



## Instructions for **BEHRINGER BCR2000 & PROPELLERHEAD® REASON Redrum**

### BEHRINGER BCR2000 REASON Redrum

This document will give you a quick overview about the BEHRINGER BCR2000 'REASON REDRUM' PRESETS and how to install them.

Please consider this preset merely as a starting point and as inspiration for your own imagination.

#### Installation:

##### 1. Open and extract the ZIP file.

The following files are included:

- This INSTRUCTION text document (.pdf)
- 2 SINGLE PRESET files (.syx)

##### 2. How to get the B-CONTROL PRESET from your computer into your hardware:

- **Connect the B-CONTROL to your computer** via USB or MIDI port (Computer MIDI OUT to B-Control MIDI IN)
- **Select the correct USB or stand alone operating mode** on the hardware (please refer to the manual for details)
- **Open the B-CONTROL preset file of your choice with a MIDI dump program** like "MIDI-OX" or "Send-SX" on your computer or use the B-CONTROL EDIT software editor, which is available free of charge at our homepage [www.behringer.com](http://www.behringer.com)
- Don't forget to **select the correct MIDI ports** in the dump software!

### Dumping a single preset

1. **Select the desired preset** (e.g. 'bcr\_Reason\_Redrum\_1.syx') on your MIDI dump program
2. **Send the preset** to the B-CONTROL and wait until completion
3. **Push the STORE** button on the hardware
4. **Select the desired destination** preset number
5. **Push the STORE** button again
6. **The preset is now saved** on your hardware
7. Now you can dump the next preset (repeat the steps 1 thru 5 again)

**Hint:** If you do not want to overwrite one of your presets in the B-CONTROL hardware, select a free destination number at step 4 (e.g. preset 'P-32').

## Detailed Documentation

#	Name	Type	Description/Application
08	'bcr_Reason_Redrum_1'	Single Preset	Basic Setup for controlling Propellerhead®'s REASON 'Redrum' * [drum machine] -> Preset (1) = Ch. 1-8

**Preset Name:** BCR - REASON - Redrum (1)

The interface shows the following sections:

- Level (Ch. 1) to Level (Ch. 8):** Parameters for controlling the level of each channel.
- Pan (Ch. 1) to Pan (Ch. 8):** Parameters for controlling the panning of each channel.
- S1 (Ch. 1) to S1 (Ch. 8):** Parameters for controlling the S1 parameter of each channel.
- S2 (Ch. 1) to S2 (Ch. 8):** Parameters for controlling the S2 parameter of each channel.
- Upper Vel. (Ch. 1) to Upper Vel. (Ch. 8):** Parameters for controlling the upper velocity of each channel.
- Tone Vel. (Ch. 1) to Tone Vel. (Ch. 8):** Parameters for controlling the tone velocity of each channel.
- Start Vel. (Ch. 1) to Start Vel. (Ch. 8):** Parameters for controlling the start velocity of each channel.
- Length (Ch. 1) to Length (Ch. 8):** Parameters for controlling the length of each channel.
- Pitch (Ch. 1) to Pitch (Ch. 8):** Parameters for controlling the pitch of each channel.
- Tone (Ch. 1) to Tone (Ch. 8):** Parameters for controlling the tone of each channel.
- Start (Ch. 1) to Start (Ch. 8):** Parameters for controlling the start of each channel.
- Rate (Ch. 1) to Rate (Ch. 8):** Parameters for controlling the rate of each channel.

The interface shows the following sections:

- Master Level:** Parameters for controlling the master level.
- S1, S2, L-PAN-R, LEVEL:** Parameters for controlling the S1, S2, L-PAN-R, and LEVEL parameters.
- Length, Pitch, Tone:** Parameters for controlling the length, pitch, and tone.
- Pattern, Steps, Resolution, Shuffle, Dynamic:** Parameters for controlling the pattern, steps, resolution, shuffle, and dynamic.

E1 – Encoder Group 1 (Level+Rate)

E2 – Encoder Group 2 (Pan+Bend)

E3 – Encoder Group 3 (S1)

E4 – Encoder Group 4 (S2)

UB – Upper Button Line (Vel. to Level)

LB – Lower Button Line (Vel. to Tone/Rate/Start)

UE – Upper Encoder Line (Length)

ME – Middle Encoder Line (Pitch)

LE – Lower Encoder Line (Tone/Rate/Start)

#	Name	Type	Description/Application
09	'bcr_Reason_Redrum_2'	Single Preset	Basic Setup for controlling Propellerhead®'s REASON 'Redrum' * [drum machine] -> Preset (2) = Ch. 9-10 + Master

**Preset Name:** BCR - REASON - Redrum (2)

The image shows the BCR2000 MIDI controller interface. On the left, there are four vertical encoder groups labeled E1, E2, E3, and E4. To the right of these are several control sections: a 'FOOTSWITCH' section with two buttons (FS1, FS2), a 'P-9' section with four buttons (E1, E2, E3, E4), a 'B-CONTROL' section with four buttons (TIME, LAMB, LUT, LUT), and a 'USB MIDI CONTROLLER' section with four buttons. The main control area consists of a grid of 16 buttons arranged in 4 rows and 4 columns. The rows are labeled on the left as UB, LB, UE, and LE. The columns are labeled at the top as Length (Ch. 9), Length (Ch. 10), Flam, and an empty column. The buttons are labeled with their respective functions: UB row (Vel. to Level (Ch. 9), Vel. to Level (Ch. 10), Pattern up, Pattern on/off), LB row (Vel. to Start (Ch. 9), Vel. to Tone (Ch. 10), Pattern down, Pattern on/off), UE row (Length (Ch. 9), Length (Ch. 10), Flam, Pattern on/off), and LE row (Start (Ch. 9), Tone (Ch. 10), Pattern on/off, Pattern on/off).

The image shows the REASON Redrum 1 software interface. It features a grid of 16 buttons arranged in 4 rows and 4 columns. The rows are labeled on the left as UB, LB, UE, and LE. The columns are labeled at the top as Length (Ch. 9), Length (Ch. 10), Flam, and an empty column. The buttons are labeled with their respective functions: UB row (Vel. to Level (Ch. 9), Vel. to Level (Ch. 10), Pattern up, Pattern on/off), LB row (Vel. to Start (Ch. 9), Vel. to Tone (Ch. 10), Pattern down, Pattern on/off), UE row (Length (Ch. 9), Length (Ch. 10), Flam, Pattern on/off), and LE row (Start (Ch. 9), Tone (Ch. 10), Pattern on/off, Pattern on/off). The interface also includes a 'MASTER LEVEL' section, a 'PATTERN' section with buttons for 1-16, a 'RESOLUTION' section with buttons for 1/8T, 1/16, 1/32, 1/64, 1/128, and a 'SHUFFLE' section with buttons for 48-64, 32-48, 17-32, 1-16, and a 'DYNAMIC' section with buttons for HARD, MEDIUM, and SOFT.

E1 – Encoder Group 1 (Level, Patt. On/Off)

E2 – Encoder Group 2 (Pan)

E3 – Encoder Group 3 (S1)

E4 – Encoder Group 4 (S2)

UB – Upper Button Line (Vel. to Level, Patt. up)

LB – Lower Button Line (Vel. to Tone/Rate/Start, Patt. down)

UE – Upper Encoder Line (Length, Flam)

ME – Middle Encoder Line (Pitch)

LE – Lower Encoder Line (Start/Tone)

\* Software depicted is **not** included and all rights therein belong to its respective owners. Screenshots used with owner's kind permission. PROPELLERHEAD® Reason and its respective logos are registered trademarks of their respective owners. Their use neither constitutes a claim of the trademarks by BEHRINGER® nor affiliation of the trademark owners with BEHRINGER®.

© 2004 BEHRINGER Spezielle Studiotechnik GmbH