

## Question:

Can I use a MIDI controller pedal with my TriplePlay software?

## Answer:

Absolutely. We don't provide a pedal with your system, but TriplePlay is compatible with standard MIDI controller pedals.

What you'll learn about:

- Things you can do with a controller pedal and TriplePlay
- Connecting and configuring a pedal
- Loading Pedal channel sounds
- The four Pedal modes

## 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
- MIDI Foot Controller

Adding a MIDI controller pedal to your TriplePlay setup unlocks one of the system's coolest features: the ability to alternate between two synth sounds within a single patch. You can toggle between two sounds. You can sustain notes created with one sound while playing over them with another. You can even loop recordings of one sound and solo over them with an alternate sound.

Here's how it works: In addition to its Guitar channel and four Synth channels, TriplePlay has a dedicated Pedal channel that lets you load virtual instruments just as you do on your Synth channels. Pressing the foot pedal summons this secondary sound, and special Pedal channel parameters determine whether the pedal simply alternates between your primary and secondary sounds, sustains the secondary sound, or triggers loop recording and playback of the secondary sound.

You can control this behavior with either a MIDI sustain pedal with momentary switches or a clickable footswitch. In fact, you don't even need to use a pedal — any MIDI-capable controller works (provided it can send messages via CC#66, with a value of 127 for on and 0 for off).

Whatever the hardware you use, you'll need to connect it to your computer via USB. Options include:

- A USB footswitch (such as Logidy's UMI3)
- A USB MIDI interface with a ¼" footswitch jack
- A USB MIDI keyboard with a ¼" footswitch jack
- A USB MIDI interface and a non-USB MIDI keyboard that's connected to the interface via a five- or seven-pin MIDI cable

(If you use the MIDI keyboard options, be aware that most are configured to send sustain pedal messages via CC#64, not the needed CC#66. In such cases, you need to download a utility that can convert MIDI CC messages. There are numerous free apps that perform this task for Macs and PCs. Meanwhile, some controllers, such as the Logidy UMI3, come with dedicated applets for making such assignments. Check the documentation that accompanies your device.)

Once you've programmed your controller to transmit on CC#66 and connected it to your computer, select Preferences from the TriplePlay Options menu. Your device's name should appear in the Foot pedal MIDI input pull-down.

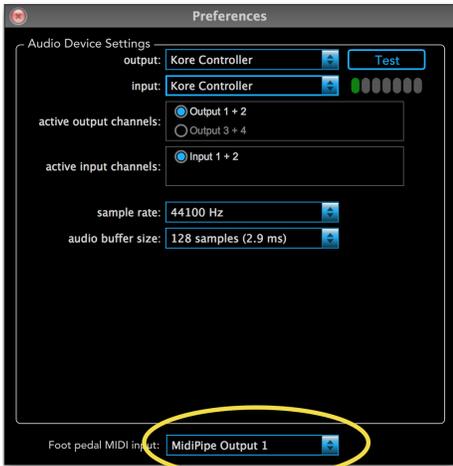


figure 75

Now the controller pedal works like a sustain pedal on any MIDI keyboard: pressing it sustains any active notes indefinitely, and any new notes you play are added to the sustained chord. This is a good way to mimic such instruments as pianos and harps.

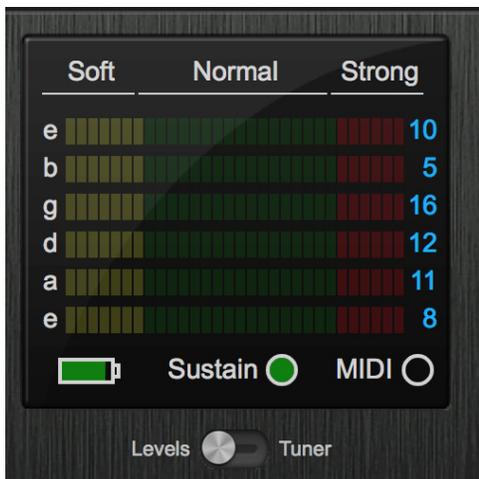


figure 76

If, on the other hand, you'd like to sustain a virtual instrument chord and then play over it with non-MIDI guitar sounds, select the Block new MIDI notes option in the instrument's parameters tab.

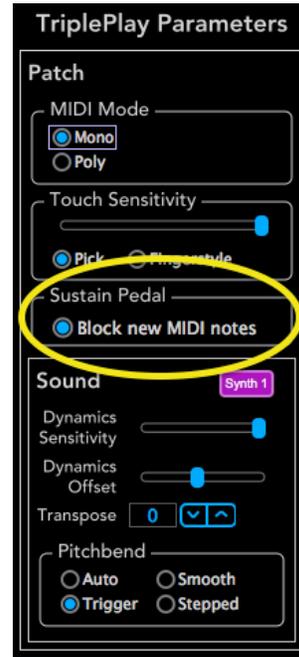


figure 77

With this option selected, any notes sounding when the sustain message is received continue to sound, but your subsequent playing doesn't trigger any new notes until you release the pedal. This is useful if, say, you want to create a sustained keyboard sound and then solo over it using a sound on the Guitar channel without triggering new keyboard notes. (If you simply switch the controller's selector switch to the guitar-only setting, all sustained keyboard notes are instantly terminated.)

Now let's get a little trickier.

For our demo example, load factory preset #1, Blues Organ. This will be our primary sound.

Next let's add a virtual instrument to the Pedal channel as a secondary sound. Click-hold the box at the bottom of the mixer's Pedal channel and select SampleTank 2.x as the plug-in.

The SampleTank plug-in window opens. Load a violin as the secondary sound by click-holding on the LOAD pull-down near the top of the plug-in and selecting Violin 2 LP EXPO M (TP) from the Presets menu.



figure 78

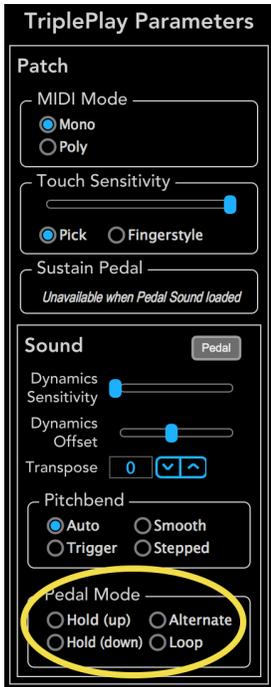


figure 79

Note that the TriplePlay Parameters tab at the left edge of the plug-in window has an extra set of controls that don't appear on Synth channel plug-ins windows: Pedal Mode. It offers four options: Hold (up), Hold (down), Alternate, and Loop.

Now you hear the secondary violin sound. When you press the pedal, you hear organ again. Additionally, any violin notes that were still sounding when you pressed the pedal now sustain indefinitely. Pressing the pedal again to release the sustained notes returns you to the violin sound.

The Hold (up) option is the same as Hold (down), but with the pedal polarity reversed.

Finally, open the plug-in window once more and select Loop. Close the window. The light in the Sensitivity display now reads Loop.

Click the Alternate option and close the plug-in window. Note that the Sustain light now reads Alternate:

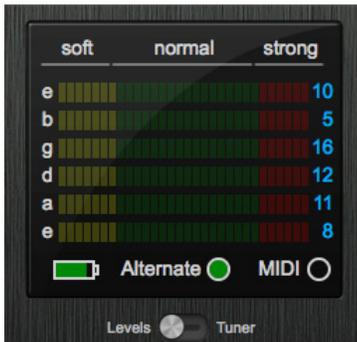


figure 80

Now when you press the sustain pedal, your tone toggles between organ and violin.

Open the plug-in window again by double-clicking the SampleTank 2.x box at the bottom of the mixer's Pedal channel. In the Parameters tab, select Hold (down) as the Pedal Mode option. Close the plug-in window.

Note that light now reads Hold:

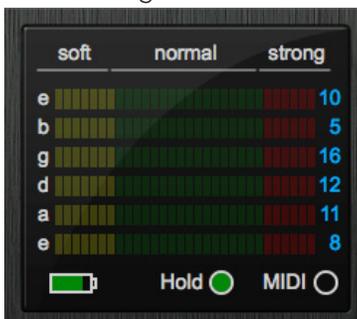


figure 81

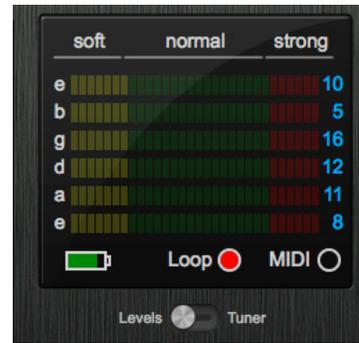


figure 82

When you press the pedal, the loop light flashes red. TriplePlay starts recording your MIDI violin performance, and keeps recording until you press the pedal again, at which point the Loop light displays solid green. Press it a third time, and the loop plays back continuously as the Loop light flashes red once more. Press the pedal a fourth time to cease playback.

(Note that this isn't a full-featured looper. It doesn't work on the Guitar channel, only the Synth channels. Also, you can't import or export loops — they're erased as soon as you halt playback.)

Here's a movie demonstrating the four Pedal Mode settings as described above:

<http://www.youtube.com/watch?v=0U1YWYr3BF0>