'Console' Script Manual

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INTRODUCTION

Console is a modular effects rack that takes full advantage of updates and improvements made in Kontakt version 5.7. It is available in **all** K5.7 instruments created by Impact Soundworks! This technology replaces our previous "FX Rack" tab.

Console is a combination of mixer (for mics and/or pickups) *and* effects rack, giving you per-channel inserts plus master inserts & sends. There are **over 30** FX units available including several custom ISW FX. As we continue to update **Console** for new instruments, previous releases will be updated, too.

Let's dive in!

UI OVERVIEW

Each instrument using **Console** includes a different number of **channels** (and different names for those channels), as well as a different logo. However, the core functionality and interface remains static from one instrument to the next.

Channel Strips

A **channel** in **Console** is usually either a pickup (for guitars, basses, etc.) or mic position. Channels can be completely disabled (unloading all samples) by clicking the **blue LED** next to the channel name.

Each channel has its own **volume** slider, **pan** knob, **solo (S)**, and **mute (M)** buttons, which all function as you'd expect.

Above the 'OUT' text is the **Output Menu**, which is set to "DEF" (routes to Master)... by default! Clicking this menu, you can view all available **Kontakt outputs**. These can then be routed through your host (DAW) mixer.
(For more information about Kontakt output routing, check out this Native Instruments tutorial.)

The most exciting part of **Console** is that each channel strip also has its own independent FX slots.

Add new FX by clicking on a blank slot: you'll see a dropdown with all available FX. You'll also see **Move Up/Down** options to shift the FX module order.

Clicking the **blue LED** next to each slot will bypass the FX in that slot, while clicking the **top-leftmost LED** will **bypass** all FX

Each channel can be **Initialized,** which clears all modules. You can also **Save** and **Load FX Chains** as NKA files. These NKAs are totally interchangeable between *any* ISW library that uses Console!

The **Master** channel does not have a routable output. Instead, it sums all *other* channels that are routed to "DEF" **after** their individual channel FX have been processed.

The **Ins|Send** toggle switches which 8 FX slots are being edited. When adding **Send FX**, you will need to add a "**Send Levels**" module to any channel that the sends should return to. **Send FX** have their own return values, but the **Send Levels** module controls how much is received by whatever channel/slot you add it to.

Also, the available **Send FX** modules are more limited than the normal list of available FX: this is a Kontakt limitation. If and when more FX are made compatible as Sends, we'll add them!

Once you have added FX modules to your channels, you can select which one to edit by clicking the **name of the FX** (not the dropdown arrow). The FX currently being edited will be highlighted in white.

FX Module Editing

Each FX module has its own set of controls. The exact function of each control can be found in your **Kontakt Manual**, but there are some features unique to Console as well.

The **Dice** icon will randomize all parameters of the module, except Dry/Wet/Link controls. **This *can* produce extreme values and high volume output, so be careful!**

The **Presets** menu, similar to the Channel Strip version, lets you Initialize all controls to default, or Save/Load a module preset. Since all presets are saved in .NKA format, you should make sure to **name your presets appropriately** so that you remember which FX they go with.

If you load a preset from a module *other* than the one you are editing, the preset's module will be loaded instead.

There are also some **key modifiers** which can be used when clicking on any knob or slider.

Control+Click: Resets the parameter to its default value.
Shift+Click+drag: Moves the parameter by a small amount for more precision.

Special FX Notes

Though almost all FX and controls (parameters) in **Console** are described in the Kontakt manual, there are a handful that are worth describing further.

Cabinet Module
This FX is actually identical in operation to the **Convolution Reverb** FX, as convolution is the best way to simulate various guitar or bass cabinets. The only difference between these two modules is the list of available IRs (impulse responses).

SNESVerb
Originally created for the **[Super Audio Cart](#)** virtual instrument, this is essentially a very short delay effect that emulates the 'cheap reverb' used by the SNES video game system.

Convolution vs. Reverb Modules
The basic "Reverb" module is algorithmic, meaning it is not based on existing room samples (IRs). This also makes it **much less CPU-intensive**. Convolution is one of the *most intensive* FX in Kontakt, so if you only need a small amount of reverb, consider using the basic module instead.

Control: Output Knob
Almost all modules have an **Output** parameter, which is simply **post-processing** gain.

Control: Dry / Wet Knobs
Modules that *don't* have an Output knob usually have these instead. By default, these knobs are linked so that **increasing wet amount decreases dry**, and vice versa. However, you can unlink the two knobs by clicking the **blue LED** above them.

Console FAQ

Q. Why aren't there more Send FX modules available?
A. This is a limitation within Kontakt itself. If Native Instruments creates more Send FX, we'll add them to Console.

Q. Is it possible to invert the phase of a channel?
A. Not at the moment. This is a limitation of KSP (the Kontakt script language), which does not have access to phase inverting. But if NI changes this later, we'll support it!

Q. Where's that constant white noise coming from?
A. The "LO-FI" effect has a knob labeled **Noise**. This knob creates **constant white noise**, which is filtered by the **Color** knob.

Q. Is it possible to automate or MIDI learn Console controls?
A. Unfortunately, no. The only way to make Console completely modular was to remove native automation / CC learn from the controls. However, any library that features the **Mod Matrix** script can be used to automate and modulate any FX!

Q. Will you add more FX like a noise gate, more pedals, amps, etc…?
A. It's possible, but Native Instruments has to create them first!

Troubleshooting

If you encounter any problems while using Console, please visit our **Support page** and drop us a line. Be sure to include **what library you're using,** along with what **Kontakt version**.