KOMPLETE KONTROL S-SERIES

Reaper

Note: BROWSER CONTROL and PLUGIN CONTROL are described in the manual supplied with the keyboard.

TRANSPORT CONTROL

Action	Control
Start / Pause Playback	**▶ PLAY** Restart
Restart Playback	**SHIFT** + **▶ PLAY** Restart
Punch In / Out Recording	**● REC** Count-In
Count-In Recording	**SHIFT** + **● REC** Count-In
Stop Playback / Pause / Recording	**■ STOP**
Scroll Playhead to Next/Previous Grid Division	(knob)
Toggle Loop Repeat	**LOOP**
Shift Time Selection*	**LOOP** + (knob)
*Note: Read manual for recommended Reaper settings	
Enable / Disable Metronome	**METRO**
Tap Tempo	**TEMPO**

STANDARD EDIT CONTROL

Action	Control
Undo Action	**UNDO** Redo
Redo Action	**SHIFT** + **UNDO** Redo
Toggle MIDI Input Quantize Sel. Track	**QUANTIZE**
Selected Track: Toggle Automation Between Trim and Latch Mode	**AUTO**
Master Track: Toggle Global Automation Override between Trim and Latch Mode	**AUTO**
Remove Active Take / Item	**CLEAR**

MUTE / SOLO

Action	Control
Mute / Unmute Selected Track	**M**
Solo / Unsolo Selected Track	**S**

NAVIGATION

Action	Control
Go To Previous / Next Marker	(4-way knob up/down)
Select Previous / Next Track	(4-way knob left/right)

MIXER CONTROL

Action	Control
Mute / Unmute Track	**M** + **1-8**
Solo / Unsolo Track	**S** + **1-8**
Select Track	**1-8**
Select Previous / Next Track	(knob left/right)
Switch Bank	◀ ▶
Refocus Bank on Selected Track And Scroll TCP and MCP View	(knob press)
Adjust Selected Track: Volume (0.1dB) 1dB step Panorama (Fine) Coarse	(**SHIFT** +) (knob)
Set Knob 1-8 to Control Panorama	**SHIFT** + (knob up)
Set Knob 1-8 to Control Volume	**SHIFT** + (knob down)
Track 1-8 in Bank: (Fine) Coarse Adjust Volume / Panorama	(**SHIFT** +) (knob) **1-8**

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EXTENDED EDIT MODE

Activate Ext. Edit Mode `SHIFT` + (encoder)

Notes:
- Extended Edit Mode can be activated from MIXER or MIDI view
- Available extended commands are indicated by flashing button lights
- Upon command execution the keyboard automatically returns to Standard Mode
- Some commands allow parameters to be changed with the 4D encoder: First, the command button is pressed <u>followed</u> by turning the 4D encoder. This is indicated by the "»" symbol.

EXTENDED EDIT COMMANDS

Insert New Track*
*Note: Read manual for recommended Reaper settings

Remove Selected Track `CLEAR`

Toggle Record Arm of Selected Track `● REC Count-In`

Change Tempo
[+/- 1 bpm] `METRO` »

Change Loop Length
[+/- 1 beat] `LOOP` »

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Compatibility:
ReaKontrol supports Komplete Kontrol S-series Mk2 keyboards on PCs running Windows. A-series and M-series are also supported but with less functionality.

Installation/Uninstall:
Place "reaper_kontrol.dll" in Reaper's Userplugins folder. The folder is typically located at: C:\Users\<username>\AppData\Roaming\REAPER\UserPlugins
That's it.
To uninstall/deactivate: Remove "reaper_kontrol.dll" from the folder.

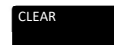Alternatively use ReaPack (https://reapack.com/) to install or uninstall the plugin.

Recommended Reaper Settings:
- Options>Preferences>Audio>MIDI Devices: The Device "Komplete Kontrol DAW - 1" (S-series) or "Komplete Kontrol A DAW" (A/M-Series) or "Komplete Kontrol M DAW" (M-Series) should be disabled. Note: Do <u>not</u> assign a different alias name to the device or ReaKontrol will not detect the keyboard. The alias must also be exactly "Komplete Kontrol DAW - 1" or "Komplete Kontrol A DAW" or "Komplete Kontrol M DAW".
- Use "Automatic record-arm when track selected" to automatically and exclusively play the instrument on the currently selected track. If the selected track contains a Komplete Kontrol VSTi instance the keyboard will automatically focus on that instance.
- If you like to not only have the currently focused KK instance on your keyboard's screens (in PLUG-IN mode) but also let your PC's display follow the currently focused plugin check the following:
Options>Preferences>Plug-Ins: "Only allow one FX chain window open at a time" and "Open track FX window on track selection change". See also notes on automation below.
- Looping: Options>Preferences>Editing Behavior "Link loop points to time selection" should be checked. This will force the loop points to move with the time selection when navigating with LOOP + 4D Encoder.
- Extended Edit – Insert New Track: If you want Reaper to insert a track with the Komplete Kontrol VSTi plugin, first save an empty instance of Komplete Kontrol VSTi plugin as default FX chain for new tracks. Then, under Options>Preferences>Project>Track/Send Defaults, check "Record arm" and set "Record config" to monitor the input, record your keyboard's MIDI and "Automatic record-arm when track selected". With these settings you can conveniently add new KK tracks, browse and play without ever touching your computer's mouse or keyboard.
- Especially when looping or layering arrangements consider to check Options>Solo in front. This allows you to still listen to other tracks in the background at reduced volume while e.g. browsing for additional instruments on a new track. After inserting a new KK track (see above) this can be very useful when using KK's pre-hear/preview function while browsing the library.

Using Komplete Kontrol VSTi plugins and other virtual instruments in your project:
- Upon navigating to a track containing a Komplete Kontrol VSTi instance the keyboard will automatically focus on that instance.
- Upon navigating to a track containing a third party plugin the keyboard automatically switches into MIDI mode.

ReaKontrol_v0.95 brumbear@pacificpeaks

Using Maschine Controller and Maschine VST plugins in your project:

- To focus the KK keyboard on a Maschine VST instance press the INSTANCE button on the keyboard and select the Maschine instance you want to control. The keyboard will now focus on Maschine incl the transport control. To refocus on Reaper simply press the INSTANCE or MIDI button on the keyboard or select a track with the PC's mouse.
- "Automatic record-arm when track selected" is <u>not</u> recommended on the track that contains Maschine. That track should be record armed all the time to avoid a lag between pressing pads on the Maschine controller and the output of sound. To take full advantage of the keyboard's keys also being able to play sounds in Maschine it is recommended to have one dedicated track to record the keyboard's MIDI and route that track to the track containing Maschine. The Maschine track does not need to record any input - the Maschine hardware controller is still recognized by the plugin. In this way the Maschine track can always be record armed and played without lag from the Maschine controller without playing back sounds triggered by the keyboard when the latter is actually focused on another track.
- Unlike Maschine the KK keyboard transport control buttons cannot be split with Controller Editor to still keep focus on Reaper's transport when the keyboard focuses on a Maschine instance: The NIHostIntegrationAgent simply switches off any form of MIDI communication (both MCU as well as NI's proprietary MIDI protocol) from the DAW control port when the keyboard focuses on a Maschine instance.
  If you still want transport control of Reaper while the keyboard is focused on a Maschine instance you can achieve that by splitting the Maschine Controller with the Controller Editor to have host transport control via the Mackie protocol from there. Note that NI has implemented Mackie host transport control in a fashion that the transport button lights on the Maschine Controller will not follow Reaper's transport state while the Maschine Controller is focused on Maschine instance: the Maschine controller can only send but not receive MCU when focused on a Maschine instance (to receive MCU it has to be focused on Controller Editor via instance button or in MIDI mode).

Notes on Automation:

- If you want to automate Komplete Kontrol VST parameters: Make sure that the Fx window showing the Komplete Kontrol Instance GUI that you want to automate is <u>open</u>. By design, Reaper needs the GUI open for plugins that do not use ordinary MIDI CC to write automation properly (remember, Komplete Kontrol VST communicates with the keyboard via its own proprietary protocol).
  If you followed the recommended Reaper settings above and you open one Fx window this will also work automatically whenever you change a track, i.e. there is no need to manually open any Fx windows.
- For extra convenience you can allow Reaper to automatically add envelopes when tweaking parameters in automation write modes (this is under Options>Preferences>EditingBehaviour>Automation): Whenever you switch on automation via the keyboards AUTO button, everything that you tweak (both KK internal parameters like macros etc) as well as other parameters like volume, pan etc will be added automatically to the automation envelope lanes. This applies to external effects outside of KK VSTi too. Note that KK VSTi currently does not support automation of effects inside of the plugin.

KOMPLETE KONTROL — Reaper

**Connecting the Keyboard to Reaper with ReaKontrol**
- If the keyboard is switched on <u>before</u> launching Reaper it will be detected and connected through ReaKontrol in less than 1 second. This is the recommended order.
- Additional button lights will illuminate on the keyboard.
- Within Reaper a small help text is shown above the transport controls to confirm a successful connection (shown below with Reaper 6 standard theme):

- If the keyboard is switched on <u>after</u> launching Reaper it will also be detected and connected. This process may take up to 10 seconds after switching on the keyboard.

Troubleshooting if your keyboard does not get detected or connected after launching Reaper:
- Do not rename the dll filename. It must be "reaper_kontrol.dll".
- The MIDI Device name must be exactly "Komplete Kontrol DAW - 1" (S-Series Mk2) or "Komplete Kontrol A DAW" (A/M-Series) or "Komplete Kontrol M DAW" (M-Series). Do not use alias names in Reaper.
- The NIHostIntegrationAgent Service and NIHardwareService must be properly installed and running. This should be the case if you followed the Native Instruments manual when installing the keyboard. If in doubt go to Windows Task Manager ("Services" tab in Windows 10) and <u>restart</u> the services.
- The NIHostIntegrationAgent Service sometimes shows unstable behavior for some Windows users at the time of writing this manual. If the keyboard gets detected but ReaKontrol cannot connect to it the following error message will pop up:
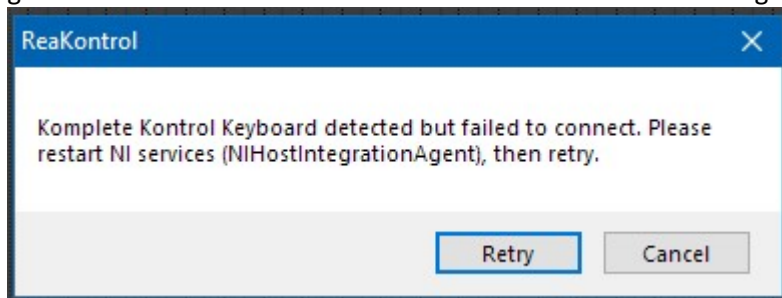
Go to Windows Task Manager ("Services" tab in Windows 10) and <u>restart</u> the service.
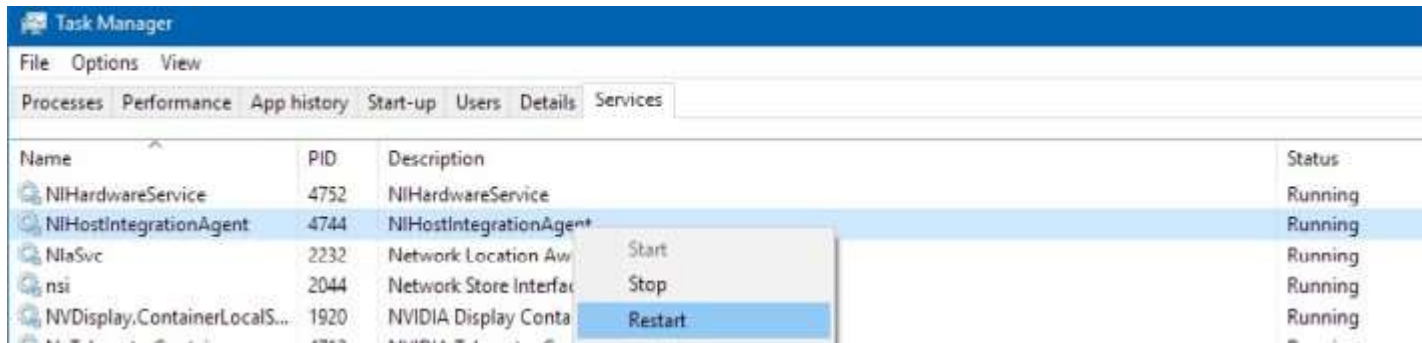
After restarting click on Retry in Reaper's pop up window. The keyboard should now connect. If you are still having problems consider rebooting your PC or reinstalling the NI drivers.