

NKS PRESET LIBRARY : OMNISPHERE 2 HARDWARE LIBRARY

For Complete Kontrol / Maschine



Freelance
SoundLabs

freelancesoundlabs.com

18 November 2022

Intro

Welcome to the NKS release for Omnisphere 2.6 **Hardware Library** for Native Instruments Complete Kontrol / Maschine software and hardware.

This Library contains over 1100 presets for the new **Hardware Library for Omnisphere 2.6** that can be loaded and browsed directly using the Complete Kontrol / Maschine software and hardware. This library offers fully tagged browsing, sound previews and a pretty in-depth controller template for Omnisphere. Browse all the presets from this library direct from your hardware.

Compatibility / Requirements

- Complete Kontrol 2.8+ / Maschine 2.16+
- Supports Maschine Controller (all versions) / Complete Keyboard (all versions)
- **Supports Omnisphere v2.6 VST3**
- Supports PC / Mac
- [Omnisphere 2 Required](#)
- [Omnisphere NKS Factory Library Required](#)

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

Omnisphere 2.6+ is required for this library.

Download

Visit the below link, login to your account to access the download



Installation

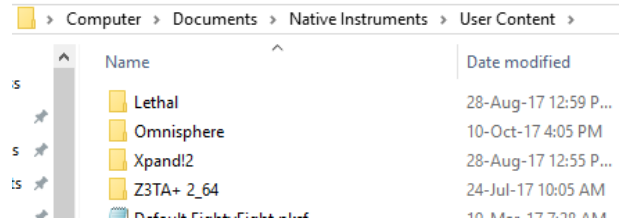
This release contains the Hardware Library preset files only. You need to have the main Omnisphere Factory NKS Library installed already which contains the database and image files.

Preset Files: Simply copy the preset folder to your existing Omnisphere NKS library folder in Native Instruments User Content:

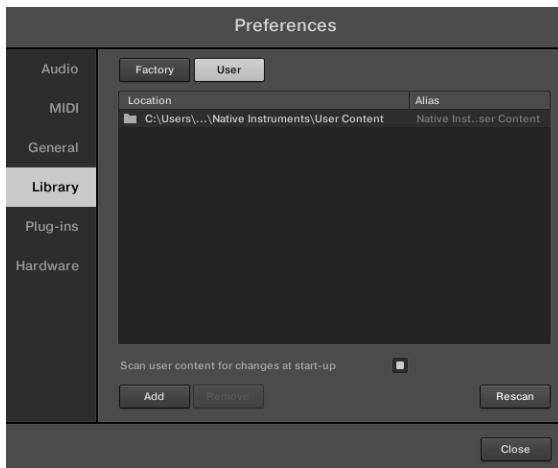
WIN: `C:\Users\[USER]\Documents\Native Instruments\User Content`

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

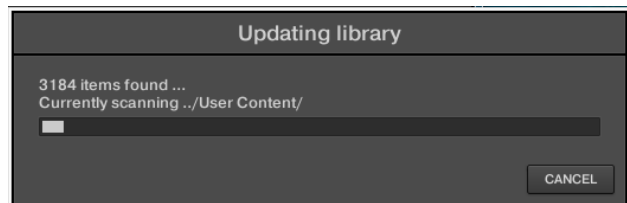
You can confirm this location within the Komplete\Maschine software Preferences > Library > User Library



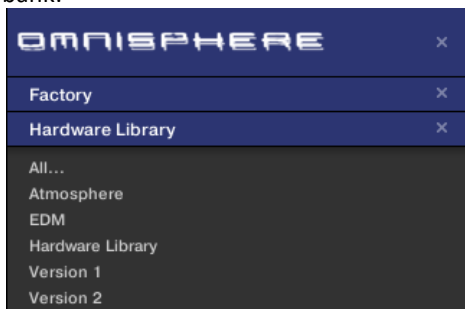
NOTE: If you already have a previous version of this NKS library you should delete it and replace with the latest version.



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




If everything has worked correctly you should now see a new Hardware Library option listed under the Omnisphere Factory bank:

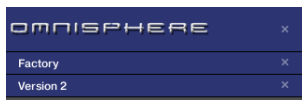


For all issues please visit the [Forum Thread](#)

The Preset Browser



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



Select a library using the bank feature.

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 plugin and automatically load the preset. You can then use the mapped controls to start tweaking the sounds.

VSTs are logically mapped with master controls such as volume, pan and filters on the first pages then envelopes, effects and some sound design controls on further pages.

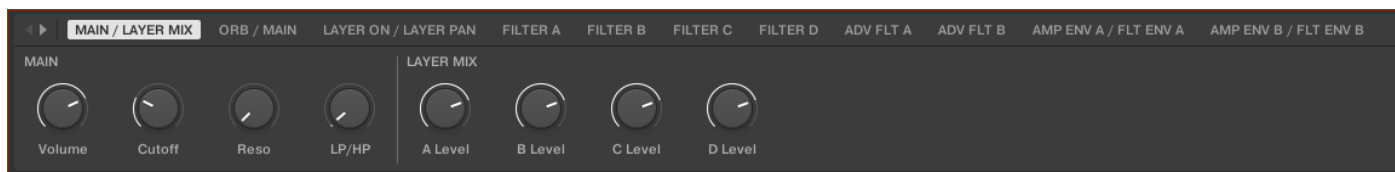


We now have available over 40+ NKS compatible browser files for 3rd party libraries from PluginGuru, PlugHugger, The Unfinished, Audiority and more.

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

Controller Mappings

The new Omnisphere 2.5 release introduces a further 2 layers which makes mapping a difficult task. A lot of time was invested in developing and testing a new controller map that attempts to cover layers 1 and 2 in more detail and offers performance controls for layers 3 and 4. This now totals 30 controller pages but most of the commonly accessed controls will be found in the first pages



Please Note: There has been no change to existing NKS files which will still load the previous controller template. This may be updated over time to match the newer template once things have been tested and confirmed working well.

Controller Reference

Controller Page: [1]=====

Control 1 (ID: 11)	:	Volume	[MAIN]
Control 2 (ID: 8)	:	Cutoff	
Control 3 (ID: 9)	:	Reso	
Control 4 (ID: 169)	:	LP/HP	
Control 5 (ID: 72)	:	A Level	[LAYER MIX]
Control 6 (ID: 73)	:	B Level	
Control 7 (ID: 170)	:	C Level	
Control 8 (ID: 171)	:	D Level	

Controller Page: [2]=====

Control 1 (ID: 92)	:	On/Off	[ORB]
Control 2 (ID: 94)	:	Radius	
Control 3 (ID: 93)	:	Angle	
Control 4 (ID: 95)	:	Depth	
Control 5 (ID: 96)	:	Amount	
Control 6 (ID: 97)	:	Inertia	
Control 7 (ID: 71)	:	Sustain	[MAIN]
Control 8 (ID: 10)	:	Gld Time	

Controller Page: [3]=====

Control 1 (ID: 144)	:	A On/Off	[LAYER ON]
Control 2 (ID: 145)	:	B On/Off	
Control 3 (ID: 172)	:	C On/Off	
Control 4 (ID: 173)	:	D On/Off	
Control 5 (ID: 22)	:	A Pan	[LAYER PAN]
Control 6 (ID: 36)	:	B Pan	
Control 7 (ID: 174)	:	C Pan	
Control 8 (ID: 175)	:	D Pan	

Controller Page: [4]=====

Control 1 (ID: 15)	:	Cutoff	[FILTER A]
Control 2 (ID: 16)	:	Reso	
Control 3 (ID: 17)	:	KeyTrack	
Control 4 (ID: 18)	:	Depth	
Control 5 (ID: 19)	:	Gain	
Control 6 (ID: 20)	:	Variant	
Control 7 (ID: 176)	:	KeyInvert	
Control 8 (ID: 75)	:	On/Off	

Controller Page: [5]=====

Control 1 (ID: 29)	:	Cutoff	[FILTER B]
Control 2 (ID: 30)	:	Reso	
Control 3 (ID: 31)	:	KeyTrack	
Control 4 (ID: 32)	:	Depth	
Control 5 (ID: 33)	:	Gain	
Control 6 (ID: 34)	:	Variant	

Control 7 (ID: 177) : KeyInvert
Control 8 (ID: 74) : On/Off

Controller Page: [6]=====

Control 1 (ID: 178) : Cutoff [FILTER C]
Control 2 (ID: 179) : Reso
Control 3 (ID: 180) : KeyTrack
Control 4 (ID: 181) : Depth
Control 5 (ID: 182) : Gain
Control 6 (ID: 183) : Variant
Control 7 (ID: 184) : KeyInvert
Control 8 (ID: 185) : On/Off

Controller Page: [7]=====

Control 1 (ID: 186) : Cutoff [FILTER D]
Control 2 (ID: 187) : Reso
Control 3 (ID: 188) : KeyTrack
Control 4 (ID: 189) : Depth
Control 5 (ID: 190) : Gain
Control 6 (ID: 191) : Variant
Control 7 (ID: 192) : KeyInvert
Control 8 (ID: 193) : On/Off

Controller Page: [8]=====

Control 1 (ID: 194) : 1 CutSet [ADV FLT A]
Control 2 (ID: 195) : 1 ResSet
Control 3 (ID: 196) : 1 VarSet
Control 4 _____
Control 5 (ID: 197) : 2 CutSet
Control 6 (ID: 198) : 2 ResSet
Control 7 (ID: 199) : 2 VarSet
Control 8 (ID: 200) : 1-2 Mix

Controller Page: [9]=====

Control 1 (ID: 201) : 1 CutSet [ADV FLT B]
Control 2 (ID: 202) : 1 ResSet
Control 3 (ID: 203) : 1 VarSet
Control 4 _____
Control 5 (ID: 204) : 2 CutSet
Control 6 (ID: 205) : 2 ResSet
Control 7 (ID: 206) : 2 VarSet
Control 8 (ID: 207) : 1-2 Mix

Controller Page: [10]=====

Control 1 (ID: 45) : Attack [AMP ENV A]
Control 2 (ID: 46) : Decay
Control 3 (ID: 47) : Sustain
Control 4 (ID: 48) : Release
Control 5 (ID: 78) : Attack [FLT ENV A]
Control 6 (ID: 79) : Decay
Control 7 (ID: 80) : Sustain
Control 8 (ID: 81) : Release

Controller Page: [11]=====

Control 1 (ID: 49) : Attack [AMP ENV B]
Control 2 (ID: 50) : Decay
Control 3 (ID: 51) : Sustain
Control 4 (ID: 52) : Release
Control 5 (ID: 82) : Attack [FLT ENV B]
Control 6 (ID: 83) : Decay
Control 7 (ID: 84) : Sustain
Control 8 (ID: 85) : Release

Controller Page: [12]=====

Control 1 (ID: 208) : 208 [AMP ENV C]
Control 2 (ID: 209) : 209
Control 3 (ID: 210) : 210
Control 4 (ID: 211) : 211

Control 5 (ID: 212) : 212 [FLT ENV C]
Control 6 (ID: 213) : 213
Control 7 (ID: 214) : 214
Control 8 (ID: 215) : 215

Controller Page: [13]=====

Control 1 (ID: 216) : Attack [AMP ENV D]
Control 2 (ID: 217) : Decay
Control 3 (ID: 218) : Sustain
Control 4 (ID: 219) : Release
Control 5 (ID: 220) : Attack [FLT ENV D]
Control 6 (ID: 221) : Decay
Control 7 (ID: 222) : Sustain
Control 8 (ID: 223) : Release

Controller Page: [14]=====

Control 1 (ID: 86) : Sync [LFO 1]
Control 2 (ID: 53) : Rate
Control 3 (ID: 54) : Depth
Control 4 (ID: 55) : Delay
Control 5 (ID: 87) : Sync [LFO 2]
Control 6 (ID: 56) : Rate
Control 7 (ID: 57) : Depth
Control 8 (ID: 58) : Delay

Controller Page: [15]=====

Control 1 (ID: 88) : Sync [LFO 3]
Control 2 (ID: 59) : Rate
Control 3 (ID: 60) : Depth
Control 4 (ID: 61) : Delay
Control 5 (ID: 89) : Sync [LFO 4]
Control 6 (ID: 62) : Rate
Control 7 (ID: 63) : Depth
Control 8 (ID: 64) : Delay

Controller Page: [16]=====

Control 1 (ID: 90) : Sync [LFO 5]
Control 2 (ID: 65) : Rate
Control 3 (ID: 66) : Depth
Control 4 (ID: 67) : Delay
Control 5 (ID: 224) : Sync [LFO 6]
Control 6 (ID: 225) : Rate
Control 7 (ID: 226) : Depth
Control 8 (ID: 227) : Delay

Controller Page: [17]=====

Control 1 (ID: 232) : On/Off [FMOD A]
Control 2 (ID: 233) : Freq
Control 3 (ID: 234) : Depth
Control 4 (ID: 236) : Shape
Control 5 (ID: 237) : Symmetry
Control 6 (ID: 238) : Sync
Control 7 (ID: 239) : KeyTrack
Control 8 (ID: 235) : Boost

Controller Page: [18]=====

Control 1 (ID: 240) : On/Off [FMOD B]
Control 2 (ID: 241) : Freq
Control 3 (ID: 242) : Depth
Control 4 (ID: 243) : Shape
Control 5 (ID: 244) : Symmetry
Control 6 (ID: 245) : Sync
Control 7 (ID: 246) : KeyTrack
Control 8 (ID: 247) : Boost

Controller Page: [19]=====

Control 1 (ID: 249) : On/Off [RING A]
Control 2 (ID: 250) : Freq

Control 3 (ID: 251) : Depth
Control 4 (ID: 253) : Shape
Control 5 (ID: 254) : Symmetry
Control 6 (ID: 255) : Sync
Control 7 (ID: 256) : KeyTrack
Control 8 (ID: 252) : Boost

Controller Page: [20]=====

Control 1 (ID: 248) : On/Off [RING B]
Control 2 (ID: 257) : Freq
Control 3 (ID: 258) : Depth
Control 4 (ID: 259) : Shape
Control 5 (ID: 260) : Symmetry
Control 6 (ID: 261) : Sync
Control 7 (ID: 262) : KeyTrack
Control 8 (ID: 263) : Boost

Controller Page: [21]=====

Control 1 (ID: 143) : On/Off [WSHAPE A]
Control 2 (ID: 136) : Crush
Control 3 (ID: 137) : Force
Control 4 (ID: 138) : Freq
Control 5 (ID: 139) : Rate
Control 6 (ID: 140) : Animate
Control 7 (ID: 141) : Mix
Control 8 (ID: 142) : Gain

Controller Page: [22]=====

Control 1 (ID: 264) : On/Off [WSHAPE B]
Control 2 (ID: 265) : Crush
Control 3 (ID: 266) : Force
Control 4 (ID: 267) : Freq
Control 5 (ID: 268) : Rate
Control 6 (ID: 269) : Animate
Control 7 (ID: 270) : Mix
Control 8 (ID: 271) : Gain

Controller Page: [23]=====

Control 1 (ID: 272) : On/Off [UNISON A]
Control 2 (ID: 131) : Depth
Control 3 (ID: 132) : Spread
Control 4 (ID: 133) : Detune
Control 5 (ID: 275) : On/Off [UNISON B]
Control 6 (ID: 273) : Depth
Control 7 (ID: 274) : Spread
Control 8 (ID: 276) : Detune

Controller Page: [24]=====

Control 1 (ID: 127) : Expand [GRAN A]
Control 2 (ID: 122) : Depth
Control 3 (ID: 123) : Intense
Control 4 (ID: 124) : Smooth
Control 5 (ID: 125) : Spread
Control 6 (ID: 126) : Detune
Control 7 (ID: 128) : Pitch
Control 8 (ID: 129) : Interval

Controller Page: [25]=====

Control 1 (ID: 277) : Expand [GRAN B]
Control 2 (ID: 278) : Depth
Control 3 (ID: 279) : Intense
Control 4 (ID: 280) : Smooth
Control 5 (ID: 281) : Spread
Control 6 (ID: 282) : Detune
Control 7 (ID: 283) : Pitch
Control 8 (ID: 284) : Interval

Controller Page: [26]=====

Control 1 (ID: 98) : Attack [MOD ENV 1]
Control 2 (ID: 99) : Decay
Control 3 (ID: 100) : Sustain
Control 4 (ID: 101) : Release
Control 5 (ID: 102) : Attack [MOD ENV 2]
Control 6 (ID: 103) : Decay
Control 7 (ID: 104) : Sustain
Control 8 (ID: 105) : Release

Controller Page: [27]=====

Control 1 (ID: 106) : Attack [MOD ENV 3]
Control 2 (ID: 107) : Decay
Control 3 (ID: 108) : Sustain
Control 4 (ID: 109) : Release
Control 5 (ID: 110) : Attack [MOD ENV 4]
Control 6 (ID: 111) : Decay
Control 7 (ID: 112) : Sustain
Control 8 (ID: 113) : Release

Controller Page: [28]=====

Control 1 (ID: 286) : 1 Depth [MOD AMT]
Control 2 (ID: 287) : 2 Depth
Control 3 (ID: 288) : 3 Depth
Control 4 (ID: 289) : 4 Depth
Control 5 (ID: 114) : 1 Amount [MATRIX]
Control 6 (ID: 115) : 2 Amount
Control 7 (ID: 116) : 3 Amount
Control 8 (ID: 117) : 4 Amount

Controller Page: [29]=====

Control 1 (ID: 146) : On/Off [ARP]
Control 2 (ID: 147) : Speed
Control 3 (ID: 148) : Length
Control 4 (ID: 149) : Swing
Control 5 (ID: 150) : Velocity
Control 6 (ID: 151) : Groove
Control 7 _____
Control 8 _____

Controller Page: [30]=====

Control 1 (ID: 13) : Course [OSC A]
Control 2 (ID: 14) : Fine
Control 3 (ID: 26) : Shape
Control 4 (ID: 27) : Symmetry
Control 5 (ID: 28) : Sync
Control 6 (ID: 76) : Analog
Control 7 (ID: 290) : Phase
Control 8 (ID: 291) : KeyTrack

Controller Page: [31]=====

Control 1 (ID: 37) : Course [OSC B]
Control 2 (ID: 38) : Fine
Control 3 (ID: 42) : Shape
Control 4 (ID: 43) : Symmetry
Control 5 (ID: 44) : Sync
Control 6 (ID: 77) : Analog
Control 7 (ID: 293) : Phase
Control 8 (ID: 292) : KeyTrack

Controller Page: [32]=====

Control 1 (ID: 23) : Timbre [SAMPLE A]
Control 2 (ID: 294) : Mode
Control 3 (ID: 24) : Start
Control 4 (ID: 25) : Reverse
Control 5 (ID: 40) : Timbre [SAMPLE B]
Control 6 (ID: 295) : Mode
Control 7 (ID: 41) : Start
Control 8 (ID: 39) : Reverse

Controller Page: [33]=====

Control 1 (ID: 157)	:	FX 1 On	[FX A]
Control 2 (ID: 158)	:	FX 2 On	
Control 3 (ID: 159)	:	FX 3 On	
Control 4 (ID: 160)	:	FX 4 On	
Control 5 (ID: 161)	:	FX 1 On	[FX B]
Control 6 (ID: 162)	:	FX 2 On	
Control 7 (ID: 163)	:	FX 3 On	
Control 8 (ID: 164)	:	FX 4 On	

Controller Page: [34]=====

Control 1 (ID: 296)	:	FX 1 On	[FX C]
Control 2 (ID: 297)	:	FX 2 On	
Control 3 (ID: 298)	:	FX 3 On	
Control 4 (ID: 299)	:	FX 4 On	
Control 5 (ID: 300)	:	FX 1 On	[FX D]
Control 6 (ID: 301)	:	FX 2 On	
Control 7 (ID: 302)	:	FX 3 On	
Control 8 (ID: 303)	:	FX 4 On	

Controller Page: [35]=====

Control 1 (ID: 165)	:	FX 1 On	[FX COM]
Control 2 (ID: 166)	:	FX 2 On	
Control 3 (ID: 167)	:	FX 3 On	
Control 4 (ID: 168)	:	FX 4 On	
Control 5 (ID: 153)	:	FX 1 On	[FX AUX]
Control 6 (ID: 154)	:	FX 2 On	
Control 7 (ID: 155)	:	FX 3 On	
Control 8 (ID: 156)	:	FX 4 On	

FAQ?

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

[Subscribe to our Monthly newsletter](#)

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 ANY Complete Keyboard or 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
Old Forum: [\[Release\] 3rd Party NKS Preset Pack for Complete Kontrol](#)
New Forum: [Freelance Soundlabs 3rd Party NKS Libraries for Complete 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.

No guarentee is offered that the included library will work in all cases. A test version can be downloaded before purchase as refunds are not offered for incompatibility, change of mind or any other reason. Because of the nature of the product refunds are not possible but assistance is available before purchase to best ensure things wll work for you.

Users are not authorised to share, distribute or host the files in this download with anyone else without the consent of Freelance SoundLabs. A lot of work goes into managing this project, hosting the files and writing documentation and I am also an active forum member helping out users. Income from these libraries helps to develop further libraries and support users. We actively check these libraries are not being distributed and each users download contains a hidden fingerprint which will result in your account being closed if files linked to your account are found available for download elsewhere so please do not distribute with others.

NKS Spectrasonics Omnisphere
Changelog

3.0.0 (19 Nov 2022)

- Updated 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

2.5.3 (15-Sep-19)

- Fixed issue where presets from Omnisphere v2.5 lost host automation mappings when loaded using Omnisphere 2.6

2.5.2 (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.

v2.5.1 (2-Apr-19)

- Added 600 more presets to Hardware Library for Omnisphere 2.6 update.

v2.5.0 (11-Mar-19)

- Updated NKS tagging to NKS 1.5

v2.2.0.1 (25-Sep-2018)

- Added Hardware Library as a separate library item.
- v2.2.0.1 applies only to hardware release. No changes to main Omnisphere library (version does not change)