

# KAPTIVE AUDIO

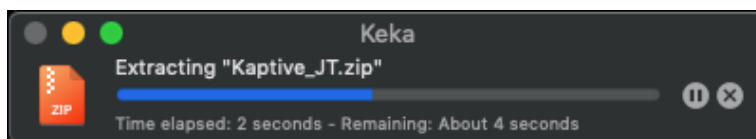
## JULES TOOLS



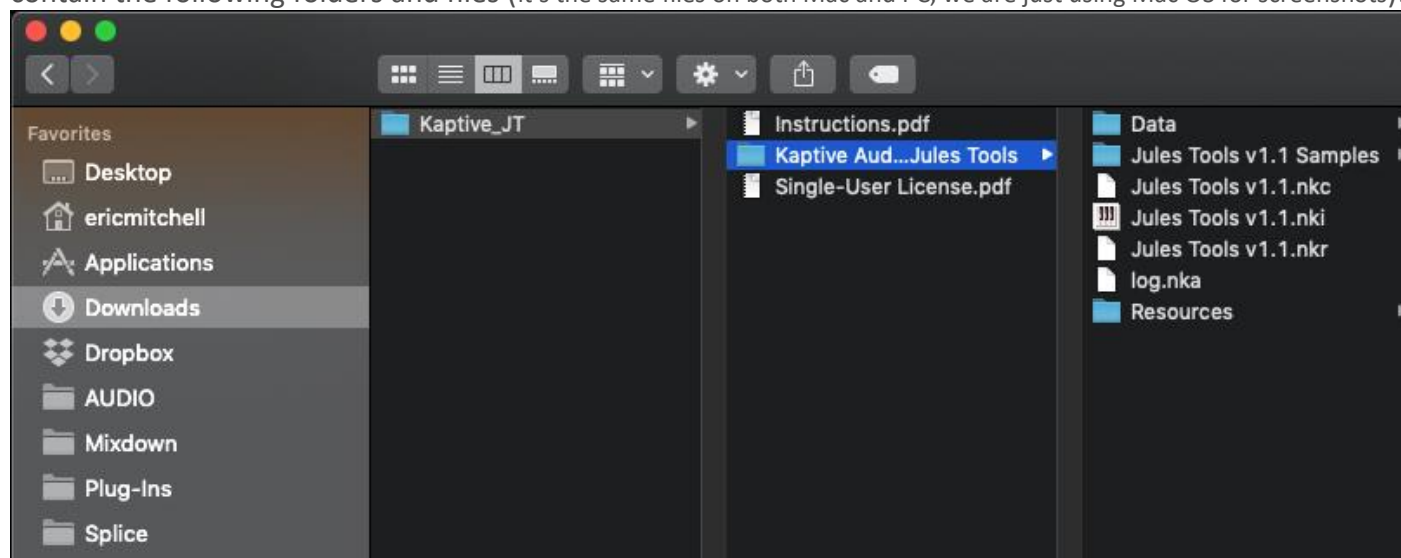
## INSTALLATION & USE

## INSTALLING JULES TOOLS

You will receive the Jules Tools instrument as a .zip file (Kaptive\_JT.zip); you must first “unzip” this to access the installation files. For de-compression we recommend the free programs [Keka](#) (Mac OS) or [7-Zip](#) (Windows). This ensures error-free extraction of the .zip file.



Once unzipped, you will have a folder containing a licensing .pdf, a copy of these instructions and another folder labeled “Kaptive Audio - Jules Tools” which contains the Instrument. This Instrument folder will contain the following folders and files (it’s the same files on both Mac and PC, we are just using Mac OS for screenshots):



Technically, you can place the “Kaptive Audio - Jules Tools” folder anywhere you’d like on your computer, or an external drive etc., but it is a best practice to keep all of your external Kontakt libraries organized in a place that you remember and can easily access. We recommend creating a new folder “Kontakt Libraries” in the following location, depending upon your OS:

**MAC OS:** Macintosh HD/Users/Shared/Kontakt Libraries/

**WINDOWS:** C:/Program Files/Common Files/Kontakt Libraries/

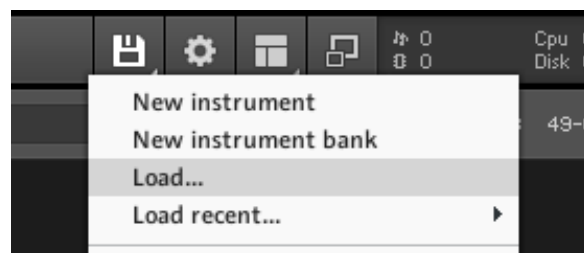
For the remainder of these instructions, we will assume you have placed your Jules Tools folder at one of the above recommended paths. If you already have a system in place and/or specific location you’d prefer to use for your external Kontakt Libraries, that’s perfectly fine! 👍

## LOADING JULES TOOLS IN KONTAKT

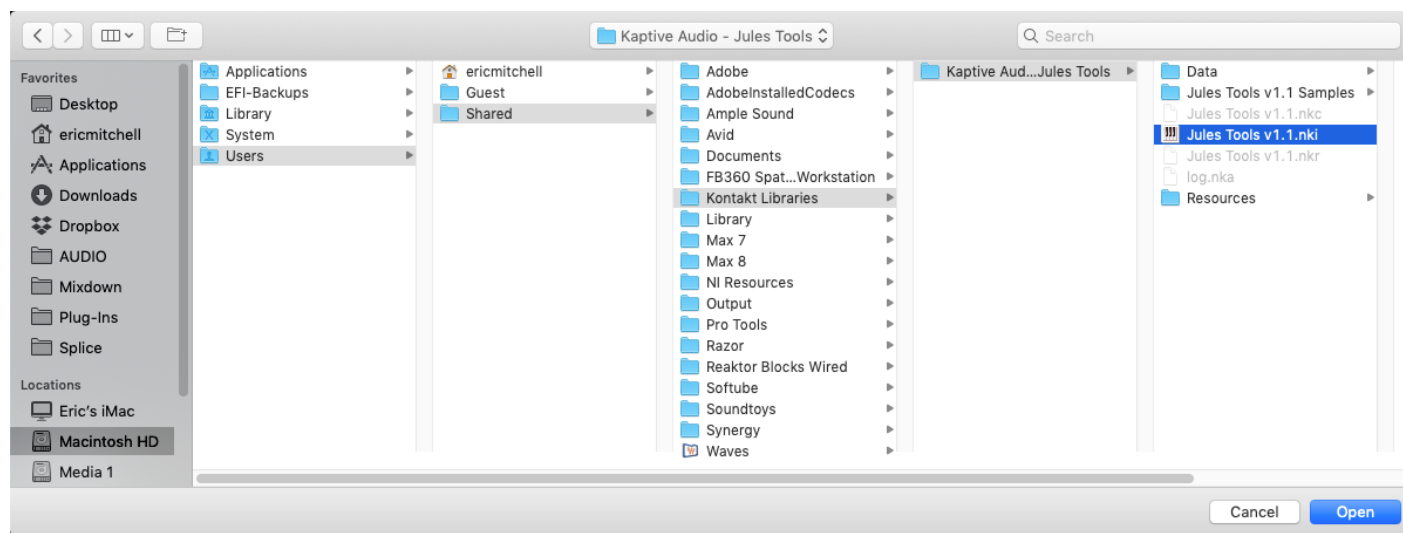
Now that you have unzipped and placed the Instrument folder into our system, we can open it within Kontakt. Because this pack is third-party and unlicensed by Native Instruments, Jules Tools will not have a graphic menu entry in Kontakt's browser. Instead, simply click the "disk" image icon located towards the top middle:



This will open a menu which you'll want to select "Load":



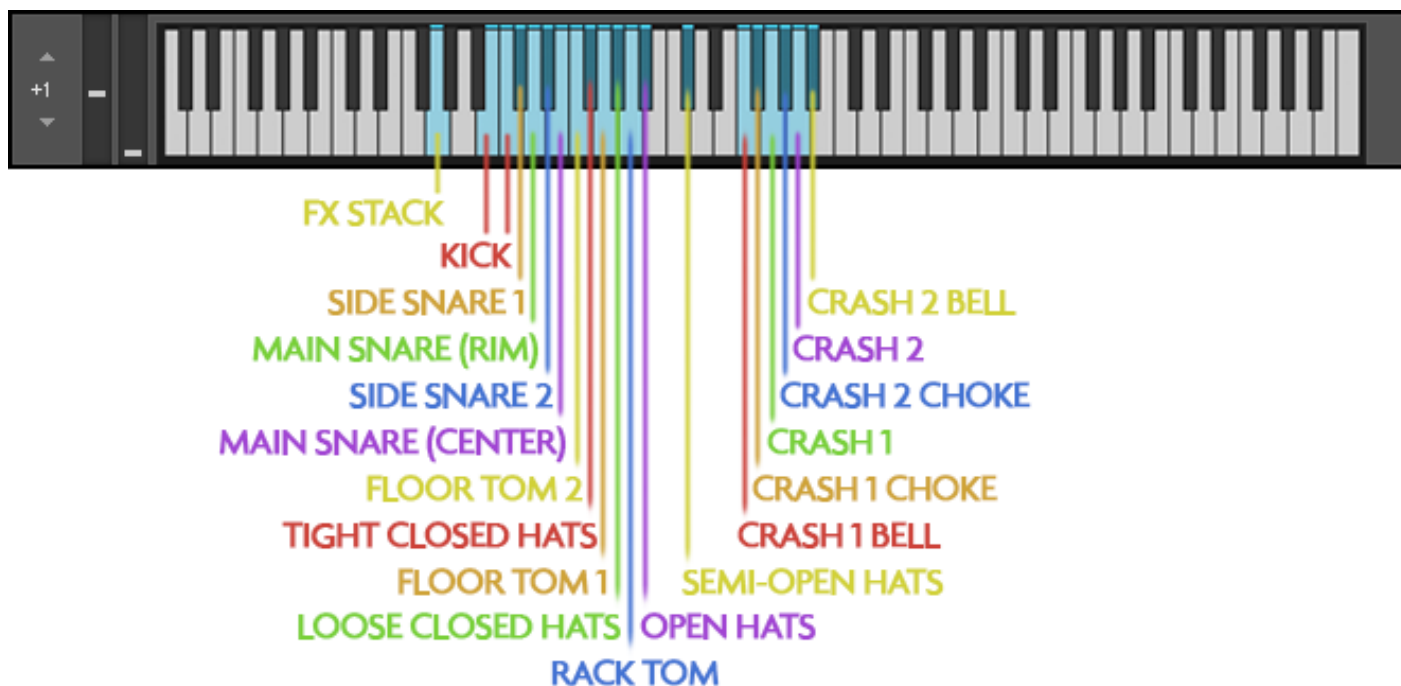
When the open file dialogue comes up, this is when you will navigate to where you placed the "Kaptive Audio - Jules Tools" folder, which for our example, is located where we recommended:



Once there, you want to select and open "Jules Tools vX.X.nki" to load the instrument into Kontakt. You are now ready to start using Jules Tools! Conveniently, once you've opened Jules Tools, Kontakt will add it to the "Load Recent" menu option so you can quickly load it next time.

## USING JULES TOOLS

There are 19 total articulations available to you, mapped to the keyboard as illustrated below:



As mentioned on [kaptiveaudio.com](http://kaptiveaudio.com), when you first pull the instrument up, the baseline mix with all faders at 0.0db is directly taken from the production of Dark City Agent's album "[The Witching Hour](#)". This sound is a very punchy "cannon drums" blend. It's in your face and takes up a lot of space which can be great for Rock, Metal and EDM right out of the box (as illustrated in some of our demo songs). You do, however, have control over the blend of every microphone as if you're the one in the studio with Jules Jessen and his artistically curated kit mic'd up on the other side of the glass. All running through top-shelf analog front end and processing! There are nearly endless tonal possibilities here.



Upon first seeing the instrument's interface, you'll find it's mainly comprised of blue faders (*volume control*), red buttons (*channel mute*), and blue buttons (*channel solo*). There is also a green "HYPERSNARE" button at the top left which engages a reverb/sustain effect on the snare bottom mic, and a Shell Tuning section at the bottom. Hypersnare mode (also taken from production of the DCA record) helps give the snare a bit more carry and upper presence if desired, while the Shell Tuning allows you to adjust the Kick, Main Snares and Toms +/- a full octave, or 12 semitones. Both the channel volume faders as well as the tuning controls are automatable. CMD + Click (Mac) or CTRL + Click (Win) will reset a control to its default.

By experimenting and playing with combinations of mic blends via adjusting their levels and muting or soloing groups you can come up with a very wide variety of sounds. To illustrate this drastically, let's take our baseline "cannons" down to a dry, fat and funky starting point along the lines of something like a "Vulfpeck" sort of tone. Using the blue solo buttons, solo the following channels as illustrated: Kick, Snare Top, Snare Bottom, Toms 1, 2 & 3, Cymbal OH, Hi-Hats and the Parallel channel:



Now try playing the kit.....*big difference!* Want a little more space? Try adding in the Porcelain Room or the Shells OH, or both? We haven't even started touching levels.....YOU GET THE IDEA, NOW RIGHT? Right.

**IMPORTANT:** At this time, we've yet to implement a preset system. This will perhaps be planned for a future update (no promises, though 🤪). In the meantime, when you come up with blends and sounds you're happy with, be sure to use Kontakt's built in save feature to save your own so you don't lose them!

- FOR MORE ADVANCED USAGE TIPS AND EXAMPLES, PLEASE VISIT [KAPTIVEAUDIO.COM](https://www.kaptiveaudio.com) -