
Subject: This is major
Posted by [Deej \[5\]](#) on Wed, 24 Dec 2008 06:11:36 GMT
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I've been having some pretty major issues with Drumagog/BFD. Drumagog works beautifully with it's own GOG format, but is just not functioning properly then integrated with BFD2.

I heard about this on the BFD forum as I was trying to find a fix.

It was just released today.

It does what it says it does with very little fuss. I rendered a kick track as a GM1 file, imported it to Cubase and opened up an Ayotte kick in BFD2 and brought it up under the OH's.

I am grinning like a Cheshire cat right about now. It's working flawlessly. Very nice (ie.....simple/dependable) tool for replacement/reinforcement of drum tracks.

http://www.toontrack.com/videos/Drumtracker_Tutorial_640x480.html

Subject: Re: This is major
Posted by [John \[1\]](#) on Wed, 24 Dec 2008 22:19:54 GMT
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the demo looks pretty sweet

Subject: Re: This is major
Posted by [rick](#) on Thu, 25 Dec 2008 12:58:04 GMT
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whatever happened to tracking them right...if the kit is good. i'm just bitter...

On 25 Dec 2008 08:19:54 +1000, "John" <no@no.com> wrote:

>
>the demo looks pretty sweet

Subject: Re: This is major
Posted by [Deej \[5\]](#) on Thu, 25 Dec 2008 17:15:03 GMT
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rick <parnell68athotmaildotcom> wrote:

>whatever happened to tracking them right...if the kit is good. i'm
>just bitter...
>
>On 25 Dec 2008 08:19:54 +1000, "John" <no@no.com> wrote:
>

Nothing happened to doing it right. That's still the preferred method. Always
will be.

;)

Subject: Re: This is major
Posted by [rick](#) on Fri, 26 Dec 2008 11:14:38 GMT
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i didn't intend any insult but there are times when i wish there were
less options and let some of the warts back in.

keyrist it's supposed to get to 60 deg. here tomorrow with rain on top
of the nearly 2' of snow that sits on top of the 2" of ice...i should
have started that arc 2 the voice told me to build...drat.

On 26 Dec 2008 03:15:03 +1000, "Deej" <noway@jose.net> wrote:

>
>rick <parnell68athotmaildotcom> wrote:
>>whatever happened to tracking them right...if the kit is good. i'm
>>just bitter...
>>
>>On 25 Dec 2008 08:19:54 +1000, "John" <no@no.com> wrote:
>>
>
>Nothing happened to doing it right. That's still the preferred method. Always
>will be.
>
>;)
>