

WORKING WITH BFD1.5 & BFD2 WITH THE ALESIS TRIGGER iO

DOWNLOAD THE LATEST VERSION

Make sure the versions of your OS and sequencer are supported, and download the latest version of BFD:

- **BFD1.5** is up to v1.5.46 (v1.5.46.10 (final) for most users).
- **Logic 8** users will need to get v1.5.47.
- **BFD2** is going through a series of updates as the program develops.

These free updates will be available in the Account area. You should have set up an account and registered your copy of BFD at www.fxansion.com.

Make sure you are using a v1.5 keymap. These files are larger than the original BFD1.0 keymap files.

GENERAL GUIDELINES

- For e-drumming, put BFD into 16-bit mode:
 - In **BFD1.5**, open the Options page (the “check mark” box on the right of the GUI) and check “16-bit.”
 - In **BFD2**, open the Preferences page (the “check mark” box at the top of the GUI), go to the Engine section, and check “16-bit.”

This will save your CPU and give you better results. 24-bit operation is needed when you are mixing a recorded track. For most e-drumming, 16-bit should be fine.

- If you are using **BFD1.5**, turn off “Respond to Groove Notes.” Since many drum brains' default MIDI notes fall within the Groove Note range, your trigger information will play MIDI grooves instead of individual drum sounds if this setting is left on. This parameter is found in the Play Options page (the “?” button on the right side of the GUI).
- If you are using **BFD2**, you will find tutorials at www.fxansion.com that can help you with MIDI mapping. There is also a basic BFD Tutorial that will help with some of the basic questions that BFD1.5 users may have. Check out these videos!
- **BFD2** can receive three different sets of MIDI channels to (1) trigger sounds, (2) trigger grooves, and (3) control automation. In the Session MIDI section of the Preferences page (the “check mark” box at the top of the GUI), you can configure the assignments for incoming MIDI channel information. (As mentioned above, do not have the Grooves MIDI channel set to the same number as the Notes MIDI Channel.)
- Turn off velocity randomization:
 - In **BFD 1.5**, make the Humanize Velocity graph a straight vertical line and turn off Anti-Machinegun Mode in the Play Options page (the “?” button on the right side of the GUI).
 - In **BFD2** the Anti-Machinegun Mode is located in the Engine section of the Preferences page (the “check mark” box at the top of the GUI).
- Turn off “Auto Pedal Event” and “Auto Splash Event” (leave these off until you get things working without them). To disable these functions, go to the Hit Options page in **BFD1.5** or the MIDI Input section of the Preferences page (the “check mark” box at the top of the GUI) of **BFD2**.
- Setting up a note map is relatively easy. The following section explains the hi-hat settings which are a little more involved. (The same concepts described can be applied to all of the drum slots in BFD.)

HI-HAT SETTINGS

■ Transmuting “HH Reopen Thresh” & “Hi-Hat Trans Time” Parameters

Many drum brains continually send out hi-hat pedal movement MIDI CC messages when the pedal is moved. This creates problems when you let the pedal up after closing it. When CC messages are sent continuously, this “closed-to-open” transmuting is always active, which is not desirable.

- **Hi-Hat Reopen Threshold:** The “HH Reopen Thresh” parameter sets a time limit (defined in musical notes) for an upward pedal movement to turn a closed hi-hat to an open one. This tends to vary between tempos, so the parameter is measured in note length. Try setting it to a small value – 1/128 or 1/64 – and adjust it from there.
- **Hi-Hat Transition Fade Time:** The “Hi-Hat Trans Time” parameter defines the speed of the transition between sounds. Try setting it to a small value – like 0.015 – and adjust it from there.

In **BFD1.5**, these parameters are in the lower right section of the Options page (the “check mark” box on the right of the GUI).

In **BFD2**, these Parameters are in the Session MIDI section of the Preferences page (the “check mark” box at the top of the GUI).

■ Hi-Hat Choking

In BFD v1.5.46 B8, there are two choke fade settings (in the Options page – the “check mark” box on the right of the GUI) to make it more usable with electronic drums: “Hi-hat fade (cls tip)” and “Hi-hat fade (pedal)”

In the **BFD1.5** Options page, create the following settings:

- Hi-hat fade (base): 1.000
- Hi-hat fade (range): 1.000
- Hi-hat fade (cls tip): 1.000
- Hi-hat fade (pedal): 0.030

In **BFD2**, you can use the same settings in the Engine section of the Preferences page (the “check mark” box at the top of the GUI) under “Fades.”

These settings tell BFD to perform only a fast choke when playing the hi-hat articulation if a pedal note is received. Most drum brains send out a pedal note (G#1 on most drum brains) when the hi-hat pedal is fully depressed (in addition to the MIDI controller messages which are sent).

Everything else is choked extremely slowly, which means that BFD won't choke the hi-hat when a drum brain sends out masses of MIDI notes due to crosstalk between zones and other factors.

The “Hi-hat fade (cls tip)” setting is provided if you also want the “closed tip” articulation to choke any playing hi-hats. “Keyboard drummers” expect this, and sometimes the drum brain won't send out the pedal note if the pedal is pressed very slowly/softly. This extra choke setting is useful in allowing for such circumstances.

Please also note that since the closed shank articulation is quite a splashy sound (not unlike a 1/4-open tip), it is treated as an “open” articulation. It won't have a fast choke unless the global “Hi-hat fade (base)” and “Hi-hat fade (range)” settings are set to small values.

■ Tightening Closed Hi-Hats

Some of BFD's closed hi-hat sounds have a relatively long decay. You can shorten the decay of closed hi-hats without affecting the open hi-hat sounds, allowing for "snappier," crisper hi-hat performance.

In **BFD1.5**, use the "Hi-hat Tighten" parameter in the Page1 tab of the Hit Options page. Start with the following settings, which will result in a fairly pronounced effect:

- Tighten amount (tip): 0.60
- Tighten amount (shank): 0.75
- Tighten default: 0.40

In **BFD2**, you can use the Fades section of the Preferences page (the "check mark" box at the top of the GUI) and the Damping features on each channel to dial in the desired settings.

■ Levels of Different Types of Hi-Hat Hits

You may want to adjust levels of the different hi-hat hit types in relation to each other.

In **BFD 1.5**, you can do this in the Page1 tab of the Hit Options page. Note that the trim levels for each hit type are not stored with keymaps but at the Program level. Therefore, when you've configured your settings the way you want, you should save a Program (click "Save/Load" at top-right of the interface) as well as a Keymap (click "Save/Load" in the Page1/Page2/Advanced tabs of the Hit Options page).

In **BFD2**, you can use the Artic Trim to balance each of the levels for each articulation type in the drop-down menu.

■ Hi-Hat Pedal CC Concerns

Firstly, in **BFD 1.5**, make sure that "Respond to MIDI CCs" is enabled in the Play Options page. **BFD2** will automatically sense the CC information, so you only need to make sure you are using the variable MIDI notes.

Be sure you know the range of controller values your pedal/drum brain combination is sending. For example, some drum brains will only send out values between 0 and (around) 90, which may not be sufficient to get to the "1/4-open" and "closed" zones. You can check the actual value numbers in the MIDI log window. In **BFD1.5**, this log is in the Advanced tab of the Hit Options panel. In **BFD2**, the log is on the lower right section of the Keymapping/Automation page.

The solution is either (1) to change this on the drum brain, if possible, or (2) to use the hi-hat pedal position adjustment slider (the multi-colored slider with four pointers in the Page1 tab of the Hit Options panel). Refer to Page 32 of BFD1.5's reference manual for information on how this control works. Adjust it so that the bottom-most pointer has a value greater than the maximum MIDI CC value sent out by the hi-hat pedal. (We also recommend watching an excellent tutorial video on hi-hat controller mapping at www.fxexpansion.com.)

RETRIG THRESHOLD

Different e-kit setups and hardware types will have different degrees of double-triggering and crosstalk between zones, so you should adjust the Retrig Threshold to suit your kit and playing style.

We recommend configuring your Trigger iO settings first. In most cases, you should be able to control the characteristics of each pad with the Threshold, Retrigger, and X-Talk parameters on the Trigger iO.

VOLUME SCALING OVER VELOCITY RANGE

To adjust the volume scaling over velocity range:

In **BFD1.5**, enter the Advanced tab in the Hit Options page. Find all of the main hi-hat hits (*not* the Variable hi-hat notes) and turn up the “V2A” parameter. Do this for the pedal and all tip and shank positions. We recommend setting these in the 40-90% range or even higher. This puts a bit of volume scaling on the velocity range, which improves the dynamic response while still playing the different velocity layer samples, adding detail and variation.

In **BFD2**, you will see a “Vel To Amp” slider in the Kit Piece Inspector on the right section of the Kit page. The Kit Piece Inspector corresponds to the Kit Piece that is highlighted. Each slot has its own settings for each articulation. More information on this topic can be found in the Tutorials section at www.fxansion.com.

MORE ADVANCED KEYMAPPER FUNCTIONS

We encourage you to experiment with the velocity curve controls for the hi-hat hits. You can also adjust the “VRnd” setting (the Randomize amount for individual hit types) in the Advanced Keymapper. This is good if you want to keep randomization (Humanize Velocity panel & Anti-Machinegun Mode) on some notes but not on others.