TriplePlay Release Notes

Last Update: 2013-08-20 (mc)
Release: Win 1.1.3204 / Mac 1.1.3204 / C 2.07 / R 1.76

Definitions

Standalone - This refers to the TriplePlay application running by itself and not as a plug-in.
DAW - Digital Audio Workstation (software).

General Release Notes (All Platforms)

[#234] After installing the Native Instruments "Komplete Elements" you must update the Reaktor synth to the latest version.

Komplete Elements ships with Reaktor 5.6. To work properly with TriplePlay factory patches it must be upgraded to Reaktor 5.8.

Workaround:
1. Upon installing NI Komplete Elements, user will be prompted to update Reaktor to the latest version (5.8)
2. Accept the update when prompted

[#405] In Studio One, if TriplePlay plug-in crashes it may become blacklisted.

Workaround:
1. Close Studio One
2. Remove the *TriplePlay.vst* and *TriplePlayFX.vst* from the VST system folder
3. Launch Studio One. Let it scan and see that TP is no longer an available VST plugin. The Studio One scan makes no mention of not being able to load TP, as it did before.
4. Close Studio One
5. Put *TriplePlay.vst* and *TriplePlayFX.vst* back into the VST system folder
6. Launch Studio One again. TP VST now shows up in Studio One's instrument list and can be loaded onto a track.

[#657] Playing the guitar while changing splits can cause unexpected results.

Splits will look "jumpy" and keep snapping back a forth between stored fret setting and where the User has the drag handle at any given point, and may not drop onto the desired new fret.

Workaround:
Don't hit the strings while dragging the splits.

[#690] SampleTank cannot find instruments folder if the startup disk name exceeds 27 characters.

Workaround:
Name your hard drive something that's 27 characters or less.

[#712] Tuner may freeze when battery life is *extremely* low.

Workaround:
Plug in the USB cable to recharge.

[#817] Progression ReWire does not enable MIDI output.

Progression from Notion can be used as a ReWire host application. In many cases a ReWire host is able to send MIDI to a ReWire slave and then receive the audio output from the slave. Progression is only able to do the latter. This means that you cannot notate a score in Progression and have it play back through any instrument including TriplePlay.

Workaround:
None.

[#929] Ableton Live 9 - With MIDI input on a track set to Omni, TP/Fx receives all channels on MIDI ch.1

In Ableton Live, a MIDI track with TP as an input can be set to accept All Channels.

However, Ableton appears to pass all channels to a TP/Fx instance in the project on Ch. 1 only.

This is standard behaviour in Ableton Live. If you set an input to all channels then it will remap all MIDI data received to channel 1

Workaround:

1) Create and Map TriplePlay MIDI input on a unique MIDI track
2) Set the output to an instance of TriplePlay, selecting the matching TriplePlay subcategory channel

[#974] DAW - TriplePlay VST Edit Display problems with multiple songs open

With two or more songs open, the edit TriplePlay VST window is hidden/won't open for the second window.

Workaround:

1) Open the Mix window for the song for which you want TriplePlay open
2) Double click on the TriplePlay instance in the mixer - The TriplePlay VST Edit window will open for that track

[#978] In Studio One, all songs must use either TriplePlay or TriplePlayFX

Studio One allows multiple songs to be open in the editor. This is compared with other DAWs that allow only one 'Project'. In Studio One, if one song uses TriplePlay, then other songs can use TriplePlay, but not TriplePlayFX and vice versa.

Workaround:
None.

[#985] Cubase displays "Version 0.4.3.1"

The 'About TriplePlay' fly-out menu in the Edit VST window displays an incorrect version number.

Workaround:

None.

[#988] TriplePlay can crash if user plugs in a missing audio device and selects the associated driver.

TriplePlay crashes after the user is reminded that their previously selected audio device is 'missing', plugs it back in, and selects the correct driver in TriplePlay preferences.

Workaround:
None.

Release Notes (OSX Specific)

[#495] Deleting the first instrument in a Kontakt multi causes the preset label in the patch readout to change to "unknown."

Workaround:
Delete every instrument in the multi and then (re-)load an instrument to update the label in the patch readout.

[#666] [OSX 10.6.8 only] Triple Play installer on Snow Leopard does not automatically quit the running TriplePlay application.

Workaround:
All instances of TriplePlay must be closed before upgrading to a new version of the TriplePlay software. This includes plug-ins that may be active inside of running DAWs.

[#688] [OSX 10.6.8 only] Sleep not suspended when application is active.

Workaround:
Disable sleep preferences if using TriplePlay with Snow Leopard.

[#705] TriplePlay AU Plug-In not working with Apple's "Audio Unit Bridge" applet (Logic Pro, Mainstage)

Workaround:
1) Select 'Get Info' on Logic Pro in the Finder and check "Open in 32-bit mode."
2) Launch Logic Pro
3) Open the AU Manager
4) Select TriplePlay and TriplePlay FX and select "Reset & Rescan Selected" <— they will pass AU Validation and be available.
5) Quit Logic Pro
6) Select Get Info on Logic Pro in the Finder and uncheck "Open in 32-bit mode." Now it will be available using the 32-bit bridge in Logic Pro 64-bit.

Release Notes (Windows Specific)

[#303] Fatal error when installing NI Komplete Sounds from extracted location.

Native Instruments recommends installing from a mounted ISO image or CD.

Workaround(s):
1. Mount the ISO image using an ISO mounter such as [WinCDEmu Portable](#) and install from the virtual drive.
2. Burn NI Komplete Elements to a CD and install from the CD.

[#612] User must have admin privileges to install and run TriplePlay on Windows.

The current version of SampleTank XT requires the user run as administrator to operate properly. A portion of our library uses the SampleTank software to operate and must be running as administrator to do so.

[#667] Windows audio is seized by TriplePlay application with ASIO driver.

Due to the nature of the ASIO driver no other audio is possible from other applications while it is in operation.

Release Notes (Factory Patches)

[#439] Blues Organ patch has latency on each string the first time notes are struck.

After launching TriplePlay and opening the Blues Organ patch, there will be a slight delay the first time each string is struck. After one note has been played on each string, the patch functions

normally. Play other patches and return to Blues Organ, and it will not experience this issue until the next time TriplePlay is quit and relaunched.

Workaround:
Give all six strings one quick strum upon opening the Blues Organ patch for the first time.

[#485] Reaktor Player doesn't save names of user created presets.

Workaround: None.