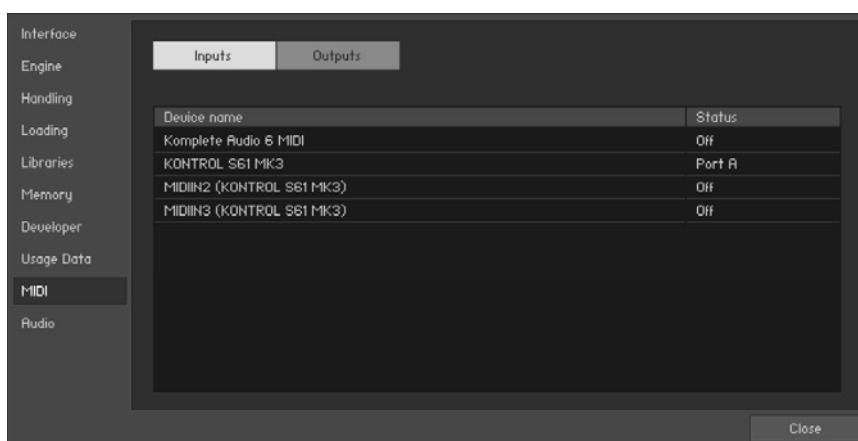
Options dialog – **Audio** page.

i You can configure more advanced audio routing in the **Outputs** section of Kontakt. For more information, refer to the Kontakt documentation.

Enabling MIDI Control in Kontakt

In Kontakt, do the following:

1. Click the gear icon in the Main Control Panel to open the **Options** dialog.
2. Click **MIDI** to display the **MIDI** page.
3. Click **Inputs** to display the available devices for incoming MIDI signals.
4. In the **KONTROL S[xx] MK3** row, click the **Off** label in the **Status** column and select the desired port from **Port A–D**.



Options dialog – **MIDI** page (entries may vary on your computer).

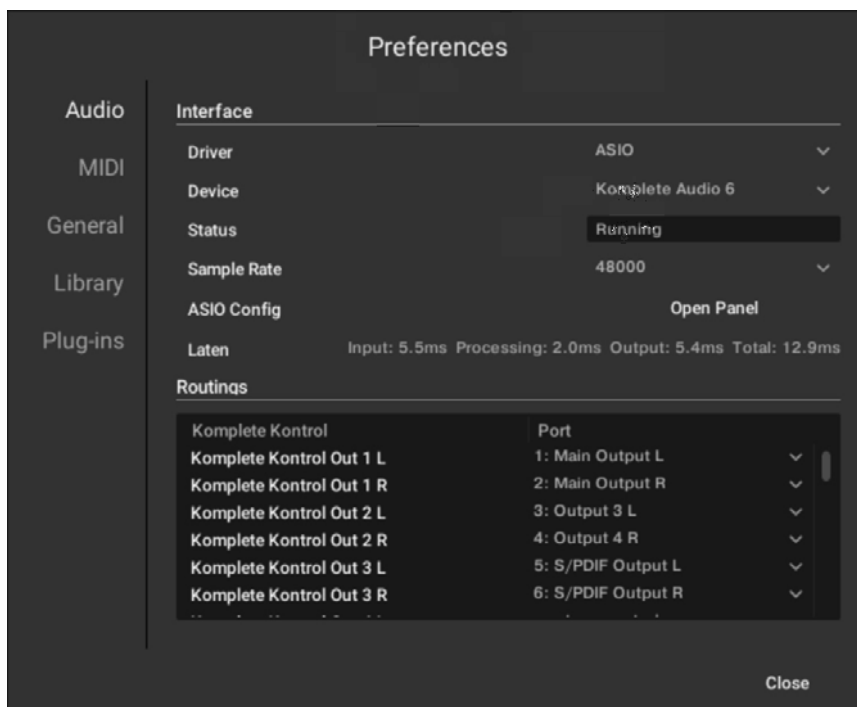
- i** This procedure activates incoming MIDI notes that you play on the keyboard. If you wish to activate MIDI signals coming from the **MIDI IN** socket on the rear panel of the keyboard, you have to change the corresponding status in the **KONTROL S[xx] MK3 (MIDI)** row (macOS) or in the **MIDIIN3 (KONTROL S[xx] MK3)** row (Windows). For more information on using the **MIDI IN** and **MIDI OUT** sockets on the rear panel of your keyboard, refer to [Connecting External MIDI Devices to the Keyboard](#).

Setting Up the Stand-Alone Complete Kontrol Application

Configuring the Audio Interface in Complete Kontrol

In the Complete Kontrol software, do the following:

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



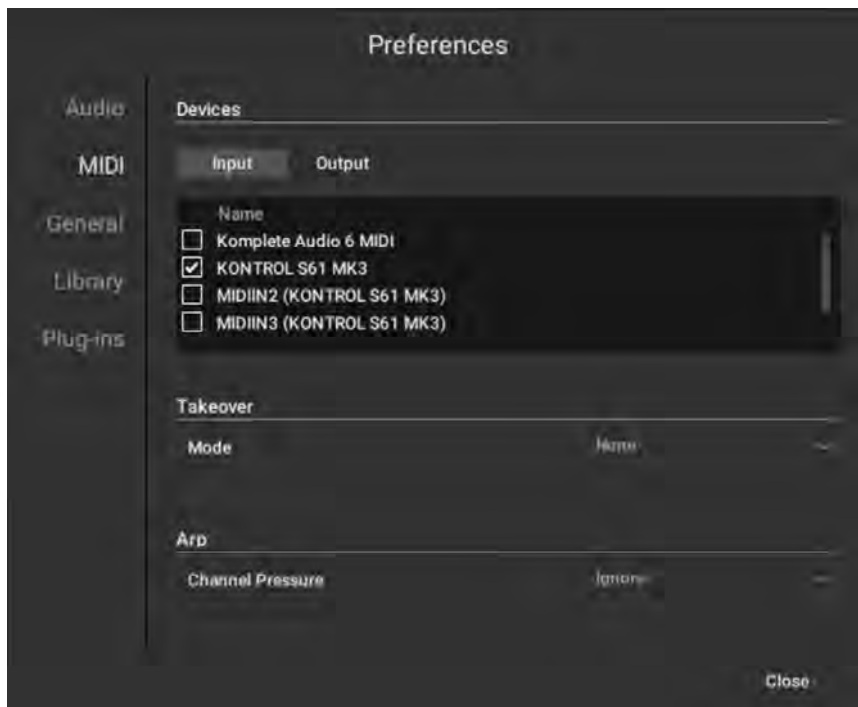
Preferences panel – Audio page.

Enabling MIDI Control in Complete Kontrol

In the Complete Kontrol software, do the following:

1. In the Complete Kontrol menu click **Edit > Preferences** to open the **Preferences**.
2. Click **MIDI** to display the **MIDI** page.

3. Click **Input** in the **Devices** section to display the available devices for incoming MIDI signals.
4. Click the **KONTROL S[xx] MK3** checkbox to activate incoming MIDI signals from the keyboard.



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

- i** This procedure activates incoming MIDI notes that you play on the keyboard. If you wish to activate MIDI signals coming from the **MIDI IN** socket on the rear panel of the keyboard, you have to click the **KONTROL S[xx] MK3 (MIDI)** checkbox (macOS) or the **MIDIIN3 (KONTROL S[xx] MK3)** checkbox (Windows). For more information on using the **MIDI IN** and **MIDI OUT** sockets on the rear panel of your keyboard, refer to [Connecting External MIDI Devices to the Keyboard](#).

Setting Up DAW Control

You can set up the Kontrol MK3 keyboard to integrate with a number of DAWs, enabling you to control the transport, track selection, and mixer in your DAW directly from the keyboard's Control section.

The Kontrol MK3 keyboard integrates with the following DAWs:

- **Apple Logic Pro:** For information about setting up the keyboard for DAW control in Apple Logic Pro, refer to [Setting Up Apple Logic Pro](#).
- **Ableton Live:** For information about setting up the keyboard for DAW control in Ableton Live, refer to [Setting Up Ableton Live](#).
- **Steinberg Cubase and Nuendo:** For information about setting up the keyboard for DAW control in Steinberg Cubase/Nuendo, refer to [Setting Up Steinberg Cubase and Nuendo](#).



For information about integration with other DAWs, refer to the following article in our Knowledge Base: [How to Integrate Your Kontrol Keyboard with Your DAW](#)

Setting Up Apple Logic Pro

Before you can control DAW functions in Apple Logic Pro from the keyboard, you must confirm its automatic configuration as a control surface.

To set up the keyboard for DAW control in Apple Logic Pro:

1. Connect the Kontrol MK3 keyboard to the computer and make sure it is switched on.
2. Launch the Apple Logic application on your computer.
3. When asked for confirmation if you want to automatically assign controls of **KONTROL S[xx] MK3**, click **Auto Assign**.

→ You can now use your keyboard to control DAW functions in Apple Logic Pro.



For information about the DAW functions and how they are mapped to the controls on your keyboard, refer to [DAW Integration in Apple Logic Pro](#).

Setting Up Ableton Live

Before you can control DAW functions in Ableton Live from the keyboard, you must configure it as a control surface in the Ableton Live Preferences.

To set up the keyboard for DAW control in Ableton Live:

1. Connect the Kontrol MK3 keyboard to the computer and make sure it is switched on.
2. Launch the Ableton Live application on your computer.
3. In Ableton Live, open the **Preferences** and go to the **Link/MIDI** tab.
4. Select **Kontrol MK3** from the **Control Surface** drop-down menu in an unused control surface slot.
5. Select **KONTROL S[xx] MK3 (DAW)** (macOS) or **KONTROL S[xx] MK3 (Port 2)** (Windows) from the **Input** drop-down menu in the same control surface slot.
6. Select **KONTROL S[xx] MK3 (DAW)** (macOS) or **KONTROL S[xx] MK3 (Port 2)** (Windows) from the **Output** drop-down menu in the same control surface slot.



For information about the DAW functions and how they are mapped to the controls on your keyboard, refer to [DAW Integration in Ableton Live](#).

Setting Up Steinberg Cubase and Nuendo

Before you can control DAW functions in Steinberg Cubase/Nuendo from the keyboard, you must configure it as a device in the Steinberg Cubase/Nuendo Studio Setup.

To set up the keyboard for DAW control in Steinberg Cubase/Nuendo:

1. Connect the Kontrol MK3 keyboard to the computer and make sure it is switched on.
2. Launch the Steinberg Cubase/Nuendo application on your computer.
3. In Steinberg Cubase/Nuendo, open the **Studio Setup** from the **Studio** menu.
4. Click the **+** button in the upper left corner of the Studio Setup and select **Kontrol MK3** from the drop-down menu.

5. Set **MIDI Input** for **Kontrol MK3** to **KONTROL S[xx] MK3 (DAW)** (macOS) or **MIDIIN2 (KONTROL S[xx] MK3)** (Windows).
6. Set **MIDI Output** for **Kontrol MK3** to **KONTROL S[xx] MK3 (DAW)** (macOS) or **MIDIOUT2 (KONTROL S[xx] MK3)** (Windows).

→ You can now use your keyboard to control DAW functions in Steinberg Cubase/Nuendo.



For information about the DAW functions and how they are mapped to the controls on your keyboard, refer to [DAW Integration in Steinberg Cubase and Nuendo](#).

4. Keyboard Overview

The Kontrol MK3 keyboard can be used to browse, control and play your products in Kontakt and in Complete Kontrol as well as to control supported DAWs.

The keyboard is available in three sizes: The S49 and S61 are equipped with the same top-quality semi-weighted Fatar keybed with polyphonic aftertouch. The S88 comes with professional, fully-weighted, hammer-action keys with polyphonic aftertouch, also made by Fatar. Beyond the keybed, all keyboards come with identical features.

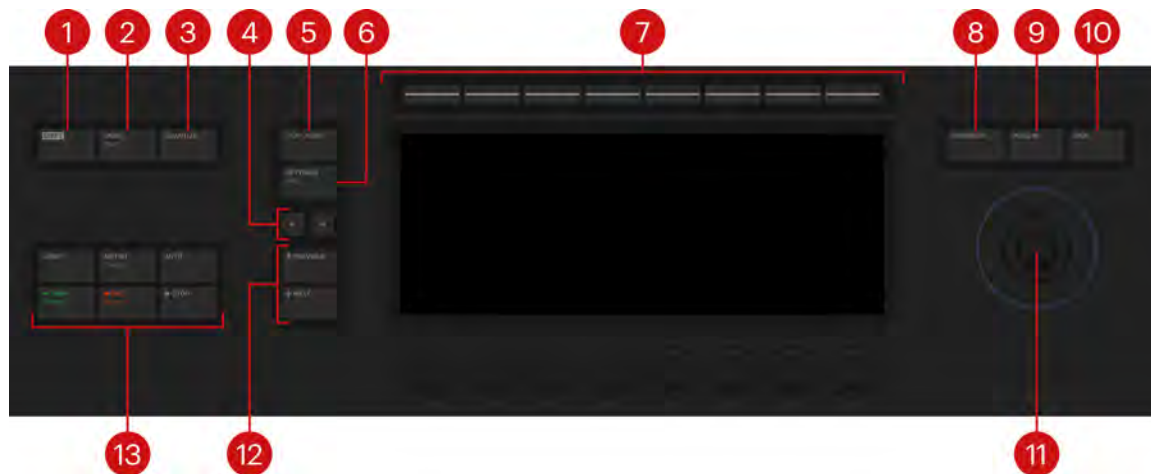
The following sections describe the [top panel](#) and [rear panel](#) of your keyboard.

Top Panel

The top panel of your keyboard includes the [Control section](#) in its upper part and the [Keybed section](#) in its lower part.

Control Section

The Control section takes up the upper part of your keyboard's top panel.



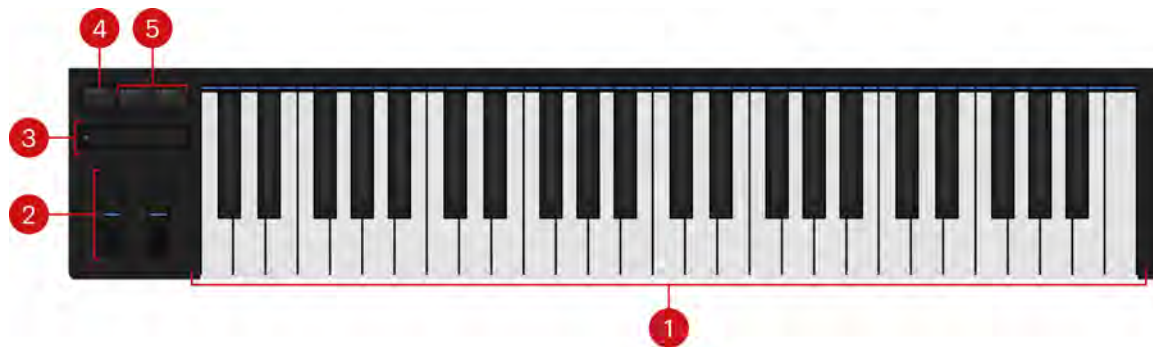
The Control section contains the following elements:

1. **SHIFT:** Lets you access the secondary functions of buttons labeled as such, for example, the **Redo** function of the **UNDO (Redo)** button nearby. Buttons 1–8 above the display may have secondary functions as well, depending on the current display. The **SHIFT** button lets you also fast scroll certain lists, for example the Results list in the Browser.
2. **UNDO (Redo):** Lets you undo or redo your last action in supported DAWs. For more information, refer to [DAW Control](#).
3. **QUANTIZE:** Lets you quantize events to the step grid in supported DAWs. For more information, refer to [DAW Control](#).
4. **Page buttons:** The Page left/right buttons let you skip to the previous/next page of parameters and thus remap the Knobs 1–8 under the display to another set of parameters.
5. **PLAY ASSIST:** Lets you switch the [Scale engine](#) and the [Arpeggiator](#) on or off and configure their parameters. This button is active only when your keyboard is connected to the Complete Kontrol software.

6. **SETTINGS (MIDI):** Lets you access the [settings](#) of your unit. Pressing **SHIFT + SETTINGS (MIDI)** switches your keyboard to [MIDI mode](#).
7. **Display controls:** The eight knobs under the display, the eight buttons above the display, and the display itself are automatically assigned to parameters of the loaded product or selected mode. The display shows the current assignments above each knob and below each button. As the knobs are touch-sensitive, you can touch them to see additional information.
8. **BROWSER:** Opens the [Browser](#), which lets you browse your libraries and load presets.
9. **PLUG IN:** Switches the keyboard to [Plug-in mode](#), which lets you control the loaded presets.
10. **DAW:** Lets you control the mixer of supported DAWs. For more information, refer to [DAW Control](#).
11. **4-D encoder:** The 4-D encoder combines the functionalities of a conventional joystick, a button, and a continuous encoder. It can be pushed to the four directions: up, down, left, and right, as well as being pressed and rotated. These aspects make it a multifunctional control element that can be used for navigation, for adjusting values of parameters, and for controlling products. For example:
 - Entries in a list are browsed by turning the 4-D encoder.
 - A selection is confirmed by pressing the 4-D encoder.
 - The value of a highlighted parameter is adjusted by turning the 4-D encoder.
 - The tracks in supported DAWs are navigated by pushing the 4-D encoder in the left/right/top/bottom directions.
12. **PREVIOUS/NEXT:** Quickly loads the next or previous preset from the Results list without opening the Browser.
13. **Transport controls:** Control the transport in supported DAWs. For more information, refer to [DAW Control](#).

Keybed Section

The Keybed section takes up the lower part of your keyboard's top panel.



The Keybed section contains the following elements:

1. **Keybed and Light Guide:** The keybed enables you to play the loaded preset. The Light Guide above the keybed visualizes the key mapping of loaded presets by color coding. Active and inactive keys are indicated by the LEDs. The Light Guide also reflects the Play Assist settings: For example, when you select a scale or chord, the LEDs corresponding to the keys contained in that scale or chord will light up, whereas inactive keys remain unlit. The Light Guide also gives you visual feedback when you play back incoming MIDI note patterns from the DAW.

2. **Pitch and Modulation wheels:** The Pitch wheel on the left lets you adjust by default the pitch of the loaded preset. The Modulation wheel on the right lets you adjust by default the assigned modulation parameter of the loaded preset. Both wheels can send MIDI Pitchbend, Control Change or Program Change messages, as configured in the [keyboard settings](#).
3. **Touch Strip:** The Touch Strip is an intuitive control element that gives you immediate control over preset parameters. It sends by default MIDI CC #11 (Expression) messages. The Touch Strip can send MIDI Pitchbend, Control Change or Program Change messages, as configured in the [keyboard settings](#).
4. **FIXED VEL:** Sets the note velocity for all keys to a fixed value of 127. By default, the keys are sensitive to velocity: The harder you hit them, the louder the sound will be. With **FIXED VEL** activated, your keys play at the same volume no matter how hard you hit them.
5. **OCTAVE (Semitone) down/up:** Transpose the entire keyboard an octave down/up. Pressing **SHIFT + OCTAVE (Semitone)** down/up transposes the entire keyboard a semitone down/up.

Rear Panel

The rear panel of your keyboard provides the following elements:



1. **ON switch:** Switches the keyboard on and off.
2. **USB-C HOST socket:** Connects the keyboard to your computer with the supplied USB-C cable.
3. **USB-C Power socket:** Allows you to provide additional power to the keyboard if needed. This socket is for use only if the USB port on your computer or hub/dock cannot provide enough power to the keyboard. For more information, refer to [Connecting the Keyboard to Your Computer](#).
4. **PEDALS sockets:** Connect up to four sustain or expression pedals to the keyboard. For more information, refer to [Connecting Pedals to the Keyboard](#).
5. **MIDI IN/OUT sockets:** Connect devices for MIDI control. For more information, refer to [Connecting External MIDI Devices to the Keyboard](#).

5. The Browser

The Browser lets you intuitively explore your Kontakt or Complete Kontrol libraries directly from your keyboard. It provides a set of tools that enable you to find presets with ease, both in your factory and user content. You can filter by brands, products, banks, musical tags, Favorites and factory/user presets to narrow your search. You can also audition presets before loading them.

Depending on the connected software (Kontakt or Complete Kontrol), the Browser on your keyboard will show presets for different types of objects:

- If the keyboard is connected to Kontakt, you can browse presets for your Kontakt Instruments.
- If the keyboard is connected to Complete Kontrol, you can browse presets for your Instruments, Loops, One-shots and Effects.

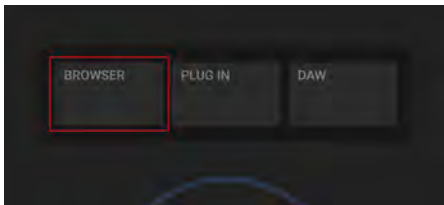
In the Browser, most workflows equally apply to these different object types. Therefore, this chapter refers to all object types as **products**: The Browser helps you find and load presets for your various products.

i For more information on Kontakt Instruments, refer to the Kontakt manual. For more information on the Instruments, Loops, One-shots and Effects that can be loaded in Complete Kontrol, refer to the Complete Kontrol manual.

Opening the Browser

To open the Browser on the keyboard:

- Press **BROWSER** on your keyboard to open the Browser:



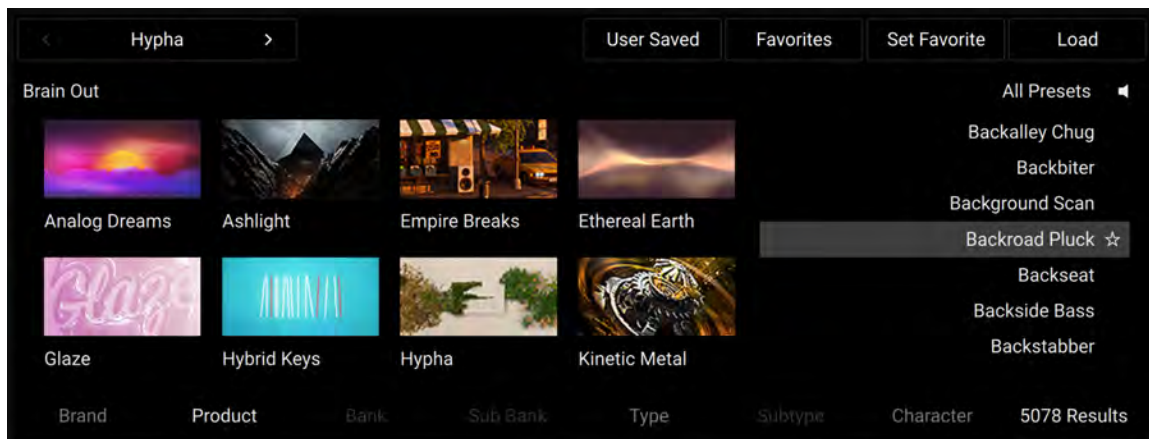
→ The Browser appears on the display.

Defining Your Search Criteria

This section provides an overview of the search workflow in the Browser.

First of all, you will select the slot into which you want to load a preset:

- Press Button 1 and 2 above the display to navigate to the desired slot: In Kontakt the buttons will select the next/previous Instrument in your Multi; in Complete Kontrol they will select the next/previous slot in the Plug-in chain.
- The selected slot is indicated by the label under Button 1 and 2. You can now define search criteria for this slot.



The Browser for the selected slot (here the **Hypha** Instrument in Kontakt).

In the right part of the Browser, you see a list of presets called the **Results list**. This is where you will later select a preset and load it. The Results list contains all the presets matching your search criteria. You can adjust the search criteria using the Knobs and Buttons under and above the display. The Results list will evolve as you modify the search criteria to your needs.



The current number of presets in the Results list is indicated below the list.

A typical browsing workflow would include some or all of the following steps. None of these steps is mandatory, and you can perform them in a different order:

1. Complete Kontrol only: If the first slot is selected in your Plug-in chain, press Button 3 and 4 to choose a **product type** (Instrument, Loop or One-shot).
 2. Turn Knob 1 to select a **brand** (manufacturer).
 3. Turn Knob 2 to select a **product**. The biggest part of the display shows the available products as a grid of tiles. The tile for the selected product is highlighted.
 4. Turn Knob 3 and 4 to select a particular **bank and sub-bank** for the selected product, if available.
 5. Turn Knob 5–7 to select **Sound Type, Subtype and Character tags** describing your presets in a more musical way.
 6. Press Button 5 (**User Saved**) to switch between **factory presets and user presets**.
 7. Press Button 6 (**Favorites**) to limit your search to your **favorite presets**, which you have defined beforehand using Button 7 (**Set Favorite**).
- The Results list shows all presets corresponding to the selections you make with these Knobs and Buttons.



Above the Results list, the labels on a white background remind you the current product, Sound Type, Sub-type and Character filters that you have selected.

The Browser on your keyboard is always in sync with the Browser in the connected software (Kontakt or Complete Kontrol), even if it is not currently displayed in the software: Any change made in the Browser on the software side will be mirrored on your keyboard, and vice versa.

Selecting and Loading a Preset

Once you are satisfied with your search criteria, you can select and load a preset from the Results list:

1. Turn Knob 8 or turn the 4-D encoder to select each preset individually (the selected preset is highlighted) and progressively scroll through the Results list.
 - By default, you can **audition** each preset as you select it.
2. When you have selected a preset that you want to use, press Button 8 (**Load**) or press the 4-D encoder to load it.
 - The preset is loaded in the **selected slot**, replacing any preset previously loaded. The Browser is closed and your keyboard switches to Plug-in mode, allowing you to **play and control** the preset right away.



If your Results list contains a great number of presets and you want to scroll faster through the list, hold **SHIFT** while turning Knob 8 or the 4-D encoder to make greater jumps through the list.



When the keyboard is connected to the Kontakt software, the Results list shows little keyboard icons for the presets making use of polyphonic aftertouch.

Loading the Next/Previous Preset from the Results List

You can load at any time the previous or next preset from the Results list, even if the Browser is closed:

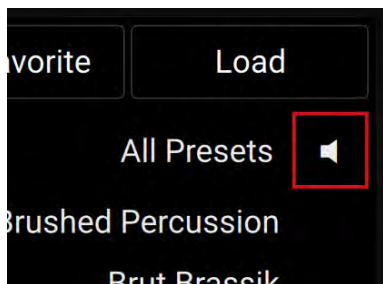
- Press the **PREVIOUS** or **NEXT** button at the left of the display to load the previous or the next preset from the Results list.

Auditioning your Presets

The Prehear feature allows you to audition each preset as you select it in the Results list. The Prehear feature is active by default.

- Press **SHIFT** + Button 8 (**Prehear On/Off**) to deactivate or activate the Prehear feature.

The Prehear state is indicated by the lit/unlit speaker icon above the Results list:



The lit Prehear speaker icon.



You can also adjust the volume of the Prehear feature. This is done in the Browser of the connected software (Kontakt or Komplete Kontrol). For more information, refer to the Kontakt or Komplete Kontrol manual.

Selecting a Slot for Loading the Preset

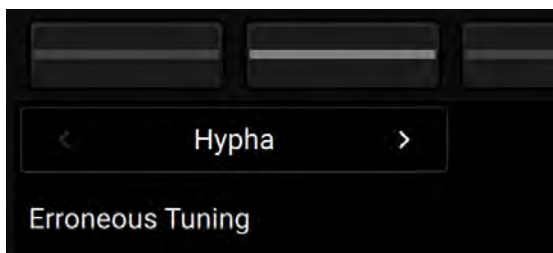
You can load presets into several slots in the connected software:

- In Kontakt, the Multi provides several slots for your Instruments.
- In Komplete Kontrol, the Plug-in chain provides one slot for an Instrument, Loop or One-shot, followed by several slots for Effects.

In the Browser, you can see the selected slot and select another slot for loading the preset.

On the display, the selected slot is indicated under Button 1 and 2:

- If the slot contains a preset, the product name appears under Button 1 and 2 and the preset name appears below:



- After all the slots containing presets (if any), an empty slot is always available, indicated by the **Empty** label:



To select another slot:

- Press Button 1 or 2 to select the previous or next slot, respectively.



You can select the empty slot (last slot) by pressing Button 2 repeatedly until **Empty** appears below.



You can also select slots in the same way in [Plug-in mode](#).

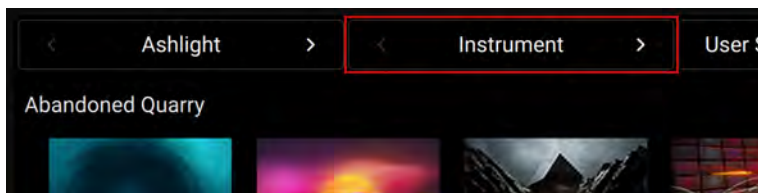
Selecting a Product Type in Komplete Kontrol

The Komplete Kontrol software can load four different types of products: Instruments, Loops, One-shots and Effects. Depending on the slot selected in the Plug-in chain, you can browse and load only specific product types:

- In the first Plug-in slot, you can browse and load Instruments, Loops or One-shots.
- In the other Plug-in slots, you can only browse and load Effects.

i For more information on selecting Plug-in slots, refer to [Selecting a Slot for Loading the Preset](#).

The current product type is indicated on the display under Button 3 and 4:



The Browser for Komplete Kontrol, with the **Instrument** type selected.

For the first Plug-in slot, you can select the product type as follows:

- When the first Plug-in slot is selected, press Button 3 and 4 to choose the type of product that you want to browse.
- The Browser shows presets for this particular product type. The filters you might have previously set in the Browser will be retained if possible (that is, only if they match some presets also for this product type).

For more information on the Plug-in chain and the Plug-in slots in Komplete Kontrol, refer to the Komplete Kontrol manual.

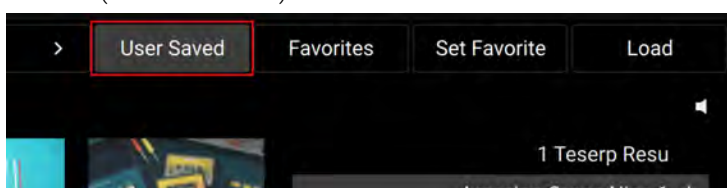
Choosing Between Factory and User Content

You can choose to browse presets from the factory content or from the user content. By default, the factory content is selected.

i **Factory** refers to content created by a manufacturer. **User** refers to content that you or other users have created.

To switch between factory and user content in the Browser:

- Press Button 5 (**User Saved**) to choose between factory content (**User Saved** off) and user content (**User Saved** on).





You can edit the tags of your user presets in the Browser of the connected software (Kontakt or Komplete Kontrol). This will allow you to use the Browser's search tools with your own presets, and further integrate them into the browsing experience on your keyboard. For more information on editing tags of user presets, refer to the Kontakt or Komplete Kontrol software manual.

Filtering Presets by Brand, Product, Bank and Sub-Bank

The Library tiles are located below the Sound Type and Character Filters and display all your available KONTAKT libraries and custom content. Clicking a Library Tile highlights the selected library and filters the Results list down to its relevant presets. You can further refine your search using the Sound Type and Character Filters, as well as the Search field.



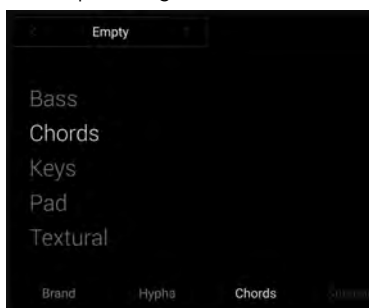
The Brand, Product, Bank and Sub-Bank filters follow a nested structure: Each brand has its own specific products, each product its own banks, and each bank its own sub-banks, if any. Therefore, changing the selection in one filter will cancel any selection made in the underlying filters: For example, switching to another product will automatically reset the bank and sub-bank filters.

In the Browser on your keyboard:

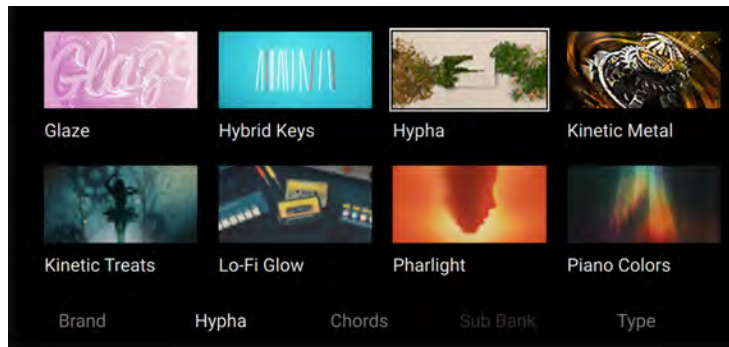
- Turn Knob 1 to 4 select a brand, a product, a bank and a sub-bank, respectively.
- The selected value is displayed above the knob. The Results list now shows only presets for that particular brand, product, bank or sub-bank.

In the keyboard display, the filters appear as follows:

- The available brands, banks and sub-banks temporarily show up as a list when you touch the corresponding knob. The selected entry is highlighted in the list:



- The available products are displayed by default. They are depicted as tiles arranged in a grid. The white frame around a tile indicates the selected product:



The brands, products, banks and sub-banks displayed also depend on your selections in the remaining filters: Sound Type and Character tags, factory/user content, and Favorites. You will only see entries for which some presets are matching these other filters. To reveal brands, products, banks or sub-banks that are not currently displayed, you can reset some or all of the other filters.



You can fast scroll through the product tiles by pressing the left/right arrows on the left of the display: Each pressure jumps two rows above/below in the grid.

To remove the selection in a particular filter:

- Turn the knob at full left to reset that filter.

Filtering Presets by Sound Type and Character Tags

Sound Type and Character tags are used to characterize and classify presets based on various musical attributes. They provide quick access to a range of presets from different products that share similar sonic functions. All presets from NKS-ready products have been tagged in a meaningful way to encourage your sonic exploration and help you find results quickly.

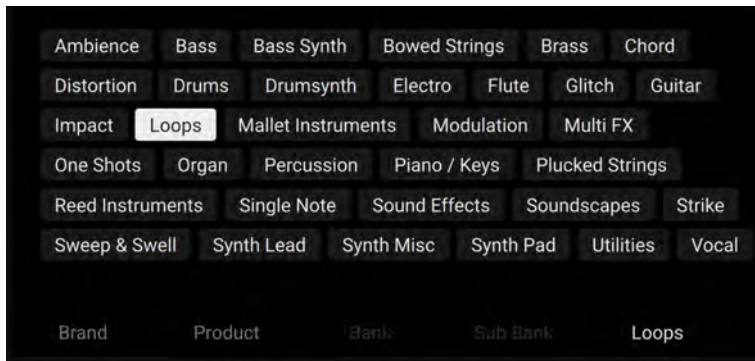
Sound Type tags are structured into two hierarchical levels, allowing you to search for presets based on applied **Type** and **Subtype** tags. The Sound Type filter initially displays top-level tags only, whilst selecting a tag will display the related Subtype tags. The hierarchical structure means that Subtype tags are specific to the respective Type tag.

Character tags provide an additional level that is independent from the Sound Type tags. These tags are used to further categorize sound characteristics that are common between different products and Sound Types.

In the Browser on your keyboard:

- Turn Knob 5 to 7 select a **Type**, a **Subtype** and a **Character** tag, respectively.
- The selected value is displayed above the knob. The Results list shows only presets for that particular type, subtype or character.

When you touch the corresponding knob below the display, the available types, subtypes and characters temporarily show up as a tag cloud. The selected entry (if any) is highlighted in the cloud:



The tags displayed also depend on your selection in the remaining filters: brand/product/bank/sub-bank, factory/user, and Favorites. You will only see entries for which some presets are matching these other filters. To reveal tags that are not currently displayed, you can reset some or all of the other filters.



In the Browser of the connected software (Kontakt or Komplete Kontrol), you can select multiple tags from the same level (Type, Subtype or Character). Refer to the software manual for more information on how to do this. If multiple tags from a particular level are selected, the display on your keyboard reads "*" above the corresponding knob. As usual, the selected tags appear on a white background above the Results list.

To remove the selection in a particular filter:

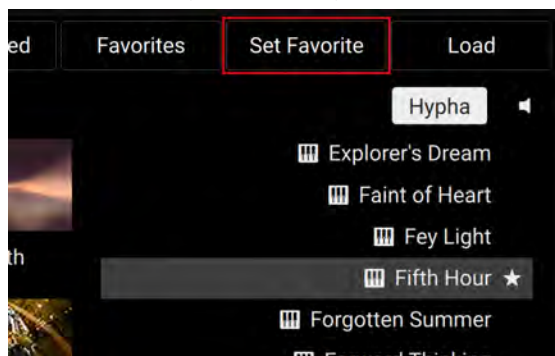
- Turn the knob at full left to reset that filter.

Using Favorites

Favorites enable you to quickly find your most frequently used and enjoyed presets, and recall them at any time. By assigning Favorite tags to presets in the Results list you can create a personal collection of sounds that can be easily accessed from the Browser. Once assigned, Favorites serve as an additional filter in the Browser. You can continue to use other filters to refine your search. Favorites can be used for both factory and user presets.

To add a preset to your Favorites:

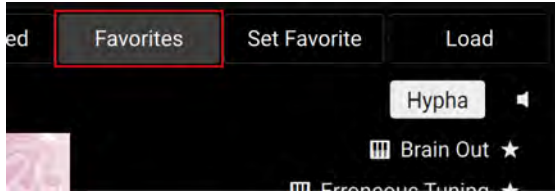
1. Select the desired preset from the Results list (for example by turning Knob 8).
2. Press Button 7 (**Set Favorite**):



→ The Favorite tag is assigned, as indicated by the little star next to the preset entry.

To show only your Favorites in the Results list, or to show the entire list again:

- Press Button 6 (**Favorites**) to switch the Results list between all presets (**Favorites** off) and Favorites only (**Favorites** on):



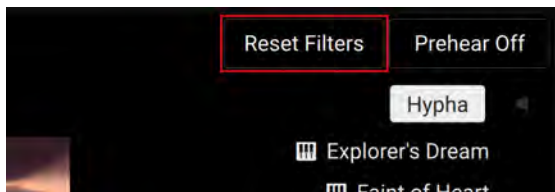
To remove a preset from your Favorites:

1. Select the desired Favorite preset from the Results list (for example by turning Knob 8).
 2. Press the lit Button 7 (**Set Favorite**).
- The Favorite tag is removed from the preset, and the little star disappears next to the preset entry.

Resetting Filters

At any time you can reset all the filters configured in the Browser for the selected slot. The filters for the other slots remain untouched.

- Press **SHIFT** + Button 7 (**Reset Filters**) to reset all filters currently in use in the Browser.



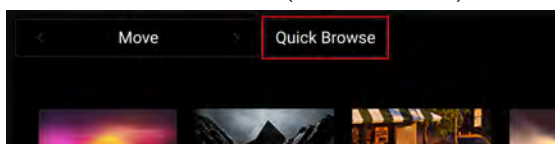
- The **Brand**, **Product**, **Bank**, **Sub-Bank**, **Type**, **Subtype** and **Character** filters (Knob 1 to 7) are reset. In addition, the **User Saved** and **Favorites** switches (Button 5 and 6) are turned off. You end up with the full list of factory presets available for the selected slot.

i The selected **product type** (Button 3 and 4, applicable only in Complete Kontrol) is not affected by the filter reset.

Quick Browse

Quick Browse allows you to quickly recall the search query you performed to find the preset currently loaded. This way, you don't have to remember which filters and settings you have used in the Browser to find that preset. Quick Browse remembers search queries for each slot individually: Even if you have switched to another slot in the meantime, you can get back to the previous slot and recall the search query that you have used there.

- Press **SHIFT** + Button 3 (**Quick Browse**) to recall the search query used for the loaded preset.



- The exact Browser filters and settings that were used to find the preset currently loaded are recalled.

6. Controlling Instruments and Effects

This chapter describes the **Plug-in mode**, which lets you control and organize the loaded presets.

 For more information on how to load presets from your libraries, refer to [The Browser](#).

About Pre-Mapped Products

All Komplete and third-party NKS products are pre-mapped, which means that the knobs below the display are automatically assigned to parameters as soon as you load a preset. You do not have to manually configure a mapping or assign knobs via MIDI learn.

The Next-Generation NKS

Your Kontrol S-Series MK3 keyboard introduces support for the next generation of the Native Kontrol Standard (NKS). Compared to legacy NKS, the new NKS adds several features allowing an even deeper integration between your keyboard and your libraries, instruments and effects:

- The display and the knobs below flexibly adapt their behavior to the different parameter types: For example, they behave differently when assigned to an on/off switch or to a continuous parameter. This makes [adjusting parameters](#) way more intuitive.
- The default [Performance view](#) gathers the most important parameters on a few pages so you can focus on playing your instrument.
- The comprehensive [Edit view](#) lets you access every NKS parameters in a structured way for deeper tweaking:
 - Parameter pages are organized into groups with dedicated names.
 - Parameters can appear multiple times across groups.
- In both Performance and Edit views, you can scroll parameters one at a time through parameter pages and groups.
- For backward compatibility between workflows and in order to preserve any custom mappings that you might have created, the additional [Classic view](#) lets you switch your preset to the legacy NKS navigation.
- The display enhances the immersive experience by mirroring the visual identity of each product, applying the product's dedicated NKS color to its controls and showing a high-resolution artwork.

Legacy NKS

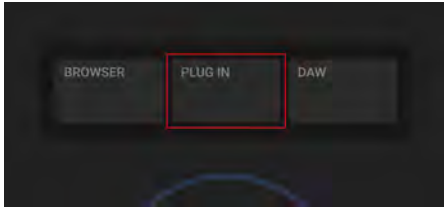
Of course, you can still load and play on your keyboard NKS products that have not yet been updated to the new NKS. These legacy NKS products will automatically open in [Classic view](#), which is the only view available to them.

 An ever-growing number of Native Instruments and third-party products support the new NKS. Check regularly in Native Access to find out if updates are available for your Native Instruments products.

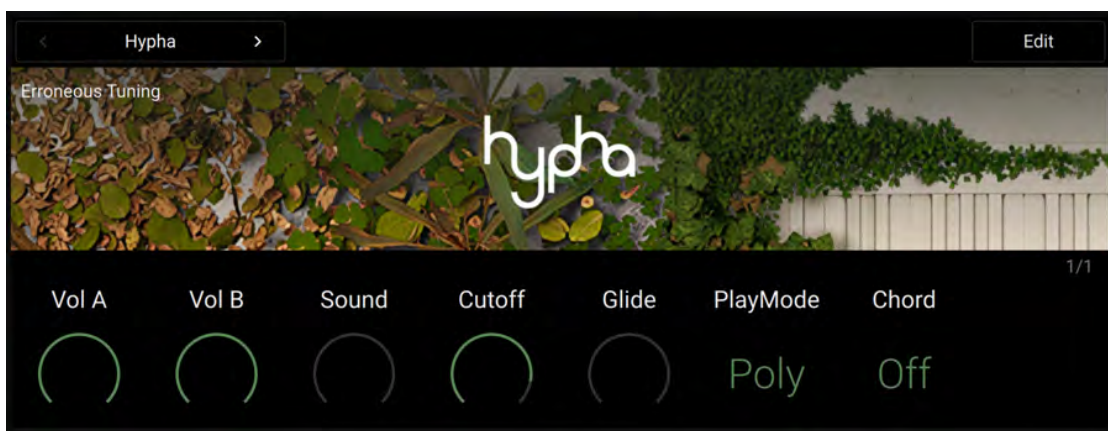
Entering Plug-in Mode

To switch your keyboard to Plug-in mode:

- Press **PLUG IN** to switch to Plug-in mode:



- The **PLUG IN** button lights up brightly. The parameters and the artwork of the loaded preset appear on the display.



When you load a preset from the [Browser](#), your keyboard automatically switches to Plug-in mode and you can control the preset parameters right away.

Selecting a Slot for Controlling Its Preset

You can load presets into several slots in the connected software:

- In Kontakt, the Multi provides several slots for your Instruments.
- In Complete Kontrol, the Plug-in chain provides one slot for an Instrument, Loop or One-shot, followed by several slots for Effects.

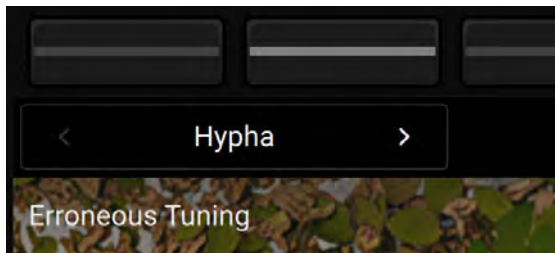
In Plug-in mode you can see the selected slot and select another slot in order to control its preset.



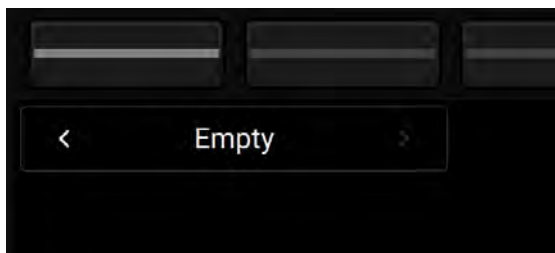
This feature is not available in [Edit view](#). To access it, first deactivate Edit view by pressing the lit Button 8 (**Edit**).

On the display, the selected slot is indicated under Button 1 and 2:

- If the slot contains a preset, the product name appears under Button 1 and 2 and the preset name appears below:



- After all the slots containing presets (if any), an empty slot is always available, indicated by the **Empty** label:



To select another slot:

- Press Button 1 or 2 to select the previous or next slot, respectively.

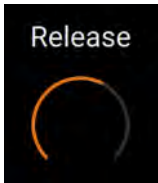
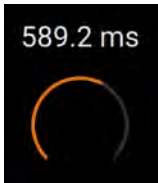
i You can also select slots in the same way in the [Browser](#).

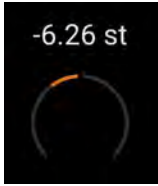
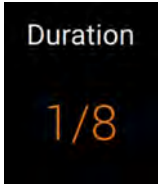
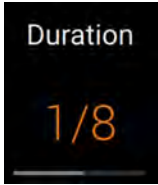
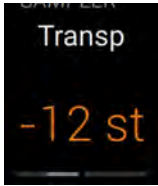
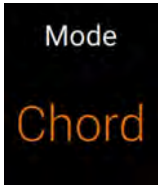
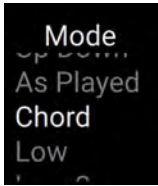
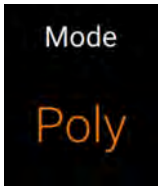
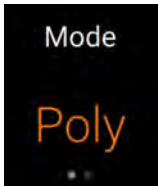
Adjusting Parameters

In Plug-in mode, the Knobs 1–8 below the display are automatically assigned to parameters of the selected product:

- Above each knob, the display shows the parameter name with a visual illustrating the type of parameter and its current value.
- When you touch a knob, additional info temporarily appear above the knob depending on the parameter type (for example the current value, a list with available values, etc.).
- When you turn a knob, the parameter is adjusted accordingly in the connected software (Kontakt or Komplete Kontrol), as mirrored on the display.

The following table lists the various parameter types available and provides examples of visuals when the knob is resting and when you touch it.

Parameter Type	Knob Resting	Knob Touched
Continuous, unipolar		

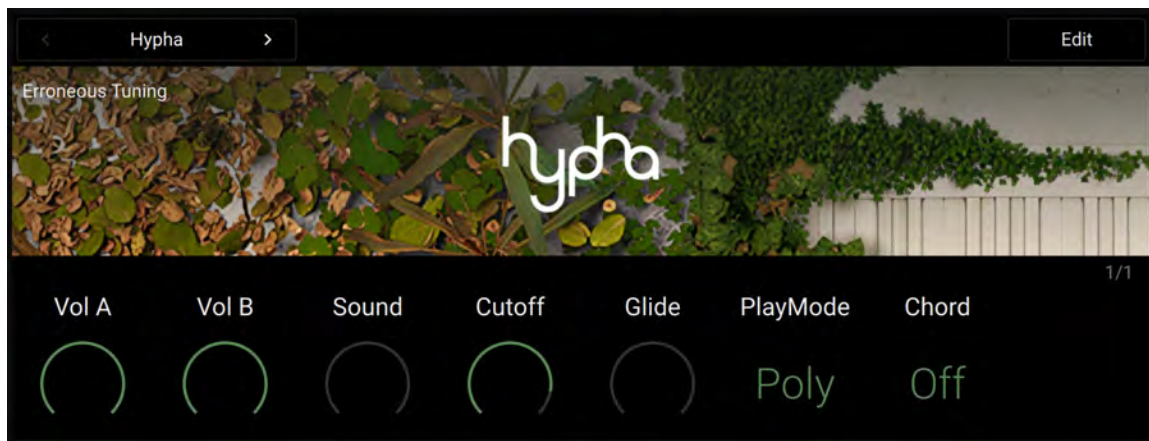
Parameter Type	Knob Resting	Knob Touched
Continuous, bipolar		
Discrete, unipolar		
Discrete, bipolar		
Menu		
Switch, icon		
Switch, value		

i Legacy NKS products support only two parameter types: continuous unipolar and switch icon.

Performance View

The Performance view is the default view of the Plug-in mode. It is displayed first as you load the preset.

The Performance view gathers the main parameters of the product, so you can make the most impactful tweaks to your sound without diving into detailed editing. This makes it the ideal view for playing live.



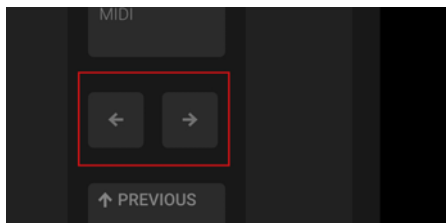
 The Performance view is not available for legacy NKS products.

Navigating Parameters and Pages

In some products, the Performance view provides more than one page of parameters. In that case, the Page buttons (left and right arrows) to the left of the display let you skip through the available pages of parameters.

To select another page:

- Press the Page buttons at the left of the display to switch to another page of parameters.



→ The display and the Knobs 1–8 switch to the next or previous eight parameters.

A dim lit Page button indicates that another page can be displayed by pressing the button.

You can also scroll parameters one at a time through parameter pages:

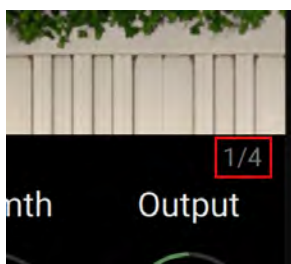
- Press **SHIFT** + Page buttons to shift the displayed parameters by one parameter to the left or to the right.



→ The parameters are moved to the previous or next knob.

 Scrolling parameters one at a time allows you to show parameters from two adjacent pages simultaneously.

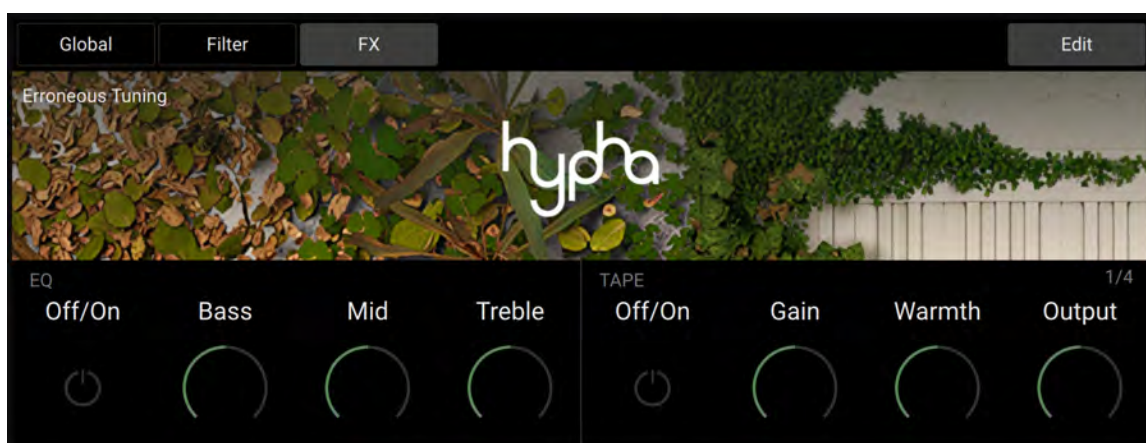
The gray numbers at the far right on the display indicate the current page and the total number of pages available:



Within a page, parameters are often organized into sections, for example according to the submodule they belong to. The section names show up above the parameter names on the display.

Edit View

The Edit view contains every NKS parameter available in the product. The parameters are organized into groups with dedicated names, representing for example distinct parts or features of the instrument. Each group can contain one or more pages of parameters.



i The Edit view is not available for legacy NKS products.

Opening the Edit View

i The Edit view cannot be opened if the [Classic view](#) is active. To access it, first close the Classic view by pressing **SHIFT** + Button 5 (**Classic View**).

To open or close the Edit view in Plug-in mode:

- Press Button 8 (**Edit**) to open or close the Edit view.

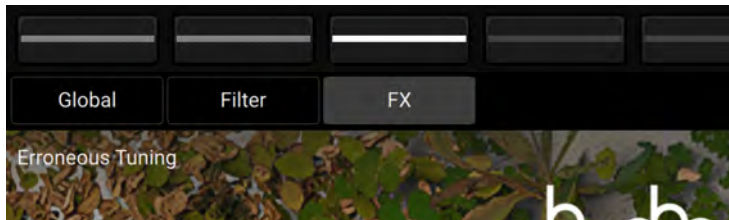
When you close the Edit view, the display switches back to the default [Performance view](#).

Navigating Parameters, Pages and Groups

In Edit view, navigating parameters can be done at three levels, from top to bottom: you can switch to another group, select another page in the group, or scroll one parameter at a time across pages and groups.

To switch to another group of parameters:

- Press the desired Button above the display to select the group indicated below.



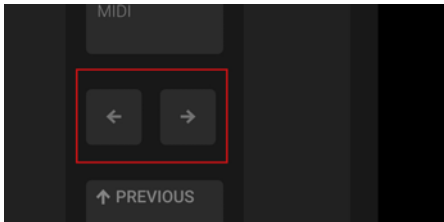
- The Button and the group name light up. The display and the Knobs 1–8 switch to the parameters and pages of the selected group.



If there are more groups in your product than Buttons available above the display, you can use Button 1 and 2 to switch to the next or previous groups.

To select another page:

- Press the Page buttons at the left of the display to switch to another page of parameters.



- The display and the Knobs 1–8 switch to the next or previous eight parameters.

A dim lit Page button indicates that another page can be displayed by pressing the button.

You can also scroll parameters one at a time through parameter pages:

- Press **SHIFT** + Page buttons to shift the displayed parameters by one parameter to the left or to the right.

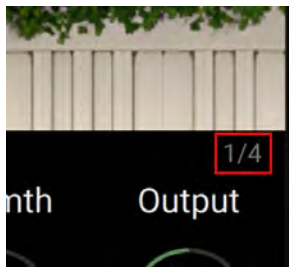


- The parameters are moved to the previous or next knob.



Scrolling parameters one at a time allows you to show parameters from two adjacent pages simultaneously.

The gray numbers at the far right on the display indicate the current page and the total number of pages available:

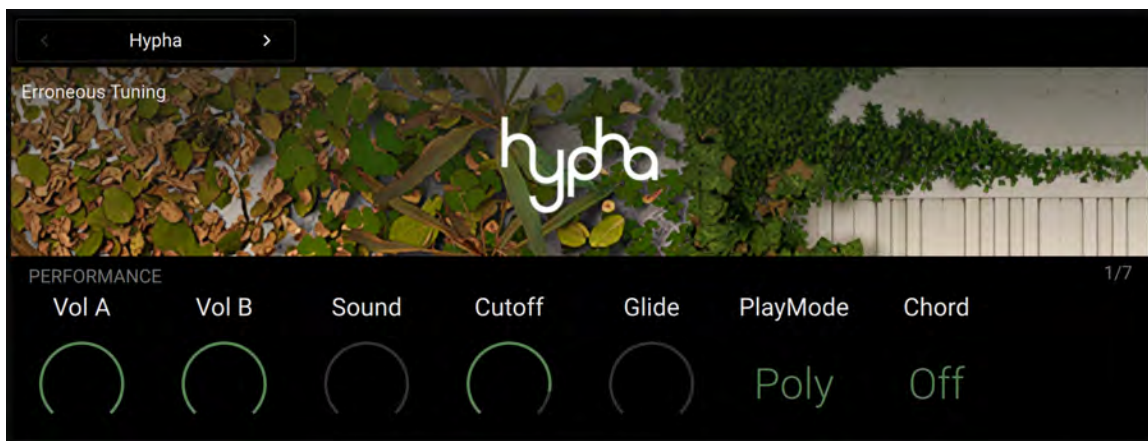


Within a page, parameters are often organized into sections, for example according to the submodule they belong to. The section names show up above the parameter names on the display.

- i** When switching pages or scrolling parameters one at a time, you are not limited to the current group: Once you have reached the last element in the group, the navigation continues in the next/previous group.

Classic View

In some situations, you might prefer to control a NKS product using the legacy NKS navigation. For example, this can be the case if you are used to certain parameter positions in the parameter pages and do not want to disturb your workflow, or if you have created custom mappings with the legacy NKS and want to keep using them. This is the purpose of the Classic view.



In Classic view, all the NKS parameters available are organized into a flat list of parameter pages.

- i** For legacy NKS products, the Classic view is the only view available in Plug-in mode, and it cannot be deactivated.

Opening the Classic View

- i** The Classic view cannot be opened if the [Edit view](#) is active. To access it, first close the Edit view by pressing the lit Button 8 (**Edit**).

To open or close the Classic view in Plug-in mode:

- Press **SHIFT** + Button 5 (**Classic View**) to open or close the Classic view.

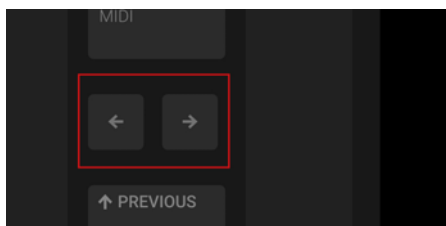
When you close the Classic view, the display switches back to the default **Performance view**.

Switching Parameter Pages

Most products are equipped with much more than eight parameters. To provide quick access to additional parameters, the Page buttons (left and right arrows) at the left of the display let you skip through parameter pages. This remaps the knobs below the display to a different set of parameters.

To select another page:

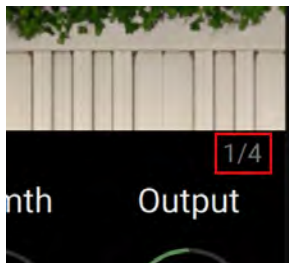
- Press the Page buttons at the left of the display to switch to another page of parameters.



→ The display and the Knobs 1–8 switch to the next or previous eight parameters.

A dim lit Page button indicates that another page can be displayed by pressing the button.

The gray numbers at the far right on the display indicate the current page and the total number of pages available:



Within a page, parameters are often organized into sections, for example according to the submodule they belong to. The section names show up above the parameter names on the display.

Custom Parameter Mappings

The Classic view shows you the custom parameter mappings that you might have created and saved with your user presets in the Complete Kontrol software. For more information on how to create custom parameter mappings, refer to the Complete Kontrol software manual.

i Custom parameter mappings are only available when your keyboard is connected to the Complete Kontrol software.

Organizing the Loaded Products

The Plug-in mode provides a few tools to help you organize the products that you have loaded. With these tools you can:

- [remove products](#),
- [bypass Effects](#) in Komplete Kontrol,
- [reorder Effects](#) in Komplete Kontrol.

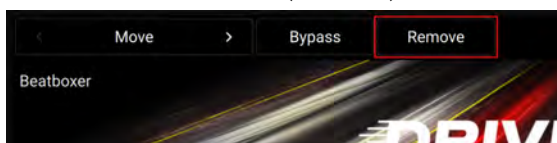
Removing Products

You can remove a product loaded in a slot.

i This feature is not available in [Edit view](#). To access it, first deactivate Edit view by pressing the lit Button 8 (**Edit**).

In order to remove a product:

1. In Plug-in mode, use Button 1 and 2 to select the desired slot.
2. Press **SHIFT** + Button 4 (**Remove**) to remove the product from the slot:



→ If your keyboard is connected to the Kontakt software, the selected Instrument is removed from the Rack. If your keyboard is connected to the Komplete Kontrol software, the selected Effect is removed from the Plug-in chain. The display switches to the next or previous slot, if available.

i When your keyboard is connected to the Komplete Kontrol software, you cannot remove the Instrument, Loop or One-shot loaded in the first slot of the Plug-in chain. For more information on the Plug-in chain, refer to the Komplete Kontrol manual.

Bypassing Effects in Komplete Kontrol

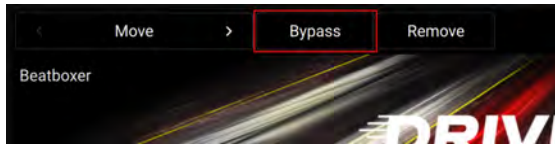
When your keyboard is connected to the Komplete Kontrol software, if you want to temporarily listen to the Instrument without a specific Effect for an A/B comparison but do not want to delete it from the Plug-in chain, you can bypass the Effect from your keyboard.

i This feature is not available in [Edit view](#). To access it, first deactivate Edit view by pressing the lit Button 8 (**Edit**).

In order to bypass an Effect:

1. In Plug-in mode, use Button 1 and 2 to select the desired slot.

2. Press **SHIFT** + Button 3 (**Bypass**) to bypass the Effect:



- The **Bypass** label under Button 3 lights up and the Effect is bypassed.
Follow the same procedure to reactivate a bypassed Effect.

i This feature is available only when your keyboard is connected to the Complete Kontrol software.

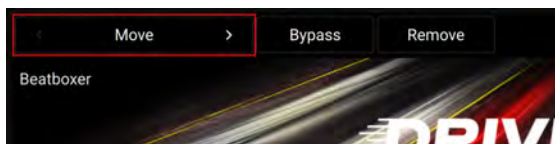
Reordering Effects in Complete Kontrol

When your keyboard is connected to the Complete Kontrol software, you can move Effects in the Plug-in chain from your keyboard.

i This feature is not available in [Edit view](#). To access it, first deactivate Edit view by pressing the lit Button 8 (**Edit**).

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

1. In Plug-in mode, use Button 1 and 2 to select the desired slot.
2. Press **SHIFT** + Button 1 or 2 to move the selected Effect to the left or right in the Plug-in chain:



i This feature is available only when your keyboard is connected to the Complete Kontrol software.

7. DAW Control

The Kontrol MK3 keyboard integrates with a number of DAWs, enabling you to control the transport, track selection, and mixer in your DAW directly from the keyboard's Control section. Therefore, you can keep your focus on the keyboard when recording and do not need to turn to your computer.

 Before using the keyboard with your DAW, you must set up DAW control. For more information, refer to [Setting Up DAW Control](#).

The Kontrol MK3 keyboard directly integrates with the following DAWs:

- **Apple Logic Pro:** For information about using the keyboard with Apple Logic Pro, refer to [DAW Integration in Apple Logic Pro](#).
- **Ableton Live:** For information about using the keyboard with Ableton Live, refer to [DAW Integration in Ableton Live](#).
- **Steinberg Cubase:** For information about using the keyboard with Steinberg Cubase and Nuendo, refer to [DAW Integration in Steinberg Cubase and Nuendo](#).

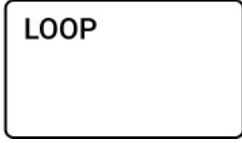
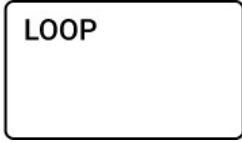
 For information about integration with other DAWs, refer to the following article in our Knowledge Base: [How to Integrate Your Kontrol Keyboard with Your DAW](#)

DAW Integration in Apple Logic Pro

When using Apple Logic Pro, you can control the following functions in the DAW directly from the Kontrol MK3 keyboard.

Transport

DAW Function	Keyboard Control
Start playback	
When recording, punch out	
Restart playback	
When recording, punch out	
Start recording	
When playing, punch in	

DAW Function	Keyboard Control	
Activate/deactivate count-in		
Stop playback/recording at current position		
When stopped, relocate play head to song start		
Activate/deactivate loop playback		
Move loop in increments of one loop		
Activate/deactivate metronome		
Tap tempo		
Move play head position		

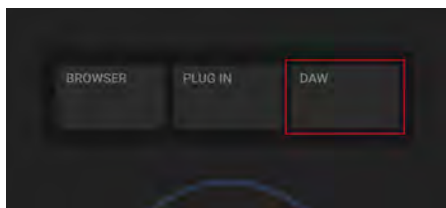
Edit

DAW Function	Keyboard Control	
Undo last action	UNDO Redo	
Redo last action	SHIFT	UNDO Redo
Quantize to grid value	QUANTIZE	
Toggle automation mode between read and touch	AUTO	

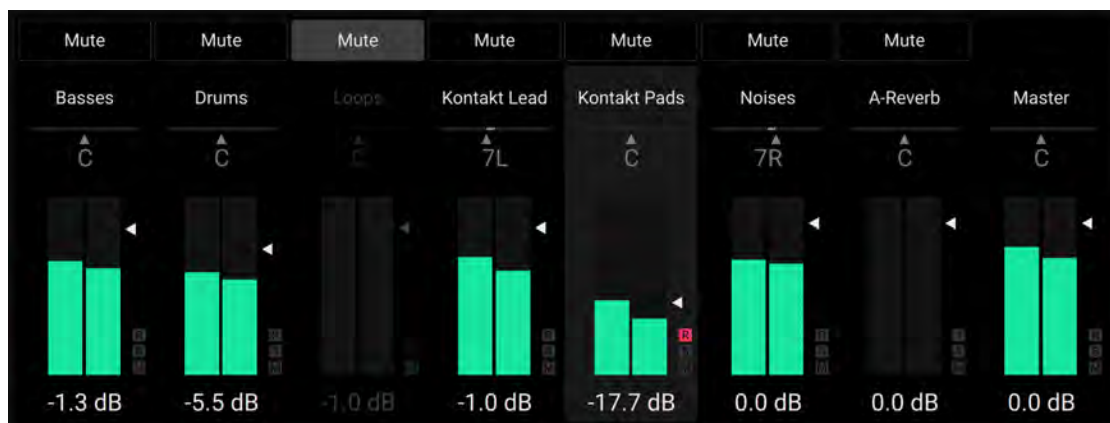
Mixer

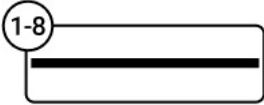
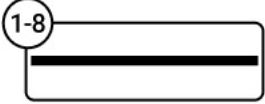
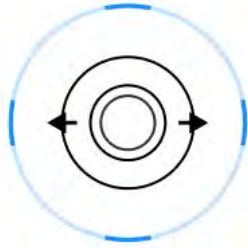
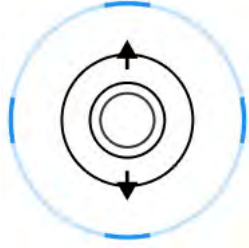
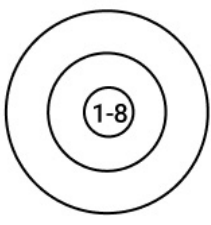
You can control the mixer in your DAW from the keyboard by activating DAW control mode.

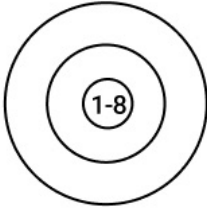
- Press **DAW** on your keyboard to activate DAW control mode.



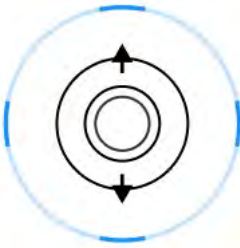
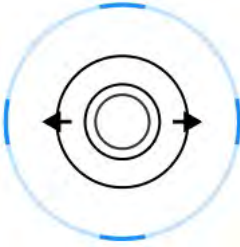
- The DAW's mixer appears on the display. You can use the display controls, 4-D encoder, and Page buttons to navigate in the mixer and adjust its parameters.



DAW Function	Keyboard Control
Mute/unmute track	
Solo/unsolo track	 
Select previous/next track	
Switch between volume and panorama control	 
Adjust volume/panorama of selected track	
Adjust volume/panorama of respective track	

DAW Function	Keyboard Control
Fine adjust volume/panorama of respective track	 
Move track focus in banks of eight	 

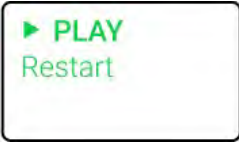
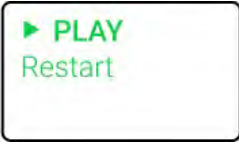
Navigation

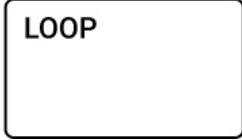
DAW Function	Keyboard Control
Select previous/next track	
Select previous/next region	

DAW Integration in Ableton Live

When using Ableton Live, you can control the following functions in the DAW directly from the Kontrol MK3 keyboard.

Transport

DAW Function	Keyboard Control
Start playback	
When playing/recording, restart playback/recording	

DAW Function	Keyboard Control
Start clip recording	
Start arrangement view recording	 
Stop playback/recording at current position When stopped, relocate play head to song start	
Activate/deactivate loop playback in arrangement view	
Activate/deactivate metronome	
Tap tempo	 
Move play head position	

Edit

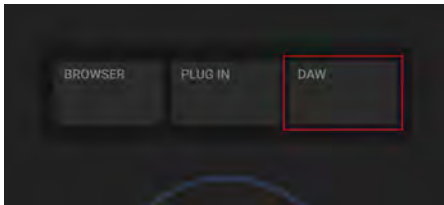
DAW Function	Keyboard Control
Undo last action	

DAW Function	Keyboard Control
Redo last action	SHIFT UNDO Redo
Quantize to grid value	QUANTIZE
Toggle automation on/off for selected track	AUTO

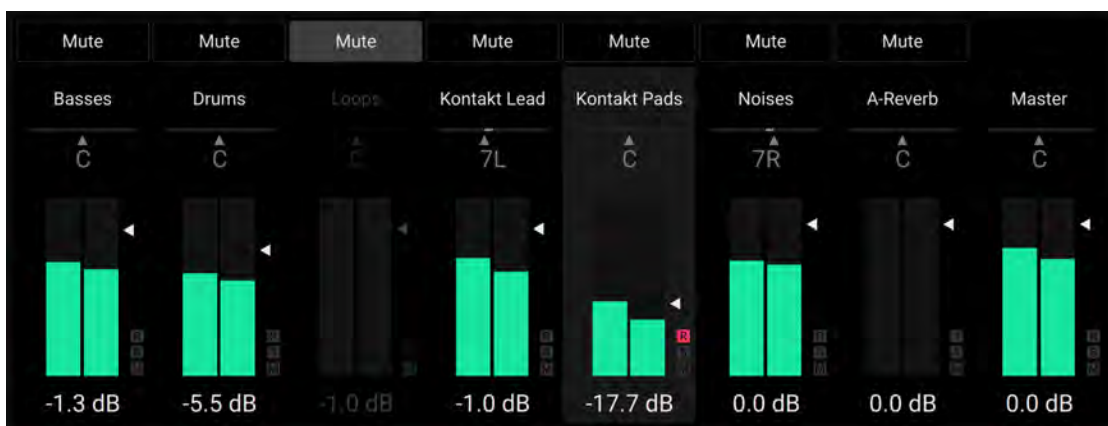
Mixer

You can control the mixer in your DAW from the keyboard by activating DAW control mode.

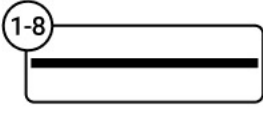
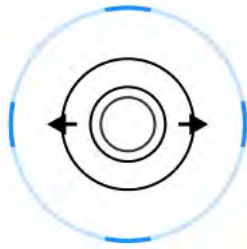
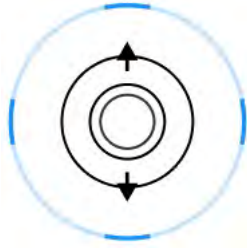
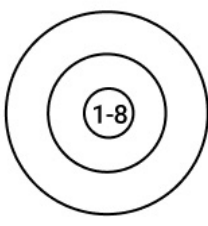
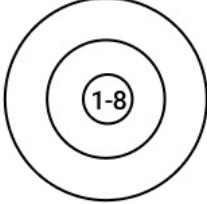
- Press **DAW** on your keyboard to activate DAW control mode.



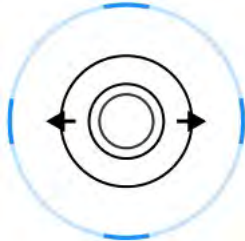
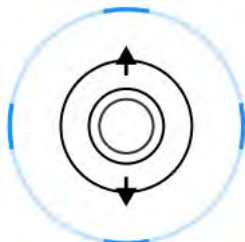
- The DAW's mixer appears on the display. You can use the display controls, 4-D encoder, and Page buttons to navigate in the mixer and adjust its parameters.



DAW Function	Keyboard Control
Mute/unmute track	1-8

DAW Function	Keyboard Control
Solo/unsolo track	 
Select previous/next track	
Switch between volume and panorama control	 
Adjust volume/panorama of selected track	
Adjust volume/panorama of respective track	
Fine adjust volume/panorama of respective track	 
Move track focus in banks of eight	 

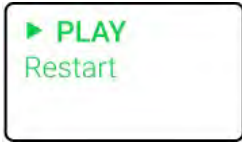
Navigation

DAW Function	Keyboard Control
Select previous/next track	
Select previous/next clip in selected track	
Start/stop selected clip	
When empty clip is selected, start clip recording	

DAW Integration in Steinberg Cubase and Nuendo

When using Steinberg Cubase/Nuendo, you can control the following functions in the DAW directly from the Kontrol MK3 keyboard.

Transport

DAW Function	Keyboard Control
Start playback	
Start recording	
When playing, punch in	

DAW Function	Keyboard Control
Activate/deactivate count-in	SHIFT ● REC Count-In
Stop playback/recording at current position	■ STOP
Activate/deactivate loop playback	LOOP
Move loop in increments of one bar	LOOP 
Activate/deactivate metronome	METRO Tempo
Move play head position	

Edit

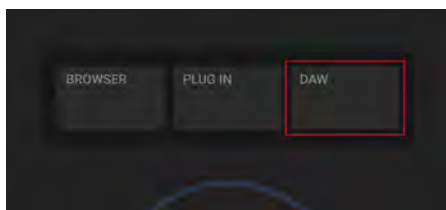
DAW Function	Keyboard Control
Undo last action	UNDO Redo

DAW Function	Keyboard Control	
Redo last action	SHIFT	UNDO Redo
Quantize to grid value	QUANTIZE	
Toggle automation write on/off	AUTO	

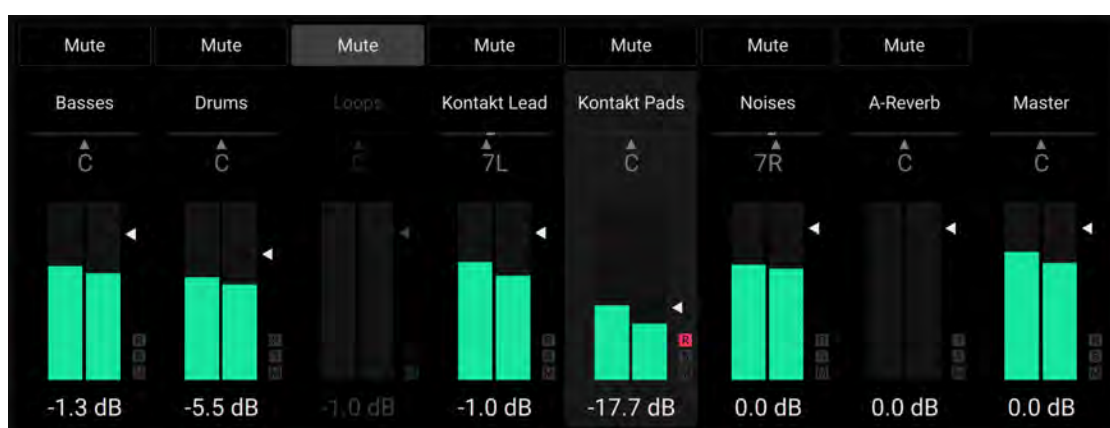
Mixer

You can control the mixer in your DAW from the keyboard by activating DAW control mode.

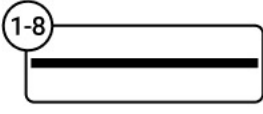
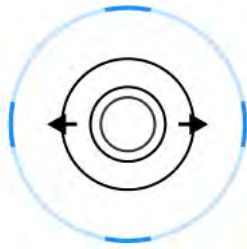
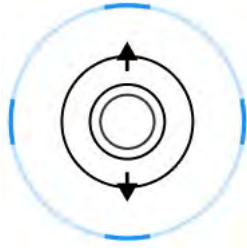
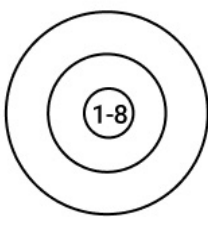
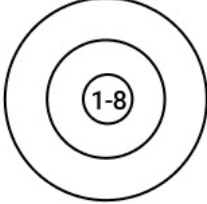
- Press **DAW** on your keyboard to activate DAW control mode.



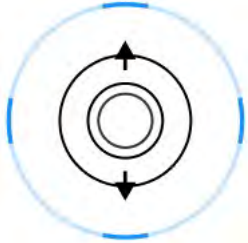
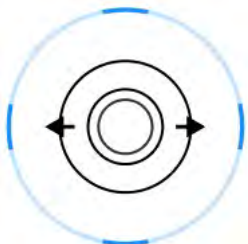
- The DAW's mixer appears on the display. You can use the display controls, 4-D encoder, and Page buttons to navigate in the mixer and adjust its parameters.



DAW Function	Keyboard Control
Mute/unmute track	1-8

DAW Function	Keyboard Control
Solo/unsolo track	 
Select previous/next track	
Switch between volume and panorama control	 
Adjust volume/panorama of selected track	
Adjust volume/panorama of respective track	
Fine adjust volume/panorama of respective track	 
Move track focus in banks of eight	 

Navigation

DAW Function	Keyboard Control
Select previous/next track	 A circular navigation icon consisting of three concentric circles. The outermost circle is a dashed blue line. The middle circle has two black arrows pointing vertically, one at the top and one at the bottom. The innermost circle is a solid black line. The entire icon is set against a light yellow background.
Select previous/next region	 A circular navigation icon consisting of three concentric circles. The outermost circle is a dashed blue line. The middle circle has two black arrows pointing horizontally, one on the left and one on the right. The innermost circle is a solid black line. The entire icon is set against a light yellow background.

8. Scales

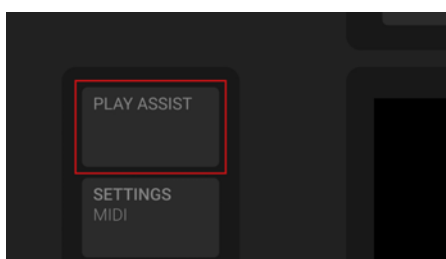
The Scale engine maps the notes you play using your keyboard or sequencer to the closest notes contained in the selected scale. It features a vast amount of different scales that you can use to play your instruments. In Chord mode, you can use the scales to generate chords from single notes. Combined with the [Arpeggiator](#), you can play scales automatically with a variety of different motives and rhythms.

Activating the Scale Engine

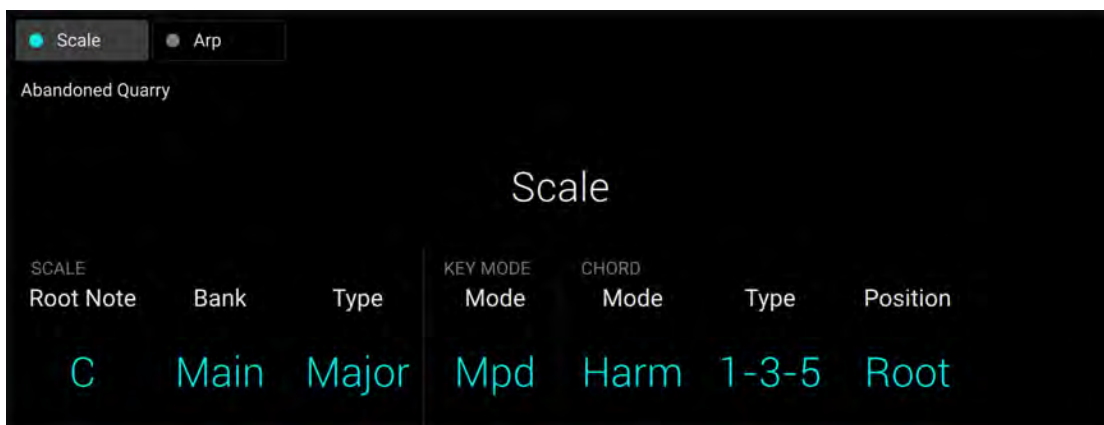
i The Scale engine is only available when your keyboard is connected to the Complete Kontrol software.

To activate or deactivate the Scale engine on the keyboard:

1. Press **PLAY ASSIST** at the left of the display.



→ The **PLAY ASSIST** button lights up brightly and the display shows the Scale and Arp settings.



2. Press **SHIFT** + Button 1 (**Scale**) to activate or deactivate the Scale engine.

→ The Button 1 and the little dot next to the **Scale** label below turn cyan when the Scale engine is activated, and white when the Scale engine is deactivated.

Playing a Scale

To select and play a scale on the keyboard, follow these instructions:

1. Check that the **PLAY ASSIST** button is brightly lit. If not, press it to display the parameters for the Scale and Arp engines.

2. Press Button 1 (**Scale**) to display the Scale parameters.
 3. To select a scale, turn Knob 1 (**Root Note**, by default set to **C**), Knob 2 (**Bank**, by default set to **Main**) and Knob 3 (**Type**, by default set to **Major**) until you find a scale you like.
 4. To play the scale you selected, ensure that Button 1 (**Scale**) lights up cyan, otherwise press **SHIFT** + Button 1 (**Scale**) to activate the Scale engine.
- The keys on the keyboard are now mapped to the notes in the selected scale. The mapping is reflected visually by the Light Guide. Root notes are brightly lit, while other notes in the scale are dimmed. Pressing any unlit key automatically activates the nearest lit key so that only notes belonging to the selected scales are being played back.
5. Press **PLUG IN** to return to the control of the loaded preset. The Scale engine remains switched on.

 If you selected **Chrom** (chromatic) in **SCALE Type**, all keys are mapped.

Playing Chords

You can play chords in the usual way by pressing any number of keys simultaneously (or send multiple MIDI notes simultaneously from the DAW), but you can also create and play chords by using Play Assist.

 To play multiple notes in a chord simultaneously, the loaded product must be able to handle polyphony.

To play a chord by only pressing a single key on the keyboard, follow these instructions:

1. Check that the **PLAY ASSIST** button is brightly lit. If not, press it to display the parameters for the Scale and Arp engines.
 2. Press Button 1 (**Scale**) to display the Scale parameters.
 3. To activate Chord mode, set **CHORD Mode** to **Harmonizer** by turning Knob 5 (by default set to **Off**).
 4. Define the intervals of your chord with the **CHORD Type** parameter by turning Knob 6 (by default set to **1-3-5**).
 5. To activate playing full chords, ensure that Button 1 (**Scale**) lights up cyan, otherwise press **SHIFT** + Button 1 (**Scale**) to activate the Scale engine.
- Chord mode is activated and set to **Harmonizer**. Pressing any key automatically activates and plays back the nearest lit key according to the mapping by selected scale. With the default chord, it also plays back the third and the fifth note above the pressed key in the selected scale, in accordance with the interval value set by Knob 6 (**1-3-5**, meaning the first, third, and fifth note of the scale). All played back notes are indicated by bright LEDs on the Light Guide.
6. Press **PLUG IN** to return to the control of the loaded preset. The Scale engine remains switched on.

Editing Scales and Chords

You can tailor the scales and chords to your needs using the Scale engine parameters.

- You can select the scale to be mapped to the keys of the keyboard and set its root note by using the **SCALE** parameters **Root Note**, **Bank**, and **Type**. For more information, refer to [Scale Parameters](#).
- You can define how the selected scale is mapped to the keys of the keyboard by using the **KEY MODE** parameter **Mode**. For more information, refer to [Key Mode Parameter](#).
- You can automatically generate custom chords while playing on the keyboard by using the **CHORD** parameters **Mode**, **Type**, and **Position**. For more information, refer to [Chord Parameters](#).

Accessing the Scale Parameters

To access the Scale parameters on your keyboard, do the following:

1. Check that the **PLAY ASSIST** button is brightly lit. If not, press it to display the parameters for the Scale and Arp engines.
 2. Press Button 1 (**Scale**) to display the Scale parameters.
- The Button 1 lights up brightly and the **Scale** label below Button 1 is highlighted, indicating that you are editing the Scale parameters.



When the **PLAY ASSIST** button is on, the Button 1 color indicates whether the Scale engine is on (cyan) or off (white), while its brightness indicates if the Scale parameters are displayed (brightly lit) or not (dimmed).

Scale Parameters

The **SCALE** parameters **Root Note**, **Bank**, and **Type** allow you to select the scale to be mapped to the keys of the keyboard and set its root note.



Scale Root Note

The first **SCALE** parameter is **Root Note**. Setting the root note of a scale means deciding what key the scale will begin with. The following notes of the scale depend on which scale pattern you select with the **SCALE Type** parameter (see below). You can transpose any scale pattern up or down by selecting a different **Root Note**.



The Light Guide indicates the selected root note via fully lit LEDs, while other active keys are half-lit.

The **Root Note** setting includes the following values:

- **C, C#, D, D#, E, F, F#, G, G#, A, A#, B**

Scale Bank and Type

The second and third **SCALE** parameters from the left are **Bank** and **Type**. Use them to decide the scale pattern according to which the notes will be mapped onto the keys of the keyboard. Each **Bank** consists of 15 thematically related scales, which can be selected by using the **Type** control.

For example, using the default **Root Note** value **C** combined with the default **Type Major** from the default **Bank Main**, you get the scale C major, which spans over one octave and contains the notes C, D, E, F, G, A, and B (followed by C again). If instead you select **G** as your **Root Note**, the G major scale contains the notes G, A, B, C, D, E, and F# (followed by G again). You will notice that the distance between each note follows the same pattern of “whole step–whole step–half step–whole step–whole step–whole step–half step,” which is the pattern of the **Major** scale.

If you are triggering an Instrument via an incoming MIDI pattern from the DAW, the notes of the MIDI pattern will be mapped onto the closest keys belonging to the selected **Type**. This means that, for example (with **Root Note** set to **C**) a MIDI pattern consisting of the notes C-D-D# will be played back as such if **Type** is set to **Chromatic** from **Bank Main**, but instead as C-D-E if **Type** is set to **Major**.



The Light Guide indicates the active keys in the selected **Type** via lit LEDs, while inactive keys are unlit.



The actual keys triggering the scale notes, as well as the behavior of inactive keys (unlit LEDs) depend on the [KEY MODE Mode parameter](#) (Knob 4).

The following scales are available:

Main Scales

Scale	Bank	Type	Degrees
Chromatic	Main	Chrom	1 b2 2 b3 3 4 b5 5 b6 6 b7 7
Major	Main	Major	1 2 3 4 5 6 7
Minor	Main	Minor	1 2 b3 4 5 b6 b7
Harm Min	Main	Harm Min	1 2 b3 4 5 b6 7
Maj Pent	Main	Maj Pent	1 2 3 5 6
Min Pent	Main	Min Pent	1 b3 4 5 b7
Blues	Main	Blues	1 b3 4 #4 5 b7
Japanese	Main	Japanese	1 2 b3 5 b6
Freygish	Main	Freygish	1 b2 3 4 5 b6 b7

Scale	Bank	Type	Degrees
Hungarian Min	Main	Hung Min	1 2 b3 #4 5 b6 7
Arabic	Main	Arabic	1 b2 3 4 5 b6 7
Altered	Main	Altered	1 b2 #2 3 #4 b6 b7
Whole Tone	Main	WH Tone	1 2 3 #4 #5 b7
H-W Dim	Main	H-W Dim	1 b2 #2 3 #4 5 6 b7
W-H Dim	Main	W-H Dim	1 2 b3 4 #4 #5 6 7

Modes Scales

Scale	Bank	Type	Degrees
Ionian	Modes	Ionian	1 2 3 4 5 6 7
Dorian	Modes	Dorian	1 2 b3 4 5 6 b7
Phrygian	Modes	Phrygian	1 b2 b3 4 5 b6 b7
Lydian	Modes	Lydian	1 2 3 #4 5 6 7
Mixolydian	Modes	Mixolyd	1 2 3 4 5 6 b7
Aeolian	Modes	Aeolian	1 2 b3 4 5 b6 b7
Locrian	Modes	Locrian	1 b2 b3 4 b5 b6 b7
Ionian b2	Modes	Ion b2	1 b2 3 4 5 6 7
Dorian b5	Modes	Dor b5	1 2 b3 4 b5 6 b7
Harm Phryg	Modes	Har Phry	1 b2 b3 4 5 b6 7
Phryg Major	Modes	Phry Maj	1 b2 b3 4 5 6 7
Lydian b3	Modes	Lyd b3	1 2 b3 #4 5 6 7
Major Locrian	Modes	Maj Loc	1 2 3 4 b5 b6 b7
Minor Locrian	Modes	Min Loc	1 2 b3 4 b5 b6 b7
Super Locrian	Modes	Sup Loc	1 b2 b3 b4 b5 b6 b7

Jazz Scales

Scale	Bank	Type	Degrees
Lydian b7	Jazz	Lyd b7	1 2 3 #4 5 6 b7
Altered	Jazz	Altered	1 b2 #2 3 #4 b6 b7
Diminished	Jazz	Diminshd	1 b2 #2 3 #4 5 6 b7
Mixo b13	Jazz	Mix b13	1 2 3 4 5 b6 b7
Mixo b9 b13	Jazz	Mixb9b13	1 b2 3 4 5 b6 b7
Lydian b7 b2	Jazz	Lyd b7b2	1 b2 3 #4 5 6 b7
Bebop	Jazz	Bebop	1 2 3 4 5 6 b7 7
Whole Tone	Jazz	Whole Tn	1 2 3 #4 #5 b7
Blues Maj	Jazz	Blues Ma	1 2 b3 3 5 6
Blues Min	Jazz	Blues Mi	1 b3 4 #4 5 b7
Blues Combined	Jazz	BluesCmb	1 2 b3 3 4 #4 5 6 b7

Scale	Bank	Type	Degrees
Lydian #5	Jazz	Lyd #5	1 2 3 #4 #5 6 7
Jazz Minor	Jazz	Jazz Mi	1 2 b3 4 5 6 7
Half Dim	Jazz	Half Dim	1 2 b3 4 b5 b6 b7
Augmented	Jazz	Augmentd	1 b3 3 5 #5 7

World Scales

Scale	Bank	Type	Degrees
Hungarian Min	World	Hung Min	1 2 b3 #4 5 b6 7
Hungarian Maj	World	Hung Maj	1 #2 3 #4 5 6 b7
Neapolitan	World	Neapoltn	1 b2 b3 4 5 b6 7
Spanish	World	Spanish	1 b2 b3 3 4 5 b6 b7
Greek	World	Greek	1 2 b3 b4 5 b6 b7
Jewish 1	World	Jewish 1	1 b2 3 4 5 b6 b7
Jewish 2	World	Jewish 2	1 2 b3 #4 5 6 b7
Indian 1	World	Indian 1	1 b2 b3 #4 5 b6 7
Indian 2	World	Indian 2	1 2 b3 #4 5 6 7
Indian 3	World	Indian 3	1 b2 2 4 5 b6 6
Indian 4	World	Indian 4	1 #2 3 4 5 #6 7
Mid East 1	World	M East 1	1 b2 3 4 5 b6 7
Mid East 2	World	M East 2	1 b2 3 4 b5 b6 7
Mid East 3	World	M East 3	1 b2 b3 4 b5 6 b7
Mid East 4	World	M East 4	1 b2 3 4 b5 6 b7

5-Tone Scales

Scale	Bank	Type	Degrees
Penta I	5-Tone	Pent I	1 2 3 5 6
Penta II	5-Tone	Pent II	1 2 4 5 b7
Penta III	5-Tone	Pent III	1 b3 4 b6 b7
Penta IV	5-Tone	Pent IV	1 2 4 5 6
Penta V	5-Tone	Pent V	1 b3 4 5 b7
Hirajoshi	5-Tone	Hira	1 2 b3 5 b6
Insen	5-Tone	Insen	1 b2 4 5 b7
Kokin Joshi	5-Tone	Kokin	1 2 4 5 b6
Akebono	5-Tone	Akebono	1 2 b3 5 6
Ryukuan	5-Tone	Ryukuan	1 3 4 5 7
Abhogi	5-Tone	Abhogi	1 2 b3 4 6
Bhupkali	5-Tone	Bhupkali	1 2 3 5 b6
Hindolam	5-Tone	Hindolam	1 b3 4 b6 b7

Scale	Bank	Type	Degrees
Bhupalam	5-Tone	Bhupalam	1 b2 b3 5 b6
Amritavarshini	5-Tone	Amrita	1 3 #4 5 7

Modern Scales

Scale	Bank	Type	Degrees
Octatonic	Modern	Octatonic	1 2 b3 4 #4 #5 6 7
Acoustic	Modern	Acoustic	1 2 3 #4 5 6 b7
Augmented	Modern	Augmented	1 b3 3 5 #5 7
Tritone	Modern	Tritone	1 b2 3 b5 5 b7
Leading Wh Tone	Modern	Lead Wh	1 2 3 #4 #5 #6 7
Enigmatic	Modern	Enigmatic	1 b2 3 #4 #5 #6 7
Scriabin	Modern	Scriabin	1 2 3 #4 6 b7
Tcherepnin	Modern	Tcherepnin	1 #1 #2 3 4 5 #5 6 7
Messiaen I	Modern	Mes I	1 2 3 #4 #5 #6
Messiaen II	Modern	Mes II	1 b2 #2 3 #4 5 6 b7
Messiaen III	Modern	Mes III	1 2 b3 3 #4 5 b6 b7 7
Messiaen IV	Modern	Mes IV	1 b2 2 4 #4 5 b6 7
Messiaen V	Modern	Mes V	1 b2 4 #4 5 7
Messiaen VI	Modern	Mes VI	1 2 3 4 #4 #5 #6 7
Messiaen VII	Modern	Mes VII	1 b2 2 b3 4 #4 5 b6 6 7

Major Scales

Scale	Bank	Type	Degrees
Natural	Major	Natural	1 2 3 4 5 6 7
Lydian	Major	Lydian	1 2 3 #4 5 6 7
Mixolydian	Major	Mixolyd	1 2 3 4 5 6 b7
Major Minor	Major	Maj Min	1 2 3 4 5 b6 b7
Harmonic Major	Major	Har Maj	1 2 3 4 5 b6 7
Dbl Har Major	Major	Dbl Maj	1 b2 3 4 5 b6 7
Neapolitan Maj	Major	Nea Maj	1 b2 3 4 5 6 7
Major Locrian	Major	Maj Loc	1 2 3 4 b5 b6 b7
Blues Major	Major	Blues Ma	1 2 b3 3 5 6
Bebop Major	Major	Bebop Ma	1 2 3 4 5 #5 6 7
Hexa 1	Major	Hexa 1	1 2 3 5 6 7
Hexa 2	Major	Hexa 2	1 2 3 4 5 6
Penta 1	Major	Penta 1	1 2 3 5 6
Penta 2	Major	Penta 2	1 3 4 5 7
Penta 3	Major	Penta 3	1 3 5 6 7

Minor Scales

Scale	Bank	Type	Degrees
Natural	Minor	Natural	1 2 b3 4 5 b6 b7
Dorian	Minor	Dorian	1 2 b3 4 5 6 b7
Phrygian	Minor	Phrygian	1 b2 b3 4 5 b6 b7
Minor Major	Minor	Min Maj	1 2 b3 4 5 6 7
Harmonic Minor	Minor	Har Min	1 2 b3 4 5 b6 7
Dbl Har Minor	Minor	Dbl Min	1 2 b3 #4 5 b6 7
Neapolitan Min	Minor	Nea Min	1 b2 b3 4 5 b6 7
Minor Locrian	Minor	Min Loc	1 2 b3 4 b5 b6 b7
Blues Min	Minor	Blues Mi	1 b3 4 #4 5 b7
Bebop Minor	Minor	Bebop Mi	1 2 b3 4 5 b6 b7 7
Hexa 1	Minor	Hexa 1	1 2 b3 5 b6 b7
Hexa 2	Minor	Hexa 2	1 2 b3 4 5 b6
Penta 1	Minor	Penta 1	1 2 b3 5 b6
Penta 2	Minor	Penta 2	1 b3 4 5 b7
Penta 3	Minor	Penta 3	1 b3 5 b6 b7

Key Mode Parameter

The only **KEY MODE** parameter is **Mode**. It defines how the selected scale is mapped to the keys of the keyboard. This is also reflected by the Light Guide.



The **KEY MODE Mode** menu consists of the following three modes, which are described in detail below:

- **Guide**
- **Mapped** (default value)
- **Easy**

Mapped Mode (Default)

In **Mapped** mode, the notes are mapped to the keyboard according to the selected scale. Notes outside of the selected scale are not active. Pressing the corresponding keys will trigger the next available note in the selected scale. The Light Guide highlights the active keys via lit LEDs. The root notes are indicated by brighter lit LEDs.

Guide Mode

In **Guide** mode, the notes are mapped to the keyboard in the same way as in **Mapped** mode, however notes outside of the selected scale remain active. The mapping only affects the representation of the scale by means of the Light Guide.

Easy Mode

In **Easy** mode, the notes of the selected scale are mapped to the keyboard so that any scale can be played using the white keys of the keyboard only. The black keys are inactive and pressing them will not trigger any other notes.

i Selecting the 12-step chromatic scale in **KEY MODE Easy** maps the keys in the same way as in the **Mapped** mode.

The **Root Note** is always mapped to the middle C key (commonly called C3). If the selected scale consists of seven notes, it matches the seven white keys of a single octave on the keyboard. In this case, the **Root Note** coincides with the key C across all octaves of the keyboard. If instead the selected scale consists of more or less than seven notes, it does not match the seven white keys of a single octave on the keyboard and the **Root Note** is shifted throughout adjacent octaves accordingly.

The Light Guide highlights all white keys of the keyboard. The root notes are indicated by brighter lit LEDs.

For two examples of the **Easy** mode mappings in **Major** and **Minor**, refer to below.

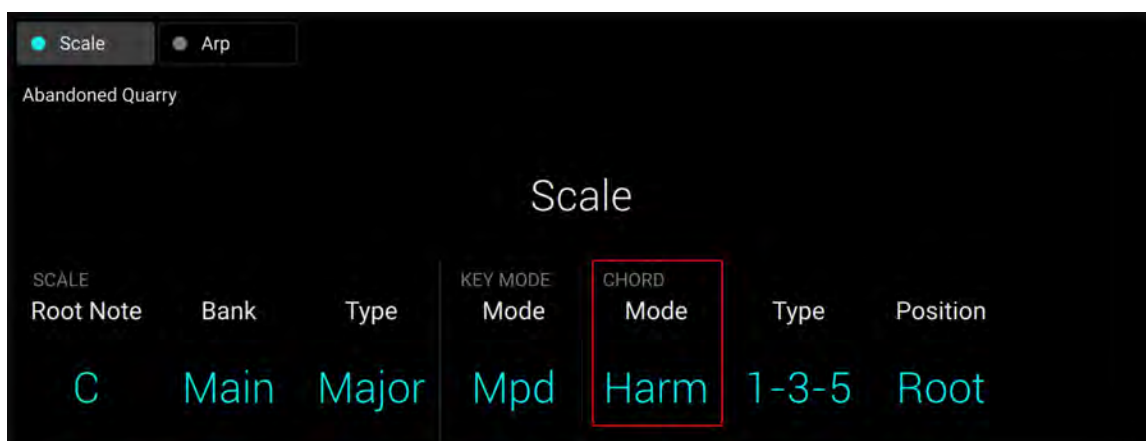
Scale Type		Key Mappings in Easy Mode						
White keys:		C3	D3	E3	F3	G3	A3	B3
Major								
	Corresponding mappings:	1	2	3	4	5	6	7
	Example with root note C :	C	D	E	F	G	A	B
Minor								
	Corresponding mappings:	1	2	b3	4	5	b6	b7
	Example with root note C :	C	D	bE	F	G	bA	bB

Chord Parameters

The **CHORD** parameters **Mode**, **Type** and **Position** allow you to define the chord to be played using the Chord function.

Chord Mode

The first **CHORD** parameter is **Mode**. Use it to generate chords from single notes, either from the keyboard or from incoming MIDI notes from the DAW.



The Light Guide indicates the keys being played back in a chord via fully lit LEDs, while active keys are half-lit and inactive keys are unlit.

CHORD Mode has one inactive (**Off**) and two active states, which are described in detail below:

- **Off**
- **Harmonizer**
- **Chord Set**

Harmonizer

If **CHORD Mode** is set to **Harm** (Harmonizer), the **CHORD Type** menu allows you to specify the interval of notes in the selected **SCALE Type** that will constitute the chord: For example, a triad in the form of the root note, the third note, and the fifth note (**CHORD Type** value **1-3-5**).

Chord Set

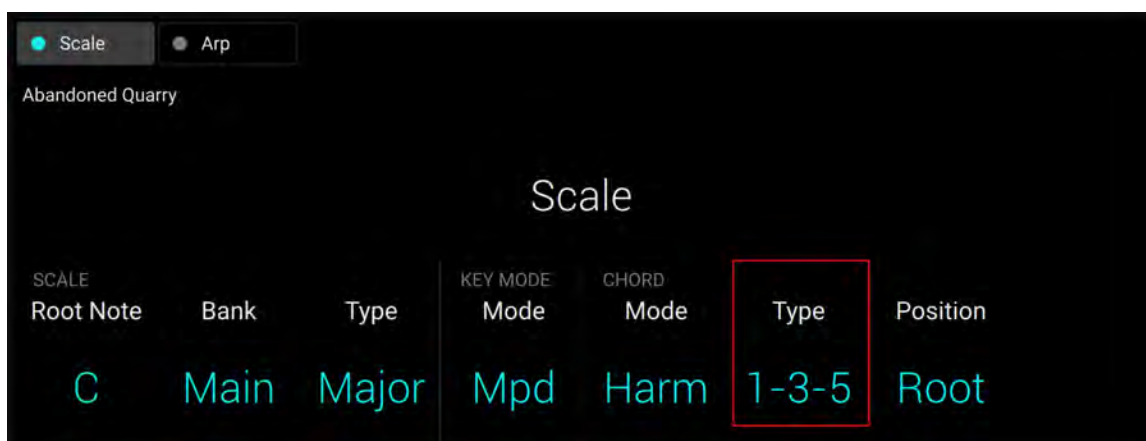
If **CHORD Mode** is set to **Chord Set** (Chord Set), the **CHORD Type** menu allows you to choose from a selection of major and minor chords depending on the current **Root Note**.



The **SCALE Type** and **KEY MODE Mode** parameters are not available when **CHORD Mode** is set to **Chord Set**.

Chord Type

The second **CHORD** parameter is **Type**. Use it to select the chord that will be generated from a single note used as input.



The Light Guide indicates the keys being played back in a chord via fully lit LEDs, while active keys are half-lit and inactive keys are unlit.

The available **CHORD Type** values depend on whether **CHORD Mode** is set to **Harmonizer** or **Chord Set**, as described in detail below.

CHORD Type, CHORD Mode Set to Harmonizer

If **CHORD Mode** is set to **Harmonizer**, then **CHORD Type** will offer you a selection of individual notes present in the selected **SCALE Type**. This means that for all scales except the 12-tone **Chrom** scale (chromatic scale, refer to further below), you can select the interval of notes that will make up your chord.

The note interval is added onto the key of an incoming MIDI note, either from the keyboard or from the DAW. For example, you can select to play a C minor triad by setting **Root Note** to **C**, **SCALE Type** to **Minor**, **CHORD Mode** to **Harm**, and **CHORD Type** to **1-3-5**. If all of this seems complex, try setting a random value and use the Light Guide on your keyboard to see what keys are active, inactive, and played back.

When **CHORD Mode** is set to **Harm**, the **CHORD Type** setting includes the following values:

Chord Type	Interval Added to Played Note
Octave	Octave
1-3	3rd
1-5	5th
1-3-5	3rd and 5th
1-4-5	4th and 5th
1-3-5-7	3rd, 5th and 7th
1-4-7	4th and 7th

CHORD Type, CHORD Mode Set to Chd Set

If **CHORD Mode** is set to **Chord Set** and, for example, the **Root Note** is set to **C**, then the **CHORD Type** menu presents you with a list of selectable chords. Values are, e.g., **Maj 4** and **Min 7**, which would generate a major and minor chord, respectively, both using C as the chord's root note.

When **CHORD Mode** is set to **Chord Set**, the **CHORD Type** setting includes the following values:

- **Maj 1, Maj 2, Maj 3, Maj 4, Maj 5, Maj 6, Maj 7, Maj 8, Min 1, Min 2, Min 3, Min 4, Min 5, Min 6, Min 7, Min 8**

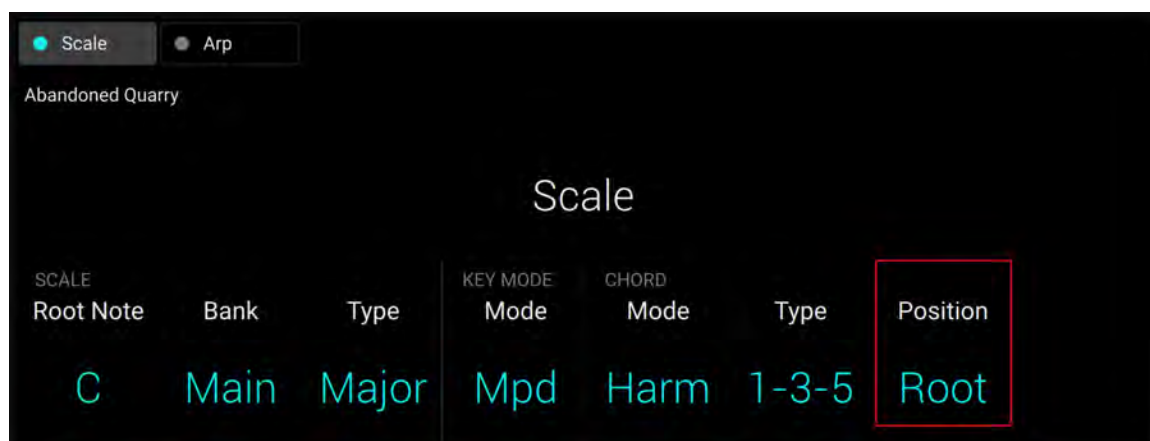
CHORD Type and the Chromatic Scale

The **Chrom** (chromatic) scale consists of every semitone in an octave. This means that when you play every white key and every black key of an octave up or down, you are playing the 12-step chromatic scale. Since all semitones of an octave are present in the scale, you can use all keys to form chords. In turn, selecting **Chrom** as **SCALE Type** means that you can select virtually any **CHORD Type**. The following chords are available and can be generated:

Chord Type	Semitones Added above Played Note
Octave	12
Perf 4 (Perfect 4)	5
Perf 5 (Perfect 5)	7
Major	4 and 7
Minor	3 and 7
Sus 4 (Suspended 4)	5 and 7
Maj 7 (Major 7)	4, 7 and 11
Min 7 (Minor 7)	3, 7 and 10
Dom 7 (Dominant 7)	4, 7 and 10
Dom 9 (Dominant 9)	4, 7, 10 and 14
Min 7 $\flat$5 (Minor 7 $\flat$ 5)	3, 6 and 10
Dim 7 (Diminished 7)	3, 6 and 9
Aug (Augmented)	4 and 8
Quartal	5, 10 and 15
Trichord	5 and 11

ChordPosition

The third **CHORD** parameter is **Position**. Use it to spread the notes of a chord generated from a single note and to aid a more musical transition between chords.



The **Position** parameter is available when **CHORD Type** is set to **Harmonizer** or **Chord Set** and includes the following values:

Position	Description
Root	The root position of the selected chord is always played.
-1 to -8	Decreasing Position with negative values moves the highest note of the current chord down by an octave, this inverts the chord to a lower position in the selected scale.
+1 to +8	Increasing Position with positive values moves the lowest note of the current chord up by an octave, this inverts the chord to a higher position in the selected scale.
Auto	This provides a more human feel in the transition from one chord to another. The notes used to form each chord are automatically selected to provide the best inversion.

9. Arpeggiator

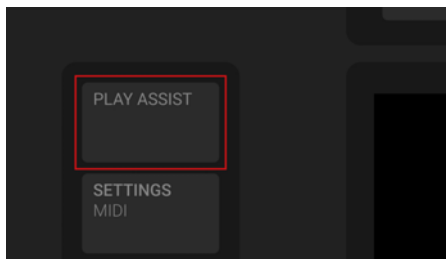
The Arpeggiator enables you to automatically generate musical sequences according to the notes you play using your keyboard or sequencer. It features a vast amount of different motives and rhythms that you can use to play your instruments. Combined with the [Scale engine](#), you can play motives and rhythms while also constraining the notes to the selected scale.

Activating the Arpeggiator

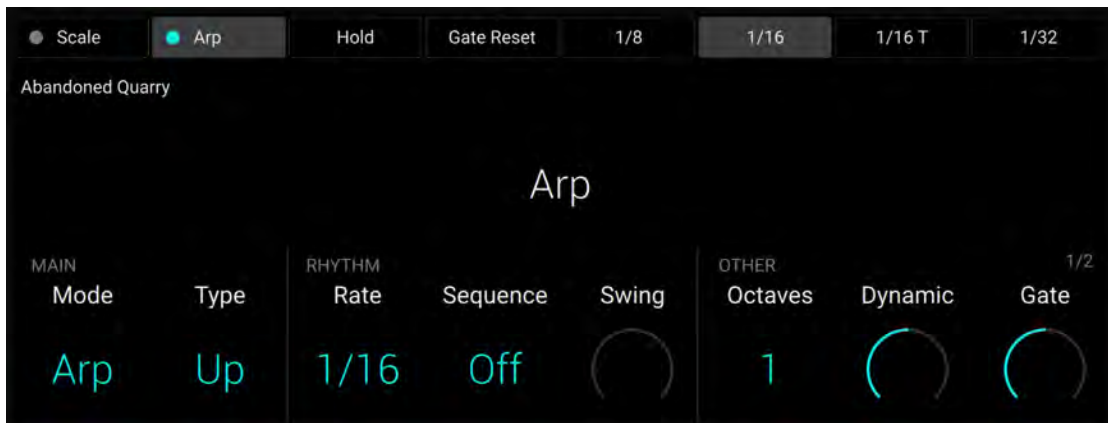
i The Arpeggiator is only available when your keyboard is connected to the Complete Kontrol software.

To activate or deactivate the Arpeggiator on the keyboard:

1. Press **PLAY ASSIST** at the left of the display.



→ The **PLAY ASSIST** button lights up brightly and the display shows the Scale and Arp settings.



2. Press **SHIFT** + Button 2 (**Arp**) to activate or deactivate the Arpeggiator.

→ Both the Button 2 and the little dot next to the **Arp** label below turn cyan when the Arpeggiator is activated, and white when the Arpeggiator is deactivated.

Playing the Arpeggiator

Here is a quick example of how to use the Arpeggiator:

1. Check that the **PLAY ASSIST** button is brightly lit. If not, press it to display the parameters for the Scale and Arp engines.

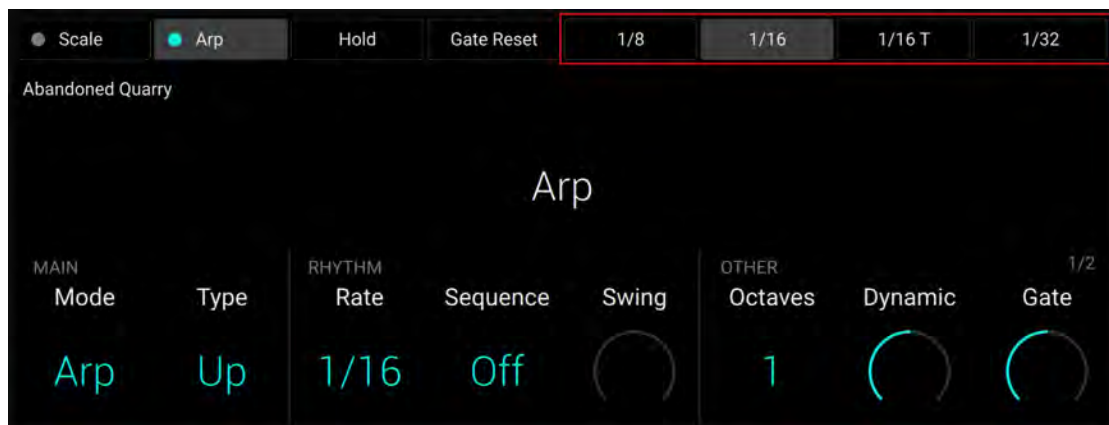
2. Press Button 2 (**Arp**) to display the Arpeggiator parameters.
 3. To change the direction of the sequence to e.g., **Up-Down**, turn Knob 2 (**Type** parameter, by default set to **Up**).
 4. To adjust the **Octaves** reach of the Arpeggiator, turn Knob 6 (by default set to **1**) to e.g., **4**.
 5. To play the arpeggio you selected, ensure that Button 2 (**Arp**) lights up cyan, otherwise press **SHIFT** + Button 2 (**Arp**) to activate the Arpeggiator.
- The notes corresponding to any keys you press are played back as a sequence, up and then down again over four octaves. The Light Guide indicates the notes as they are played.
6. Press **PLUG IN** to return to the control of the loaded preset. The Arpeggiator remains switched on.

The following sections describe all the Arpeggiator features in detail.

Using Arpeggiator Snapshots on the Keyboard

The Arpeggiator snapshots let you quickly recall four sets of Arpeggiator settings. This way you can compare settings, or quickly switch between them during a performance. On the keyboard, the snapshots are mapped to Button 5–8 above the display. Below the buttons, they are labeled with their respective settings for the **RATE** parameter (e.g., **1/8**, **1/16**, **1/16 T**, etc.).

- To select an Arpeggiator snapshot, press the corresponding button above the display.



- All Arpeggiator settings associated with this snapshot are instantly recalled.
- To change the settings associated with an Arpeggiator snapshot, select it and adjust the parameters.
- The new settings are saved automatically, and you can switch forth and back between Arpeggiator snapshots to recall them.

Editing the Arpeggiator

The Arpeggiator parameters give you many possibilities to shape your own note sequences.

- You can switch between **Arp** and **Note Repeat** mode and change the playback direction of the arpeggiator sequence by using the **MAIN** parameters **Mode** and **Type**. For more information, refer to [Main Parameters](#).
- You can create interesting rhythms for the arpeggiator sequence by using the **RHYTHM** parameters **Rate**, **Sequence**, and **Swing**. For more information, refer to [Rhythm Parameters](#).

- You can change the range of available notes for the arpeggiator sequence, as well as their velocity and length, by using the **OTHER** parameters **Octaves**, **Dynamic**, and **Gate**. For more information, refer to [Other Parameters](#).
- You can explore alternative versions of the same arpeggiator sequence by using the **ADVANCED** parameters **Retrigger**, **Repeat**, **Offset**, and **Inversion**. For more information, refer to [Advanced Parameters](#).
- You can change the range of keys that trigger the arpeggiator sequence by using the **RANGE** parameters **Min. Key** and **Max. Key**. For more information, refer to [Range Parameters](#).
- You can latch the playback of the arpeggiator sequence by using the **Hold** parameter. For more information, refer to [Hold Parameter](#).

Accessing the Arpeggiator Parameters

To access the Arpeggiator parameters on your keyboard, do the following:

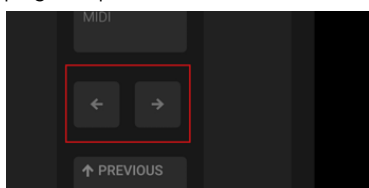
1. Check that the **PLAY ASSIST** button is brightly lit. If not, press it to display the parameters for the Scale and Arp engines.
 2. Press Button 2 (**Arp**) to display the Arpeggiator parameters.
- The Button 2 lights up brightly and the **Arp** label below Button 2 is highlighted, indicating that you are editing the Arpeggiator parameters.



When the **PLAY ASSIST** button is on, the Button 2 color indicates whether the Arp engine is on (cyan) or off (white), while its brightness indicates if the Arp parameters are displayed (brightly lit) or not (dimmed).

The Arpeggiator parameters might spread over multiple pages. You can switch between pages using the Page buttons at the left of the display:

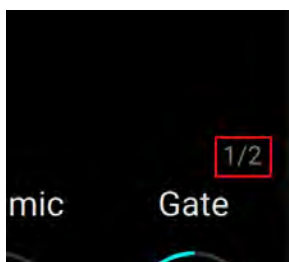
- Press the Page buttons (left and right arrows) at the left of the display to switch to another page of parameters:



→ The display and the Knobs 1–8 switch to the next or previous set of parameters.

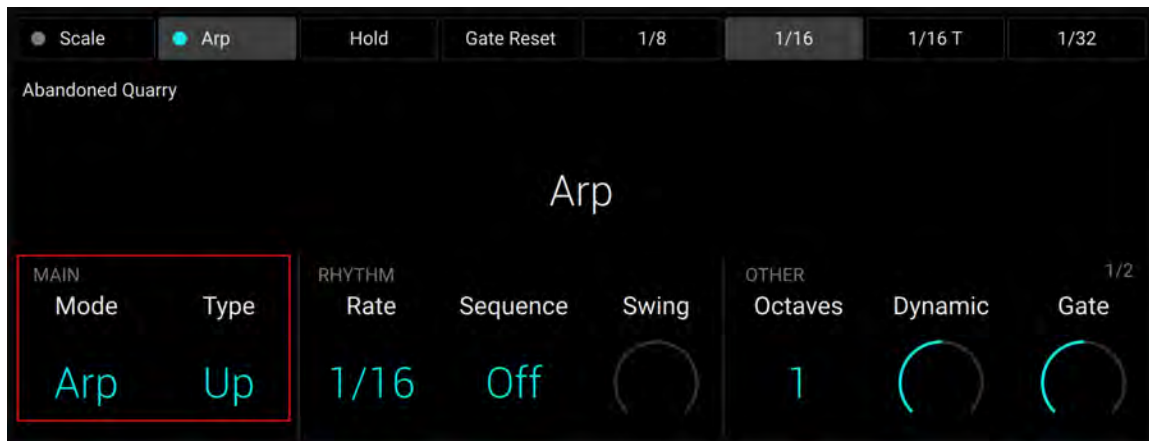
A dim lit Page button indicates that another page can be displayed by pressing the button.

The gray numbers at the far right on the display indicate the current page and the total number of pages available:



Main Parameters

The **MAIN** parameters **Mode** and **Type** allow you to switch between **Arp** and **Note Repeat** mode and change the playback direction of the arpeggiator sequence.



The **MAIN** parameters **Mode** and **Type**.

Main Mode

The first **MAIN** parameter is **Mode**. It lets you select either **Arp** or **Note Repeat**. Depending on your selection, a different set of Arpeggiator parameters will be available for further editing.

The **Mode** setting consists of the following two modes:

- **Arp** mode, which generates arpeggiator sequences based on chords you play on the keyboard, or the output of the Scale engine. With the Arpeggiator switched on and **Mode** set to **Arp**, any chord you created using the Scale engine will play as an arpeggiated note sequence. In this case, you only need to press one key on the keyboard to hear the arpeggiated notes play out according to the selected scale.
- **Note Repeat** mode, which deactivates the Arpeggiator and instead repeats whichever note is input until Complete Kontrol receives a MIDI note-off message. Use the parameters **Rate**, **Swing**, and **Gate** to change the rhythm of the repeats.

Main Type

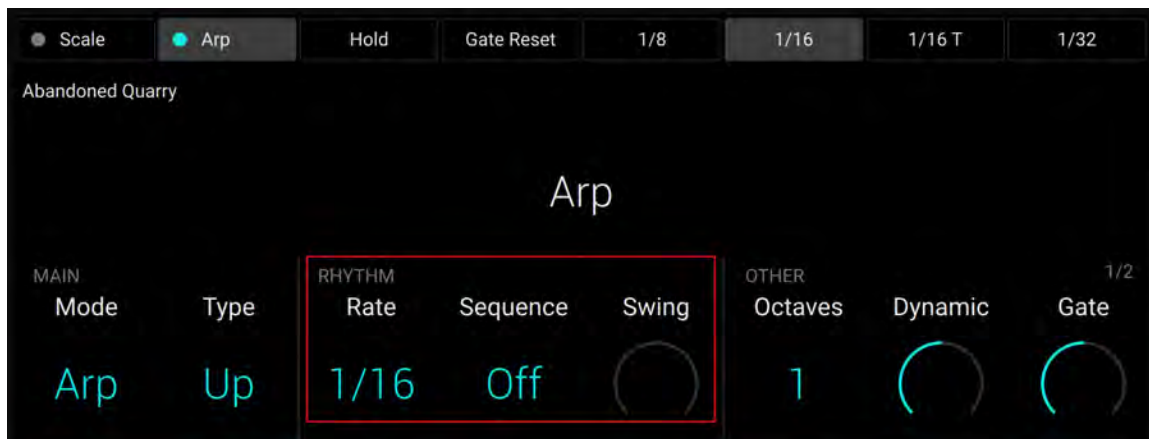
The second **MAIN** parameter, **Type**, is only available in **Arp** mode. It sets the sequential order of the arpeggiated notes. Choose whether your arpeggiated chord should be played from the root note and up, the other way around, or even simultaneously. Selecting **Order Played** will play back the notes in the order you pressed down the corresponding keys on the keyboard. Automating the **Type** parameter in the DAW can create interesting variations and textures.

The **Type** setting includes the following values:

- **Up, Down, Up & Down, Order Played, Chord**

Rhythm Parameters

The **RHYTHM** parameters **Rate**, **Sequence**, and **Swing** allow you to create interesting rhythms for the arpeggiator sequence.



The **RHYTHM** parameters **Rate**, **Sequence**, and **Swing**.

Rhythm Rate

The first **RHYTHM** parameter, **Rate**, is available in both **Arp** and **Note Repeat** mode. It sets the beat of the Arpeggiator in relation to global tempo in musical values, ranging from **1/1** to **1/128**. All note values (except **1/1** and **1/128**) are available as basic notes, dotted notes, and triplets. Dotted notes are 1.5 times longer than the corresponding basic notes. Triplets are 2/3 the duration of their corresponding basic notes, so that e.g., three 1/4 notes are equal in duration to two basic 1/4 notes.

The **Rate** setting includes the following values:

- **1/1**
- **1/2 Dotted (1/2 D)**
- **1/1 Triplet (1/1 T)**
- **1/2**
- **1/4 Dotted (1/4 D)**
- **1/2 Triplet (1/2 T)**
- **1/4**
- **1/8 Dotted (1/8 D)**
- **1/4 Triplet (1/4 T)**
- **1/8**
- **1/16 Dotted (1/16 D)**
- **1/8 Triplet (1/8 T)**
- **1/16**
- **1/32 Dotted (1/32 D)**
- **1/16 Triplet (1/16 T)**
- **1/32**
- **1/64 Dotted (1/64 D)**
- **1/32 Triplet (1/32 T)**
- **1/64**
- **1/128 Dotted (1/128 D)**
- **1/64 Triplet (1/64 T)**

- 1/128

Rhythm Sequence

The second **RHYTHM** parameter, **Sequence**, is only available in **Arp** mode. It gives you a way of adding interesting rhythms to your arpeggiated notes. Select one of eight different sequences and apply it to the arpeggiator sequence you are playing. Combine **Sequence** with the **Rate** parameter to create a huge variety of rhythms at different tempos. If **Rate** is set to a basic or dotted value, then **Sequence** applies a 16-step sequencer to the notes. If **Rate** is instead set to a triplet value, then **Sequence** applies a 12-step sequencer to the notes.

You can switch sequences in real time during playback. For example, if sequence **1** is running and you instead select sequence **2** after the fourth MIDI note in a pattern has been played back, then sequence **2** starts when the fifth MIDI note in the pattern is played back.

The **Sequence** setting includes the following values:

- Off, 1, 2, 3, 4, 5, 6, 7, 8

Rhythm Swing

The third **RHYTHM** parameter, **Swing**, is available in both **Arp** and **Note Repeat** mode. Adding **Swing** to your note sequence can make it feel less quantized and sound more natural. **Swing** works by introducing a delay to every second note in a sequence. Doing so often adds a certain groove to the music.

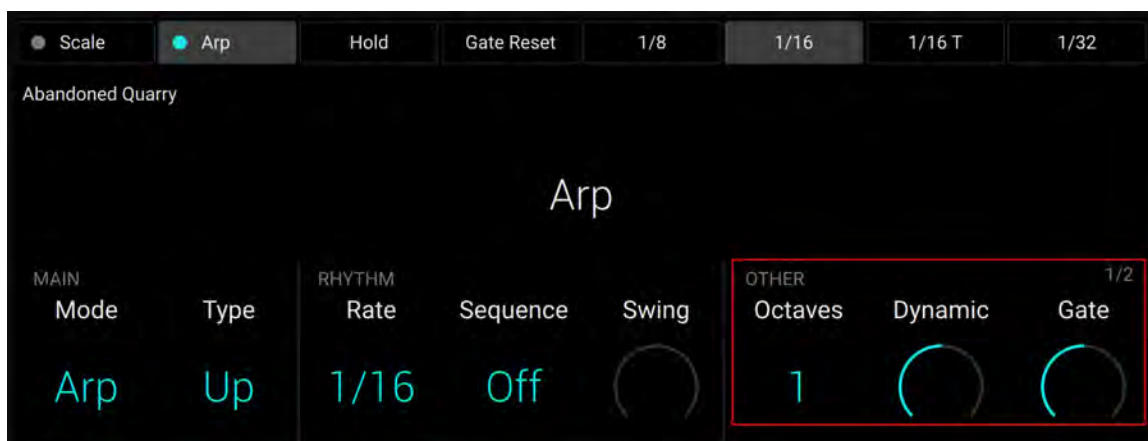
Swing lets you set a value between **0%** and **100%**:

1. Set a value of **0%** to play the note sequence without swing.
2. Increase the **Swing** value to add swing by delaying every second note. The delay length is a percentage of the current step size.

Using **Swing** in combination with the **Gate** parameter adds further variations in note duration. For example, if **Gate** is set to **100%**, Komplete Kontrol sends a MIDI note-off message before each note and plays back the sequence legato. If **Gate** is set to values larger or smaller than **100%**, then notes will be scaled after the value of the **Swing** parameter has been applied, leaving the groove intact.

Other Parameters

The **OTHER** parameters **Octaves**, **Dynamic**, and **Gate** allow you to change the range of available notes for the arpeggiator sequence, as well as their velocity and length.



The **OTHER** parameters **Octaves**, **Dynamic**, and **Gate**.

Other Octaves

The first **OTHER** parameter, **Octaves**, is only available in **Arp** mode. It lets you decide the range of the arpeggiator sequence. You can choose to play back your sequence within the octave of only the keys you pressed on the keyboard, or you can select up to eight octaves and let the corresponding notes of your chord or scale be played back in as many octaves.

Depending on the settings you have made to the **Type** parameter, the octaves played back can be above (e.g., **Up**), below (e.g., **Down**) or both above and below (**Up & Down**) the pressed keys.

The **Octaves** setting includes the following values:

- 1, 2, 3, 4, 5, 6, 7, 8

Other Dynamic

The second **OTHER** parameter, **Dynamic**, is only available in **Arp** mode. It reads the velocity of the input (a key you pressed on the keyboard or an incoming MIDI note from the DAW) and scales it by the factor you set with the **Dynamic** parameter. The scaling is applied per note. The velocity of each played note is taken and multiplied by the value set with the **Dynamic** parameter.

Dynamic lets you set a value between **1.0%** and **200.0%**.

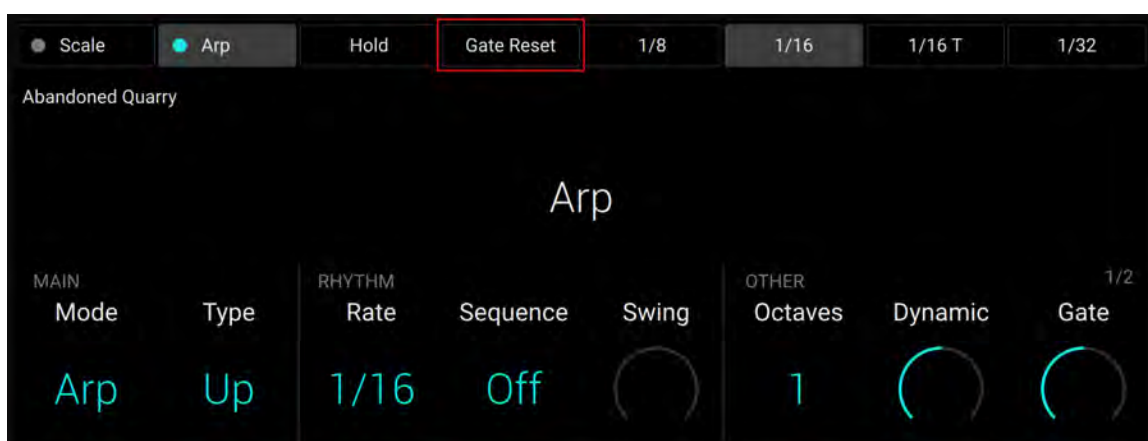
Other Gate

The third **OTHER** parameter, **Gate**, is available in both **Arp** and **Note Repeat** mode. It lets you decide the length of the notes in your sequence. Setting a value between **1%** and **99%** makes the duration of the notes shorter than they otherwise would be. Setting a value between **101%** and **200%** instead elongates the duration of the notes.

Gate lets you set a value between 1.0 % and 200.0 %.

Gate Reset

The **Gate Reset** function, mapped to Button 4 above the display, lets you reset the **Gate** parameter to its default value of 100 % at any time.



The **Gate Reset** function.

Advanced Parameters

The **ADVANCED** parameters **Retrigger**, **Repeat**, **Offset**, and **Inversion** allow you to explore alternative versions of the same arpeggiator sequence.



The **ADVANCED** parameters **Retrigger**, **Repeat**, **Offset**, and **Inversion** on page 2.

Advanced Retrigger

The first **ADVANCED** parameter, **Retrigger**, is only available in **Arp** mode. **Retrigger** sets a number of steps in the arpeggiator sequence after which the sequence restarts its cycle, regardless of the number of pitches in the sequence.

For example:

- If the arpeggiator sequence consists of a 5 note cycle (1 - 2 - 3 - 4 - 5) and **Retrigger** is set to **3**, the Arpeggiator output is 1 - 2 - 3 - repeat.
- If the arpeggiator sequence consists of a 5 note cycle (1 - 2 - 3 - 4 - 5) and **Retrigger** is set to **8**, the Arpeggiator output is 1 - 2 - 3 - 4 - 5 - 1 - 2 - 3 - repeat.

Rests in a **Sequence** are treated as steps:

- If the arpeggiator sequence consists of 6 pitches, the **Sequence** is 1 - 2 - 3 - rest - 4 - 5 - 6 - rest, and **Retrigger** is set to **5**, the Arpeggiator output is 1 - 2 - 3 - rest - 4 - repeat.

Advanced Repeat

The second **ADVANCED** parameter, **Repeat**, is only available in **Arp** mode. **Repeat** sets a number by which each step in the arpeggiator sequence is repeated.

For example:

- If the arpeggiator sequence consists of a 3 note cycle (1 - 2 - 3) and **Repeat** is set to **3**, the Arpeggiator output is 1 - 1 - 1 - 2 - 2 - 2 - 3 - 3 - 3 - repeat.

Advanced Offset

The third **ADVANCED** parameter, **Offset**, is only available in **Arp** mode. **Offset** sets a number by which the steps in the arpeggiator sequence are shifted in the cycle.

For example:

- If the arpeggiator sequence consists of a 5 note cycle (1 - 2 - 3 - 4 - 5) and **Offset** is set to **0**, the Arpeggiator output is 1 - 2 - 3 - 4 - 5 - repeat.
- If the arpeggiator sequence consists of a 5 note cycle (1 - 2 - 3 - 4 - 5) and **Offset** is set to **+1**, the Arpeggiator output is 2 - 3 - 4 - 5 - 1 - repeat.
- If the arpeggiator sequence consists of a 5 note cycle (1 - 2 - 3 - 4 - 5) and **Offset** is set to **-1**, the Arpeggiator output is 5 - 1 - 2 - 3 - 4 - repeat.

Advanced Inversion

The fourth **ADVANCED** parameter, **Inversion**, is only available in **Arp** mode. **Inversion** adds inverted alternations of the arpeggiator sequence to the cycle.

For example:

- If the arpeggiator sequence consists of a 3 note cycle (1 - 2 - 3), **Type** is set to **Up**, and **Inversion** is set to **0**, the Arpeggiator output is 1 - 2 - 3 - repeat.
- If the arpeggiator sequence consists of a 3 note cycle (1 - 2 - 3), **Type** is set to **Up**, and **Inversion** is set to **1**, the Arpeggiator output is 1 - 2 - 3 - 2 - 3 - repeat.
- If the arpeggiator sequence consists of a 3 note cycle (1 - 2 - 3), **Type** is set to **Up**, and **Inversion** is set to **2**, the Arpeggiator output is 1 - 2 - 3 - (2 - 3 - 1 octave up) - (3 - 1 - 2 octave up) - repeat.

Range Parameters

The **RANGE** parameters **Min. Key** and **Max. Key** allow you to change the range of keys that trigger the arpeggiator sequence.



The **RANGE** parameters **Min. Key** and **Max. Key** on page 2.

Range Min. Key

The first **RANGE** parameter, **Min. Key**, is only available in **Arp** mode. **Min. Key** sets the lowest key that can be used as an input for the arpeggiator sequence.



The Arpeggiator can still generate pitches below the **Min. Key** setting.

Range Max. Key

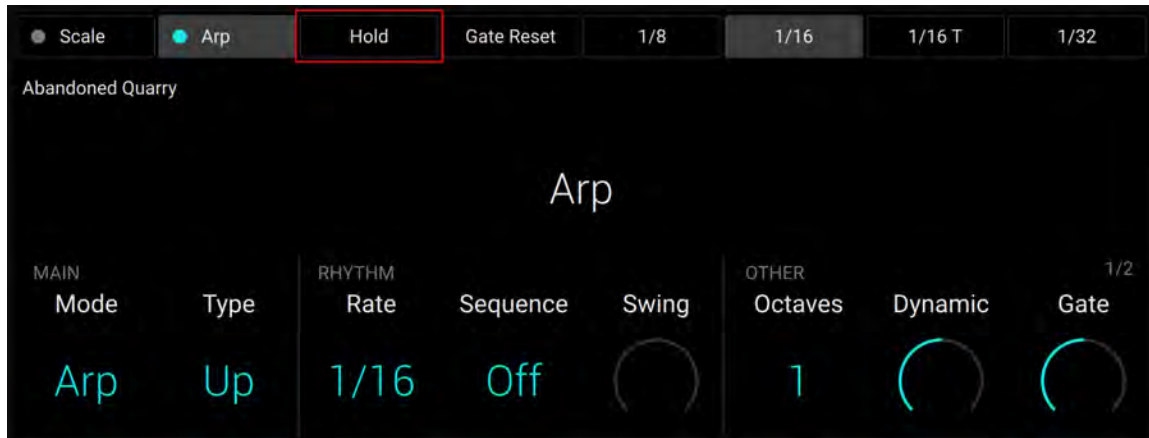
The second **RANGE** parameter, **Max. Key**, is only available in **Arp** mode. **Max. Key** sets the highest key that can be used as an input for the arpeggiator sequence.



The Arpeggiator can still generate pitches above the **Max. Key** setting.

Hold Parameter

The **Hold** parameter is available in both **Arp** and **Note Repeat** mode. The Hold feature allows you to latch the notes played by the Arpeggiator. When **Hold** is active, the Arpeggiator will continuously play a sequence according to the last pressed keys on the keyboard.



The **Hold** parameter.

- Pressing any key while **Hold** is active will set a new sequence.
- To stop the Arpeggiator playback, deactivate **Hold**.



Alternatively, you can switch the Arpeggiator completely off to stop playback. When you switch the Arpeggiator back on, **Hold** will still be active and you can continue to play latched note sequences with the Arpeggiator.

10. MIDI Mode

This chapter describes the MIDI mode of the Kontrol keyboard.

On your keyboard, various elements can send MIDI data:

- Keybed controls: The keys, the Pitch and Modulation wheels, and the Touch Strip always send MIDI messages:
 - The keys send MIDI Note messages and MIDI Key Pressure messages (polyphonic aftertouch) on MIDI channel 1.
 - The Pitch wheel, the Modulation wheel and the Touch Strip can send MIDI Control Change, Pitchbend or Program Changes messages. You can configure their respective MIDI messages in the [keyboard settings](#).
- Display controls: Instead of controlling the connected Kontakt or Komplete Kontrol software or the Mixer in your DAW, the knobs and buttons below and above the display can also send MIDI messages. This is done by switching your keyboard to **MIDI mode**.

Manually Switching To MIDI Mode

You can manually switch your keyboard to MIDI mode at any time:

- Press **SHIFT + SETTINGS (MIDI)** to enter MIDI mode:



- The **SETTINGS (MIDI)** button lights up brightly. The display shows the MIDI assignments for the Knobs 1–8 and Buttons 1–8.



Automatic Switch To MIDI Mode

Your keyboard will automatically switch to MIDI mode in the following situations:

- If you close the stand-alone Kontakt or Komplete Kontrol application.
- If your keyboard is controlling a Kontakt or Komplete Kontrol plug-in loaded on a track in your DAW, and you switch to another track without any Kontakt or Komplete Kontrol plug-in loaded.

- If there is no USB data connection between your keyboard and your computer. You can then use your keyboard as a [stand-alone MIDI controller](#).

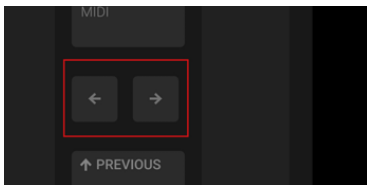
As soon as a Kontakt or Komplete Kontrol instance is found on your computer (running as a stand-alone application or as a plug-in on the track currently selected in your DAW), your keyboard automatically switches from MIDI mode to [Plug-in mode](#) and lets you control this instance.

MIDI Assignments for the Display Controls

In MIDI mode, the knobs and buttons below and above the display send out the MIDI Control Change messages listed in the tables below. These MIDI Control Change messages are sent on MIDI channel 1.

You can use the Page buttons (left and right arrows) at the left of the display to switch to the next or previous page of MIDI assignments for the knobs below the display:

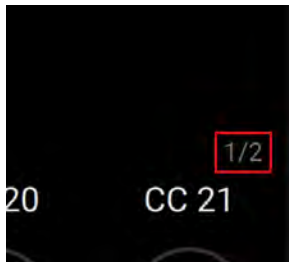
- Press the Page buttons at the left of the display to switch to another page of MIDI assignments.



→ The display and the Knobs 1–8 switch to the next or previous eight MIDI assignments.

A dim lit Page button indicates that another page of MIDI assignments can be displayed by pressing the button.

The gray numbers at the far right on the display indicate the current page and the total number of pages available:



The following table shows the MIDI Control Change messages assigned to the **Knobs 1–8** on **page 1**:

Control Element	CC#	Mode/Type	Range/Values	Control Function
Knob 1	14	Absolute	0–127	Undefined
Knob 2	15	Absolute	0–127	Undefined
Knob 3	16	Absolute	0–127	General Purpose Controller 1
Knob 4	17	Absolute	0–127	General Purpose Controller 2
Knob 5	18	Absolute	0–127	General Purpose Controller 3
Knob 6	19	Absolute	0–127	General Purpose Controller 4
Knob 7	20	Absolute	0–127	Undefined
Knob 8	21	Absolute	0–127	Undefined

The following table shows the MIDI Control Change messages assigned to the **Knobs 1–8** on **page 2**:

Control Element	CC#	Mode/Type	Range/Values	Control Function
Knob 1	22	Absolute	0–127	Undefined
Knob 2	23	Absolute	0–127	Undefined
Knob 3	24	Absolute	0–127	Undefined
Knob 4	25	Absolute	0–127	Undefined
Knob 5	26	Absolute	0–127	Undefined
Knob 6	27	Absolute	0–127	Undefined
Knob 7	28	Absolute	0–127	Undefined
Knob 8	29	Absolute	0–127	Undefined

The following table shows the MIDI Control Change messages assigned to the **Buttons 1–8**:

Control Element	CC#	Mode/Type	Range/Values	Control Function
Button 1	112	Toggle (Action on Down)	Off 0 / On 127	Undefined
Button 2	113	Toggle (Action on Down)	Off 0 / On 127	Undefined
Button 3	114	Toggle (Action on Down)	Off 0 / On 127	Undefined
Button 4	115	Toggle (Action on Down)	Off 0 / On 127	Undefined
Button 5	116	Toggle (Action on Down)	Off 0 / On 127	Undefined
Button 6	117	Toggle (Action on Down)	Off 0 / On 127	Undefined
Button 7	118	Toggle (Action on Down)	Off 0 / On 127	Undefined
Button 8	119	Toggle (Action on Down)	Off 0 / On 127	Undefined

- i** The control elements in the Keybed section of your keyboard also send MIDI data:
- The keys send MIDI Note messages and MIDI Key Pressure messages (polyphonic aftertouch) on MIDI channel 1.
 - The Pitch wheel, the Modulation wheel and the Touch Strip can send MIDI Control Change, Pitchbend or Program Changes messages. You can configure their respective MIDI messages in the [keyboard settings](#).

These control elements always send MIDI data, whether MIDI mode is active or not. MIDI mode specifically affects the display controls (Knobs 1–8 and Buttons 1–8 below and above the display).

Using the Keyboard as Stand-alone MIDI Controller

If you power up the Kontrol keyboard without USB host connection to your computer, the keyboard automatically switches to MIDI mode and sends its MIDI messages to the **MIDI OUT** socket on the keyboard's rear panel. This allows you to use the keyboard as a stand-alone MIDI controller with any MIDI device [connected](#) to that socket.

The MIDI assignments are those of MIDI mode as described in [MIDI Assignments for the Display Controls](#).

Using the Keyboard with a Power Supply Only

In order to function as stand-alone MIDI controller, your keyboard needs a power source. This section describes the two available options, depending on your setup environment.

If your keyboard is connected to an “always-on” USB-C port on your computer or hub, the USB-C port provides power to your keyboard even if your computer is turned off, and you can use your keyboard as a stand-alone MIDI controller.

If your keyboard is not connected to an “always-on” USB-C port on your computer or hub, or if your computer/hub is not around, you will need a USB-C power supply (5 V, 7.5 W or higher, 1.5 A or higher), which is not included. To power up your keyboard, do as follows:

1. Attach the USB-C power supply to the flat, power-only USB-C socket on the rear panel of your keyboard.

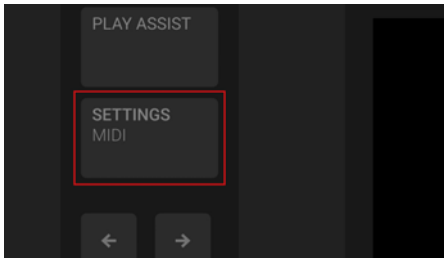


2. Plug the USB-C power supply into the wall outlet.
 3. Press the **ON** switch on the rear panel of the keyboard to switch it on.
- The keyboard turns on and you can use it as a stand-alone MIDI controller.

11. Keyboard Settings

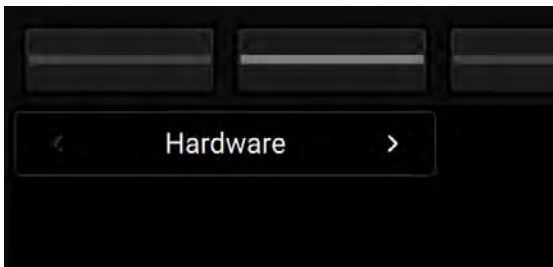
The Settings mode of your keyboard gives you access to settings and information related to the hardware.

- Press **SETTINGS (MIDI)** at the left of the display to open the keyboard settings:



The settings are organized into categories, which you can select using Button 1 and 2 above the display.

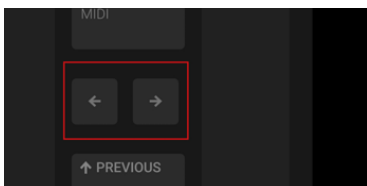
- Press Button 1 and 2 to select another category of settings:



- The selected category is displayed under Button 1 and 2. Its settings can be adjusted using Knob 1–8 below the display.

In some categories, the settings spread over multiple pages. You can switch between pages using the Page buttons at the left of the display:

- Press the Page buttons (left and right arrows) at the left of the display to switch to another page of settings in the current category:



- The display and the Knobs 1–8 switch to the next or previous settings in the current category. A dim lit Page button indicates that another page can be displayed by pressing the button.

The gray numbers at the far right on the display indicate the current page and the total number of pages available:



The following sections describe the settings available in each category:

- [Hardware](#)
- [Keybed](#)
- [Pedals](#)
- [Touch Strip](#)
- [Wheels](#)
- [General](#)
- [Usage Data](#)
- [License](#)

Hardware Settings

The hardware settings spread over two pages.



The following settings are available on page 1:

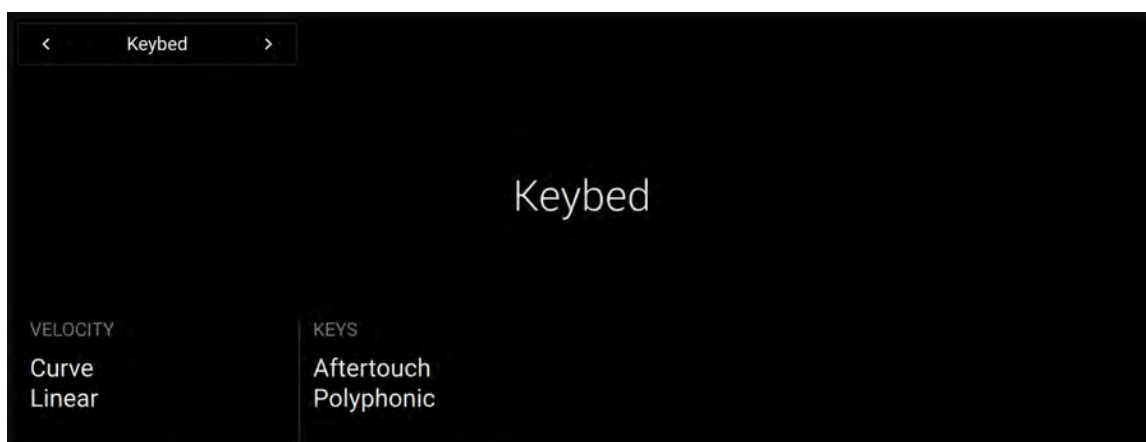
- **LEDS:**
 - **Brightness:** Adjusts the brightness of all LEDs on the device.
 - **Color Selection:** Selects a color from the 16 available colors for all color LEDs on the device. This color also applies to the Light Guide's default state.
 - **Light Guide:** Activates or deactivates the Light Guide above the keys.
- **DISPLAY:**
 - **Brightness:** Adjusts the brightness of the display.



The following settings are available on page 2:

- **MIDI:**
 - **Version Selection:** Selects between **MIDI 1.0** and **MIDI 2.0**. The MIDI 2.0 protocol adds or extends various functionalities to the MIDI 1.0 protocol. Refer to your operating system documentation and to the Native Instruments [Knowledge Base](#) to get more information on MIDI support in your OS.

Keybed Settings



The following keybed settings are available:

- **VELOCITY:**
 - **Curve:** Adjusts the velocity response curve of the keybed. The **Linear** setting is selected by default. Use the **Soft 3**, **Soft 2**, **Soft 1** settings to compensate for gentle playing (velocity response is more sensitive), and the **Hard 1**, **Hard 2**, **Hard 3** settings to compensate for strong playing (velocity response is less sensitive).
- **KEYS:**
 - **Aftertouch:** Selects the keybed's aftertouch behavior from **Polyphonic** (polyphonic aftertouch, default setting), **Monophonic** (monophonic aftertouch) or **Off** (no aftertouch).

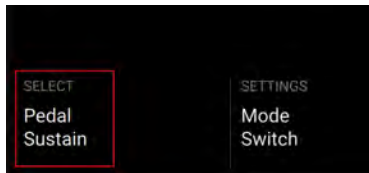
Pedal Settings

The pedal settings let you configure the behavior of each of the four pedal sockets on the [rear panel](#) of your keyboard.

Selecting the Pedal Socket

First of all, you have to choose the pedal socket you want to configure:

- Turn Knob 1 (**SELECT Pedal**) on page 1 to select the pedal socket you want to configure. Available values are **Sustain**, **Expression**, **Assign 1** and **Assign 2**:



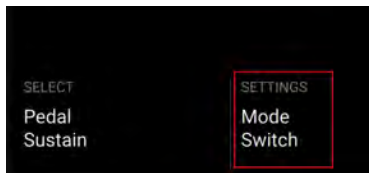
→ The other settings are updated to show the configuration of the selected pedal socket.

i The four entries available in this **Pedal** setting mirror the labels above the four pedal sockets on the rear panel of your keyboard. The **Sustain** and **Expression** labels refer to the sockets' default configuration. You can change this configuration to your liking using the settings described below, however it is a good idea to keep the **SUSTAIN** socket in Switch mode and the **EXPRESSION** socket in Continuous mode in order to avoid any confusion.

Selecting the Pedal Mode

You have the choice between three main modes for the [selected pedal socket](#):

- Turn Knob 3 (**SETTINGS Mode**) on page 1 to select the pedal mode. Available values are **Off** (pedal socket inactive), **Continuous** (for plugging an expression-like pedal) and **Switch** (for plugging a foot switch or sustain-like pedal):

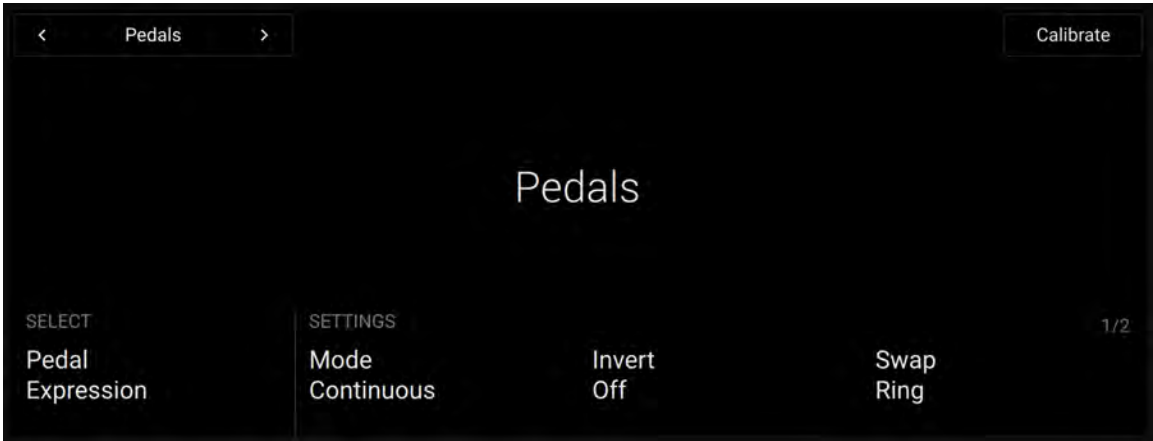


→ The remaining settings on the various pages are updated accordingly.

The following sections describe the settings available in [Continuous](#) and [Switch](#) modes.

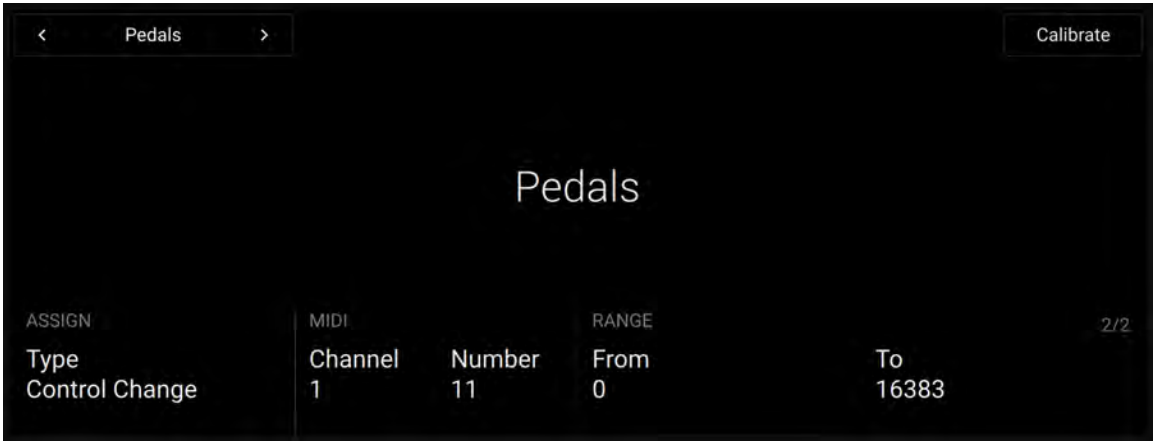
Pedal Settings in Continuous Mode

In Continuous mode, the available settings spread over two pages.



The following settings are available on page 1:

- **SELECT:**
 - **Pedal:** Selects the pedal socket you want to configure. Refer to [Selecting the Pedal Socket](#) for more information.
- **SETTINGS:**
 - **Mode:** Selects the pedal mode. Refer to [Selecting the Pedal Mode](#) for more information.
 - **Invert:** Inverts the range of the pedal connected to the keyboard.
 - **Swap:** Enables you to use pedals with inverted tip/ring connectivity.



The following settings are available on page 2:

- **ASSIGN:**
 - **Type:** Selects the type of MIDI message used. Available values are **Control Change**, **Pitchbend** and **Program Change**. The following settings will vary depending on the type selected here.
- **MIDI:**
 - **Channel:** Selects the MIDI channel used.
 - **Number:** Selects the Control Change number (from 0 to 127). This setting is only available when the **Type** (Knob 1 on the same page) is set to **Control Change**.
- **RANGE:** These settings are only available if the **Type** (Knob 1 on the same page) is set to **Control Change** or **Program Change**.
 - **From:** Selects the minimum value of the MIDI control range.
 - **To:** Selects the maximum value of the MIDI control range.

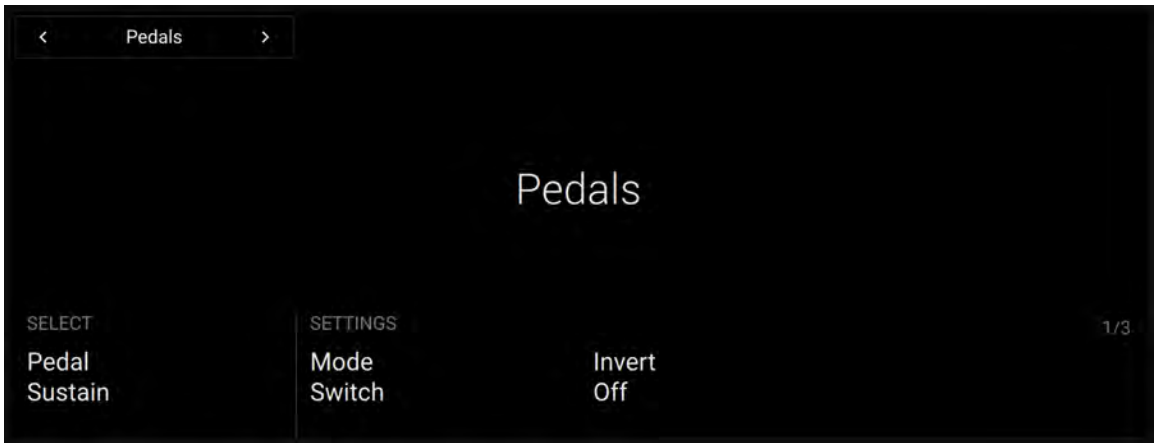
Pedal Calibration

When your pedal socket is in Continuous mode, you can calibrate the connected pedal.

- 1. Press Button 8 (**Calibrate**) to start the calibration process of the connected pedal.
- 2. Move the pedal all the way down, then press Button 8 (**OK**) to proceed or Button 7 (**Cancel**) to cancel the calibration process.
- 3. Move the pedal all the way up, then press Button 8 (**OK**) to proceed or Button 7 (**Cancel**) to cancel the calibration process.
- 4. Press Button 8 (**OK**) to confirm and quit the calibration process.

Pedal Settings in Switch Mode

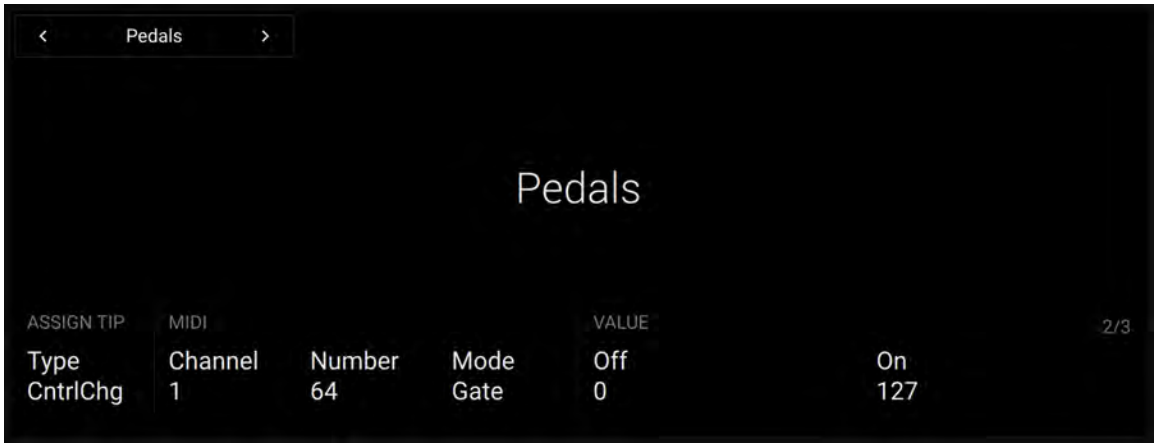
In Switch mode, the available settings spread over three pages.



The following settings are available on page 1:

- **SELECT:**
 - **Pedal:** Selects the pedal socket you want to configure. Refer to [Selecting the Pedal Socket](#) for more information.
- **SETTINGS:**
 - **Mode:** Selects the pedal mode. Refer to [Selecting the Pedal Mode](#) for more information.
 - **Invert:** Inverts the range of the pedal connected to the keyboard.

Page 2 and 3 contains similar settings for the pedal tip and pedal ring, respectively.



The following settings are available on page 2 and 3:

- **ASSIGN TIP** (page 2) / **ASSIGN RING** (page 3):
 - **Type:** Selects the type of MIDI message used. Available values are **CntrlChg** (Control Change), **Ptchbnd** (Pitchbend) and **PrgmChg** (Program Change). The following settings will vary depending on the type selected here.
- **MIDI:**
 - **Channel:** Selects the MIDI channel used.
 - **Number:** Selects the Control Change number (from 0 to 127). This setting is only available when the **Type** (Knob 1 on the same page) is set to **CntrlChg** (Control Change).
 - **Mode:** Selects the behavior of the pedal between **Toggle**, **Gate**, **Trigger**, and **Incr** (Increment). This setting is only available if the **Type** setting (Knob 1 on the same page) is set to **CntrlChg** (Control Change) or **PrgmChg** (Program Change). The various MIDI modes behave as follows:
 - **Toggle:** The pedal can have two values. Each pressure on the pedal switches to the other value.
 - **Gate:** The pedal can have two values. One value corresponds to the released pedal, the other value corresponds to the depressed pedal.
 - **Trigger:** The pedal triggers a specific value when depressed. Releasing the pedal has no effect.
 - **Incr** (Increment): Each pressure on the pedal increments the controller parameter by a defined value.
 - **Value:** Sets the value of the MIDI message triggered when pressing the pedal. This setting is only available if the **MIDI Mode** (Knob 4 on the same page) is set to **Trigger**.
- **VALUE:** These settings are only available if the **MIDI Mode** (Knob 4 on the same page) is set to **Toggle** or **Gate**.
 - **Off:** In Toggle mode, this sets the first of two alternative MIDI values sent when pressing the pedal. In Gate mode, this sets the value sent when the pedal is released.
 - **On:** In Toggle mode, this sets the second of two alternative MIDI values sent when pressing the pedal. In Gate mode, this sets the value sent when the pedal is pressed.
- **RANGE:** These settings are only available if the **MIDI Mode** (Knob 4 on the same page) is set to **Incr** (Increment).
 - **Min:** Sets the minimum value of the MIDI message sent by the pedal.
 - **Max:** Sets the maximum value of the MIDI message sent by the pedal.
 - **Step:** Sets the size of the increment added to the MIDI message value for each pressure on the pedal. You can set a negative increment, in which case the value will decrease on each pressure on the pedal.
 - **Wrap:** If set to **Off**, when the range limit is reached the value will stop changing when you further press the pedal. If set to **On**, when the range limit is reached the value will cycle the range upon the next pressure.

Touch Strip Settings

The touch strip settings let you configure the behavior of the touch strip on your keyboard.



The following touch strip settings are available:

- **ASSIGN:**
 - **Type:** Selects the type of MIDI message used. Available values are **Control Change**, **Pitchbend** and **Program Change**. The following settings will vary depending on the type selected here.
- **MIDI:**
 - **Channel:** Selects the MIDI channel used.
 - **Number:** Selects the Control Change number (from 0 to 127). This setting is only available when the **Type** (Knob 1 on the same page) is set to **Control Change**.
- **RANGE:** These settings are only available if the **Type** (Knob 1 on the same page) is set to **Control Change** or **Program Change**.
 - **From:** Selects the minimum value of the MIDI control range.
 - **To:** Selects the maximum value of the MIDI control range.

Wheel Settings

The wheel settings let you configure the behavior of both wheels on your keyboard.

The wheel settings spread over two pages: page 1 is for the Pitch wheel, page 2 is for the Modulation wheel.

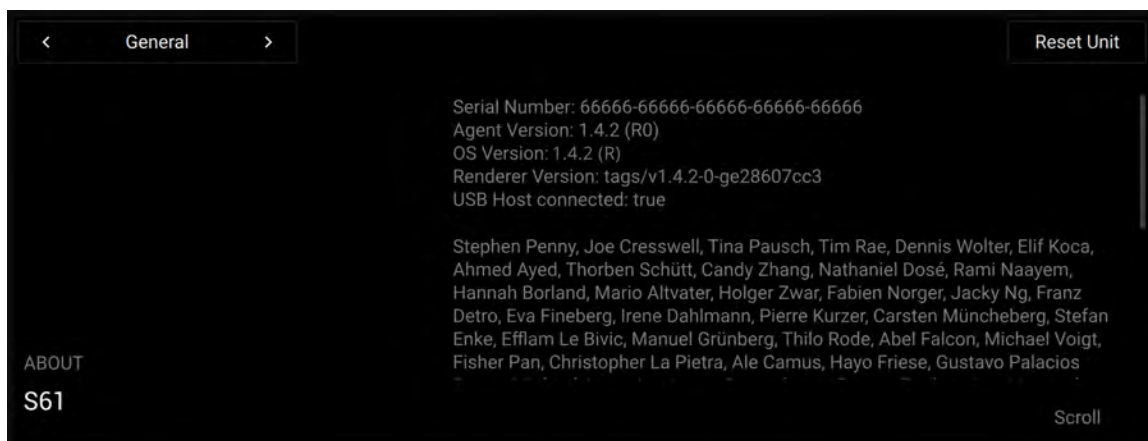


Page 1 and 2 contain the same settings except where noted:

- **ASSIGN:**
 - **Type:** Selects the type of MIDI message used. Available values are **Control Change**, **Pitchbend** and **Program Change**. The following settings will vary depending on the type selected here.
- **MIDI:**
 - **Channel:** Selects the MIDI channel used.
 - **Number:** Selects the Control Change number (from 0 to 127). This setting is only available when the **Type** (Knob 1 on the same page) is set to **Control Change**.
- **RANGE:** These settings are only available for the Modulation wheel (page 2) and if the **Type** (Knob 1 on the same page) is set to **Control Change** or **Program Change**.
 - **From:** Selects the minimum value of the MIDI control range.
 - **To:** Selects the maximum value of the MIDI control range.

General Information

The General display provides you with general information on your keyboard and lets you reset your device to factory defaults.



The following information are available:

- The model of your keyboard is displayed in the bottom left corner above Knob 1 (**ABOUT**).
- In the right part of the display, you can see the serial number of your device, some additional software component information, as well as credits for the people that made this product happen. You can use Knob 8 to scroll these information.

Resetting Your Device to Factory Settings

From the General display you can reset your keyboard to its factory state. To do this:

1. Press Button 8 (**Reset Unit**) to start the reset procedure.
 - A warning message asks you to confirm the operation.
2. Press Button 8 (**OK**) to confirm the reset, or Button 7 (**Cancel**) to cancel the procedure.
 - Upon your confirmation, all settings of your keyboard are reset to their factory default values.

Usage Data Settings

The Usage Data settings let you choose whether you want to disable usage data tracking.



The following setting is available:

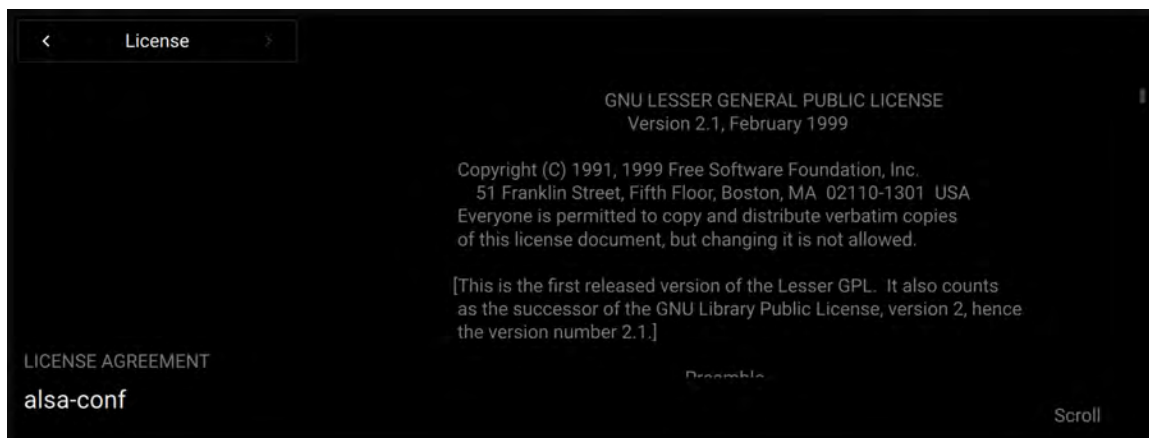
- **Allow Usage Data Tracking?:** Lets you deactivate or activate usage data tracking (active by default).

Usage data tracking technology enables Kontrol MK3 to automatically track anonymous usage data. This provides a valuable tool for understanding the performance of Native Instruments products when they are used in real-life situations, which will help us improve our products. Therefore, we encourage all users to keep usage data tracking activated, but the choice of whether or not you want to share this information with Native Instruments is yours. The data sent to Native Instruments will not affect performance.

For more information about usage data tracking, refer to this [Knowledge Base article](#) on the Native Instruments website.

License Information

The License display shows the license agreements for the various software elements involved in your device.



The following controls are available:

- You can turn Knob 1 to select the license agreement to display.
- You can turn Knob 8 to scroll the displayed license agreement.