

Multiscripts in Kontakt - The Basics

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Multiscripts were introduced in Kontakt 4 and provide a level of scripting ABOVE the Kontakt Instrument structure. Although they use the same KSP syntax as Instrument scripts, their scope and control are quite different. They generally work directly on the incoming MIDI data, and don't have any access to any Instruments synthesis parameters. The most important thing to remember is that ***you cannot use an Instrument script as a Multi-script, or vice versa***. They really are different fish.

Multiscripts have the same extension as Instrument scripts (.NKP), which adds to the confusion, so be sure you know what kind of script you're trying to install, and be sure it goes in the correct place.

Multiscripts live in a different location from your Instruments scripts:

Documents / Native Instruments / Kontakt 4 / presets / multiscripts /

(If you're using Kontakt 5, obviously the folder will be named Kontakt 5 instead.)

If you have downloaded a new Multiscript from somewhere, drop it into that folder and re-start Kontakt. You then need to open the Multiscript window by clicking on the little "paper scroll" icon at the top right of the Kontakt window, circled here:



Then using the Preset menu on the far left, you can then choose Presets from the "user" submenu, which will list everything you've put in your "multiscripts" folder. I've chosen the Keyboard Split script in the above screen grab.

