

NKS PRESET LIBRARY : SPECTRASONICS OMNISPHERE 3

For Komplete Kontrol / Maschine



freelancesoundlabs.com

16 February 2026

Intro

This library contains NKS support, browsing and control for the latest Omnisphere 3 Factory covering the new 18 preset libraries contained in Omnisphere 3. This totals over 26,600+ NKS compatible presets with a new updated 50 page control template covering all new macro controls, orb controls and many parameters for the 4 layers for all presets. All presets have full tagging converted from Omnisphere tags along with sound previews and updated library artwork files.

Please Note: This library covers all **OMNISPHERE 3** factory content and does not cover Legacy Omnisphere 2 content. Omnisphere 2 content is accessible with the previous Omnisphere 2 library for users who own that library, it will be browsable via the same library using the BANKS however does not support the new main macro controls. Work is being done to update the Omnisphere 2 NKS library to the new Omnisphere Legacy library and upgrade options will be available for users of the Omnisphere 2 library. This will be released at a later date.

Compatibility / Requirements

- Komplete Kontrol 2.8+ / Maschine 2.16+
- Supports Maschine Controller (all versions)
- Supports Komplete Kontrol Keyboards (all versions and compatible 3rd party versions)
- Supports VST3
- Supports PC / Mac
- **Requires 12GB of HDD space for install**
- [Omnisphere 3.0.2+ 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 and is available as an instant download.



Installation (Upgrade From Previous Library)

If you are upgrading your previous Omnisphere 2 library please follow these steps otherwise if you are installing from new, please follow the steps in the next section.

If you have the existing Omnisphere 2 NKS library installed you can keep the existing NKS files and add the new Omnisphere 3 library. Both your Omnisphere 2 and Omnisphere 3 files will be available in the same Omnisphere NKS library in Komplete/Maschine with an “Omnisphere 3” library selectable using the Bank feature. Note that when the Omnisphere 2 files are updated for Omnisphere 3 “Legacy” files the banks will also be updated to fit in with the new Omnisphere 3 NKS browser and the old Omnisphere 2 files will need to be replaced with the updated Legacy library to be released at a later date.

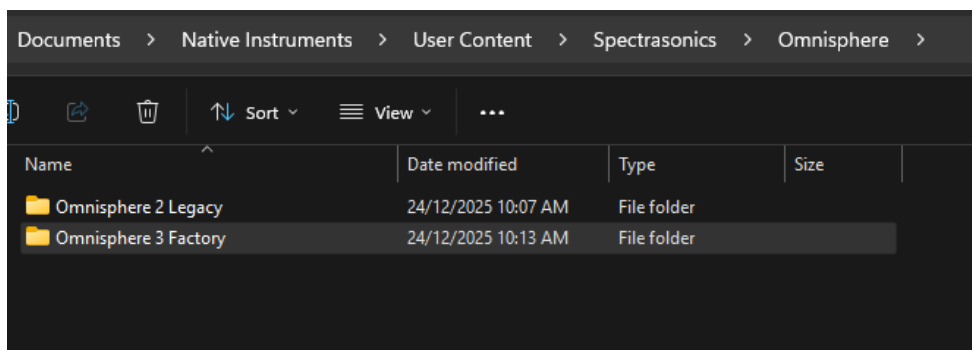
Copy Preset Files

Simply copy the folder in the Preset Files folder to your NKS User location which should be located here by default:

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

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

If you have created a custom user folder for your NKS libraries then please copy the files to that location making sure it can support the required 12GB of space needed.



Your existing Omnisphere folder will be *\Spectrasonics\Omnisphere* while the new library will be installed into *\Spectrasonics\Omnisphere 3*. This will help keep the new files separate from the old ones but it really does not matter exactly where the folders are placed or how they are named within the User Folder as long as they are in the User Folder they will be scanned into your NKS browser. We do recommend to just copy the whole folder structures as they are delivered in the zip file to make future management and updates much easier.

NOTE: *This is a large library when unzipped and requires 12GB of space to install.*

Update Artwork / Database Files

New artwork and database files are included for Omnisphere 3. To update these simply open the Database Files folder then copy BOTH the image and dist_database folders

Paste these folders in the following location:

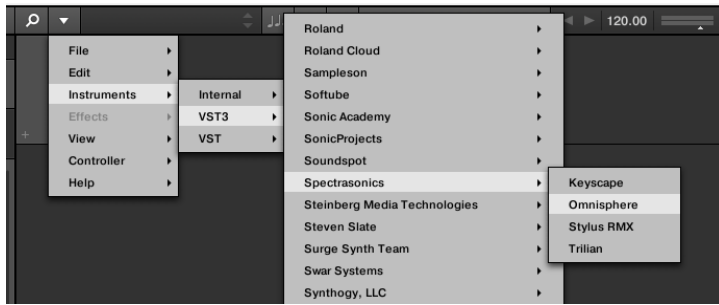
Windows: *C:\Users\Public\Public Documents\NI Resources*

MacOS: */Users/Shared/NI Resources*

You need to be sure to MERGE the folders but UPDATE the files. For Windows users, simply choose to update the files when asked.

For macOS users be sure to pay close attention as you will first be asked to MERGE the folders then asked to update the existing files. DO NOT CHOOSE TO REPLACE THE IMAGE/DIST_DATABASE FOLDERS

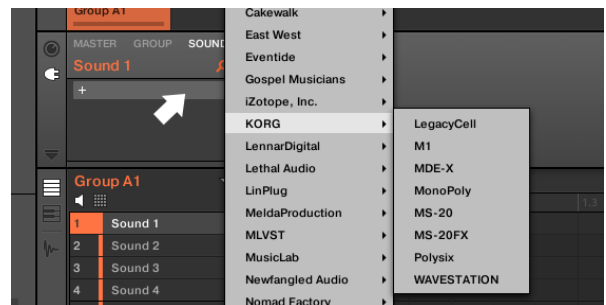
Installation (New Install)



Firstly, in Komplete Kontrol or Maschine, check you can see the Plugin you wish to use is listed in the Menu > Plugins section

In Komplete Kontrol It should already appear in your Menu > Instruments menu.

If using Maschine, open the plug-in browser and check the VST is listed:



Once you have confirmed your VST is listed in Komplete Kontrol / Maschine, copy the included files 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

MacOS: /Users/Shared/NI Resources

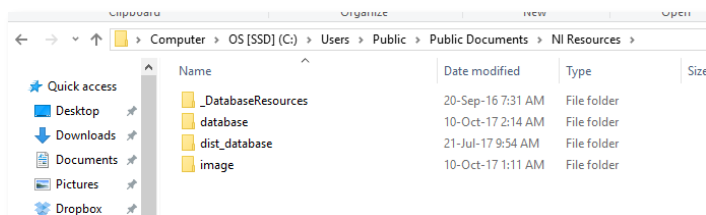
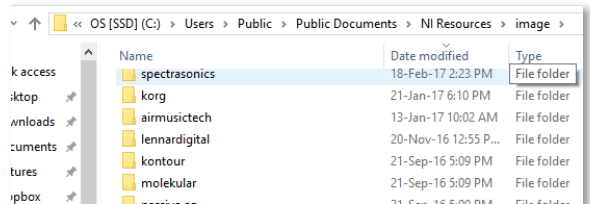
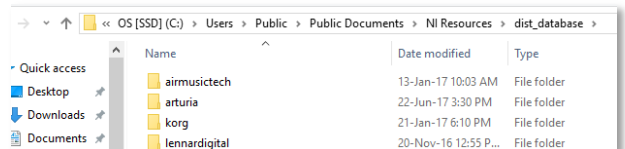


Image Folder Example:



Database Folder Example:



All User library database and image files will be held in these folders with a unique folder for each vendor/plugin-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!!!

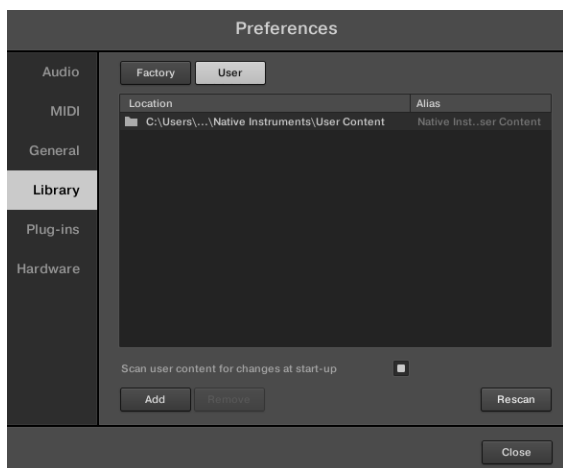
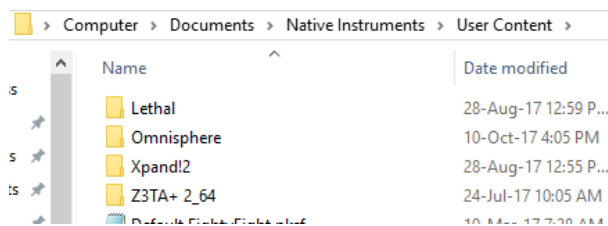
Be sure to copy the image + dist_database folders then paste into the NI Resources folder choosing to MERGE folders. DO NOT replace the existing image + dist_database folders. Choose to replace existing files only if they exist to update them, DO NOT replace the main folders or you will lose all your 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

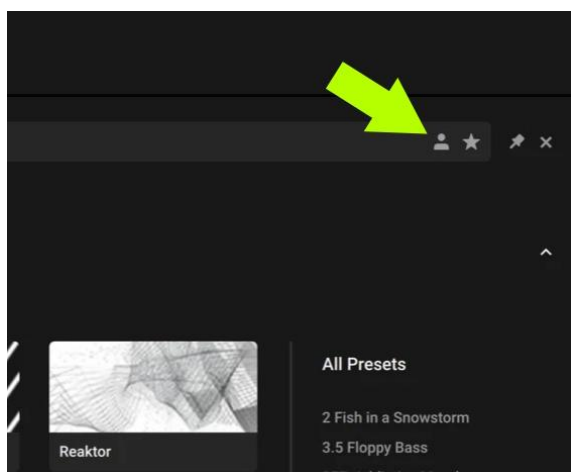
You can confirm this location within the Komplete\Maschine software Preferences > Library > User Library:



*Maschine by default does not use the same User Content location as Komplete Kontrol but you can add this same location if you use both KK and Maschine so they can share the content or simply use the default location listed in the Maschine preferences. You can also instead set your own custom location.

Launch the KK or Maschine desktop application and this should now scan your files into the database where they will be listed in the **User Library** browser

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



You will find your new instrument in the **USER LIBRARY** which you can switch to using the user library button. Refer to the manual for the controller you are using for the button to switch to user library from the hardware.

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 artwork for the and the installed presets will be listed in the browser and will load the plugin as you would expect.

Problems?

If you have issues with installation or usage, you can [Contact Me](#)

Installation Video PC:

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

Installation Video Mac:

https://www.youtube.com/watch?v=amzq_T5kc90

Omnisphere Version 3.0.2 or later required!

Please Note that you need to be using Omnisphere v3.0.2 or later which addresses an issue with the Host Automation causing Omnisphere to either freeze or become very slow to respond when loading some NKS presets. We have worked with Spectrasonics to identify this issue and they have issues a fix which will roll out in their next official update.

Currently as of releasing this library the current available Omnisphere version is 3.0.1 so if the required update is not yet available at the time of releasing this library you can download the **Beta** update release that will address this issue [here](#)

Please first check if a v3.0.2 update is officially available for Omnisphere before using these to update your version

[Omnisphere Mac Software Updater 302b1](#)

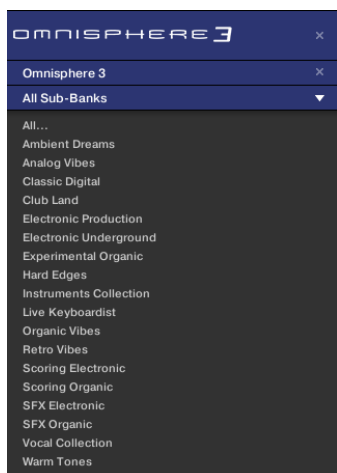
[Omnisphere Win Software Updater 302b1](#)

*If your version is not updated to 3.0.2 or later you may find loading NKS presets causes your Omnisphere software to freeze, crash or become very unresponsive. When an official update is available you can then simply update using the Spectrasonics online updater as usual.

The Preset Browser



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



Banks will list the available libraries you can select if you wish to filter presets.

The bank feature pictured is for Komplete Kontrol v2.

Please Note: If you are using Komplete Kontrol v3 the Bank feature was initially missing in the first few years of KK release and has only just been fixed in **v3.5.3** released 17 Dec 2025 so please be sure you are running this version or later which you can update via Native Access. If you are still choosing to use KK v2, please ensure you are using v2.9.6

Extensive in-depth tagging has been done by pulling the tag data from Omnisphere and converting it to NKS compatible tagging which you can use to filter for sounds.

Note on Duplicate Presets: You will notice that there are quite a few duplicate presets. This is NOT a mistake, this is due to the fact that Omnisphere, while it has a LOT of presets, does not actually have the quoted amount of unique presets as it appears. There are many presets in Omnisphere 3 that are featured in multiple libraries and these are the exact same preset, however the Omnisphere browser will only show these a single time but list it in multiple libraries.

If you own the Omnisphere 2 library you will also notice a lot of Omnisphere 2 presets have simply been added into Omnisphere 3 libraries making even more duplicates.

My estimate is that about 15% of presets are duplicated into multiple libraries so please be aware of this.

Omnisphere Sonic Extension NKS Libraries



Each of the “Sonic Extension” libraries is now also available in NKS format to offer the custom controls mapped to the hardware for every preset. Each preset in these expansion libraries have completely custom controls that have been painstakingly mapped and labelled to allow instant recall with a preset load. Sonic Extension libraries fully support both Omnisphere 2 and omnisphere 3.

Check these out [Here](#)

Omnisphere 3rd Party NKS Libraries



We have a large collection of NKS compatibility files for 3rd party Omnisphere libraries. If you are a 3rd party library user, check out if NKS is available for your libraries (Requires libraries to be owned and installed already and a user account is needed to browse this area via your user login).

Go to the information page [Here](#) for more information

Controller Mappings

Omnisphere 3 introduces a new global control page which has now been mapped into the new template. The template for Omnisphere 3 has been completely designed from scratch to cover as much as possible based on previous user feedback while still allowing spare Host Automation slots for users custom needs. This new template covers all requested controls such as the Orb, Global controls, Level/Pan/Tune/Envelope controls.

We opened Beta testing of the library for a while and designed the template based on users feedback so hopefully it fits your needs as it is not possible to modify this template without resaving all files again which is just not gonna happen.



Controller Reference

Controller Page: [1]=====

Control 1 (ID: 43)	:	On / Off	[ORB]
Control 2 (ID: 44)	:	Angle	
Control 3 (ID: 45)	:	Radius	
Control 4 (ID: 46)	:	Depth	
Control 5 (ID: 48)	:	Inertia On	
Control 6 (ID: 47)	:	Inertia Amt	
Control 7 (ID: 0)	:	Level	[MAIN]
Control 8 (ID: 49)	:	Octave	

Controller Page: [2]=====

Control 1 (ID: 21)	:	Cutoff	[FILTER]
Control 2 (ID: 22)	:	Reso	
Control 3 (ID: 23)	:	Envelope	
Control 4 (ID: 41)	:	Bypass	[EFFECTS]
Control 5 (ID: 19)	:	Rate	[VIBRATO]
Control 6 (ID: 20)	:	Depth	
Control 7 (ID: 24)	:	Detune	[UNISON]
Control 8 (ID: 25)	:	Amount	

Controller Page: [3]=====

Control 1 (ID: 36)	:	Amount	[AMBIENCE]
Control 2 (ID: 37)	:	Length	
Control 3 (ID: 42)	:	Limiter	[LIMITER]
Control 4 (ID: 50)	:	Time	[GLIDE]
Control 5 (ID: 38)	:	Low	[TONE]
Control 6 (ID: 39)	:	Mid	
Control 7 (ID: 40)	:	High	
Control 8 (ID: 412)	:	Ind / Sha	[SIGNAL PATH]

Controller Page: [4]=====

Control 1 (ID: 26)	:	Attack	[AMP ENV]
Control 2 (ID: 27)	:	Decay	
Control 3 (ID: 28)	:	Sustain	
Control 4 (ID: 29)	:	Release	
Control 5 (ID: 31)	:	Attack	[FILTER ENV]
Control 6 (ID: 32)	:	Decay	
Control 7 (ID: 33)	:	Sustain	
Control 8 (ID: 34)	:	Release	

Controller Page: [5]=====

Control 1 (ID: 30)	:	Amp Velo	[ENV VELO]
Control 2 (ID: 35)	:	Filter Velo	
Control 3 (ID: 16)	:	Cutoff	[MASTER FLT]
Control 4 (ID: 17)	:	Reso	
Control 5 (ID: 51)	:	Layer A	[LAYER ON]
Control 6 (ID: 52)	:	Layer B	
Control 7 (ID: 53)	:	Layer C	
Control 8 (ID: 54)	:	Layer D	

Controller Page: [6]=====

Control 1 (ID: 8)	:	Layer A	[LAYER VOL]
Control 2 (ID: 9)	:	Layer B	
Control 3 (ID: 10)	:	Layer C	
Control 4 (ID: 11)	:	Layer D	
Control 5 (ID: 12)	:	Layer A	[LAYER PAN]
Control 6 (ID: 13)	:	Layer B	
Control 7 (ID: 14)	:	Layer C	
Control 8 (ID: 15)	:	Layer D	

Controller Page: [7]=====

Control 1 (ID: 91)	:	Transpose	[PITCH A]
Control 2 (ID: 92)	:	Course	
Control 3 (ID: 93)	:	Fine	
Control 4			
Control 5 (ID: 94)	:	Transpose	[PITCH B]
Control 6 (ID: 95)	:	Course	
Control 7 (ID: 96)	:	Fine	
Control 8			

Controller Page: [8]=====

Control 1 (ID: 97)	:	Transpose	[PITCH C]
Control 2 (ID: 98)	:	Course	
Control 3 (ID: 99)	:	Fine	
Control 4			
Control 5 (ID: 100)	:	Transpose	[PITCH D]
Control 6 (ID: 101)	:	Course	
Control 7 (ID: 102)	:	Fine	
Control 8			

Controller Page: [9]=====

Control 1 (ID: 103)	:	Cutoff	[FILTER A]
Control 2 (ID: 104)	:	Reso	
Control 3 (ID: 105)	:	Key	
Control 4 (ID: 106)	:	Envelope	
Control 5 (ID: 109)	:	Cutoff	[FILTER B]
Control 6 (ID: 110)	:	Reso	
Control 7 (ID: 111)	:	Key	
Control 8 (ID: 112)	:	Envelope	

Controller Page: [10]=====

Control 1 (ID: 115)	:	Cutoff	[FILTER C]
Control 2 (ID: 116)	:	Reso	
Control 3 (ID: 117)	:	Key	
Control 4 (ID: 118)	:	Envelope	
Control 5 (ID: 121)	:	Cutoff	[FILTER D]
Control 6 (ID: 122)	:	Reso	
Control 7 (ID: 123)	:	Key	
Control 8 (ID: 124)	:	Envelope	

Controller Page: [11]=====

Control 1 (ID: 107)	:	Layer A	[FILTER GAIN]
Control 2 (ID: 113)	:	Layer B	
Control 3 (ID: 119)	:	Layer C	
Control 4 (ID: 125)	:	Layer D	
Control 5 (ID: 108)	:	Layer A	[FILTER SAT]
Control 6 (ID: 114)	:	Layer B	
Control 7 (ID: 120)	:	Layer C	
Control 8 (ID: 126)	:	Layer D	

Controller Page: [12]=====

Control 1 (ID: 128)	:	Attack	[AMP ENV A]
Control 2 (ID: 129)	:	Decay	
Control 3 (ID: 130)	:	Sustain	
Control 4 (ID: 131)	:	Release	
Control 5 (ID: 136)	:	Attack	[AMP ENV B]
Control 6 (ID: 137)	:	Decay	
Control 7 (ID: 138)	:	Sustain	
Control 8 (ID: 139)	:	Release	

Controller Page: [13]=====

Control 1 (ID: 144)	:	Attack	[AMP ENV C]
Control 2 (ID: 145)	:	Decay	
Control 3 (ID: 146)	:	Sustain	
Control 4 (ID: 147)	:	Release	
Control 5 (ID: 152)	:	Attack	[AMP ENV D]
Control 6 (ID: 153)	:	Decay	
Control 7 (ID: 154)	:	Sustain	
Control 8 (ID: 155)	:	Release	

Controller Page: [14]=====

Control 1 (ID: 132)	:	Attack	[FLT ENV A]
Control 2 (ID: 133)	:	Decay	
Control 3 (ID: 134)	:	Sustain	
Control 4 (ID: 135)	:	Release	
Control 5 (ID: 140)	:	Attack	[FLT ENV B]
Control 6 (ID: 141)	:	Decay	
Control 7 (ID: 142)	:	Sustain	
Control 8 (ID: 143)	:	Release	

Controller Page: [15]=====

Control 1 (ID: 148)	:	Attack	[FLT ENV C]
Control 2 (ID: 149)	:	Decay	
Control 3 (ID: 150)	:	Sustain	
Control 4 (ID: 151)	:	Release	
Control 5 (ID: 156)	:	Attack	[FLT ENV D]
Control 6 (ID: 157)	:	Decay	
Control 7 (ID: 158)	:	Sustain	
Control 8 (ID: 159)	:	Release	

Controller Page: [16]=====

Control 1 (ID: 83)	:	Layer A	[AMP VELO]
Control 2 (ID: 85)	:	Layer B	
Control 3 (ID: 87)	:	Layer C	
Control 4 (ID: 89)	:	Layer D	
Control 5 (ID: 84)	:	Layer A	[FILTER VELO]
Control 6 (ID: 86)	:	Layer B	
Control 7 (ID: 88)	:	Layer C	
Control 8 (ID: 90)	:	Layer D	

Controller Page: [17]=====

Control 1 (ID: 181)	:	Rate	[LFO 1]
Control 2 (ID: 182)	:	Depth	
Control 3 (ID: 183)	:	Delay	
Control 4 (ID: 180)	:	Sync	
Control 5 (ID: 185)	:	Rate	[LFO 2]
Control 6 (ID: 186)	:	Depth	
Control 7 (ID: 187)	:	Delay	
Control 8 (ID: 184)	:	Sync	

Controller Page: [18]=====

Control 1 (ID: 189)	:	Rate	[LFO 3]
Control 2 (ID: 190)	:	Depth	
Control 3 (ID: 191)	:	Delay	
Control 4 (ID: 188)	:	Sync	
Control 5 (ID: 193)	:	Rate	[LFO 4]
Control 6 (ID: 194)	:	Depth	
Control 7 (ID: 195)	:	Delay	
Control 8 (ID: 192)	:	Sync	

Controller Page: [19]=====

Control 1 (ID: 196)	:	Analog	[WAVE A]
Control 2 (ID: 197)	:	Drift	
Control 3 (ID: 198)	:	Phase	
Control 4 (ID: 199)	:	Shape	
Control 5 (ID: 200)	:	Symmetry	
Control 6 (ID: 201)	:	Hard Sync	
Control 7 (ID: 202)	:	Timbre	
Control 8 (ID: 203)	:	Start	

Controller Page: [20]=====

Control 1 (ID: 204)	:	Analog	[WAVE B]
Control 2 (ID: 205)	:	Drift	
Control 3 (ID: 206)	:	Phase	
Control 4 (ID: 207)	:	Shape	
Control 5 (ID: 208)	:	Symmetry	
Control 6 (ID: 209)	:	Hard Sync	
Control 7 (ID: 210)	:	Timbre	
Control 8 (ID: 211)	:	Start	

Controller Page: [21]=====

Control 1 (ID: 212)	:	Analog	[WAVE C]
Control 2 (ID: 213)	:	Drift	
Control 3 (ID: 214)	:	Phase	
Control 4 (ID: 215)	:	Shape	
Control 5 (ID: 216)	:	Symmetry	
Control 6 (ID: 217)	:	Hard Sync	
Control 7 (ID: 218)	:	Timbre	
Control 8 (ID: 219)	:	Start	

Controller Page: [22]=====

Control 1 (ID: 220) : Analog [WAVE D]
Control 2 (ID: 221) : Drift
Control 3 (ID: 222) : Phase
Control 4 (ID: 223) : Shape
Control 5 (ID: 224) : Symmetry
Control 6 (ID: 225) : Hard Sync
Control 7 (ID: 226) : Timbre
Control 8 (ID: 227) : Start

Controller Page: [23]=====

Control 1 (ID: 260) : On / Off [UNISON A]
Control 2 (ID: 230) : Mix
Control 3 (ID: 228) : Depth
Control 4 (ID: 229) : Spread
Control 5 (ID: 231) : Detune
Control 6 (ID: 232) : Analog
Control 7 (ID: 233) : Scatter
Control 8 (ID: 234) : Drift

Controller Page: [24]=====

Control 1 (ID: 261) : On / Off [UNISON B]
Control 2 (ID: 236) : Mix
Control 3 (ID: 237) : Depth
Control 4 (ID: 238) : Spread
Control 5 (ID: 240) : Detune
Control 6 (ID: 241) : Analog
Control 7 (ID: 242) : Scatter
Control 8 (ID: 243) : Drift

Controller Page: [25]=====

Control 1 (ID: 262) : On / Off [UNISON C]
Control 2 (ID: 244) : Mix
Control 3 (ID: 245) : Depth
Control 4 (ID: 246) : Spread
Control 5 (ID: 248) : Detune
Control 6 (ID: 249) : Analog
Control 7 (ID: 250) : Scatter
Control 8 (ID: 251) : Drift

Controller Page: [26]=====

Control 1 (ID: 263) : On / Off [UNISON D]
Control 2 (ID: 252) : Mix
Control 3 (ID: 253) : Depth
Control 4 (ID: 254) : Spread
Control 5 (ID: 256) : Detune
Control 6 (ID: 257) : Analog
Control 7 (ID: 258) : Scatter
Control 8 (ID: 259) : Drift

Controller Page: [27]=====

Control 1 (ID: 271) : On / Off [FM A]
Control 2 (ID: 272) : Freq
Control 3 (ID: 273) : Depth
Control 4 (ID: 274) : Shape
Control 5 (ID: 275) : Symmetry
Control 6 (ID: 276) : Sync
Control 7 _____
Control 8 _____

Controller Page: [28]=====

Control 1 (ID: 277) : On / Off [FM B]
Control 2 (ID: 278) : Freq
Control 3 (ID: 279) : Depth
Control 4 (ID: 280) : Shape
Control 5 (ID: 281) : Symmetry
Control 6 (ID: 282) : Sync
Control 7 _____
Control 8 _____

Controller Page: [29]=====

Control 1 (ID: 283) : On / Off [FM C]
Control 2 (ID: 284) : Freq
Control 3 (ID: 285) : Depth
Control 4 (ID: 286) : Shape
Control 5 (ID: 287) : Symmetry
Control 6 (ID: 288) : Sync
Control 7 _____
Control 8 _____

Controller Page: [30]=====

Control 1 (ID: 265) : On / Off [FM D]
 Control 2 (ID: 266) : Freq
 Control 3 (ID: 267) : Depth
 Control 4 (ID: 268) : Shape
 Control 5 (ID: 269) : Symmetry
 Control 6 (ID: 270) : Sync
 Control 7 _____
 Control 8 _____

Controller Page: [31]=====

Control 1 (ID: 289) : On / Off [RING A]
 Control 2 (ID: 290) : Freq
 Control 3 (ID: 291) : Depth
 Control 4 (ID: 292) : Shape
 Control 5 (ID: 293) : Symmetry
 Control 6 (ID: 294) : Sync
 Control 7 _____
 Control 8 _____

Controller Page: [32]=====

Control 1 (ID: 295) : On / Off [RING B]
 Control 2 (ID: 296) : Freq
 Control 3 (ID: 297) : Depth
 Control 4 (ID: 298) : Shape
 Control 5 (ID: 299) : Symmetry
 Control 6 (ID: 300) : Sync
 Control 7 _____
 Control 8 _____

Controller Page: [33]=====

Control 1 (ID: 301) : On / Off [RING C]
 Control 2 (ID: 302) : Freq
 Control 3 (ID: 303) : Depth
 Control 4 (ID: 304) : Shape
 Control 5 (ID: 305) : Symmetry
 Control 6 (ID: 306) : Sync
 Control 7 _____
 Control 8 _____

Controller Page: [34]=====

Control 1 (ID: 307) : On / Off [RING D]
 Control 2 (ID: 308) : Freq
 Control 3 (ID: 309) : Depth
 Control 4 (ID: 310) : Shape
 Control 5 (ID: 311) : Symmetry
 Control 6 (ID: 312) : Sync
 Control 7 _____
 Control 8 _____

Controller Page: [35]=====

Control 1 (ID: 313) : On / Off [SHIFT A]
 Control 2 (ID: 314) : A Mix
 Control 3 (ID: 315) : A Freq
 Control 4 (ID: 316) : A Pan
 Control 5 (ID: 317) : B Mix
 Control 6 (ID: 318) : B Freq
 Control 7 (ID: 319) : B Pan
 Control 8 (ID: 320) : Routing

Controller Page: [36]=====

Control 1 (ID: 321) : On / Off [SHIFT B]
 Control 2 (ID: 322) : A Mix
 Control 3 (ID: 323) : A Freq
 Control 4 (ID: 324) : A Pan
 Control 5 (ID: 325) : B Mix
 Control 6 (ID: 326) : B Freq
 Control 7 (ID: 327) : B Pan
 Control 8 (ID: 328) : Routing

Controller Page: [37]=====

Control 1 (ID: 329) : On / Off [SHIFT C]
 Control 2 (ID: 330) : A Mix
 Control 3 (ID: 331) : A Freq
 Control 4 (ID: 332) : A Pan
 Control 5 (ID: 333) : B Mix
 Control 6 (ID: 334) : B Freq
 Control 7 (ID: 335) : B Pan
 Control 8 (ID: 336) : Routing

Controller Page: [38]=====

Control 1 (ID: 337)	:	On / Off	[SHIFT D]
Control 2 (ID: 338)	:	A Mix	
Control 3 (ID: 339)	:	A Freq	
Control 4 (ID: 340)	:	A Pan	
Control 5 (ID: 341)	:	B Mix	
Control 6 (ID: 342)	:	B Freq	
Control 7 (ID: 343)	:	B Pan	
Control 8 (ID: 344)	:	Routing	

Controller Page: [39]=====

Control 1 (ID: 345)	:	On / Off	[WAVESHAPE A]
Control 2 (ID: 348)	:	Depth	
Control 3 (ID: 346)	:	Bit Crush	
Control 4 (ID: 347)	:	Crush Force	
Control 5 (ID: 349)	:	Sample Rate	
Control 6 (ID: 350)	:	Animation	
Control 7 (ID: 351)	:	Mix	
Control 8 (ID: 352)	:	Gain	

Controller Page: [40]=====

Control 1 (ID: 353)	:	On / Off	[WAVESHAPE B]
Control 2 (ID: 356)	:	Depth	
Control 3 (ID: 354)	:	Bit Crush	
Control 4 (ID: 355)	:	Crush Force	
Control 5 (ID: 357)	:	Sample Rate	
Control 6 (ID: 358)	:	Animation	
Control 7 (ID: 359)	:	Mix	
Control 8 (ID: 360)	:	Gain	

Controller Page: [41]=====

Control 1 (ID: 361)	:	On / Off	[WAVESHAPE C]
Control 2 (ID: 364)	:	Depth	
Control 3 (ID: 362)	:	Bit Crush	
Control 4 (ID: 363)	:	Crush Force	
Control 5 (ID: 365)	:	Sample Rate	
Control 6 (ID: 366)	:	Animation	
Control 7 (ID: 367)	:	Mix	
Control 8 (ID: 368)	:	Gain	

Controller Page: [42]=====

Control 1 (ID: 369)	:	On / Off	[WAVESHAPE D]
Control 2 (ID: 372)	:	Depth	
Control 3 (ID: 370)	:	Bit Crush	
Control 4 (ID: 371)	:	Crush Force	
Control 5 (ID: 373)	:	Sample Rate	
Control 6 (ID: 374)	:	Animation	
Control 7 (ID: 375)	:	Mix	
Control 8 (ID: 376)	:	Gain	

Controller Page: [43]=====

Control 1 (ID: 404)	:	Layer A	[WS TYPE]
Control 2 (ID: 405)	:	Layer B	
Control 3 (ID: 406)	:	Layer C	
Control 4 (ID: 407)	:	Layer D	
Control 5 (ID: 408)	:	Layer A	[WS PATH]
Control 6 (ID: 409)	:	Layer B	
Control 7 (ID: 410)	:	Layer C	
Control 8 (ID: 411)	:	Layer D	

Controller Page: [44]=====

Control 1 (ID: 413)	:	Layer A	[GRAIN ON]
Control 2 (ID: 414)	:	Layer B	
Control 3 (ID: 415)	:	Layer C	
Control 4 (ID: 416)	:	Layer D	
Control 5 (ID: 385)	:	Layer A	[GRAIN EXPAND]
Control 6 (ID: 394)	:	Layer B	
Control 7 (ID: 403)	:	Layer C	
Control 8 (ID: 417)	:	Layer D	

Controller Page: [45]=====

Control 1 (ID: 377)	:	Depth	[GRAIN A]
Control 2 (ID: 378)	:	Intensity	
Control 3 (ID: 379)	:	Smoothing	
Control 4 (ID: 380)	:	Spread	
Control 5 (ID: 381)	:	Detune	
Control 6 (ID: 382)	:	Pitch	
Control 7 (ID: 383)	:	Interval	
Control 8 (ID: 384)	:	Gliding	

Controller Page: [46]=====

Control 1 (ID: 386)	:	Depth	[GRAIN B]
Control 2 (ID: 387)	:	Intensity	
Control 3 (ID: 388)	:	Smoothing	
Control 4 (ID: 389)	:	Spread	
Control 5 (ID: 390)	:	Detune	
Control 6 (ID: 391)	:	Pitch	
Control 7 (ID: 392)	:	Interval	
Control 8 (ID: 393)	:	Gliding	

Controller Page: [47]=====

Control 1 (ID: 395)	:	Depth	[GRAIN C]
Control 2 (ID: 396)	:	Intensity	
Control 3 (ID: 397)	:	Smoothing	
Control 4 (ID: 398)	:	Spread	
Control 5 (ID: 399)	:	Detune	
Control 6 (ID: 400)	:	Pitch	
Control 7 (ID: 401)	:	Interval	
Control 8 (ID: 402)	:	Gliding	

Controller Page: [48]=====

Control 1 (ID: 418)	:	Depth	[GRAIN D]
Control 2 (ID: 419)	:	Intensity	
Control 3 (ID: 420)	:	Smoothing	
Control 4 (ID: 421)	:	Spread	
Control 5 (ID: 422)	:	Detune	
Control 6 (ID: 423)	:	Pitch	
Control 7 (ID: 424)	:	Interval	
Control 8 (ID: 425)	:	Gliding	

Controller Page: [49]=====

Control 1 (ID: 160)	:	Attack	[MOD 1]
Control 2 (ID: 161)	:	Decay	
Control 3 (ID: 162)	:	Sustain	
Control 4 (ID: 163)	:	Release	
Control 5 (ID: 165)	:	Attack	[MOD 2]
Control 6 (ID: 166)	:	Decay	
Control 7 (ID: 167)	:	Sustain	
Control 8 (ID: 168)	:	Release	

Controller Page: [50]=====

Control 1 (ID: 170)	:	Attack	[MOD 3]
Control 2 (ID: 171)	:	Decay	
Control 3 (ID: 172)	:	Sustain	
Control 4 (ID: 173)	:	Release	
Control 5 (ID: 175)	:	Attack	[MOD 4]
Control 6 (ID: 176)	:	Decay	
Control 7 (ID: 177)	:	Sustain	
Control 8 (ID: 178)	:	Release	

Controller Page: [51]=====

Control 1 (ID: 164)	:	Mod 1	[MOD DEPTH]
Control 2 (ID: 169)	:	Mod 2	
Control 3 (ID: 174)	:	Mod 3	
Control 4 (ID: 179)	:	Mod 4	
Control 5 (ID: 59)	:	Aux Return	[FX AUX]
Control 6 (ID: 64)	:	Aux Send	
Control 7	:		
Control 8	:		

Controller Page: [52]=====

Control 1 (ID: 55)	:	Aux FX 1	[FX AUX ON]
Control 2 (ID: 56)	:	Aux FX 2	
Control 3 (ID: 57)	:	Aux FX 3	
Control 4 (ID: 58)	:	Aux FX 4	
Control 5 (ID: 60)	:	FX 1	[FX MAIN ON]
Control 6 (ID: 61)	:	FX 2	
Control 7 (ID: 62)	:	FX 3	
Control 8 (ID: 63)	:	FX 4	

Controller Page: [53]=====

Control 1 (ID: 65)	:	On / Off	[ARP]
Control 2 (ID: 66)	:	Speed	
Control 3 (ID: 67)	:	Length	
Control 4 (ID: 68)	:	Swing	
Control 5 (ID: 71)	:	Velocity	
Control 6 (ID: 72)	:	Strength	
Control 7 (ID: 69)	:	Start Time	[ARP HUMANIZE]
Control 8 (ID: 70)	:	Velocity	

Controller Page: [54]=====

Control 1 (ID: 73)	:	Mode	[ARP SETTING]
Control 2 (ID: 74)	:	Clock	
Control 3 (ID: 75)	:	Phase	
Control 4 (ID: 76)	:	Play	
Control 5 (ID: 77)	:	Octave	
Control 6 (ID: 78)	:	Latch	
Control 7	_____	_____	
Control 8	_____	_____	

Controller Page: [55]=====

Control 1 (ID: 426)	:	Sustain On	[SETTINGS]
Control 2 (ID: 428)	:	Sustain Mode	
Control 3 (ID: 427)	:	Expression On	
Control 4 (ID: 127)	:	Voices	
Control 5 (ID: 429)	:	Glide Curve	
Control 6 (ID: 81)	:	Bias	[VEL CURVE]
Control 7 (ID: 82)	:	Gain	
Control 8 (ID: 430)	:	1 Vel Curve Y	

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 [Forum Thread](#) 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: freelancesoundlabs.com

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 much 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 consent, 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 Spectrasonics Omnisphere Changelog

3.0.1 (28 Dec 2025)

- Release of Omnisphere 3 Factory Content (updated legacy content to be released in the near future)
- Updated new controller map, now includes new parameters and over 50 pages of control
- Updated all artwork and database files, need to copy/merge/update existing files (see instructions)

3.0.0 (19 Nov 2022)

- Added 152 "Multi" presets
- Updated factory library to VST3 compatibility

2.6.0 (7 July 2022)

- Unified/Updated tagging over all NKS libraries and set library base version to 2.6.0
- Changed bank name for Omnisphere "3rd Party Library's" to "3rd Party Expansions"

2.5.2 (19 April 2019)

- Re-rendered sound previews to address glitch issue at end of file and also reduce size of library.
- Arp/Sequence previews 2 bars long
- 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

v2.2.0 (9 February 2018)

- New control template adds FX on/off controls (requires Omnisphere 2.4+)
- Updated templates for Omnisphere Factory Libraries + Bob Moog Library
- Improved and consolidated a lot of tagging between libraries
- Removed some tags that do not apply to other instruments
- Added automated tagging for Mode tags (long release, slow attack, glide, monophonic, granular)
- Added NKS library version number to "properties" tab in NKS browser.

v2.1.1 (28 November 2017)

- Cleaned up some additional tagging over 3rd party libraries
- Added splash image for loaded instrument on Maschine MK2/Studio and Komplete MK3
- Removed paintshop file from image folder
- Generated new sound previews for Bass (higher note), Guitar (acoustic guitars strum) and Drums now play several hits
- Updated documentation

V2.1 (20 October 2017)

- Created sound preview files for all presets
- Updated documentation
- Updated plug-in artwork

V2.0 (10 October 2017)

- Consolidated tagging across all library s
- Removed many junk tags especially with 3rd party library s

- Consolidated or removed many sub tags with less than 3 presets
- Created new Banks for all library s
- Removed [library] tags
- Fixed incorrect library/bank tags
- Updated splash artwork with Maschine/Komplete Kontrol & NKS branding
- Updated documentation
- Updated download packages

v1.3 (10 December 2015)

- Updated PDF manual to add some additional information and fix some busted links.

Changes For Donor Version Only

- Updated tag for Omnisphere library to [Library] to offer central sub library management for additional VSTs
- Updated tag "Synth Arp" to "Arp/Sequence" for better integration with future preset packs such as Sylenth and other VSTs
- Fixed a few mislabelled tags and some redundant tagging
- Fixed some files tagged as "Bowed Strings" that were only Synth strings. Manually picked through files to tag actual VBowed instruments.
- Added some Mode tags with more to be done as I dive more into using it all.

v1.2 (3 December 2015)

- Fixed issue with Omnisphere main volume set to +2db causing clipping.

Reset all presets to 0db (default)

- Fixed issue in database files that caused issues with creating the categories on some users systems
- Fixed mistake in instructions for the installation path of the database files

v1.1 - Release version (1 December 2015)

- Fixed tagging of come mapped controls
- Fixed some spelling mistakes in some of the tags

v1.0 - Initial Version (25 November 2015)