

Installing your Platinum Samples library for use with BFD 1.x and/or BFD2

Your samples' data path has to be named BFD and should reside outside the BFD2 data path used for your BFD2 sample data.

If you already own and have BFD 1.x installed the install path should default to your existing data path. If you wish to create a new data path for BFD 1.x or have never installed BFD 1.x before, then you should create a folder named BFD on the drive where you'd like the samples to be installed.

Valid paths are:

Apple/Mac	Windows
/Volumes/BFD	X:\BFD
/Volumes/Platinum Samples/BFD	X:\Platinum Samples\BFD
/Volumes/BFD 1 Data/BFD	X:\BFD 1 Data\BFD

Invalid paths:

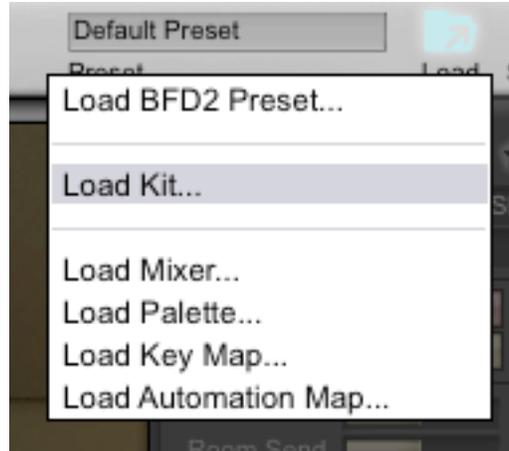
Apple/Mac	Windows
/Volumes/BFD2/Data	X:\BFD2\Data
/Volumes/BFD/anything	X:\BFD\anything
/Volumes/Samples/BFD2/BFD	X:\Samples\BFD2\BFD

By following these folder guidelines, any future product updates and bonus material installers will have no problem accessing your data path. *You should not put your Platinum Samples in your BFD2 data path.*

After installation you should have the following folders in your BFD path:

Apple/Mac	Windows
/Volumes/BFD 1 Data/BFD/Data	X:\BFD 1 Data\BFD\Data
/Volumes/BFD 1 Data/BFD/Fills	X:\BFD 1 Data\BFD\Fills
/Volumes/BFD 1 Data/BFD/Grooves	X:\BFD 1 Data\BFD\Grooves
/Volumes/BFD 1 Data/BFD/KeyMaps	X:\BFD 1 Data\BFD\KeyMaps
/Volumes/BFD 1 Data/BFD/Kits	X:\BFD 1 Data\BFD\Kits
/Volumes/BFD 1 Data/BFD/Mixers	X:\BFD 1 Data\BFD\Mixers
/Volumes/BFD 1 Data/BFD/Programs	X:\BFD 1 Data\BFD\Programs
/Volumes/BFD 1 Data/BFD/SwingTemplates	X:\BFD 1 Data\BFD\SwingTemplates

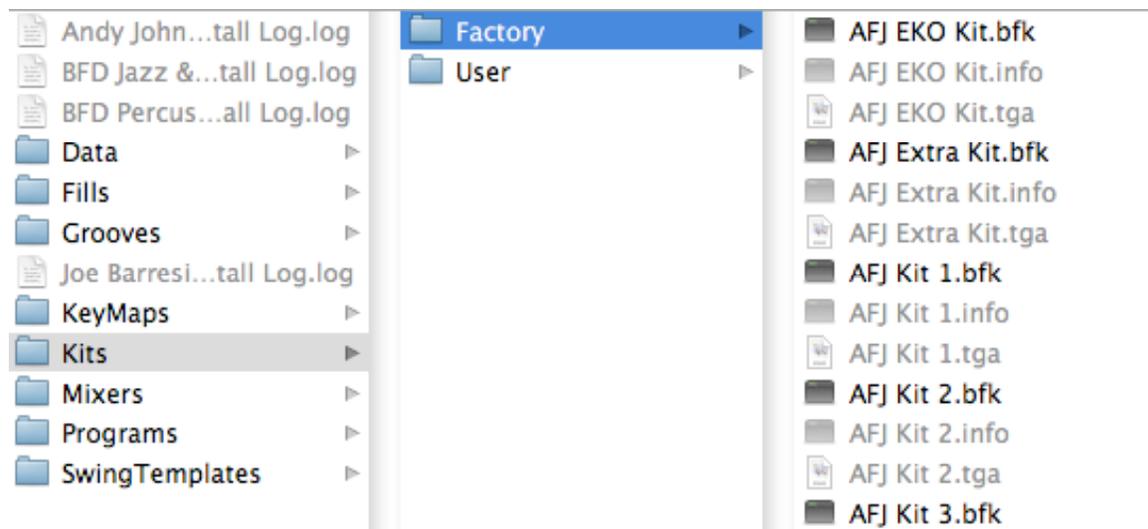
After installing the samples, in BFD2 in the Data prefs, add the Data Path where you installed the samples then press the button "Trash and rebuild all databases".



BFD2 will not list the new kits in the Load Kit dialog until you use the “Import BFD1 Kit” function. You should import each of the kits from your Platinum Samples Expansion Pack(s).

The Andy Johns “Classic Drums” has 9 Kit presets all beginning with the letters AFJ and the Joe Barresi “Evil Drums” has 6 presets all beginning with the letters EJB.

The kit presets will be located in your data path *Kits* folder in a subdirectory named *Factory*.



For example: /Volumes/BFD 1 Data/BFD/Kits/Factory

You can select multiple .bfk files to import them all in one step (on Mac use the Apple modifier to select each .bfk file, on Windows use the Control modifier).

You can similarly load the BFD 1.x Program presets and Mixer presets from their respective dialogs, but these will need to be resaved as BFD2 versions.

Please note that the gain structure in BFD2 differs from BFD 1.x, so the Mixer presets will sound different in BFD2 to the same Mixer presets when used in BFD 1.x. The biggest difference is that there's a 3dB gain increase on the ambience tracks in BFD2 and the overall gain in BFD2 is much greater than in BFD 1.x

Thank You and enjoy your new samples!

Platinum Samples.