
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
