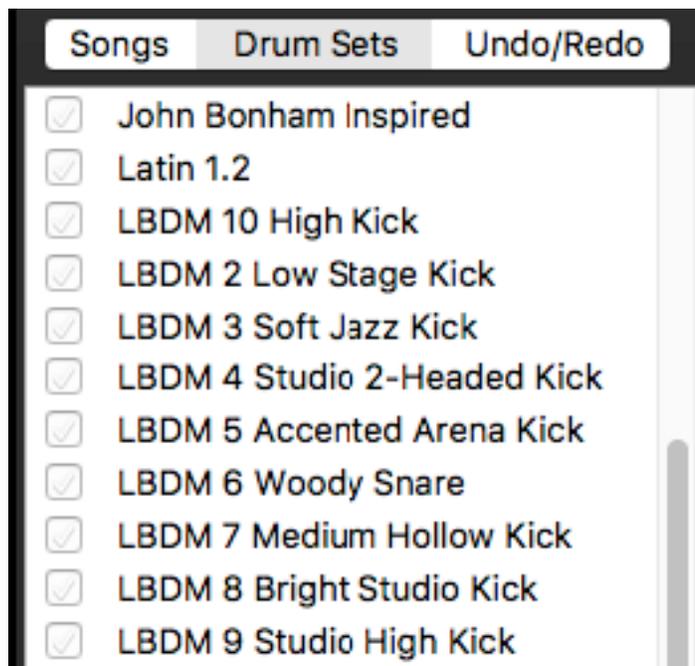


## Recommended method for editing an LBDM 4BB drum kit

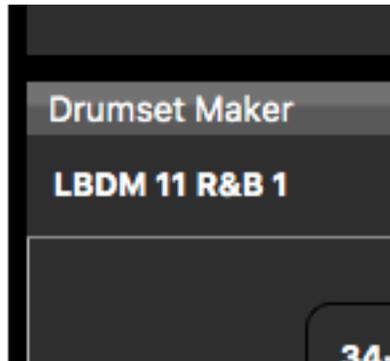
You like kit 5, but you really wish it had the kick from kit 18. Or you, find that the crash in kit 2 is always too loud. Or, your really wish you had a kit with both the high and low agogos in it. You can fix all those things. Since the **LBDM 4BB** package comes with all of the wav files for the 233 different drums used in the kit, you can replace the kick in kit 5 with the kick in kit 18, or with any of the available kicks, or, even with something that isn't a kick. And, you can always edit instrument volume levels and add additional instruments to a kit.

The following method will detail how to edit an **LBDM 4BB** drum kit. You will create a new drum kit with the edits, keeping the original drum kit intact, as it came with the package. If you don't want to preserve the original drum kit, and you know you want to make changes, you can skip Steps 1 through 4.

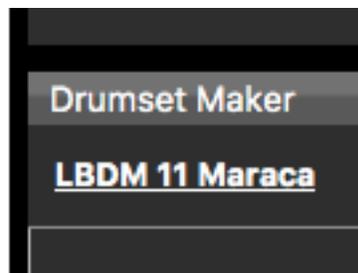
**Step 1)** Locate the kit that you want to edit in the Beat Buddy Manager Drum Sets list. Make sure the check mark in front of the kit's name is checked. This means the kit is available for use in Beat Buddy Manager. Double click on its name to open the kit in the BBM Drumset Maker. If prompted to save your current drum kit, click SAVE. **IMPORTANT NOTE:** In a later step in this tutorial you will be advised to use the Don't Save button. Use the Don't Save only after changing a kit name, but before editing. You'll see. It will be made clear.



**Step 2)** Now, we will change the name of the kit. We want to keep the original kit intact, but have it available for editing. In the Drumset Maker window, click on the kit name, as it appears immediately below “Drumset Maker”:



A Drumset detail mini window will appear with the current drumset name in it. Type the name you want to give to the new kit. Here we have called it LBDM 11 Maraca. We did not have to keep the LBDM 11 portion of the name. We could have named it anything.

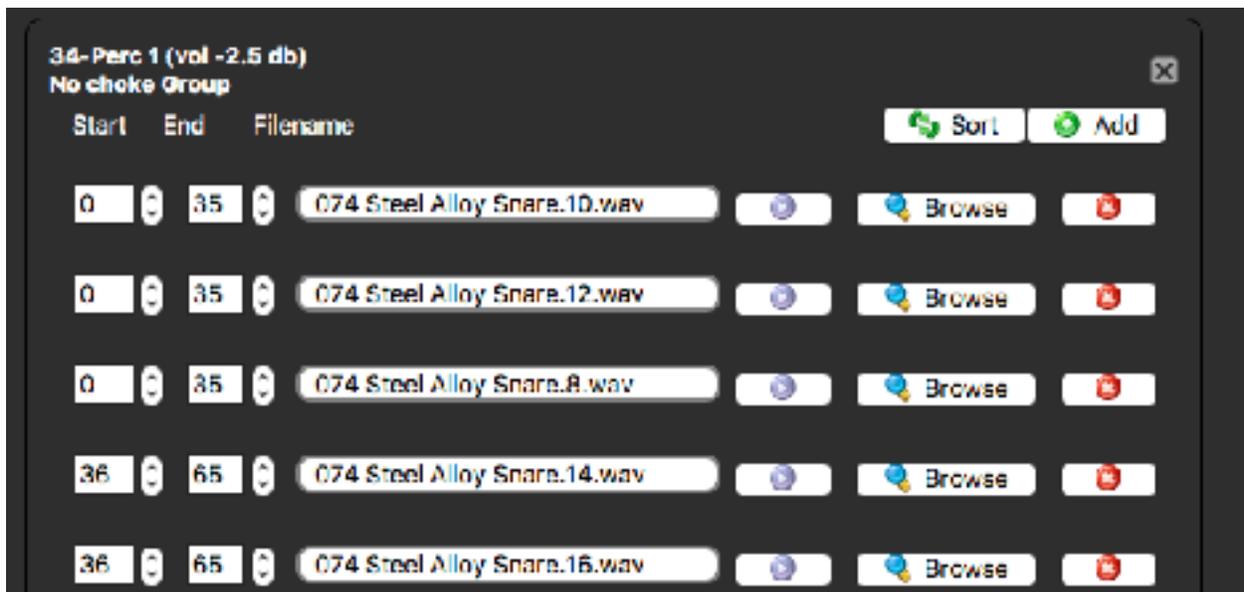


**Step 3)** Now, from the upper menu bar, select Drumsets>Save Drumset As and enter the new name, in this case LBDM 11 Maraca. A Save As window will appear. Select a location on your hard drive where you wish to keep your edited drumkits.

**Step 4) This is where the process might begin to sound a bit strange.** Import the kit you just exported. In BB Manager, go to File>Import>Drumset. Navigate to your newly named kit and select it. The kit will appear at the bottom of your Drum Sets list in BBM. Click on the box in front of the kit name to make it active. Then, double click the kit name to open it for editing. You will be asked if you want to keep the changes made to the current kit. **THIS IS WHERE YOU WANT TO CLICK DON'T SAVE. Otherwise, both your new kit and your old kit would have the same name, and Beat Buddy Manager will not process kit changes correctly.**

**Step 5) Changing an instrument's wav - Swapping one kick drum for another, for example:**

Now you can replace the wavs of the kit piece you want to to change. Each drum, except for #231 contains 12 wav files. There are 3 wav files at each set of velocity levels. The samples folders are organized to match these levels. Click on "Browse" for the first wav in the drum kit piece you want to change.



Navigate to the folder containing the wavs for the replacement drum. One at a time, replace the three 0-35 wavs with the three 25% wavs. Then, replace the three 36-65 with the 50% wavs, the three 66-96 with the 75% wavs, and, finally the three 97-127 with the 98% wavs.

At this point, it is recommended that you go to Drumset>Save Drumset, to save your work.

**Step 6)** You can replace wavs for more than one drum kit piece, if you choose to. When you are done, from the upper menu bar, choose Drumset>Save Drumset. It is also a good idea to save the completed drumset to your harddrive, writing over the kit that you edited. Choose Drumset>Save Drumset As. The kit name should be in place, as should the location you opened the kit from. When prompted whether to replace the existing file, select REPLACE.

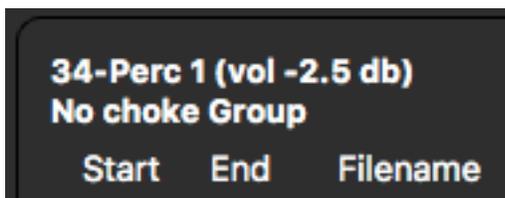
Your edited Drumset now has the new instrument(s), and is ready for use.

**Changing an instrument's volume level, midi ID, name, or Percussion/Non-Percussion setting.**

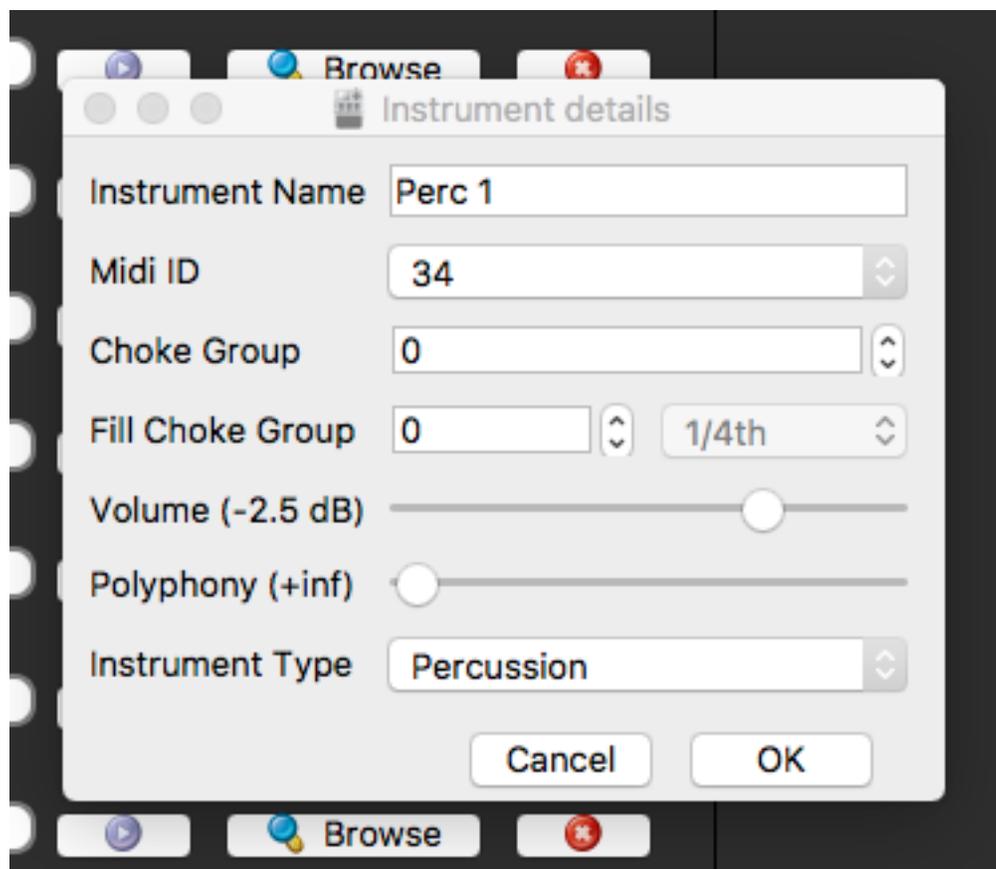
Follow steps 1 through 4 above, if you wish to retain the kit as it was constructed in the package.

**Step 5)** If you click on the instrument's header, it will bring up an Instrument Detail window:

Click here:



To get this:



From this window, you can rename an instrument, change its MIDI ID, adjust its overall volume up or down, or change its instrument type.

Instrument names in **LBDM 4BB** are generic. Each kit has the same name for its instruments, based on the original drum machine pad names. You might decide you would like to have a more descriptive name. If so, just click on the instrument name in the Instrument Details window and enter the name you would like.

Midi values correspond with the midi map described in the Read Me First document. If you find you want to change a midi value to match a midi file from another source, you can make that change in the Midi ID window.

Volume adjustments may be made up or down in decibel values. The original values have been set to give a balance to the kit, but since tastes are individual, you might find a piece too loud. You can lower the volume here.

Finally, you can set an instrument to non-percussion. This should only be done with an instrument that is to be affected by the length of a note, like basses or keyboards. Drums should be allowed to ring to their end, and should keep the non-percussion setting. There are no non-percussion instruments included in the **LBDM 4BB**, but you are free to add your own. There are several collections of samples available in the Beat Buddy Users' Forum Resources section. You can also get samples from commercial sources. Wav files that work with the Beat Buddy must be 44.1 khz, 16 bit samples.

**Step 6)** At this point, it is recommended that you go to Drumset>Save Drumset, to save your work. It is also a good idea to save the completed drumset to your harddrive, writing over the kit that you edited. Choose Drumset>Save Drumset As. The kit name should be in place. Navigate to folder in which you want to save the kit. If prompted whether to replace an existing file, select REPLACE.

Your edited Drumset now has the new instrument(s), and it ready for use.

### **Adding another instrument to an LBDM 4 BB Drum kit**

Follow steps 1 through 4 above, if you wish to retain the kit as it was constructed in the package.

**Step 5)** The rest of the process is similar to the **Changing an instrument's wav - Swapping one kick drum for another, for example**, above. The difference is that you must determine the midi value, and you must create the velocity sample "slots" for the samples that you are going to use. It's not as complicated as it sounds. First, from Beat Buddy Manager menu bar, select Drumset>Add Instrument. A New blank instrument will appear at the lowest open midi value in the kit. Typically, this will be midi 0, but if you are editing some other kit, like one of STAX kits found on the Beat Buddy Users' Forum, 0, will have already been used, and the first open instrument may be in the 30's or higher. You are looking for this:



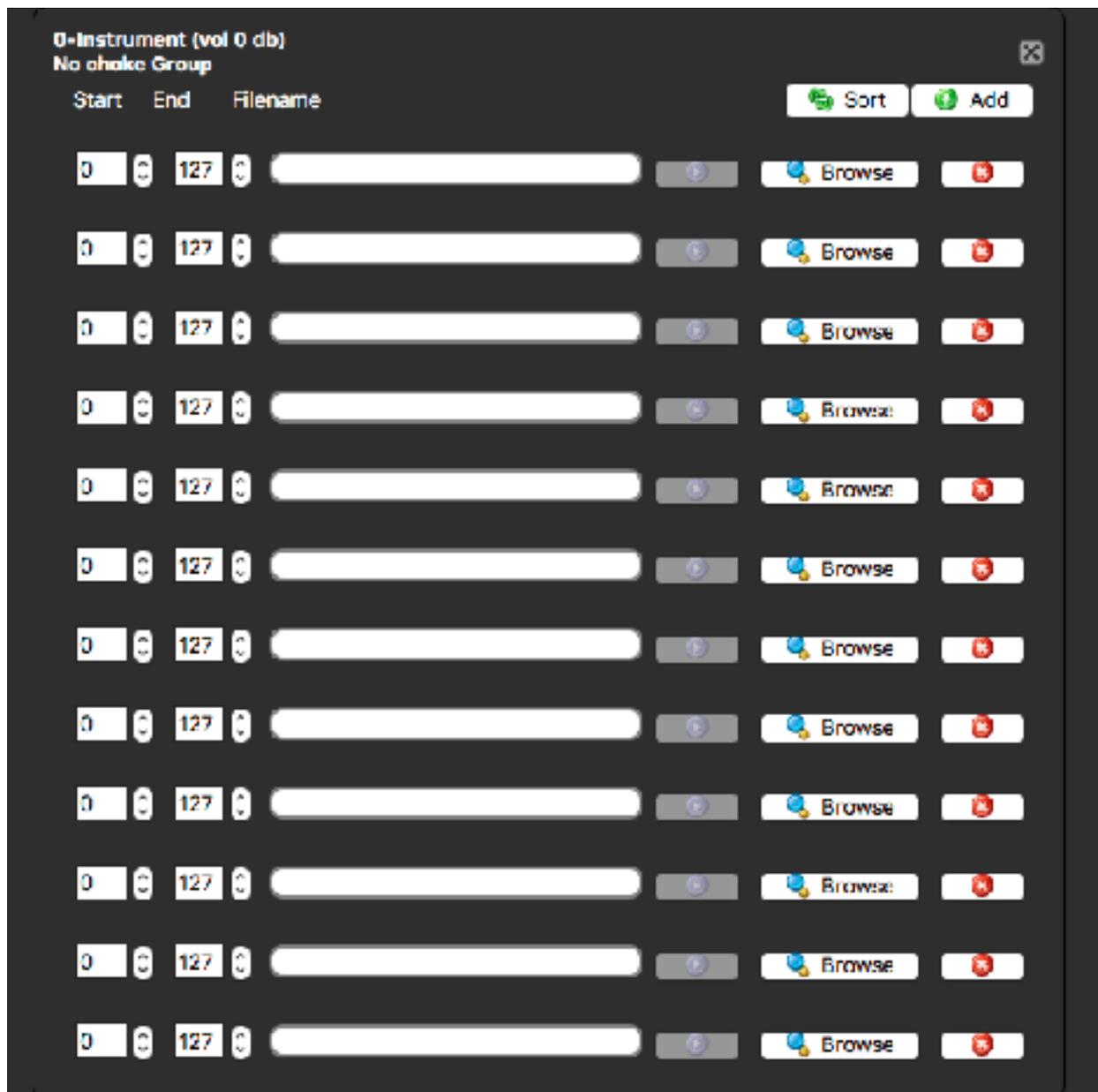
The number before the word instrument, in this case 0, is the current midi value of the instrument. That value and other values may be changed using the process described above in **Changing an instrument's volume level, midi ID, name, or Percussion/Non-Percussion setting**. For now, we are going to keep it at 0.

**Step 6)** Determine how many wav file samples you are going to use for the instrument. In the **LBDM 4BB**, we used 12 samples per drum, except for the 231 Random Percussion, where we used 15. Many keyboard and bass kits use only one sample per note. Here, we are going to add a second kick drum, so let's use 12 samples.

Click:



11 times. You'll now have this:



**Step 7) Determine your velocity ranges.** With the **LBDM 4BB** samples, to a large degree, this is already done for you. You have 4 groups of samples, that were normalized at 25%, 50%, 75% and 98%. Normalization is a process of creating a predetermined maximum volume level on a sample or group of samples. Midi spreads its loudness scale across 128 values, for 0 through 127. 0 is the softest; 127 is the loudest. These levels can be thought of in terms of the musical values for loudness, *piano* and *forte*. *Piano*, meaning soft, and *forte*, meaning loud. Composers have developed a range of these values from soft to loud as:

***ppp, pp, p, mp, mf, f, ff, fff***

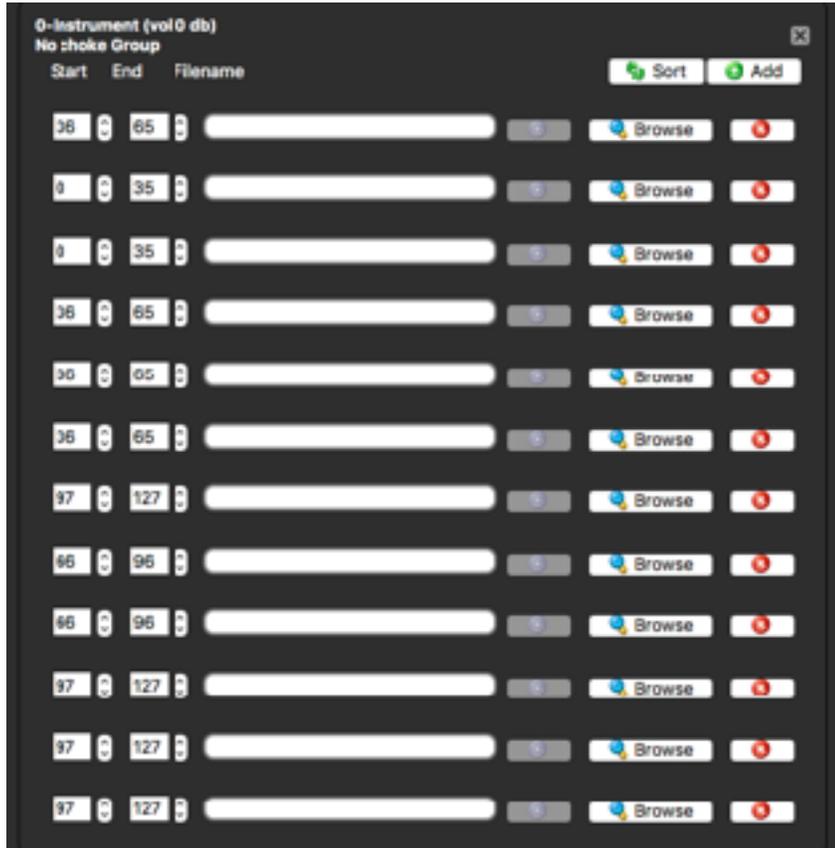
You could spread the 128 value midi scale across these 8 levels. That would give you a new range every 16 values, 0-15, 16-31, 32-47, 48-63, 64-79, 80-95, 96-111, 112-127.

If you only have one sample per instrument, the range has to be 0 to 127, since BBM requires that all 128 values be assigned.

In developing the **LBDM 4BB** cutoffs, we looked at midi compositions to see where differences in velocity were used to create perceived volume levels. We decided upon 0-35, 36-65, 66-96 and 97 through 127. There is no hard and fast rule. For our example we are going to use the **LBDM 4BB** samples and its levels.

**Step 8) Enter the velocity level.** In the first 3 rows of boxes under End, enter 35. In the next three rows, under Start and End, enter 36 and 65, respectively. in the following three rows, enter 66 and 96. In the last three rows enter 97 and 127.

Except for the incorrect values in row 1, which should be 0 and 35, your instrument now looks something like this:



If you make a mistake and overlap a value, the instrument will become red, giving you a warning that something needs to be fixed:



**Step 7) Enter the wavs.** Now, you add the wavs to the instrument.

Click on “Browse” for the first wav in the drum kit piece you want to enter. Navigate to the folder containing the wavs for the drum. Click on a wav file in the samples folder, and then click Open. Do this for each of the three 0-35 slots with the using the three 25% wavs. Then, fill the the three 36-65 slots with the 50% wavs, the three 66-96 slots with the 75% wavs, and, finally the three 97-127 slots with the 98% wavs.

At this point, it is recommended that you go to Drumset>Save Drumset, to save your work.

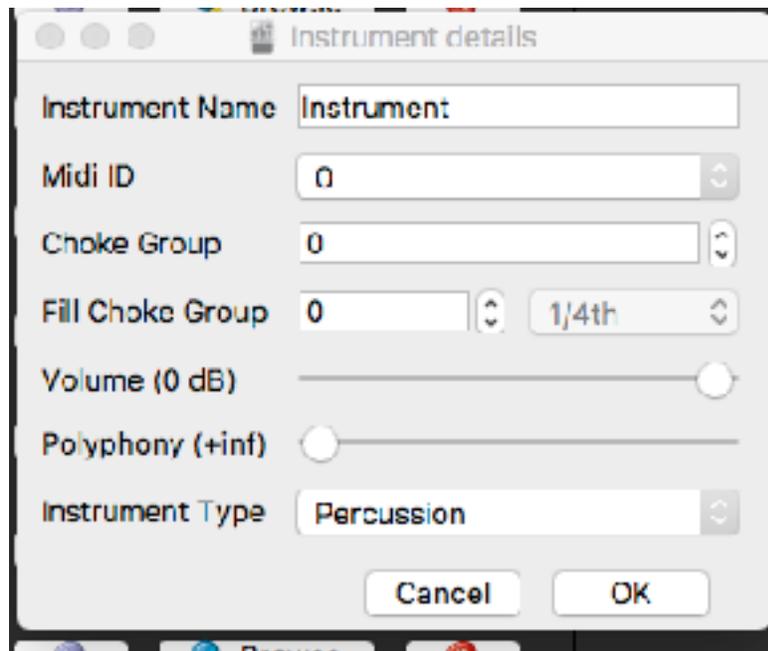
Your instrument should now look something like this. We used the kick drum 001 Clean Kick ways.

The screenshot shows a software interface window titled "0-Instrument (vol 0 db)" with a subtitle "No choke Group". The window contains a table of audio files with columns for Start, End, and Filename. Each row includes a file name, a volume icon, a "Browse" button, and a delete icon. The files listed are:

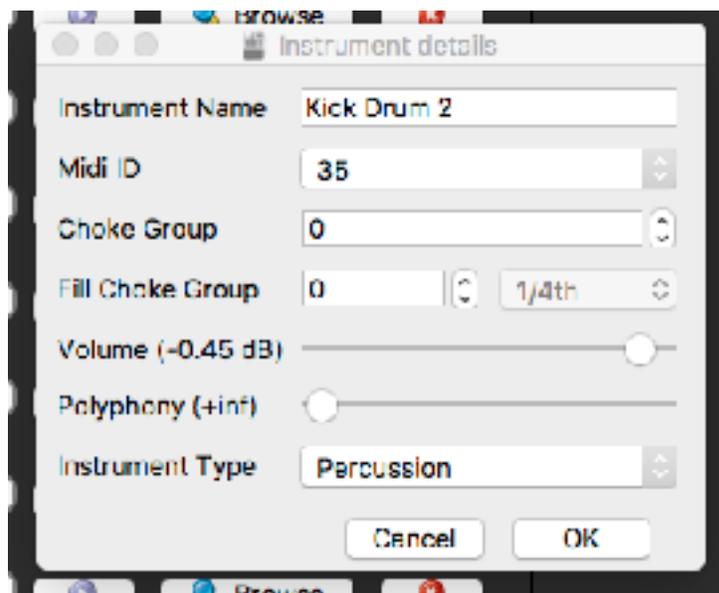
Start	End	Filename
0	35	001 Clean Kick.4.wav
0	35	001 Clean Kick.6.wav
0	36	001 Clean Kick.8.wav
36	55	001 Clean Kick.10.wav
36	55	001 Clean Kick.14.wav
36	65	001 Clean Kick.12.wav
66	96	001 Clean Kick.18.wav
66	96	001 Clean Kick.20.wav
66	96	001 Clean Kick.16.wav
97	127	001 Clean Kick.24.wav
97	127	001 Clean Kick.22.wav
97	127	001 Clean Kick.25.wav

**Step 8) Name the instrument, give it a midi value, set the volume level.**

Click on 0-instrument to bring up the Instrument detail window.



Let's call this Kick Drum 2. We'll set the midi value at 35, since midi composers often use 35 for a kick drum. We'll set the volume at -0.45 to match the other kick drum in the kit. Enter the values and click OK.



**Step 9) - Save your work.** From BBM menus, select Drumsets>Save Drumset. To keep an archival copy, select Drumset>Save Drumset As, and navigate to folder where you wish to save your kit. Once you have the correct folder selected, click Save.