

Installing Expansion Packs and Expansion Kits

(a user's guide for BFD2 users – won't work with BFD1)

This following user's guide uses screenshots from a mac - so if you're a windows user, it might look a bit different, but it's basically the same thing:

What's \ on your data path

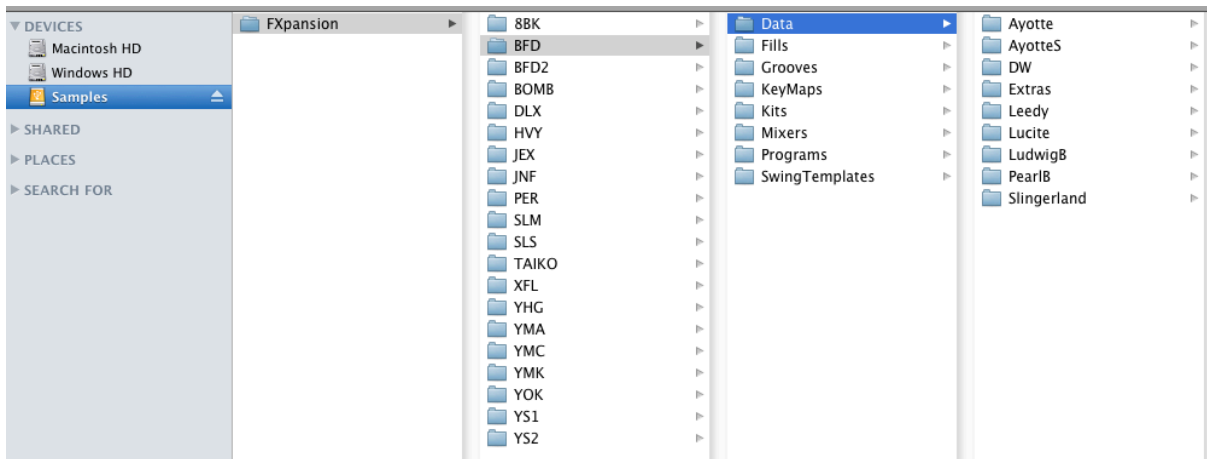
is / on a mac

and where you have a drive letter and a :

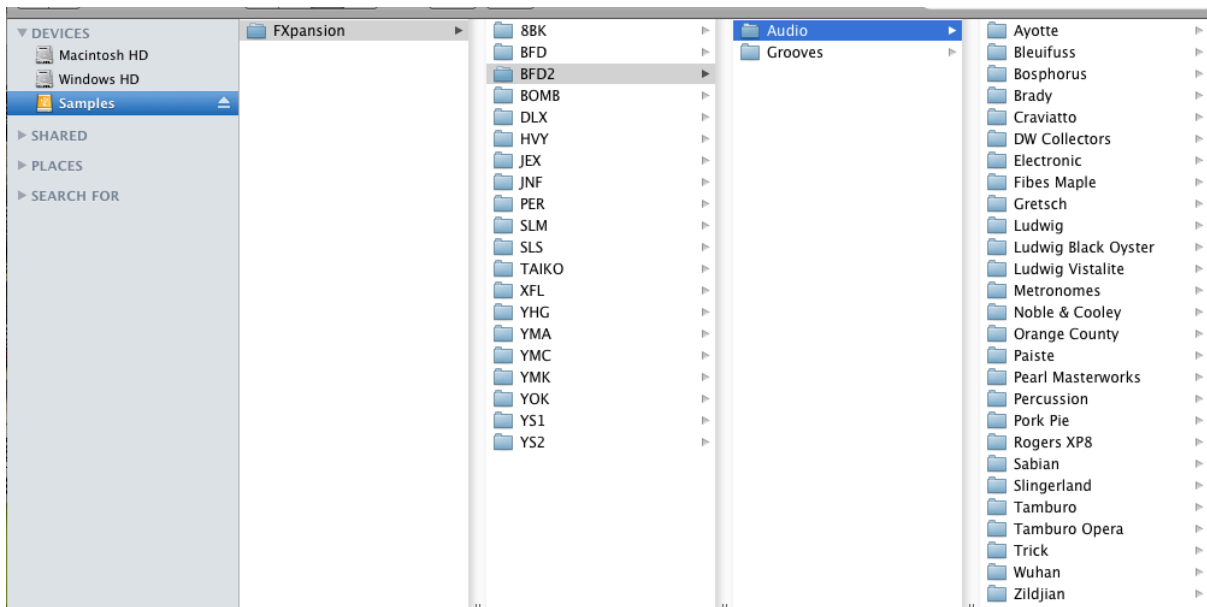
mac users have */Volumes/*

Two kinds of expansion packs

In the BFD world there are two kinds of expansion packs: the ones with a subfolder called **Data** (BFD1, DLX, JNF, BOMB, XFL, Percussion and the old DVD version of the 8bitkit)



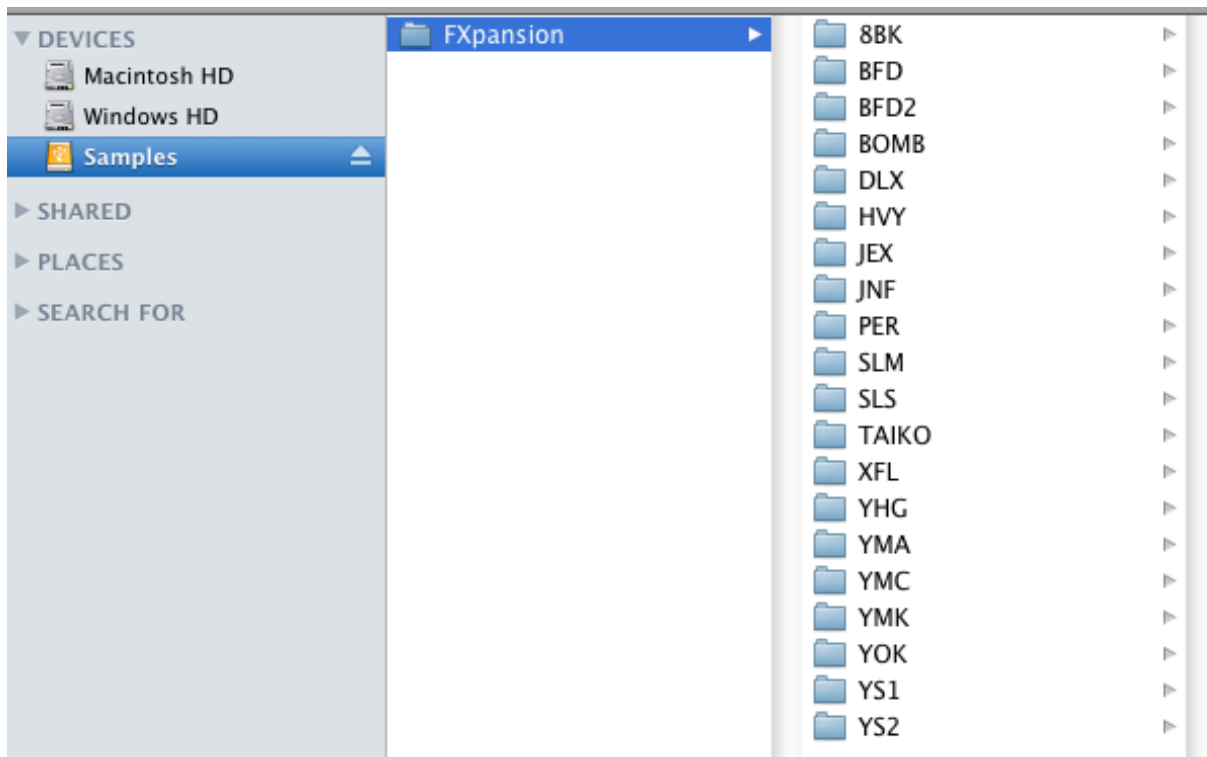
and the ones with a subfolder called **Audio** (BFD2 and every expansion pack that's been released after the release of BFD2 – or in other words: the ones not mentioned above)



Where to install to?

Generally it's a good idea to install the BFD expansion packs and kits to a fast & dedicated hard drive. If you have them installed on an internal drive and everything's working fine – don't panic! Just make sure they're not installed to your **Applications** (mac) or **Program Files** (win) folder.

This guide uses an external drive called **Samples**. Don't worry, if your drive has a different name - that's fine, but make sure that the rest of the data path looks the same as it does here. And never install one expansion pack inside of a second expansion pack or into the BFD2 folder (this might work with newer expansion packs but for the sake of simplicity - let's not do that).



Make sure all expansion packs get their own folder. This way BFD2 won't get confused what's actually installed and what's not, and you can enable and disable complete packs by simply deleting or adding their data paths from and to the data path panel.

Naming schemes

Some expansion packs do have long names and to avoid having to use these long names in the data path it's a good idea to use the following abbreviations:

BFD 8Bit Kit	8BK
BFD Big Orchestral Marching Band	BOMB
BFD Deluxe	DLX
BFD Heavy	HVY
BFD Jex Drums	JEX
BFD Jazz & Funk	JNF

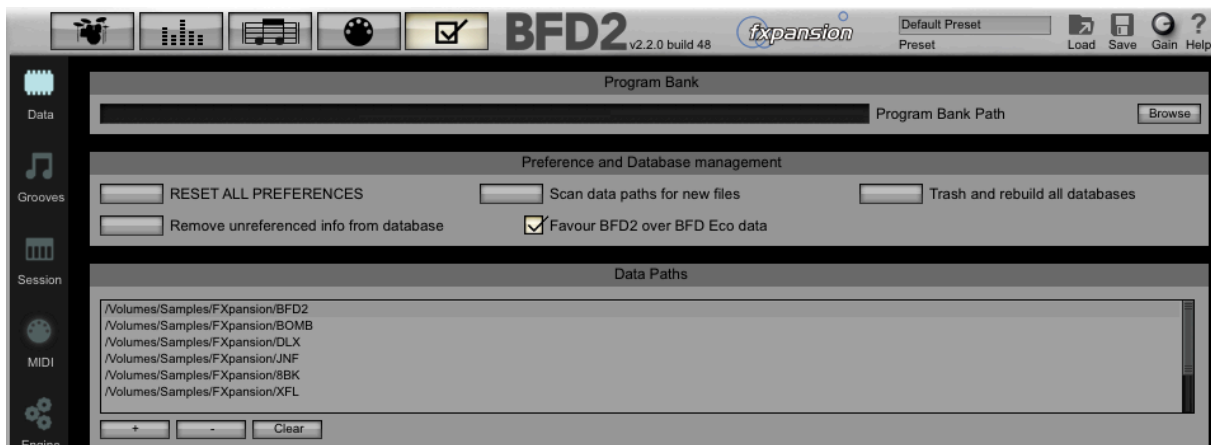
BFD Percussion	PER
BFD Sleishman Drums	SLM
BFD Sleishman Snares	SLS
Taiko Japanese Percussion	TAIKO
BFD XFL	XFL
BFD Cocktail	YHG
BFD Yamaha Maple Custom Absolute	YMA
BFD Jazz Maple	YMC
BFD Manu Katche Signature Snare	YMK
BFD Yamaha Oak Custom	YOK
BFD Signature Snares Vol 1	YS1
BFD Signatuer Snares Vol 2	YS2

For future expansion packs you can simply choose the 3rd, 4th and 5th character of the expansion pack's serial number: for example if the serial number starts with FXFEP (*BFD Fictitious Expansion Pack*) simply call the folder in which you install this expansion pack **FEP**.

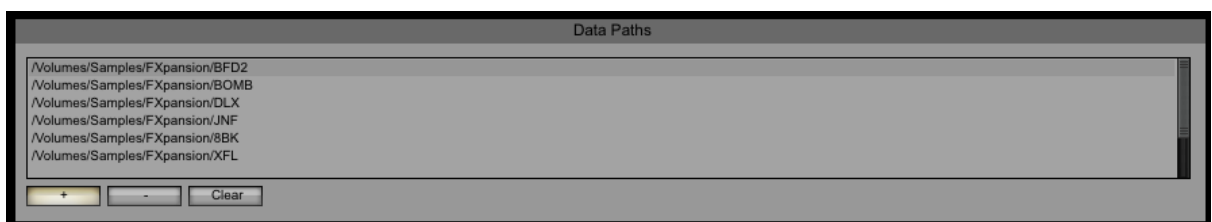
Of course you can use different abbreviations, but this guide is for people experiencing issues and it's quite helpful to have a common ground to start from.

BFD2's data path panel

This following picture will show you how the data paths you've already seen in the Finder view (Finder is the mac equivalent of windows' Explorer) look like on the BFD2 side of things:



So if you want to add a newly installed (or previously disabled) expansion pack to BFD2's data path panel, simply click on the little + symbol and navigate to the folder that you want to add.



Make sure not to add the folders called **Audio** or **Data** but the respective parent folder.

Final steps

Now make sure everything is authorized via the License Manager

Go to BFD2's preferences page and click on ***Trash and rebuild all databases*** make sure the rescan completes properly.

And if you just installed a pre-BFD2 expansion pack simply run the BFD2 setup wizard (click on the ***?*** in the top right) with ***I have BFD1.x Kits I want to use*** ticked.

Quit BFD2 (including the host if running as a plug-in) and restart it.