



**Installing and authorizing  
BFD-series expansion packs**



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# 1 About this Guide

Welcome and thank you for purchasing a BFD-series expansion pack. This guide is designed to help you install and authorize it for use within your BFD-series software.

It is highly recommended to be familiar with the manual for your BFD-series software. If you are using BFD3, please read the 'Setting up additional content' section of the BFD Operation Manual.

## Installation instructions

The first step in the process is to install the expansion pack to a hard drive on your system.

- For systems running *Windows 7* (or later) see **page 4**
- For systems running *Mac OSX 10.6* (or later) see **page 6**

## Authorization instructions

The Authorization process differs depending on the version of FXpansion License Manager currently on your system.

### License Manager v2

- If you have installed a recently-released product version (released November 2013 or later), you will have License Manager v2 on your system. Please proceed to **page 8** for authorization instructions.

### License Manager v1

- If you have not installed a recently-released product, or have subsequently installed a product version originating from pre-November 2013, you will have License Manager v1 on your system. In this situation there are 2 options:

1. See **page 13** for authorization instructions using License Manager v1.

or

2. Install License Manager v2.x manually and see **page 8** for authorization instructions.

License Manager v2.x can be downloaded from your user account - it can be found in the 'Free products' section shown after your registered products.

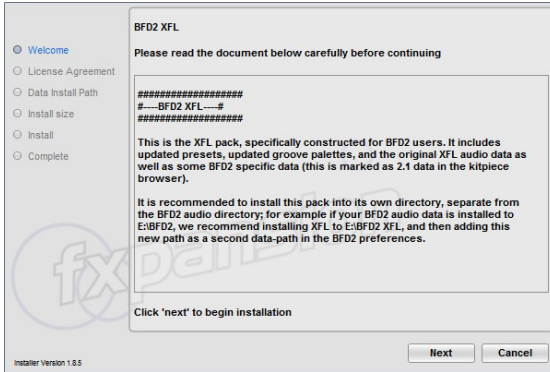
## 2 Installation on Windows 7 or later

1

In order to access the installer, simply double-click the first downloaded archive package. This automatically extracts the contents of the archive and launches the installer.

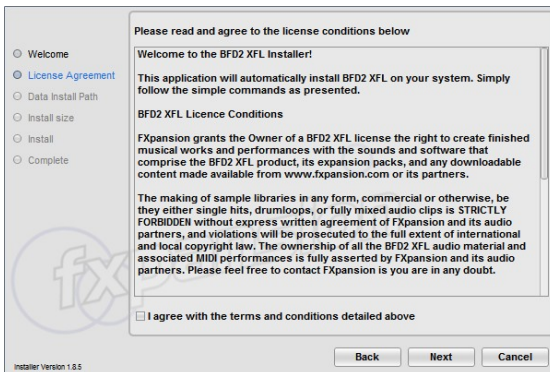
This example is for the downloadable BFD XFL expansion pack, but the process is the same for all expansions.

**Note:** Depending on your UAC settings, you may need to enter an Administrator password or click **Yes** if you are prompted to confirm whether you want to proceed.



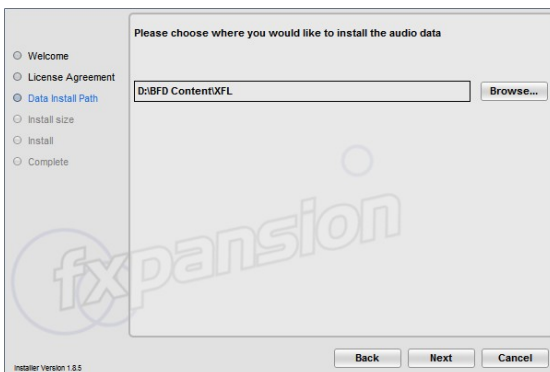
2

Click **Yes** to any prompts asking for confirmation to proceed with the installation. Click **Next** when the installer Welcome screen appears.



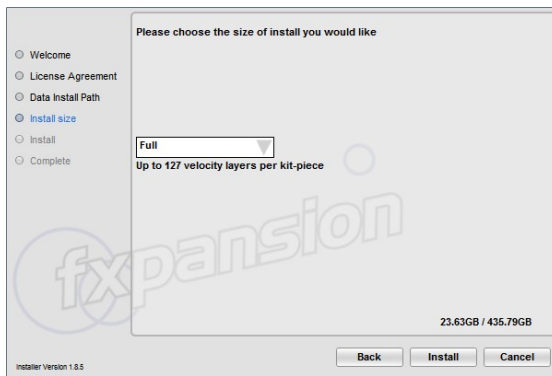
3

You must read and agree to the license conditions in order to continue - activate the '**I agree...**' checkbox and click **Next**.



4

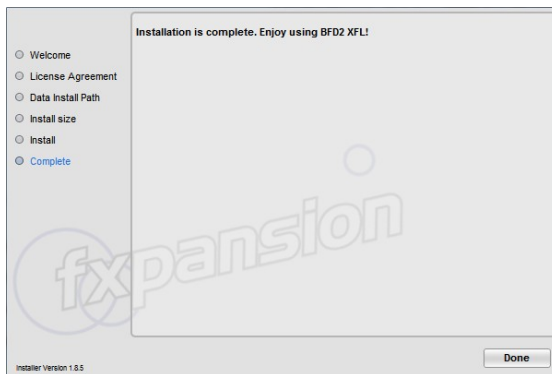
Next, select an installation location for the audio data. Your user documents folder is used by default - to change this to any other location on any hard drive, click the **Browse...** button and navigate to the required folder.

**5**

You can then optionally specify a lower detail level for the audio data, leading to a smaller installation size - click the drop-down menu and select the desired size.

After you have made the desired choice, click the **Install** button.

The large amount of data involved means that installation can take quite a while.

**7**

Click **Done** to complete the installation. The product is now ready to be authorized.

3 Installation on Mac OSX 10.6 or later

1

The expansion pack download is provided as several numbered packages which comprise a multi-part disk image.

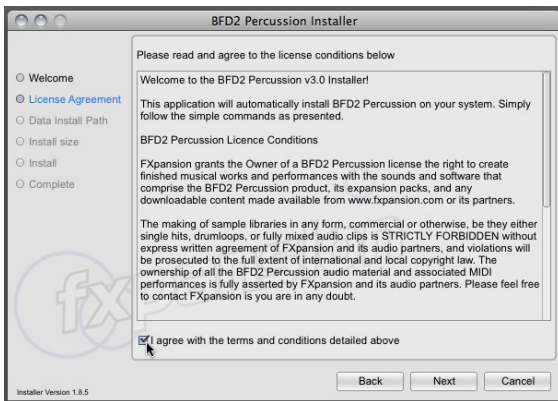
Double-click the downloaded file with the .dmg file extension – the disk image is mounted and opened. This example is for the downloadable BFD Percussion expansion pack, but the process is the same for all expansions.

To launch the installer, double-click the installer file in the disk image.



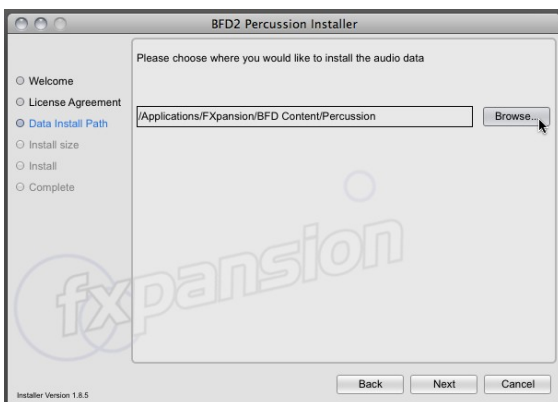
2

Enter your OSX administrator password when prompted and click **Next** when the installer Welcome screen appears.



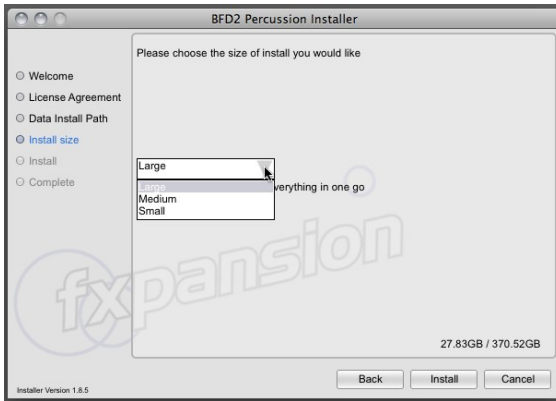
3

You must read and agree to the license conditions in order to continue - activate the 'I agree...' checkbox and click **Next**.



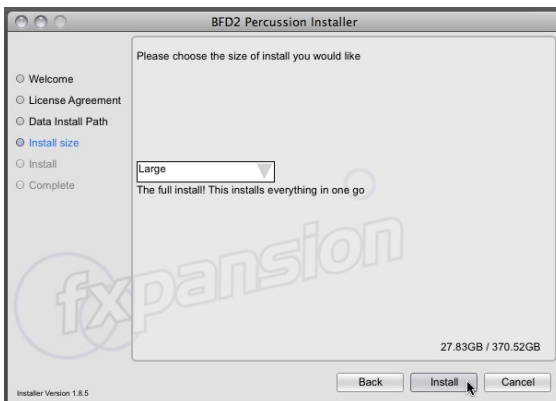
4

Now specify an installation location for the Core Library audio data. Your user documents folder is used by default - to change this to any other location on any hard drive, click the **Browse...** button and navigate to the required folder.



5

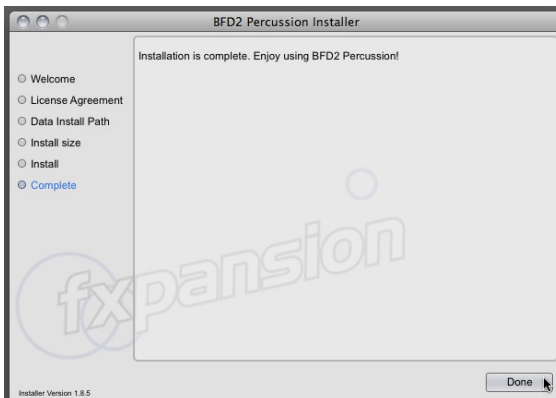
You can then optionally specify a lower detail level for the audio data, leading to a smaller installation size - click the drop-down menu and select the desired size.



6

Click **Install** to start installing the files to your system.

The large amount of data involved means that installation can take quite a while.



7

Click **Done** to complete the installation.

The product is now ready to be authorized.

## 4 Authorization with FX License Manager

The instructions in this guide show an example product (BFD3) but are applicable to any other FXpansion product packaged with License Manager v2.

### Starting the authorization process

Before your expansion pack can be authorized, your BFD-series software (BFD3, BFD Eco or BFD2) must first be launched. When the as-yet-unauthorized expansion pack has been detected within your BFD-series software, License Manager is launched automatically.

Once the product has been authorized in any format - standalone application or VST/AU/RTAS/AAX plugin - it is also authorized for all other formats.

### Launching the standalone application

The standalone version of your BFD-series software can be launched from the following locations:

**Mac OSX:** Applications folder

**Windows:** the **Program Files/FXpansion/<product name>** folder  
or **All Programs/FXpansion/<product name>** in the Start menu

### Launching the plugin within a DAW

Launch the plugin version of your BFD-series software on a suitable track after the DAW/host has started.

## Introduction to License Manager

FX License Manager (also referred to in this guide as License Manager or simply LM) is an application used to manage licenses and authorizations for FXpansion software products. The computer on which you want to use the FXpansion product(s) does NOT need to be on the internet.

Products can be authorized in License Manager in either of 2 ways:

- Using an internet connection on the same computer - see **page 9**
- Using a web browser and an *Authorization Request* file to generate an *Authorization* file - see **page 10**

An *Authorization Request* file (with a .AuthReq file extension) identifies the computer on which you want to use the FXpansion product - it is unique to the single computer on which it is generated.

An *Authorization* file (with a .Auth file extension) is generated using an Authorization Request file to authorize the FXpansion product **only** on the computer which originally created the Authorization Request file.

## Login window

When FX License Manager is launched, the Login window is displayed after an internet connection check.

If the computer has an internet connection, fill in the **User name** and **Password** boxes with your FXpansion.com user account login details and click the **Log in** button.

To log in automatically when launching LM in the future, activate the **Remember my details** checkbox. If several people use the computer, it is recommended to leave this checkbox deactivated.

When you log in to your user account, LM works in *Online mode* - it communicates with our online authorization system directly using your computer's internet connection.

If the computer you want to authorize does not possess an internet connection, click the **Work offline** button to enter *Offline mode*, which lets you perform the authorization process from another computer which is internet-enabled.

### Account problems

If you have forgotten the password for your account, click the **Reset forgotten password** button. This launches a form on our website which resets your password - it is not possible to retrieve previous passwords due to encrypted password storage being used.

If you have not yet created an FXpansion.com user account, click the **Create an account** button.

In the event that you have multiple accounts or any other problem with your account, please contact our [support team](#) who will resolve the issue as soon as possible.



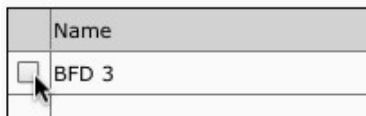
## 4.1 Online Authorization



1. Log in to your FXpansion.com user account as described on the previous page.

After logging in, LM performs a scan of all FXpansion products in your system.

When the scan is complete, you are prompted to authorize any detected product(s) which have not yet been authorized.



2. Each detected FXpansion product that has not yet authorized is shown with a checkbox to its left - if the checkbox is activated, it will be authorized. Multiple products can be authorized simultaneously.

Deactivate the checkbox, by clicking it, for any product that you do not wish to authorize at this time. This is more applicable with multiple products installed on your system.

3. Click the **Authorize** button to authorize all products with their checkbox activated.



This message is shown after a successful authorization.

Your product is now ready to use.

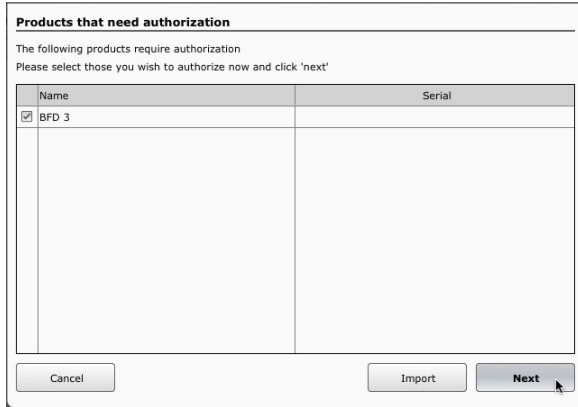
4.2 Offline Authorization



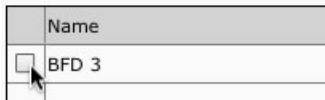
If the computer on which you want to use your FXpansion product is not connected to the internet, it is possible to use a separate internet-connected computer to authorize.

1. This process requires you to use Offline mode in License Manager - when the Login dialog appears, click **Work offline** to enter Offline mode.

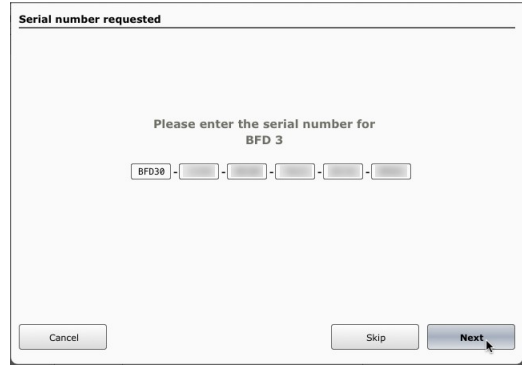
LM performs a scan of all FXpansion products in your system. After the scan has completed, LM prompts you to authorize any detected FXpansion product which is not yet authorized.



2. Click **Next** in order to proceed.



If authorizing multiple products, deactivate the checkbox to the left of any product in order to avoid authorizing it at this time.

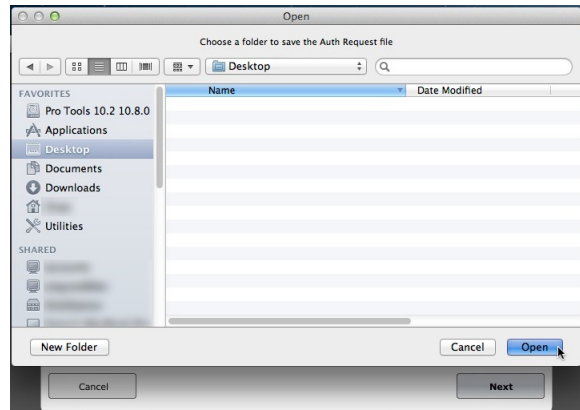


3. You are now prompted to enter a serial number for each product that you wish to authorize.

If you are authorizing multiple products and cannot locate the serial for any product(s) at this time, click the **Skip** button to avoid authorizing the product(s) until later. Otherwise, enter the serial for each product and click **Next**.



4. LM then informs you that it is about to create an AuthRequest file (\*.AuthRequest) within a new folder. Click **Next**.



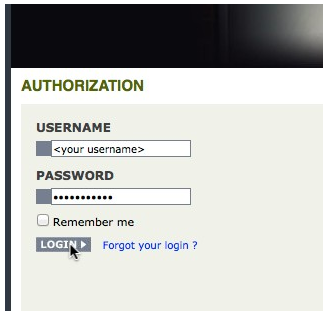
A file system dialog box prompts you for a location to which to save the file - the Desktop is the default suggested location. Click **Open**.

A single .AuthRequest file is created for all products that were not skipped in the previous step. You can either leave License Manager running at this point or quit if you need to shut down your machine until later - whichever is more convenient.

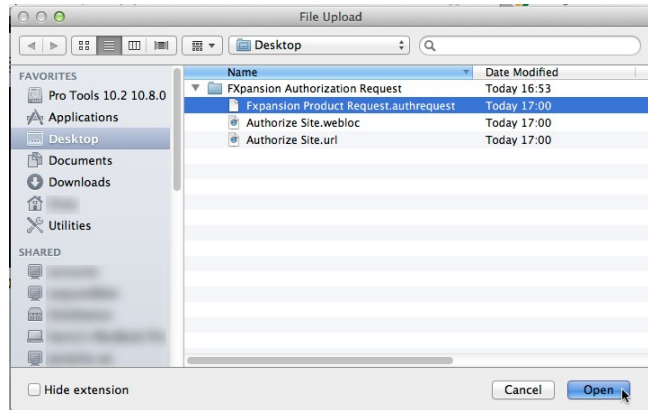
5. Copy this folder to a USB flash drive or use some other means to transfer it to a computer with an internet connection.

6. Open the copied folder on the internet-enabled computer. As well as the AuthRequest file, the folder also contains a link to the authorization page on our website - double click the **.url** or **.webloc** file - or manually point your browser to:

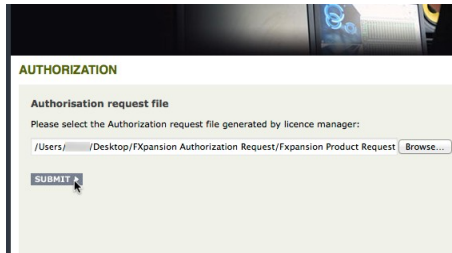
[www.fxansion.com/authorize](http://www.fxansion.com/authorize)



7. On the authorization page, log in to your FXpansion.com user account with your username and password. If you cannot remember your password, click the **Forgot your login?** link and follow the instructions to reset it.



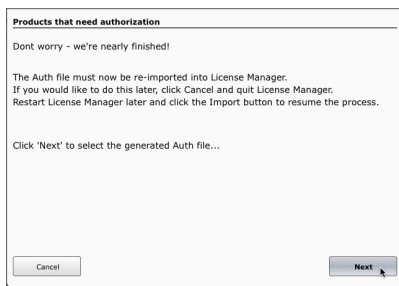
8. After logging in successfully, click the **Choose File** button. Navigate to and select the **.AuthRequest** file in the file browser that appears, then click **Choose**.



9. Click the **Submit** button. The webpage processes the AuthRequest file and creates an Authorization file (\*.Auth) which you are prompted to download (although some browsers download the file automatically to the computer's default download location).

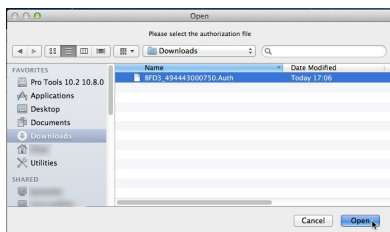
A single **.Auth** file is generated for all products that you wished to authorize.

10. Copy this **.Auth** file back to the original computer on which the **.AuthRequest** file was generated using a USB drive or other suitable method.



11. If License Manager is still running after step 4, click **Next** and skip to step 13.

12. If License Manager is not still running, launch it and click the **Work offline** button in the Login dialog - LM scans your system and prompts you to authorize detected products as before. Click the **Import** button.



13. You are now prompted for the Authorization file generated in steps 8 and 9.

Browse to the **.Auth** file that you copied over from the internet-enabled computer and select it.

The authorization is now complete and your product is ready to use.

## 4.3 Other License Manager operations

### Deauthorizing a product

The **Products/DeAuthorize product(s)** menu function lets you deauthorize a product and remove it from License Manager.

This process deactivates the authorization on your computer and synchronizes this information with your FXpansion.com user account.

The deactivated product(s) will not reappear in License Manager until it is next launched as a standalone application (instruments only) or as a plugin.

### Uninstall option

The Deauthorize dialog box also features an **Also uninstall software** option. If this option is activated, the uninstaller application for the product is also launched. Follow the on-screen uninstaller instructions to complete the process.

### Offline mode

If you are working in Offline mode, the deauthorization is synchronized with your FXpansion.com user account using a generated file which must be submitted to our website at [www.fxexpansion.com/deauthorize](http://www.fxexpansion.com/deauthorize). This process is very similar to that described on pages 7-8.

### Updates

When LM is in *Online mode*, clicking the **Update** button initiates communication with the FXpansion.com website to check for updated versions of your installed FXpansion products. If any newer versions are found, each product is listed along with a checkbox. Deactivate the checkbox for any product(s) you do not wish to update at this time and click the **Download** button. The relevant updates are downloaded to your system's download folder and are shown on the Downloads page - click the **Downloads** button to display this page.

**Note:** License Manager does not launch the update installers - you must browse to your download folder and manually launch each update installer.

If you cannot use License Manager in Online mode, updates must be downloaded manually from our website after logging in to your user account.

### Undetected products

If an installed FXpansion product cannot be seen in the list of detected products, this means that you have not yet attempted to launch the product. Any product **MUST** be launched after installation in order to populate itself within LM.

Simply launch the product in order to solve this issue - either the standalone application (instruments only) or the plugin in a host/DAW.

## 5 Authorization with FX License Manager v1

The instructions in this guide show an example product (Etch) but are applicable to any other FXpansion product packaged with License Manager v1.

### Starting the authorization process

Before your expansion pack can be authorized, your BFD-series software (BFD3, BFD Eco or BFD2) must first be launched - the standalone application or any plugin version can be launched. When the as-yet-unauthorized expansion pack has been detected within your BFD-series software, License Manager is launched automatically.

Once the product has been authorized in any format - standalone application or VST/AU/RTAS/AAX plugin - it is also authorized for all other formats.

### Launching the standalone application

The standalone version of your BFD-series software can be launched from the following locations:

**Mac OSX:** Applications folder

**Windows:** the **Program Files/FXpansion/<product name>** folder  
or **All Programs/FXpansion/<product name>** in the Start menu

### Launching the plugin within a DAW

Launch the plugin version of your BFD-series software on a suitable track after the DAW/host has started.

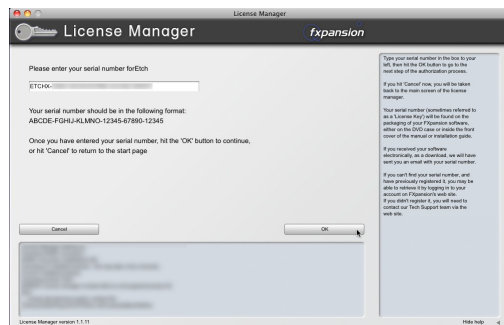
### Introduction to License Manager

The License Manager application is used to manage licenses and authorizations for BFD-series expansion packs and other FXpansion software products which must be authorized before they can be used. The computer on which you want to use the product does NOT need to be on the internet.

You can authorize your products in 3 ways which are detailed over the next few pages.

**Note:** Authorization files generated from an Authorization Request file are unique to a single computer. An Authorization file is only valid on the computer that created the Authorization Request file.

### Enter your serial number



When License Manager runs, it may first prompt you for your product serial number. If it does so, type in your serial number, hit ENTER and then click the OK button.

Each time License Manager runs, it performs a quick scan of installed FXpansion products to check their license status. This can take a few moments so please be patient.

### Launching License Manager manually

When your BFD-series software is launched and detects expansion packs that have not yet been authorized, it automatically runs or prompts you to run License Manager.

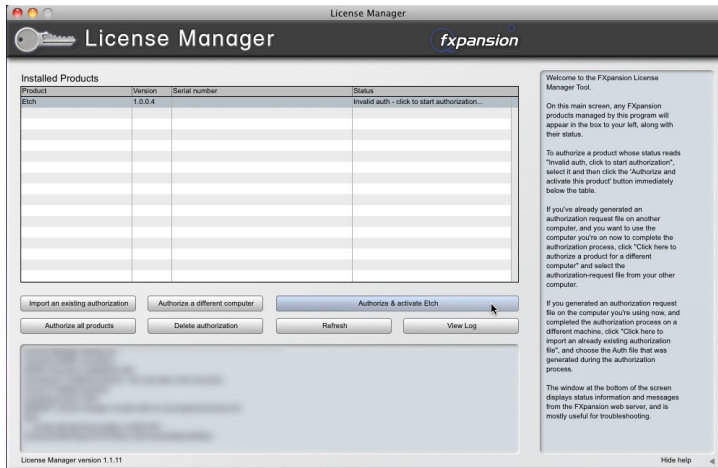
You can subsequently run License Manager manually at any time from the following locations:

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

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

or: **C:\Program Files\FXpansion\LicenseManager**

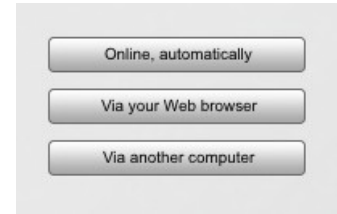
5.1 Authorization methods



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

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

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.

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.

**Other License Manager v1 operations**

**Delete Authorization**

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

**Refresh**

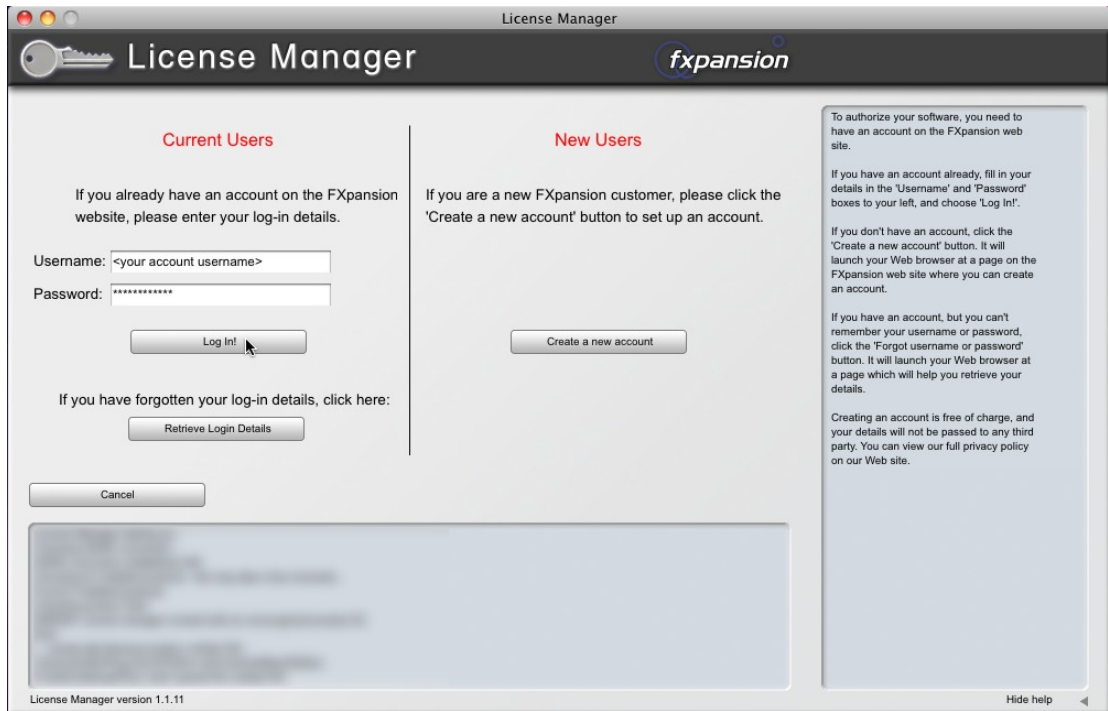
This refreshes the list of installed products and their status.

**View Log**

This opens a detailed log of License Manager’s activity in Notepad (Windows) or TextEdit (Mac OSX). You can then copy and paste the information to an email if our Tech Support team requests it.

## 5.2 Option 1: Online automatic authorization

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

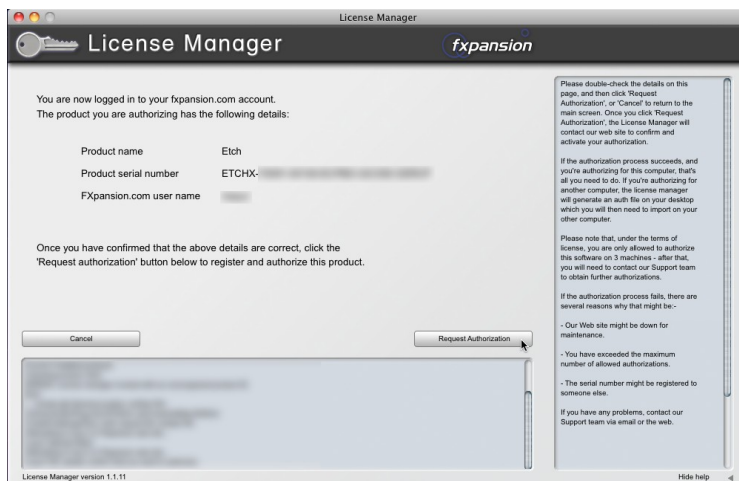


2. On the next page, you are prompted for your FXpansion web site user name & password. Enter the details, click **Log in!** and go to step 4.

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 **Retrieve Login Details** button.

Once you have your login details, return to the License Manager and log in.

4. License Manager connects to our server. If it cannot connect, it reports an error message. This is either because our server is down (please try later) or there is a firewall block or fault with your internet connection (try the [Via your Web browser](#) authorization method).

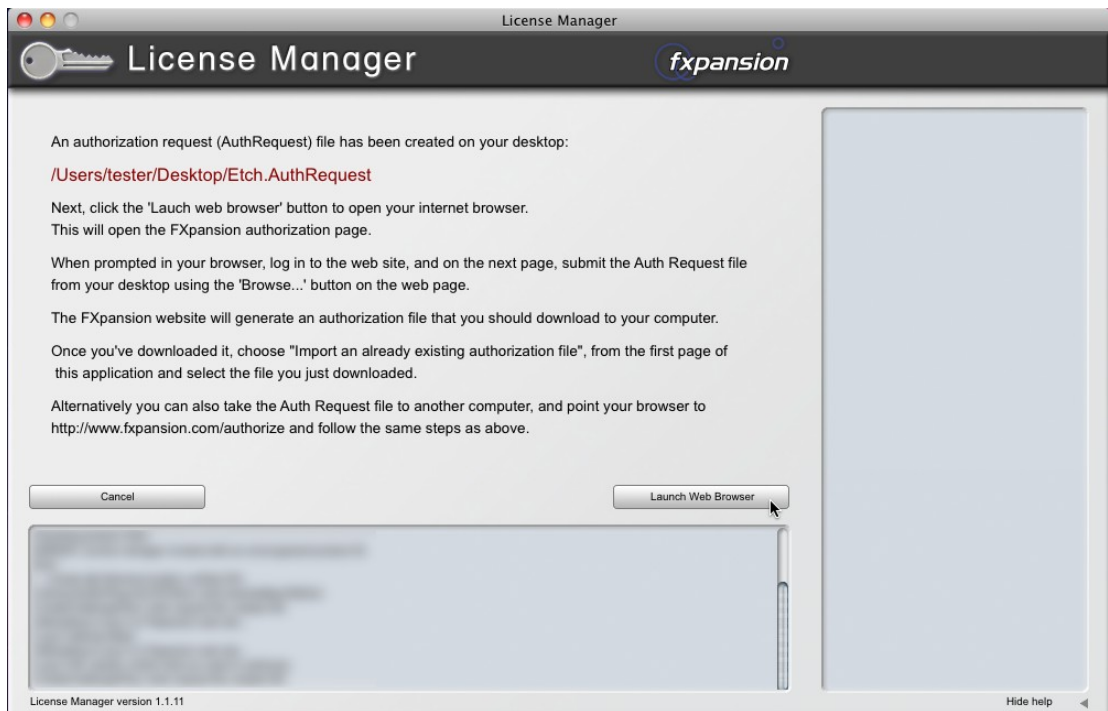


5. Once License Manager has logged in, you are given a confirmation screen detailing the product that is about to be authorized, its serial number and your user account name.

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

## 5.3 Option 2: Authorization via Web Browser

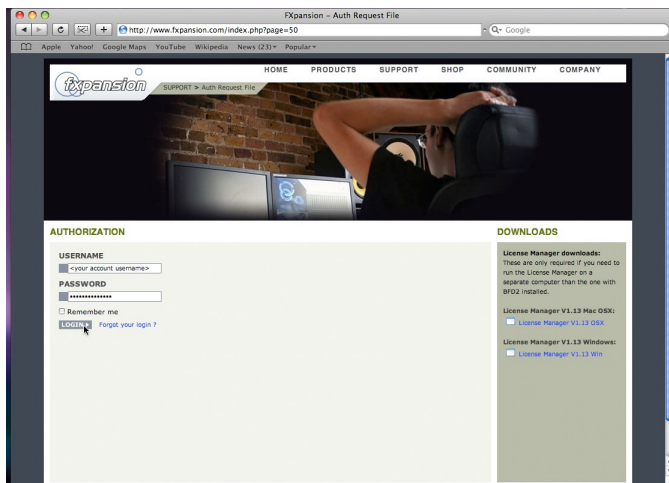
1. To authorize via your Web browser, choose **Via your Web browser** as the authorization method.



2. License Manager creates an Authorization Request file on your desktop – for example, "Etch.AuthRequest" – and prompts you to launch your web browser.

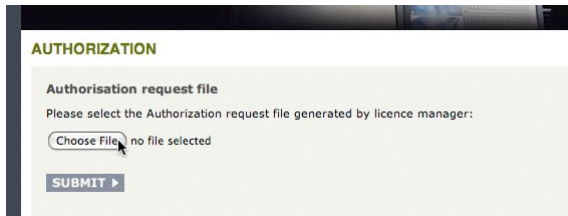
**Note:** If your browser fails to launch, you should launch it manually and point it to:

[www.fxpsansion.com/authorize](http://www.fxpsansion.com/authorize)



3. You are now prompted to log in to your user account.

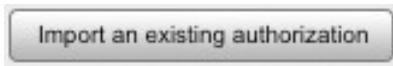




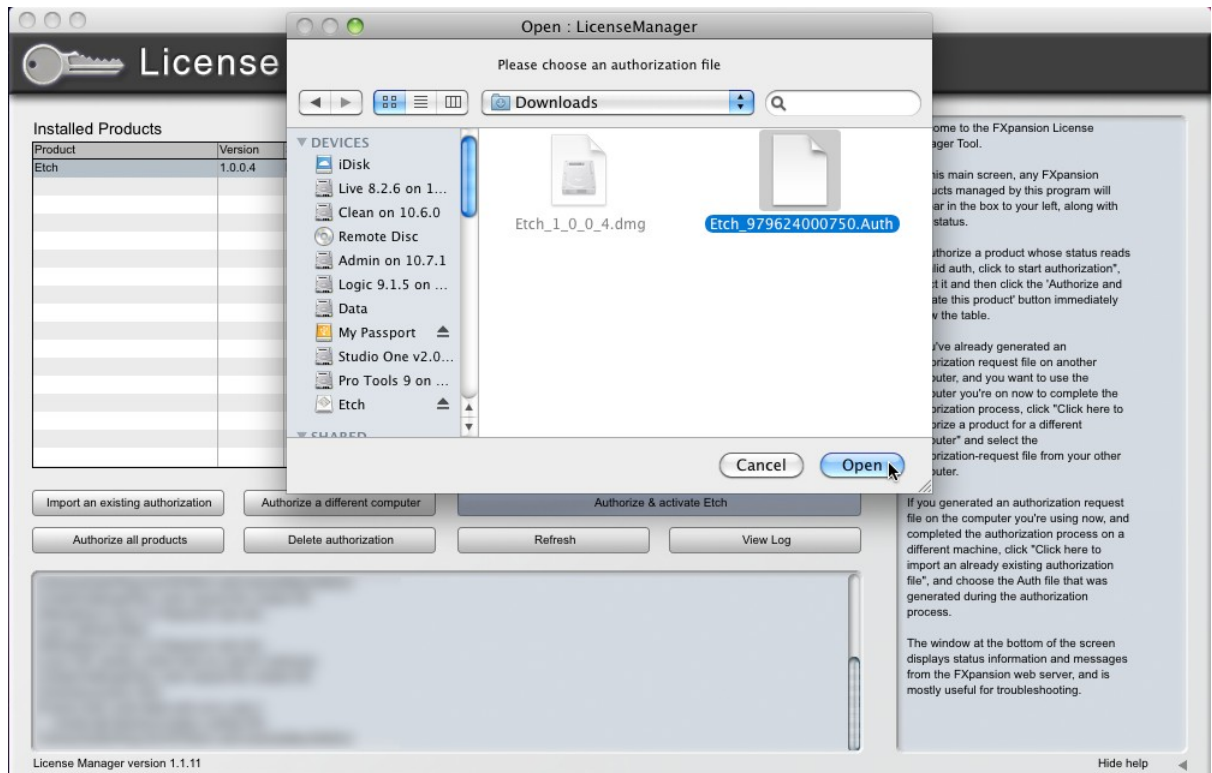
4. Once you've logged in, or created an account and then logged in, you are prompted to select the Authorization Request file. Click the **Browse...** button, and, when the file dialog pops up, navigate to and choose the Authorization Request file that was created on the desktop by License Manager earlier.

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

If the process is 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 the **Import an existing authorization** button.



6. Select the Authorization file you just downloaded, ("Etch.Auth"). License Manager imports the Authorization file, and the product is now authorized and ready to use.

**Note:** The file you need to import is the one you downloaded from your web browser (ending in ".Auth"), NOT the file that License Manager generated earlier on the desktop (ending in ".AuthRequest").

## 5.4 Option 3: Authorization via Another Computer

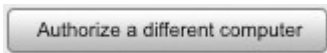
This method should only be used if the machine on which you need to authorize your software does not have an internet connection.

1. To authorize via another computer, choose **Via another computer** as the authorization method.
2. License Manager creates an Authorization Request file on your desktop – for example, "Etch.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 purchased for around \$10 or less at any electronics retailer and is ideal for this.
4. Once you are in front of an internet-connected computer, you have two options for generating the Authorization file:

### i. Using License Manager

Download License Manager from:

[www.fxansion.com/authorize](http://www.fxansion.com/authorize)



Install 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 steps 2-5 on **page 15**.

When the process completes, an Authorization file (ending in ".Auth") is generated on your desktop. You now need to copy this file to your USB drive (or floppy, etc.), and take it back to the machine on which you installed the product.

### ii. Using a web browser

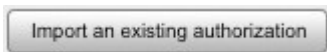
Using a web browser (Firefox, Safari, Internet Explorer etc.), open the following page:

[www.fxansion.com/authorize](http://www.fxansion.com/authorize)

Follow steps 3 and 4 in the [previous section](#) (**pages 16 & 17**).

When the process completes, download the Authorization file (ending in ".Auth") from our web server directly to your USB 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 ending in ".Auth" on your USB drive (or floppy, etc.)

License Manager imports the authorization file, and your product is ready to use.

## 6 After Installation and Authorization

### Possible problems during installation and authorization

- *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 user account can generate authorizations based on that serial number. Occasionally, users end up with more than one account, with product registrations distributed between them - this can especially be a problem when authorizing upgrades. If this applies to you, please contact our support team to resolve the situation.

- *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 explaining the circumstances.

We issue only a certain number of authorizations per serial number, and a serial number can only belong to one user. We appreciate these restrictions can be inconvenient in some circumstances - however, preventing abuse of the license helps keep prices down, and facilitates continued development, free updates and responsive technical support.

If you encounter any other problems during the installation or authorization, please first consult the FAQ. If your problem still cannot be resolved, see below for details on contacting our support team.

### Technical support

If you encounter any unresolvable problems when using your software or expansion pack, please follow these steps:

1. Fully read the software's operation manual.
2. Consult the product FAQ - this can be accessed from the **Help menu** on the product's graphical interface.
3. If you cannot resolve your problem with the information provided in the documentation or FAQ, please contact our technical support team:

[www.fxansion.com/support](http://www.fxansion.com/support)

Please note that your product must be registered before you can receive support, whether through our support ticket system or via the forum.

It is highly recommended to use the ticket system for most technical issues, as it prompts you for the information we need in order to process your support request as efficiently as possible. Support enquiries with inadequate information simply take longer to resolve so you'll save yourself time by describing the situation fully. Our support staff will endeavour to get you up and running as quickly as possible so you can get back to enjoying your software.