

BFD **PLAYER**

User Guide

English

Manual Version 1.2.0
(RevC)

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Introduction

Thank you for downloading the BFD Player plugin. BFD Player is an acoustic drum software instrument plugin that provides fully detailed, 3D-modeled drum kits with advanced mixing tools to give seasoned drummers and aspiring songwriters alike access to high quality drum sounds.

This user guide explains the features and functions of the plugin. For more information on using this plugin with other software, please refer to your software's documentation for adding and using plugins.

System Requirements & Product Support

For complete system requirements and compatibility information, visit bfddrums.com.

For technical support, visit support.bfddrums.com.

Setup

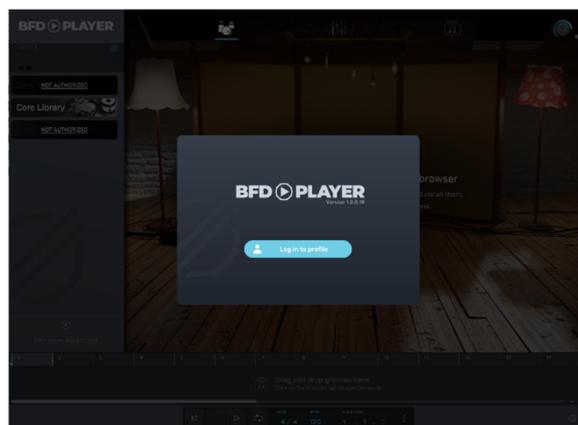
1. Installation

- i. Double-click each of the **.exe** (Windows) or **.dmg** (macOS) files you downloaded for the BFD Player application and the included Core Library content pack. Follow the on-screen instructions to install both the software and content pack.
- ii. Open BFD Player.

Note: A window will appear when BFD Player is opened if a new version of the software is available. If this window appears, click **Download** to download and then install the updated version. Click **No, thanks** to continue using the current version. If this window does not appear, you are using the latest version of BFD Player.

- iii. Click **Log In to profile** to sign into your inMusic Brands Profile using your Internet browser. If you do not have an inMusic Brands Profile yet, you will be prompted to create one.
- iv. Once you have logged in, you can return to the BFD Player application.

If you have purchased additional content packs, you will need to register the serial number(s) and authorize them with BFD Player. Your content pack serial number will be available in your inMusic Brands Profile or in the email account associated with your purchase. See [Operation > Preferences > Content](#) to learn how to register a serial number, and [Operation > Preferences > Licenses](#) to learn more about authorizing packs.

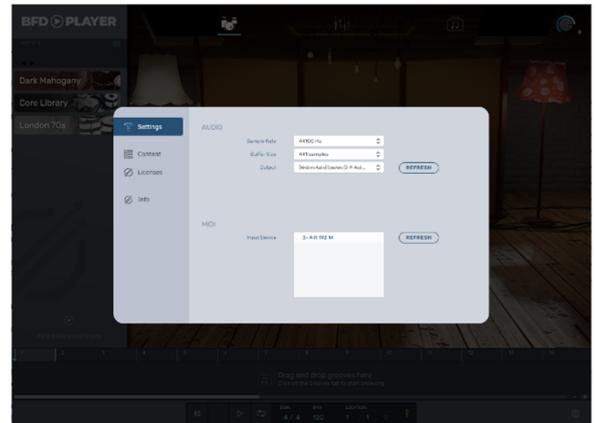


2. Audio/MIDI Setup

Next, you should set up your audio and MIDI devices.

Note: If you are using BFD Player as a plugin, you will need to set up your audio and MIDI devices using the *Preferences* or *Device Setup* menu in your DAW of choice.

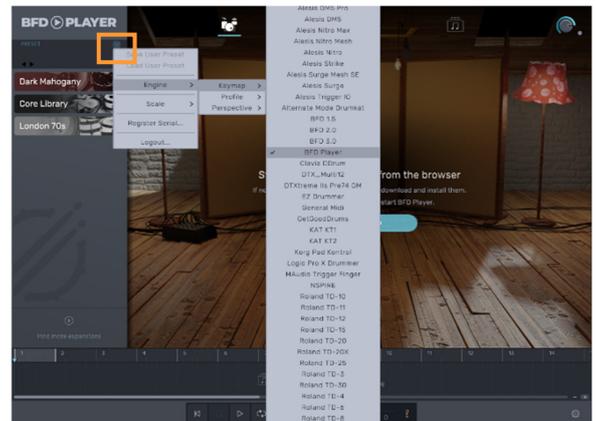
- i. Open the **Preferences** menu by clicking the **gear icon**  at the bottom-left of the window. Alternatively, click the **BFD Player** logo at the top-left of the window.
- ii. Click the **Settings** tab in the Preferences menu.
- iii. Under **Audio**, use the **Output** menu to select your audio output device. Click the **Refresh** button if you need to refresh the list of connected devices.
- iv. Once you have set an audio output device, you can adjust its **Sample Rate** and **Buffer Size** as needed using the respective menus.
- v. Under **MIDI**, use the **Input Device** menu to select your MIDI input device. Click the **Refresh** button if you need to refresh the list of connected devices.
- vi. Once you have set up your devices, click anywhere outside the Preferences menu to return to the main window.



To complete MIDI setup, you can now select a keymap for your kit module or other MIDI input device.

- i. Click the  icon next to the preset name to open the preset menu.
- ii. Navigate to the **Engine > Keymap** menu, and then select your kit module or other connected MIDI input device from the list.

Note: See [Appendix > Keymap](#) for details on the default keymapping.



You are now set up to use BFD Player! See the following [Operation](#) section for an overview of the controls.

Operation

Overview

Click a link below to jump to that section.



- A. **Browser:** Use the [Browser](#) section to browse installed content packs and load presets.
- B. **Kit View:** Click to select [Kit View](#).
- C. **Mixer View:** Click to select [Mixer View](#).
- D. **Grooves View:** Click to select [Grooves View](#).
- E. **Main Output Gain:** Turn to adjust the main output gain. If the red light is lit, the signal is clipping. Turn the gain down until it is no longer lit. Click the red indicator to dismiss it (along with any other peak values in [Mixer View](#)).
- F. **Expansions:** Click here to open a link to explore available BFD Player expansion packs.
- G. **Drum Track:** Use the [Drum Track](#) timeline to sequence groove patterns together.
- H. **Preferences:** Click here to open the [Preferences](#) menu.

Browser

In both Kit and Mixer Views, the left side of the window shows a browser with all installed content packs.

Click a content pack name to open the list of presets for that pack.

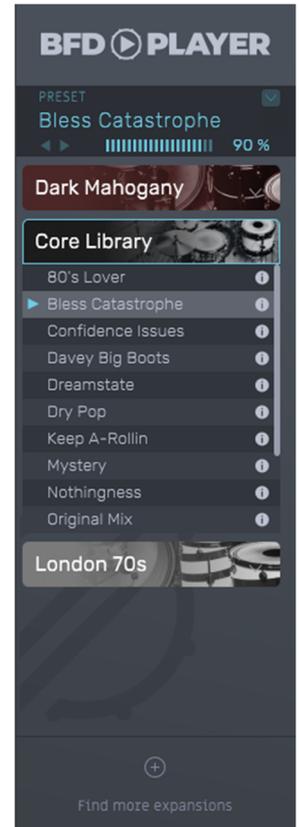
Packs that have not been authorized to the current machine will appear as “**NOT AUTHORIZED.**” See [Preferences > Licenses](#) for more information on authorizing content packs.

When your cursor hovers over a preset, an audition preview icon will appear to the left of the preset name. Click the play button to start previewing it, and click the stop icon that appears while playing to stop the preview. A bar below the preset name will show the playhead progress throughout the length of the preview.

Hover your cursor over the **Information** icon (i) next to the preset name for a short description of each preset.

Double-click a preset name to load the selected preset. You can also use the ◀ ▶ buttons to move to the previous or next preset in the list.

The **loading bar** below the preset name shows the progress when a new preset or kit piece is being loaded.



Click the icon to open the preset menu, where you can access the following options:

Click **Save Preset** to save the current preset. The preset name will be *italicized* when there are changes to be saved.

Click **Load Preset** to load a saved preset.

Use the **Engine** menu to access additional preset preferences:

- **Keymap:** Selects a preset mapping based on a number of popular MIDI and drum controllers. If you have a controller that does not have an included keymap, you can map your controller to the **BFD Player** preset using the assignments noted in [Appendix > Keymap](#). Each time a factory preset is loaded, the selected keymap will remain unchanged. If a user-created preset is loaded, the keymap saved with that preset will be loaded, and will be shown in this menu as “Imported From Preset.” This keymap will remain loaded if other factory presets are loaded and until another user preset is loaded or the keymap is changed.
- **Profile:** Determines the amount of detail loaded with the preset (**Economy**, **Full**, **Medium**, **Standard – 1-2GB RAM**, or **Standard – Over 2GB RAM**). Higher detail levels require more processing. If your computer is having difficulty with loading or playing presets, try reducing the detail level for better performance.
- **Perspective:** Adjusts the panning of the drums to be from the perspective of the **Drummer** or the **Audience**. In **Drummer** perspective, the hi-hat is panned stereo left and the floor tom is panned stereo right. In **Audience** perspective, this is reversed, with the hi-hat panned stereo right, and the floor tom panned stereo-left.

Use the **Scale** menu to adjust the plugin window to a new size (**75%**, **100%**, **125%**, **150%**, **175%**, or **200%**).

Click **Register Serial** to register a serial number for a content pack. See [Preferences > Licenses](#) for more information on registering serial numbers.

Click **Logout** to log out of your connected inMusic Profile. When logged out, you will not be able to access your authorized content packs.

Kit View

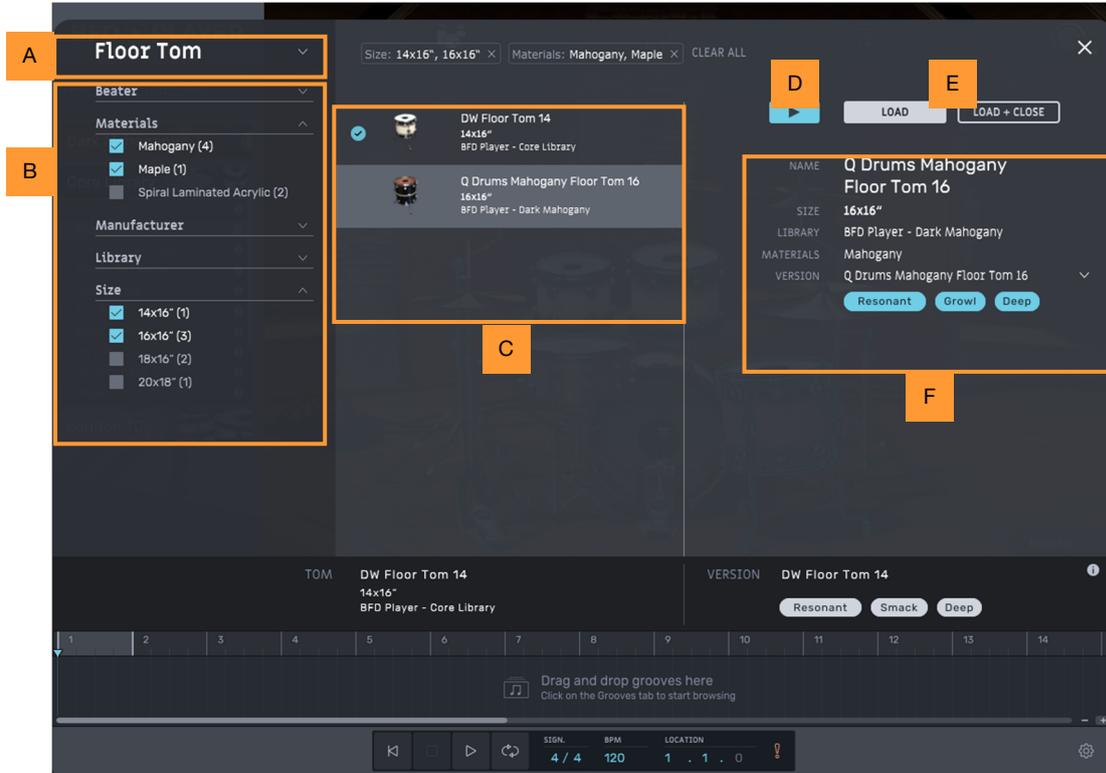
In Kit View, you can see the fully detailed, 3D-modeled drum kits that have been emulated in each content pack preset. The drums are selectable and interactable, so you can see the kit respond in real time as it is played.



- A. **Kit:** Displays the current drum kit. Click a kit piece to play the sound and select it.
- B. **Kit Piece Selection:** Displays the current kit piece when one is selected from the kit. Click to select a kit piece from another preset.
- C. **Kit Piece Version:** Shows the currently selected kit piece version. Click to select another kit piece version, if available.
- D. **Kit Piece Version Info:** Displays additional information about the kit piece version, including:
 - **Size:** Dimensions of the selected kit piece.
 - **Beater:** What is used to hit the kit piece.
 - **Wires:** Whether snare strainer wires are audible in the kit piece sound or not.
 - **Library:** Content pack that the kit piece is found in.
 - **Manufacturer:** Maker of the emulated kit piece.
 - **Materials:** What the selected kit piece is made from.
 - **Skin:** Type of drum head on the kit piece (not shown for cymbals).
- E. **Expand Kit Piece Browser:** Click the up arrow here to open the [Kit Piece Browser](#).

Kit Piece Browser

The Kit Piece Browser allows you to browse, filter, and load kit pieces from all your collections. To open the Kit Piece Browser, select a kit piece in Kit View and then click the **up arrow** above the Kit Piece information bar:



- A. **Kit Piece Selection:** Click here to select a kit piece type.
- B. **Filters:** Expand these menus to select options for filtering. Click each filter name to expand the options, and then check one of the available boxes to show the kit pieces that match your selection. Currently selected filters will be shown at the top of the window to the right of the Kit Piece Selection.
To remove a filter from your search, uncheck the box. Alternatively, click the **X** next to its name at the top of the window, or click **CLEAR ALL** to remove all filters.
Note: If a kit selection has only one option for a certain filter (for example, only one type of Beater), that Filter type will not appear in the list.
- C. **Kit Pieces:** Click here to select a kit piece type. A sample will play when a new piece is selected.
- D. **Play:** Click this icon to play a preview pattern using the selected kit piece.
- E. **Load / Load + Close:** Click the **Load** button to load the selected kit piece. Click the **Load + Close** button to load the selected kit piece and close the Kit Piece Browser. When the current kit piece is selected, this will instead show “Currently Loaded.”
- F. **Kit Piece Version Info:** Displays additional information about the selected kit piece version, including:
 - **Name:** Name of the kit piece.
 - **Size:** Dimensions of the selected kit piece.
 - **Library:** Content pack that the kit piece is found in.
 - **Materials:** What the selected kit piece is made from.
 - **Version:** Version information for the kit piece. Click to select another kit piece version, if available.

To close the Kit Piece Browser, click the **X** in the top-right corner of the window to return to Kit View.

Mixer View

In Mixer View, you can tweak the sound of each preset to your desire by adjusting the included effects or mixer parameters such as levels, panning, muting/soloing, and output routing.



A. **Macro Controls:** These four macro controls adjust settings specific to the selected preset.

Turn each knob to adjust its settings. Hover your cursor over the **Information** icon (i) for a short description of the macro.

B. **Channel Strip:** There are three main types of channel strips in BFD Player:

- **Drum channels**, for an individual kit piece.
- **Aux channels**, where multiple drum channels are bussed together.
- **Ambient channels**, for an ambient microphone channel.

Click anywhere on a channel to select it. The selected channel will be highlighted. You can also select multiple channels to manipulate their controls simultaneously. To select multiple channels:

- **Ctrl-click** (Windows) or **Cmd (⌘)-click** (macOS) to add channels to the current selection.
- **Shift-click** to select all channels between the existing selection and the shift-clicked channel.

When multiple channels are selected, you can adjust the **level**, **pan**, and **mute/solo** state for each one at the same time.

C. **Main Channel:** This additional channel strip is for the main output.

Click the **gear icon** (⚙️) to open the **Auto assign** settings. These settings can be used to quickly reroute channels to a selected output:

- **Auto assign channels to Main:** Route all channels to the Main output.
- **Sequential Routing:** Route each kit piece to individual outputs in sequential order.





D. **Kit Piece:** Displays the kit piece for each channel. If the piece is a drum or cymbal, you can click the picture to trigger it.

Note: If the contents of a channel cannot be loaded (for example, if you do not have an active license for the kit piece selected or the audio data is missing), a warning image will be shown here. 

E. **Pan/Width:** Use this slider to adjust the panning of a drum channel or aux channel, or the stereo width of an ambient channel.

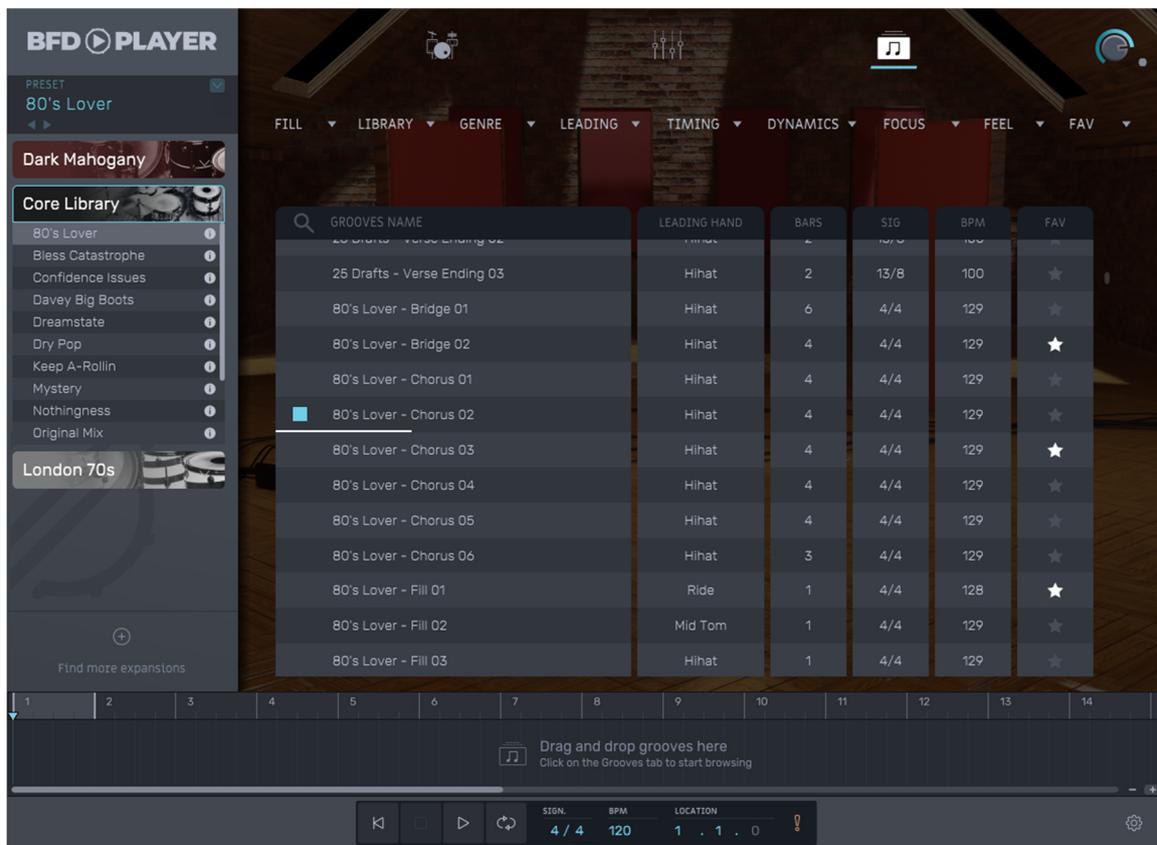
F. **Channel Gain:** Adjusts the gain of the selected channel. The peak value will be shown in the box above the slider. If the meter lights red, the signal is clipping. Reduce the gain until it is no longer lit. Clicking any red indicator or peak value will dismiss both across all channels, including the **Main Channel**. To dismiss a specific clipping indicator or peak value, hold **Alt** (Windows) or **Option** (macOS) and click.

G. **Mute / Solo:** Click **M** to mute the selected track(s). Click **S** to solo the selected track(s).

H. **Output:** Selects an output path for the selected channel.

Grooves View

Grooves View allows you to browse preset rhythmic patterns that can be used to audition presets or piece together an entire song. You can then use the **Drum Track** at the bottom of the screen to sequence these patterns together.



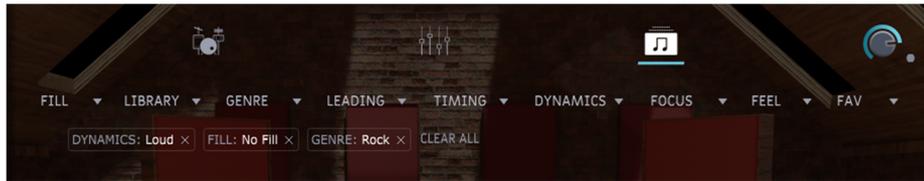
All installed grooves will be shown in the **Grooves List** in the main body of the window. Grooves can be sorted in ascending or descending order of each of the following columns by clicking the **arrow** icon (↑ / ↓) in the column headers.

- **Grooves Name:** Name of the groove.

Click in the area next to the **magnifying glass** icon (🔍 GROOVES NAME) to search for a groove by name.

When the cursor hovers over a groove, an audition preview icon will appear to the left of the groove name. Click the play button to start previewing it using the current preset, and click the stop button to stop the preview. If no preset is loaded, no audio will play. A bar below the groove name will show the playhead progress throughout the length of the groove.

- **Leading Hand:** Kit piece played by the leading hand of the groove.
- **Bars:** Number of bars of the groove.
- **Sig:** Time signature of the groove.
- **BPM:** Tempo of the groove.
- **Fav:** Click the star to mark the groove as a favorite.



You can also use the **Filters** at the top of the window to narrow the list of installed grooves. Click each filter name and then check one of the available boxes to show the grooves that match your selection.

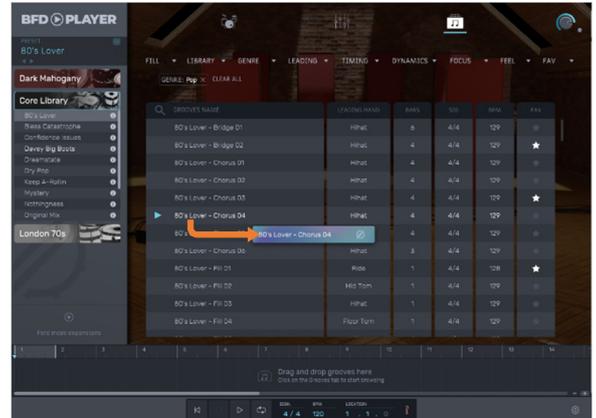
- **Fill:** Filter grooves by those that are a drum **Fill** and those that are not (**No Fill**).
- **Library:** Filters grooves by the associated content pack name.
- **Genre:** Filters grooves by musical genre.
- **Leading:** Filter grooves by the leading hand used.
- **Timing:** Filter grooves by the rhythmic timing.
- **Dynamics:** Filter grooves by the playing dynamics.
- **Focus:** Filter grooves by the drum in focus.
- **Feel:** Filter grooves by the rhythmic feel of the groove.
- **Fav:** Filter grooves by those marked as favorites.

When filtering by **Focus** or **Timing**, only grooves that match *all* selections will be shown. For all other types, selecting multiple options to filter by will show grooves that match *any* selection.

To remove a filter from your search, click the **X** next to its name. Alternatively, click **CLEAR ALL** to remove all filters.

Once you find a groove you like, you can add it to the Drum Track at the bottom of the screen. Click and drag the groove name into the drum track, or double-click it to add it to the end of the timeline. See the following **Drum Track** section to learn more.

You can also export a groove as a MIDI file to your desktop or directly into your DAW. To export a groove, simply click and drag and drop from the groove name to the desired location.



Drum Track

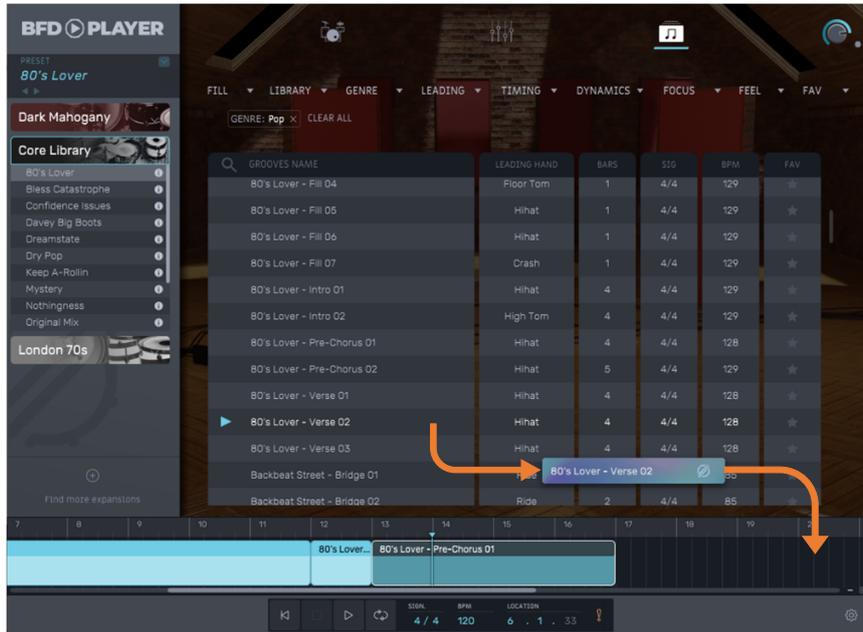
The Drum Track at the bottom of the screen can be used to sequence groove patterns into a full song. The Drum Track can be seen while using any other view.



- A. **Timeline:** The timeline is a linear progression of measures where you can add grooves to create larger sequences. The current playhead position is shown as a white line, and the position is also shown in the **Location** field. Click along the bar lines at the top of the timeline to change the playhead position, or use the Location field.
Click within the blocks along the timeline to place the editing cursor, shown as a blue line.
- B. **Zoom:** Click the + and - buttons to zoom in or out of the timeline. You can also use the scroll wheel on your mouse to zoom in or out of the timeline when the cursor is hovering over the bar lines.
- C. **Go to Start:** Click this button to return the playhead to the start of the timeline.
- D. **Stop:** Click this button to stop playback.
- E. **Play:** Click this button to begin playback from the playhead position. If you are using BFD Player as a plugin in a DAW, can also control playback from the host application.
- F. **Loop:** Click this button to enable looping. The loop region will be highlighted in grey at the top of the timeline when it is disabled, and highlighted in orange when it is enabled. Click and drag from each edge of the loop region to change the loop size. Click and drag from within the loop region to change the loop position.
- G. **Sign.:** This displays the current time signature of the timeline. Click the first number to enter the number of beats in each measure. Click the second number and then select the type of note each beat represents using the list that appears: **1** (whole note), **2** (half note), **4** (quarter note), **8** (eighth note), **16** (sixteenth note).
- H. **BPM:** Click this field to enter a new tempo in beats per minute.
Note: The Time Signature and BPM cannot be edited when using BFD Player within a DAW. Use your DAW's controls to edit these instead.
- I. **Location:** This displays the current position of the playhead, in Bars : Beats : Ticks.
- J. **MIDI Panic:** Click here to activate MIDI panic, which will stop all MIDI notes from playing and stop transport playback.

Editing Drum Tracks

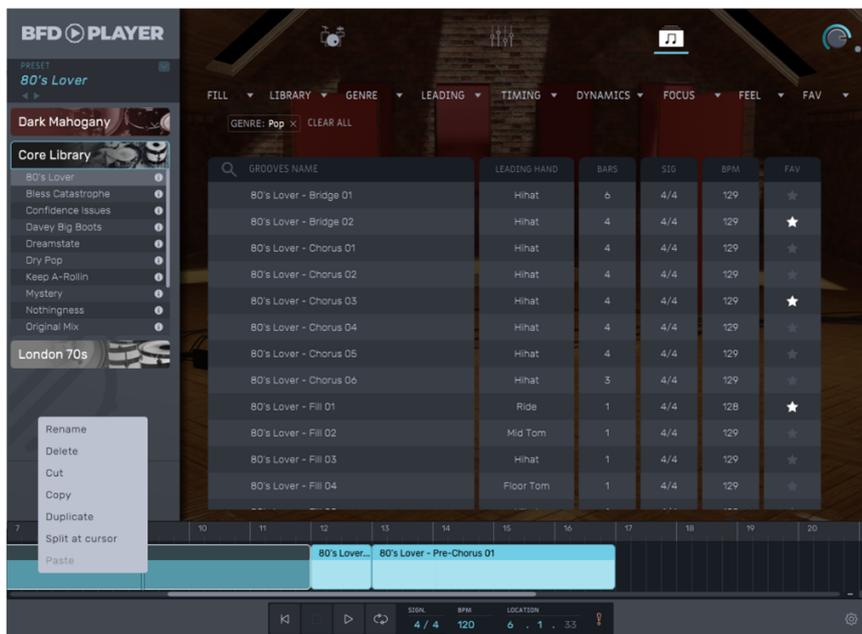
To add a groove to the Drum Track, click and drag from the Grooves List into the Drum Track. Alternatively, double-click a groove in the list to add it to the end of the timeline. The groove will appear as a block at the selected point of the timeline.



Left-click on a groove in the timeline to select it. You can also hold **Ctrl** (Windows) or **Cmd** (macOS) and click to select multiple blocks, hold **Shift** and click to select a range of blocks, or click and drag starting from empty space on the timeline to select a range of blocks. Selected blocks will be highlighted.

You can click and drag on one or more selected blocks to move the grooves along the timeline. You can also click and drag from either end of a block to adjust the length of the groove. Extending the length of the groove will loop it automatically.

Smaller grooves like Fills can be placed directly inside of larger blocks, and will seamlessly transition between each groove during playback. If you drag one groove block over another, the block being moved will replace parts of the block already in place. Grooves cannot be stacked on top of one another in the Drum Track timeline.



Right-click on a groove block to access the following menu of edit options. You can select a single block to edit by left-clicking. To edit multiple blocks, hold **Ctrl** (Windows) or **Cmd (⌘)** (macOS) to select each one, or hold **Shift** and click to select a range of blocks.

- **Rename:** Click this option to rename the selected block.
- **Delete:** Click this option to delete the selected block(s).
- **Cut:** Click this option to remove the selected block(s) and have it available to paste.
- **Copy:** Click this option to copy the selected block(s) and have it available to paste.
- **Duplicate:** Click this option to duplicate the selected block(s). Alternatively, hold **Ctrl** (Windows) or **Cmd (⌘)** (macOS) and then click and drag on a block so that a new block appears. When you release, the new block will be added to the desired location.
- **Split at Cursor:** Click this option to split the block at the current cursor location. To place the cursor, left-click along the timeline within a block.
- **Paste:** Click this option to paste a block that has been cut or copied at the current cursor location.

Once you are done sequencing and editing your drum track, you can export the entire timeline as a MIDI file to your desktop or directly into your DAW just like an individual groove. Select the entire timeline by holding **Shift** and clicking the first and last blocks in the timeline, or click and drag to highlight the entire range of blocks. Then simply click and drag and drop from the timeline to your desktop or to a MIDI track in your DAW. A single MIDI clip will be generated for the entire length, including any gaps between grooves.

Preferences

To open the Preferences menu, do either of the following:

- Click the **BFD Player** logo at the top-left of the window.
- Click the **gear icon** at the bottom-left of the window.

The Preferences menu contains four tabs. Click on the name below to jump to that section.

- [Settings](#)
- [Content](#)
- [Licenses](#)
- [Info](#)



Settings

The Settings menu contains the Audio and MIDI setup options for BFD Player.

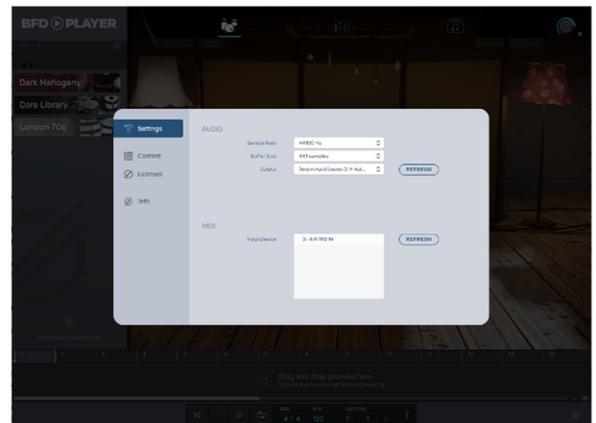
Note: These options are only available when using the standalone version of the BFD Player software. If you are using BFD Player as a plugin, you will need to set up your audio and MIDI devices using the *Preferences* or *Device Setup* menu in your DAW of choice.

Audio

- **Sample Rate:** Click this drop-down menu to select the desired sample rate for your project. This depends on the available sample rates of the type of audio hardware you are using or of your audio interface (i.e., select **96000 Hz** only if your interface allows a 96 kHz sample rate).
- **Buffer Size:** Click this drop-down menu to set your audio system's latency.

Lower values result in a more immediate playing response but also more CPU consumption. If you are working with larger projects, this may cause audible clicks and pops. Higher values are more CPU-friendly but can produce more delay between triggering a drum and hearing the corresponding sound. The ideal audio buffer size also depends on your computer's CPU performance. Experiment with this to find the best setting for your system.

- **Output:** Click this drop-down menu to select an audio hardware driver in your computer system. Click **Refresh** to refresh the list of available devices.



MIDI

- **Input Device:** Displays available MIDI input devices. To enable a device, click its name so a check appears next to it.

See [Appendix > Keymap](#) to view the complete keymapping.

Content

The content menu allows you to manage your content packs. You can relocate content packs, such as moving them to an external drive, or manually add packs installed while BFD Player is open.

Note: BFD Player will automatically scan for and add any content pack(s) that were installed since the software was last run, so in most cases you can simply restart the software to add newly registered and installed packs.

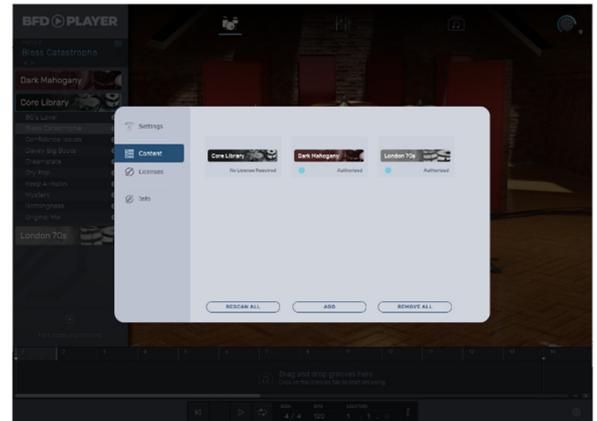
Click **Add** to browse your computer or connected drives for BFD content packs. Use the file browser to locate each content pack folder path individually, or select the parent folder, which will also scan all subfolders. Click **OK** to select the path and add the content to BFD Player.

Select a pack and click **Rescan Selected** to rescan the folder path of the selected pack for new content.

Click **Rescan All** to rescan all folder paths for new BFD content packs.

Select a pack and click **Remove Selected** to remove the selected pack from BFD Player.

Click **Remove All** to remove all content packs that have been added to BFD Player.



Licenses

The licenses menu is used for authorizing your purchased content packs for use with your machine. Each registered serial number can authorize a content pack on up to three machines.

Click **Register** to register a serial number.

In the window that appears, enter the serial number for your content pack. You can also copy and paste it into the field by using the **Paste From Clipboard** button or pressing **Ctrl+V** (Windows) or **Cmd (⌘)+V** (macOS). Your content pack serial number will be available in your inMusic Brands Profile or in the email account associated with your purchase.

If the serial number is valid, click **Register** to continue.

If there is an issue with your serial number, a message will appear to notify you the serial number is invalid.

If the serial number is in use, a message will appear to notify you that it has already been registered. Pack serial numbers can be registered to one inMusic Profile only.

Click **Refresh** to update the list of licenses for registered content packs.

Content packs that have already been authorized with show “**Authorized**” under the content pack name.

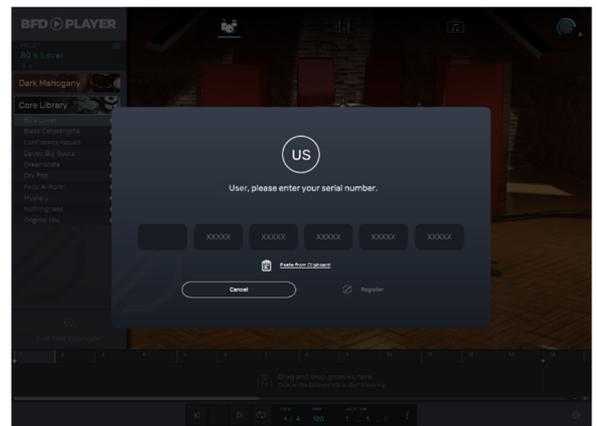
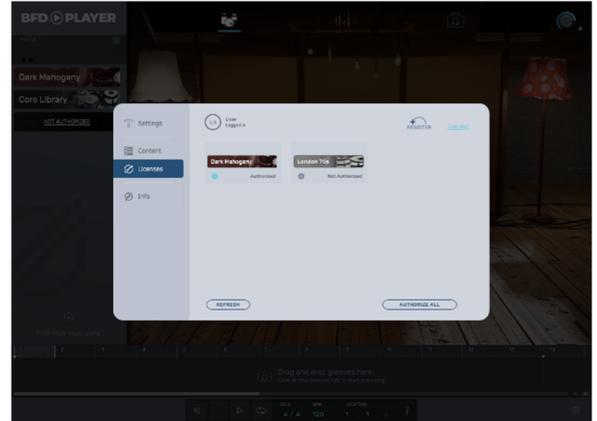
Unauthorized content packs will appear as “**Not Authorized**” in this window and in the Browser.

Select an unauthorized content pack and then click “**AUTHORIZE**” to add it to your machine. You can also click “**AUTHORIZE ALL**” to authorize multiple content packs at the same time.

If an authorization attempt fails, a window will appear to notify you. Click **Close** to continue to BFD Player, although the content pack will remain unusable until authorized. Click **Retry Authorization** to try again, or click **Contact Support** for technical support.

If you need to remove an authorization from one machine to add it to another, select the content pack(s) and then click “**DEAUTHORIZE.**”

Click **Log out** to log out of your inMusic Profile. When logged out, you will not be able to access your authorized content packs.



Info

This menu displays version information about BFD Player, as well as links to this User Guide and other BFD resources.

Appendix

Keymap

The **BFD Player** keymap is selected by default and is as follows.

Note: Some kits may not use all sounds, so those notes will be silent when played.

Kit Piece	Articulation	MIDI Note	MIDI Number
Hihat	Closed Tip	C-2	0
Hihat	1/8 Tip	C#-2	1
Hihat	1/4 Tip	D-2	2
Hihat	3/8 Tip	D#-2	3
Hihat	Half Tip	E-2	4
Hihat	5/8 Tip	F-2	5
Hihat	3/4 Tip	F#-2	6
Hihat	7/8 Tip	G-2	7
Hihat	Open Tip	G#-2	8
Hihat	Closed Shank	A-2	9
Hihat	1/8 Shank	A#-2	10
Hihat	1/4 Shank	B-2	11

Kit Piece	Articulation	MIDI Note	MIDI Number
Kick	Hit	C1	36
Snare	Side Stick	C#1	37
Snare	Hit	D1	38
Snare	Hit	D#1	39
Snare	Rim Shot	E1	40
Floor Tom 2	Hit	F1	41
Hihat	Closed Tip	F#1	42
Floor Tom	Hit	G1	43
Hihat	Pedal	G#1	44
Mid Tom	Hit	A1	45
Hihat	Open Shank	A#1	46
High Tom	Hit	B1	47

Kit Piece	Articulation	MIDI Note	MIDI Number
Hihat	3/8 Shank	C-1	12
Hihat	Half Shank	C#-1	13
Hihat	5/8 Shank	D-1	14
Hihat	3/4 Shank	D#-1	15
Hihat	7/8 Shank	E-1	16
Hihat	Open Shank	F-1	17
Hihat	Closed Bell	F#-1	18
Hihat	1/8 Bell	G-1	19
Hihat	1/4 Bell	G#-1	20
Hihat	3/8 Bell	A-1	21
Hihat	Half Bell	A#-1	22
Hihat	5/8 Bell	B-1	23

Kit Piece	Articulation	MIDI Note	MIDI Number
High Tom 2	Hit	C2	48
Cymbal 1	Edge	C#2	49
Crash 1	Edge	D2	50
Ride 1	Bow	D#2	51
Ride 1	Edge	E2	52
Ride 1	Bell	F2	53
Ride 1	Choke	F#2	54
Crash 1	Edge	G2	55
Crash 1	Choke	G#2	56
Crash 2	Edge	A2	57
Crash 2	Choke	A#2	58
Ride 1	Edge	B2	59

Kit Piece	Articulation	MIDI Note	MIDI Number
Hihat	3/4 Bell	C0	24
Hihat	7/8 Bell	C#0	25
Hihat	Open Bell	D0	26
Hihat	Variable Tip	D#0	27
Hihat	Variable Shank	E0	28
Hihat	Variable Bell	F0	29
Hihat	Closed Tip	F#0	30
Hihat	Splash	G0	31
Hihat	Pedal	G#0	32
Hihat	Choke	A0	33
Hihat	Open Shank	A#0	34
Kick	Hit	B0	35

Kit Piece	Articulation	MIDI Note	MIDI Number
Hihat	Open Shank	C3	60
Hihat	Closed Tip	C#3	61
Hihat	Closed Shank	D3	62
Hihat	Closed Tip	D#3	63
Hihat	1/4 Shank	E3	64
Hihat	Closed Shank	F3	65
Snare	Hit	F#3	66
Snare	Side Stick	G3	67
Snare	Hit	G#3	68
Snare	Hit	A3	69
Snare	Hit	A#3	70
Snare	Rim Click	B3	71

Kit Piece	Articulation	MIDI Note	MIDI Number
Floor Tom 2	Rim Click	C4	72
Floor Tom 2	Rim Shot	C#4	73
Floor Tom	Rim Click	D4	74
Floor Tom	Rim Shot	D#4	75
Snare	Rim Click	E4	76
Mid Tom	Rim Click	F4	77
Mid Tom	Rim Shot	F#4	78
High Tom	Rim Click	G4	79
High Tom	Rim Shot	G#4	80
High Tom 2	Rim Click	A4	81
High Tom 2	Rim Shot	A#4	82
Crash 1	Choke	B4	83

Kit Piece	Articulation	MIDI Note	MIDI Number
Crash 1	Bow	C5	84
Crash 1	Bell	C#5	85
Crash 1	Edge	D5	86
Crash 1	Bow	D#5	87
Ride 1	Bell	E5	88
Cymbal 1	Bow	F5	89
Ride 1	Bell	F#5	90
Cymbal 1	Edge	G5	91
Ride 1	Bell	G#5	92
Ride 1	Bell	A5	93
Cymbal 1	Choke	A#5	94
Cymbal 2	Choke	B5	95

Kit Piece	Articulation	MIDI Note	MIDI Number
Cymbal 2	Bow	C6	96
Ride 1	Bow	C#6	97
Cymbal 2	Edge	D6	98
Cymbal 2	Choke	D#6	99
Ride 1	Bell	E6	100
Crash 2	Bow	F6	101
Ride 1	Bell	F#6	102
Crash 2	Edge	G6	103
Ride 1	Bow	G#6	104
Ride 1	Bell	A6	105
Crash 2	Choke	A#6	106
Crash 2	Choke	B6	107

Kit Piece	Articulation	MIDI Note	MIDI Number
Ride 1	Bow	C7	108
Ride 1	Bell	C#7	109
Ride 1	Edge	D7	110
Ride 1	Bow	D#7	111
Ride 1	Bell	E7	112
Ride 1	Bow	F7	113
Ride 1	Bell	F#7	114
Ride 1	Edge	G7	115
Ride 1	Bow	G#7	116
Ride 1	Bell	A7	117
Ride 1	Choke	A#7	118
Hihat	Closed Tip	B7	119

Kit Piece	Articulation	MIDI Note	MIDI Number
Ride 1	Hit	C8	120
Crash 1	Hit	C#8	121
Crash 2	Hit	D8	122
Crash 2	Bell	D#8	123
Cymbal 2	Hit	E8	124
Cymbal 2	Bell	F8	125
Cymbal 1	Hit	F#8	126
Cymbal 1	Bell	G8	127

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