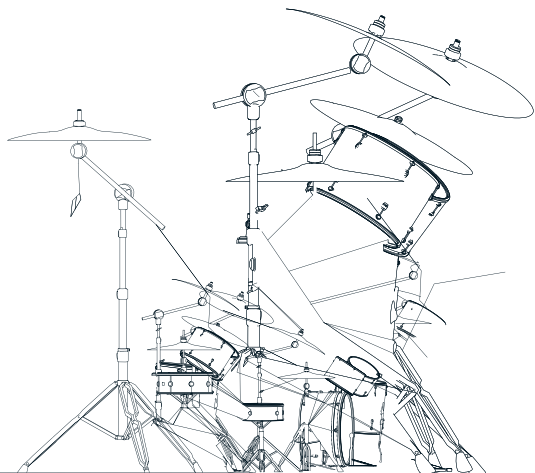


BFD2



2.0.0
Nov '07

 **fxpansion**
www.fxpansion.com

Installing BFD2: Mac OSX 10.4 or above

1. Insert BFD2 DVD1 and open the BFD2_DVD1 image that mounts to your desktop

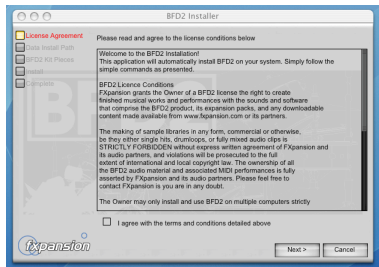
2. Double-click on the BFD2 Installer OSX package.



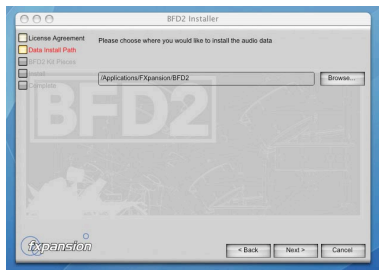
3. You may need to enter an administrator password to continue.



4. You must agree to the license conditions in order to continue. When you have ticked the 'I agree...' checkbox, click the Next button.

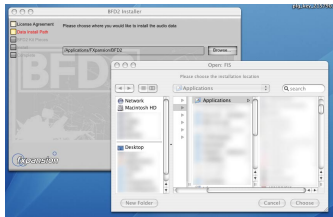


5. You now need to enter a location to which to install the audio data. We highly recommend using a dedicated drive, or any drive that is not used for audio tracks or other streaming libraries at the same time as BFD2.



Click the Browse button to navigate to and choose a suitable location.

Click the Next button to continue.



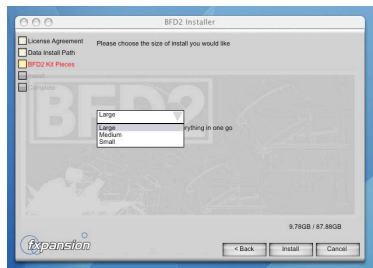
- 6. BFD2 can be installed in 3 sizes. The two smaller sizes install less velocity layers so the detail level is lower, but the hard disk and RAM footprint when using the sounds is also reduced.**

Small: approx. 24 GB.

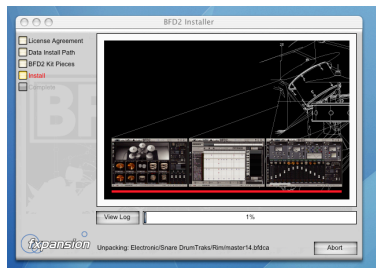
Medium: approx. 43 GB

Large: approx. 50 GB

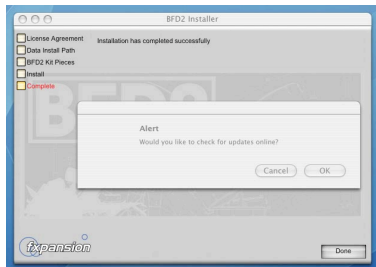
Click the selector and choose the appropriate size, then click the Install button.



- 7. Installation will now commence. Please be patient, as installation can take a long time!**



8. The installer asks if you want to check for updates at our website. It is highly recommended to use the very latest version of BFD2, as it is constantly being updated for optimum performance.



9. Once the installation has completed, click the Done button and then insert the next DVD and repeat the process, until you have installed all 5 DVDs.



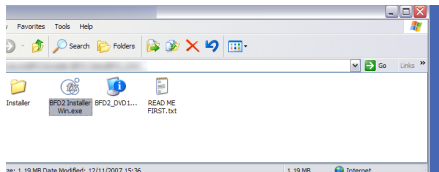
After you have installed all 5 DVDs, launch BFD2 from your Applications folder.

You are now ready to authorize BFD2 – turn to page 12.

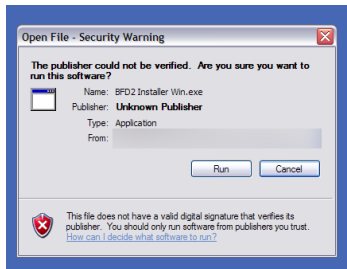
Installing BFD2: Windows XP or later

1. Insert BFD2 DVD1 and open its contents

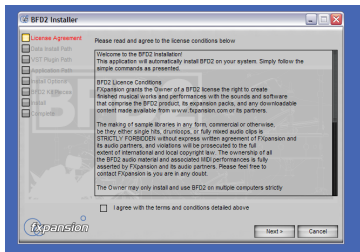
2. Double-click on the BFD2 Installer Win.exe file.



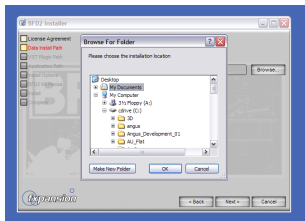
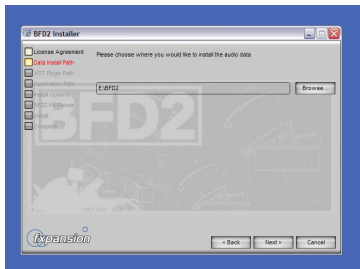
3. You may see the following message after running the installer. Click the Run button to continue.



4. You must agree to the license conditions in order to continue. When you have ticked the 'I agree...' checkbox, click the Next button.



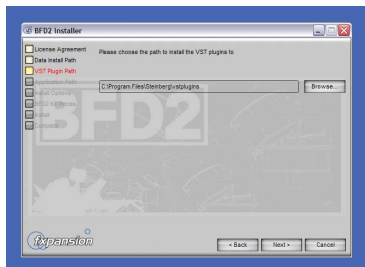
5. You now need to enter a location to which to install the audio data. We highly recommend using a dedicated drive, or any drive that is not used for audio tracks or other streaming libraries at the same time as BFD2.



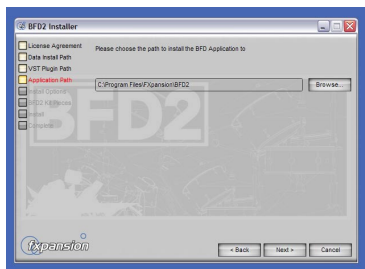
Click the Browse button to navigate to and choose a suitable location.

Click the Next button to continue.

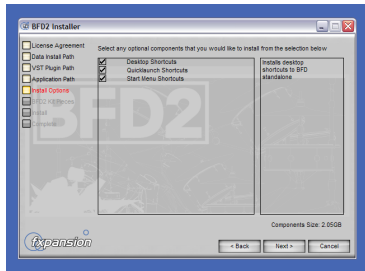
6. You now need to specify the location of your VSTplugins folder. The installer tries to detect your folder automatically. If you require a different location for the VST plugin component of BFD2, click the Browse button to navigate to and select another location. Click Next to continue.



7. Specify the location to which to install the BFD2 standalone application and other support files. We highly recommend leaving this at the default setting. However, if you want to specify another location, click the Browse button to navigate to and select another location. Click Next to continue.



8. You can now decide whether you do not want the installer to create shortcuts to BFD2 on the Desktop, the Quicklaunch bar or the Start menu. Un-tick any checkboxes as necessary, and then click Next.

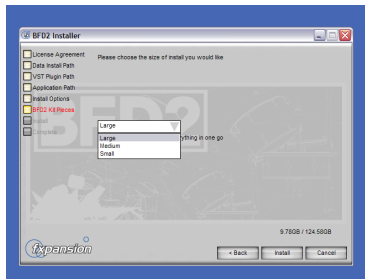


9. BFD2 can be installed in 3 sizes. The two smaller sizes install less velocity layers so the detail level is lower, but the hard disk and RAM footprint when using the sounds is also reduced.

Small: approx. 24 GB.

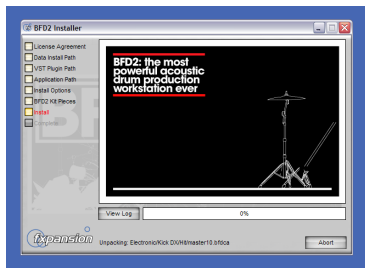
Medium: approx. 43 GB

Large: approx. 50 GB

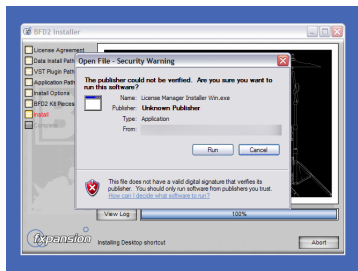


Click the selector and choose the appropriate size, then click the Install button.

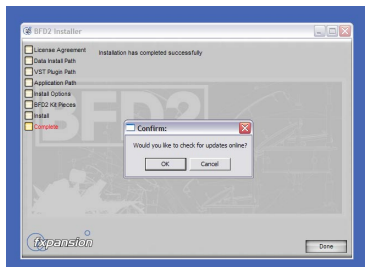
**10. Installation will now commence.
Please be patient, as installation
can take a long time!**



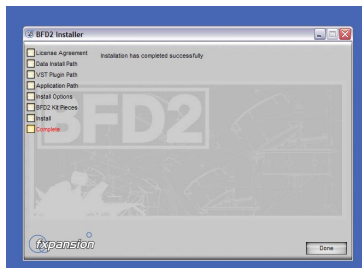
**11. Before the installation is
complete, you may see this
message again. Click Run in
order to continue with the
installation.**



11. The installer asks if you want to check for updates at our web-site. It is highly recommended to use the very latest version of BFD2, as it is constantly being updated for optimum performance.



12. Once the installation has completed, click the Done button and then insert the next DVD and repeat the process, until you have installed all 5 DVDs.



After you have installed all 5 DVDs, launch the BFD2 standalone application from one of the shortcuts specified in step 8. If you installed a Start menu shortcut, the BFD2 application is found in Start Programs • FXpansion • BFD2

You are now ready to authorize BFD2 – turn to page 12.

Authorizing BFD2 – License Manager

The License Manager application is used to manage licenses and authorizations for BFD2, other FXpansion software products, and third party BFD / BFD2 expansion packs.

To use our software products, you need to authorize them to be run on your computer. You can authorize your products in 3 ways.

- With the License Manager and an internet connection on the same computer
- With the License Manager and an internet connection on a different computer
- Using a web browser and a generated Authorization Request file, on the same or a different computer

The computer on which you want to use BFD2 does NOT need to be on the internet.

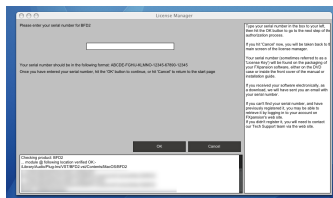
Note: Authorization files are unique to a single computer. An Authorization file generated in response to an Authorization Request is only valid on the computer that originally generated that Authorization Request.

Running the License Manager

When BFD2 launches and detects it has not yet been authorized, it automatically runs License Manager, or asks if you want to run it. However, you can also run it manually at any time:

Mac OS X: **Applications / FX License Manager**

Windows: **Start • Programs • FXpansion • License Manager**



When License Manager runs, it may first prompt you for your BFD2 serial number.

If it does so, type in your serial number, hit ENTER and then press the OK button.

Each time License Manager runs, it performs a quick system scan of installed FXpansion products to make sure any licenses are OK. This can take a few seconds on slower computers.

Authorizing a product

To begin authorizing a product, click the **Authorize and Activate** button.

At this point, you may be prompted for the serial number for the product. If so, type in the product's serial number, hit ENTER and then press the OK button.

Alternatively, if you already have additional expansion packs which you would like to use with BFD2, you can authorize all your products at once by clicking the **Authorize all products** button instead. Note that this method only works for products whose serial numbers have been detected by License Manager or entered into it manually. If you haven't entered the serial number for a product, you will need to authorize it individually.

You will be asked to choose an authorization method from the following:

1. Online, automatically

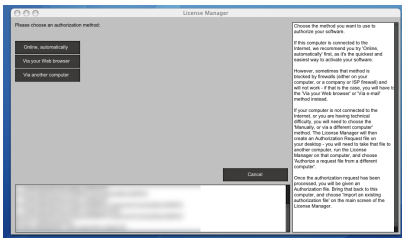
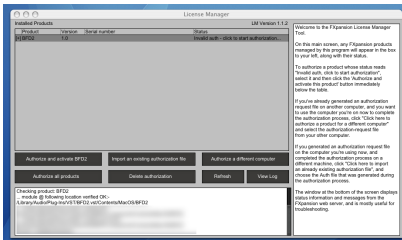
The quickest and easiest way of getting your software authorized. However, it requires that your computer be connected to the Internet directly or via a transparent (non-Proxy) firewall.

2. Via your Web browser

Uses your Web browser for authorization. It is intended for aggressively firewalled or proxy-based internet connections – this is often the case in the workplace or at academic institutions.

3. Via another computer

Generates an Auth Request file, which can be used to obtain an Authorization file on a separate internet enabled computer. The Authorization file is then used to authorize the original machine.



Option 1. Online authorization

1. To begin authorizing online, choose **Online, automatically** as the authorization method.

The screenshot shows the 'License Manager' window with a 'New Users' tab selected. It contains two main sections: 'Current Users' and 'New Users'. The 'New Users' section has a heading 'If you are a new user please click the "Create new account" button to setup an account.' Below this are fields for 'Username:' and 'Password:' with a 'Log In!' button. To the right, there is a large text block with instructions: 'To authorize your software, you need to have an account on the FXpansion web site. If you have an account already, fill in your details in the "Username" and "Password" boxes to your left, and click "Log In!". If you don't have an account, click the "Create a new account" button. It will search your Web browser as a page on the FXpansion web site where you can create an account. If you have an account, but you don't remember your username or password, click the "Forgot username or password" button. It will search your Web browser at a page which will help you retrieve your details. Creating an account is free of charge, and your details will not be passed to any third party. You can view our full privacy policy on our Web site.' At the bottom of the 'New Users' section is a 'Create a new account' button. Below the 'New Users' section is a 'Current Users' section with a heading 'If you have forgotten your log in details please click here to retrieve them' and a 'Cancel' button.

2. On the next page, you are prompted for your FXpansion web site user name & password. Enter it and go to step 4.

3. If you don't have an account, click **Create a new account** on the right; if you've forgotten your details or you aren't sure if you have an account, click the link at the bottom.

The **Create a new account** button opens your Web browser to a short form on our Web site. Once you've created an account, return to the

License Manager and log in with your new details.

4. The License Manager connects to our server. If it cannot connect, it reports an error message. This is either because our server is down or there is a firewall block or fault with your internet connection.

You should try the **Via your Web browser** authorization method described below.

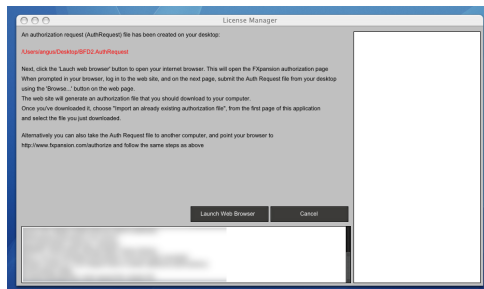
The screenshot shows the 'License Manager' window with a 'Request Authorization' button highlighted. The main text reads: 'You are now logging in to your account. The product you are authorizing has the following details: Product name: SWFO, Product serial number: [redacted], FXpansion user name: [redacted]'. Below this is a note: 'Even if you are happy that the above details are correct, click the "Request authorization" button below to register and authorize this product.' To the right, there is a large text block with instructions: 'Please do not check the details on this page, and then click "Request authorization". Our server will search the main server. Once you click "Request authorization", the License Manager will contact our web site to confirm and activate your authorization. If the authorization process succeeds, all your authorizations for this computer, there are no need to do, if you're authorizing for another computer, the license manager will generate an activation file on your machine, which you will then need to import on your next computer. Please note that, under the terms of license, you are not allowed to authorize you software on 1 computer after that, you will need to contact our support team to obtain further authorizations. If the authorization process fails, there are several reasons why that might be: Our Web site might be down for maintenance. You have exceeded the maximum number of allowed authorizations. The serial number might be registered to someone else. If you have any problems, contact our Support team via email or the web.' At the bottom of the 'Request Authorization' section are 'Request Authorization' and 'Cancel' buttons.

5. Once the License Manager has logged in, you are given a confirmation screen detailing the product, the serial number and your user account name.

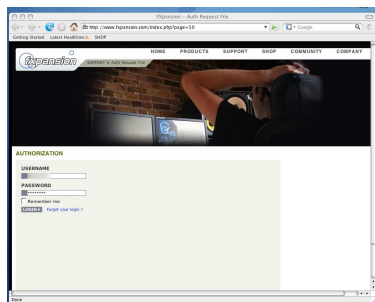
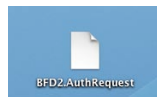
Click **Request Authorization** – the authorization process completes, and, all being well, your software is ready to use!

Option 2. Authorization via your Web browser

1. To authorize via your Web browser, choose **Via your Web browser** as the authorization method.



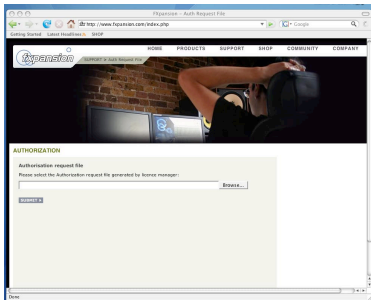
2. License Manager creates an Authorization Request file on your Desktop -- for example, "BFD2.AuthRequest" -- and prompts you to launch your Web browser.



Note: If for some reason your browser fails to launch, you should launch it manually and point it to:

<http://www.fxpanation.com/authorize>

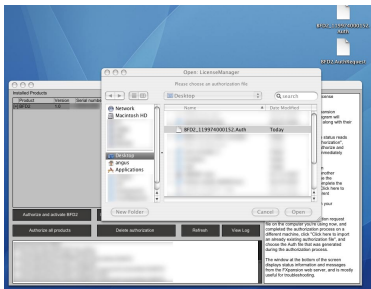
3. You are now be prompted to log in to your user account, or create a new account if you don't have one yet.



4. Once you've logged in, or created an account and logged in, you are prompted to select the Authorization Request file. Click the **Browse...** button, and, when the file dialog pops up, choose the Authorization Request file that was created by the License Manager earlier.

Then click the **Submit** button – the server now processes your authorization request.

If successful, you are prompted to download the Authorization file – choose **Save to Disk** and save it to your desktop (if you are using Mac OSX Leopard, downloaded files go to the Users/<user>/Downloads folder).



5. Close your web browser and return to the License Manager application. On the main screen, click **Import an existing authorization file**. Select the Authorization file you just downloaded to your desktop, (it ends in “.Auth”). The License Manager imports the Authorization file, and your software is now authorized and ready to use.

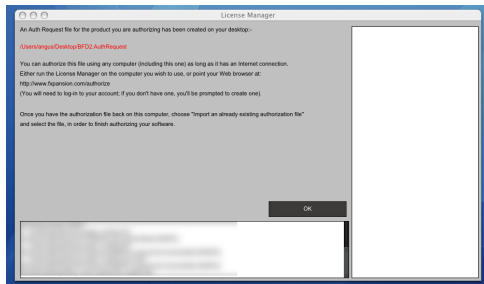
Note: The Authorization file you need to import is NOT the same file as the Authorization Request generated by License Manager.

To reiterate, the file you need to import is the one you downloaded to your desktop from your web browser (ending in “.Auth”), NOT the file that License Manager generated (ending in “.AuthRequest”).

Option 3. Authorizing via a different computer

This method is somewhat more time consuming, and should only be used if the machine on which you need to authorize your software does not have an internet connection of any kind.

1. To authorize via a different computer, choose **Via another computer** as the authorization method.



2. License Manager creates an Authorization Request file on your Desktop -- for example, "BFD2.AuthRequest".

3. You need to take this file to an internet-connected computer (via local network, floppy disk, thumb drive, CDR, Zip disk etc.).

A small USB thumb drive can be bought for around \$10 at any electronics retailer and is ideal for this.

4. Once you are at the other, Internet-connected computer, you have one of two options -- you can either download License Manager from our website and install on that computer, or you can simply use your web browser.

- Using License Manager

Once you've downloaded and installed License Manager on your internet-connected computer, run it and choose **Authorize a different computer**.

You are prompted to select the Authorization Request file – choose the file on your thumb drive (or floppy, etc.), and then follow the instructions in the 'Option 1: Online Authorization' guide above.

When the process completes, an Authorization file is generated on your Desktop. You now need to copy this file to your thumb drive (or floppy, etc.), and take it back to your non-internet-connected machine.

- Using a web browser

Instead of installing and using License Manager, you can use a web browser (Firefox, Safari, Internet Explorer etc.) on your internet-connected computer and open the following page:

<http://www.fxansion.com/authorize>

.. and follow the instructions for 'Option 2: Authorization via your Web browser' above.

When the authorization process completes, download the Authorization file from our web server directly to your thumb drive (or floppy, etc.) and take it back to your non-internet-connected machine.

5. Whichever method you used above, you now need to import the generated Authorization file back into License Manager in order to complete the authorization process.

On the main screen of License Manager, click the ***Import an existing authorization*** button, and point it at the file on your thumb drive (or floppy, etc.)

License Manager imports the license file, and your software is be ready to use.

Other functions in the License Manager application

Delete Authorization

This can be used to remove an Authorization from your computer – for example, if you are uninstalling the associated software.

Refresh

This refreshes the list of installed products and their status.

View Log

This opens a detailed log of License Manager's activity in Notepad (Windows) or TextEdit (Mac OS X). You can then copy and paste from there to your email application, if our Tech Support team needs this information.

Possible problems during authorization

To prevent abuse of the system, we issue only a certain number of authorizations per serial number, and a serial number can only belong to one user! The following can cause the authorization process to fail at this point:

- **Too many authorizations have been issued for a serial number.**

If you've run out of authorizations (perhaps if you've installed the software on several different computers, or if you reinstall or upgrade your computer hardware frequently), you will need to contact our technical support team at:

www.fxansion.com/support

- **Your serial number is registered to a different account.**

Your serial number belongs to you - it identifies you as the legitimate owner of the software. As such, only one person can be the owner of a given serial number, and only that account can generate authorizations based on that serial number. Occasionally, people have ended up having more than one account, with some serials registered in one and some in another. If that applies to you, contact our technical support team who will be happy to resolve the situation and merge any accounts if necessary.

- **Upgrade requires ownership of existing product.**

Sometimes we sell upgrade packages (for example, BFD 1.x to BFD2) at a discounted price. The serial numbers that come with these upgrade packages require that you own and have registered the previous product (with the same user account!) otherwise our server will not authorize you. If you have bought a BFD1.x to BFD2 upgrade, and have not registered your BFD2 serial number, you will need to do so via our web site.

If you have lost your BFD 1.x serial number or otherwise don't have it available, please contact our technical support team for further advice.

We appreciate these restrictions can be inconvenient in some circumstances - however, preventing abuse of the software license conditions helps keep the price down, and facilitates continued development, free updates and responsive technical support.

After authorization is complete

- Once you have authorized BFD2, you are ready to use it, whether as a standalone application, or as a plugin within a compatible host. On DVD1, you'll find projects for most popular hosts with BFD2 launched and ready to use.
- The BFD2 manual is supplied as a PDF file, and can be launched from the BFD2 Help menu. It is vital to read the manual in order to get the most out of BFD2!

Software updates

We highly recommend that you should check our site for updates as soon as possible. BFD2 is constantly under development in order to increase its performance.

If you encounter a problem with the software, it is very likely that the issue will be fixed by simply updating to the latest version available on our website.

Important note about expansion packs

You **MUST** authorize any expansion packs you own if you want to use them in BFD2, even if you have already authorized them for use with BFD 1.5.

Troubleshooting

If you encounter any unresolvable problems during the installation or authorization process, please follow these steps:

1. Consult the BFD2 FAQ, which is frequently updated with current issues and advice.

www.fxexpansion.com/bfd2faq

2. If you cannot resolve your problem with the information provided in the FAQ, please contact our technical support team, who will endeavour to get you up and running as quickly as possible.

Please note that you must register your copy of BFD2 before being able to receive support.

www.fxexpansion.com/support