KOMPLETE KONTROL S-SERIES

Reaper

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

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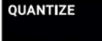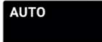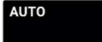
STANDARD EDIT CONTROL
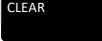
Undo Action	UNDO / Redo
Redo Action	SHIFT + UNDO / Redo
Toggle MIDI Input Quantize Sel. Track	QUANTIZE
Selected Track: Toggle Automation Between Trim and Latch Mode	AUTO
Master Track: Toggle Global Automation Override between Trim and Latch Mode	AUTO
Remove Active Take / Item	CLEAR

MUTE / SOLO

Mute / Unmute Selected Track	M
Solo / Unsolo Selected Track	S

NAVIGATION

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

MIXER 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)
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
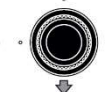
KOMPLETE KONTROL S-SERIES

Reaper

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

Enter Custom Actions Menu*,†
*Note: Read manual for recommended config file settings

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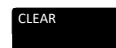
Toggle Record Arm of Selected Track   `● REC Count-In`

Change Tempo
[+/- 1 bpm]   `METRO` **»** (encoder)

Change Loop Length
[+/- 1 beat]   `LOOP` **»** (encoder)

CUSTOM ACTIONS

Trigger Action   `1-8`

Insert Default Track | Insert Komplete Kontrol Track | Add Scrubber Ducky to Touchstrip | Insert Maschine Track

Action   Action   Action   Action
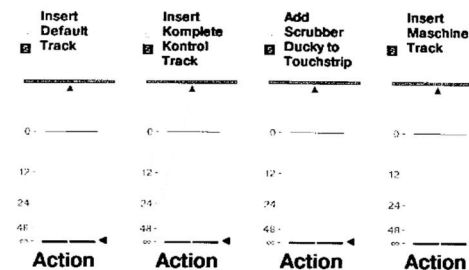
† Custom Actions allow to control almost all aspects of Reaper, e.g. insert tracks, effects, run scripts etc.

KOMPLETE KONTROL   Reaper

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

Installation/Uninstall:
The recommended method for installation/uninstallation for both Windows and Mac is via ReaPack (https://reapack.com/).

Manual installation:
1. Place "reaper_kontrol.dll" (Windows) / "reaper_kontrol.dylib" (Mac) in Reaper's Userplugins folder. The folder is typically located at:
   Windows: C:\Users\<username>\AppData\Roaming\REAPER\UserPlugins
   Mac: $home/Library/Application Support/Reaper/UserPlugins
2. Create a subfolder named "ReaKontrolConfig". The typical full folder path is thus:
   Windows: C:\Users\<username>\AppData\Roaming\REAPER\UserPlugins\ReaKontrolConfig
   Mac: $home/Library/Application Support/Reaper/UserPlugins/ ReaKontrolConfig

   The subfolder hosts a configuration file "reakontrol.ini" (will be created on first startup). You can use "reakontrol_EXAMPLE.ini" as a starting point to create your own custom actions, see chapter 'Custom Actions' in this manual.

That's it.
To uninstall/deactivate: Remove "reaper_kontrol.dll" / "reaper_kontrol.dylib" from the folder.
Note for Mac users: Use the VSTi version of Komplete Kontrol. The AU version is <u>not</u> supported.

Required 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) **must 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 contain the string "Komplete Kontrol DAW - 1" or "Komplete Kontrol A DAW" or "Komplete Kontrol M DAW". Leave your normal Komplete Kontrol MIDI Device enabled.
- Do <u>not</u> run tracks with Komplete Kontrol VSTi instance 'In dedicated process per-plugin' mode (there is no need for this with KK anyways). If you do, automatic track focus will not work because the first Fx parameter used for automatic instance recognition will remain NIKB00, regardless of the number of added instances.
- If you rename (the fx instance of) the KK VSTi(s): It <u>must</u> still start with its default "VSTi: Komplete Kontrol" or ""VST3i: Komplete Kontrol"! After that you can rename it to whatever you want but it must start with that string or instance focus won't work.

KOMPLETE KONTROL   Reaper

Highly Recommended Reaper Settings:

- 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.
- 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.

Notes on Automation:

- If you want to automate Komplete Kontrol VSTi parameters: Make sure that the Fx window showing the Komplete Kontrol Instance GUI that you want to automate is open. By design, Reaper needs the GUI open for plugins that do not use ordinary MIDI CC to write automation properly (remember, Komplete Kontrol VSTi 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.

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 latter can be realized efficiently if the track holding the Maschine VST is a parent folder track while the receiving track for MIDI from the keyboard is a child folder track. 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).

<u>Custom Actions:</u>
- Custom Actions are introduced with ReaKontrol V1.0 and make the use of the keyboard very flexible. Users can edit the configuration file reakontrol.ini with any text editor to assign actions to the top row buttons above the displays. Version 1.0 supports up to 8 actions.
- Custom actions can be anything like stock actions from Reaper, SWS actions, ReaScripts or any custom action created by the user.
- Every action/script is defined by its command ID (Actions>Show Action List… , right click action, >Copy selected action command ID) and a name that you can pick. The name will be displayed on the keyboard's display once you enter the custom actions menu.
- ReaKontrol ships with an exemplary reakontrol_EXAMPLE.ini configuration file, however without the extensions, without the track templates and without the fx chains used in the example. If you do not have the extensions installed the example configuration will still work with the Reaper native action. The other exemplary actions are simply not shown on the display.
- The most obvious choice for a desirable action is "**Insert Komplete Kontrol Track**" from a track template with the track set 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. For users of Maschine another obvious choice is to create an action to **"Insert Maschine Track"**. As per the above recommendations this should be a track template comprising a folder track with the Maschine VST and a child track to record the incoming MIDI from the keyboard set to "Automatic record-arm when track selected".

**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.
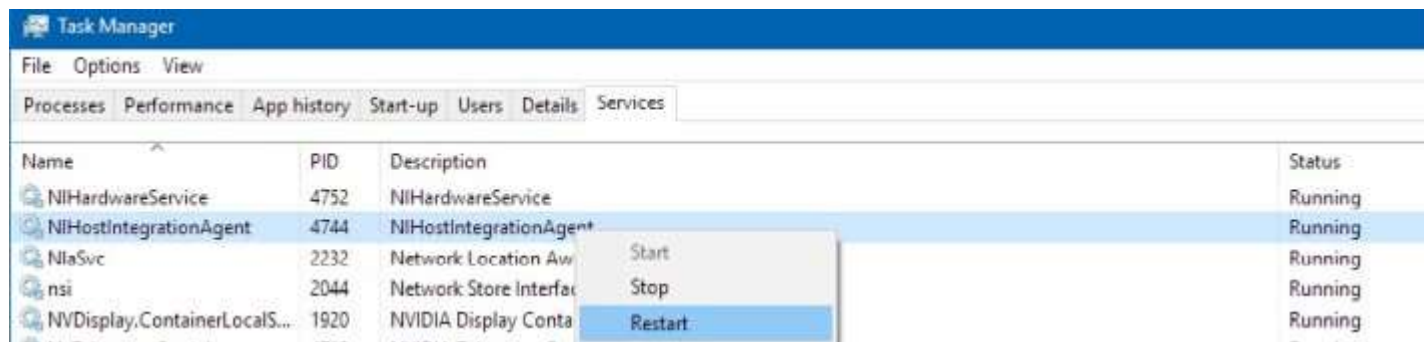
Troubleshooting if your keyboard does not get detected or connected after launching Reaper (Windows):

- 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 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:
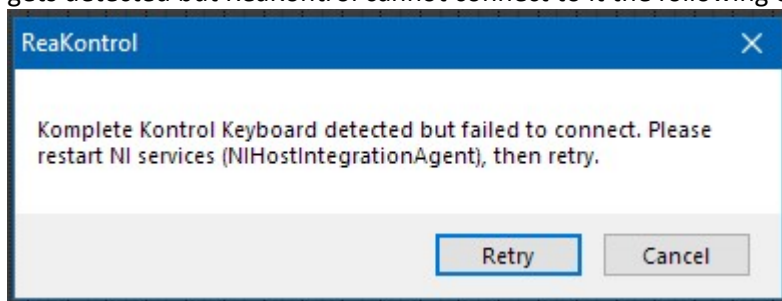
Go to Windows Task Manager ("Services" tab in Windows 10) and <u>restart</u> the service.

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.

Troubleshooting if automatic instance focus does not work properly:

- Check if Reaper recognized the KK plugin as a VSTi (rather than a VST) when scanning your plugin library: It should appear in the VSTi category. If for some reason this did not work properly you can try the following fix: Go into your Fx browser (e.g. on a track press the Fx icon and then press Add to bring up all plugins) and select the KK VST. Now press F2 (or right click rename) and check the box "Categorize as instrument". Now everything hopefully works and Reaper will remember to treat KK as a VSTi.
- As of version v1.10 reaKontrol supports the VST2 and the VST3 version of the KK plugin. It makes no difference which flavor you prefer to use. However, do not use both versions of the KK plugin simultaneous in a single Reaper project because this messes up the instance focus. This has to do with NI's current KK plugin and NIHIA IPC design, nothing that reaKontrol could do about it (explanation: VST2 and VST3 KK plugins both start the instance recognition numbering of the first Fx parameter with NIKB00 leading to ambiguity).

Known Limitations:

- Reaper may crash on startup if another program has already claimed the keyboard MIDI device before Reaper starts. To avoid this, start Reaper before e.g. running stand-alone Komplete Kontrol or stand alone Maschine Software in parallel with Reaper. Once Reaper is running any number of programs using the keyboard MIDI device can run simultaneously.

⊛ KOMPLETE KONTROL ⬤ Reaper

The configuration file as shown on the right yields an action menu on the keyboard as depicted below. The example makes use of a Reaper stock action (action 0), SWS actions (actions 1-3) and two scripts from user mpl, aka Michael Pilyavskiy.

The SWS actions are extremely useful to insert tracks from templates and fx chains. Inserting KK and Maschine tracks are essential functions that nobody should miss out on. They make your workflow very convenient.

LiveScrubberDucky is a fun fx that – in the example – is automatically MIDI linked to the touch strip when inserted, i.e. at the press of a button you have turned the keyboard's touch strip into a scratchpad.

MPL's Retrospective Record is very handy when browsing sounds: You may play a few keys while browsing and find you have just created a cool riff or melody: At the press of a button it ends up as a MIDI item on your track!

```
reakontrol.ini - Notepad
File  Edit  Format  View  Help
[reakontrol_actions]

action_0_id=40001
action_0_name=Insert Default Track

action_1_id=_S&M_ADD_TRTEMPLATE1
action_1_name=Insert Komplete Kontrol Track

action_2_id=_S&M_PASTE_TRACKFXCHAIN1
action_2_name=Add Scrubber Ducky to Touchstrip

action_3_id=_S&M_ADD_TRTEMPLATE2
action_3_name=Insert Maschine Track

action_6_id=_RS075b2a91adc2fc1d1626625e4598b2bad2f7fbff
action_6_name=Retro- spective Recall all MIDI

action_7_id=_RS185af05a871e2fe6a7be3082b27357cde2d575d0
action_7_name=Clear MIDI Recall Buffer
```