FISHMAN®

Welcome, and Thank You!

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. All of our products are designed with the upmost thought and care given to quality and sound. We hope you enjoy TriplePlay and the limitless creativity it provides!

FISHMAN TriplePlay

WIRELESS MIDI
Guitar Controller

TriplePlay Guide Contents:


FISHMAN®
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TriplePlay
Wireless Guitar Controller
Guitar mix synth

What is TriplePlay?

The **TriplePlay** Controller uses industry-leading software algorithms in conjunction with its hexaphonic magnetic pickup to detect the pitch of the notes played on a guitar and convert them into MIDI-note messages. MIDI ("Musical Instrument Digital Interface") is an industry-standard communications protocol that is used to control a wide range of electronic musical instruments, computers, and other devices for playing, editing, and recording music. Using TriplePlay to control these devices, your guitar can sound like any instrument, real or imagined. TriplePlay enhances the capability of a guitar by allowing access to an infinite number of sampled and synthesized sounds.

TriplePlay MIDI Guitar controller allows you to do the following:

- Perform MIDI note-detection on steel 6-string guitars, including most electric and acoustic guitars
- Control any device that can receive MIDI-over-USB
- Connect to hardware synthesizers with a MIDI interface or Audio Interface with MIDI
- Play Virtual Instruments on a computer, tablet, or mobile device

TriplePlay Software:

Included with your purchase is the TriplePlay Software, which provides access to an extensive suite of virtual instruments, synthesizers, and other digital music creation tools. To download the latest software, register here: https://www.fishman.com/support/tripleplay-registration/

The TriplePlay software includes:

- More than 1,200 sounds designed specifically for the TriplePlay Software
- VST plugin host providing advanced features like fretboard splits, multiple layered VST instruments, guitar audio input channel with effects, and much more
- Configuration settings for calibrating the controller and modifying other advanced features
- The full-featured TriplePlay Connect iOS application, which allows iPad users to start playing sounds right out of the box without a desktop computer

For more detailed information, please visit us at **www.fishman.com/TriplePlay**

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 USB charging cable, hardware for multiple mounting options, and installation tools. You also get a library of software featuring stunning collections of sounds and virtual instruments.

TriplePlay Controller with attached hex-pickup

TriplePlay USB Receiver dongle

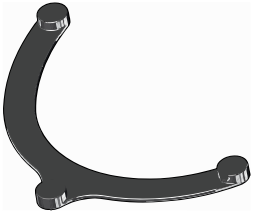
USB Cable

2 End-Pin Brackets, each for mounting the controller onto guitars of different body shapes

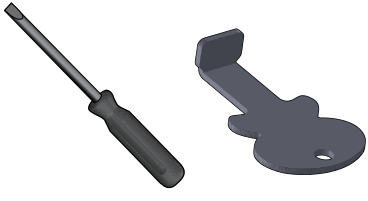
What's Included (continued)

Tune-O-Matic Bridge Bracket

4 Pickup Mounts, each
a different thickness to accommodate a
wide range of string heights



Magnetic Ring Mount that
attaches to guitar body or End-Pin Bracket



Screwdriver and Guitar-Shaped Spacer Tool for
adjusting height of hex-pickup and to measure
distance between strings and hex-pickup

TriplePlay Hardware Installation Quick Start

Installation overview. You'll be attaching both the TriplePlay controller and hexaphonic pickup to your guitar. This is a quick overview - see the online documentation for more detailed instructions. Note that the installation may require slight adjustment to your guitar. If you are not comfortable with these procedures, please consider using a professional technician to complete your installation.

Mounting the TriplePlay Controller: There are two different ways of mounting the controller on your guitar, both of which use the Magnetic Ring Mount. This ring mount is adhered either directly to the face of the instrument ("Direct mount" method), or onto one of the End-Pin Brackets ("End-Pin Bracket mount" method), which allows for a completely non-invasive installation. Most users select the end-pin bracket mounting method, but direct mounting can be useful for installing the controller in unique locations upon the instrument.

Option 1

Direct Mount - Select a location on your guitar and test the placement of the controller to ensure a good fit, then simply remove the adhesive backing from the Magnetic Ring Mount, place the mount adhesive-side down directly onto the surface of your guitar, and press firmly for 30 seconds.

Note: The adhesive used for this method is removable, but please use caution when doing so in order to protect the surface finish of your instrument. Sliding dental floss along the underside of the adhesive is an effective method for removing the bracket.

Option 2 - *recommended method*

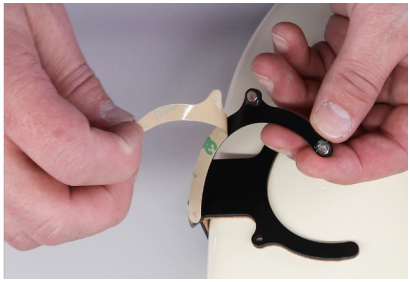
End-Pin Bracket Mount - This method allows you to mount the controller without applying any adhesive to your guitar. Your TriplePlay controller comes with two End-Pin Brackets: a right-angled bracket for flat-topped guitars, and a slanted one for curved-topped guitars. Select which bracket best fits your guitar, and refer to the next page for installation instructions.

Mounting the controller using the end-pin bracket:

Test-fit the Magnetic Ring Mount to the End-Pin Bracket with the adhesive backing facing down.

1 Loosen your guitar's end-pin, then attach the selected End-Pin Bracket by sliding the bracket's slotted tab onto the guitar's end-pin screw. Lower the bracket onto the face of your guitar, and re-tighten the end-pin.

2



3 When ready, remove the adhesive backing and attach the Magnetic Ring Mount to the End-Pin Bracket. Press firmly for 30 seconds along the entire length of the Magnetic Ring Mount to ensure a good bond to the End-Pin Bracket.

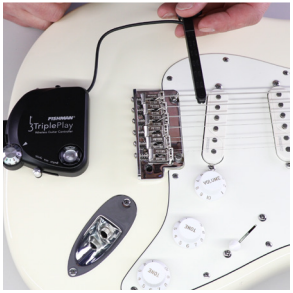
Mounting the TriplePlay hex-pickup:

Guitars with a Tune-O-Matic Bridge require an additional procedure before attaching the hex-pickup. For all other bridge types, refer to the Vibrato Bridge Guitar Setup procedure.

Tune-O-Matic Bridge Guitar Setup: (Les Paul* type bridge)

On guitars with Tune-O-Matic bridges, you must first prepare a Tune-O-Matic Bridge Bracket. This bracket sits between the main bridge assembly and the supporting bridge mount posts. You will need to remove the strings on your guitar to install the bridge bracket. Once the bracket is in-place, the hex-pickup will be installed on top of the bracket.

See section - *'Preparing a Tune-O-Matic Bridge Bracket'*



Vibrato Bridge Guitar Setup: (Strat** type bridge)

The hex-pickup attaches to your guitar by snapping into one of four supplied Pickup Mounts. This adhesive-backed Pickup Mount will be placed on your guitar between the bridge and the bridge pickup, as close to the bridge as possible. Each Pickup Mount has a different thickness to accommodate a wide range of string-heights. The pickup easily snaps into and out of the Pickup Mount, which remains affixed to your guitar.

See section - *'Mounting the hex-pickup on your guitar'*

Preparing a Tune-O-Matic Bridge Bracket:

In order to properly install the Tune-O-Matic Bridge Bracket, you will need to remove the strings on your guitar. The supplied bracket is designed to fit on the bridge mount posts. You may need to re-adjust the height of the bridge after installing the bracket, as it may add some height to the bridge assembly. The hex-pickup mount will be affixed to this bracket.

1. After removing the strings, lift the bridge off of the bridge mounts. Fit the supplied Tune-O-Matic Bridge Bracket onto the bridge mount posts so that the bracket sits between the bridge and bridge pickup.

2. Place the bridge back onto the bridge mount posts and replace the strings on your guitar.

3. The tension of the strings will hold everything in place. This bracket is where you will mount the hex-pickup.

Proceed to the section "*Mounting the hex-pickup on your guitar*"

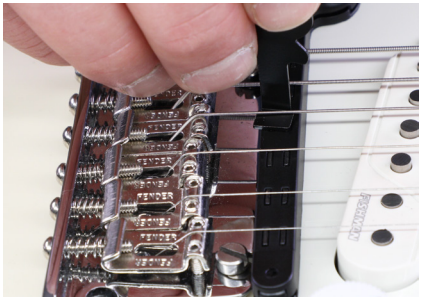
Mounting the hex-pickup on your guitar:

Pay close attention! The next 6 steps are critical.

Setting the correct spacing between the hex-pickup and guitar strings is essential for achieving the best accuracy and performance. If the hex-pickup is too far away from the strings, the TriplePlay controller will have trouble detecting notes properly. If the hex-pickup is too close to the strings, the controller can trigger notes unpredictably with wide pitch fluctuations. Follow the steps below to ensure that you have the correct spacing.

1 Each of the supplied Pickup Mounts have a different thickness to facilitate proper spacing between the pickup and strings. Test fit each mount to determine the best fit - simply snap the hex-pickup into the Pickup Mount, then slide that assembly under the strings just in front of the bridge. The hex-pickup should be as close to the strings as possible without touching them.

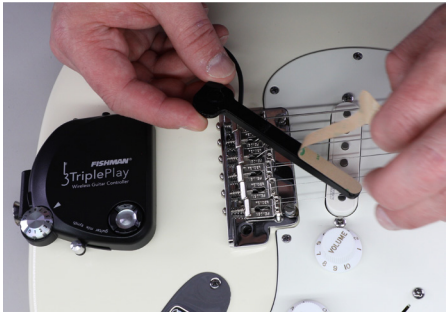
Mounting the hex-pickup on your guitar:



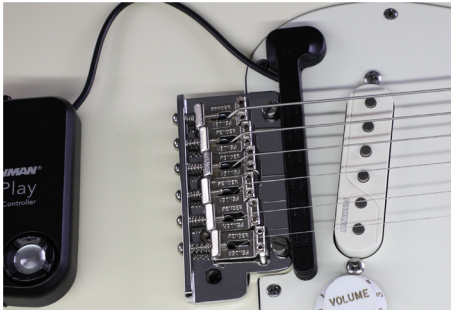
2 Use the Guitar-Shaped Spacer Tool to check how close the hex-pickup is to the strings. It's important to get the spacing such that the tool can slide between the hex-pickup and strings with very little additional space. The spacing is too close if you have to force the tool between the strings. You'll have the opportunity to make micro adjustments in step 6.

Note: If the spacing is too close to the strings, despite any micro adjustments, consider replacing the Pickup Mount with one of the other mounts provided. In rare cases, the strings are too close to the guitar body to allow the correct spacing between the hex-pickup and strings. If this is the case, you may need to adjust the height of the bridge or possibly adjust the neck of your guitar. We strongly suggest to have an experienced guitar technician make these adjustments for you.

Mounting the hex-pickup on your guitar:



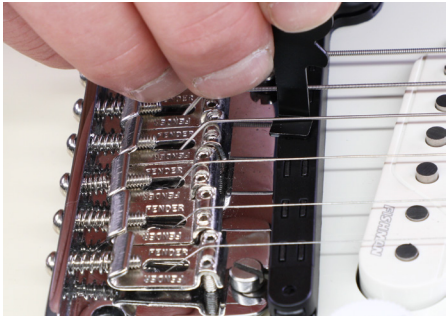
3 Once you have chosen the best Pickup Mount, re-insert the hex-pickup into it, peel off the adhesive backing, and carefully slide the assembly underneath the strings without allowing it to touch the face of the guitar. Shift this assembly as close to the bridge as possible. As the hex-pickup is magnetic, allow the strings to hold it in place while you carefully adjust the pickup so that the strings line up in the center of each of the six pickup elements. Once positioned, press the assembly down onto the face of the guitar, and hold for 30 seconds.



4 Carefully slide the hex-pickup out of the mount, then press down and rub along the top of the mount to ensure that there is good adhesion to the guitar body. The Pickup Mount will remain on your guitar.

Note: *The adhesive used for this method is removable, however use caution when doing so in order to protect the surface finish of your instrument. Sliding dental floss along the underside of the adhesive is an effective method for removing the bracket.*

Mounting the hex-pickup on your guitar:



5 Re-check the spacing between the pickup and strings with the Guitar-Shaped Spacer Tool. The tool should slide between the hex-pickup and strings with very little additional space. The spacing is too close if you have to force the tool between the strings.

6 There are small screws on either side of the pickup that, when turned, will raise or lower the hex-pickup for micro adjustments. Turn the screws until the spacing allows the Guitar-Shaped Spacer Tool to slide between the hex-pickup and strings with very little additional space.

TriplePlay Charging

Charging the controller.

Connect the USB cable to the controller, and plug into one of your computer's USB ports or a wall socket USB power adapter. A small LED on the controller glows green while the unit is charging and turns off once the charge is complete. Allow 90 minutes for the controller to be fully charged. You can expect about 20 hours of battery life from your charged controller. We recommend fully charging the controller before using it for the first time.

Users should not attempt replacement of the TriplePlay battery themselves. It is possible to send your TriplePlay controller back to Fishman in order to have the battery replaced for a small fee. However, if a battery replacement is attempted: **Replace only with same type of battery, Model U600.**

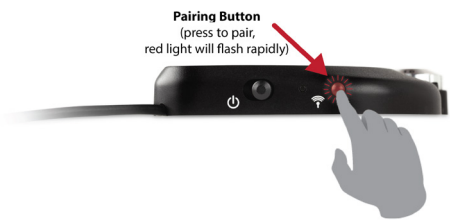
TriplePlay Pairing

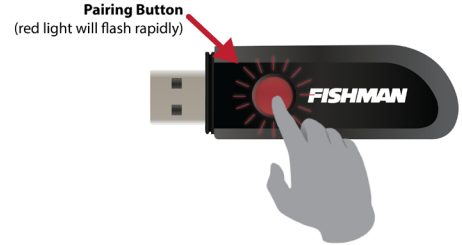
Pairing the controller and USB receiver

TriplePlay transmits wirelessly via a proprietary radio protocol that is prioritized for transmitting MIDI. This type of transmission is much more accurate than Bluetooth or wireless network and allows TriplePlay to send data at near-zero latency (1ms). The controller and receiver need to pair in order to work properly. This step generally needs to be performed once and is remembered automatically during future use. Follow the instructions below to pair the controller and receiver.

- Turn the controller on and insert the receiver into the USB port of a computer, tablet, or device that accepts USB MIDI.
- LED lights on the controller and receiver will flash moderately, showing that the controller and receiver are not paired.
- The LED lights themselves are push buttons - press both buttons to pair, and the LED lights will start to flash rapidly while they connect to each other.
- Once paired, the receiver LED will glow steadily, while the controller's LED flashes slowly.

Note: TriplePlay will not work unless the controller and receiver are paired!





TriplePlay Getting Started

TriplePlay Software - TriplePlay's Best Friend

We highly recommend you download and use the the free TriplePlay Software package when connecting to your computer and DAW. In addition to offering a wide range of instruments and other music-making features and utilities, it helps you tune your TriplePlay to achieve the most accurate performance.

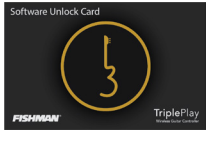
The Sensitivity Settings utility included with the software package is particularly important to the proper setup of the TriplePlay hex pickup. While the default settings will provide acceptable tracking, you can achieve the best performance by setting the sensitivity of each string so that your loudest played notes nearly reach the top of the meter. Proper sensitivity adjustment is particularly important when using TriplePlay with hardware synths.

Installing the TriplePlay software is quick and easy!

TriplePlay includes custom software designed specifically for your controller. Follow the instructions below to download the software. The process is quick and easy and will have you playing sounds on your computer in minutes.

1. Register your product by using the QR code below or navigate to **https://www.fishman.com/support/tripleplay-registration/**

2. Find the Software Unlock Card provided in the TriplePlay Wireless box.



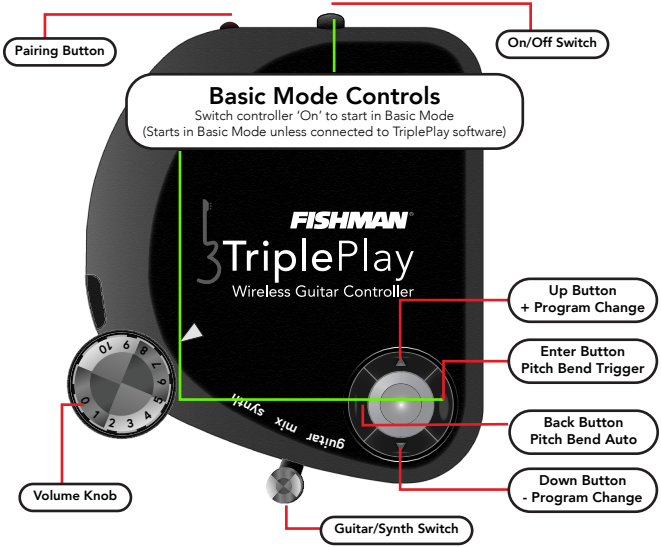
3. Scratch off the coating at the bottom left of the back of the card to reveal the Software Unlock Code. You will enter this code when you register.

Once you have registered TriplePlay, download the latest TriplePlay software installer available in the software downloads section and follow the instructions.

TriplePlay Basic Mode Operation

Just turn it on and connect!

What is Basic Mode? If you want to get started playing right away without using the TriplePlay software, simply plug the TriplePlay USB receiver into the USB port of a computer, tablet, mobile, or device that accepts USB MIDI. If you have not already done so, pair the receiver with your controller. TriplePlay will appear as a MIDI device transmitting all strings on MIDI Channel 1.



plug the USB receiver into any device that accepts USB MIDI

Working in Basic Mode

- **Up/Down Buttons** - send MIDI Program changes: Bank 0, Program +/-1 (starting from program 001)
- **Enter/Back Buttons** - turn On/Off Pitch-bending: Enter = Off or Back = On
- **Volume Knob** - sends MIDI Volume CC 007
- **Guitar/Synth Switch** - N/A in Basic Mode. Only works with the TriplePlay software or FC-1 Pedal

TriplePlay Hardware Mode Operation

Hardware Mode Operation

The TriplePlay controller has the ability to store Hardware Presets, a set of MIDI commands meant to send data to hardware MIDI devices such as a synthesizer. These presets are configurable in the TriplePlay software, but we have provided a few default presets that are most useful when connecting to hardware devices on the fly.

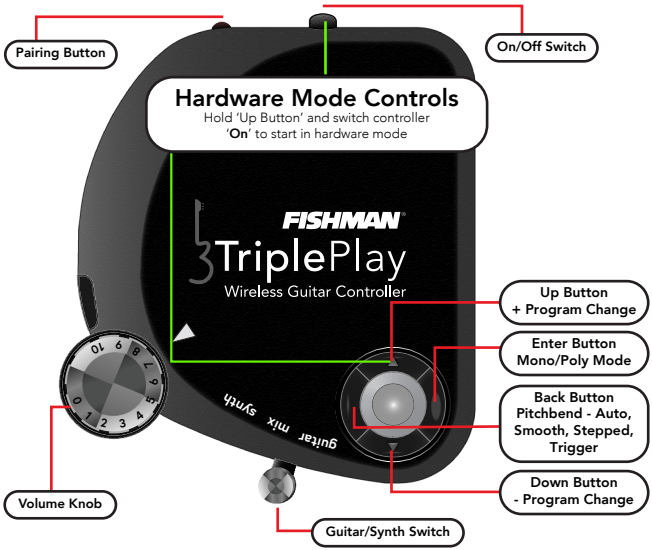
To start the TriplePlay controller in Hardware Mode:

- While holding down the 'Up Button' (shown in "Hardware Mode Controls" graphic), switch the controller to 'On.'
- The 001 Poly Preset, shown in the diagram below, will be the first preset loaded.
- Press the Up/Down buttons to step thru the presets.

The chart below shows the first 4 hardware presets. You can select the presets with the Up/Down buttons on the controller. All hardware presets can be programmed with the TriplePlay software.

TriplePlay Controller Hardware Presets	Pitch Bend Range	Pitch Bend Mode	MIDI Channel Mode
001 Poly Preset	+/- 2 semitones	Trigger	Poly Mode - MIDI Ch. 1
002 Poly Preset	+/- 12 semitones	Auto	Poly Mode - MIDI Ch. 1
003 Mono Preset	+/- 2 semitones	Trigger	Mono Mode - MIDI Ch. 1-6
004 Mono Preset	+/- 12 semitones	Auto	Mono Mode - MIDI Ch. 1-6
005-128 Poly Presets	+/- 12 semitones	Trigger	Poly Mode - MIDI Ch. 1
128-240 Mono Presets	+/- 12 semitones	Auto	Mono Mode - MIDI Ch. 1-6

TriplePlay Hardware Mode Operation



Working in Hardware Mode

- **Up/Down Buttons** - send MIDI Program changes. Bank and Program numbers are custom programmable in the TriplePlay software.

- **Enter Button** - Toggles between Mono/Poly Mode.
  Mono Mode sends each string on a separate MIDI channel (MIDI Ch.1-6)**.**
  Poly Mode sends all strings on MIDI channel 1.

- **Back Button** - Toggles between different pitch bend modes.
  Auto - bend or step between notes automatically.
  Smooth - always glides between notes; can be difficult to stay in tune if intonation is not accurate.
  Stepped - glides between notes in semitones without retriggering notes.
  Trigger - no bending; retrigger's notes in semitones.

- **Volume Knob** - sends MIDI Volume CC 007.

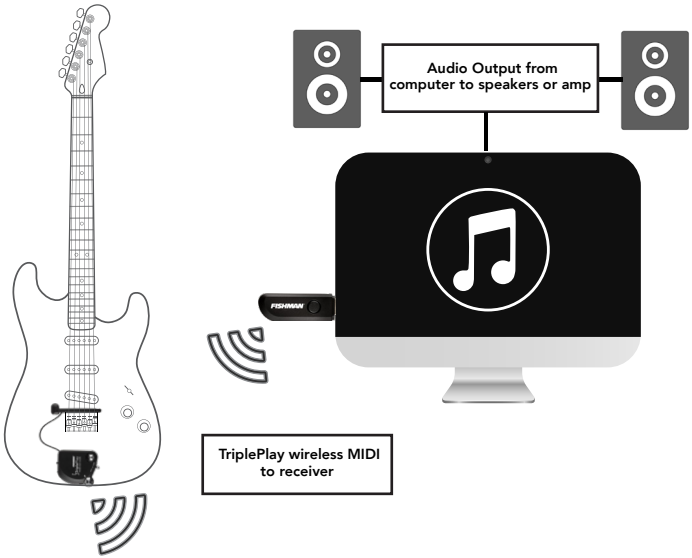
- **Guitar/Synth Switch** - only works with software or FC-1 Pedal.

TriplePlay Setups

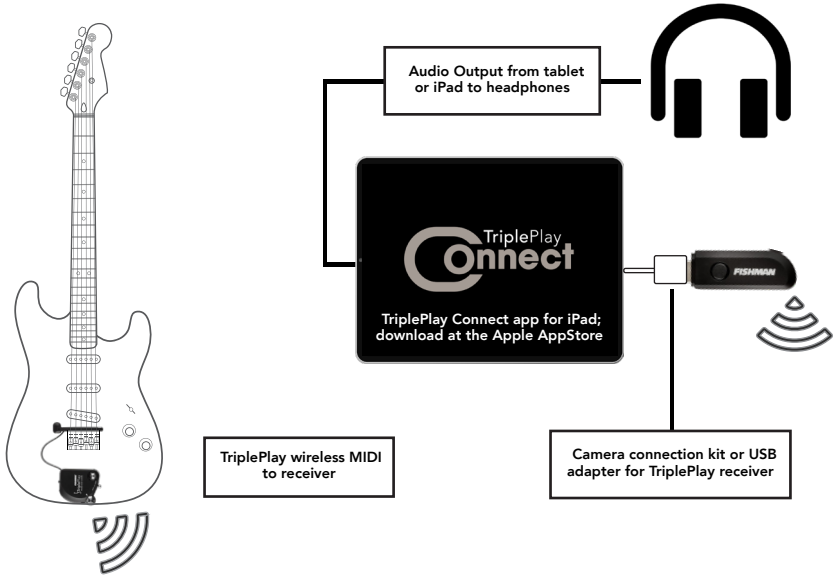
TriplePlay compatibility with various devices

Setting up TriplePlay to work with your MIDI devices can range from extremely simple to very complex, depending upon your needs. The following pages will show different examples of how to set up TriplePlay to work with various devices, including different guitar audio configurations.
Check out www.fishman.com/tripleplay for more detailed information.

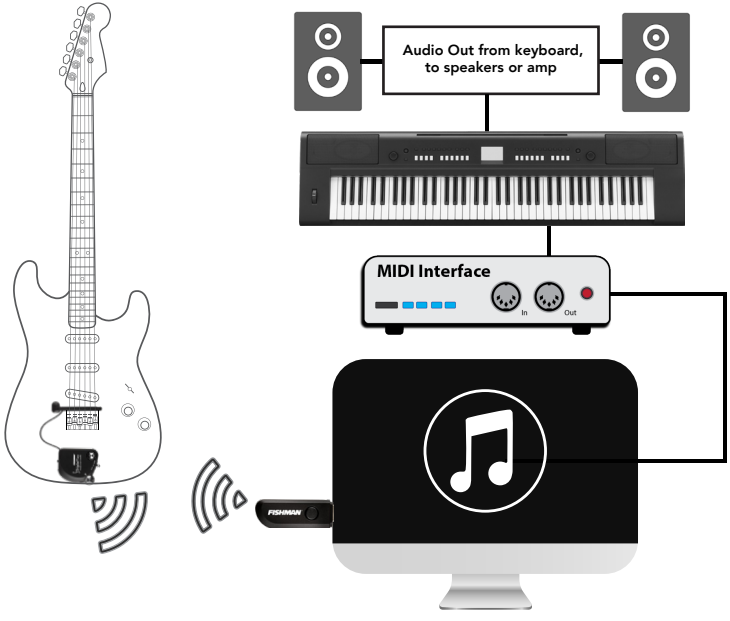
Simple MIDI setup for TriplePlay with computer



Simple MIDI setup for TriplePlay with Tablet or iPad



TriplePlay with MIDI DIN Interface to vintage Keyboard



Guitar Audio Configuration

How to setup a guitar input channel with the TriplePlay Software

TriplePlay is a MIDI only device, which means it only transmits MIDI data and does not transmit audio data. If you want to mix virtual instruments with your guitar you will need an audio interface. The TriplePlay software offers an audio input channel to route your guitar audio into the TriplePlay software and add VST effects to the channel. The audio input channel in the TriplePlay software is also linked to the Guitar Mix Switch on the controller which allows you to mute, solo, or mix the guitar audio channel with other virtual instruments loaded in the Tripleplay software. Detailed instructions about the TriplePlay software are available online along with a number of other videos and tutorials.

Other setup options are diagrammed on the following pages. These include connecting to your computer's built-in audio hardware, using a conventional guitar amp or hardware amp simulator, and using TriplePlay to control hardware synthesizers.

Visit us online to learn more about how to mix your guitar with virtual instruments in the TriplePlay software here: **www.fishman.com/tripleplay**

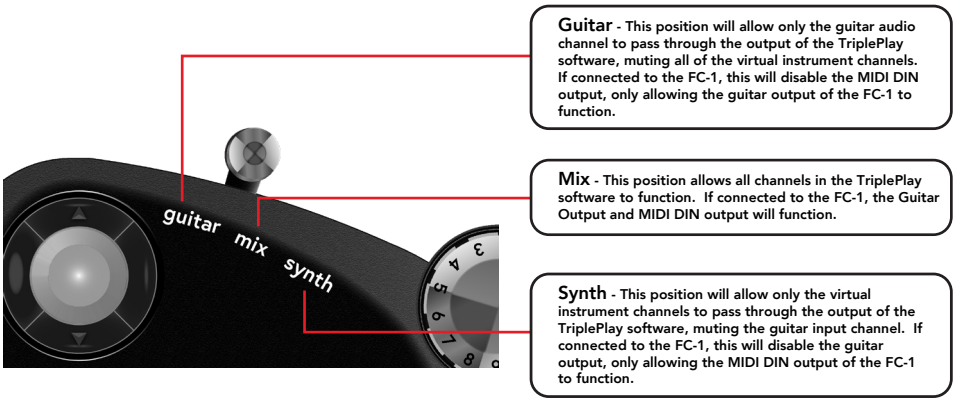
Guitar Audio Configuration

Utilizing the Guitar Mix Switch

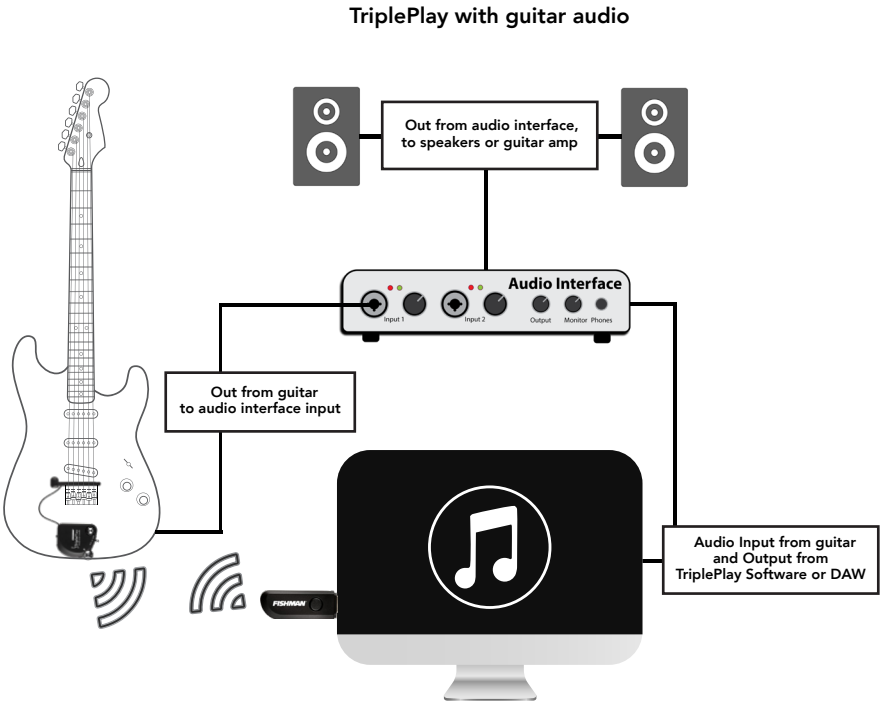
TriplePlay features a Guitar/Mix/Synth switch that determines how the audio from your guitar and the MIDI data from the controller are handled. There are 3 positions on the switch; Guitar, Mix, and Synth. Each position sends a different command to the TriplePlay software, controlling the audio and synth channels. In addition, the Guitar Mix Switch can control the TriplePlay FC-1 pedal guitar and MIDI outputs.

Guitar Mix Switch functionality:

- Controls the TriplePlay Software Audio and MIDI Channels (audio interface and computer required)
- Controls the FC-1 Pedal Guitar Output and MIDI DIN Output (FC-1 Pedal required)



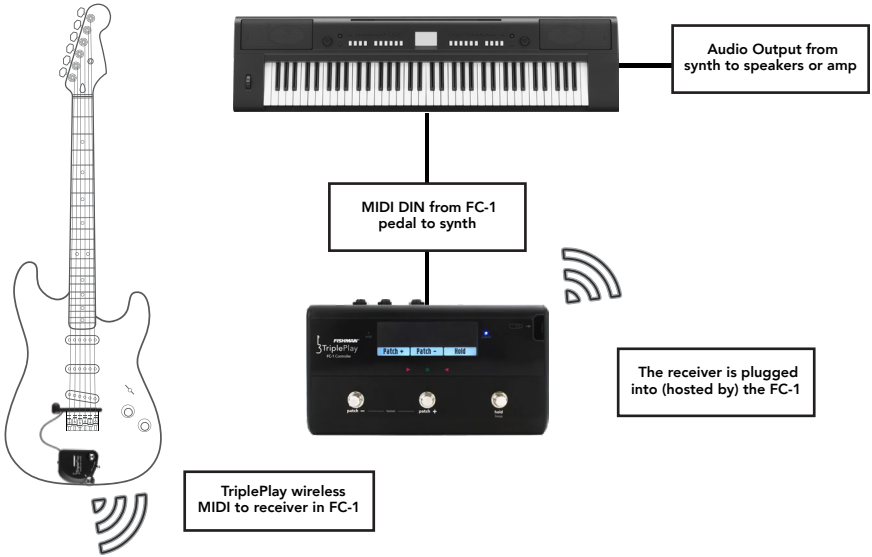
Guitar Audio Configuration (continued)



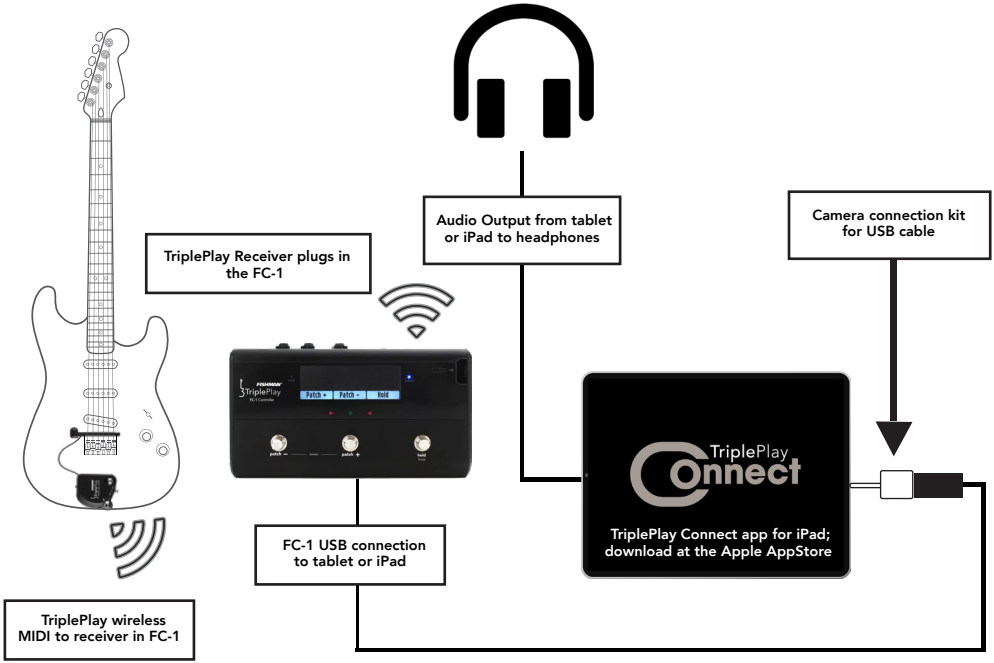
TriplePlay FC-1 Setups

The Fishman TriplePlay FC-1 provides MIDI footswitch control and hardware MIDI In/Out for use with hardware synthesizers. Shown here are different configurations that can be achieved with the FC-1. For more information about the FC-1, visit www.fishman.com.

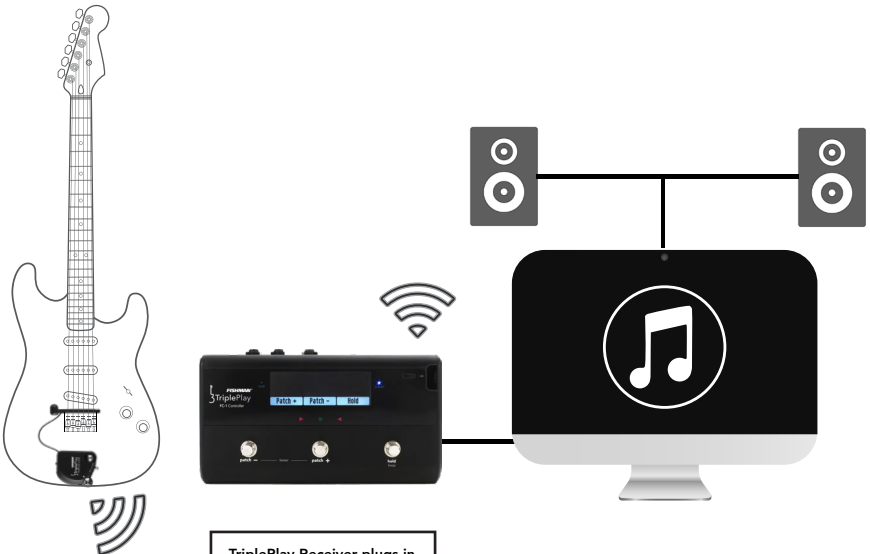
Simple MIDI setup for TriplePlay with FC-1 and Hardware Synthesizers



TriplePlay with FC-1 and Tablet or iPad-simple MIDI setup



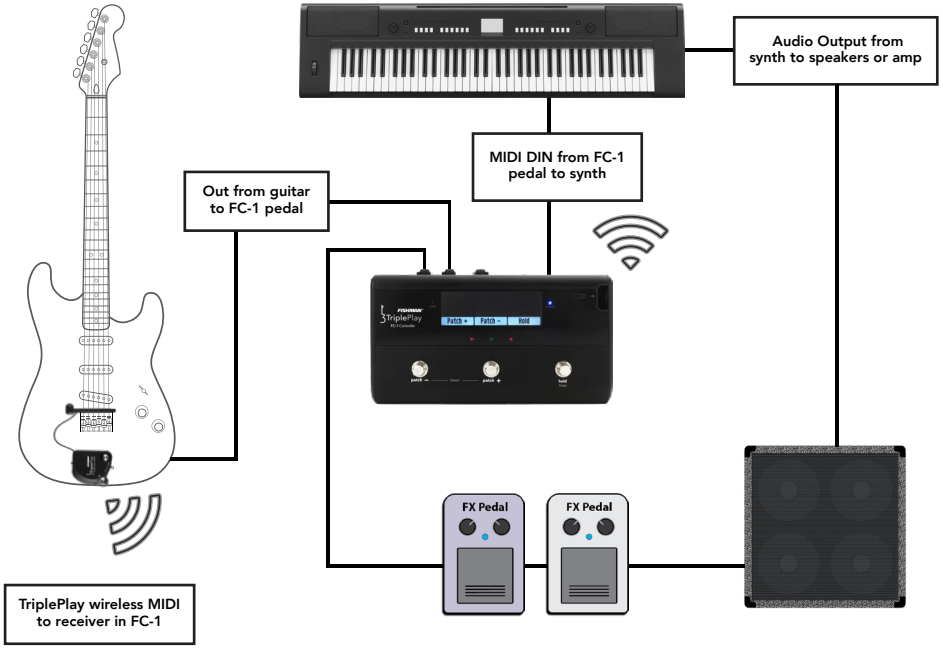
TriplePlay with FC-1 and computer



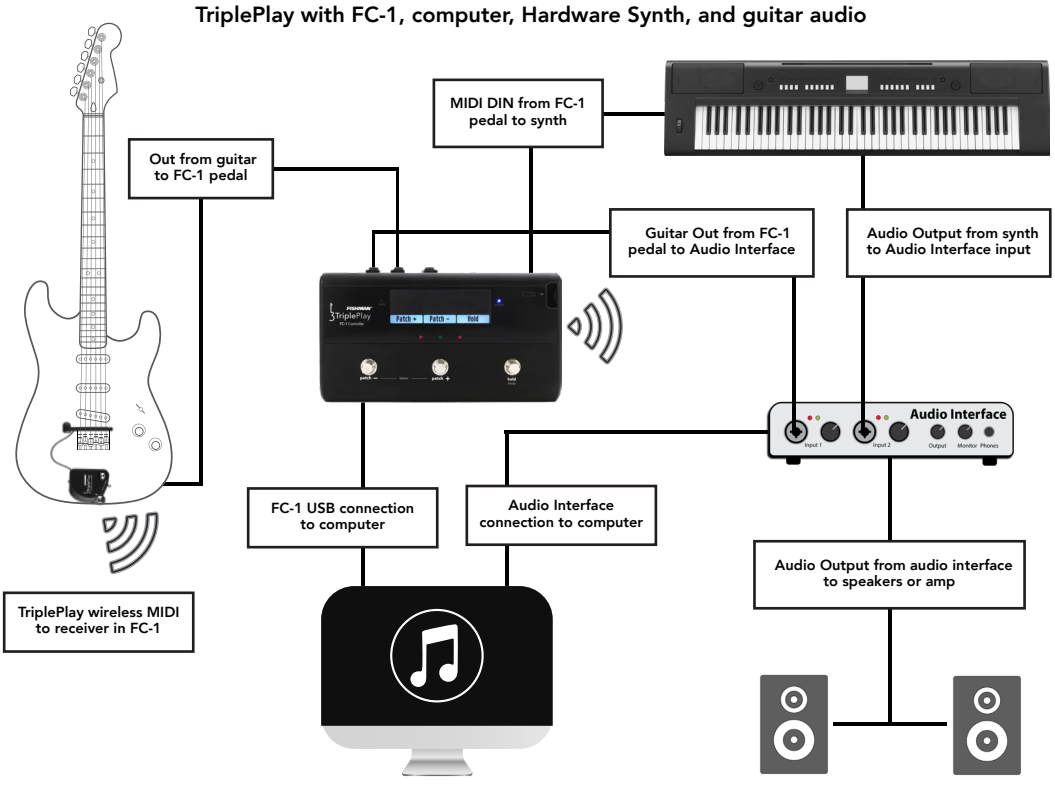
TriplePlay Receiver plugs in the FC-1

TriplePlay FC-1 Setups (continued)

TriplePlay with FC-1 and Hardware Synth-performance setup



TriplePlay FC-1 Setups (continued)



TriplePlay Tips

Install the TriplePlay software

As noted earlier, we highly recommend using the free TriplePlay Software package when connecting to your computer and DAW. Aside from offering a wide range of music-making features and utilities, it helps ensure you achieve the most accurate performance. In particular, the Sensitivity Settings utility is crucial to the installation and setup of the TriplePlay hardware on your instrument. It works hand-in-hand with the string spacing procedures mentioned earlier in this guide (see 'Adjusting the hex-pickup on your Guitar'). The software is available as both stand-alone application and also as a VST plugin for use with a DAW.

TriplePlay Pickup and Sensitivities

The relationship between the pickup-string spacing and the sensitivity settings in the software is the key to capturing the most accurate performance. If the pickup is too close to the strings, the pitch of the notes will act erratically, sometimes playing completely wrong notes. If the pickup is too far from the strings, the controller will have trouble detecting any notes. The same applies to the sensitivities settings. If the sensitivities are too high, incorrect notes may trigger erratically, but when set too low, TriplePlay can have trouble detecting notes altogether. String sensitivity settings are saved to your TriplePlay controller and will always travel with your device.

By default, the Sensitivity settings for all strings are set to a value of 8 (1-16), which will most likely allow the controller to work at an acceptable level, provided the string spacing was set properly during installation. With that being said, we highly recommend installing the software and setting the string sensitivities properly before trying to use the controller outside of the TriplePlay software.

Watch TriplePlay Videos Online

The Fishman website offers an enormous amount of videos that can help with installation, setup, features, usage, and more. Check them out at www.fishman.com/tripleplay.

TriplePlay Definitions

- **Mono Mode** - Sets the TriplePlay Controller to output six MIDI channels simultaneously, with each channel dedicated to a single string. This function allows duplicated notes on seperate strings to play individually from each other, such as a fretted note that's duplicated on an open string. In addition, Mono Mode allows string bending to work properly. Sending the individual strings on independent MIDI channels allows each string to bend without affecting the pitch of the other strings.

- **Poly Mode** - Sets the TriplePlay controller to output all notes on MIDI channel 1. While this mode is more limiting than Mono Mode, it is simple and allows the controller work with other synths that can only receive on a single MIDI channel. Pitch bending in Poly Mode will only work on a single intentionally bent note. If multiple notes are sustaining or being played, any string bending will increment the note up or down one semitone or half-step.

- **Pitch Bend Range** - Determines the maximum range of semitones the controller can send during a pitch bend on the guitar. Pitch Bend Range is a two part setting; one setting is for the TriplePlay controller, the other is in the synth being played. The settings on the controller and the synth must be identical, otherwise string bends will not work properly. Some synths do not allow changing of the Pitch Bend Range, in which case the TriplePlay controller should have a pitch bend range of +/-2 semitones. For the best results, set the TriplePlay Pitch Bend Range and the connected instrument to +/-12 semitones.

- **Pitch Bend Mode** - determines how to bend the note played. There are 4 different modes to choose from.
  1. **Auto** - determines when the string is bending, then glides the pitch to the closest semitone at a fixed rate. Slides up and down the neck of a guitar will increment notes in semitones. Subtle tuning and intonation problems are forced to be in tune, while deliberate bends are still respected. Overall Auto bend mode will sound more in tune than Smooth bend mode, but vibrato techniques will not work as well. This is the easiest mode to use if you want to bend notes while staying more accurately in tune.
  2. **Trigger** - keeps all notes in tune with no string bending. Bending the strings will not bend the notes, but will re-trigger new notes at every semitone increment, whether bending the string or sliding up and down the neck of the guitar.
  3. **Smooth** - allows all bends to occur. While this mode may seem ideal, it requires very good intonation and a well tuned guitar. If you are a very accurate player, this mode may be the best setting for you.
  4. **Stepped** - bends the notes to the nearest half step without re-triggering the note. This mode is very similar to Trigger, but depending upon the type of instrument/synth played, Stepped can provide more natural results.

- **Touch Sensitivity and Playing Style** - Playing Style consists of 2 different types, Pick and Finger Style, with 5 different Touch Sensitivity ranges for each type. This setting will affect the overall sensitivities and pitch detection to closer resemble the way the guitar is played. This setting can be saved to individual presets in the software. Some sounds in particular will react very differently to various playing styles. Adjust this setting to your playing style for better accuracy.

- **Dynamics Sensitivity and Dynamics Offset** - Dynamics Sensitivity determines the expressiveness of the patch. A higher value allows for a greater dynamic range, while a smaller value provides a more compressed dynamic range. Dynamics Offset applies an overall adjustment to the velocity outputs of the controller, either attenuating or amplifying the controller's response to your playing. For example, a negative Dynamics Offset value would reduce the overall velocity of the MIDI notes sent by the controller for that patch, whereas a positive value would increase the overall velocity. Tweaking this setting may allow a soft instrument, such as a harp, to stay soft when playing the guitar loudly, or a loud instrument, such as a synth lead or drums, to stay loud even when playing the guitar softly, or a very dynamic instrument, such as a string section, to react to the full dynamic range of guitar playing.

FCC Compliance Statement:

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two 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.

FCC Interference Statement:

This equipment has been tested and found to comply with the limits for a Class B digital devices, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to switch the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Changes and modifications not expressly approved by FISHMAN TRANSDUCERS can void your authority to operate this equipment under Federal Communications Commissions rules.
Controller: FCC ID: RMU-PROTRP301 IC: 10812A-PROTRP301 USB Receiver dongle: FCC ID: RMU-494000220 IC: 10812A-494000220

EU Declaration of Conformity CE: Model # PRO-TRP-3EX Hereby, Fishman declares that this Triple Play Wireless Midi Guitar Controller is in compliance with the essential requirements and other relevant provisions of Directive EMC 2014/30/EU, LVD 2014/35/EU, Radio equipment 2014/53/EU. The Declaration of Conformity can be found at: www.fishman.com/support.

This device complies with Industry Canada license-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.

Cet appareil est conforme aux normes Industry Canada exemptes de licence standard RSS(s): Son fonctionnement est sujet aux deux conditions suivantes : (1) cet appareil ne peut pas provoquer d'interférences et (2) cet appareil doit accepter toute interférence, y compris les interférences susceptibles de provoquer un fonctionnement indésirable.

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