

Welcome to Johnnyb's Kontakt 2 Instant Gratification Class

Kontakt 2 – 3rd Party Libraries Are Now Accessible to Everyone – So Read On

If you're anything like me you're buzzing about being able to use all of your romplers now (Kontakt instrument libraries like EastWest and Zero-G) right down to sample (.WAV) level. This is much better than having to use the stupid Standalone companion players and their time consuming drop down instrument list boxes. **If you haven't achieved this yet take a look at my first Chapter on the 2 ways you can now access 3rd Party Libraries in Kontakt 2 and their Romplers without receiving the infuriating "Protected Content – Please run the associated player at least once message".**

So, what is this MINI tutorial all about?

As a new user to Kontakt 2, there were several things I couldn't find, even though I watched the tutorial video from beginning to end and scanned the manual thoroughly; and I consider myself to be a fairly technically minded person to say the least. So I built this quick tutorial in order to help people who are just starting out with Kontakt 2 to do what "I" consider to be a few of the MOST BASIC fundamental operations in Kontakt that MAY seem to elude the average "Joe". Hell I know it eluded me for several frustrating hours. I hope it saves you similar pain.



!! ENJOY !!

Chapter I

Making the 3rd Party Libraries Work

Both of these 2 methods work on the full version of Kontakt 2 and DON'T involve using cracked versions of the Kontakt 2 EXE.

There are 2 ways to do this as far as I know. The best way was recently pointed out to me by BinaryAudio. I wish he'd have told me 3 months ago. Still... This is the preferred "purist" method as it doesn't involve messing with the registry and you can guarantee that the product will act like the full purchased version (for updates and such). However, it does involve hunting down all your 3rd party library keygens, which the second method does not. Both methods work fine and as long as you back up the section of the registry on the second method, and restore this when you apply updates, your "bases should be covered" either way. As previously stated, both methods will let you access the 3rd party libraries right down to sample (WAV) level, enabling you to get "!! REAL !!" busy with this powerful little puppy!!! This was not previously possible in the "cracked" Kontakt 2 version floating around which was recently released.

Method One

Find the Reaktor 5 keygen.

Use the original product keygens to generate a serial number.

Use the Reaktor 5 keygen to generate a product authorisation response.

DO THIS FOR KONTAKT 2 AND YOUR 3rd PARTY LIBRARIES.

You may need to go through the registry and clear the serial and product codes in order to be able to run the "registration tool" so it will not just keep saying "product already registered". They're easy enough to find in the HK_LOCAL_MACHINE / SOFTWARE / Native Instruments / <PRODUCT FOLDER>.

That should do the trick.

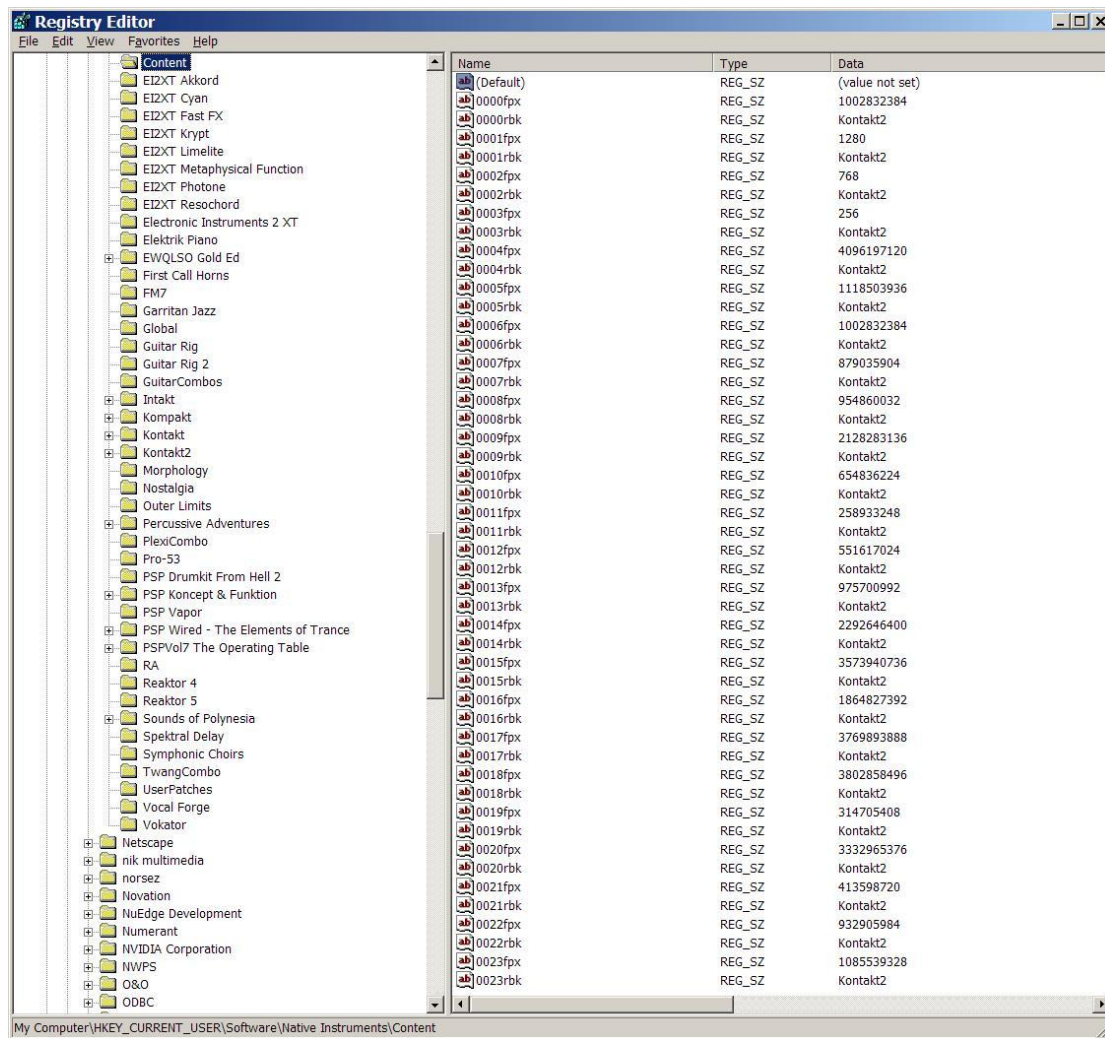
Method Two

Just change ALL of the "????rbk" registry entries you find in the following branch of the registry to read "Kontakt2" (no space). LEAVE THE NUMBER, just change the "????rbk" descriptions. Then fire up Kontakt 2 and you're done.

REMEMBER TO BACK UP THIS ONE BRANCH BEFORE PROCEEDING!!!

ALTHOUGH I HAVE THOROUGHLY TESTED THIS AND IT SEEMS TO HAVE NO EFFECT ON THE 3RD PARTY LIBRARIES OR THEIR STAND ALONE PLAYERS AND VSTi PLUG-INS WHAT SO EVER, I WOULD RESTORE THIS BRANCH WHENEVER YOU INSTALL A NEW 3RD PARTY LIBRARY OR UPDATE AN EXISTING ONE OR KONTAKT 2 ITSELF, JUST IN CASE.

!!! YOU HAVE BEEN WARNED !!!



OK... That's that done. Now let's get to the good stuff.

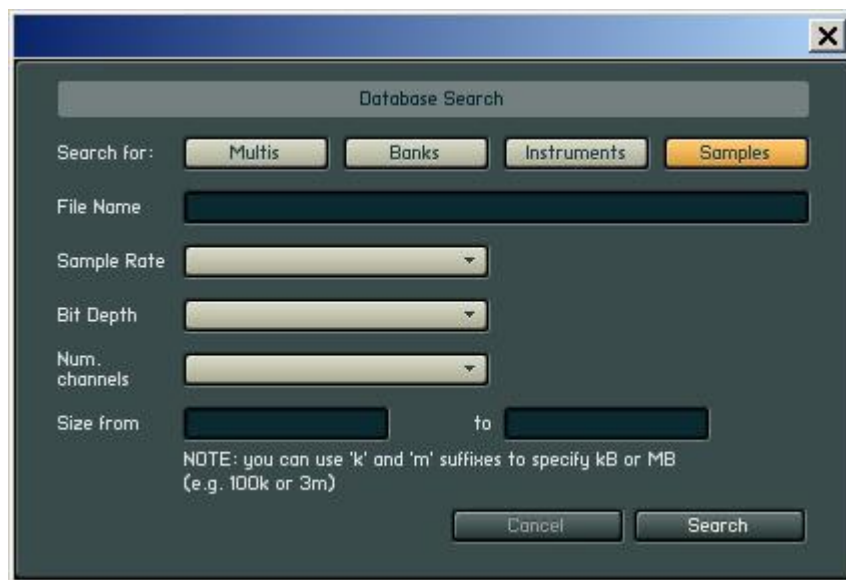
Chapter II

Dump the File Browser Window

Unless you like trawling through all your drives for samples, here's a **top tip** for finding your samples very quickly.

1) First, use the Kontakt 2 "OPTIONS" button and set the search locations for the quick search database to search **ALL** your drives and folders. In my case this took nearly $\frac{3}{4}$ of an hour, but the end results were well worth it. You may also limit this to the locations you know your most precious samples are kept; although scanning the entire drives **may give you access to other samples and content you never knew you had**, so I highly recommend doing a search on all drives. **THIS WILL ALSO INDEX ALL THE "SAMPLES" IN THE NOW ACCESSIBLE 3rd PARTY LIBRARIES, SO DON'T FORGET TO DO THIS AT LEAST ONCE.**

2) Once this is done, go into the quick search browser. Leave the "File Name" field blank and click on "Search". You will need to do this EVERY time you start Kontakt 2 up. It only takes a few seconds to rebuild the ENTIRE database index, which quite honestly I find incredible. Here, I've selected just "Samples", because that's what I like working with, but you can select ALL the options (Multi's Etc. Etc). It won't take any longer to rebuild.



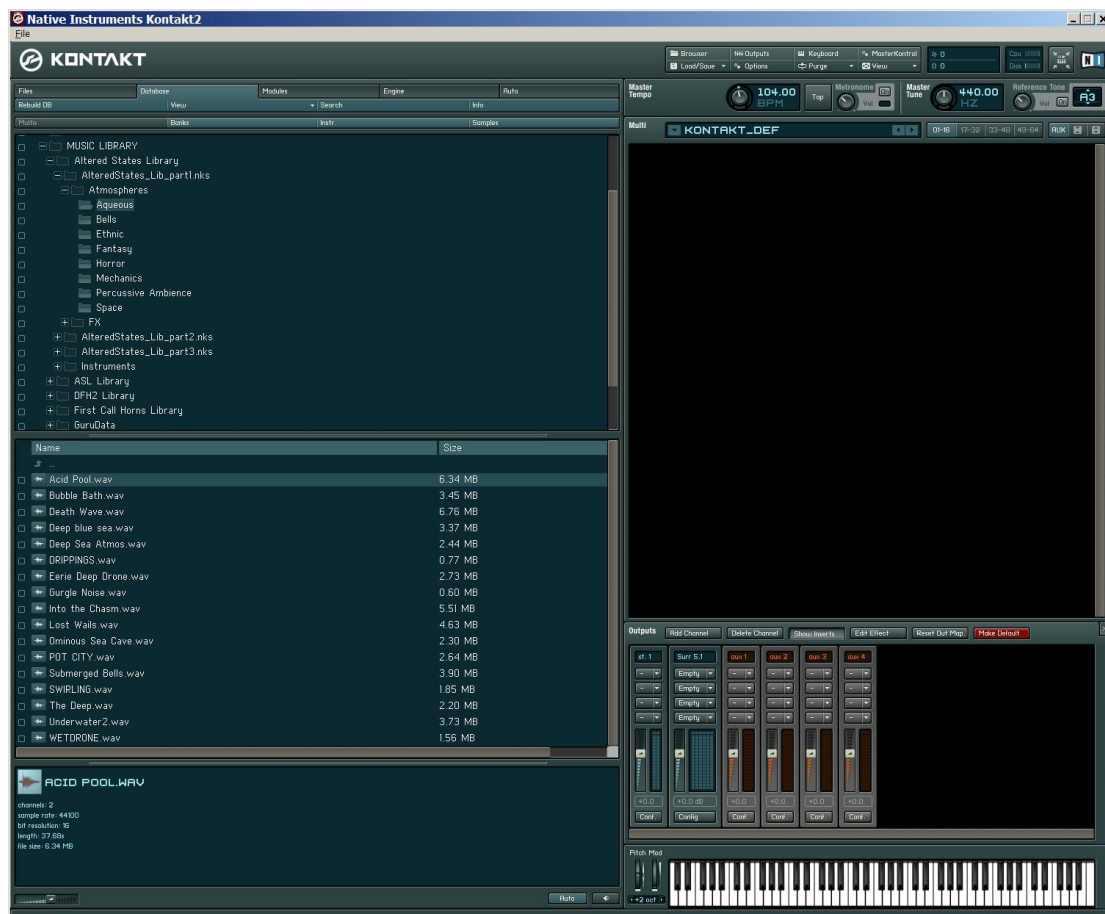
You'll get the following message the first time you search, don't worry about this, we are talking "seconds":



You will then ALWAYS get the following message after the search is complete:



This is just telling you that the flat view cannot contain ALL the samples in the list. This is very annoying and pointless, as it just switches to the folder view anyway.



That's it. The folder view in the Quick Search database view now shows you EXACTLY where ALL your samples are. No other folders or directories are displayed; just the ones that actually contain samples and instruments.

The File browser is now virtually redundant.

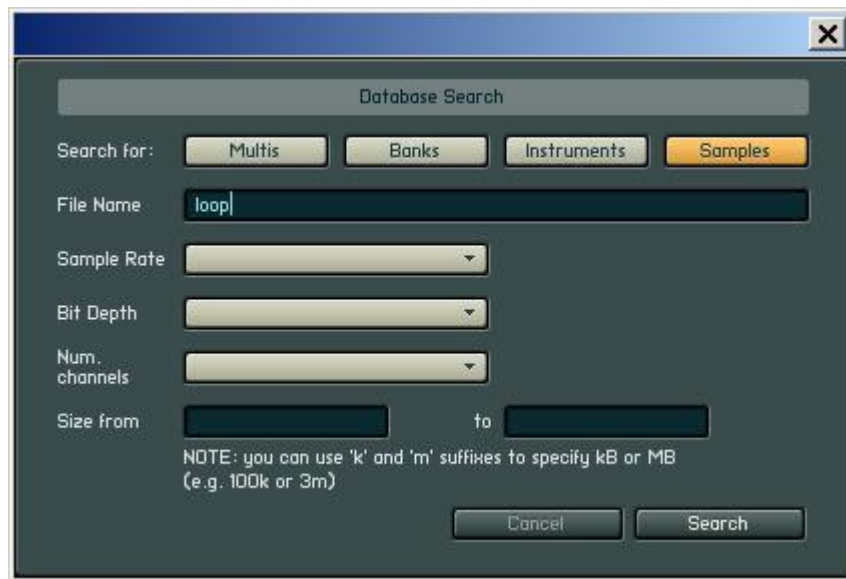
Chapter III

“Sync”ing Loops (and Everything Else!) To The Host Tempo

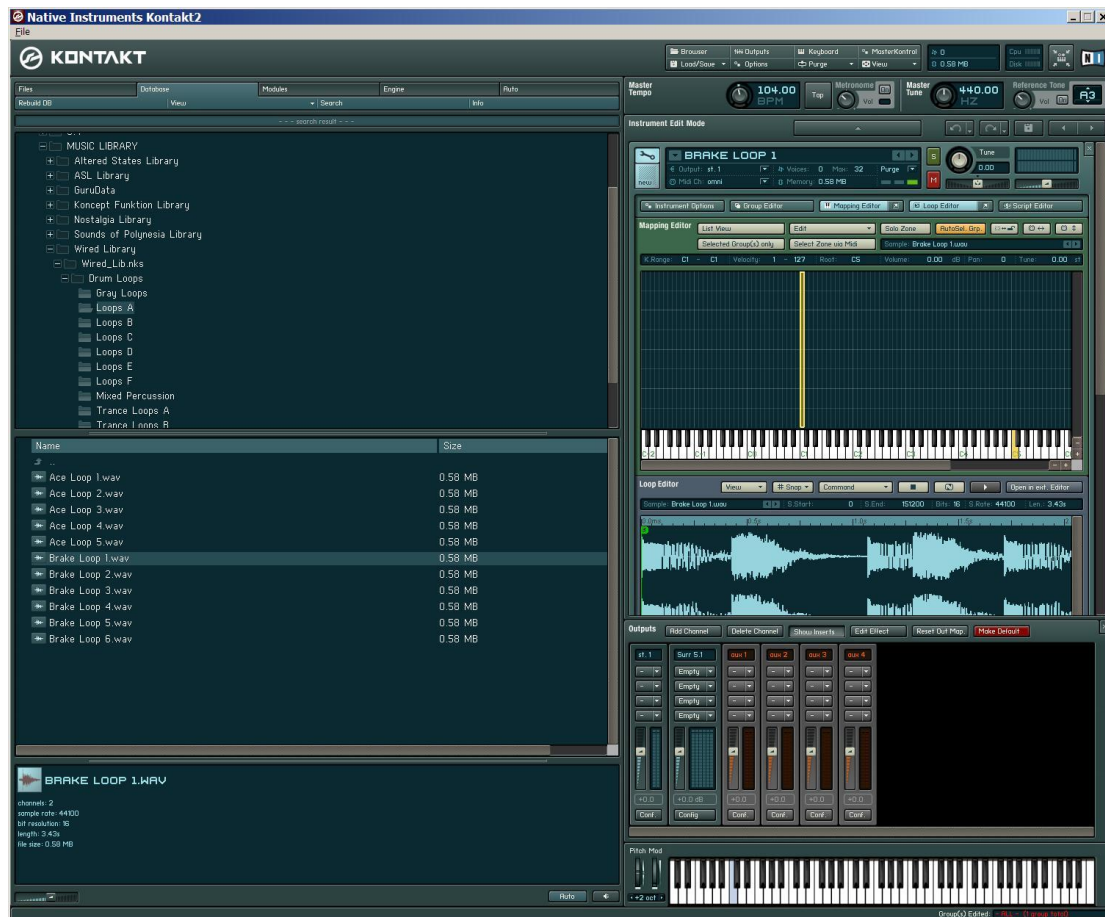
This one took me ages to find, even after looking through the manual and watching the training video several times. It was actually MENTIONED! in the training video but made NO WHERE NEAR as apparent as it should have been. This is one of the most important features IN Kontakt 2. Without it you're totally impotent.

What we're going to do here is build a drum loop and sync it to the host tempo, it may sound easy, but without ONE little feature you're totally screwed.

First we're going to search for a “loop” sample. Open the quick search and type “loop” or find a drum loop you want to use for this example.



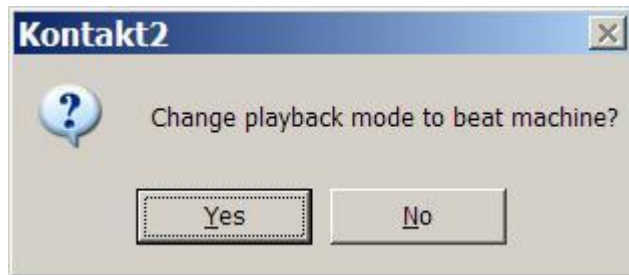
Once you find the loop sample you're looking for, drag it across to "instrument window" to create a new instrument "zone" automatically.



Here I've used the loop "Brake Loop 1.wav" in the Wired Library. I've also mapped the zone JUST to the key "C1" rather than across the entire range of my keyboard (which is the default) so it only fires when I press "C1" on my MIDI keyboard. Just drag the left and right edges of the zone to do this.

Now we need to do several more things to this to make it a fully functioning TEMPO SYNCHRONISED drum loop.

1) Turn on the ACTIVE button. This will active loop slicing mode and the default mode of “Beat Machine” which is perfect for drum loops. You’ll get the following message, just answer yes and your drum loop will be almost perfectly sliced automatically.



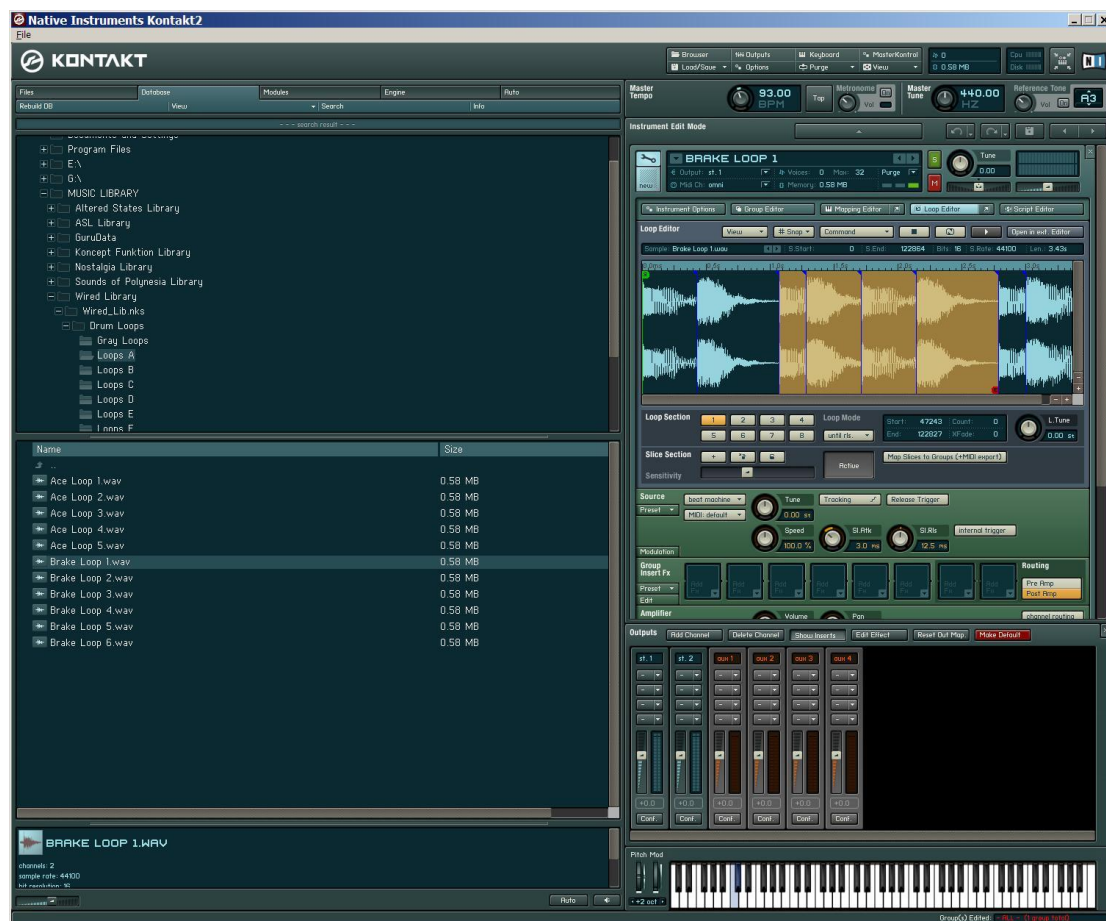
2) Adjust the sensitivity slider until all your samples Beats are clearly sliced.

3) Set the “Loop Mode” to “Until Release”. We don’t want the loop to end “until” we release the MIDI key. We want it to loop continuously while C3 is pressed. Because we’ve done this the “looped” area will now show in yellow.

4) Finally, turn off tracking, we don’t really want the pitch of this sample to be changed (tracked) if we pressed a different key (of course, its only mapped to C3 anyway, but this is good practice anyway as it’s the normal setting for drum loops).



And this is what we end up with:



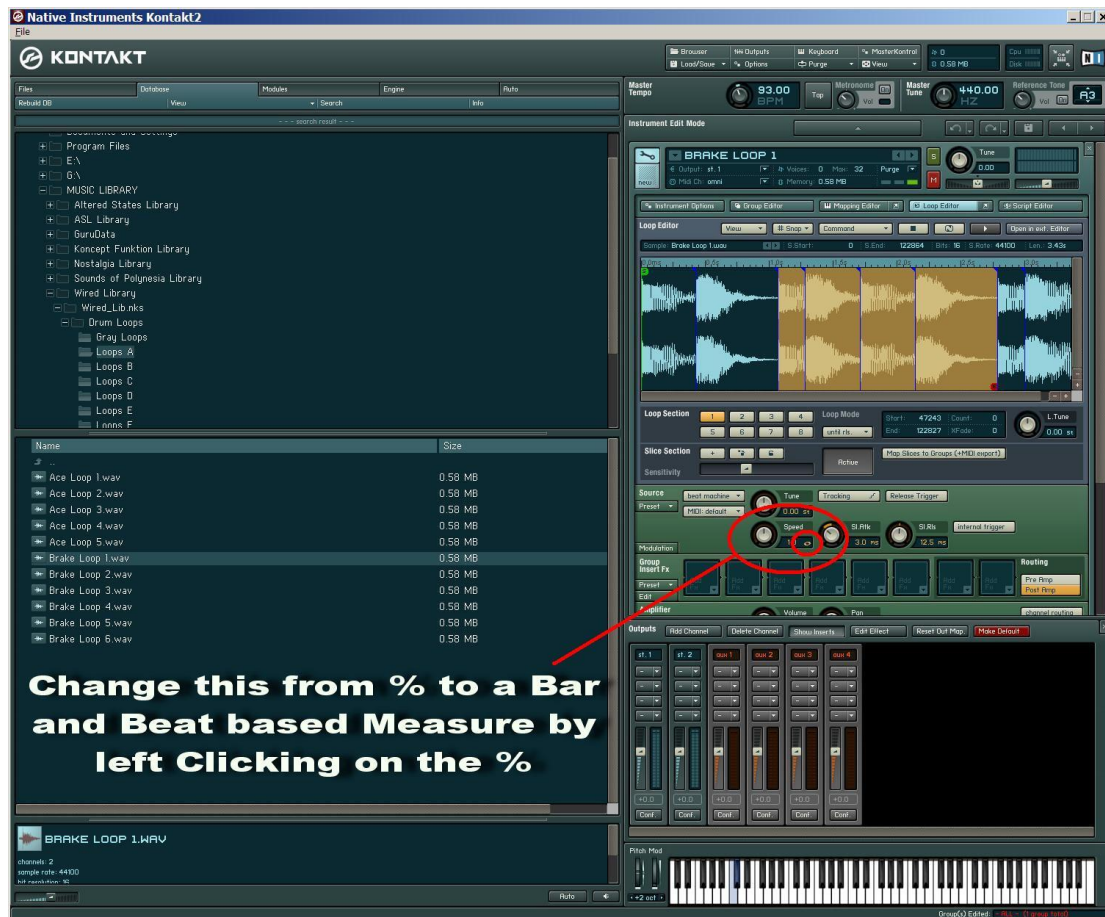
As you can see, I've altered the looped zone (dragging on the left and right of the yellow area) to make the loops "continuity" sound better, otherwise I got an extra beat at the end which I didn't sound right. If you need to do this, I recommend doing this AFTER you have turned on ACTIVE and used the sensitivity slider to slice the sample. Then you can just use the + / - zoom on the horizontal scroll bar to zoom into the looped area and set your loops left and right locators (yellow borders) DIRECTLY over the blue slice markers to give you a perfect loop.

Finished right?

!! NO !! – DAMN IT, WHEN I PRESS "C3" IT SOUNDS GREAT, BUT WHEN I MOVE THE HOST TEMPO KNOB AT THE TOP, MY LOOPS TEMPO DOESN'T CHANGE! WHAT THE HELL IS GOING ON?

Fortunately – (And the whole point of this tutorial) is to point out one little feature.

!! READ ON!!



All you need to do, is change the small percentage sign on the Speed knob to a BARS AND BEAT measure!

That's it! (It took me several hours to find that one!)

Now when you press C3 and play the note and mess with the HOST TEMPO at the top of the stand alone player or in your SEQUENCER host, the beat will be MATCHED to your hosts tempo!

WHAT'S ALSO GOOD IS THAT THIS WORKS FOR EVERYTHING WHERE YOU SEE A “%” SIGN. JUST CLICK ON IT AND CHANGE IT TO BARS AND BEATS MEASURES AND THAT PARTICULAR SETTING WILL BE CHANGED TO SYNC TO THE HOST TEMPO.

DELAYS, REVERBS, ETC, ETC, ETC... ANYWHERE YOU SEE A “%”

Chapter IV

“DON’T USE THE COPY ZONES FEATURE – I’M OBJECT ORIENTATED”

OK Johnny, don’t be getting technical on use now, what EXACTLY do you mean by that? Well simply this... Each “Zone” is an object, and if you copy the zone to create a new zone, you are essentially telling Kontakt 2 to copy ALL of the settings from that zone to another zone, which is NOT necessarily a good thing. I’ll give you an example continuing on from the previous example.

Remember the following words “Use one sample for EACH ZONE”.

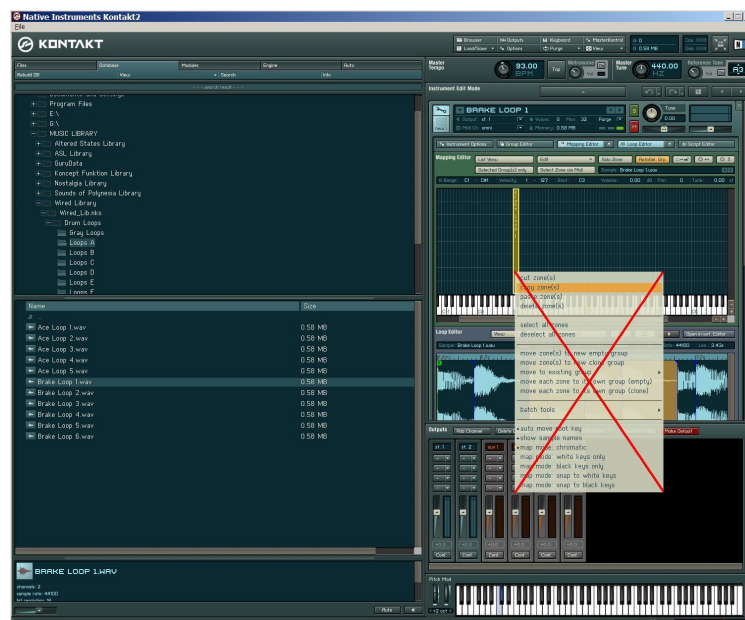
OK, I’m happy with my loop which is mapped to C3 and now synchronised to the host tempo.

But now let’s say I want to map the next key up “D3” to JUST one slice. The reason I want to do this so I that I can isolate that slice and turn it into a single “Drum” hit mapped to “D3”. I will then be able to play that “Drum” on “D3” while the loop is playing (holding down “C3”), giving me a flexibility to play along to the loop with a perfectly matched drum from its own loop.

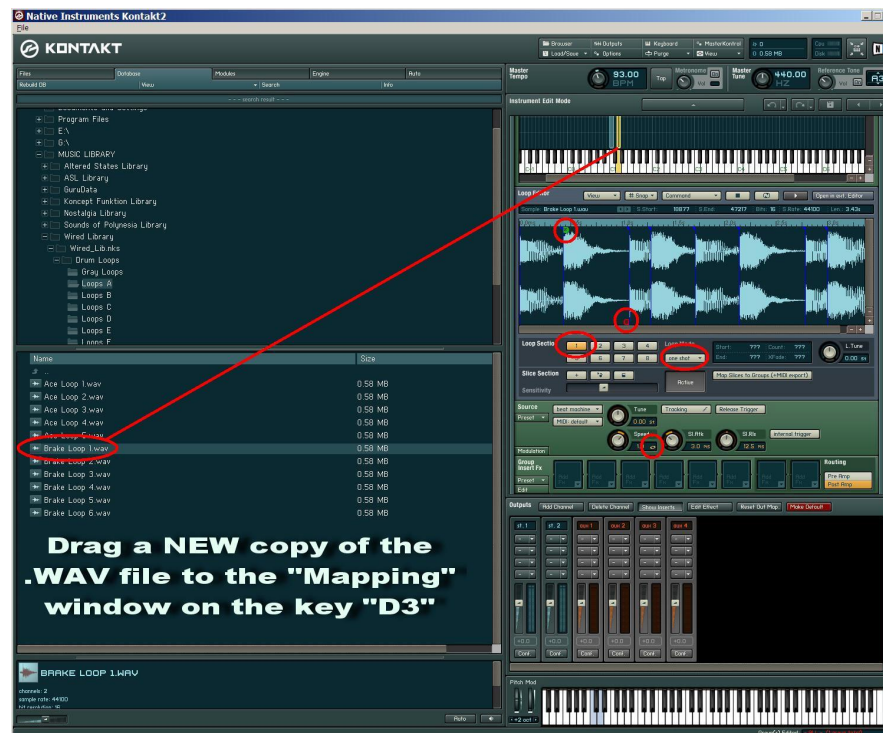
The problem is, if I copy the key “Zone” I created for “C3” and paste that to “D3” in the mapping area, the **looping settings** are also copied from “C3’s” zone, because the zone is actually an ‘object’; and any change on this “copied” object will reflect on the original object “C3”. This will make it **impossible** to change the loop mode to “ONE SHOT” (which is what we need for a single drum hit!) from the setting we used in “C3” of “Until Release” (if you recall?).

This ALSO took me several hours to figure out!

SO....



Instead:



Here I've:

- 1) Dragged a new "copy" of the sample to the key "D3".
- 2) Set the GREEN and RED "Start" and "End" markers to the Start and End of the SLICE which contains my DRUM HIT.
- 3) Loop selection is defaulted to "1" again – if you copied the zone from "C3" like I was doing, then this will show "1" and "2" and changing to "One Shot" (next step) would be impossible.
- 4) I've changed the "Loop Mode" to ONE HIT; which is the setting you want for an "individual" drum hit. After all you don't want an individual drum hit sound to finish, just because you've lifted your key off the keyboard, you want it to play to the end no matter what.
- 5) I've changed the speed % setting Bars and Beats measures as demonstrated in the previous section. This isn't totally necessary as it's only a drum hit. But it's good practice.

That's it!!! Now I can play from the original sample along with the drum loop.

Thanks for reading my Tutorial

I hope it saves you many hours and gets you off to a flying start with the excellent Kontakt 2 sampler.

It was produced exclusively for and is dedicated to the users of P.A.T
(ProAudioTorrents.org).

Well done Native Instruments on producing such an excellent product. You deserve every penny you get. You may not appreciate our “scene”, but we can’t all afford your software (we would buy it if we could!); and to be totally honest, we give your products and “NI” Brand more publicity than YOUR COMPANY could EVER afford.

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