# **NKS PRESET LIBRARY: LETHAL AUDIO LETHAL**

# For Komplete Kontrol / Maschine





5 January 2024

# **Intro**

Welcome to the Lethal Audio LETHAL NKS library for Native Instruments Komplete Kontrol \ Maschine software and hardware.

This library contains NKS files for Lethal (and optionally the expansions) to allow FULL control of all parameters from the Komplete Kontrol keyboard and Maschine hardware controllers. Presets are fully tagged to allow for sounds to be located easily in the browser and include sound previews and database artwork. Now supports VST3 and includes artwork for the latest MK3 keyboards

# **Compatibility / Requirements**

- Supports Komplete Kontrol Software v2.9+
- Supports Maschine Software 2.17+
- Saupports ALL Maschine / Komplete Kontrol Controllers
- Supports VST3 (VST2 support only for users of previous library)
- Supports PC / MAC
- Lethal VST + Expansions Required

This is NKS compatibility files only. This will not work without the actual VST/Library being installed

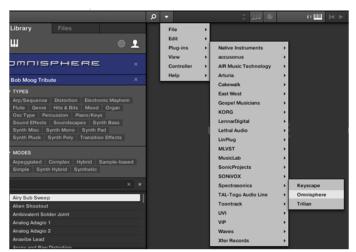
## **Download**

A free version is available that contains a handful of presets for you to test with.

The full version is available for purchase with an immediate download after purchase.



## Installation



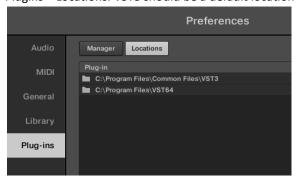
First ensure you have the VST plug-in installed and available to the software. Confirm if you need the VST2 or VST3 version.

In Komplete Kontrol It should already appear in your File > Plug-ins menu.

In Maschine open the plug-in browser and check the VST is listed:



If the plug-in does not appear in the list of plugins, check that you have the correct paths to your VST folders in Preferences > Plugins > Locations. VST3 should be a default location but if you use VST2, make sure the correct path/s are listed theen rescan.



Once the plug-in is confirmed installed and working with the software, copy the preset and artwork (if included) to the following locations:

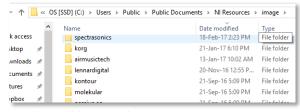
Database Files: Contains the browser images and database details for the NKS browser. Copy the "image" and "dist\_database" folders included in the zip file to the following locations (existing image/dist\_database folders may already exist so you want to just merge these files):

### Windows: C:\Users\Public\Public Documents\NI Resources

## MAC: /Users/Shared/NI Resources



### Image Folder Example:



#### **Database Folder Example:**



All User library database and image files will be held in these folders with a unique folder for each vendor/plug-in. Do not change the names or ordering of these folders, simply copy and merge with the existing folders in the above location

# **MACOS: IMPORTANT!!!**

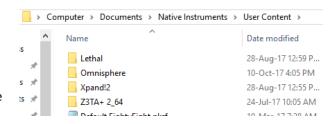
Be sure to <u>copy</u> the sub folders into the above locations. You want to add the folders with the existing folders, not replace existing folder. <u>Mac users</u> should be cautious NOT to "Replace" the entire image or database folder with the included ones. You want to MERGE these files. Choose to replace existing files only if they exist to update them, DO NOT replace the main folders or you will lose all your library artwork for all products!!!

*Preset Files:* Contains the preset files that need to be added to your user library. Copy this folder to your user library location. By default the user library is located at:

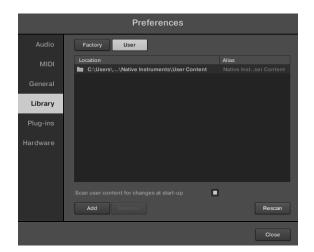
WIN: C:\Users\[USER]\Documents\Native Instruments\User Content

MAC: Users/[USER]/Documents/Native Instruments/User Content

You can confirm this location within the Komplete\Maschine software Preferences > Library > User Library



NOTE: If you already have a previous version of this NKS library you should delete it and replace with the latest version.



After the files have been copied, launch the Komplete Kontrol in <u>STANDALONE</u> mode to do a library update. If the software is not set to auto-scan on start-up, open Preferences > Library then select Rescan



You will find your new instrument in the **USER LIBRARY** which you can switch to using the user library button.

It is possible to integrate custom libraries into the factory library with all your official NKS instruments, however this requires a small "hack" which is detailed on <a href="This Page">This Page</a>. For Mac users, this can be a more complicated process than Windows users and please note there is NO SUPPORT available from me to assist beyond the posted article.

If everything has worked correctly you should now see the plug-in listed in the browser with an assigned category, artwork for the plug-in and the installed presets will be listed in the browser.

#### Problems?

If you have issues with installation or usage, you can **Contact Me** or visit the **Forum Thread** 

#### **Installation Video PC:**

https://www.youtube.com/watch?v=d1XnEDdMu0s

### **Installation Video Mac:**

https://www.youtube.com/watch?v=amzq T5kc90

### **The Preset Browser**



Presets are accessed by selecting the User library icon at the top of the browser



# **Controller Mappings**

Controls have been mapped as logically as possible and cover most of the available controls. Every control has been hand labelled with easy to read tags.



### **Controller Reference**

Controller Page: [1]=		========	=======================================
Control 1 (ID: 0)	:	Volume	[MAIN]
Control 2 (ID: 50)	:	Glide	
Control 3 (ID: 49)	:	Poly	
Control 4			
Control 5 (ID: 80)	:	Off / On	[ARP]
Control 6 (ID: 250)	:	Off / On	[TG]
Control 7 (ID: 326)	:	Off / On	[FX]
Control 8			
Controller Page: [2]:		========	=======================================
Control 1 (ID: 33)	:	Cutoff	[FILTER]
Control 2 (ID: 34)	:	Reso	
Control 3 (ID: 36)	:	Drive	
Control 4 (ID: 35)	:	Type	
Control 5 (ID: 37)	:	Slope	
Control 6 (ID: 40)	:	Attack	[FLTR CRV]
Control 7 (ID: 42)	:	Decay	
Control 8 (ID: 45)	:	Release	
Controller Page: [3]			===========
Control 1 (ID: 39)	:	Attack	[FLTR ENV]
Control 2 (ID: 41)	:	Decay	
Control 3 (ID: 43)	:	Sustain	
Control 4 (ID: 44)	:	Release	
Control 5 (ID: 48)		Vel	
Control 6 (ID: 47)		Keytrack	
Control 7 (ID: 46)	:	Amount	
Control 8			

Controller Page: [4]====		
Control 1 (ID: 74) :	Rate	[FLTR LFO]
Control 2 (ID: 73) :	Amount	
Control 3 (ID: 78) :	Pos	
Control 4 (ID: 79) :	FadeIn	
Control 5 (ID: 77) :	Sync	
Control 6 (ID: 76) :	, Mode	
Control 7 (ID: 75) :	Wave	
Control 8	wave	
CONTROL 8		
Controller Page: [5]====		=======================================
	Attack	
` '		[AIVIF LIVV]
Control 2 (ID: 16) :	Decay	
Control 3 (ID: 18) :	Sustain	
Control 4 (ID: 19) :	Release	
Control 5 (ID: 12) :	Vel	
Control 6 (ID: 10) :	Amp	
Control 7		
Control 8		
Controller Page: [6]====		
Control 1 (ID: 60) :	Rate	[AMP LFO]
Control 2 (ID: 59) :	Amount	-
Control 3 (ID: 64) :	Pos	
Control 4 (ID: 65) :	FadeIn	
, ,		
Control 5 (ID: 63) :	Sync	
Control 6 (ID: 62) :	Beat	
Control 7 (ID: 61) :	Wave	
Control 8		
Control 1 (ID: 15) :	Attack	[AMP CRV]
Control 2 (ID: 17) :	Decay	
Control 3 (ID: 20) :	Release	
Control 4		
Control 5		
Control 6		
Control 9		
Control 8		
Controller Page: [8]====		=======================================
Controller Page: [8]====		======================================
Control 1 (ID: 23) :	Attack	[PITCH ENV]
Control 1 (ID: 23) : Control 2 (ID: 25) :	Attack Decay	
Control 1 (ID: 23) : Control 2 (ID: 25) : Control 3 (ID: 27) :	Attack Decay Sustain	
Control 1 (ID: 23) : Control 2 (ID: 25) : Control 3 (ID: 27) : Control 4 (ID: 28) :	Attack Decay Sustain Release	
Control 1 (ID: 23) : Control 2 (ID: 25) : Control 3 (ID: 27) :	Attack Decay Sustain	
Control 1 (ID: 23) : Control 2 (ID: 25) : Control 3 (ID: 27) : Control 4 (ID: 28) :	Attack Decay Sustain Release	
Control 1 (ID: 23) : Control 2 (ID: 25) : Control 3 (ID: 27) : Control 4 (ID: 28) : Control 5 (ID: 32) :	Attack Decay Sustain Release Vel	
Control 1 (ID: 23) : Control 2 (ID: 25) : Control 3 (ID: 27) : Control 4 (ID: 28) : Control 5 (ID: 32) : Control 6 (ID: 31) :	Attack Decay Sustain Release Vel Keytrack	
Control 1 (ID: 23) : Control 2 (ID: 25) : Control 3 (ID: 27) : Control 4 (ID: 28) : Control 5 (ID: 32) : Control 6 (ID: 31) : Control 7 (ID: 30) :	Attack Decay Sustain Release Vel Keytrack Amount	
Control 1 (ID: 23) : Control 2 (ID: 25) : Control 3 (ID: 27) : Control 4 (ID: 28) : Control 5 (ID: 32) : Control 6 (ID: 31) : Control 7 (ID: 30) : Control 8 (ID: 22) :	Attack Decay Sustain Release Vel Keytrack Amount Tune	
Control 1 (ID: 23) : Control 2 (ID: 25) : Control 3 (ID: 27) : Control 4 (ID: 28) : Control 5 (ID: 32) : Control 6 (ID: 31) : Control 7 (ID: 30) : Control 8 (ID: 22) :	Attack Decay Sustain Release Vel Keytrack Amount Tune	[PITCH ENV]
Control 1 (ID: 23) : Control 2 (ID: 25) : Control 3 (ID: 27) : Control 4 (ID: 28) : Control 5 (ID: 32) : Control 6 (ID: 31) : Control 7 (ID: 30) : Control 8 (ID: 22) :  Controller Page: [9]==== Control 1 (ID: 67) :	Attack Decay Sustain Release Vel Keytrack Amount Tune	[PITCH ENV]
Control 1 (ID: 23) : Control 2 (ID: 25) : Control 3 (ID: 27) : Control 4 (ID: 28) : Control 5 (ID: 32) : Control 6 (ID: 31) : Control 7 (ID: 30) : Control 8 (ID: 22) :  Controller Page: [9]==== Control 1 (ID: 67) : Control 2 (ID: 66) :	Attack Decay Sustain Release Vel Keytrack Amount Tune  Rate Amount	[PITCH ENV]
Control 1 (ID: 23) : Control 2 (ID: 25) : Control 3 (ID: 27) : Control 4 (ID: 28) : Control 5 (ID: 32) : Control 6 (ID: 31) : Control 7 (ID: 30) : Control 8 (ID: 22) :  Controller Page: [9]==== Control 1 (ID: 67) : Control 2 (ID: 66) : Control 3 (ID: 71) :	Attack Decay Sustain Release Vel Keytrack Amount Tune  Rate Amount Pos	[PITCH ENV]
Control 1 (ID: 23) : Control 2 (ID: 25) : Control 3 (ID: 27) : Control 4 (ID: 28) : Control 5 (ID: 32) : Control 6 (ID: 31) : Control 7 (ID: 30) : Control 8 (ID: 22) :  Controller Page: [9]==== Control 1 (ID: 67) : Control 2 (ID: 66) : Control 3 (ID: 71) : Control 4 (ID: 72) :	Attack Decay Sustain Release Vel Keytrack Amount Tune  Rate Amount Pos FadeIn	[PITCH ENV]
Control 1 (ID: 23) : Control 2 (ID: 25) : Control 3 (ID: 27) : Control 4 (ID: 28) : Control 5 (ID: 32) : Control 6 (ID: 31) : Control 7 (ID: 30) : Control 8 (ID: 22) :  Controller Page: [9]==== Control 1 (ID: 67) : Control 2 (ID: 66) : Control 3 (ID: 71) : Control 4 (ID: 72) : Control 5 (ID: 70) :	Attack Decay Sustain Release Vel Keytrack Amount Tune	[PITCH ENV]
Control 1 (ID: 23) : Control 2 (ID: 25) : Control 3 (ID: 27) : Control 4 (ID: 28) : Control 5 (ID: 32) : Control 6 (ID: 31) : Control 7 (ID: 30) : Control 8 (ID: 22) :  Control 1 (ID: 67) : Control 2 (ID: 66) : Control 3 (ID: 71) : Control 4 (ID: 72) : Control 5 (ID: 70) : Control 6 (ID: 69) :	Attack Decay Sustain Release Vel Keytrack Amount Tune  ======== Rate Amount Pos FadeIn Sync Beat	[PITCH ENV]
Control 1 (ID: 23) : Control 2 (ID: 25) : Control 3 (ID: 27) : Control 4 (ID: 28) : Control 5 (ID: 32) : Control 6 (ID: 31) : Control 7 (ID: 30) : Control 8 (ID: 22) :  Control 1 (ID: 67) : Control 2 (ID: 66) : Control 3 (ID: 71) : Control 4 (ID: 72) : Control 5 (ID: 70) : Control 6 (ID: 69) : Control 7 (ID: 68) :	Attack Decay Sustain Release Vel Keytrack Amount Tune	[PITCH ENV]
Control 1 (ID: 23) : Control 2 (ID: 25) : Control 3 (ID: 27) : Control 4 (ID: 28) : Control 5 (ID: 32) : Control 6 (ID: 31) : Control 7 (ID: 30) : Control 8 (ID: 22) :  Control 1 (ID: 67) : Control 2 (ID: 66) : Control 3 (ID: 71) : Control 4 (ID: 72) : Control 5 (ID: 70) : Control 6 (ID: 69) :	Attack Decay Sustain Release Vel Keytrack Amount Tune  ======== Rate Amount Pos FadeIn Sync Beat	[PITCH ENV]
Control 1 (ID: 23) : Control 2 (ID: 25) : Control 3 (ID: 27) : Control 4 (ID: 28) : Control 5 (ID: 32) : Control 6 (ID: 31) : Control 7 (ID: 30) : Control 8 (ID: 22) :  Control 1 (ID: 67) : Control 2 (ID: 66) : Control 3 (ID: 71) : Control 4 (ID: 72) : Control 5 (ID: 70) : Control 6 (ID: 69) : Control 7 (ID: 68) : Control 8 .	Attack Decay Sustain Release Vel Keytrack Amount Tune  ======== Rate Amount Pos FadeIn Sync Beat Wave	[PITCH ENV]
Control 1 (ID: 23) : Control 2 (ID: 25) : Control 3 (ID: 27) : Control 4 (ID: 28) : Control 5 (ID: 32) : Control 6 (ID: 31) : Control 7 (ID: 30) : Control 8 (ID: 22) :  Control 1 (ID: 67) : Control 2 (ID: 66) : Control 3 (ID: 71) : Control 4 (ID: 72) : Control 5 (ID: 70) : Control 6 (ID: 69) : Control 7 (ID: 68) : Control 8 (ID: 68) :	Attack Decay Sustain Release Vel Keytrack Amount Tune  ======== Rate Amount Pos FadeIn Sync Beat Wave	[PITCH ENV] [PITCH LFO]
Control 1 (ID: 23) : Control 2 (ID: 25) : Control 3 (ID: 27) : Control 4 (ID: 28) : Control 5 (ID: 32) : Control 6 (ID: 31) : Control 7 (ID: 30) : Control 8 (ID: 22) :  Control 9 (ID: 66) : Control 1 (ID: 67) : Control 2 (ID: 66) : Control 3 (ID: 71) : Control 4 (ID: 72) : Control 5 (ID: 70) : Control 6 (ID: 69) : Control 7 (ID: 68) : Control 8	Attack Decay Sustain Release Vel Keytrack Amount Tune  ======== Rate Amount Pos FadeIn Sync Beat Wave	[PITCH ENV]
Control 1 (ID: 23) : Control 2 (ID: 25) : Control 3 (ID: 27) : Control 4 (ID: 28) : Control 5 (ID: 32) : Control 6 (ID: 31) : Control 7 (ID: 30) : Control 8 (ID: 22) :  Control 1 (ID: 67) : Control 2 (ID: 66) : Control 3 (ID: 71) : Control 4 (ID: 72) : Control 5 (ID: 70) : Control 6 (ID: 69) : Control 7 (ID: 68) : Control 8 (ID: 68) :	Attack Decay Sustain Release Vel Keytrack Amount Tune  ======== Rate Amount Pos FadeIn Sync Beat Wave	[PITCH ENV] [PITCH LFO]
Control 1 (ID: 23) : Control 2 (ID: 25) : Control 3 (ID: 27) : Control 4 (ID: 28) : Control 5 (ID: 32) : Control 6 (ID: 31) : Control 7 (ID: 30) : Control 8 (ID: 22) :  Control 9 (ID: 66) : Control 1 (ID: 67) : Control 2 (ID: 66) : Control 3 (ID: 71) : Control 4 (ID: 72) : Control 5 (ID: 70) : Control 6 (ID: 69) : Control 7 (ID: 68) : Control 8	Attack Decay Sustain Release Vel Keytrack Amount Tune	[PITCH ENV] [PITCH LFO]
Control 1 (ID: 23) : Control 2 (ID: 25) : Control 3 (ID: 27) : Control 4 (ID: 28) : Control 5 (ID: 32) : Control 6 (ID: 31) : Control 7 (ID: 30) : Control 8 (ID: 22) :  Control 8 (ID: 22) :  Control 9 (ID: 66) : Control 1 (ID: 67) : Control 2 (ID: 66) : Control 3 (ID: 71) : Control 4 (ID: 72) : Control 5 (ID: 70) : Control 6 (ID: 69) : Control 7 (ID: 68) : Control 8  Control 1 (ID: 24) : Control 2 (ID: 26) : Control 2 (ID: 26) : Control 3 (ID: 29) :	Attack Decay Sustain Release Vel Keytrack Amount Tune	[PITCH ENV] [PITCH LFO]
Control 1 (ID: 23) : Control 2 (ID: 25) : Control 3 (ID: 27) : Control 4 (ID: 28) : Control 5 (ID: 32) : Control 6 (ID: 31) : Control 7 (ID: 30) : Control 8 (ID: 22) :  Control 8 (ID: 22) :  Control 9 (ID: 66) : Control 1 (ID: 67) : Control 2 (ID: 66) : Control 3 (ID: 71) : Control 4 (ID: 72) : Control 5 (ID: 70) : Control 6 (ID: 69) : Control 7 (ID: 68) : Control 8  Control 1 (ID: 24) : Control 2 (ID: 26) : Control 3 (ID: 29) : Control 4	Attack Decay Sustain Release Vel Keytrack Amount Tune  ========= Rate Amount Pos FadeIn Sync Beat Wave ——— Attack Decay Release	[PITCH ENV]  [PITCH LFO]  [PITCH CRV]
Control 1 (ID: 23) : Control 2 (ID: 25) : Control 3 (ID: 27) : Control 4 (ID: 28) : Control 5 (ID: 32) : Control 6 (ID: 31) : Control 7 (ID: 30) : Control 8 (ID: 22) :  Control 8 (ID: 22) :  Control 9 (ID: 66) : Control 1 (ID: 67) : Control 2 (ID: 66) : Control 3 (ID: 71) : Control 4 (ID: 72) : Control 5 (ID: 70) : Control 6 (ID: 69) : Control 7 (ID: 68) : Control 8  Control 1 (ID: 24) : Control 2 (ID: 26) : Control 3 (ID: 29) : Control 4 (ID: 29) : Control 4 (ID: 29) : Control 5 (ID: 56) :	Attack Decay Sustain Release Vel Keytrack Amount Tune	[PITCH ENV] [PITCH LFO]
Control 1 (ID: 23) : Control 2 (ID: 25) : Control 3 (ID: 27) : Control 4 (ID: 28) : Control 5 (ID: 32) : Control 6 (ID: 31) : Control 7 (ID: 30) : Control 8 (ID: 22) :  Control 9 (ID: 66) : Control 1 (ID: 67) : Control 2 (ID: 66) : Control 3 (ID: 71) : Control 4 (ID: 72) : Control 5 (ID: 70) : Control 6 (ID: 69) : Control 7 (ID: 68) : Control 8  Control 1 (ID: 24) : Control 2 (ID: 26) : Control 3 (ID: 29) : Control 4 Control 5 (ID: 56) : Control 6 (ID: 57) :	Attack Decay Sustain Release Vel Keytrack Amount Tune  Rate Amount Pos FadeIn Sync Beat Wave ——— Attack Decay Release —— Off / On Type	[PITCH ENV]  [PITCH LFO]  [PITCH CRV]
Control 1 (ID: 23) : Control 2 (ID: 25) : Control 3 (ID: 27) : Control 4 (ID: 28) : Control 5 (ID: 32) : Control 6 (ID: 31) : Control 7 (ID: 30) : Control 8 (ID: 22) :  Control 8 (ID: 22) :  Control 9 (ID: 66) : Control 1 (ID: 67) : Control 2 (ID: 66) : Control 3 (ID: 71) : Control 4 (ID: 72) : Control 5 (ID: 70) : Control 6 (ID: 69) : Control 7 (ID: 68) : Control 8  Control 1 (ID: 24) : Control 2 (ID: 26) : Control 3 (ID: 29) : Control 4 (ID: 29) : Control 4 (ID: 29) : Control 5 (ID: 56) :	Attack Decay Sustain Release Vel Keytrack Amount Tune	[PITCH ENV]  [PITCH LFO]  [PITCH CRV]

Controller Page: [11]===		=======
Control 1 (ID: 52) :	Detune [UNISON]	
Control 2 (ID: 51) :	Voices	
Control 3 (ID: 53) :	Off / On [VIBRATO]	
Control 4 (ID: 54) :	Rate	
Control 5 (ID: 55) :	Depth	
Control 6 (ID: 3) :	Off / On [ST XPAND]	
Control 7 (ID: 4) :	Width	
Control 8 (ID: 5) :	Delay	
Controller Dage: [12]		
Control 1 (ID: 6) :	 Off / On	
Control 2 (ID: 7) :	Amount	
Control 3 (ID: 8) :	Off / On [SHINE]	
Control 4 (ID: 9) :	Amount	
Control 5 (ID: 1) :	Type [CHORD]	
Control 6 (ID: 2) :	Type [DIR]	
Control 7	Type [Bitt]	
Control 8	<del></del>	
	<del></del>	
Controller Page: [13]===		=======
Control 1 (ID: 85) :	Length [ARP]	
Control 2 (ID: 88) :	Shuffle	
Control 3 (ID: 87) :	Strum	
Control 4 (ID: 84) :	Rate	
Control 5 (ID: 83) :	Size	
Control 6 (ID: 82) :	Mode	
Control 7 (ID: 86) :	Octave	
Control 8 (ID: 89) :	Loop	
, ,	·	
Controller Page: [14]===		======
Control 1 (ID: 255) :	Mix [GATE]	
Control 2 (ID: 257) :	Width	
Control 3 (ID: 256) :	Contour	
Control 4 (ID: 260) :	Shuffle	
Control 5 (ID: 254) :	Rate	
Control 6 (ID: 253) :	Size	
Control 7 (ID: 252) :	Stereo	
Control 8 (ID: 258) :	Delay	
		=======
Control 1 (ID: 259) :	Fadein [GATE]	
Control 2 (ID: 261) :	Loop	
Control 3 (ID: 251) :	Hold	
Control 4	<del></del>	
Control 5	<del></del>	
Control 6		
Control 7	<del></del>	
Control 8		
Controller Page: [16]		====
Control 1 (ID: 328) :	1 [FX 1]	
Control 2 (ID: 329) :	2	
Control 3 (ID: 330) :	3	
Control 3 (ID. 330) .		
Control 4 (ID: 221) .		
Control 5 (ID: 331) :	4	
Control 5 (ID: 332) :	4 5	
Control 5 (ID: 332) : Control 6 (ID: 333) :	4 5 6	
Control 5 (ID: 332) : Control 6 (ID: 333) : Control 7 (ID: 334) :	4 5 6 7	
Control 5 (ID: 332) : Control 6 (ID: 333) :	4 5 6	
Control 5 (ID: 332) : Control 6 (ID: 333) : Control 7 (ID: 334) : Control 8 (ID: 335) :	4 5 6 7	
Control 5 (ID: 332) : Control 6 (ID: 333) : Control 7 (ID: 334) : Control 8 (ID: 335) :  Controller Page: [17]===	4 5 6 7 8	
Control 5 (ID: 332) : Control 6 (ID: 333) : Control 7 (ID: 334) : Control 8 (ID: 335) :  Controller Page: [17]==: Control 1 (ID: 339) :	4 5 6 7 8	======
Control 5 (ID: 332) : Control 6 (ID: 333) : Control 7 (ID: 334) : Control 8 (ID: 335) :  Controller Page: [17]===: Control 1 (ID: 339) : Control 2 (ID: 340) :	4 5 6 7 8 1 1 [FX 2]	======
Control 5 (ID: 332) : Control 6 (ID: 333) : Control 7 (ID: 334) : Control 8 (ID: 335) :  Controller Page: [17]==: Control 1 (ID: 339) :	4 5 6 7 8 8	======
Control 5 (ID: 332) : Control 6 (ID: 333) : Control 7 (ID: 334) : Control 8 (ID: 335) :  Controller Page: [17]===: Control 1 (ID: 339) : Control 2 (ID: 340) : Control 3 (ID: 341) : Control 4 (ID: 342) :	4 5 6 7 8 8	
Control 5 (ID: 332) : Control 6 (ID: 333) : Control 7 (ID: 334) : Control 8 (ID: 335) :  Controller Page: [17]==: Control 1 (ID: 339) : Control 2 (ID: 340) : Control 3 (ID: 341) : Control 4 (ID: 342) : Control 5 (ID: 343) :	4 5 6 7 8 8	=======
Control 5 (ID: 332) : Control 6 (ID: 333) : Control 7 (ID: 334) : Control 8 (ID: 335) :  Controller Page: [17]===: Control 1 (ID: 339) : Control 2 (ID: 340) : Control 3 (ID: 341) : Control 4 (ID: 342) : Control 5 (ID: 343) : Control 6 (ID: 344) :	4 5 6 7 8 	=======
Control 5 (ID: 332) : Control 6 (ID: 333) : Control 7 (ID: 334) : Control 8 (ID: 335) :  Controller Page: [17]==: Control 1 (ID: 339) : Control 2 (ID: 340) : Control 3 (ID: 341) : Control 4 (ID: 342) : Control 5 (ID: 343) : Control 6 (ID: 344) :	4 5 6 7 8 =================================	======

Controller Page: [18]====		=======================================
Control 1 (ID: 350) :	1	[FX 3]
Control 2 (ID: 351) :	2	
Control 3 (ID: 352) :	3	
Control 4 (ID: 353) :	4	
Control 5 (ID: 354) :	5	
Control 6 (ID: 355) :	6	
Control 7 (ID: 356) :	7	
Control 8 (ID: 357) :	8	
Controller Page: [19]====		=======================================
Control 1 (ID: 361) :	1	[FX 4]
Control 2 (ID: 362) :	2	
Control 3 (ID: 363) :	3	
Control 4 (ID: 364) :	4	
Control 5 (ID: 365) :	5	
Control 6 (ID: 366) :	6	
Control 7 (ID: 367) :	7	
Control 8 (ID: 368) :	8	
Control o (1D. 500) .	O	
Controller Page: [20]====		
	 1	[EV E]
` '		[FX 5]
Control 2 (ID: 373) :	2	
Control 3 (ID: 374) :	3	
Control 4 (ID: 375) :	4	
Control 5 (ID: 376) :	5	
Control 6 (ID: 377) :	6	
Control 7 (ID: 378) :	7	
Control 8 (ID: 379) :	8	
Controller Page: [21]====		=======================================
Control 1 (ID: 383) :	1	[FX 6]
Control 2 (ID: 384) :	2	
Control 3 (ID: 385) :	3	
Control 4 (ID: 386) :	4	
Control 5 (ID: 387) :	5	
Control 6 (ID: 388) :	6	
Control 7 (ID: 389) :	-	
	7	
Control 7 (ID: 389) : Control 8 (ID: 390) :	-	
Control 8 (ID: 390) :	7 8	
Controller Page: [22]====	7 8	
Control 8 (ID: 390) :  Controller Page: [22]===== Control 1 (ID: 327) :	7 8 FX 1	[FX BYPASS]
Control 8 (ID: 390) :  Controller Page: [22]=====: Control 1 (ID: 327) : Control 2 (ID: 338) :	7 8 ===================================	
Control 8 (ID: 390) :  Controller Page: [22]====: Control 1 (ID: 327) : Control 2 (ID: 338) : Control 3 (ID: 349) :	7 8 FX 1 FX 2 FX 3	
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# FAQ?

# Keep up to date with the latest NKS Library releases, updates and improvements

Subscribe to our Monthly newsletter

Follow our Facebook Page for all instant updates when they are released

### Can these presets be added to the Factory Library?

Yes they can. There are a couple of files that need to be created which are specific to your install locations. There are instructions on how to do this Here

### Which Native Instruments Keyboard/Maschine hardware does this work with?

The NKS libraries will work with ALL Komplete Keyboard and Maschine Hardware

### I'm not hearing any sound previews?

Check your preview volume is up in the Factory library and check you have a .preview folder with sound files in it. Some presets may have missing files so please report any issues with presets stating the preset name and the instrument/library.

#### I've noticed some issues

If you find any issues with incorrectly saved presets, sound preview issues, incorrect tagging etc please let us know the details and we will try and fix this up as quickly as possible.

## I'm having some installation\usability issues!!!!!!!!

If you are having issues with installing and using the preset library, check out the <u>Forum Thread</u> to ask other users who may have some solutions. Also, check above for installation videos. Feel free to contact us if you still have issues.

#### Images are not displaying for the libraries?

This is normally down to the installation of the database/image folders not being correct. In some cases the plugin name could be different. If you cannot resolve your issue feel free to contact us (links below).

## Can I get other VSTs or preset library's created as NKS?

I can only create presets for instruments I own or have a copy of. I am always on the lookout for new VST instruments at good prices so may do more down the track. If you are able to offer me a legal copy of a VST or can transfer me the library I can have a look if it is possible to make NKS compatible. If you are a plugin developere it may also be possible to add NKS compatibility for official factory inclusion. Feel free to contact me.

# **Contact \ Links**

Website: <u>freelancesoundlabs.com</u>

Email: admin@freelancesoundlabs.com

Forum Page: Freelance Soundlabs 3rd Party NKS Libraries for Komplete Kontrol / Maschine

Facebook Page: <a href="https://www.facebook.com/freelancesoundlabs/">https://www.facebook.com/freelancesoundlabs/</a>
Youtube: <a href="https://www.youtube.com/user/jestermgee">https://www.youtube.com/user/jestermgee</a>

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NKS libraries are created with no affiliation to Native Instruments. I am not paid, or even supported by Native Instruments. Downloading and usage of this library is at the users own risk. Payments are non refundable for change of mind, wrong download or not working. Be sure to download the demo version of a product before purchase to test it works or ask questions first if unsure. In the event it is a genuine problem or mistake, we may offer partial/full refund on a case-by-case basis. While we will try and offer as mucch support to get you going, there is no guarentee we can offer support required in all cases. There is no guarentee all libraries will work with all future versions of plugins or OS updates and if a major update of a library is needed there may be a small upgrade cost associated for the updated version if you require it.

Users are not authorised to share or distribute the files with anyone else without the consent of Freelance SoundLabs. We do regular checks and embedded fingerprints in downloads may mean if a library is discovered being distributed without concent, the associated account will be terminated. A lot of work and cost goes into managing this project and wiithout user support it will not be possible to continue. Please do the right thing and support the work to help keep it affordable and ongoing for everyone.

```
NKS Preset Library: Lethal Audio - Lethal
Changelog
v3.0.0 (5 Jan 2024)
- Updated libraries for VST3 compatibility
- Added artwork for MK3 keyboard
v2.6.0 (7 July 2022)
- Unified/Updated tagging over all NKS libraries and set library base
version to 2.6.0
2.5.3 (01-Jun-19)
- Fixed issue where all presets were -3 semitones out of tune!
- Re-rendered audio previews with correct pitch
v2.5.2 (19 April 2019)
- Re-rendered sound previews to address glitch issue at end of file and
also reduce size of library.
- Cleaned up and improved some tagging across libraries.
- Some library paths have changed to group some plugins by developer in
the user folder.
v2.5.0 (11-Mar-19)
- Updated NKS tagging to NKS 1.5
v2.2.1 (31-Aug-18)
- Added libraries X21, X22, X23, X24
v2.2.0 (23-Mar-18)
- Added libraries X17, X18, X19, X20 (inc sound previews)
- Added in-depth 2 level attribute tagging for sound Types for all
libraries
- Added version numbering to NKS description
- Fixed Bank 14 that had "Test" assigned to some patches
v2.1.2 (4 Dec 2017)
- Added splash image for loaded instrument on Maschine
MK2/Studio/Komplete MK2
- Corrected incorrect tagging for Bass (added to Synth Bass from Bass)
v2.1.1 (6 November 2017)
- Fixed bank X16 labelled as X15
- Pushed changes to site without updated documentation
v2.1 (29 October 2017)
- Generated sound preview files
- Updated plug-in artwork
- Updated documentation
- Added library X16
v2.0 (29 October 2017)
- Added extra Lethal library's X13, X14, X15
- Added library banks function
- Removed [Library] tag
v1.0 (21 July 2017)
```

- Initial Version