Technical support, troubleshooting tips and other product information can be found at
www.fishman.com/tripleplay

FISHMAN®

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FISHMAN®
TriplePlay
Wireless Guitar Controller

INTRO GUIDE
TRIPLEPLAY

FCC Notice (for U.S. Customers):

This device complies with FCC Part 15 and Industry Canada licence-exempt RSS standard(s): Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

-- Reorient or relocate the receiving antenna.

-- Increase the separation between the equipment and receiver.

-- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

-- Consult the dealer or an experienced radio/TV technician for help.

Changes and modifications not expressly approved by FISHMAN TRANSDUCERS can void your authority to operate this equipment under Federal Communications Commissions rules.

M/N: PRO-TRP-301
FCC ID: RMU-PROTRP301   IC: 10812A-PROTRP301

EU Declaration of Conformity CE: Hereby, Fishman declares that this Triple Play Wireless Guitar Controller is in compliance with the essential requirements and other relevant provisions of Directive 1999/5/EC, 2004/108/EC, 2006/95/EC.

This device complies with Industry Canada licence-exempt RSS standard(s): Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

Cet appareil est conforme aux normes Industry Canada exemptes de licence standard RSS(s): Son fonctionnement est sujet aux deux conditions suivantes : (1) cet appareil ne peut pas provoquer d'interférences et (2) cet appareil doit accepter toute interférence, y compris les interférences susceptibles de provoquer un fonctionnement indésirable.

Legal

TriplePlay Software (continued)

Calibrating string sensitivity. In the center of the interface is a set of meters for adjusting the dynamic sensitivity for each string. As you play, each string's corresponding meter lights up. Using the up and down arrows beneath the word "Strong," set the sensitivity for each string so that only your loudest notes send the meter to the top of its range. These settings are scaled from 1 to 16, with 16 representing maximum sensitivity. Don't be surprised if your settings vary from string to string.

Tuning up. This area doubles as a tuner. Just click the switch beneath the word "Sustain" to tune up, and then click it again when you're done.

Audio hardware settings. If you're using a dedicated audio interface, go to TriplePlay's pull-down Options menu and select Preferences to verify that your interface is selected as the input and output device.

Make some sounds! To audition the factory sounds, simply click the up/down arrows in the upper-left corner of the interface, next to the patch name and then press the "Audition" button.

Next Steps. There's much more to TriplePlay than we can cover in this brief overview. See our online documentation at **www.fishman.com/tripleplay** for more details.

Welcome

Thank you for making Fishman a part of your musical experience. We are proud to offer the finest products available; high-quality professional-grade tools which empower you to sound your very best.

You now own a remarkable musical tool that will transform the way you play guitar!

This guide will help get you up and running with TriplePlay. If you don't have experience installing software or making adjustments to your guitar, please consult our online documentation for step-by-step instructions.

Find detailed info about TriplePlay at **www.fishman.com/tripleplay**

What is TriplePlay?

TriplePlay is like a musical interpreter, translating your guitar performance into MIDI, a language understood by most music software and hardware. With TriplePlay, a guitar can sound like any instrument, real or imagined. TriplePlay doesn't change what you love about your guitar, nor will it eliminate any of your current sounds. In fact, you'll probably find yourself combining traditional and synthesized sounds in exciting new ways.

In a Hurry? Basic MIDI Controller Mode

Fishman's TriplePlay controller and USB receiver will likely be usable with any software that supports MIDI input. This may even include hardware and software not meeting TriplePlay's written requirements. Basic MIDI Controller Mode is useful for quick access to MIDI functions, with little or no software installation required, and will allow access to proprietary plug-ins and instruments not usable within Fishman's software.

To determine capability, simply connect your USB receiver to your device and pair it with your controller. Your TriplePlay should appear in most software as a MIDI device with a single MIDI channel for all guitar string output. Note that some hardware functions, such as global string sensitivity, are saved to your Triple-Play controller during use of our TriplePlay software. These settings will travel with your device even when used in Basic Mode.

A minimal installation of TriplePlay software on any compatible computer will allow you to set your string sensitivity and transport it with your hardware for use in Basic MIDI Controller Mode with other systems.

TriplePlay Software

Once you've paired the controller and receiver, open the TriplePlay application and you will see the Perform window.

Perform Window

A. Patch Readout Area. Here you preview, select, load, and save your TriplePlay patches. (A "patch" is a snapshot of a TriplePlay setup, whose info includes your choice of instruments, fretboard layout, and other parameters.)

B. Sensitivity/Tuner Area. This area doubles as a tuner and a calibration tool that fine-tunes TriplePlay to suit your playing style.

C. Mixer Area. A virtual mixing board for adjusting the levels, panning, and solo/mute status of the guitar and synth sounds that comprise each patch.

D. Fretboard/Edit Splits Area. Displays each note you play in real time. It's also where you create "splits" — patches that assign different sounds to different parts of the fretboard.

E. Pull-Down Menus. Here you set your TriplePlay preferences, check for software updates, and call up various views and windows.

TriplePlay Hardware (continued)

Charging the controller. Connect the charge cable to the controller, and plug into one of your computer's USB ports, or into a wall socket using the included adapter. A small LED on the controller, glows green while the unit is charging and turns off once the charge is complete. Allow 90 minutes for the controller to be fully charged. You can expect about 20 hours of battery life from your charged controller. We recommend fully charging the controller before using it for the first time.

Users should not attempt replacement of the TriplePlay battery themselves. It is possible to send your Triple-Play controller back to Fishman in order to have the battery replaced for a small fee. However, if a battery replacement is attempted: **Caution - Replace only with same type of battery, Model U600.**

Pairing the controller and receiver. When you first turn on the charged controller and insert the receiver into a computer USB port, both of their LEDs flash quickly. These LEDs are also push buttons — press each of them once to link the components. Once linked, the receiver LED glows steadily, and the controller's LED flashes slowly.

pairing button

pairing button

What's Included?

TriplePlay includes a pickup and controller that mount on your guitar, a small wireless USB receiver that plugs into your computer, a charging cable and power supply, hardware for multiple mounting options, installation tools, and USB Installation Media. You also get a library of software for recording, performance and notation, featuring stunning collections of sounds and virtual instruments.

System Requirements

A standard broadband connection to download and authenticate software

Computer Hardware: 4GB of RAM and 30 GB free HD space

Apple: Mac OS X 10.8.5 or later

Windows: Win 7 or later, both 32-bit and 64-bit

Refer to www.fishman.com/tripleplay for detailed system requirements.

Basic Concepts

A different kind of pickup. Traditional electric guitar pickups convert string vibrations into electrical signals which are sent to an amplifier or recording device. The TriplePlay pickup sends six individual signals to the TriplePlay Controller which converts them into MIDI data, then transmits the MIDI wirelessly to the TriplePlay Receiver connected to your computer.

MIDI guitar vs. traditional guitar. TriplePlay does not wirelessly transmit your traditional guitar sound. You still need to use a cable to connect your guitar to a computer, amp, or other device. The best way to connect your guitar's audio to your computer is by plugging into the computer through a dedicated audio interface. This allows the user to combine traditional guitar and MIDI inside the TriplePlay software. (While it is possible to connect directly to most computers via their audio input jacks, most users prefer the superior sound of a dedicated interface). If you only plan to use MIDI, you can do everything wirelessly without an audio interface.

Virtual instruments. A virtual instrument (VI) is software which mimics the sound (and often the look and feel) of a physical instrument. TriplePlay comes with VIs from the world's most respected developers. You can conjure and combine the sounds of hundreds of standard instruments or tweak them into exciting new tones. TriplePlay can also control most commercially available virtual instruments.

TriplePlay Hardware

Installation overview. You'll be attaching both the TriplePlay controller and pickup to your guitar. This is simply an overview of your options. See the online documentation for detailed instructions. Note that the installation does require adjustment to your guitar. If you are not comfortable adjusting your instrument, consider using a professional technician to complete your installation.

There are two ways to mount the controller:
- **Directly to surface of your guitar using a plastic mounting ring.** This mount has adhesive on one surface and magnets on the other. It remains on your guitar, and the controller attaches to it magnetically.

- **Using one of the included metal endpin brackets.** You attach these by loosening your strap button, inserting the bracket's tongue between the button and guitar body, and then re-tightening the screw. There's a right-angled bracket for flat-topped guitars, and a slanted one for curved tops. The controller's magnetic mounting ring attaches to the bracket with adhesive, but no adhesive touches your guitar.

There are also two ways to mount the pickup:
- **Directly to your guitar using a plastic mounting pad.** The adhesive backed mounting pad attaches to your guitar between the bridge and the bridge pickup, as close to the bridge as possible. We've supplied pads of varying heights to accommodate most guitars. The pickup slides easily in and out of the mounting pad which remains attached to your guitar.

- **Using the bridge bracket.** On guitars with tune-o-matic bridges this bracket fits between the main bridge assembly and the supporting screw posts. Adhere the mounting pad to the bracket and slide the pickup into the mounting pad.

For detailed installation instructions please visit www.fishman.com/tripleplay.

Audio Setups

Many players connect their guitars to a computer via a dedicated audio interface. In this scenario, TriplePlay's controller transmits MIDI data wirelessly to the receiver, while the audio interface conveys the audio signal from the guitar's traditional pickups. These sources get mixed and manipulated in the TriplePlay software, and the combined sounds exit the computer via the audio interface to your headphones or speakers.

(To utilize the included virtual guitar modeling feature as part of your TriplePlay patch you will need an audio interface, guitar cable and headphones or speakers)

Other setup options are diagrammed in the online documentation. These include connecting to your computer's built-in audio hardware, using a conventional guitar amp or hardware amp simulator, and using TriplePlay to control hardware synthesizers.

* Windows installations may require the use of a low latency audio driver to avoid long delays.

Basic Concepts (continued)

Virtual guitar rigs. A virtual guitar rig (VGR) is software that replicates the sound of amps, pedals, and other guitar gear. VGRs can reproduce convincing electric guitar tones, just by connecting your traditional guitar signal directly to your computer. TriplePlay comes with an industry standard virtual guitar rig that will have you believing you're playing through your favorite analog gear.

Plug-ins and hosts. A plug-in is a computer program that runs inside another "host" program. TriplePlay works as both a plug-in and a host. When you run TriplePlay in standalone mode, it hosts all the plug-ins that come with the program and any others you've installed on your computer. TriplePlay runs as a VST plug-in on both Windows and Mac OS X. On Mac OS X, TriplePlay also runs as an AU plug-in (Audio Unit).

Want more information? Check out our online documentation, where we cover everything in greater detail.

Software Download and Installation

TriplePlay comes with a comprehensive software library. It's so comprehensive we included USB Installation Media and we suggest starting that process now. Install the hardware and read up on TriplePlay's features while your software downloads.

Software included with TriplePlay:

- **Fishman TriplePlay software.** The program you'll use to create and manage your TriplePlay sounds. Runs both in standalone mode and as a plug-in within DAW software.
- **IK Multimedia SampleTank 2.5.** A versatile sampler that reproduces the sounds of many acoustic and electronic instruments.
- **IK Multimedia AmpliTube Custom Shop.** A powerful and expandable virtual guitar rig VGR with great amps, speakers and effects boxes.
- **Native Instruments Komplete Elements.** A set of three world-class programs: Kontakt, a sampler with a large library of acoustic and electronic sounds; Reaktor, a suite of cutting-edge synthesizers; and Guitar Rig, one of the leading VGRs.
- **Notion Progression.** A music notation program optimized for guitarists, whether they use tab, standard notation, or both. You can create sheet music just by playing!
- **PreSonus Studio One.** Powerful recording software that can host TriplePlay.

Software Download and Installation (continued)

To download your TriplePlay software, visit the product registration section on www.fishman.com/tripleplay

To help you get up to speed quickly and enjoying the many features of TriplePlay, we have included a variety of great factory patches. It is important that you install your software in the order outlined in the online instructions to ensure that your TriplePlay software and factory patches work properly.

Most users will be able to download and authorize all of the software simply by following the steps outlined on the download page. If you require more detailed instructions consult our online documentation. Please check www.fishman.com/tripleplay for updates.

NOTE: Upgrade versions of the third-party software packages are available. These open up even more musical possibilities.