Creating DSNDS From BDF2

What follows is a detailed description of how I create DSND files for the 2Box module from BFD2. Some of the following steps can be done differently and possible quicker but this works for me and doesn't take long at all.

2Box Module Settings

Please be aware that once you sounds are loaded into the module you may need to tweak settings such as **Hold** and **Decay** for the new sounds. Different sounds require different settings and each kit slot will probably be set differently. As an example if you hear hiss or noise after the sound you may need to lower the **Decay** to remove this, also if the the sound seems to drop off too quickly you may need to increase the **Hold** on the sound.

BFD2 Setup

Go to the Options panel, select Engine and ensure that:

1. **Max velocity layers** is set higher than the maximum of the set you are using. Mine is set to 128.

2. **Anti-machinegun mode** is enabled.

3. **Detail** should be set to high for the instrument you are using.

Go to the Kit page and load the sound you want and ensure that:

1. **Vel to Amp** is set to 100%.

2. **Vel to Rnd** is set to 0. (This feature works in tandem with **Humanize** to alter the velocity of incoming MIDI notes and should not be used.)

3. All other articulations should be set to zero.

4. Ensure **Pan** is centered.

5. Turn off **Kick Bleed** and **Snare Bleed**.

Go to the MIDI page to setup the velocity:

1. Select your instument and take note of the key it is assigned to as you will assign a MIDI file to this later.

2. For the key assignment, set the high and low bars beside the velocity curve. I set the low to about 3 and the high to about 124. This may help to increase the dynamics slightly in a similar way to the velocity curve in SD2.

Go to the Grooves page to import your MIDI file:

Note: Ensure the MIDI file you are using has long enough gaps between each hit. Use the mixer page to play the file and ensure the Master level drops below 0dB before the next MIDI note is played.

1. Select the key assignment for your instrument and select **Load a single Groove**.

2. Select **BFD1** , and select **load from file**.

3. Change the type from **BFD2 Groove Files** to **MIDI Files**.

4. Select the MIDI file you want and select **Import**.

5. On the **Groove page** select **Edit**, then **All Events**.

6. Drag the events onto the instrument or hit type that you want. (There is a learn mode like SD2 but I haven't figured out how it works. Selecting and dragging works well and is quick)

There are two ways to export your audio, the fast way and the long way (real time). Here are both:

The long way:

Go to the Mixer page to setup audio export:

1. Select the **Export** button on the bottom right.

2. Setup your export folder and bit depth.

3. disable **Rec** on all the channels.

4. Enable **Rec** on the Master channel.

5. play the MIDI file and ensure that the hardest hit is just below 0dB.

6. Press **Export** to start recording and play the MIDI file.

7. Once finished you will have a single wav file ready for using in the DSND tool.

The short way:

Go to the Grooves page:

1. Right click on the groove that you want.

2. Select **Export Audio** from the bottom.

3. The audio will be exported superfast!

Note - If using the short method please double check that your hardest MIDI hits are below 0dB before you export!