WELCOME

Thank you for making Fishman a part of your musical experience. We are proud to offer the best products available; high-quality professional-grade tools which empower you to sound your very best. You now own a remarkable musical tool that will transform the way you play guitar! This guide will help get you up and running with TriplePlay. If you don’t have experience installing software or making adjustments to your guitar, please consult our online documentation for step-by-step instructions.

Find detailed info about TriplePlay at www.fishman.com/tripleplay

TRIPLEPLAY SYSTEM REQUIREMENTS

- Computer: 4GB of RAM and 40GB of free HD space
- Apple Mac: OS X Mountain Lion (10.8) or higher
- Windows: Win 10 (32-bit and 64-bit)
WHAT IS TRIPLEPLAY?

TriplePlay is like a musical interpreter, translating your guitar performance into MIDI, a language understood by most music software and hardware. With TriplePlay, a guitar can sound like any instrument, real or imagined. TriplePlay doesn’t change what you love about your guitar, nor will it eliminate any of your current sounds. In fact, you’ll probably find yourself combining traditional and synthesized sounds in exciting new ways.

What’s Included?

TriplePlay includes a pickup and controller that mount on your guitar, a small wireless USB receiver that plugs into your computer, a charging cable and power supply, hardware for multiple mounting options, and installation tools. You also get a library of software for recording, performance and notation, featuring stunning collections of sounds and virtual instruments.

- TriplePlay Controller with attached pickup
- TriplePlay Receiver
- Registration Card
- USB Software Installation stick
- USB Cable with charger
- 2X Metal shoulder strap controller mounting bracket (for different guitar body shapes)
- 2X Metal pickup mounting brackets (for different style tune-o-matic bridges)
- 4X Plastic pickup mounting attachments (different thicknesses for different style guitars)
- Magnetic plastic controller mount (attaches to guitar body or shoulder strap mount)
- Screwdriver and spacing tool (adjusts height of pickup and measures distance between strings and pickup)
BASIC CONCEPTS

A different kind of pickup. Traditional electric guitar pickups convert string vibrations into electrical signals which are sent to an amplifier or recording device. The TriplePlay pickup sends six individual signals to the TriplePlay Controller which converts them into MIDI data, then transmits the MIDI wirelessly to the TriplePlay Receiver connected to your computer.

**MIDI Guitar vs. Traditional Guitar:** TriplePlay does not wirelessly transmit your traditional guitar sound. You still need to use a cable to connect your guitar to a computer, amp, or other device. The best way to connect your guitar’s audio to your computer is by plugging into the computer through a dedicated audio interface. This allows the user to combine traditional guitar and MIDI inside the TriplePlay software. (While it is possible to connect directly to most computers via their audio input jacks, most users prefer the superior sound of a dedicated interface). If you only plan to use MIDI, you can do everything wirelessly without an audio interface.

**Virtual Instruments:** A virtual instrument (VI) is software which mimics the sound (and often the look and feel) of a physical instrument. TriplePlay comes with VIs from the world’s most respected developers. You can conjure and combine the sounds of hundreds of standard instruments or tweak them into exciting new tones. TriplePlay can also control most commercially available virtual instruments.

**Virtual Guitar Rigs:** A virtual guitar rig (VGR) is software that replicates the sound of amps, pedals, and other guitar gear. VGRs can reproduce convincing electric guitar tones, just by connecting your traditional guitar signal directly to your computer. TriplePlay comes with an industry standard virtual guitar rig that will have you believing you’re playing through your favorite analog gear.

**Plug-ins & Hosts:** A plug-in is a computer program that runs inside another “host” program. TriplePlay works as both a plug-in and a host. When you run TriplePlay in standalone mode, it hosts all the plug-ins that come with the program and any others you’ve installed on your computer. TriplePlay runs as a VST plug-in on both Windows and Mac OS X. On Mac OS X, TriplePlay also runs as an AU plug-in (Audio Unit).

Want more information? Check out our online documentation at www.fishman.com/tripleplay
IN A HURRY? BASIC MIDI CONTROLLER MODE

Plug-and-Play!

Fishman’s TriplePlay controller and USB receiver will likely be usable with any software that supports MIDI input. This may even include hardware and software not meeting TriplePlay’s written requirements. Basic MIDI Controller Mode is useful for quick access to MIDI functions, with little or no software installation required, and will allow access to proprietary plug-ins and instruments not usable within Fishman’s software.

To determine capability, simply connect your USB receiver to your device and pair it with your controller. Your TriplePlay should appear in most software as a MIDI device with a single MIDI channel for all guitar string output. Note that some hardware functions, such as global string sensitivity, are saved to your Triple-Play controller during use of our TriplePlay software. These settings will travel with your device even when used in Basic Mode.

A minimal installation of TriplePlay software on any compatible computer will allow you to set your string sensitivity and transport it with your hardware for use in Basic MIDI Controller Mode with other systems.

Once you’ve installed the TriplePlay controller on your guitar (see TriplePlay Hardware Installation section), you can get started quickly by just plugging the TriplePlay Receiver in a USB port on your computer and pairing the receiver and controller. Any software that can receive MIDI will automatically respond to TriplePlay.
TRIPLEPLAY SOFTWARE OVERVIEW

Included Software

TriplePlay comes with a comprehensive software library. Included in the TriplePlay packaging is a USB thumb drive that contains the software installations. All software installations and updates are also available at our website, www.fishman.com/tripleplay. The software installation can take some time because there is a large amount of content.

**TriplePlay v1.4 Plug-in Software**

The program you’ll use to create and manage your TriplePlay sounds. Runs both in standalone mode and as a plug-in within DAW software. Make sure to visit the TriplePlay downloads section at fishman.com to download the latest version of TriplePlay.

**East West - MIDI Guitar Instruments Teaser Pack**

We partnered with EastWest to bring you the most comprehensive collection of sounds specifically programmed and engineered for use with TriplePlay. EastWest has some of the most highly acclaimed sampled instruments in the world with most of their sounds found on everything from Hollywood feature films to Grammy winning albums.

**NATIVE INSTRUMENTS Komplete Elements**

A set of three world-class programs: Kontakt, a sampler with a large library of acoustic and electronic sounds; Reaktor, a suite of cutting-edge synthesizers; and GuitarRig, one of the leading VGRs.
SampleTankXT 2.5 (32bit)
SampleTank 3 (64bit)
A versatile sampler that reproduces the sounds of many acoustic and electronic instruments.

Notion Progression
A music notation program optimized for guitarists, whether they use tab, standard notation, or both. You can create sheet music just by playing!

Studio One
Music recording software that contains everything you’d expect from a modern digital audio powerhouse. Once you touch its fast, flow-oriented, drag-and-drop interface, you’ll realize Studio One was built by creative people for creative music production.

Installation
Use the provided installation on the USB stick to install TriplePlay and the provided sound packages and plugins. You can also download all of the software from our website. To download your TriplePlay software, visit the product registration section on www.fishman.com/tripleplay.

To help you get up to speed quickly and enjoying the many features of TriplePlay, we have included a variety of great factory patches. It is important that you install your software in the order outlined in the online instructions to ensure that your TriplePlay software and factory patches work properly.
TRIPLEPLAY SOFTWARE INSTALLATION

Installing From USB Drive

Insert your USB installer into your computer. Double-click on the TriplePlay Startup icon to open the installer.

Click Install TriplePlay & Sounds to begin your installation.

Follow all prompts to complete installation of SampleTank, Komplete Elements and your TriplePlay application. Pay close attention to the authorization steps which appear in your browser at the end of the installation. Follow each step exactly for best results.
TRIPLEPLAY HARDWARE INSTALLATION

Installation Overview

You’ll be attaching both the TriplePlay controller and pickup to your guitar. This is simply an overview of your options. See the online documentation for detailed instructions. Note: The installation does require adjustment to your guitar. If you are not comfortable adjusting your instrument, consider using a professional technician to complete your installation.

Mounting The TriplePlay Pickup & Controller

There are two different ways of mounting the controller on your guitar:

- **Option 1:** Directly to surface of your guitar using a plastic mounting ring. This mount has adhesive on one surface and magnets on the other. It remains on your guitar, and the controller attaches to it magnetically.

- **Option 2:** Using one of the included metal shoulder strap brackets. You attach these by loosening your strap button, inserting the bracket’s tongue between the button and guitar body, and then re-tightening the screw. There’s a right-angled bracket for at-topped guitars, and a slanted one for curved tops. The controller’s magnetic mounting ring attaches to the bracket with adhesive, but no adhesive touches your

There are also two ways to mount the pickup:

- **Option 1:** Directly to your guitar using a plastic mounting pad. The adhesive backed mounting pad attaches to your guitar between the bridge and the bridge pickup, as close to the bridge as possible. We’ve supplied pads of varying heights to accommodate most guitars. The pickup slides easily in and out of the mounting pad which remains attached to your guitar.

- **Option 2:** Using the bridge bracket. On guitars with tune-o-matic bridges this bracket is between the main bridge assembly and the supporting screw posts. Adhere the mounting pad to the bracket and slide the pickup into the mounting pad.

Click here to watch the hardware installation video.
TRIPLEPLAY SOFTWARE

Once you have paired the controller and receiver, open the TriplePlay application to see the string sensitivity and tuner interface in the center of the Perform Window.

Calibrating String Sensitivity
In the center of the interface is a set of meters for adjusting the dynamic sensitivity for each string. As you play, each string’s corresponding meter lights up. Using the up and down arrows beneath the word “Strong” (arrows will show as mouse hovers over each meter), set the sensitivity for each string so that only your loudest notes send the meter to the top of its range. These settings are scaled from 1 to 16, with 16 representing maximum sensitivity. The settings will vary from string to string.

Tuning Up
This area doubles as a tuner. Click the “Levels/Tuner” switch beneath the word “Sustain” to show the tuning window. Click it again to show the sensitivity level meters.
TRIPLEPLAY SOFTWARE CONT’D

Perform Window
A. Patch Readout Area. Here you preview, select, load, and save your TriplePlay patches. A “patch” is a snapshot of a TriplePlay setup, whose info includes your choice of instruments, fretboard layout, and other parameters.

B. Sensitivity/Tuner Area. This area doubles as a tuner and a calibration tool that re-tunes TriplePlay to suit your playing style.

C. Mixer Area. A virtual mixing board for adjusting the levels, panning, and solo/mute status of the guitar and synth sounds that comprise each patch.

D. Fretboard/Edit Splits Area. Displays each note you play in real time. It’s also where you create “splits” – patches that assign different sounds to different parts of the fretboard.

E. Pull-Down Menus. Here you set your TriplePlay preferences, check for software updates, and call up various views and windows.

Audio Device Settings
If you’re using a dedicated audio interface, go to TriplePlay’s pull-down Options menu and select Preferences to verify that your interface is selected as the input and output device.

Scan For Sounds
If Click-and-hold to show plugin menu and choose “Scan for sounds...”. TriplePlay will scan all of your VST’s and add them to the Plugin Menu.

Note: Factory Patches will not work without this action completed.

Patches Window
Click on the folder icon next to the patch name to open the patches window.
Loading Sounds
Select any patch name to load a sound. Click-and-drag a patch name to the “User Patches” area to add sounds to the user patches list. Click the “+” to open the Factory Patches folder and show all of the available sounds.

Make Some Sounds!
Congrats! You are ready to enter a world of any sound you ever wanted...ON YOUR GUITAR! A selected number of the factory sounds can be auditioned, simply click the up/down arrows in the upper-left corner of the interface, next to the patch name and then press the “Audition” button.

Audio Setups
There are many ways to connect your computer to an amp or speakers. For a complete list of audio setup examples, consult the TriplePlay User Guide at www.fishman.com/tripleplay/help.

Using Traditional Guitar
TriplePlay does not transmit the sound of your traditional guitar pickups wirelessly.

Using Traditional Guitar
If you wish to send the audio of your guitar through the TriplePlay software as well as send MIDI to virtual instruments, you can connect the guitar to an audio input on your audio interface and choose the audio input source in “Preferences” menu in the TriplePlay software. The figure below shows how to connect this way.
FCC Notice (for U.S. Customers):

This device complies with Part 15 of the FCC Rules:

Operation is subject to the following conditions:

1. This device may not cause harmful interference, and
2. This device must accept any interference received, including interference that may cause undesired operation.

Changes and modifications not expressly approved by FISHMAN TRANSDUCERS can void your authority to operate this equipment under Federal Communications Commissions rules.

M/N: PRO-TRP-301
FCC ID: RMU-PROTRP301 IC: 10812A-PROTRP301

EU Declaration of Conformity CE: Hereby, Fishman declares that this Triple Play Wireless Guitar Controller is in compliance with the essential requirements and other relevant provisions of Directive 1999/5/EC.

This device complies with Industry Canada licence-exempt RSS standard(s): Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

Designed and Engineered in the USA
Assembled in China

LEGAL

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