

Question:

I've been using TriplePlay in stand-alone mode, and it sounds great, but what is the best way to record and sequence those performances?

Answer:

TriplePlay can work as a plug-in in Digital Audio Workstation software (DAW) compatible with VST or AU format plug-ins. DAWs allow you to record your TriplePlay performances, sequence them for automatic VI and VGR changes in live settings, and much more.

There are several major advantages to using TriplePlay with a DAW:

- You can integrate your TriplePlay sounds into larger musical projects.
- You can use a DAW live, to perform with backing tracks and sequence real time instrument and effect changes on your MIDI and Traditional Guitar performances.
- When you record TriplePlay with a DAW, you can edit your performances after you've made them. You can alter the sounds, refine the performance, and more.
- You can create fantastic new sounds by combining TriplePlay patches with other plug-in effects available in DAW software.
- While TriplePlay doesn't permit patch exports, its sounds can be saved as presets within your DAW in order to archive, share, and recall them as desired.

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 Complete Elements

Installation of Software

Installation of PreSonus' Studio One 2 (provided) and/or Apple GarageBand (available separately)

If you know how to use a particular DAW, you probably know how to integrate TriplePlay into your projects already: after installation, TriplePlay appears in your list of available plug-ins, and you add it to a track just as you would any other MIDI-based virtual instrument.

We can't offer step-by-step instruction for every DAW, so you may need to consult your DAWs documentation for help. In fact, the full features of most DAWs are too powerful to be completely covered in detail here, but we will walk you through two possible scenarios: using TriplePlay with Studio One, and using it with GarageBand (Mac only).

Using With Presonus's Studio One 2

If you haven't already done so, follow the directions in the online Software Bundle Installation guide and install Presonus's Studio One 2.

Click the icon for the Studio One 2 program in Applications (Mac) or your Start Menu (Windows).

From the Studio One menu, select Preferences.

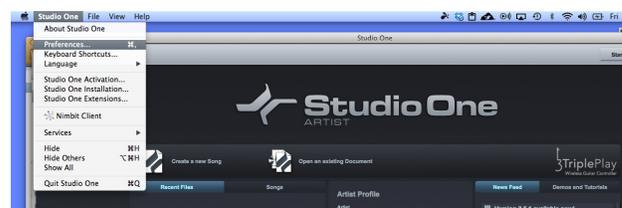


figure 45

Select the External Devices tab and click Add.



figure 46

In the Add Device window that appears, select New Keyboard. Highlight the Device Name field and type in "TriplePlay." Click-hold the Receive From field and choose Fishman TriplePlay TP Guitar. Check the Split Channels option.



figure 47

Click OK to return to the Options window.

Highlight the Audio Setup tab. Click-hold on Device Block Size and choose 128 samples rather than the default value of 512 samples.

(This setting determines the size of the buffer memory, which your computer uses to prevent clicks, pops, and other unwanted noises. Higher settings decrease the likelihood of nasty noises, but they introduce more latency — that is, the slight lag between the instant when you play a note and the instant you hear the sounds through your speakers or headphones. For some players, the 512 setting introduces too much delay to play comfortably. If your computer performs poorly at 128, try stepping the setting back to 256 samples. If you have a fast computer and get great results at 128, try 64 samples for an even faster response.)

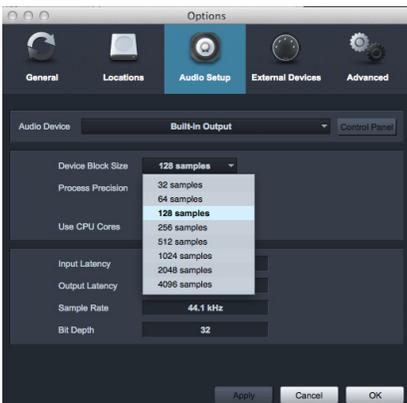


figure 48

Click to return to the main launch screen and click Create a New Song. With Empty Song highlighted, click OK.



figure 49

A blank song opens. From the Track menu, select Add Tracks (or just type "T").

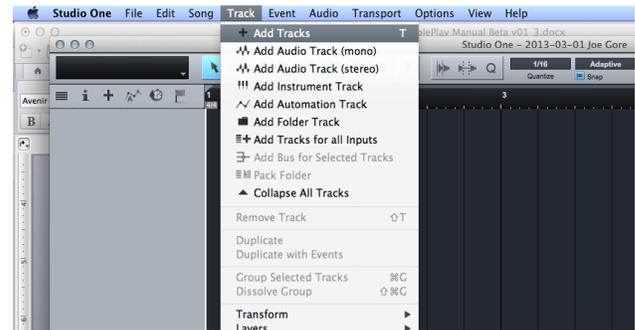


figure 50

In the Add Tracks pop-up that appears, select the Count field and enter 6. (This creates six MIDI tracks, one for each channel/string, which works with most of the TriplePlay factory patches. Alternately, you could choose 16, which provides more than enough channels for every possible TriplePlay patch, including ones with the maximum numbers of fretboard splits.) Click the Pack Folder option.

Click-hold the Input field and select TriplePlay/Channel 1 from the drop-down menu and make sure the Ascending box is checked. (You could also choose All Inputs | Any as the input source, provided you only plan to record MIDI data from one instrument at time.)

Set the Output to TriplePlay, and again, verify that Ascending is checked.

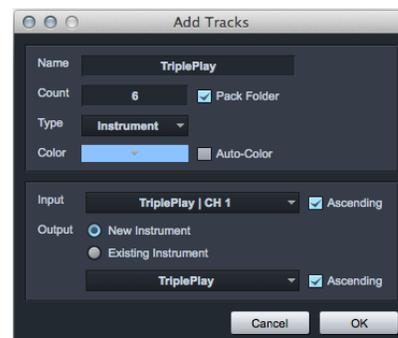


figure 51

Click OK to close the window. The TriplePlay instrument appears in the track list. (Actually, there are six instruments, one for each channel, plus a folder file to hold them.)



figure 52

For visual simplicity, click the folder icon on the top track.

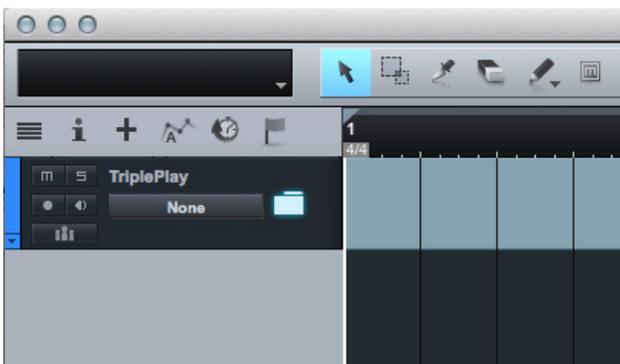


figure 53

Record-enable the folder track. The icon glows red. Click the monitor button. It glows blue. Open the instrument editor and select any patch other than the default and you should now hear TriplePlay.

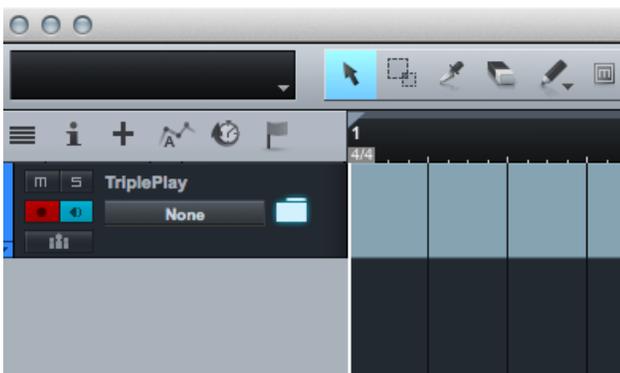


figure 54

If you click the folder open again, you'll see the six MIDI input meters registering levels for each of your six strings/channels.

Click any of the keyboard-shaped Instrument Editor icons to open the TriplePlay interface. From there you can load and edit sounds exactly as if you were in standalone mode.



figure 55

To capture your TriplePlay performance, just press record.

Here's a movie showing the steps detailed above. <http://www.youtube.com/watch?v=9yz7s2QMkGk>