How To Install GoranGrooves Complete MIDI Bundle- for BeatBuddy users

INSTALLATION, UPDATE · https://library.gorangrooves.com/docs/how-to-install-gorangrooves-complete-midi-bundle-for-beatbuddy-users/



Introduction

GoranGrooves' Complete MIDI Bundle contains GoranGrooves' entire MIDI loop catalog featuring MIDI

loops from the Handy Grooves and Beats For BeatBuddy series. The bundle is provided with installers for BeatBuddy users that will install all BeatBuddy songs directly on your SD card into an existing BeatBuddy project, ready to be used on the pedal.

Additionally, a ZIP archive containing all source MIDI loops is available to download should you wish to edit or use them in a DAW. You can select which option to download from your GoranGrooves Account .

This documentation is specifically for BeatBuddy users.

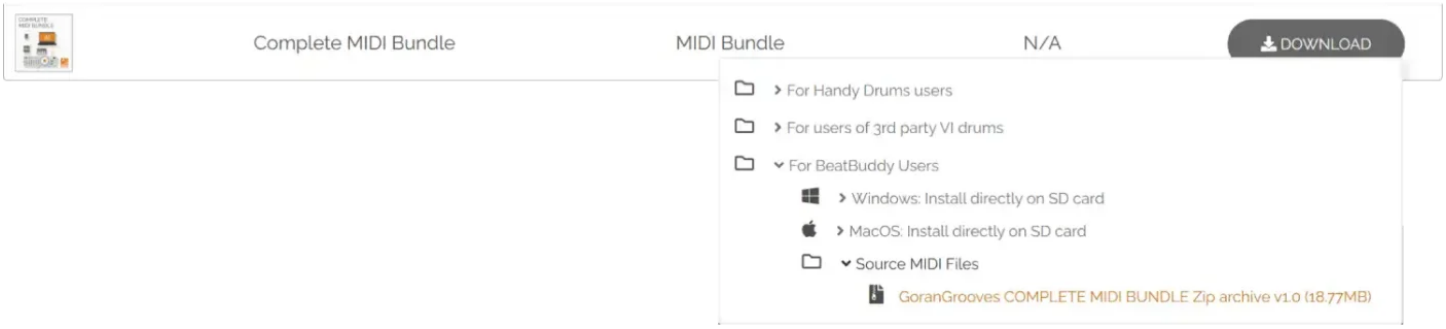
DAW/ drum plugin users, see Installing Complete MIDI Bundle- for DAW users.

Important Information

- The Complete MIDI Bundle comes with installers for Windows and MacOS systems.
  You do not need to use any other software to install the content onto your SD card.
- The installers will install the entire collection of BeatBuddy songs **directly onto your SD card** containing an existing BeatBuddy Project. **You can not install them to any project outside the selected drive's root directory.**
- The BeatBuddy songs will be organized into folders based on the individual beat packs contained in the bundle. The newly added collection will be appended to the bottom of the content available in your BeatBuddy Project.

  If the installer is replacing an existing collection, the content will **not** be appended to the bottom of the project but **updated** in its existing location within the project.

- The SD card must contain a valid BeatBuddy Project for the installation to succeed. If it does not, installation will not be initiated. The installers have checks in place to ensure you are installing to an existing project.
- In addition to the installers, you can access the MIDI source files used to create the BeatBuddy songs. They are provided in a ZIP archive and can **not** be added directly to your SD card. You can use them to compose new BeatBuddy songs using dedicated BeatBuddy Manager software or use them inside a DAW with virtual drum instruments.



IMPORTANT: If your BeatBuddy Project already contains the song pack you are installing, the existing folder will be overwritten. If the collection name differs from the one previously installed, it will be updated. This can not be undone.

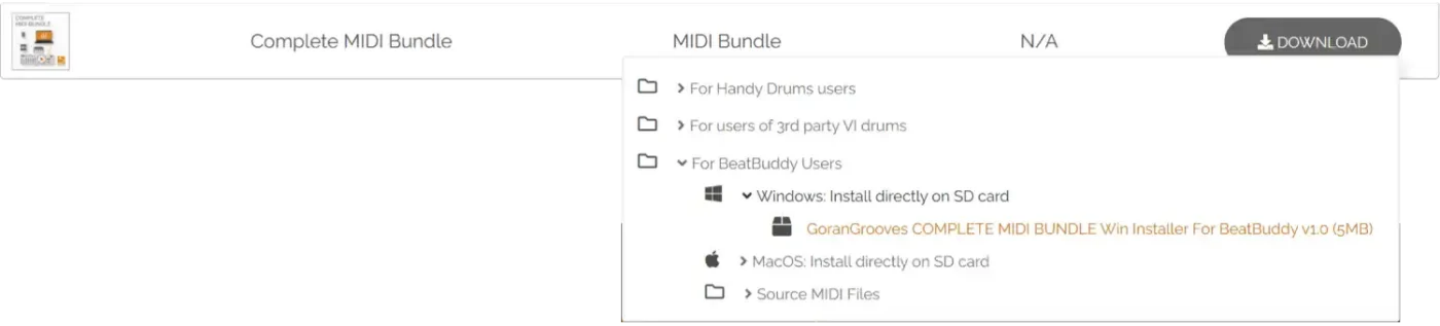
Installation on Windows OS

Step 1- Download the product

Download the Complete MIDI Bundle from your GoranGrooves Library account.

Click on the large DOWNLOAD button for the product.

A popup menu will allow you to select the operating system you use to install the product. Navigate to the "**For BeatBuddy Users -> Windows: Install directly on SD card**" folder and click on the file within it.



As the file size is relatively small, the download should complete quickly, and you will find the downloaded file in your default download directory as set by your browser.

Step 2- Insert the SD Card into the card reader

Insert an SD Card into the card reader connected to your PC.

Embedded media: https://cdn.library.gorangrooves.com/wp-content/uploads/20240815120651/insert-sd-card-into-reader.mp4

This can be the SD card that came with your BeatBuddy or another SD card. For better performance

and faster read and write times, we recommend a "Class 10" SD card of at least 4GB in size.

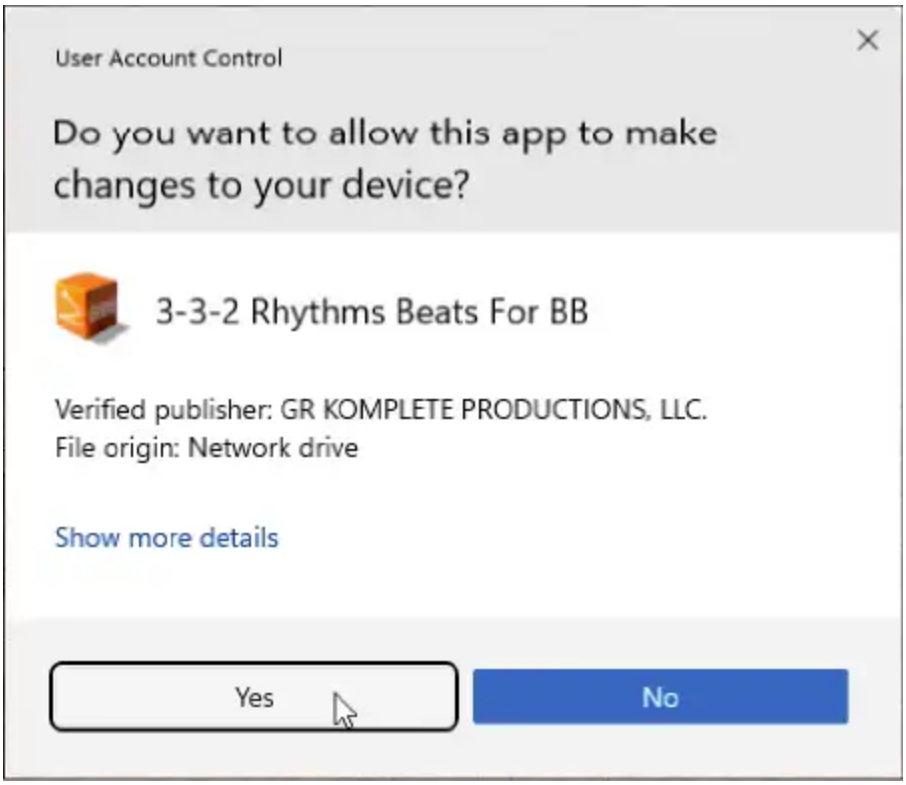
In either case, **the SD card must contain an existing BeatBuddy Project**. For the latest GoranGrooves Default Content v2.2 for BeatBuddy, go here.

Step 3- Launch the installer

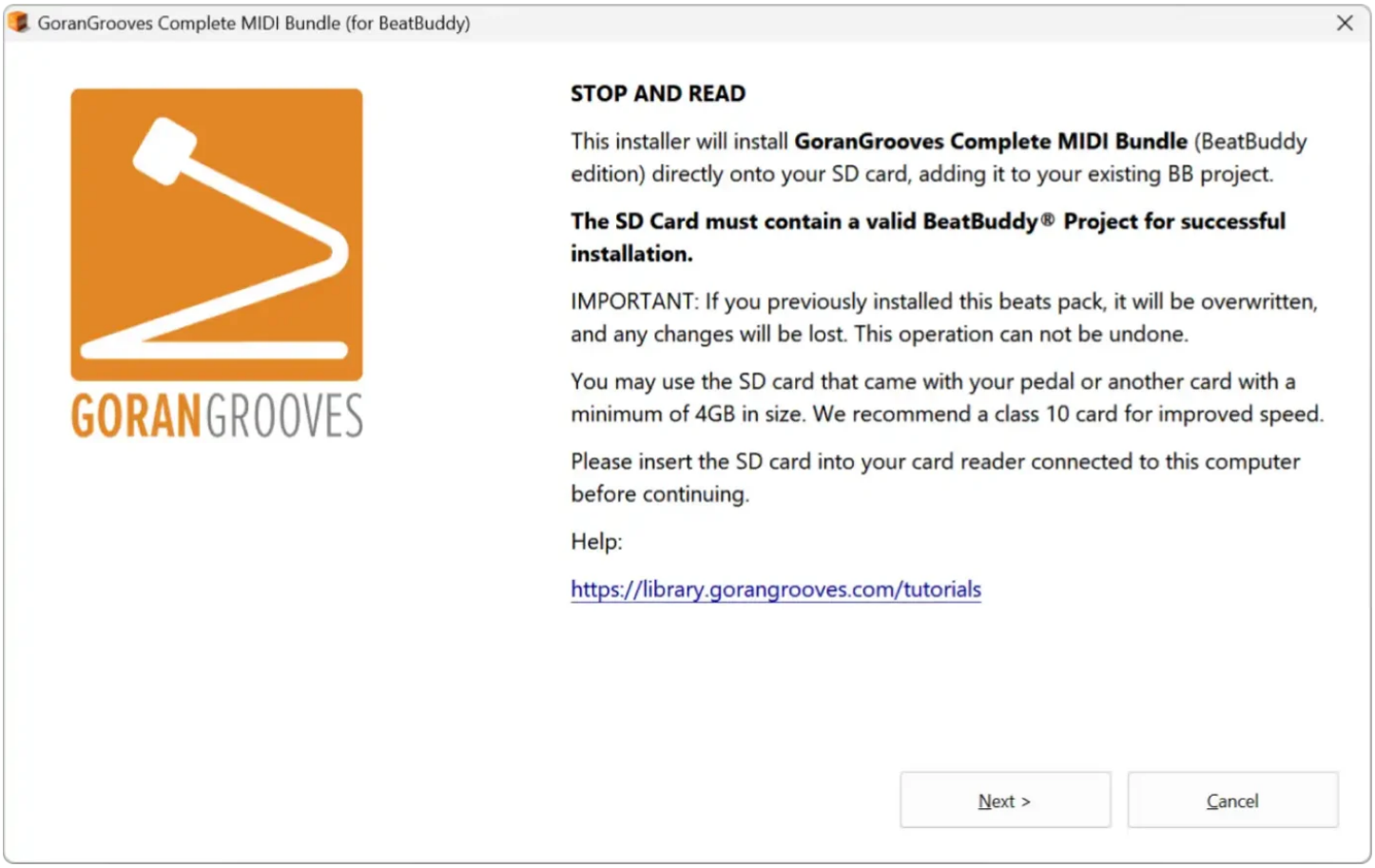
Double-click on the installer you downloaded in step 1.



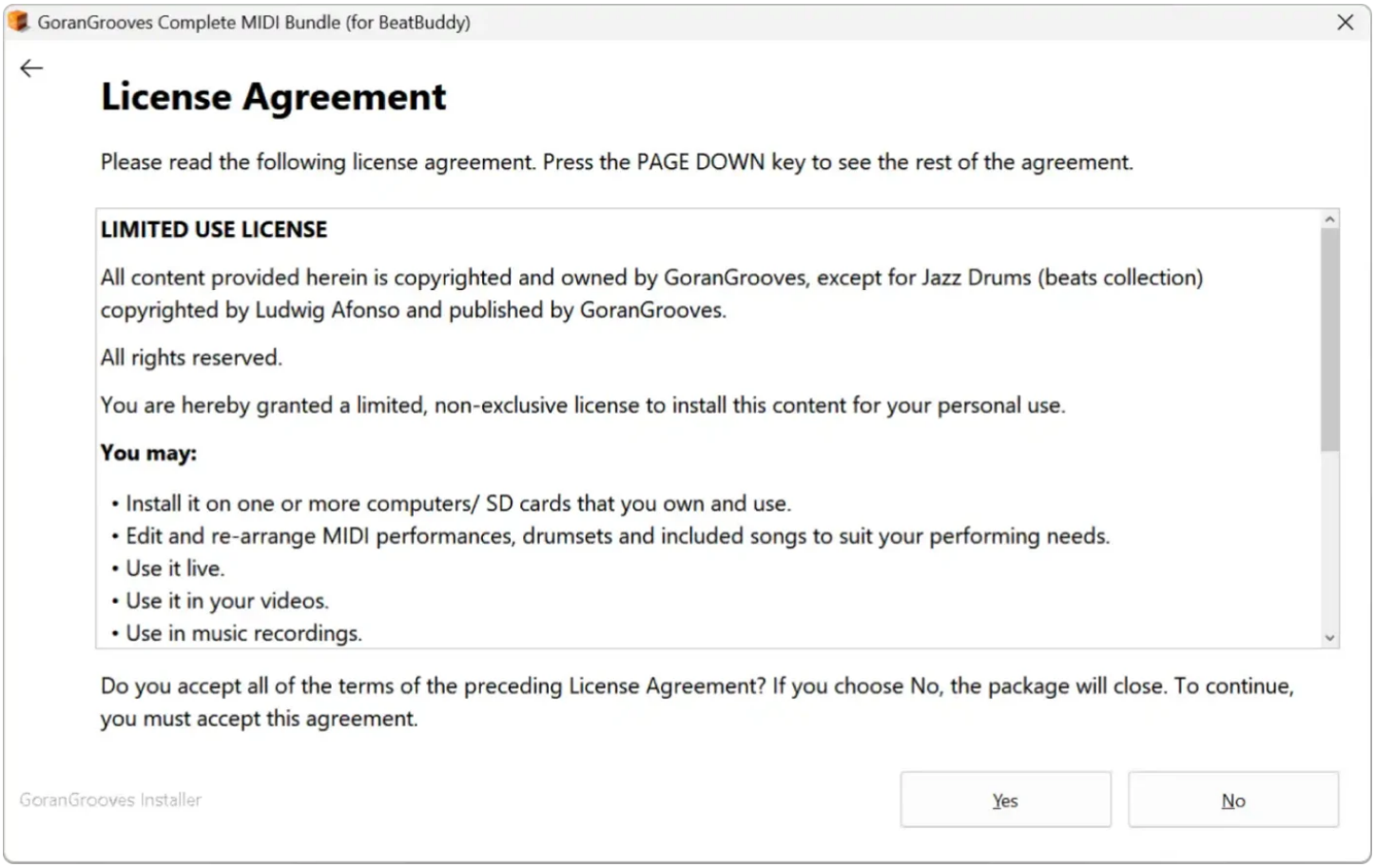
When the Windows security warning asks if you wish to allow the app to make changes to your computer, click YES.

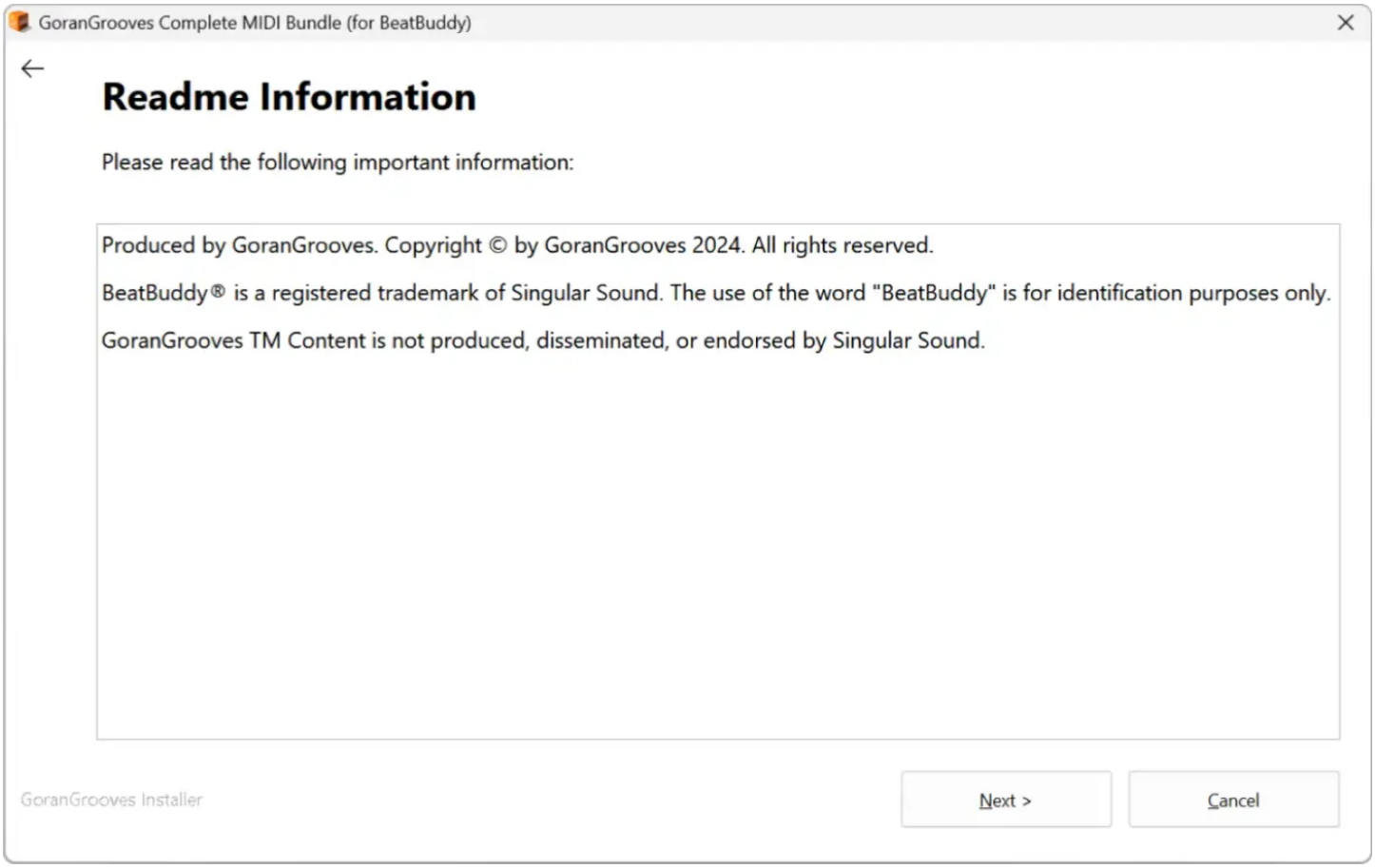


After a few moments, you will be presented with the installation dialog, which will guide you through the step-by-step process.



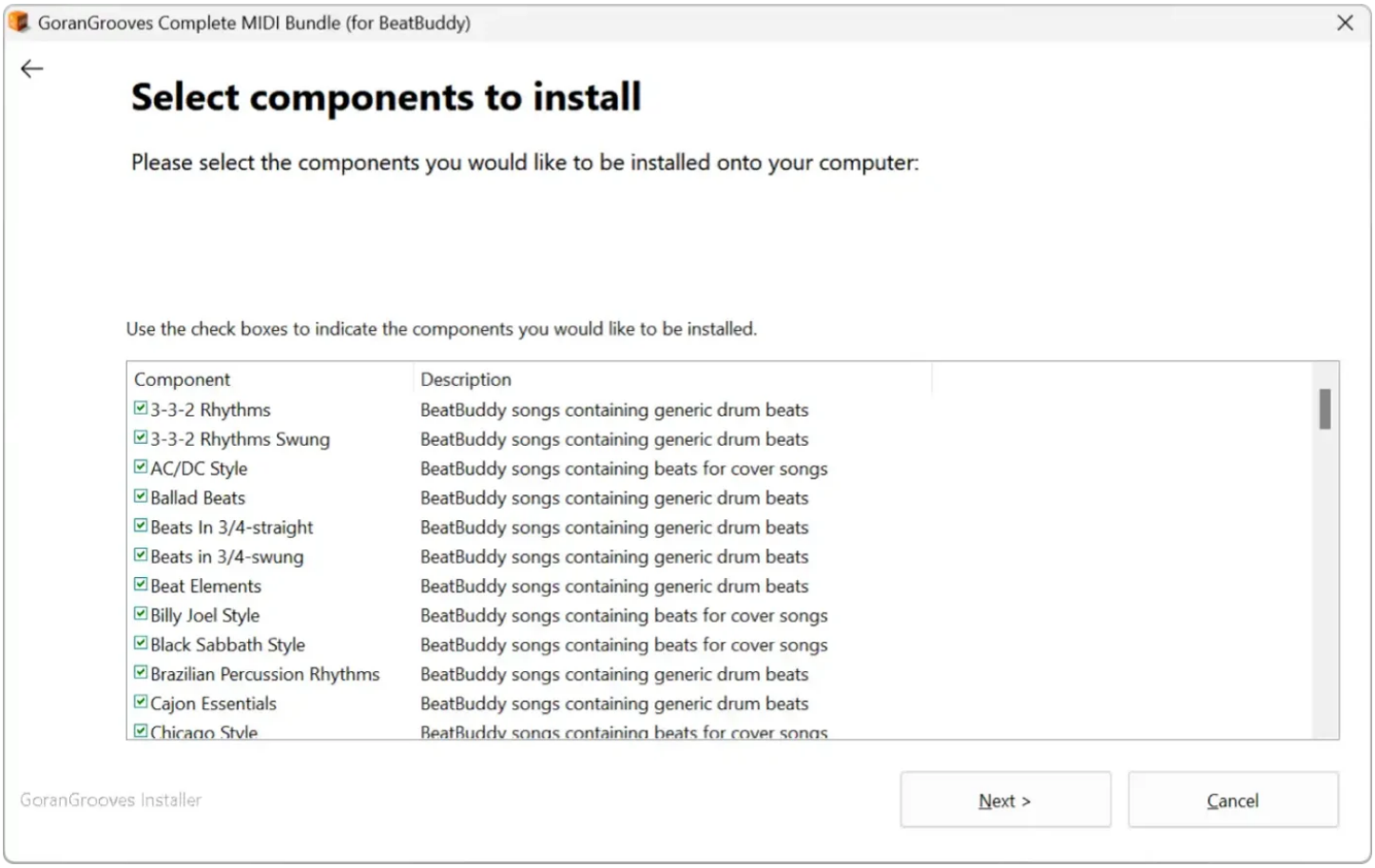
Read the brief legal information and proceed to the next step by clicking the NEXT button.


GoranGrooves Complete MIDI Bundle (for BeatBuddy)
License Agreement
Please read the following license agreement. Press the PAGE DOWN key to see the rest of the agreement.
LIMITED USE LICENSE
All content provided herein is copyrighted and owned by GoranGrooves, except for Jazz Drums (beats collection) copyrighted by Ludwig Afonso and published by GoranGrooves.
All rights reserved.
You are hereby granted a limited, non-exclusive license to install this content for your personal use.
You may:
• Install it on one or more computers/ SD cards that you own and use.
• Edit and re-arrange MIDI performances, drumsets and included songs to suit your performing needs.
• Use it live.
• Use it in your videos.
• Use in music recordings.
Do you accept all of the terms of the preceding License Agreement? If you choose No, the package will close. To continue, you must accept this agreement.
GoranGrooves Installer
Yes
No



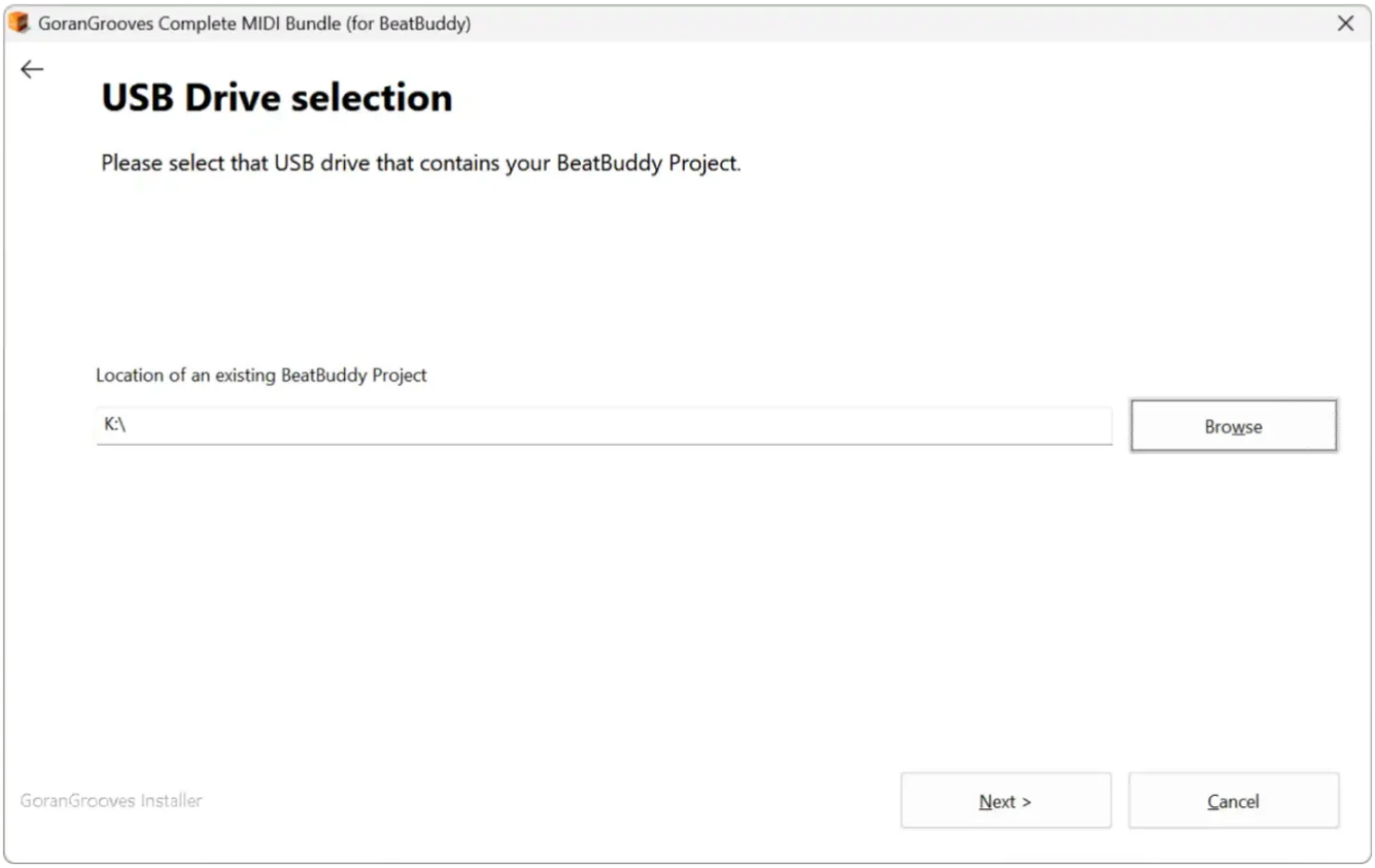
Step 4- Components Selection

This screen will display all MIDI packs included in the bundle. They are all selected for installation by default. If there are any you do not wish to install, you can deselect them.



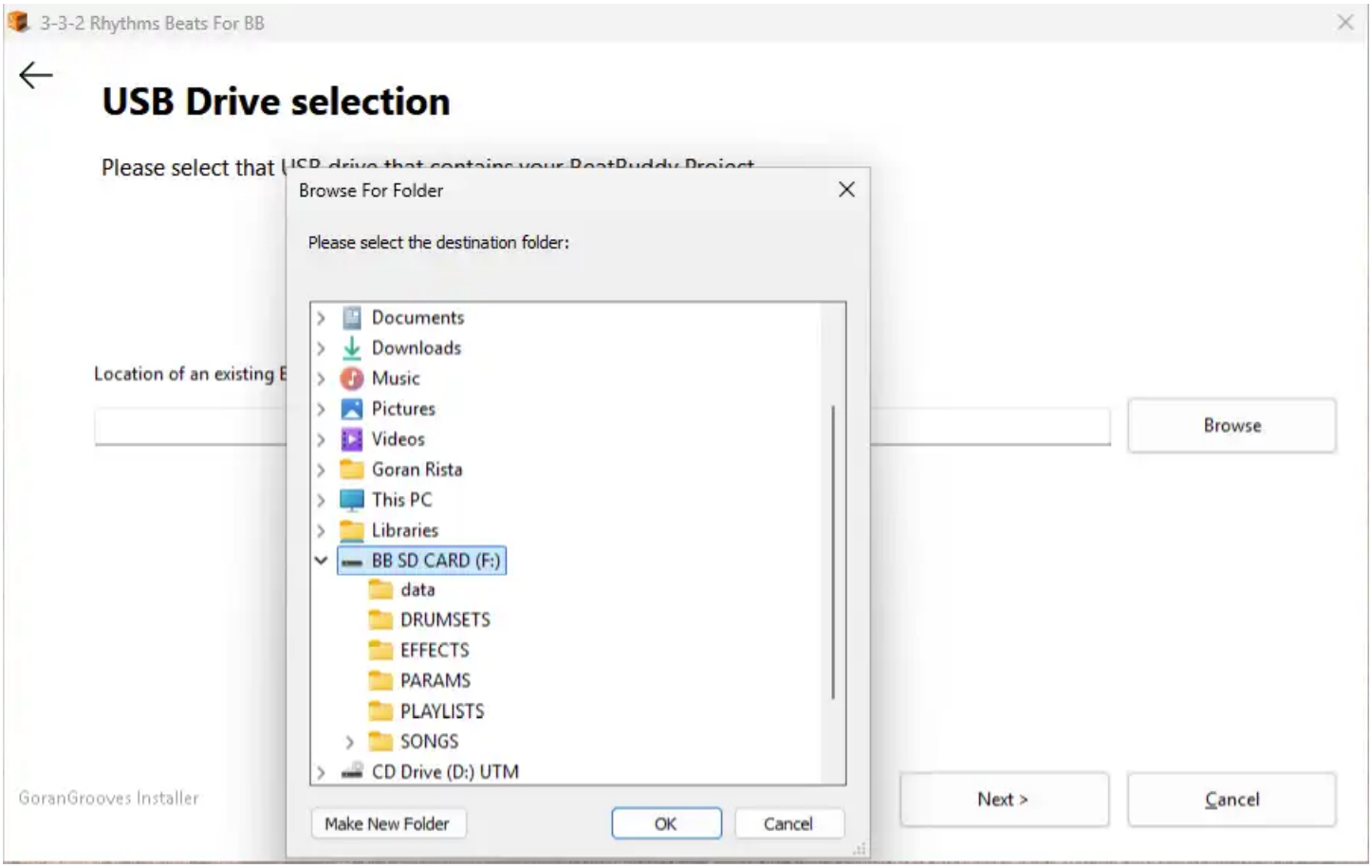
Step 5- Select your USB drive with an SD card

When prompted, navigate to your SD card drive.



IMPORTANT: The installer will look for a BeatBuddy Project located in the root directory of your selected drive, regardless of which directory you navigate to on the drive. For example, if you navigate to "G:\Some folder\Another Folder\My BB Project\", the installer will look for a BeatBuddy Project at "G:\".

If no valid project is found in the root directory, the installer will prompt you to select the drive again and continue until a valid drive is selected or you quit the installation.



Step 6- Important Default Drumset Information and Drumset Renaming

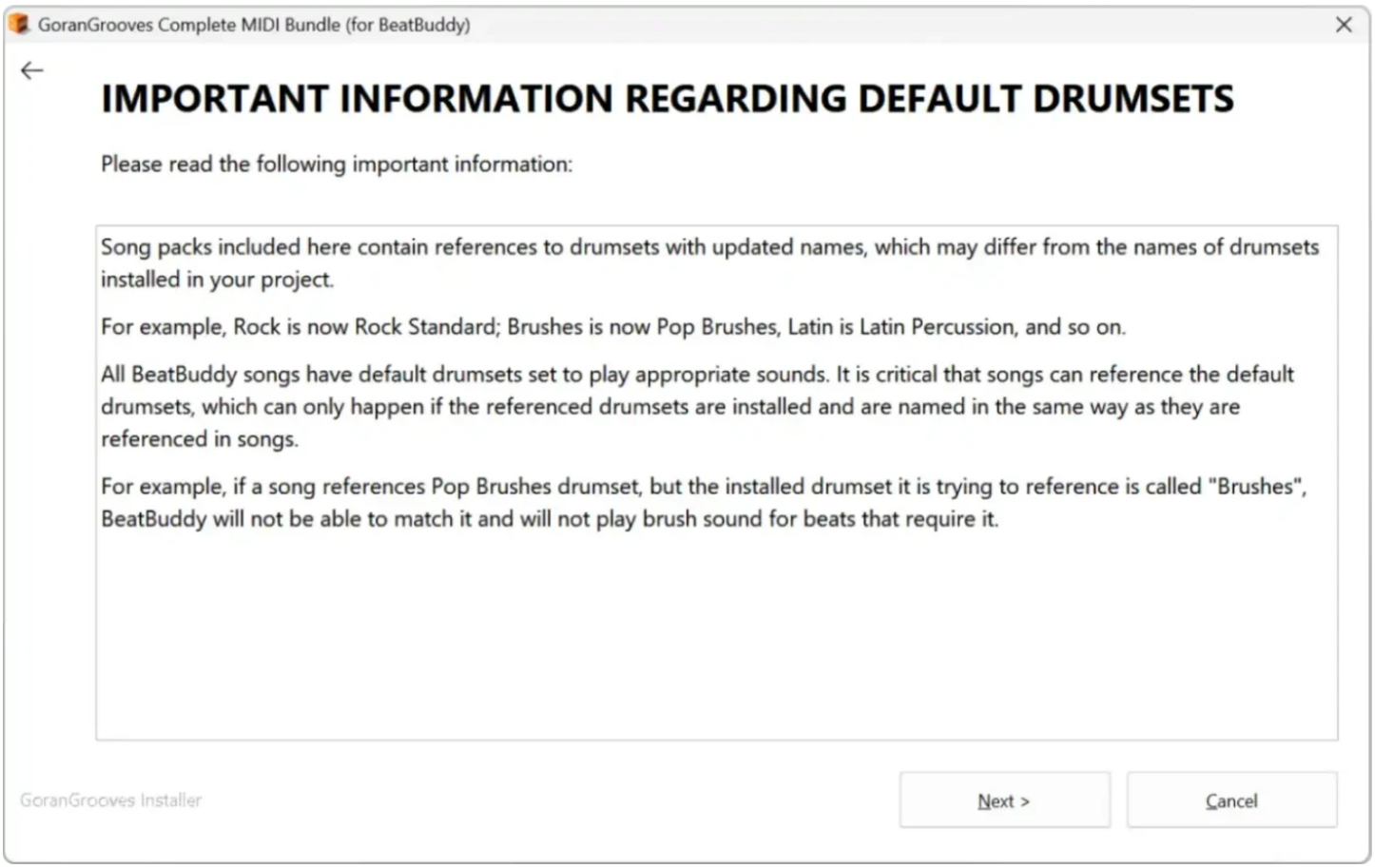
In November 2024, GoranGrooves renamed several of GoranGrooves' drumsets, including drumsets found in GoranGrooves Default Content for BeatBuddy v2.2.

Song packs included in the bundle contain references to BeatBuddy drumsets with updated names, which may differ from the names of drumsets installed in your project.

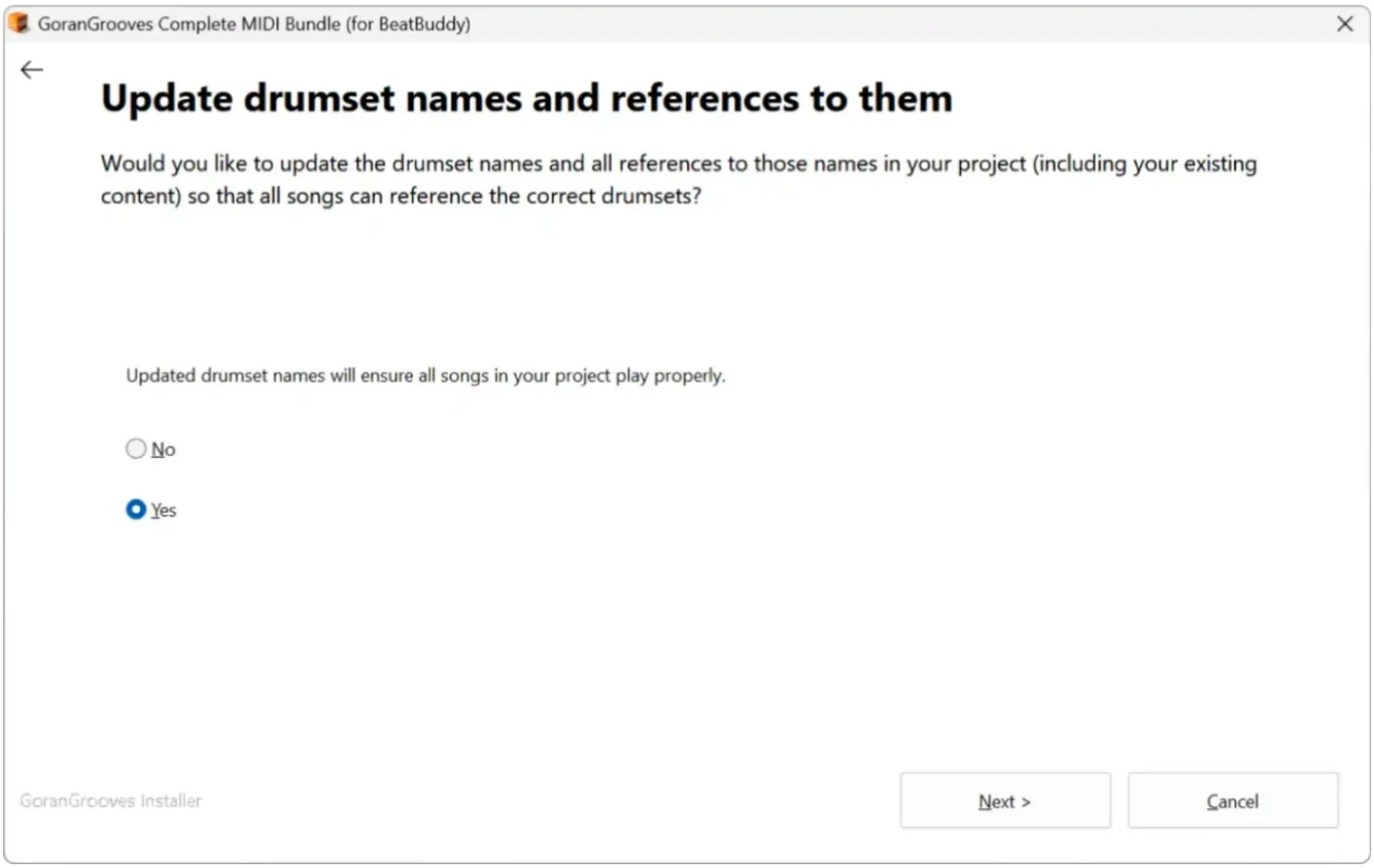
For example, Rock is now Rock Standard; Brushes is now Pop Brushes, Latin is Latin Percussion, and so on.

All BeatBuddy songs have default drumsets set to play appropriate sounds. It is critical that songs can reference the default drumsets, which can only happen if the referenced drumsets are installed and are named in the same way as they are referenced in songs.

For example, if a song references Pop Brushes drumset, but the installed drumset it is trying to reference is called "Brushes," BeatBuddy will not be able to match it and will not play brush sound for beats that require it.



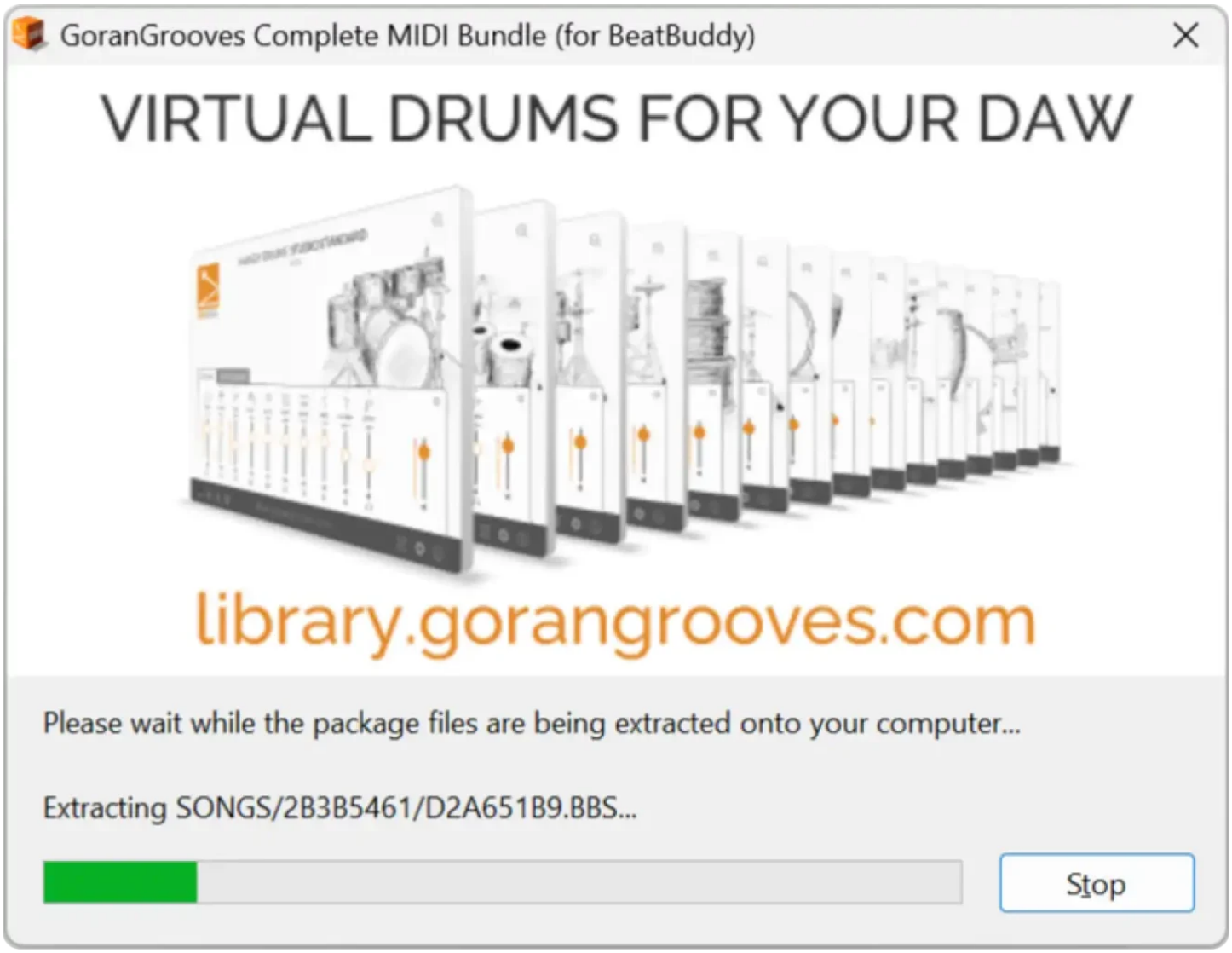
To resolve this potential issue, the installer features scripts that will **rename the drumsets and all songs in your project that reference those drumsets**, so that everything will be in sync and all songs can find their default drumsets if they are installed in your project.



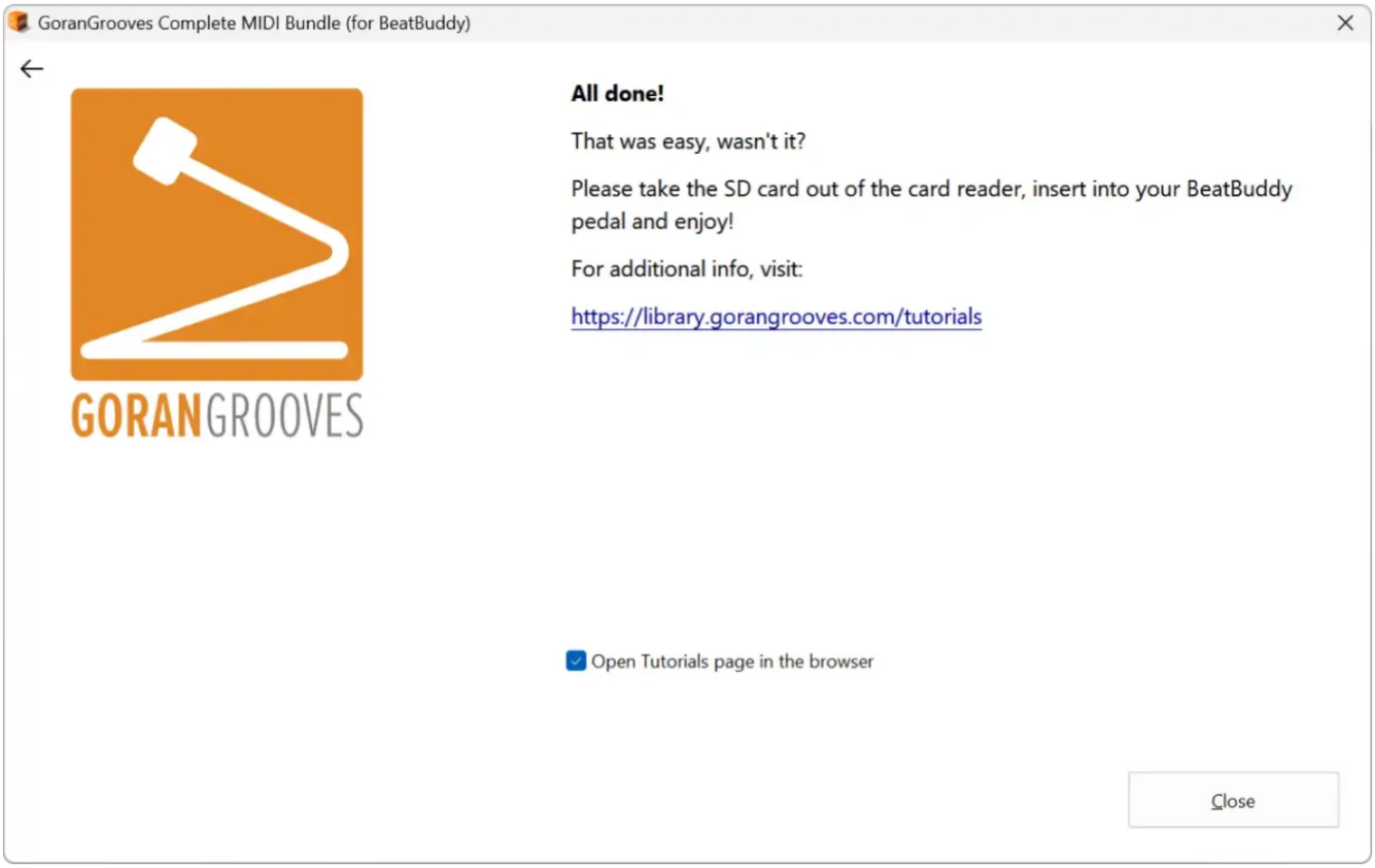
If you install BeatBuddy content not obtained from GoranGrooves, which may reference the outdated drumset names, you can run our Drumset Rename Utility for BeatBuddy to bring everything in compliance by updating the 3rd party's song references to drumsets.

Step 7- Installation

The installer will display the installation progress. Depending on the speed of your computer, the SD card, and the card reader, the process may take several minutes to complete. There are up over 2700 files that need to be installed.



Upon successful installation, you will be presented with the success message.



Take the SD card out of your card reader, insert it into your BeatBuddy, and enjoy.

Embedded media: https://cdn.library.gorangrooves.com/wp-content/uploads/20240815120654/take-sd-card-out-insert-into-bb.mp4

Remember that the newly installed content is at the bottom of the list of available content on your pedal.

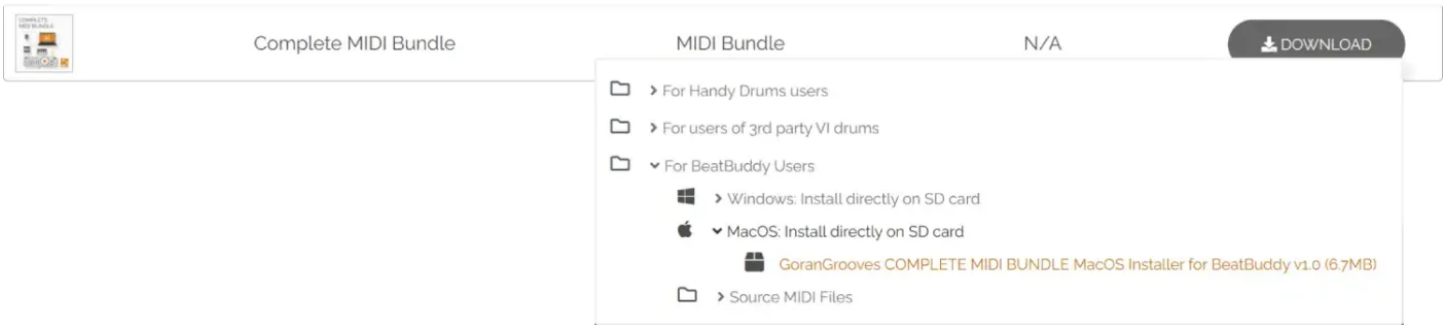
Installation On MacOS

Step 1- Download the product

Download the Complete MIDI Bundle from your GoranGrooves Library account.

Click on the large DOWNLOAD button for the product.

A popup menu will allow you to select the operating system you use to install the product. Navigate to the "**For BeatBuddy Users -> MacOS: Install directly on SD card**" folder and click on the file within it.



Since the file size is relatively small, the download should complete quickly, and you will find the downloaded file in your default download directory as set by your browser.

Step 2- Insert the SD Card into the card reader

Insert an SD Card into the card reader connected to your Mac.

Embedded media: https://cdn.library.gorangrooves.com/wp-content/uploads/20240815120651/insert-sd-card-into-reader.mp4

This can be the SD card that came with your BeatBuddy, or another SD card. For better performance, faster read and write times, we recommend a "Class 10" SD card of at least 4GB in size.

In either case, the SD card must contain an existing BeatBuddy Project. For the latest GoranGrooves Default Content v2.2 for BeatBuddy, go here.

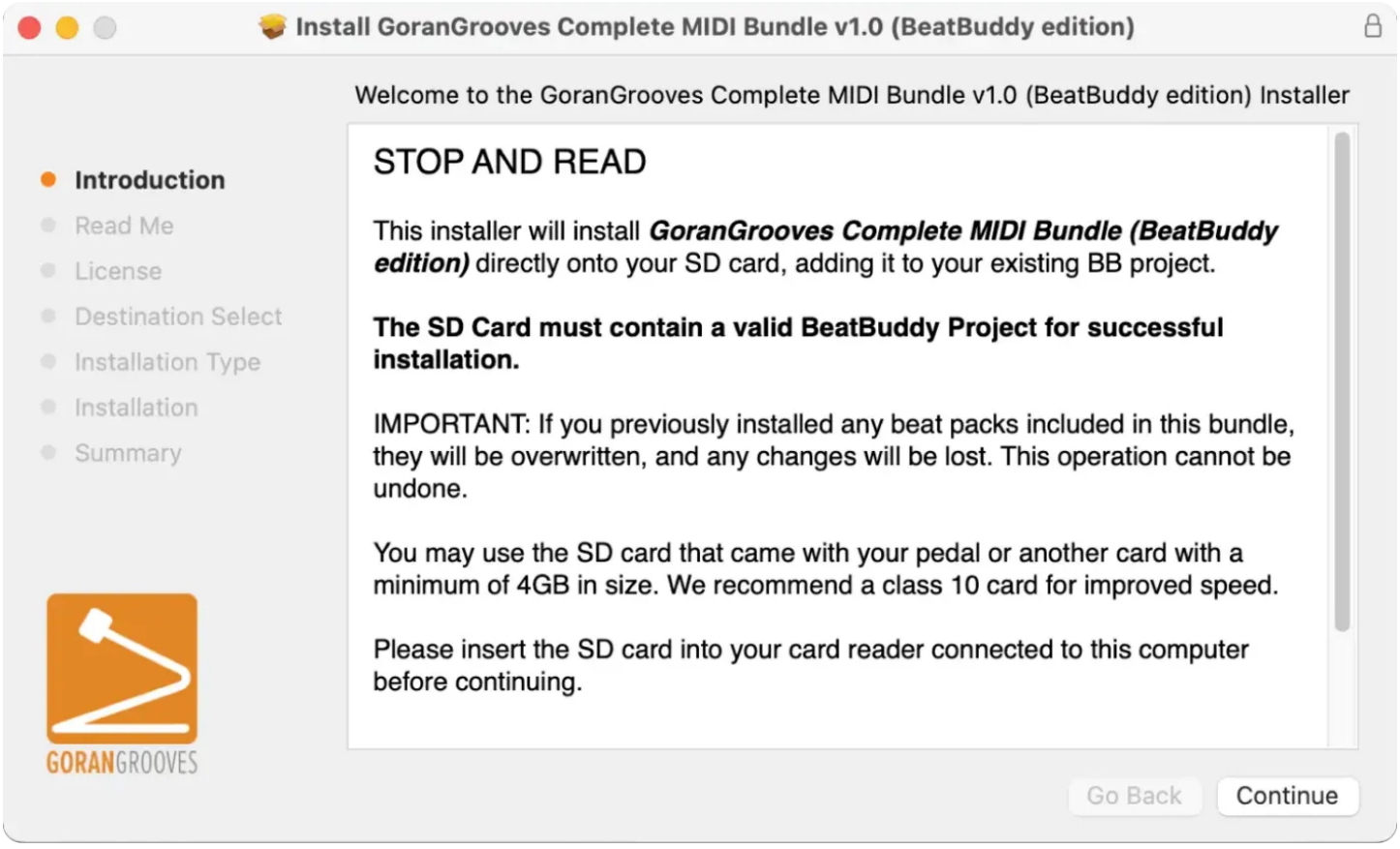
Step 3- Launch the installer

Double-click on the installer you downloaded in step 1.



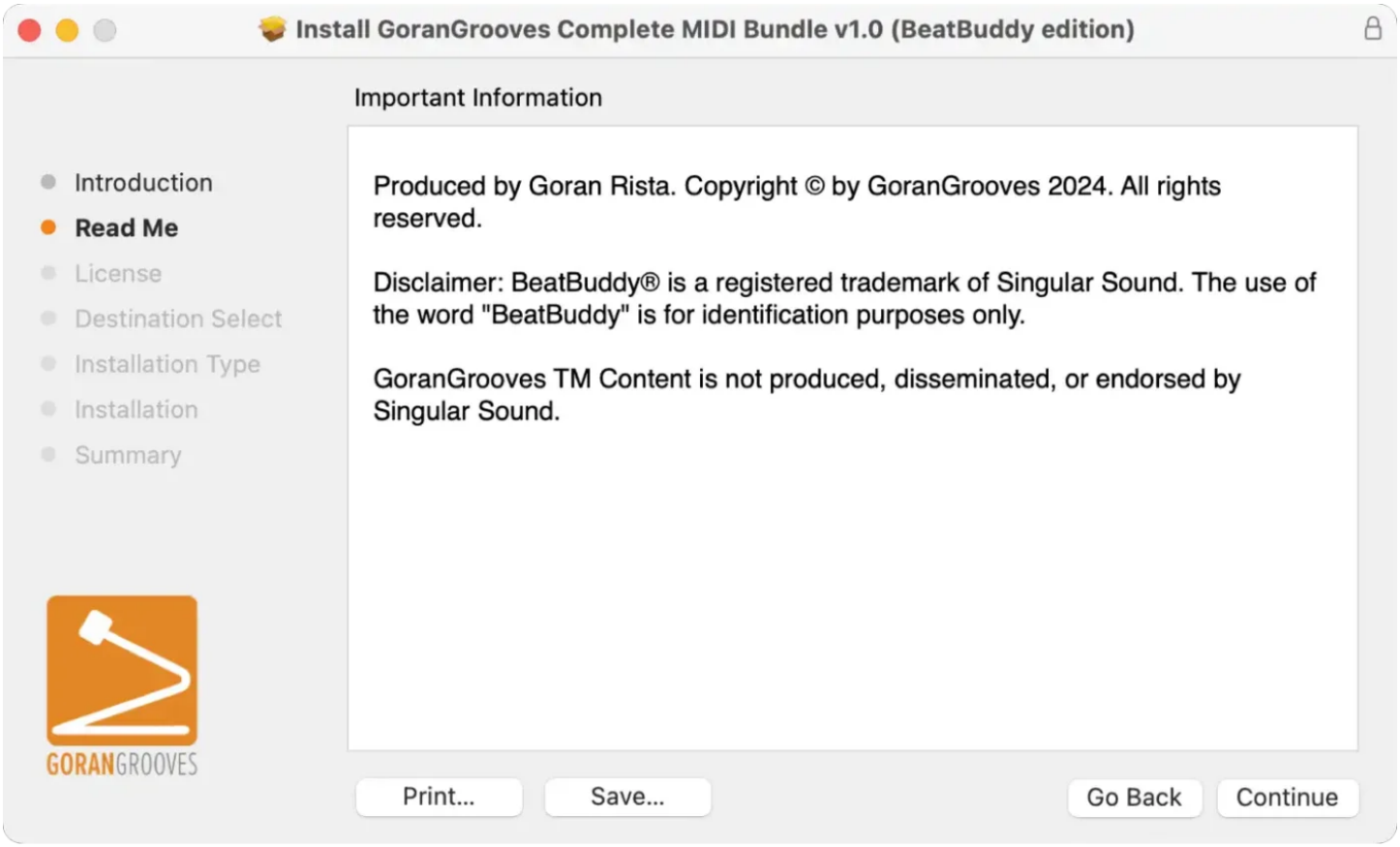
332RhythmsBeatsForBB-installer.pkg

You will be presented with the installation dialog, guiding you through the step-by-step process.

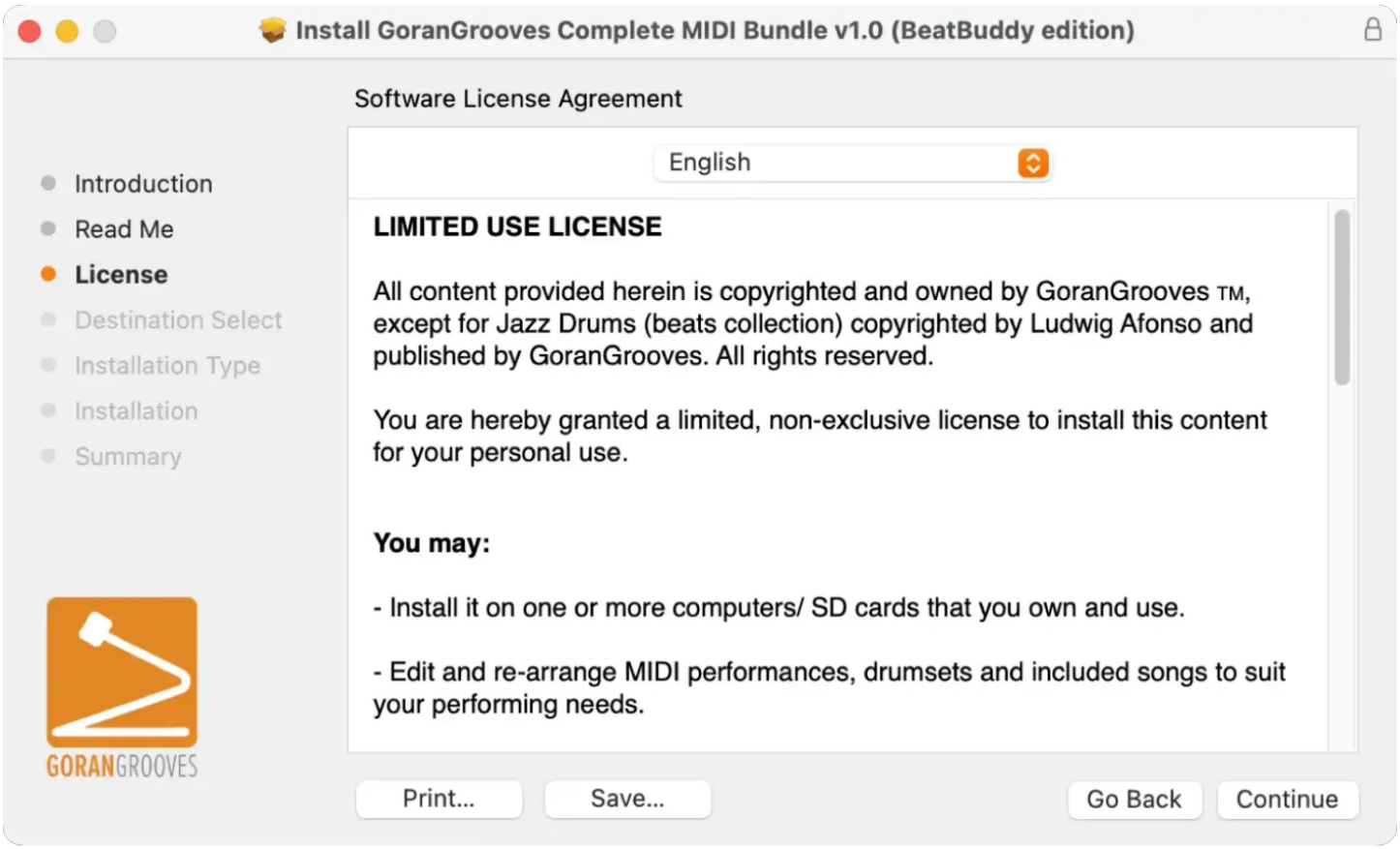


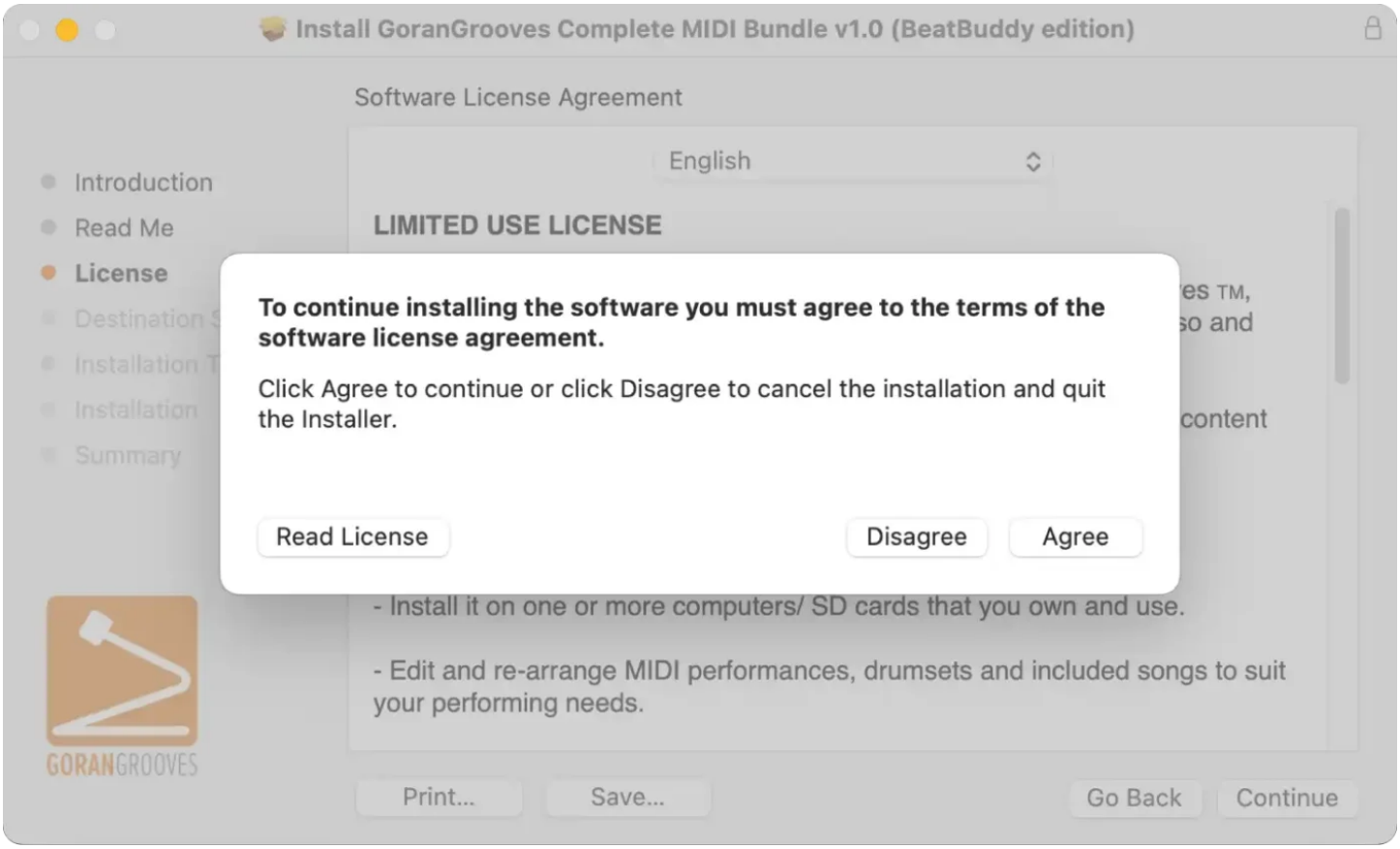
Step 4- Readme and License Agreement

The Readme page specifies the copyright information and disclaimer. Proceed to the software license agreement by clicking the CONTINUE button.



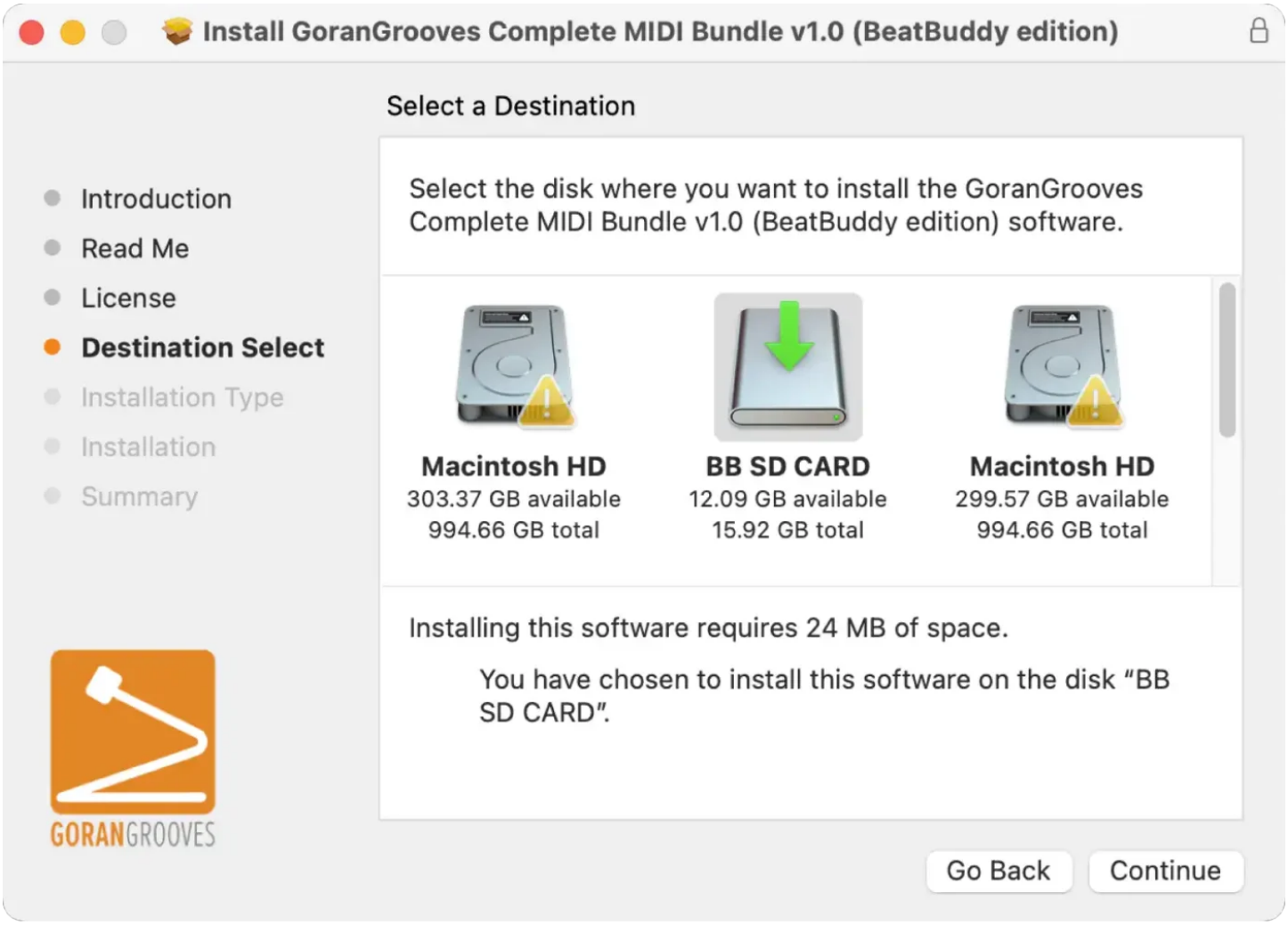
Read the license agreement and continue to the prompt to accept it so that you can install the package.


Install GoranGrooves Complete MIDI Bundle v1.0 (BeatBuddy edition)
Software License Agreement
Introduction
Read Me
License
Destination Select
Installation Type
Installation
Summary
English
LIMITED USE LICENSE
All content provided herein is copyrighted and owned by GoranGrooves TM, except for Jazz Drums (beats collection) copyrighted by Ludwig Afonso and published by GoranGrooves. All rights reserved.
You are hereby granted a limited, non-exclusive license to install this content for your personal use.
You may:
- Install it on one or more computers/ SD cards that you own and use.
- Edit and re-arrange MIDI performances, drumsets and included songs to suit your performing needs.
GORANGROOVES
Print...
Save...
Go Back
Continue



Step 5- Select your USB drive with an SD card

When prompted, select the SD card drive containing a valid BeatBuddy Project and click CONTINUE.



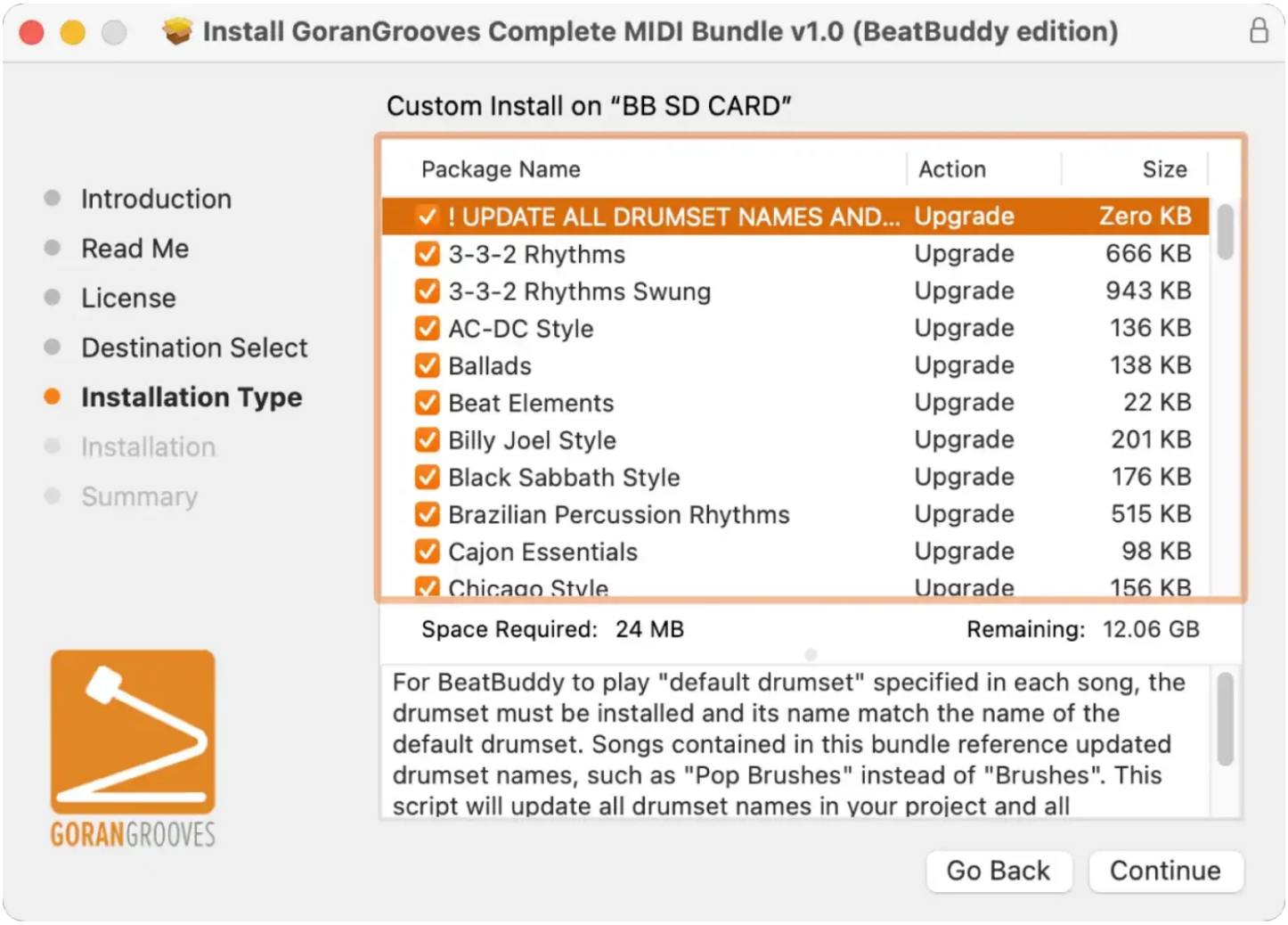
IMPORTANT: The installer will look for a BeatBuddy Project in the root directory of your selected drive. If no such drive or project is available, the installation can not proceed.

Step 6- Components Selection

The installation type page will provide you with the full list of included MIDI packs that will be

installed. If you do not wish to install some, you can deselect them here.

! The first option is a script to update default drumset names and references to them in all songs in your project. Detailed important info is below the screenshot.



IMPORTANT: In November 2024, GoranGrooves renamed several of GoranGrooves' drumsets, including drumsets found in GoranGrooves Default Content for BeatBuddy v2.2.

Song packs included in the bundle contain references to BeatBuddy drumsets with updated names, which may differ from the names of drumsets installed in your project.

For example, Rock is now Rock Standard; Brushes is now Pop Brushes; Latin is Latin Percussion, and so on.

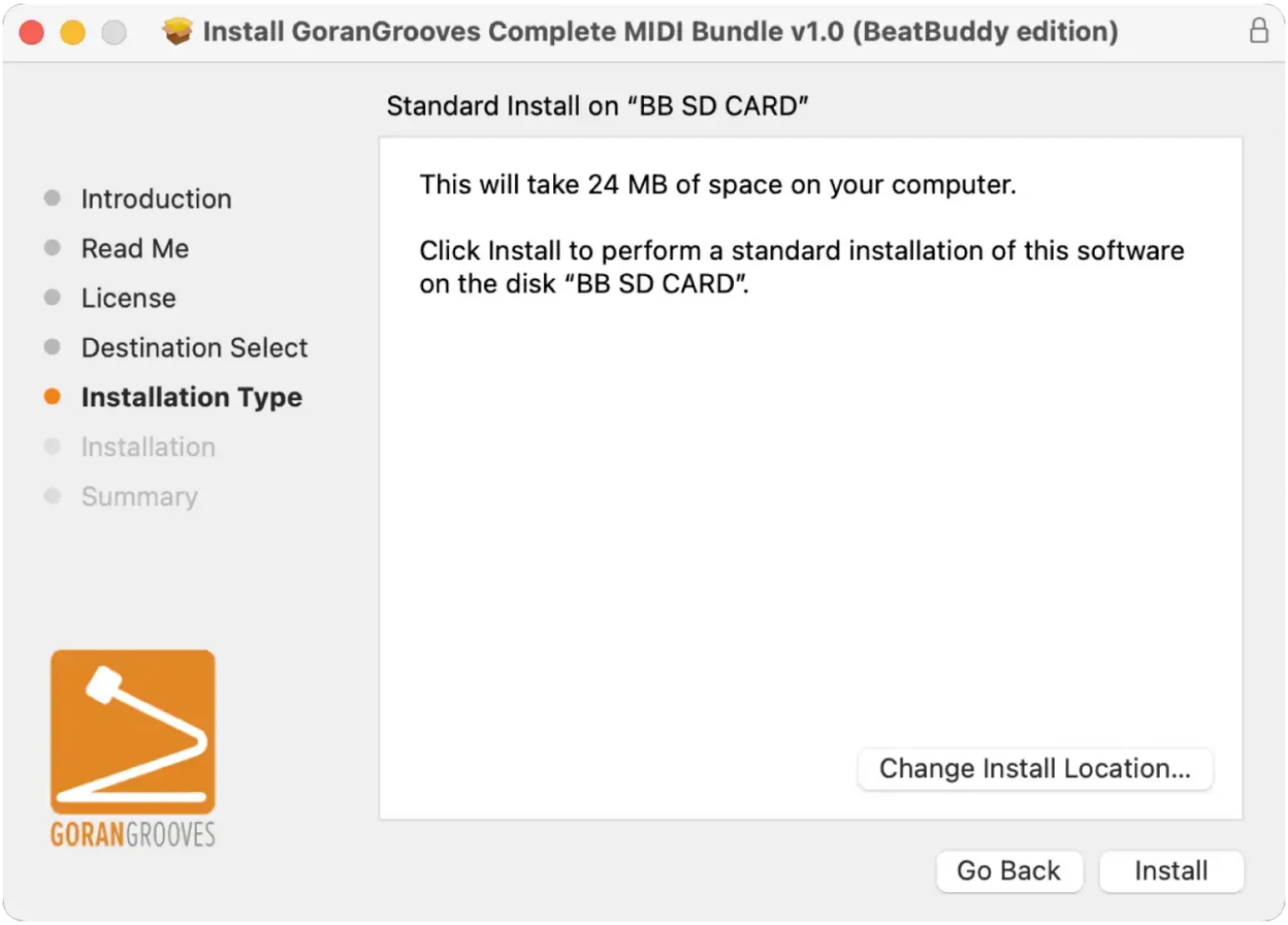
All BeatBuddy songs have default drumsets set to play appropriate sounds. It is critical that songs can reference the default drumsets, which can only happen if the referenced drumsets are installed and are named in the same way as they are referenced in songs.

For example, if a song references Pop Brushes drumset, but the installed drumset it is trying to reference is called "Brushes," BeatBuddy will not be able to match it and will not play brush sound for beats that require it.

SOLUTION: To resolve this potential issue, the installer features a script that will **rename the drumsets and all songs in your project that reference those drumsets**, so that everything will be in sync and all songs can find their default drumsets if they are installed in your project. The script is selected by default and if you do not wish to rename drumsets and their references, you can deselect it.

If you install BeatBuddy content not obtained from GoranGrooves, which may reference the outdated drumset names, you can run our Drumset Rename Utility for BeatBuddy to bring everything in compliance by updating the 3rd party's song references to drumsets. You can also run the Drumset Renaming Utility if you do not rename the drumsets now. It will have the same effect.

You will be presented with the summary of the proposed installation, and you will initiate the installation by clicking the "INSTALL" button.

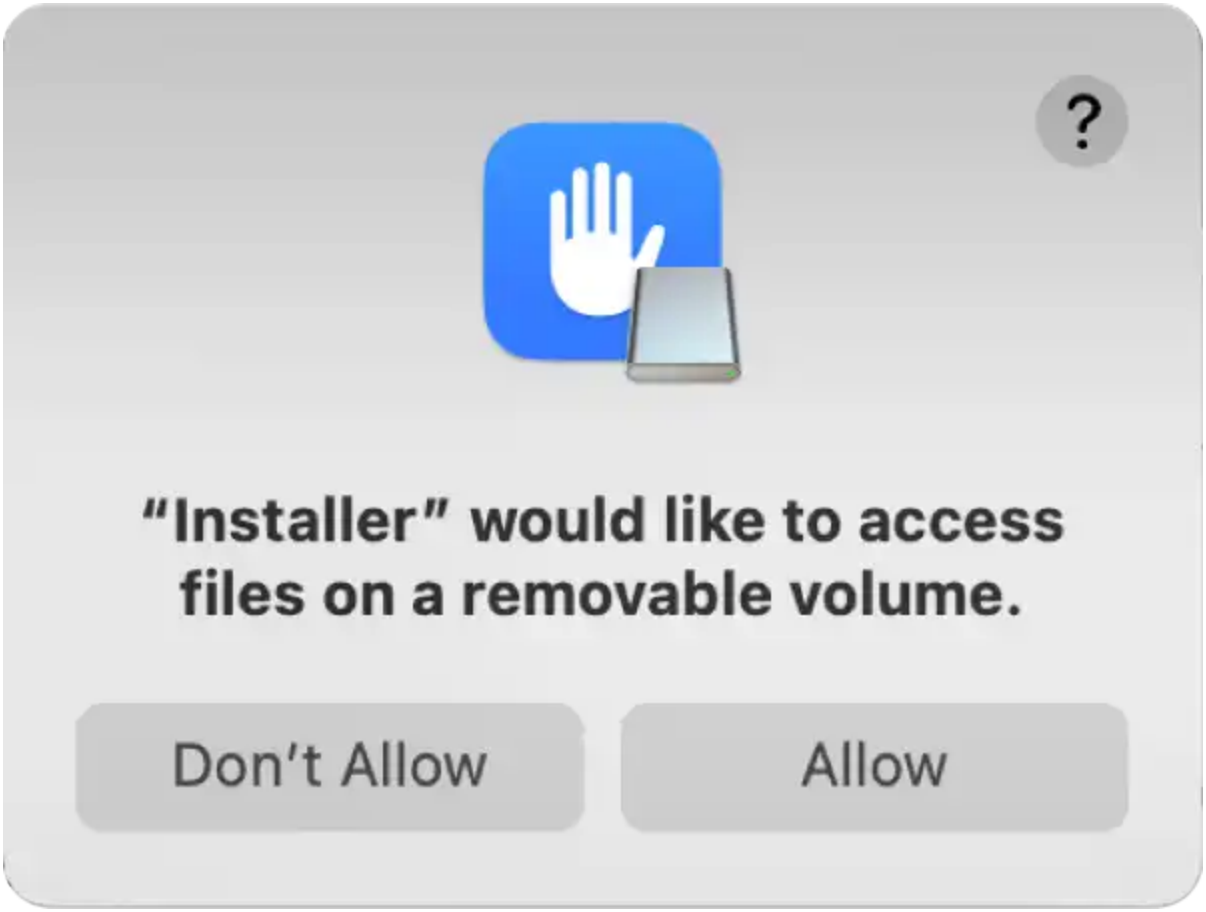


When prompted by your system, enter your admin password so that the installation can begin.

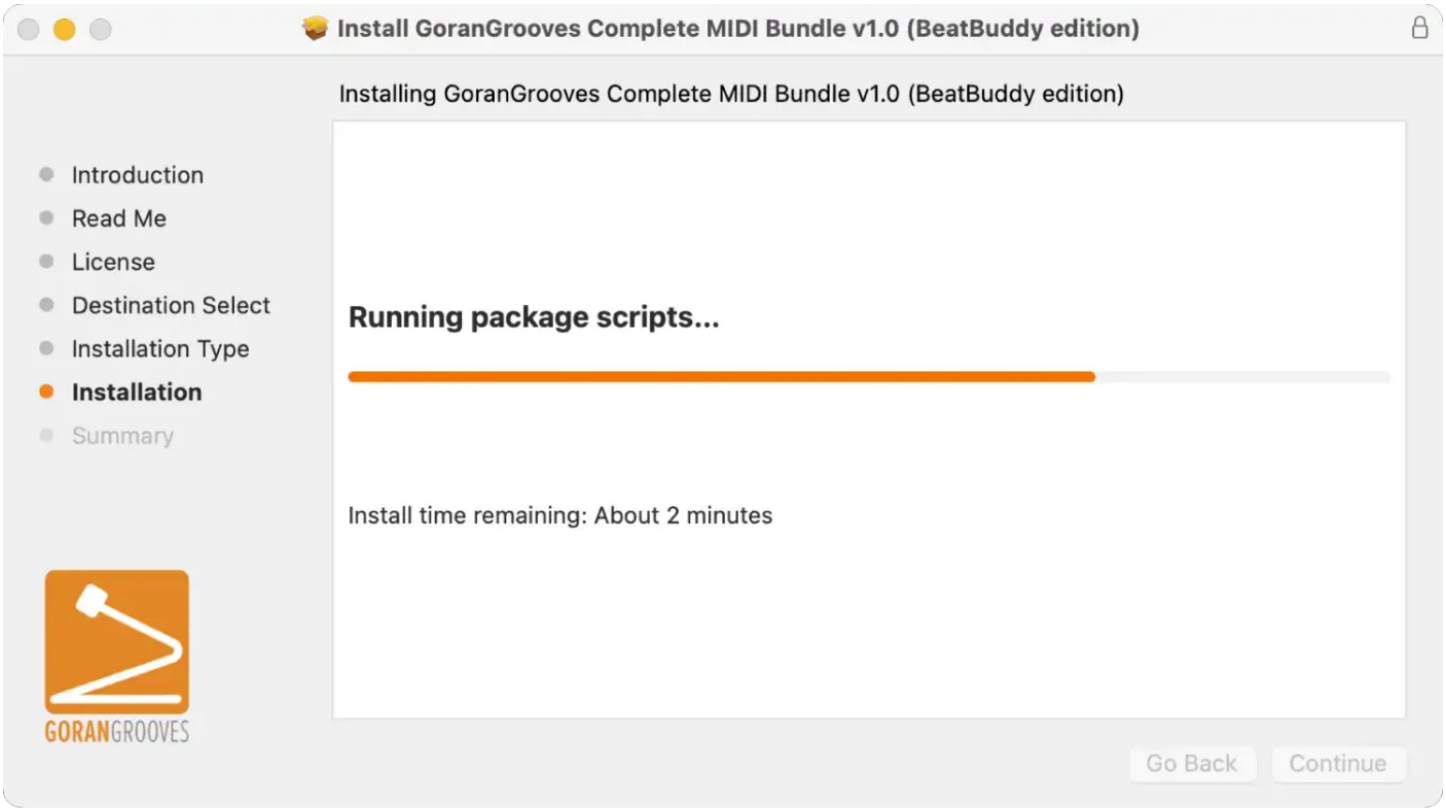


Step 7- Installation Progress

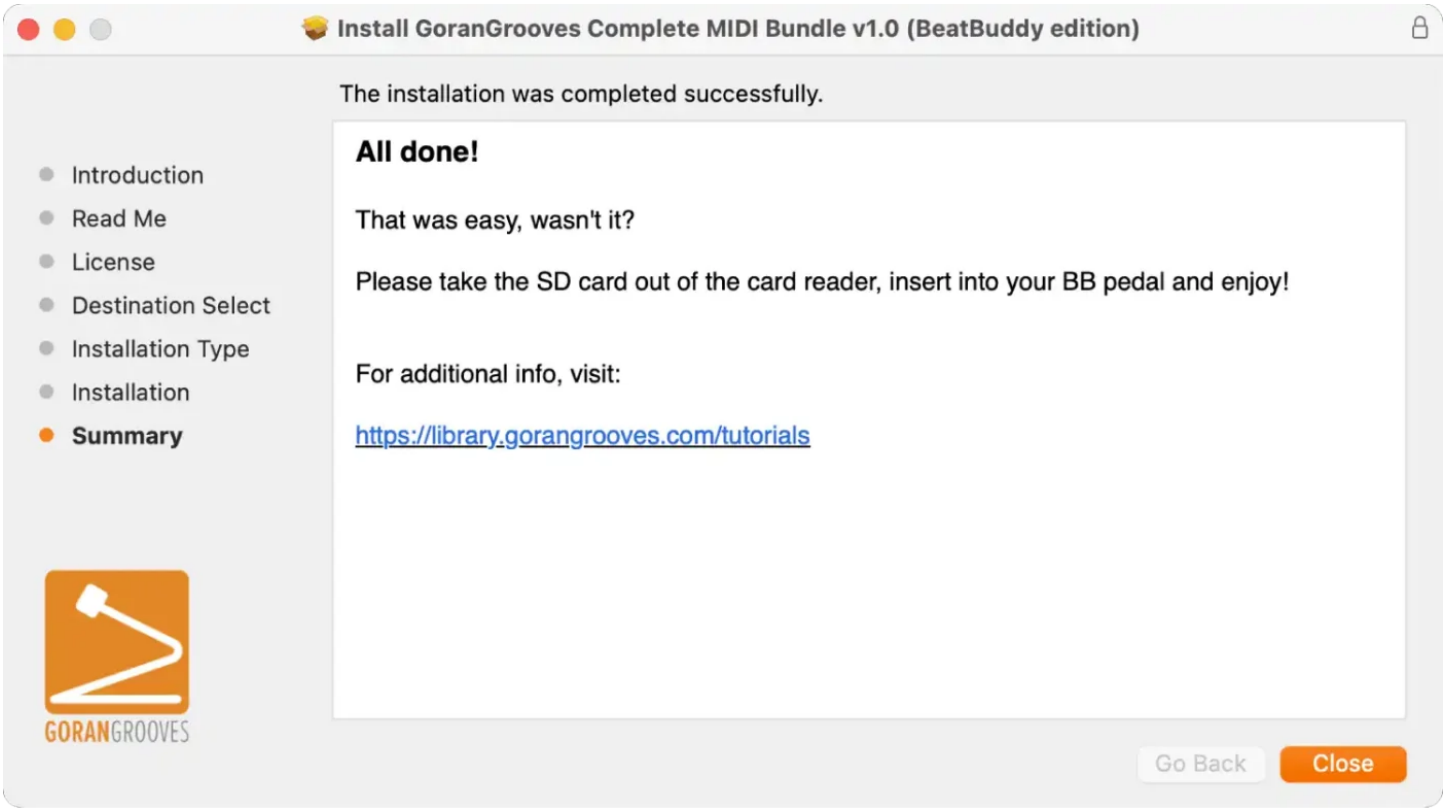
Grant the installer permission to access your removable drive (SD card drive).



Depending on the speed of your Mac, the USB card reader and the SD card, the operation may take several minutes to complete. You will be able to see the progress.



Upon successful installation, you will be presented with the success message.



Take the SD card out of your card reader, insert it into your BeatBuddy, and enjoy.

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