What's New in BFD3

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Upgrading from BFD2

If upgrading from BFD2, you should ensure that your BFD2 content locations are specified within BFD3's Content Locations panel. Once these are scanned and added to BFD3's database, your Presets, kits, Grooves are accessible from BFD3's Presets, Kits and Grooves Browser tabs.

Kit-pieces are now called Drums in BFD3, and those contained within any scanned, authorized data locations are available in the Drums Browser.

Previous custom Key Maps can be imported by displaying the Key Map panel and using the Import function in BFD3's File menu.

New audio data

BFD3's new factory Core Library contains 5 new kits, one of which is recorded in a separate studio in 3 versions with sticks, brushes and mallets - 7 kits overall.

In total, the library has 118 new kit-pieces.

New articulations:

- Snare **Rim Click**
- Hihat **Splash** and **Bell Tip**
- Tom **Rim Shot** and **Rim Click**

Lossless-compressed data

BFD3 features a built-in lossless audio decompression system - the BFD3 factory data is supplied as a special proprietary format, .BFDLAC (BFD3 Lossless Audio Compression). This means that the audio takes less space on disk and uses less resources when streaming from the disk.

The compression results in files that are 3x smaller and are decompressed with minimal CPU load. Equivalent data/detail settings use a third of the RAM that would be used by BFD2 - the BFD3 audio data would be approximately 160GB in size without using any compression.

Notable changes in terminology

- Kit-pieces are now called Drums
- The Kit-piece inspector is now the Drum editor

Interface changes

Extendable interface

BFD3's interface can be extended horizontally to achieve a larger working area. Note that the interface is not scaled to be larger - it simply offers a larger area of the mixer, FX slots and Groove Editor on-screen at once.

Layout changes

- BFD3 features a Browser on the left side of the interface, replacing the pop-up 'modal' chooser panels in BFD2. It is permanently visible except when using the Key Map or Automation panels, or it can be hidden when required.
- The Kit page and Mixer page are now consolidated into a single main page - the top is switchable between the Kit display and Effects Editor while the lower part features the mixer channels.
- The Drum Editor is shown at the right of the interface and can be hidden when required.
- The Key Map panel has a substantially different layout, allowing more flexible methods of making assignments.

Browsing

New Browser panel

- The Browser is now always visible except when using the Key Map or Automation panels (it can, however, be hidden when required)
- Use the Presets, Kits, Drums and Grooves tab buttons to access the various types of loadable elements used in BFD3.
- There are various ways of loading, including drag and drop, double-click to load to the currently selected slot, or a preview-in-context method for loading Drums.
- The searching, filtering and favourites functions operate identically in all Browser tabs.
- Key Maps and Automation maps are loaded using functions in BFD3's File menu.

Processed Drums

BFD3 features a new system for saving individual Drums with Drum Editor, mixer channel and inserted effect settings. Processed Drums are available from the Drums Browser by activating the **Processed** button.

Kit display

- The view of the kit now features a top-down 'blueprint'-style perspective.
- Kit slots do not include individual controls for Trim, Pan and so on. All adjustment for these parameters must be conducted in the Drum Editor for the selected slot, or in the mixer's Tweaks channel mode.

Drum Editor (formerly Kit-piece inspector)

- Due to a significant number of new functions added to the Drum Editor, this panel is now split into 2 parts which are accessed using the **Tech** and **Model** tab buttons.

Loudness/Dynamics

The approach to dynamics in BFD3 features some changes - the old 'Dyn' control is now the **Vel Dyn** control. The **Range** control adjusts the difference in level between the quietest and loudest velocity layers for a Drum's articulations, while the **Curve** control allows you to adjust the velocity response curve.

These controls replace the **Vel to Amp** function in BFD2.

Humanization/Anti-MachineGun mode

The humanization and anti-machinegun mode functions are now consolidated into 2 comprehensive functions in BFD3: *Loudness Variation* and *Tone Variation* -

- Loudness variation - variation of amplitude or volume
- Tone variation - variation of velocity layer samples, leading to timbral differences

The overall amount of these functions for the kit is adjusted using the **Loud** and **Tone** controls in the LCD Dashboard (click the **Dashboard** button to the right of the BFD3 logo).

The amount of variation for each Drum (and each articulation) can be controlled using the the **Variance** control in the Articulations section of the Drum Editor's Modelling page.

Custom choke fades

Choke fades were previously adjustable per kit-piece type using the BFD2 preferences. In BFD3, these settings are available within the Drum Editor and saved along with kits, presets and processed Drums.

Tom Resonance, Spill and Cymbal Swell modelling

These functions provide DSP-based modelling augmentation to BFD3's sample playback for more realistic and natural drum sounds.

- Tom Resonance modelling simulates the sympathetic resonance present in toms when other parts of the kit are played.
- Spill modelling simulates the bleed in tom mics from kicks, snares and other toms (BFD3 also includes recorded bleed from all other Drums in the kick and snare mics)
- Cymbal Swell modelling simulates the buildup of energy upon repeated cymbal hits for more realistic cymbal parts.

Improved damping and hihat tightening

- Damping now features the Amb Ratio control which adjusts the offset in damping amounts applied to the direct and ambient mics.
- The hihat tighten function is now available in the Drum Editor so that it can be saved along with kits, presets and processed Drums.

Mixer and effects

Kick, Snare and Ambient channel handling

Kicks, Snares and Ambient channels are now 'folded' into a parent Mix channel, effectively an Aux channel. It allows simplified mixing in collapsed mode, or full mixing of all mics in expanded mode.

This type of handling can be disabled in the GUI Preferences by deactivating the **Create Mixdown busses** setting. However, please note that all factory presets will still have this handling saved in their mixer configurations.

More microphone channels for many Drums

Some kits feature more mic channels for more mixing flexibility, such as mono and hardware-compressed rooms. These extra channels can be deactivated to save RAM by deactivating the **Enable BFD3 extended channels** setting in the Engine Preferences.

Mixer channel modes

The buttons above the Mixer switch between distinct channel view modes for displaying **Effects**, **Sends** and channel-specific **Tweaks** for all channels simultaneously. The default view is the **Faders** mode which shows channels' level fader, meter and other basic mixer functions.

Fully assignable Mini Mixer

The Mini Mixer now represents a panel to which any combination of mixer channels can be assigned.

External sidechain input

External signals (such as a bass part for example) can be used as an input for SideChain-enabled effects. Note that this does not allow you to process external signals with BFD3's effects - they can only be used as a 'key source' for compressors, gates and envelope followers in certain effect devices.

Dedicated metronome channel

The Metronome exists as a dedicated channel in the mixer so that you can set its level and output in the same way as any other signal within BFD3.

New effect devices

The new effects suite includes FXverb, a newly-developed algorithmic reverb, an 8-band version of the EQ and new DCAM-modelled EnvShaper and Distortion effects.

Groove engine

Groove browser placement and functionality

- The Groove Browser is, like other browsers, now rolled into a shared Browser area on the left side of the BFD3 interface.

Palette independent of MIDI notes

- Separation of Palette Groove slots from explicit connection to MIDI notes - Palette notes can be assigned to MIDI notes (and the default Key Map contains Groove slot assignments).
- The Palette's slots are now viewed with slot 1 at the top of the Palette.

Paint tool

- The Paint tool replaces the previous Roll tool from BFD2. The Paint tool is capable of many more rolls and other drum rudiments, selected using the Rudiments panel.
- Rudiments panel includes a comprehensive suite of drum rudiments such as paradiddles and rolls with which to build realistic Grooves.

New library Grooves

- 1000 new Grooves in a variety of genres courtesy of Platinum Samples, including material by Steve Ferrone (Tom Petty), Brooks Wackerman (Bad Religion), Bobby Jarzombek (Halford), Peter Erskine & Stanton Moore
- If you are updating to BFD3 from an existing BFD2 install, the Content Locations search function will locate your existing Grooves.
- The BFD2 Groove library is available from FXpansion.com as an additional download from the BFD3 user area.

Key Maps and Automation

The Key Map and Automation mapping functions feature substantial changes.

Key Maps

- Horizontal and vertical keyboard views are provided.
- The workflow of creating assignments is substantially different, and there are several ways of creating mappings using drag & drop, the **Assign to Selected** and **Learn** buttons.
- The Hihat control features for electronic kits have been simplified with improved algorithms.
- New functions are introduced in the Mapping Response panel for creating velocity splits on a key.
- The default Key Map for BFD3 differs from that in BFD2, covering new articulations. See the Key Map panel to view the new layout.
- The BFD2 map can be loaded if you prefer - any additional articulations will need to be manually assigned.

Automation Maps

- The Automation panel shares screen space with the Browser - click the Auto button above the Browser to display it
- Automation mapping is now intended to be performed using a Learn mode system.
- Alternatively, a 'Map to next' function assigns the selected control to the next available automation source.