

## **BFD3 CORE/Reaper - Individual Kit Piece Track Recording**

This "how to" will presume you are using a Kit consisting of 10 Kit Pieces (BFD3 Core). It will also include instruction on creating separate tracks for kick and snare bleeds. Which will have it's own heading. On sheet of paper write down the volumes for your OH, Room, and Amb3 mics. You'll be using them later.

**Step 1:** Launch Reaper, new with no tracks.

**Step 2:** Select "Insert" from the top row Menu options. Select "Virtual Instrument on new track"

**Step 3:** Select from the drop down "VSTi" and from the right pane, " VSTi BFD3 (x64) (FXpansion) (2>32ch)" When asked if you want "ADD" to create the other 32 tracks say "NO" You'll end with BFD 3 instrument on a single track.

**Step 4:** Load a BFD3 Core Kit (BFD 3 Core 10 Kit Pieces) then select "Faders" in the middle of the screen.

**Step 5:** On the far right side of BFD 3 select "Tech" This will show "General", "Tuning", "Bleed" and "Ambient Mics" Controls. As you select each kit piece in the Faders section the tech side will show the control for each kit piece.

### **Creating "AUX" Channels**

**Step 1:** Using the "+" symbol "Add Channel" in the center of the Fader screen select from the drop down. "Add Aux Channel". Note you want to add 9 Aux channels if you have 9 kit pieces. \*\*\*\*You must expand the Faders section using the "Small rectangle with an arrow in it". You'll see the kick might have 3 Faders and the snare might 3 as well, you send "kick in" to Aux 1 and Kick out" to Aux 1 the Kick drum to "AUX 1" channel. same thing goes for the "snare top" to Aux 2 and "snare bottom" to Aux 2 and "Snare" to Aux 2. This "How to" I will be expanding the Faders for both the snare and kick.

**Step 2:** Have the FX Track 1 "BFD3" window open, if not select "FX" on the BFD 3 instrument track you created to open it. This is important because it's going to provide to you the location of the AUX channel your going to send to Reaper. Leave this window open for now.

**Step 3:** Go to the Faders in BFD 3, and with the AUX channels you created, Select Aux 1 and at the bottom click on "MASTER" and select "Mono 1"  
Select Aux 2 and at the bottom click on "MASTER" and select "Mono 2"  
Select Aux 3 and at the bottom click on "MASTER" and select "Mono 3"  
Select Aux 4 and at the bottom click on "MASTER" and select "Mono 4"  
Select Aux 5 and at the bottom click on "MASTER" and select "Mono 5"  
Select Aux 6 and at the bottom click on "MASTER" and select "Mono 6"  
Select Aux 7 and at the bottom click on "MASTER" and select "Mono 7"  
Select Aux 8 and at the bottom click on "MASTER" and select "Mono 8"  
Select Aux 9 and at the bottom click on "MASTER" and select "Mono 9"  
Select Aux 9 and at the bottom click on "MASTER" and select "Mono 10"

### **Step 4:**

Select the Kick drum and click on "Master" From the drop down select Aux/Aux 1  
Select the Snare drum and click on "Master" From the drop down select Aux/Aux 2  
Select the Hi Hats and click on "Master" From the drop down select Aux/Aux 3  
Select the Low Tom and click on "Master" From the drop down select Aux/Aux 4  
Select the Mid Tom and click on "Master" From the drop down select Aux/Aux 5  
Select the Hi Tom and click on "Master" From the drop down select Aux/Aux 6  
Select the Crash 1 (Cymbal 1,2 etc) and click on "Master" From the drop down select Aux/Aux 7  
Select the Crash 2 (Cymbal 1,2 etc) and click on "Master" From the drop down select Aux/Aux 8  
Select the Ride and click on "Master" From the drop down select Aux/Aux 9  
Select the Perc (Cymbal 1,2 etc) and click on "Master" From the drop down select Aux/Aux 10

### **IMPORTANT**

You **must** create the "AUX channels" in step 3 first or they won't be seen when you "send" them in Step 4

### **OH, Room and Amb3 sends.**

Now your going to add the OH mics to your sends. At this point you have by-passed them by sending your kits pieces to AUX channels so there is no OH mics so at this point your kits pieces are "Dry" as they say. Here I'm going show how you add the mics and you'll see you have full control over each instrument and the OH mics.

Using the OH Mic Volumes you wrote down earlier you will add them in this section.

### **KICK**

**Step 1:**Click on the Kick drum. In the "Bleed" Section select "OFF" **Note:** this will only apply on the kick and snare.

**Step 2:** Now look to the right Tech Window and you'll see your kick drum and other information such a Pan, General, Tuning, Bleed, Loudness, and Ambient Mics

In the "Ambient Mics" section make sure the mics are on and "Link" is OFF, to the right are "volume sliders", set your volumes to ones you wrote down at the start of this "How to"

**Step 3:** To the right of the volume slides are 3 small boxes beside each mic, OH, Room, and Amb3, click on the "Jewel" and select from the drop down "AUX 1" for all 3 boxes.

### **SNARE**

**Step 1:**Click on the Snare drum. In the "Bleed Section select "OFF" **Note:** this will only apply on the kick and snare.

**Step 2:** Now look to the right Tech Window and you'll see your Snare drum and other information such a Pan, General, Tuning, Bleed, Loudness, and Ambient Mics

In the "Ambient Mics" section make sure the mics are on and "Link" is OFF, to the right are "volume sliders", set your volumes to ones you wrote down at the start of this "How to"

**Step 3:** To the right of the volume slides are 3 small boxes beside each mic, OH, Room, and Amb3, click on the "Jewel" and select from the drop down "AUX 2" for all 3 boxes.

### **HI HATS**

**Step 1:**Click on the HI hat . In the "Bleed Section select "OFF" **Note:** this will only apply on the kick and snare.

**Step 2:** Now look to the right Tech Window and you'll see your Hi Hat and other information such a Pan, General, Tuning, Bleed, Loudness, and Ambient Mics

In the "Ambient Mics" section make sure the mics are on and "Link" is OFF, to the right are "volume sliders", set your volumes to ones you wrote down at the start of this "How to"

**Step 3:** To the right of the volume slides are 3 small boxes beside each mic, OH, Room, and Amb3, click on the "Jewel" and select from the drop down "AUX 3" for all 3 boxes.

### **LOW TOM**

**Step 1:**Click on the Low Tom. In the "Bleed Section select "OFF" **Note:** this will only apply on the kick and snare.

**Step 2:** Now look to the right Tech Window and you'll see your Low Tom and other information such a Pan, General, Tuning, Bleed, Loudness, and Ambient Mics

In the "Ambient Mics" section make sure the mics are on and "Link" is OFF, to the right are "volume sliders", set your volumes to ones you wrote down at the start of this "How to"

**Step 3:** To the right of the volume slides are 3 small boxes beside each mic, OH, Room, and Amb3, click on the "Jewel" and select from the drop down "AUX 4" for all 3 boxes.

## **MID TOM**

**Step 1:** Click on the Mid Tom. In the "Bleed Section select "OFF" **Note:** this will only apply on the kick and snare.

**Step 2:** Now look to the right Tech Window and you'll see your Mid Tom and other information such a Pan, General, Tuning, Bleed, Loudness, and Ambient Mics

In the "Ambient Mics" section make sure the mics are on and "Link" is OFF, to the right are "volume sliders", set your volumes to ones you wrote down at the start of this "How to"

**Step 3:** To the right of the volume slides are 3 small boxes beside each mic, OH, Room, and Amb3, click on the "Jewel" and select from the drop down "AUX 5" for all 3 boxes

## **HI TOM**

**Step 1:** Click on the Hi Tom. In the "Bleed Section select "OFF" **Note:** this will only apply on the kick and snare.

**Step 2:** Now look to the right Tech Window and you'll see your HI Tom and other information such a Pan, General, Tuning, Bleed, Loudness, and Ambient Mics

In the "Ambient Mics" section make sure the mics are on and "Link" is OFF, to the right are "volume sliders", set your volumes to ones you wrote down at the start of this "How to"

**Step 3:** To the right of the volume slides are 3 small boxes beside each mic, OH, Room, and Amb3, click on the "Jewel" and select from the drop down "AUX 6" for all 3 boxes.

## **CRASH 1**

**Step 1:** Click on the Crash 1. In the "Bleed Section select "OFF" **Note:** this will only apply on the kick and snare.

**Step 2:** Now look to the right Tech Window and you'll see your Crash 1 and other information such a Pan, General, Tuning, Bleed, Loudness, and Ambient Mics

In the "Ambient Mics" section make sure the mics are on and "Link" is OFF, to the right are "volume sliders", set your volumes to ones you wrote down at the start of this "How to"

**Step 3:** To the right of the volume slides are 3 small boxes beside each mic, OH, Room, and Amb3, click on the "Jewel" and select from the drop down "AUX 7" for all 3 boxes.

## **CRASH 2**

**Step 1:** Click on the Crash 2. In the "Bleed Section select "OFF" **Note:** this will only apply on the kick and snare.

**Step 2:** Now look to the right Tech Window and you'll see your Crash 2 and other information such a Pan, General, Tuning, Bleed, Loudness, and Ambient Mics

In the "Ambient Mics" section make sure the mics are on and "Link" is off, to the right are "volume sliders", set your volumes to ones you wrote down at the start of this "How to"

**Step 3:** To the right of the volume slides are 3 small boxes beside each mic, OH, Room, and Amb3, click on the "Jewel" and select from the drop down "AUX 8" for all 3 boxes.

## **RIDE**

**Step 1:** Click on the Ride. In the "Bleed Section select "OFF" **Note:** this will only apply on the kick and snare.

**Step 2:** Now look to the right Tech Window and you'll see your Ride and other information such a Pan, General, Tuning, Bleed, Loudness, and Ambient Mics

In the "Ambient Mics" section make sure the mics are on and "Link" is off, to the right are "volume sliders", set your volumes to ones you wrote down at the start of this "How to"

**Step 3:** To the right of the volume slides are 3 small boxes beside each mic, OH, Room, and Amb3, click on the "Jewel" and select from the drop down "AUX 9" for all 3 boxes.

## **PERC (CYMBAL 1,2 etc)**

**Step 1:** Click on the Ride. In the "Bleed Section select "OFF" **Note:** this will only apply on the kick and snare.

**Step 2:** Now look to the right Tech Window and you'll see your Ride and other information such a Pan, General, Tuning, Bleed, Loudness, and Ambient Mics

In the "Ambient Mics" section make sure the mics are on and "Link" is off, to the right are "volume sliders", set your volumes to ones you wrote down at the start of this "How to"

**Step 3:** To the right of the volume slides are 3 small boxes beside each mic, OH, Room, and Amb3, click on the "Jewel" and select from the drop down "AUX 10" for all 3 boxes.

As you can see the process repeats its self.

**Note:** when adding extra aux channels the same procedure can be followed if you wish to add 3 kick drum Faders, (kick in, kick out, kick) just be sure to give each Fader it's own "AUX" channel.

At this point BFD 3 is setup to send individual tracks, we just have to set Reaper up to receive them.

Again I will use a repeating process. Have the FX Track 1 "BFD3" window open, if not select "FX" on the BFD 3 instrument track you created to open it. This is important because it's going to provide to you the location of the AUX channel your going to send to Reaper.

## **Creation of Tracks in Reaper.**

On the right of this FX window is an icon (2 in 2/32 out) Click on this. You'll see two rows of boxes, these are the send locations. The bottom left hand of this windows has a small box with a "+" symbol, click on it until you have 32 up and 32 down rows of boxes.

At this point you need to understand that each black box is a location for a send. Since were going to be recording "MONO" tracks, if you tilt your head and read the location address you'll see the first reads "BFD3s01" The "s" stands for "Stereo".

Since we are going to record "Mono" (Each kit piece to it's own track with OH mics and you can "pan later".

There's no sense in recording in stereo. So now if you look down the list you'll see BFD 3 gives channels to "1" instance of BFD3 VST in stereo only 8 times but also reserves a second instance of BFD 3 VST another 8 times for total of 16 stereo sends. So, 17 rows down are the Mono sends and it reads like this "BFD3m01"

The first 16 sends are stereo and the last 16 are mono. It's the mono address's we will use specifically.

Keep the windows with the boxes open, you need this for reference.

## **Creating The Track for the Kick Drum**

**Step 1:** Select "Track" and select "Insert a new track.

**Step 2:** In the bottom right hand corner of the new track select, "Record output" and from that drop down select (Record: output (mono))

**Step 3** Now select the I/O Icon which opens the sends and receive window.

**Step 4:** Select "Add new receives" and select (1: BFD 3) this opens more options, just below that you see the word "Audio1/2" Click on it and select "mono source" and select 17.

**Step 5:** Now bring up your mixer window, you'll see track #2 without a name, double click on the empty space above it and type "Kick".

**Step 6:** Hit the "Red" arming button to Arm the track.

The track is now ready to receive the Kick drum audio from BFD 3 on it's own track.

**Notes:** If you look at your chart you'll see box 17 is "BFD3m01" Remember when we set the AUX 1 to mono 1 and then Aux 2 mono 2 etc etc, that's these channels. So 18 would be "BFD3m02" mono 2.

### **Creating The Track for the Snare Drum**

**Step 1:** Select "Track" and select "Insert a new track."

**Step 2:** In the bottom right hand corner of the new track select, "Record output" and from that drop down select (Record: output (mono))

**Step 3:** Now select the I/O Icon which opens the sends and receive window.

**Step 4:** Select "Add new receives" and select (1: BFD 3) this opens more options, just below that you see the word "Audio1/2" Click on it and select "mono source" and select 18.

**Step 5:** Now bring up your mixer window, you'll see track #3 without a name, double click on the empty space above it and type "Snare".

**Step 6:** Hit the "Red" arming button to Arm the track.

The track is now ready to receive the Snare drum audio from BFD 3 on it's own track.

### **Creating The Track for the Hi Hats**

**Step 1:** Select "Track" and select "Insert a new track."

**Step 2:** In the bottom right hand corner of the new track select, "Record output" and from that drop down select (Record: output (mono))

**Step 3:** Now select the I/O Icon which opens the sends and receive window.

**Step 4:** Select "Add new receives" and select (1: BFD 3) this opens more options, just below that you see the word "Audio1/2" Click on it and select "mono source" and select 19.

**Step 5:** Now bring up your mixer window, you'll see track #4 without a name, double click on the empty space above it and type "Hi Hats".

**Step 6:** Hit the "Red" arming button to Arm the track.

The track is now ready to receive the Hi Hats audio from BFD 3 on it's own track.

### **Creating The Track for the Low Tom**

**Step 1:** Select "Track" and select "Insert a new track."

**Step 2:** In the bottom right hand corner of the new track select, "Record output" and from that drop down select (Record: output (mono))

**Step 3:** Now select the I/O Icon which opens the sends and receive window.

**Step 4:** Select "Add new receives" and select (1: BFD 3) this opens more options, just below that you see the word "Audio1/2" Click on it and select "mono source" and select 20.

**Step 5:** Now bring up your mixer window, you'll see track #5 without a name, double click on the empty space above it and type "Low Tom".

**Step 6:** Hit the "Red" arming button to Arm the track.

The track is now ready to receive the Low Tom audio from BFD 3 on it's own track.

### **Creating The Track for the Mid Tom**

**Step 1:** Select "Track" and select "Insert a new track."

**Step 2:** In the bottom right hand corner of the new track select, "Record output" and from that drop down select (Record: output (mono))

**Step 3:** Now select the I/O Icon which opens the sends and receive window.

**Step 4:** Select "Add new receives" and select (1: BFD 3) this opens more options, just below that you see the word "Audio1/2" Click on it and select "mono source" and select 21.

**Step 5:** Now bring up your mixer window, you'll see track #6 without a name, double click on the empty space above it and type "Mid Tom".

**Step 6:** Hit the "Red" arming button to Arm the track.  
The track is now ready to receive the Mid Tom audio from BFD 3 on it's own track.

### **Creating The Track for the Hi Tom**

**Step 1:** Select "Track" and select "Insert a new track."

**Step 2:** In the bottom right hand corner of the new track select, "Record output" and from that drop down select (Record: output (mono))

**Step 3:** Now select the I/O Icon which opens the sends and receive window.

**Step 4:** Select "Add new receives" and select (1: BFD 3) this opens more options, just below that you see the word "Audio1/2" Click on it and select "mono source" and select 22.

**Step 5:** Now bring up your mixer window, you'll see track #7 without a name, double click on the empty space above it and type "Hi Tom".

**Step 6:** Hit the "Red" arming button to Arm the track.  
The track is now ready to receive the HI Tom audio from BFD 3 on it's own track.

### **Creating The Track for the Crash 1**

**Step 1:** Select "Track" and select "Insert a new track."

**Step 2:** In the bottom right hand corner of the new track select, "Record output" and from that drop down select (Record: output (mono))

**Step 3:** Now select the I/O Icon which opens the sends and receive window.

**Step 4:** Select "Add new receives" and select (1: BFD 3) this opens more options, just below that you see the word "Audio1/2" Click on it and select "mono source" and select 23.

**Step 5:** Now bring up your mixer window, you'll see track #8 without a name, double click on the empty space above it and type "Crash 1".

**Step 6:** Hit the "Red" arming button to Arm the track.  
The track is now ready to receive the Crash 1 audio from BFD 3 on it's own track.

### **Creating The Track for the Crash 2**

**Step 1:** Select "Track" and select "Insert a new track."

**Step 2:** In the bottom right hand corner of the new track select, "Record output" and from that drop down select (Record: output (mono))

**Step 3:** Now select the I/O Icon which opens the sends and receive window.

**Step 4:** Select "Add new receives" and select (1: BFD 3) this opens more options, just below that you see the word "Audio1/2" Click on it and select "mono source" and select 24.

**Step 5:** Now bring up your mixer window, you'll see track #9 without a name, double click on the empty space above it and type "Crash 2".

**Step 6:** Hit the "Red" arming button to Arm the track.

The track is now ready to receive the Crash 2 audio from BFD 3 on it's own track.

### **Creating The Track for the Ride**

**Step 1:** Select "Track" and select "Insert a new track."

**Step 2:** In the bottom right hand corner of the new track select, "Record output" and from that drop down select (Record: output (mono))

**Step 3:** Now select the I/O Icon which opens the sends and receive window.

**Step 4:** Select "Add new receives" and select (1: BFD 3) this opens more options, just below that you see the word "Audio1/2" Click on it and select "mono source" and select 25.

**Step 5:** Now bring up your mixer window, you'll see track #10 without a name, double click on the empty space above it and type "Ride".

**Step 6:** Hit the "Red" arming button to Arm the track.

The track is now ready to receive the Ride audio from BFD 3 on it's own track.

### **Creating The Track for the PERC (CYMBAL 1,2 etc)**

**Step 1:** Select "Track" and select "Insert a new track."

**Step 2:** In the bottom right hand corner of the new track select, "Record output" and from that drop down select (Record: output (mono))

**Step 3:** Now select the I/O Icon which opens the sends and receive window.

**Step 4:** Select "Add new receives" and select (1: BFD 3) this opens more options, just below that you see the word "Audio1/2" Click on it and select "mono source" and select 26.

**Step 5:** Now bring up your mixer window, you'll see track #11 without a name, double click on the empty space above it and type "PERC (CYMBAL 1,2 etc)".

**Step 6:** Hit the "Red" arming button to Arm the track.

The track is now ready to receive the PERC (CYMBAL 1,2 etc) audio from BFD 3 on it's own track.

**Save your work (Project) to preset in BFD3 and in Reaper.**

EXAMPLE: "BFD3 CORE" or for the Expansion etc you set up which Kit pieces/sizes will vary so you can recall these settings to use over again.

When you hit the "Record" it will record all your kit pieces to their own tracks in a single pass.

**For Channel Receives Reference**

mono 1=17 (BFD3m01)  
mono 2=18 (BFD3m02)  
mono 3=19 (BFD3m03)  
mono 4=20 (BFD3m04)  
mono 5=21 (BFD3m05)  
mono 6=22 (BFD3m06)  
mono 7=23 (BFD3m07)  
mono 8=24 (BFD3m08)  
mono 9=25 (BFD3m09)  
mono 10=26 (BFD3m10)



### **Recording snare and kick bleeds to their own channels.**

This process is as follows, you can use the above setup no problem for the kick and snare bleeds.

#### **Snare Bleeds work around.**

**Step 1:** Click on the Snare in Faders in BFD 3, on the right hand side under "Tech" section then the section "Bleeds" turn "on" bleeds.

**Step 2:** In Reaper only arm "Red" button, the "snare and kick drum". Disarm all other tracks.

**Step 3:** In your groove editor "mute" the kick drum. This can be done on the right hand side of the groove editor. Make sure the kick drum is muted for all parts, fills included.

**Step 4:** Select "Track" from the top menu and "Insert new track", Disarm it.

**Step 5:** Record the snare and kick and you'll notice that even though the kick is muted in the editor your getting audio on the kick drum track. This is the snare bleed. Once the groove has finished recording go to step 6

**Step 6:** Take the track from the kick drum just recorded and move it to the new track you just made in step 4. From the mixer window name the new track by double clicking on the open space above it and call it "SN Bleed" You now have snare bleed by itself.

**Step 7:** Go back into the groove editor and unmute all the kick drums.

#### **Kick Bleeds work around.**

**Step 1:** Click on the Kick in Faders in BFD 3, on the right hand side under "Tech" section then the section "Bleeds" turn "on" bleeds.

**Step 2:** In Reaper only arm "Red" button, the "snare and kick drum". Disarm all other tracks.

**Step 3:** In your groove editor "mute" the Snare drum. This can be done on the right hand side of the groove editor. Make sure the snare drum is muted for all parts, fills included.

**Step 4:** Select "Track" from the top menu and "Insert new track", Disarm it.

**Step 5:** Record the snare and kick and you'll notice that even though the snare is muted in the editor your getting audio on the snare track. This is the kick bleed. Once the groove has finished recording go to step 6

**Step 6:** Take the track from the snare drum just recorded and move it to the new track you just made in step 4. From the mixer window name the new track by double clicking on the open space above it and call it "K Bleed" You now have kick bleed by itself.

**Step 7:** Go back into the groove editor and unmute all the snare drums.

BFD3 has support for additional Faders 3 for the kick and 3 for the snare (Expand the little arrow in the center of the Fader screen) in some cases and even more for extra kit pieces.

It won't matter how many kits pieces there are as long as you assign an AUX channel to each one of them and then send them to a stereo or mono send within BFD3.

### **IMPORTANT:**

**Setup AUX Channels First** other wise you won't see them later in the process.