NKS PRESET LIBRARY: UVI SOUL DRUMS

For Komplete Kontrol / Maschine





freelancesoundlabs.com

29 February 2024

Intro

Welcome to the UVI Soul Drums NKS Library for the Native Instruments Komplete Kontrol / Maschine software and hardware.

This library contains NKS files for all presets for each kit allowing tagged browsing from the NKS browser and Komplete/Maschine controllers. A full controller map offers deep control and recording capability of the instrument and sound previews and database/artwork files are included for your NKS browser. Offers both single output and multi-output libraries depending on your preference. Supports both Falcon and Workstation.

Compatibility / Requirements

- Supports Komplete Kontrol 2.9+ / Maschine 2.17+
- Supports Maschine MK2/MK3/Studio/M+
- Supports All Komplete Kontrol Keyboards
- Supports VST2 / VST3
- Supports PC / Mac
- Supports Falcon or Workstation
- UVI Soul Drums Required

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

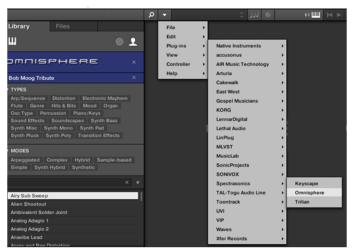
Download

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.



Installation



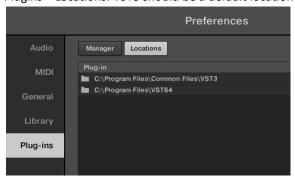
First ensure you have the VST plug-in installed and available to the software. Confirm if you need the VST2 or VST3 version.

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:

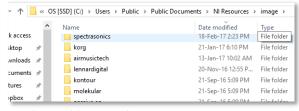
Database Files: Contains the browser images and database details for the NKS browser. Copy the "image" and "dist_database" folders included in the zip file to the following locations (existing image/dist_database folders may already exist so you want to just merge these files):

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:

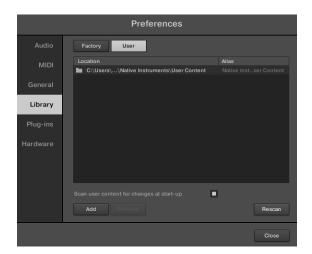
WIN: C:\Users\[USER]\Documents\Native Instruments\User Content

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 This Page. 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

You can browse using any tags or reconfigure/rename tags using the tag editor in Komplete/Maschine.

Selecting a preset from the list will open the plug-in and automatically load the preset. You can then use the mapped controls to start tweaking the sounds.

Presets have been created for each kit preset for each style of drum kit and have been created in both single stereo output and multi-channel audio output for external routing of the kits in your DAW. Banks have been created to allow easy filtering and browsing of presets for the desired style.

NOTE: This UVI instrument is quite heavy on memory and can take some time to load or switch betweeen the different kit presets when loading NKS files. This will be much longer if your UVI library is stored in HDD. It is recommended if you experience long load times to consider SSD for the library.

Also note there is a bug in this instrument that prevents some presets from being selected in the instrument so NKS files could not be generated, if you find a few presets missing this is the reason. Hopefully UVI will address this issue and if so, an update adding these presets will be created.

Controller Mappings



Controller Reference

	Controller Page: [1]====================================						
Control 1	(ID: 126)		Main	[MIXER]			
Control 2	(ID: 1) :		Bass Drum	[
Control 3	(ID: 3) :		Snare				
Control 4	(ID: 5) :		Hi Hats				
Control 5							
	(ID: 7) :	•	Toms				
Control 6	(ID: 9) :		Cymbals				
Control 7		:	Percussion				
Control 8	(ID: 13)	:	Ambience				
Controller Page:	[2]======	=====	=======	========			
Control 1	(ID: 127)	:	Main	[PAN]			
Control 2	(ID: 2) :		Bass Drum				
Control 3	(ID: 4) :		Snare				
Control 4	(ID: 6) :		Hi Hats				
Control 5	(ID: 8) :		Toms				
Control 6	(ID: 3)		Cymbals				
Control 7	(ID: 10) (ID: 12)		Percussion				
Control 8	(ID: 12) (ID: 14)		Ambience				
Control 8	(ID. 14)	•	Ambience				
Controller Page:		=====		=======			
Control 1	` '	:	Overhead	[AMBIENCE]			
Control 2		:	Kit				
Control 3		:	Kit Mid				
Control 4		:	Kit Side				
Control 5	(ID: 24)	:	Mono				
Control 6		:	Room				
Control 7	,						
Control 8	(ID: 0) :	: -	Preset	[KIT]			
Controller Page:							
Control 1	` ,	:	•	[BASS]			
Control 2	(ID: 27)	:	Compress				
Control 3	(ID: 28)	:	Pitch				
Control 4	(ID: 29)	:	Attack				
Control 4 Control 5	(ID: 29) (ID: 30)	: :	Hold				
Control 4	(ID: 29)	: : :					
Control 4 Control 5	(ID: 29) (ID: 30)	: : -	Hold				
Control 4 Control 5 Control 6	(ID: 29) (ID: 30)	: :	Hold				
Control 4 Control 5 Control 6 Control 7 Control 8	(ID: 29) (ID: 30) (ID: 31)	: : : -	Hold Decay				
Control 4 Control 5 Control 6 Control 7 Control 8 Controller Page:	(ID: 29) (ID: 30) (ID: 31) ————————————————————————————————————		Hold Decay	[SNIADE]			
Control 4 Control 5 Control 6 Control 7 Control 8 Controller Page: Control 1	(ID: 29) (ID: 30) (ID: 31) ————————————————————————————————————	:	Hold Decay 	 [SNARE]			
Control 4 Control 5 Control 6 Control 7 Control 8 Controller Page: Control 1 Control 2	(ID: 29) (ID: 30) (ID: 31) ————————————————————————————————————	: :	Hold Decay Velocity Compress				
Control 4 Control 5 Control 6 Control 7 Control 8 Controller Page: Control 1 Control 2 Control 3	(ID: 29) (ID: 30) (ID: 31) ————————————————————————————————————	: : :	Hold Decay Velocity Compress Pitch				
Control 4 Control 5 Control 6 Control 7 Control 8 Controller Page: Control 1 Control 2 Control 3 Control 4	(ID: 29) (ID: 30) (ID: 31) ————————————————————————————————————	: : :	Hold Decay Velocity Compress Pitch Attack				
Control 4 Control 5 Control 6 Control 7 Control 8 Controller Page: Control 1 Control 2 Control 3 Control 4 Control 5	(ID: 29) (ID: 30) (ID: 31) ————————————————————————————————————	: : : :	Hold Decay Velocity Compress Pitch Attack Hold				
Control 4 Control 5 Control 6 Control 7 Control 8 Controller Page: Control 1 Control 2 Control 3 Control 4 Control 5 Control 6	(ID: 29) (ID: 30) (ID: 31) ————————————————————————————————————	: : : :	Hold Decay Velocity Compress Pitch Attack				
Control 4 Control 5 Control 6 Control 7 Control 8 Controller Page: Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7	(ID: 29) (ID: 30) (ID: 31) ————————————————————————————————————	: : : :	Hold Decay Velocity Compress Pitch Attack Hold				
Control 4 Control 5 Control 6 Control 7 Control 8 Controller Page: Control 1 Control 2 Control 3 Control 4 Control 5 Control 6	(ID: 29) (ID: 30) (ID: 31) ————————————————————————————————————	: : : :	Hold Decay Velocity Compress Pitch Attack Hold				
Control 4 Control 5 Control 6 Control 7 Control 8 Controller Page: Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7	(ID: 29) (ID: 30) (ID: 31) [5]===================================	: : : : : :	Velocity Compress Pitch Attack Hold Decay	[SNARE]			
Control 4 Control 5 Control 6 Control 7 Control 8 Controller Page: Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8	(ID: 29) (ID: 30) (ID: 31) [5]======= (ID: 32) (ID: 33) (ID: 34) (ID: 35) (ID: 36) (ID: 37) [6]=======	: : : : : -	Velocity Compress Pitch Attack Hold Decay	[SNARE]			
Control 4 Control 5 Control 6 Control 7 Control 8 Controller Page: Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8 Control 8 Controller Page:	(ID: 29) (ID: 30) (ID: 31) [5]======= (ID: 32) (ID: 33) (ID: 34) (ID: 35) (ID: 36) (ID: 37) [6]======= (ID: 38)	: : : : : -	Hold Decay Velocity Compress Pitch Attack Hold Decay Velocity	[SNARE]			
Control 4 Control 5 Control 6 Control 7 Control 8 Controller Page: Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8 Control 8 Controller Page: Control 1 Control 2	(ID: 29) (ID: 30) (ID: 31) [5]======= (ID: 32) (ID: 33) (ID: 34) (ID: 35) (ID: 36) (ID: 37) [6]======= (ID: 38) (ID: 39)	: : : : : -	Velocity Compress Pitch Attack Hold Decay Velocity Compress	[SNARE]			
Control 4 Control 5 Control 6 Control 7 Control 8 Controller Page: Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8 Controller Page: Control 1 Control 2 Control 3 Control 3 Control 4 Control 5 Control 6 Control 7 Control 7 Control 8 Control 1 Control 1 Control 2 Control 3	(ID: 29) (ID: 30) (ID: 31) [5]======= (ID: 32) (ID: 33) (ID: 34) (ID: 35) (ID: 36) (ID: 37) [6]======= (ID: 38)	: : : : : -	Hold Decay Velocity Compress Pitch Attack Hold Decay Velocity	[SNARE]			
Control 4 Control 5 Control 6 Control 7 Control 8 Controller Page: Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8 Controller Page: Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8 Control 1 Control 2 Control 3 Control 4	(ID: 29) (ID: 30) (ID: 31) [5]===================================	: : : : : : : : : : : : : : : : : : : :	Hold Decay Velocity Compress Pitch Attack Hold Decay Velocity Compress Pitch	[SNARE] [HI HATS]			
Control 4 Control 5 Control 6 Control 7 Control 8 Controller Page: Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8 Controller Page: Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8 Control 7 Control 8 Control 1 Control 1 Control 2 Control 3 Control 4 Control 5	(ID: 29) (ID: 30) (ID: 31) [5]===================================	: : : : : : :	Hold Decay Velocity Compress Pitch Attack Hold Decay Velocity Compress Pitch Attack	[SNARE]			
Control 4 Control 5 Control 6 Control 7 Control 8 Controller Page: Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8 Controller Page: Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8 Control 1 Control 1 Control 2 Control 3 Control 4 Control 5 Control 6	(ID: 29) (ID: 30) (ID: 31) [5]======= (ID: 32) (ID: 33) (ID: 34) (ID: 35) (ID: 36) (ID: 37) [6]====== (ID: 38) (ID: 39) (ID: 40) (ID: 41) (ID: 43)	: : : : : : : : : : : : : : : : : : : :	Hold Decay Velocity Compress Pitch Attack Hold Decay Velocity Compress Pitch Attack Attack Decay	[SNARE] [HI HATS] [CLOSED]			
Control 4 Control 5 Control 6 Control 7 Control 8 Controller Page: Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8 Controller Page: Control 1 Control 2 Control 3 Control 6 Control 7 Control 6 Control 1 Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7	(ID: 29) (ID: 30) (ID: 31) [5]======= (ID: 32) (ID: 33) (ID: 34) (ID: 35) (ID: 36) (ID: 37) [6]======= (ID: 38) (ID: 39) (ID: 40) (ID: 41) (ID: 43) (ID: 44)	: : : : : : :	Hold Decay Velocity Compress Pitch Attack Hold Decay Velocity Compress Pitch Attack Attack Attack Attack Attack	[SNARE] [HI HATS]			
Control 4 Control 5 Control 6 Control 7 Control 8 Controller Page: Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8 Controller Page: Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8 Control 1 Control 1 Control 2 Control 3 Control 4 Control 5 Control 6	(ID: 29) (ID: 30) (ID: 31) [5]======= (ID: 32) (ID: 33) (ID: 34) (ID: 35) (ID: 36) (ID: 37) [6]====== (ID: 38) (ID: 39) (ID: 40) (ID: 41) (ID: 43)	: : : : : : :	Hold Decay Velocity Compress Pitch Attack Hold Decay Velocity Compress Pitch Attack Attack Decay	[SNARE] [HI HATS] [CLOSED]			

Control 1	(ID: 49) :	Volume	[TOM FLOOR]
Control 2	(ID: 50) :	Pan	[
		-	
Control 3	(ID: 51) :	Pitch	
Control 4	(ID: 58) :	Attack	
Control 5	(ID: 59) :	Decay	
Control 6			
Control 7			
Control 8			
Control 6			
Cantuallan Da	[0]		
	ge: [8]======		·=====================================
Control 1	(ID: 52) :	Volume	[TOM MID]
Control 2	(ID: 53) :	Pan	
Control 3	(ID: 54) :	Pitch	
Control 4	(ID: 60) :	Attack	
Control 5	(ID: 61) :	Decay	
	(10.01) .	Decay	
Control 6			
Control 7			
Control 8			
Controller Pa	ge: [9]======	=========	=======================================
Control 1	(ID: 55) :		[TOM HIGH]
Control 2	(ID: 56) :	Pan	[TOWTHOT]
		-	
Control 3	(ID: 57) :	Pitch	
Control 4	(ID: 62) :	Attack	
Control 5	(ID: 63) :	Decay	
Control 6			
Control 7			
Control 8			
Control 8			
	[4.0]		
	-		
Control 1	(ID: 66) :	Volume	[CRASH 1]
Control 2	(ID: 67) :	Pan	
Control 3	(ID: 68) :	Pitch	
Control 4	(ID: 79) :	Attack	
Control 5	(ID: 80) :	Decay	
	(10.00)	Decay	
Control 6			
Control 7			
Control 8			
Controller Da		=========	
Controller Fa	ge: [11]======		==========
Controller Fa	-		
Control 1	(ID: 69) :	Volume	[CRASH 2]
Control 1 Control 2	(ID: 69) : (ID: 70) :	Volume Pan	
Control 1 Control 2 Control 3	(ID: 69) : (ID: 70) : (ID: 71) :	Volume Pan Pitch	
Control 1 Control 2 Control 3 Control 4	(ID: 69) : (ID: 70) : (ID: 71) : (ID: 77) :	Volume Pan Pitch Attack	
Control 1 Control 2 Control 3	(ID: 69) : (ID: 70) : (ID: 71) :	Volume Pan Pitch Attack	
Control 1 Control 2 Control 3 Control 4	(ID: 69) : (ID: 70) : (ID: 71) : (ID: 77) :	Volume Pan Pitch Attack	
Control 1 Control 2 Control 3 Control 4 Control 5	(ID: 69) : (ID: 70) : (ID: 71) : (ID: 77) :	Volume Pan Pitch Attack	
Control 1 Control 2 Control 3 Control 4 Control 5 Control 6	(ID: 69) : (ID: 70) : (ID: 71) : (ID: 77) :	Volume Pan Pitch Attack	
Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7	(ID: 69) : (ID: 70) : (ID: 71) : (ID: 77) :	Volume Pan Pitch Attack	
Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8	(ID: 69) : (ID: 70) : (ID: 71) : (ID: 77) : (ID: 78) :	Volume Pan Pitch Attack Decay	[CRASH 2]
Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8 Control 8	(ID: 69) : (ID: 70) : (ID: 71) : (ID: 77) : (ID: 78) :	Volume Pan Pitch Attack Decay	[CRASH 2]
Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8 Controller Pa Control 1	(ID: 69) : (ID: 70) : (ID: 71) : (ID: 77) : (ID: 78) :	Volume Pan Pitch Attack Decay Volume	[CRASH 2]
Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8 Controller Pa Control 1 Control 2	(ID: 69) : (ID: 70) : (ID: 71) : (ID: 77) : (ID: 78) :	Volume Pan Pitch Attack Decay Volume Pan	[CRASH 2]
Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8 Controller Pa Control 1	(ID: 69) : (ID: 70) : (ID: 71) : (ID: 77) : (ID: 78) :	Volume Pan Pitch Attack Decay Volume Pan	[CRASH 2]
Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8 Controller Pa Control 1 Control 2	(ID: 69) : (ID: 70) : (ID: 71) : (ID: 77) : (ID: 78) :	Volume Pan Pitch Attack Decay Volume Pan	[CRASH 2]
Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8 Controller Pa Control 1 Control 2 Control 3	(ID: 69) : (ID: 70) : (ID: 71) : (ID: 77) : (ID: 78) :	Volume Pan Pitch Attack Decay Volume Pan Pitch	[CRASH 2]
Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8 Controller Pa Control 1 Control 2 Control 3 Control 4 Control 5	(ID: 69) : (ID: 70) : (ID: 71) : (ID: 77) : (ID: 78) :	Volume Pan Pitch Attack Decay Volume Pan Pitch Attack	[CRASH 2]
Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8 Controller Pa Control 1 Control 2 Control 3 Control 4 Control 5 Control 5 Control 6	(ID: 69) : (ID: 70) : (ID: 71) : (ID: 77) : (ID: 78) :	Volume Pan Pitch Attack Decay Volume Pan Pitch Attack	[CRASH 2]
Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8 Control 1 Control 2 Control 3 Control 4 Control 4 Control 5 Control 5 Control 6 Control 7	(ID: 69) : (ID: 70) : (ID: 71) : (ID: 77) : (ID: 78) :	Volume Pan Pitch Attack Decay Volume Pan Pitch Attack	[CRASH 2]
Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8 Controller Pa Control 1 Control 2 Control 3 Control 4 Control 5 Control 5 Control 6	(ID: 69) : (ID: 70) : (ID: 71) : (ID: 77) : (ID: 78) :	Volume Pan Pitch Attack Decay Volume Pan Pitch Attack	[CRASH 2]
Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 8 Controller Pa Control 1 Control 2 Control 3 Control 4 Control 5 Control 5 Control 5 Control 7 Control 8	(ID: 69) : (ID: 70) : (ID: 71) : (ID: 77) : (ID: 78) :	Volume Pan Pitch Attack Decay Volume Pan Pitch Attack Decay ———————————————————————————————————	[CRASH 2]
Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8 Controller Pa Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8 Control 7 Control 8	(ID: 69) : (ID: 70) : (ID: 71) : (ID: 77) : (ID: 78) :	Volume Pan Pitch Attack Decay Volume Pan Pitch Attack Decay ———————————————————————————————————	[CRASH 2]
Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 8 Controller Pa Control 1 Control 2 Control 3 Control 4 Control 5 Control 5 Control 5 Control 7 Control 8	(ID: 69) : (ID: 70) : (ID: 71) : (ID: 77) : (ID: 78) :	Volume Pan Pitch Attack Decay Volume Pan Pitch Attack Decay Volume Pan Pitch Attack Decay Volume	[CRASH 2]
Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8 Controller Pa Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8 Control 7 Control 8	(ID: 69) : (ID: 70) : (ID: 71) : (ID: 77) : (ID: 78) :	Volume Pan Pitch Attack Decay Volume Pan Pitch Attack Decay Volume Pan Pitch Attack Decay Volume	[CRASH 2]
Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8 Controller Pa Control 1 Control 2 Control 3 Control 4 Control 5 Control 6 Control 7 Control 8 Control 7 Control 8 Control 7 Control 8	(ID: 69) : (ID: 70) : (ID: 71) : (ID: 77) : (ID: 78) :	Volume Pan Pitch Attack Decay Volume Pan Pitch Attack Decay Volume Pan Pitch Attack Decay Volume	[CRASH 2]

Control 4 Control 5 Control 6 Control 7 Control 8	(ID: 83) (ID: 85) (ID: 86)	:	Width Attack Decay
•			Nalura (TAMP)
Control 1	(ID: 87)		Volume [TAMB]
Control 2	(ID: 88)		
Control 3	(ID: 89)		Pitch
Control 4	(ID: 90)		
Control 5	(ID: 91)		Attack
Control 6	(ID: 92)	:	Decay
Control 7			
Control 8			
Control 1		:	Volume [STICKS]
Control 2	/	:	Pan
Control 3	(ID: 95)	:	Pitch
Control 4	(ID: 96)	:	Width
Control 5	(ID: 97)	:	Attack
Control 6	(ID: 98)	:	Decay
Control 7			
Control 8			
Controller Page:	[16]=====	====	
Control 1	(ID: 99)	:	Comp [FX ENABLE]
Control 2	(ID: 100)	:	EX
Control 3	(ID: 101)	:	Tape Delay
Control 4	(ID: 47)	:	Dual Delay
Control 5	(ID: 102)	:	IR Reverb
Control 6	(ID: 103)	:	Sparkverb
Control 7			
Control 8			
Controller Page:	[17]=====	====	:======================================
Control 1	(ID: 48)	:	Comp [FX MIX]
Control 2	(ID: 64)	:	EQ Gain
Control 3	(ID: 65)		Tape Delay
Control 4	(ID: 104)		Dual Delay
Control 5	(ID: 105)		IR Reverb
Control 6	(ID: 106)		Sparkverb
Control 7	,		
Control 8			
Controller Page:	[10]		
Control 1	(ID: 107)		Play [SEQUENCE]
Control 2	(ID: 107) (ID: 108)	:	•
Control 3	(ID: 108) (ID: 109)	•	Swing SW Amount
			SW Amount
Control 4 Control 5	(ID: 110)	:	Vel Curve
	(ID: 111)		50%
Control 6	(ID: 112)	:	100%
Control 9	(ID: 113)	:	200%
Control 8			

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: https://www.facebook.com/freelancesoundlabs/
Youtube: https://www.youtube.com/user/jestermgee

Disclaimer / Legal

All product and company names are trademarks™ or registered® trademarks of their respective holders. We do not imply any affiliation or association with any of the companies and reference is in "fair use" terms. "Komplete Kontrol" and "Maschine" are trademarks or registered trademarks of Native Instruments®. VST is a registered trademark of Steinberg. Some trademark references may appear in this document belonging to others with no association with Freelance Soundlabs, including references which may not display the ® symbol. All references to other trademarks belonging to third parties that appear in this document shall be understood to refer to those registered trademark owned by others.

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 Library: UVI Soul Drums Changelog

v3.0.0 (28 Feb 2024)

- Initial library version