

Question:

I've installed all the software you've provided, but I'm new to MIDI. How hard is it to play sounds through TriplePlay?

Answer:

It is very easy. If your hardware and software are installed and your audio is setup properly with your computer (see TriplePlay User Guide, Software Installation Guide, Hardware Installation Guide for more details), you may have had some results plucking on your guitar already. The tutorial below will walk you through a step by step demonstration of how to move through preset combinations of sounds (patches) and explore the basic functionality of your new Fishman TriplePlay software.

You'll learn About:

- Playing synths and samplers from your guitar
- Selecting sounds from the TriplePlay browser
- Auditioning sounds
- Copying a factory patch to the user patch list
- Organizing your user patches
- Selecting sounds via the TriplePlay controller

Read Me First!

If you encounter a confusing term or concept, all TriplePlay controls and parameters are explained in the online User Guide for your product. This tutorial requires installation of the TriplePlay hardware, software and partner sounds from IK and NI. Please consult the user documentation at <http://www.fishman.com/tripleplay> for more information on these installations, if necessary.

Requirements

- Internet connection
- Installation of Fishman TriplePlay hardware and software
- Installation of IK Multimedia SampleTank 2.5 XT
- Installation of NI Komplete Elements

Auditioning Factory Patches

First, make sure the controller's guitar/synth selector switch is set to Synth. (The Guitar setting mutes all synths and samplers, so that's not the one we want here.)

In TriplePlay, a patch is simply a "snapshot" of a set of TriplePlay settings. Each patch represents a different sound, including all the parameters that tell TriplePlay how to interpret your playing while using that particular patch.

You audition, load, save, and organize your patches using the tools in TriplePlay's Patch Readout area:



figure 1

The patch name appears at the top of the Patch Readout area. (Each time you start TriplePlay, the program opens to whichever sound you used last.) Click the up and down arrows to the left of the patch name to step through the preset sounds.

Now try stepping through some patches without touching your computer. The up and down buttons on your D-Pad (the four-way switch on the TriplePlay controller) duplicate the function of the up and down arrows. (We'll look at the left and right buttons in a moment.)

The Audition button in the lower-right corner of the Patch Readout area is a handy tool for previewing patches. Clicking it triggers a prerecorded performance using the selected patch. To stop playback, press Audition again.

Another useful way to survey patches is to view many of them at once. Click the folder icon in the upper-right corner of the Patch Readout area. This opens a table displaying all your patches. The factory patches that come with TriplePlay appear in the left column. You'll eventually save your own patches in the User Patches column to the right.



figure 2

Click any patch name to load the patch. While in this view you can also scroll through the patch names using the up and down arrow keys on your computer keyboard. When you want to load a patch, just click its name.

Explore some of the factory patches, like in this video:

<http://www.youtube.com/watch?v=OW-oln49pbY>

Factory patches can't be erased or edited, but you can copy them into user memory and then edit them to taste, a process we'll explore in a later Tutorial. For now, check out how easy it is to copy patches from factory memory to user memory: Just click-hold the title of the patch you want to copy, and then drag it into any empty slot in the User Patches column. Here, for example, we've copied all the patches heard in the video above into the right column.

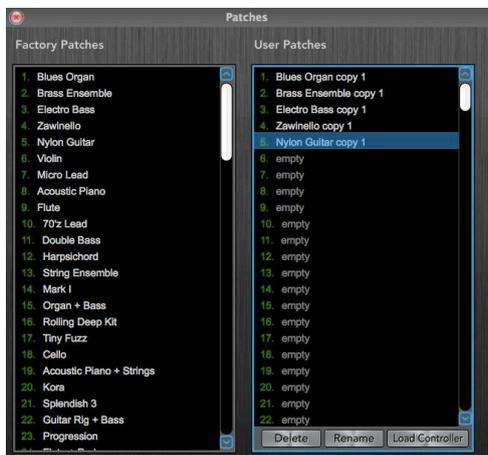


figure 3

Note that TriplePlay won't let you copy a patch to an occupied user patch slot until you delete the patch that's there. (This guards against accidentally overwriting a user patch.) To delete a user patch, highlight its name and click Delete. TriplePlay prompts you to confirm your decision before deleting.

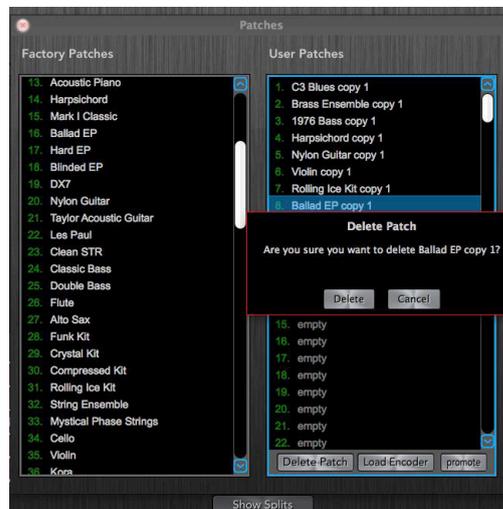


figure 4

Also, user patch names can't duplicate existing patch names. That's why, when you copy a factory patch to a user memory slot, TriplePlay automatically appends the words "copy 1." You can type in any other name you like (except the exact name of an existing patch).

You can also change the order of your patches via simple drag-and-drop. (Again, you need to delete a patch or move it to an empty slot before replacing it with a new one.)

Here's another way to view patch names while scrolling through your sounds: Close any open pop-up windows, and then press the left button (from the player's perspective) on the "D-Pad" — the four-way pushbutton on the TriplePlay controller. The Menu Tree appears.

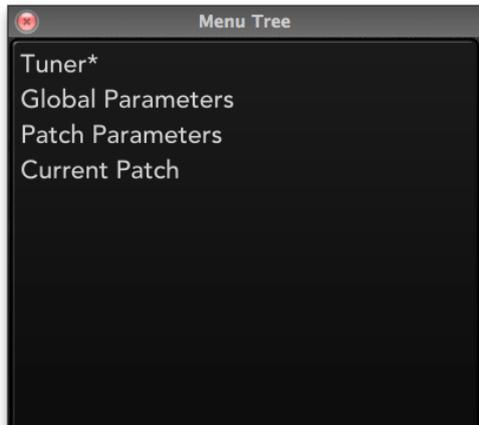


figure 5

With this window open, you can advance through the parameters using the D-Pad's up button, or step back through them with the down button. Press the up button three times so the asterisk appears alongside Current Patch.

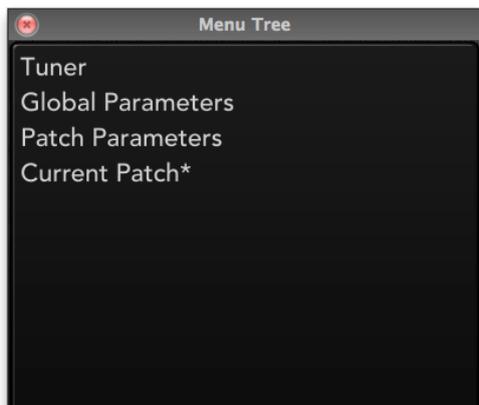


figure 6

Next, press the right button. The name of the active patch appears. At this point, you can scroll through patches using the up and down buttons on the TriplePlay controller's D-Pad.



figure 7

If a factory patch is selected when you open the Menu Tree, you can scroll through all factory patches this way. If you'd prefer to work with user patches, simply select a user patch before opening the Menu Tree.

You can step back to the previous view with the left D-Pad button. Double-clicking the left button closes the Menu Tree. (Note that the Menu Tree opens to whichever view was displayed when you last closed it. If you don't see Current Patch when you open the Menu Tree, you may need to step back a level or two using the left D-Pad button.)

If you close the Menu Tree by clicking the left D-Pad button twice, you can return to where we started, scrolling through patches using the Patch Readout area's up and down arrows or your controller's up and down keys. Try it again — and notice whether you're scrolling through the factory patches or the user patches (the ones whose names include the words "copy 1," unless you've changed the names). If the last patch you loaded was a factory patch, you'll now be scrolling through factory patches. If the last sound loaded was a user patch, you'll be scrolling through user patches. If you're seeing factory patches but want user patches (or vice-versa), just reopen the Patches window and load a patch from the bank you desire.

One last thing: You can control the volume of your synth sounds with the controller's volume knob. But note that this control only affects the currently selected patch. If you load a sound, lower your volume, and then load a new patch, the new sound appears at its default volume, not the quieter level you set for the previous patch. And if you click back to the first patch, the volume resets to its default. If you want a patch to load every time at something other than its default volume, you must save it that way as a user patch.

Now that you know how TriplePlay's MIDI functionality works, try Tutorial Module #2 for details on how traditional guitar audio can be added to your synth sounds.