

Question:

Is there a way to group sounds and patches to make them easy to navigate during live performances?

Answer:

In TriplePlay, groups of patches can be stored together as a unit, called a "song". Storing your patches as songs means you can arrange your master user patch list in whichever way makes sense to you, and still have your patches appear in any order you like, without having to reorganize your entire user patch list each time you change a song's arrangement.

In this tutorial, you'll learn about:

- Grouping patches as songs
- Working with song lists
- Archiving and transferring sounds

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

By now you're probably getting used to scrolling through patches using the D-Pad's up and down buttons. You've probably also discovered that it can take a lot of repetitious button-pushing to move between patches that don't happen to be saved near each other.

You saw in Tutorial Module #1 how easy it is to copy factory patches to user memory, and how you can arrange user patches in any order you like via simple drag-and-drop. It is possible to put all the patches you might use in a particular performance next to each other. Suppose you play a song that calls for organ, cello, harpsichord, and flute sounds. You might save those sounds in adjacent user memory slots, so you're never more than a couple of button-pushes away from a needed patch.

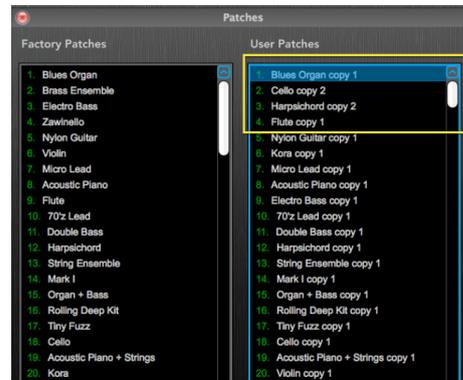


figure 12

But what if there's another song in your performance that calls for organ and cello? Maybe you don't need the harpsichord and flute sounds, but you do want violin, which is currently saved way up at patch #20.

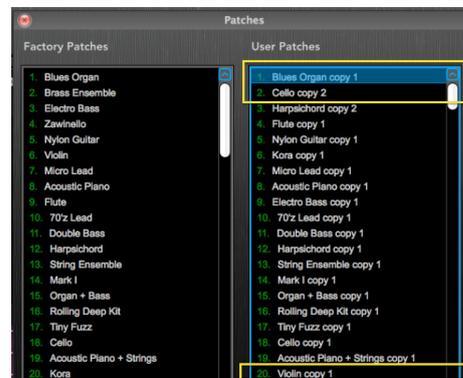


figure 13

You could delete user patch #5 and copy the violin there so it's as close as possible to the organ and cello. Or you could duplicate the organ and cello to memory slots closer to the violin. But there's another way to arrange your TriplePlay patches for live performance: grouping the patches as songs.

Let's try it out. Click-hold on the Window menu, and select Songs (or just type Command + 2). This opens the Songs window.

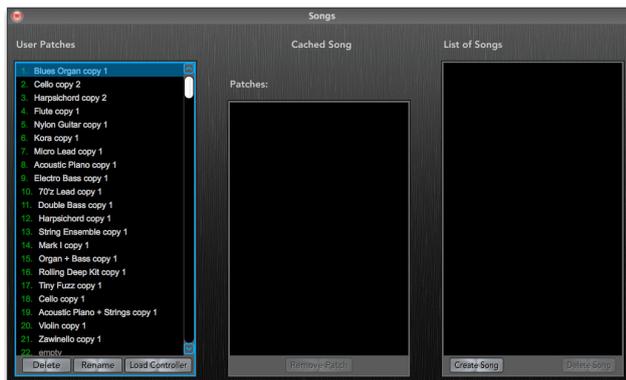


figure 14

We haven't created any songs yet, so the List of Songs column at the right is empty. Let's create two sample songs using the patches mentioned above. Click Create Song at the bottom of the rightmost panel. The pop-up prompts you to name your new song. We'll just use the default name, "New Song #1."

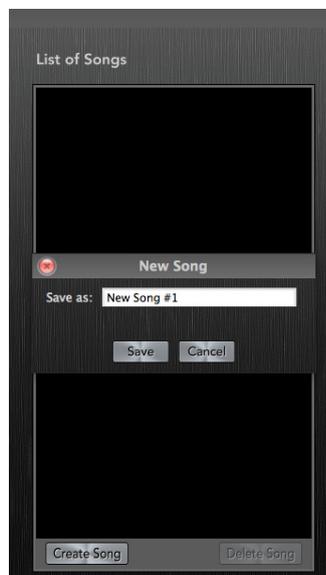


figure 15

Click Save, and then click Create Song again. Save the second song. Now the two new songs appear in the List of Songs column.

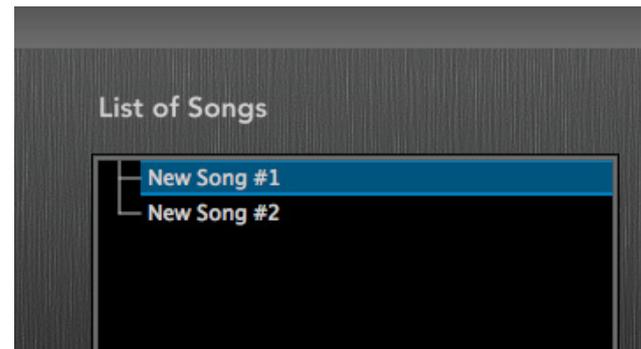


figure 16

Make sure the song you want to add patches to is highlighted in blue. With "New Song #1" highlighted, drag user patches #1, 2, 3, and 4 to the center column.

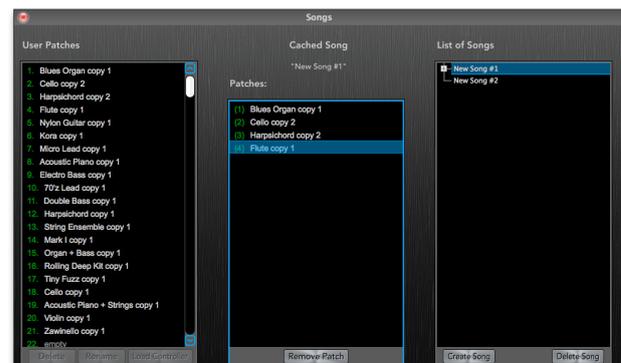


figure 17

Now highlight "New Song #2" in the List of Song column, making it the cached song. This time drag patches #1, 2, and 20 into the center column.

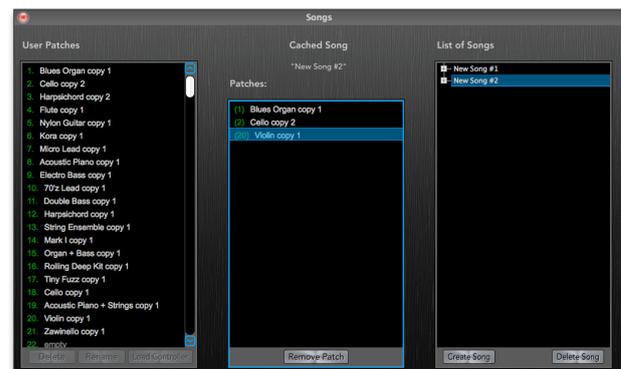


figure 18

To delete a patch from a song, select the patch in the center column and click Remove Patch. You can also change the order that the patches appear within a song by dragging and dropping them in the center column.

In the List of Songs panel, notice the little rectangles alongside each song name. Click the little plus sign inside the rectangle to reveal a list of the song's patches. This is a good way to get an overview of all the songs used within a set. To conceal these sub-menus, click the rectangles again.



figure 19

You can also rearrange the patch order right here in the List of Songs panel — just drag and drop them into any sequence you like. You can also drag patches directly from the User Patches column at the left into the List of Songs column at the right without even using the center column. To erase a song, select its title and click Delete Song.

While the Songs window is open, you can step between the patches within a song using the D-Pad's up and down buttons. You can organize your sounds for a particular performance without having to reconfigure your entire patch library, and the patch you need is never more than a few button-pushes away.

Note that if you change a patch that's saved within a song, your changes apply to all copies of that patch. If, for example, we modify the Blues Organ patch in our New Song #1, we'll also hear the modifications when we call up the sound within New Song #2. If you want different-sounding versions of the patch for each song, you must first save the patch under a new name in your user patches list, make changes there, and then copy the two patches to the two songs.

Here's a short video demonstrating the techniques discussed in this tutorial:
<http://www.youtube.com/watch?v=qi2TmoYCReM>

Finally, a few words about archiving and sharing your patches: TriplePlay does not currently permit you to export patches from the application, which means that the best way to transfer patches between users or computers is to open TriplePlay within a DAW and save your TriplePlay sounds as DAW presets. (The exact procedure varies from DAW to DAW.) We'll talk more about using TriplePlay with DAWs in Tutorial Module #6.

But, before that, check out Tutorial Module #4 to learn about customizing your TriplePlay patches.