TriplePlay HOST

VST Performance Software

Manual v 2.2

Welcome

Thank you for choosing Fishman to be part of your musical experience. We're proud to offer high-quality, professional-grade tools that empower you to sound your very best. TriplePlay MIDI guitar controllers are remarkable musical tools that will transform the way you play guitar.

To help you get the most out of your TriplePlay controller, the TriplePlay Host software is packed with features designed for the creative performer. Use this guide to start exploring the TriplePlay Host software.

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

Go to the Fishman TriplePlay Login page to create an account and download the available software.

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

2. Find the Software Unlock Card provided in the TriplePlay 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 Host 1.5

TriplePlay comes with a suite tools to help you get started playing virtual instrument plugins. Included for free is SynthMaster One! We've also included several patch libraries compatible with free plugins available online. Check them out below!

TriplePlay Host is a software application that can load multiple VST instrument plugins set up to get the most out of any TriplePlay controller's powerful expressive features. Combine up to 5 different VST Instruments in a single programmed TriplePlay preset, using layered or split configurations across the fretboard. Custom program any TriplePlay controller with different settings per preset. The TriplePlay software runs both in standalone mode and as a plug-in within DAW software.

KV331 - SynthMaster One.

SynthMaster One is an easy-to-use wavetable synthesizer with an intuitive workflow. With its simple layout, rich wavetable/waveform content and inspiring factory presets, designing new sounds with SynthMaster One is a real joy.

Free Software to use with TriplePlay

Native Instruments Komplete Start.

We've created an exclusive library of patches for TriplePlay using Komplete Start. Create an account with Native Instruments and install Komplete Start (it's free!) to access to over 500 new presets for TriplePlay. Komplete Start is set of multiple world-class programs including Kontakt, Reaktor, GuitarRig, and more! Go here to download and get started!

TriplePlay Host Software Installation - Watch the installation video here!

TriplePlay Host Software System Requirements

- Computer: 4GB of RAM and 20GB of free HD space
- Apple Mac: OS X El Capitan or later
- Microsoft Windows: 64bit Win 10 or later

TriplePlay Host Software Installation

After downloading the software from the Fishman website, locate the startup icon in your downloads folder and double-click to start the installation process.

TriplePlay Startup

You'll have two options during installation:

1. Install TriplePlay, SynthMasterOne, and Patch Libraries
   Choose this option if you're installing TriplePlay Host software for the first time.

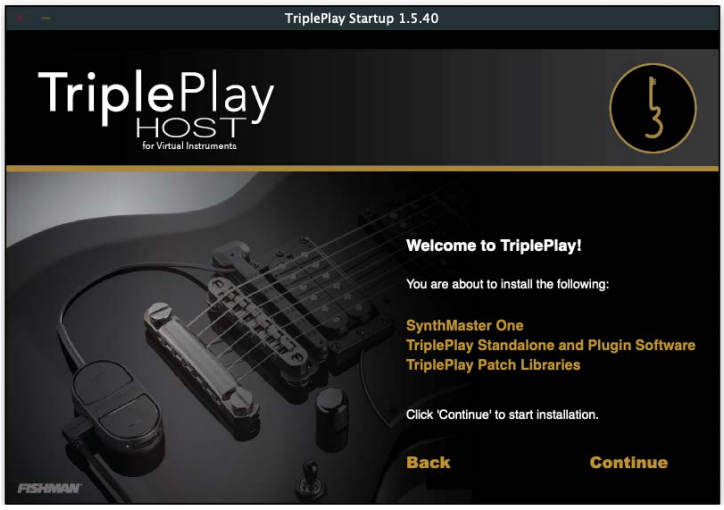
or

2. Install TriplePlay Only
   Choose this option if you've previously installed SynthMaster One and the TriplePlay Host software *(originally referred to as the TriplePlay Software.)*

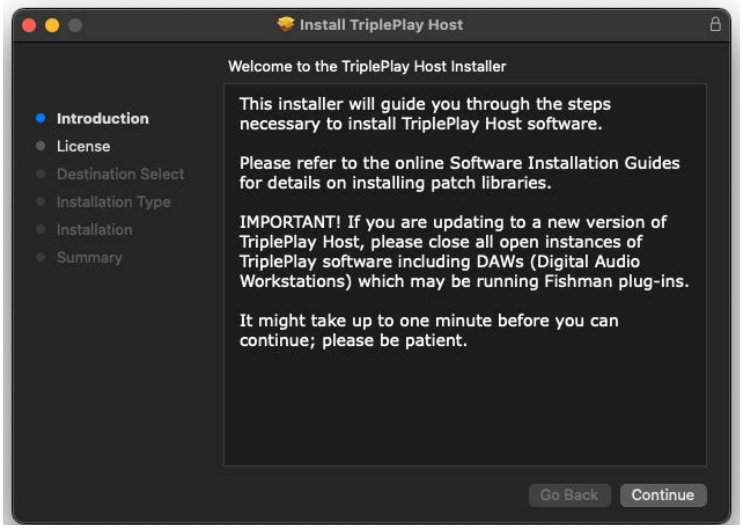
TriplePlay Host Software Installation (continued)

TriplePlay Host Software Installation (continued)

Click ‘Continue’ to start the installation and follow the on-screen instructions.



A number of installation windows will show throughout the process. Follow the instructions until completed.

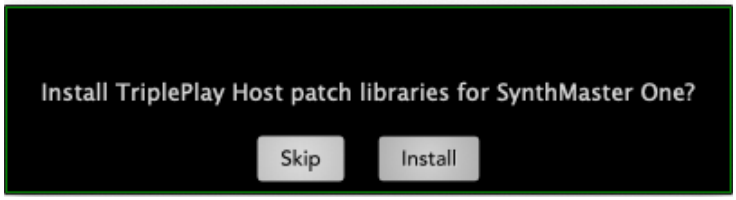


TriplePlay Host Software Installation (continued)

Library Installation

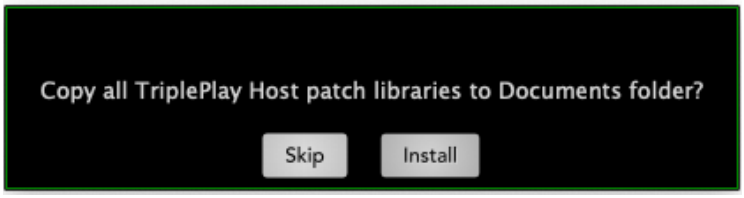
The TriplePlay Host Installation automatically includes the custom SynthMaster One patch library. It also offers the option to copy other free patch libraries to your documents folder automatically.

Select **'Install TriplePlay Host, SynthMaster One, and Patch Libraries'** to install available libraries in addition to TriplePlay Host and SynthMaster One.



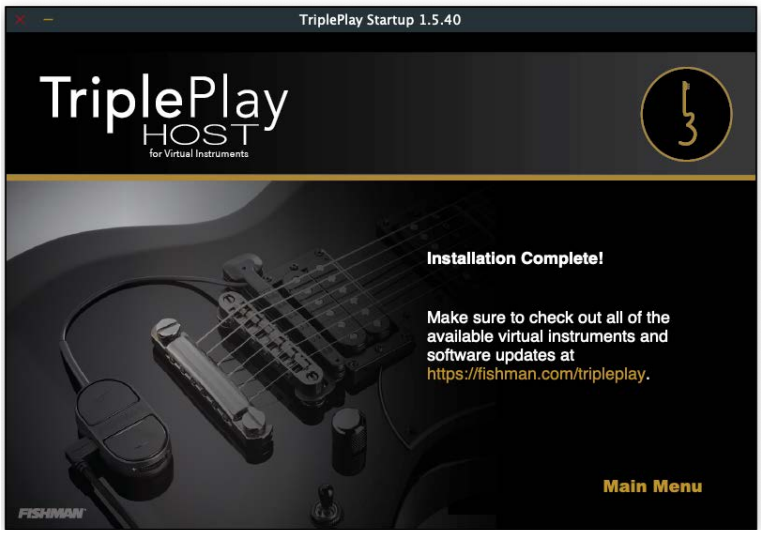
Option to 'Copy all TriplePlay Patch libraries to Documents folder?'

During installation, you will have the option to copy all patch libraries to your documents folder. If you miss or skip this step during installation, don't worry—all available patch libraries can be downloaded from the Fishman website.



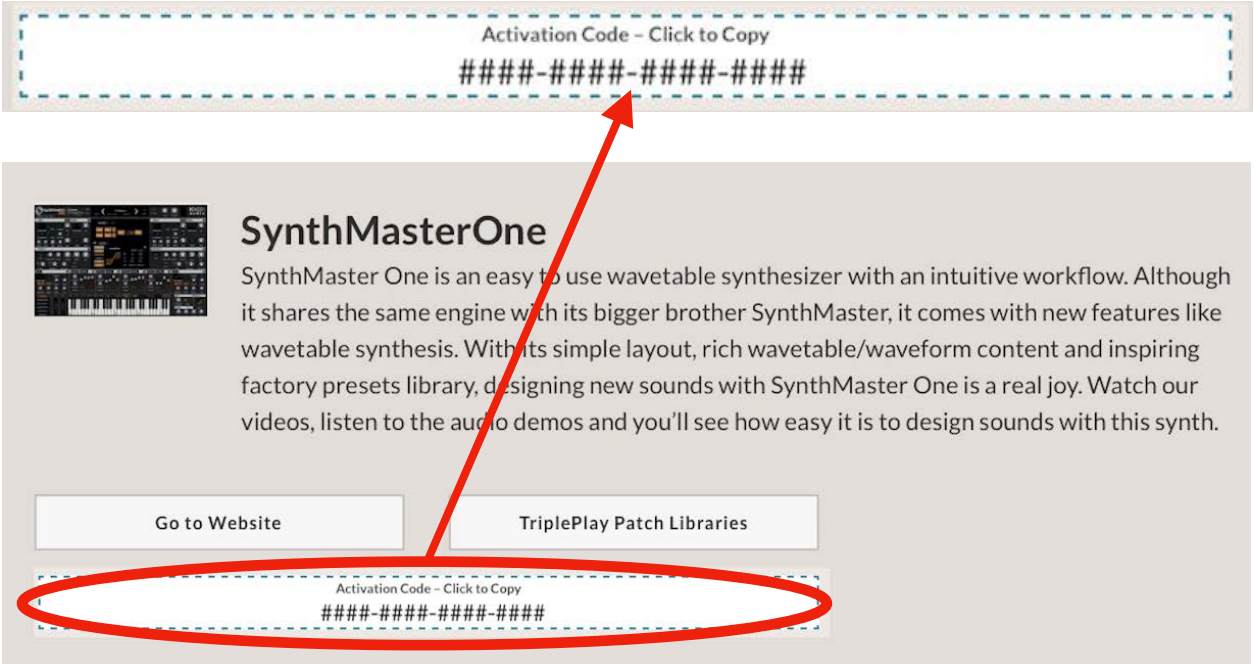
TriplePlay Host Software Installation (continued)

Once installation is complete, close the startup window and navigate to your applications folder to open the TriplePlay Host software.



Activating SynthMasterOne

Log in to your TriplePlay account and copy the 'Activation Code' in the SynthMaster One section as shown below. *(You may have to write this down and enter it manually depending upon your operating system).*

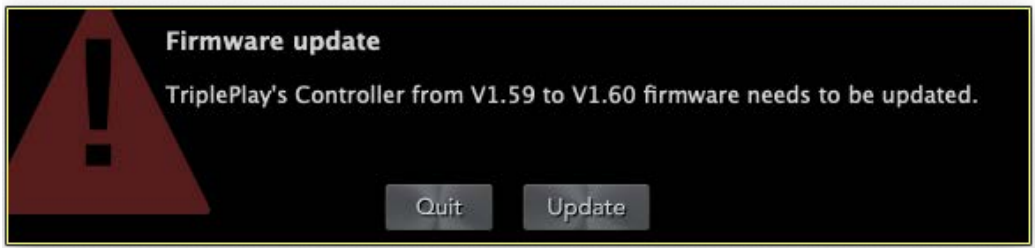


TriplePlay Controller Firmware Updates

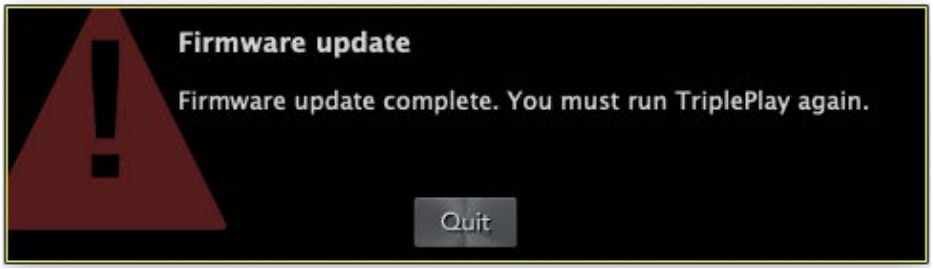
TriplePlay Host will automatically notify you if a firmware update is required for your TriplePlay controller. Firmware updates are often necessary when new software features or controller enhancements are added.

Note for TriplePlay Wireless users: ***It's best to remove your TriplePlay controller from your guitar and place it as close as possible to the USB receiver before starting the firmware update.***

To update, click **Update** when prompted. Please note that TriplePlay Host may not function correctly if you do not update to the correct firmware version.



Success! Once the update is complete, a confirmation window will appear.



Troubleshooting Firmware Update Failures

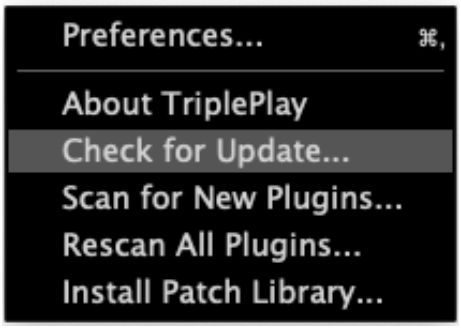
In rare cases, the firmware update may not succeed on the first try. If this happens, **DON'T PANIC!** Simply run the firmware update again.

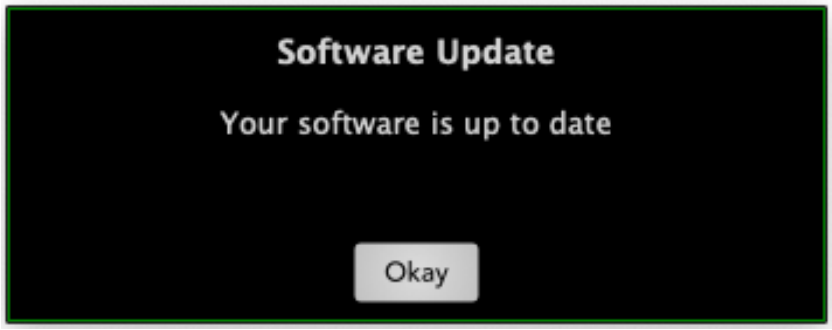
If updating a TriplePlay Wireless unit, make sure to remove the controller from the guitar and place it as close as possible to the USB receiver before starting the firmware update.

TriplePlay Host Software Updates

TriplePlay Host will automatically notify you if a new software update is available. Updating the software provides access to new features, bug fixes, and controller improvements. Download and install the new version via the Software Update popup window. When prompted, you'll have the option to download and install the new version.

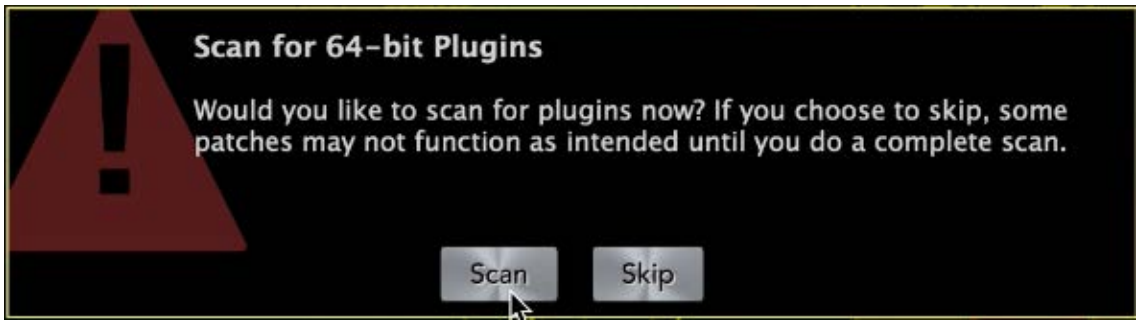
You can also manually check for updates by selecting **Check for Updates** in the **Options** menu. This will inform you if your software is up to date or if there is a new update available.



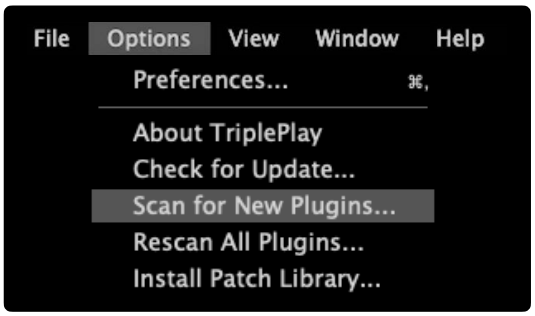


Scanning for Plugins The First Time

Start the TriplePlay Host application. On first launch, TriplePlay Host will prompt you to 'Scan for 64-bit Plugins' as shown below.



You can manually trigger a scan for plugins by selecting **Scan for New Plugins** or **Rescan All Plugins** in the **Options** drop-down menu.



Alternatively, you can manually trigger a scan in the **Manage Instrument Plugins** window, accessible via 'click-and-hold' on any colored box below the mix channels.

Connect your TriplePlay controller with the provided USB cable for wired TriplePlay devices (Express or Connect) or if you have a TriplePlay wireless controller, pair the controller and receiver, then open the TriplePlay Host application.

Perform Window

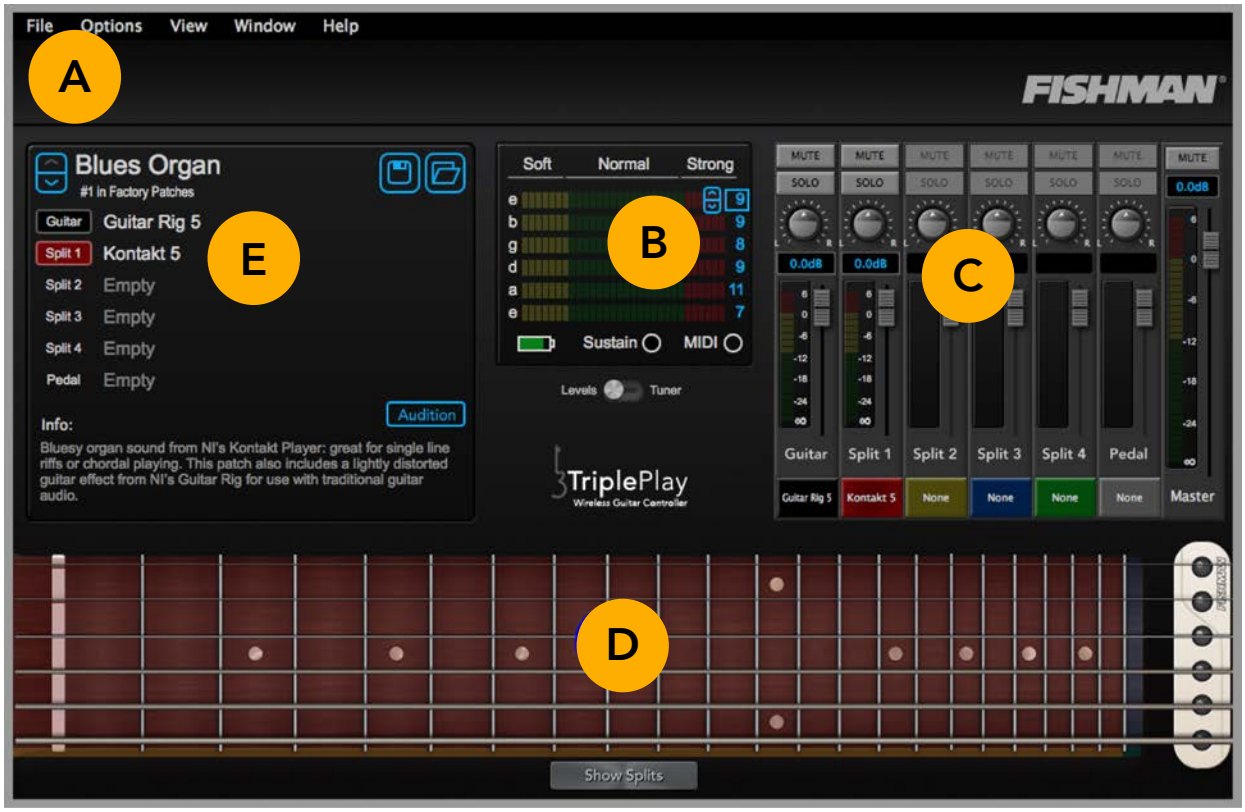
A. **Menus:** Set your TriplePlay preferences, check for software updates, and access various views and windows.

B. **Sensitivity/Tuner Area:** Calibrate TriplePlay to suit your playing style or access the built-in tuner.

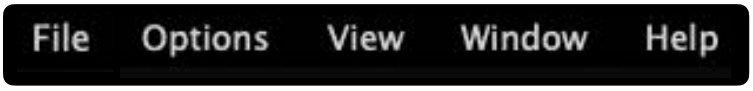
C. **Mixer Area:** Adjust levels, panning, and solo/mute settings of the guitar and synth sounds in each patch.

D. **Fretboard/Edit Splits Area:** Displays each note you play in real time. Assign different sounds to different parts of the fretboard by creating 'Splits'.

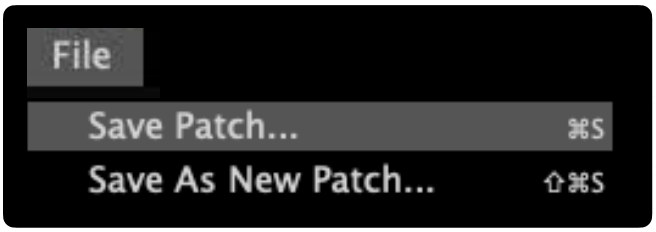
E. **Patch Information Area:** Preview, select, load, and save your TriplePlay patches. (A 'patch' is a snapshot of a TriplePlay setup, including your choice of instruments, fretboard layout, and other parameters.)



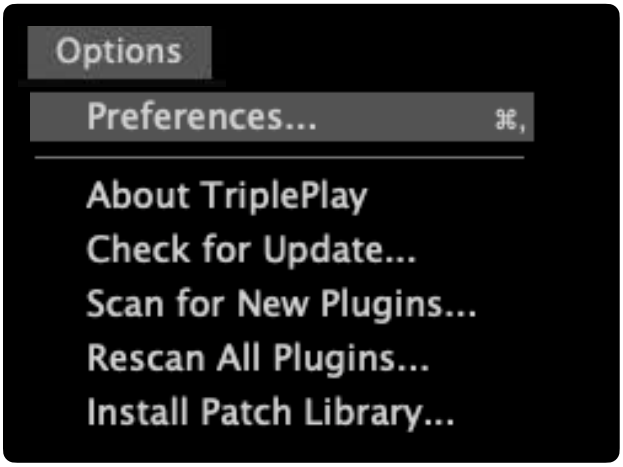
Menus are located at the top of the interface.



Menu
Click a menu item and choose from the drop-down list.

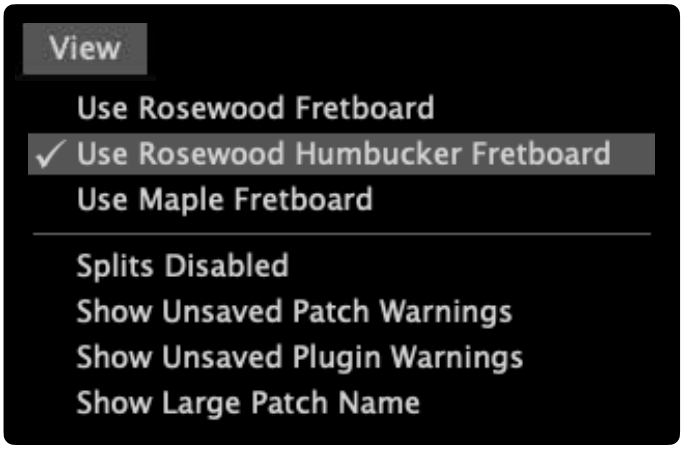


File
Save a patch or save as a new patch.

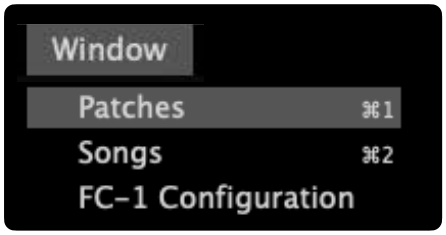


Options
Includes a number of functions such as Preferences, Scanning for Plugins, Installing Patch Libraries, and checking for software updates. Setup connected devices like audio interfaces and external MIDI pedals here.

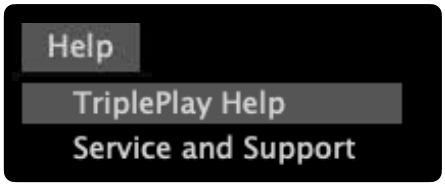
Menus (continued)



View
This menu enables you to customize the look and feel of TriplePlay Host. Change the look of the fretboard, adjust the size of patch names for easier viewing from far away, and display or hide warnings.



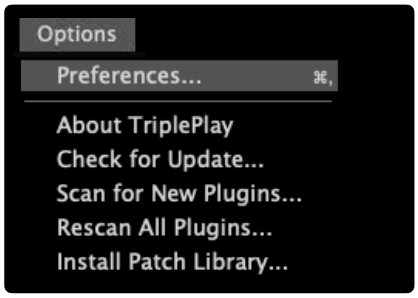
Window
This menu shows the screens for loading Patches, Songs, and FC-1 Configuration panel *(FC-1 required)*.

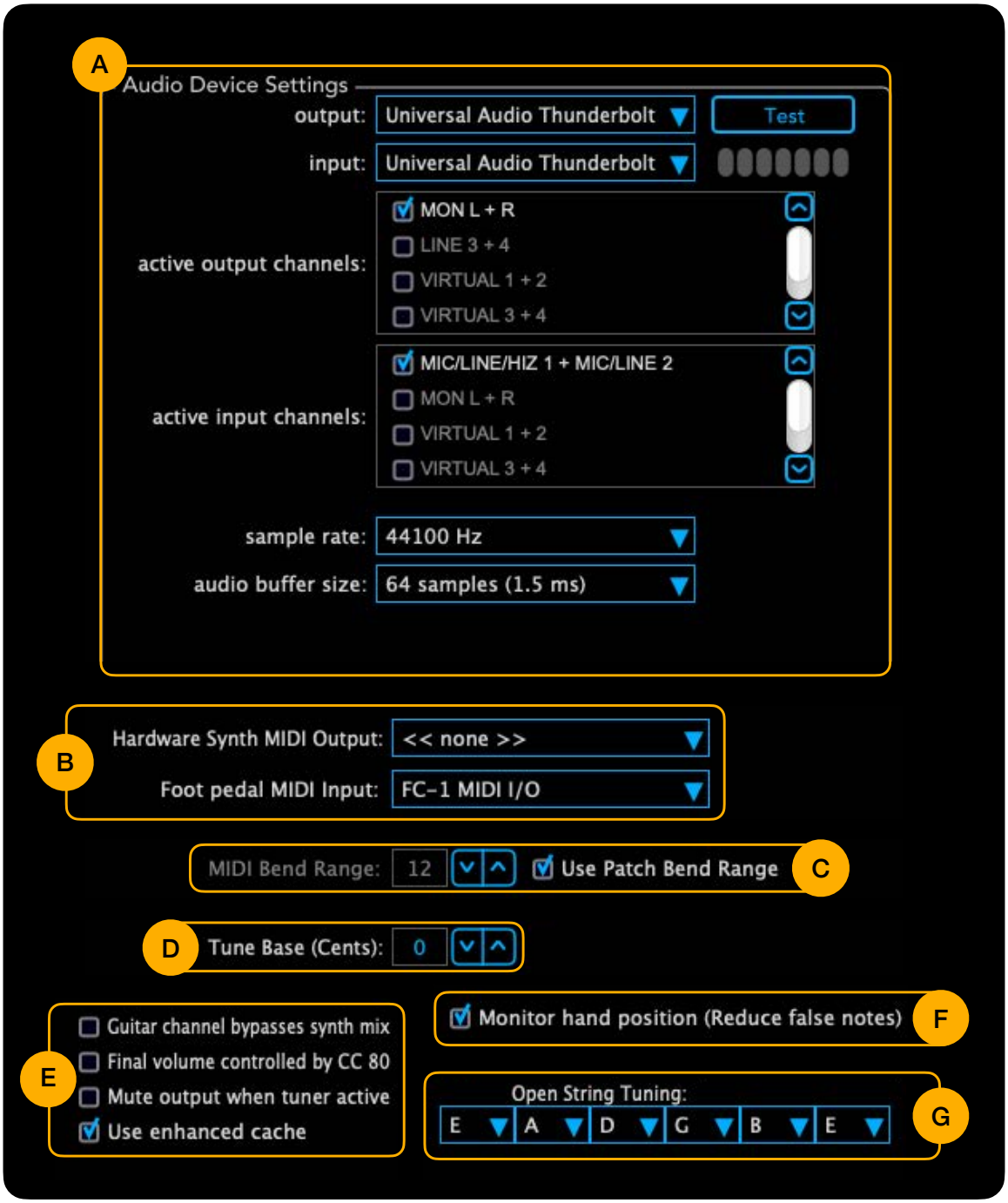


Help - Go here for help or service and support needs.

Preferences

The **Preferences** window is where to setup devices such as audio interfaces and MIDI devices. To open, select **Preferences** from the **Option** menu.





Preferences

A. **Audio Device Settings.** Set up your audio interface in this area. An audio interface is required to run virtual instruments.

- Output - Selects the audio device for the output of TriplePlay Host.
- Input - Selects the audio device for input of TriplePlay Host.
- Active Output Channels - Sets the output of the mix channels.
- Active Input Channels - Sets the input for the Guitar Channel.
- Sample Rate - The audio interface sample rate resolution.
- Audio Buffer Size - The number of samples used for the computer to process the audio signal. Lowering buffer size will reduce latency at the cost of higher CPU usage. Raising buffer size will reduce CPU usage at the cost of increased latency.

B. **MIDI Input/Output Area.** Set up any external MIDI devices you wish to use with TriplePlay.

C. **MIDI Bend Range Area.** By default, the MIDI Pitch Bend Range is set individually for each patch. Unchecking the box will set the Pitch Bend Range globally for all patches, overriding individual patch settings.

D. **Tune Base Area.** Adjusts the overall base tuning of TriplePlay to optimize pitch tracking. Adjust this when tuning all of the strings slightly sharp or flat. Adjustments are made in cents.

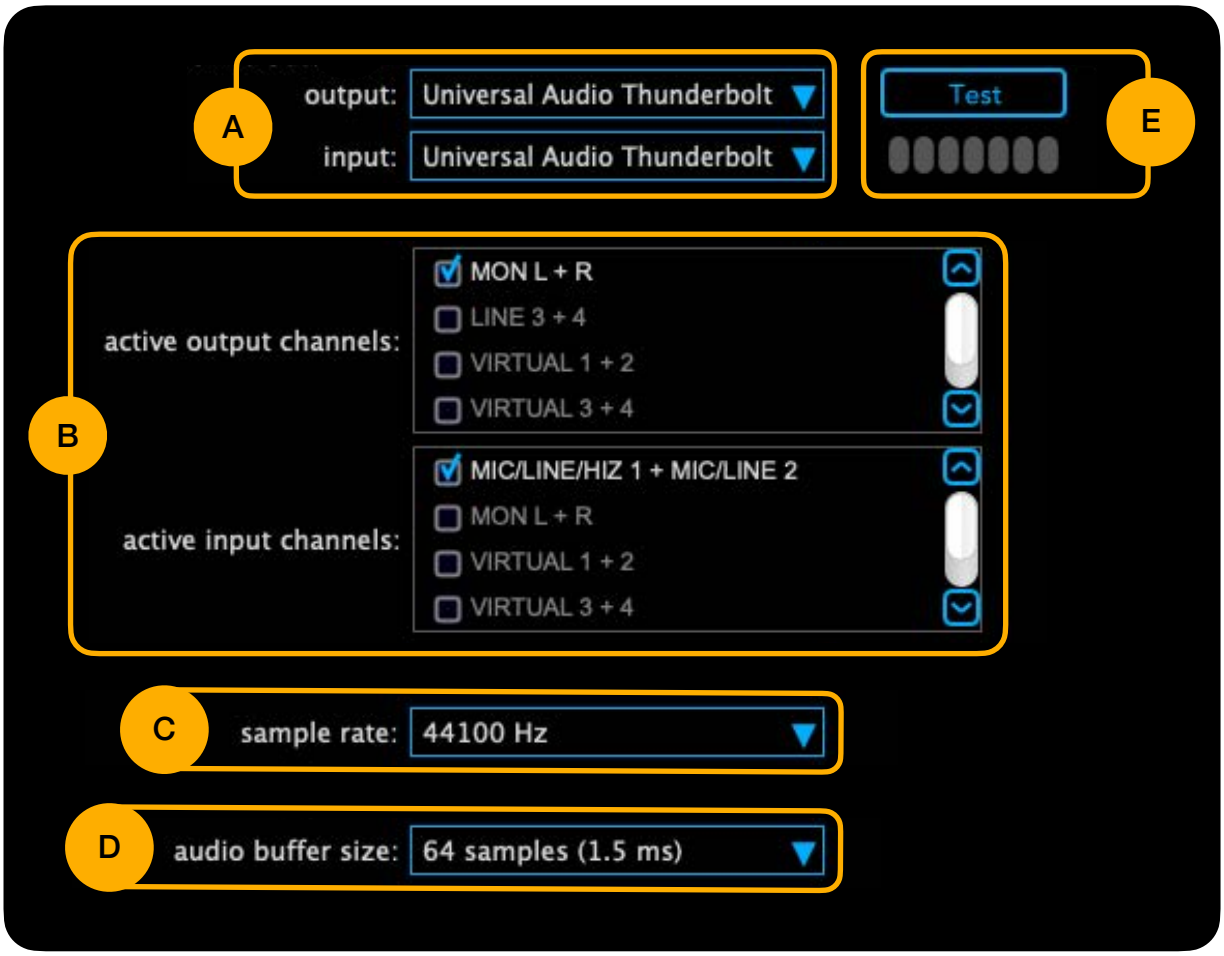
E. **Additional Options.** Configure settings such as bypassing the Synth mix on the guitar channel, controlling volume using CC80, muting the synth output when the Tuner is active, or enabling enhanced cache when loading samples.

F. **Monitor Hand Position.** Optimizes tracking for playing chords by eliminating ghost notes and reducing errors.

G. **Open String Tuning.** Optimize pitch tracking for each string by indicating the exact tuning of your guitar. The ensures that the controller tracks the pitch more efficiently.

To configure your audio interface with TriplePlay Host, ensure your interface is connected, then navigate to **Audio Settings** in the **Options/Preferences** drop-down menu.

Audio Settings Window

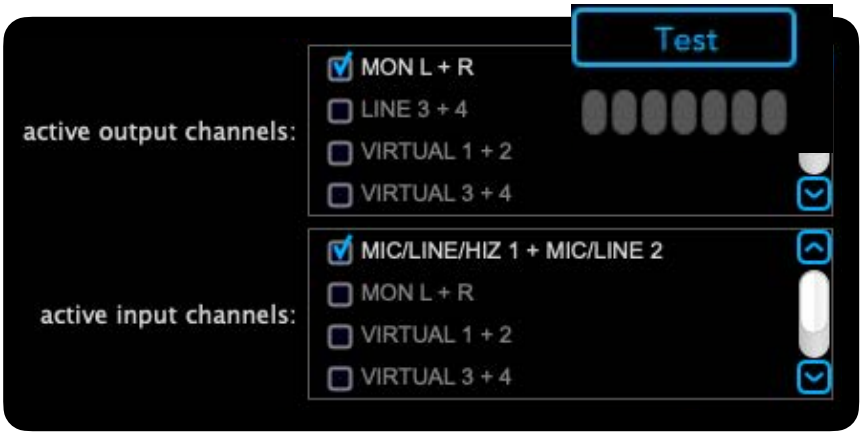


A Output/Input Selection

Select your desired audio interface in the output and input drop-downs in the Preferences window.

E

Active Output and Active Input Channels



If your device has more than two input or output channels, select which channels you want to use. **Output** should be connected to your speakers/amp/or headphones. **Input** is where you connect your guitar; it feeds into the **Guitar Channel** in the mix console.

C

Sample Rate

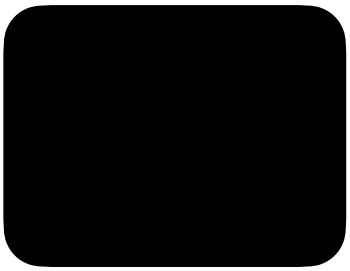
Select your desired sample rate in the drop-down menu. Higher sample rates may increase system load and latency, depending on your computer's performance. We recommend a sample rate of 44,100Hz for optimal balance of quality and performance.

D

Audio Buffer Size

The Audio Buffer Size determines the amount of audio data processed before you hear it. Lower buffer sizes reduce latency, but may result in unwanted audio artifacts on slower computers. We recommend a buffer size of 128 samples or lower for minimal latency.

Test the Inputs and Outputs



Click the **Test** button. If your interface is properly configured, you should hear a test tone through your speakers or headphones. Play a few notes on your guitar —the meter beneath the Test button should illuminate as you play. (If the signal seems too weak or too loud, adjust the levels on your audio interface, and make sure your guitar's volume controls are turned up!)

Hardware Synth MIDI Output

To use the TriplePlay controller with an external hardware synthesizer, select the connected MIDI device from the drop-down menu. If the synthesizer is connected via USB, its name should appear in the list. If you're using a MIDI interface, select the name of that interface.

Foot Pedal MIDI Input

If you plan to control parameters in the TriplePlay Host software with an external MIDI foot pedal, select the connected device from the drop-down menu.

Note: The connected foot pedal must be configured to work with the loaded instrument plugin. Follow the manufacturer's instructions to program the foot pedal before using it with TriplePlay Host.

For example, if you want to control a specific parameter on a plugin:

1. Program your foot pedal to send a specific MIDI Control Change (CC) command.
2. Configure the plugin to respond to that same MIDI CC command, as per the plugin manufacturer's guidelines.

MIDI Keyboard Controller Input

The **Foot Pedal MIDI Input** also serves as an input for **MIDI keyboard** controllers. You can use an external MIDI keyboard to play instrument plugins and external hardware synths connected to TriplePlay Host. Select your MIDI keyboard from the drop-down menu, and you're ready to play.

Bend Range - What is Pitch Bend Range?

Pitch Bend Range or Bend Range defines the number of semitones a note will shift when a Pitch Bend is executed. This is most commonly linked to the Pitch Bend Wheel on a MIDI keyboard and is often depicted the same way in virtual instruments.

How to set the Pitch Bend Range

You can set the **Pitch Bend Range** in two different ways:

1. **Patch/Preset Pitch Bend Range**: Set individually for each TriplePlay patch/preset. *(see* 'How to set Pitch Bend Range', pg. 36)
2. **Global Pitch Bend Range**: Overrides the Pitch Bend Range for all patches.

In the **Preferences** pane, the **Pitch Bend Range** setting is a global override.

Match the Bend Range to the connected synth

To ensure string bends work properly, the Pitch Bend Range on the controller should match the synth's setting. If all presets on your synth share the same bend range, you can override individual TriplePlay presets by unchecking the **Use Patch Bend Range** box in the **Preferences** pane.

What if the Pitch Bend Ranges does not match?

If the pitch bend range on the TriplePlay controller doesn't match that of the connected synth, string bends won't sound correct. For example:

- If the controller is set to +/-2 semitones but the synth is set to +/-12 semitones, bending a string will produce excessively wide pitch shifts.
- If the controller is set to +/-12 semitones but the synth is set to +/-2 semitones, string bends will be minimal or unnoticeable.

For more information about setting the Patch Bend Range, see 'How to set Pitch Bend Range,' pg. 36.

Monitor Hand Position

When **Monitor Hand Position** is enabled, notes that are five frets or more above or below your hand won't play, eliminating 'ghost notes.' As you move your hand along the fretboard, the active playing area adjusts accordingly.

How to use:
Enable/Disable: Check or uncheck the **Monitor Hand Position** box to turn this feature on or off.

User Tip: Playing Chords

Monitor Hand Position is especially useful when playing chords. MIDI guitar controllers sometimes produce random notes that are not part of the chord. Enabling **Monitor Hand Position** helps eliminate this issue.

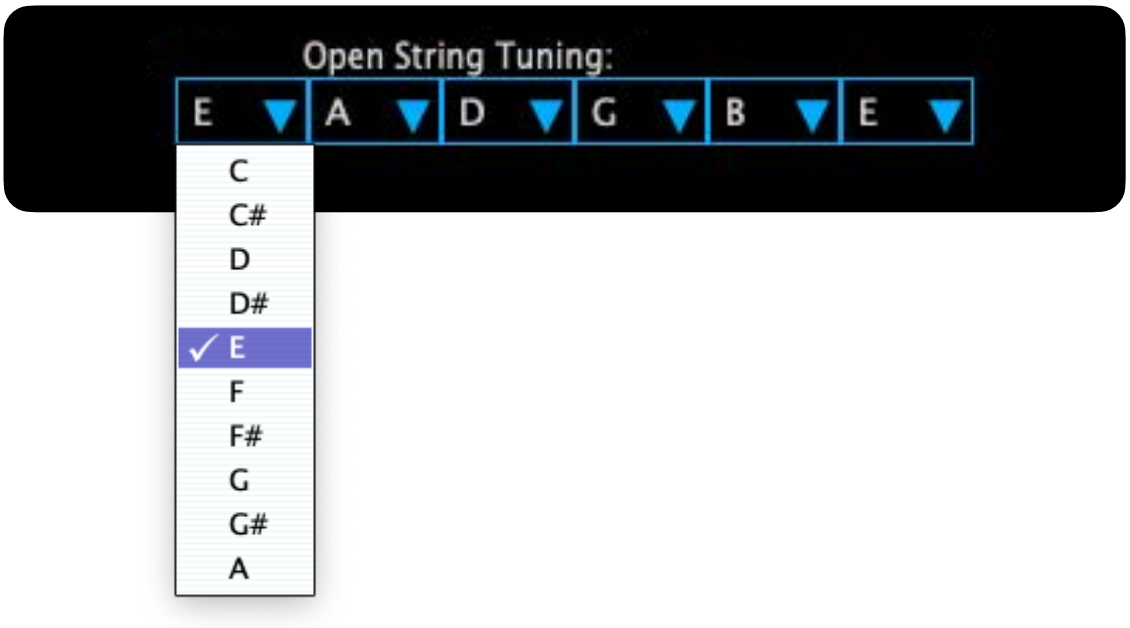
Note: DISABLE Monitor Hand Position when using finger-tapping techniques on the fretboard.

Open String Tuning

Optimize pitch tracking by specifying the tuning of each string on your guitar. This ensures the controller accurately detects the pitches you're playing.

How to use:

- For each string, select its tuning from the drop-down menu. The strings are ordered from the low E (far left) to the high E (far right).



Note: This setting does not transpose MIDI notes sent to the synth, it solely enhances pitch tracking accuracy.

Sensitivities

The **Sensitivities** area lets you adjust the signal strength on the hex-pickup for each string, optimizing pitch tracking precision and dynamic response. We recommend setting the string sensitivities before using the controller extensively. Once set, the controller retains these settings until you change them.

Hex-Pickup to String Spacing Relationship

Proper spacing between the hex pickup and strings is crucial. If the pickup is too close to the strings, notes may track erratically or sound incorrect. If it's too far away, the controller may have difficulty detecting notes. If you missed this during controller installation, refer to the TriplePlay User Guide or check out our installation videos here.

Sensitivity Settings Tips

Take your time setting sensitivities. If the sensitivities are set too high, unintended notes may trigger erratically. If the sensitivities are set too low, the controller may have trouble detecting intentionally triggered notes or may trigger a note at the wrong pitch. If adjusting the sensitivity values does not increase or decrease the levels of the meters, re-check the hex-pickup to string spacing.

Setting the Sensitivities

Locate the **Sensitivities** area in the center of the TriplePlay Host application.

Hover your cursor over the blue numbers to the right of the meters. Arrows will appear for adjusting values up or down.

Setting the Sensitivities

To achieve the full MIDI dynamic range and best pitch detection from the TriplePlay controller, follow these steps closely.

Step 1

Play a single string at a medium to hard strength. Adjust the sensitivity so the meter reaches the red zone. Repeat for each string. Once all of the strings have been adjusted, continue to Step 2.

Step 2

Play a single string with maximum strength. Adjust the sensitivity to ensure the meter peaks at the very top of the red zone. Repeat for each string. Once all of the strings have been adjusted, continue to Step 3.

Step 3

Play a single string softly. Adjust the sensitivity so the meter reaches the yellow zone. Repeat for each string. Once all of the strings have been adjusted, continue to Step 4.

Step 4

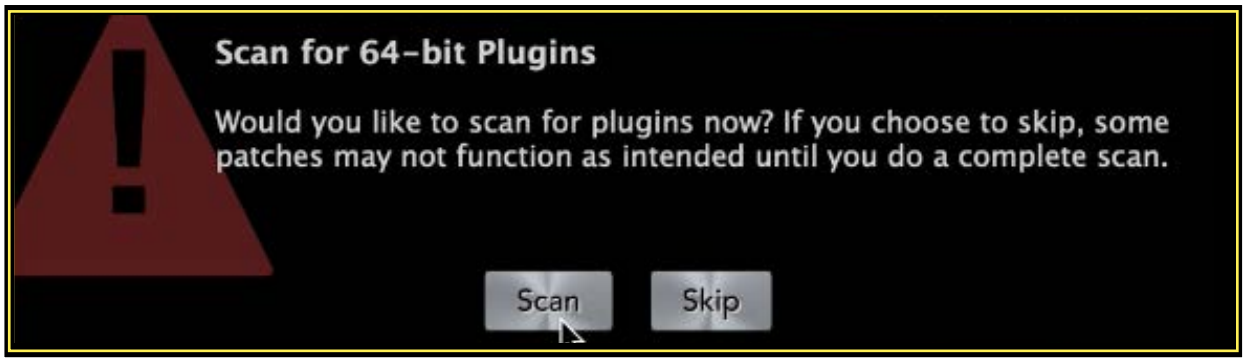
Alternate between soft and hard picking. Continue adjusting the sensitivities until meter readings are consistent across all strings for both soft and hard dynamics. Once the meter is consistent between the strings, the sensitivity adjustment is complete.

Scanning for Plugins

TriplePlay Host automatically scans for plugins when starting up the application for the first time, but you can also **scan for plugins** multiple ways. This section will cover all of the ways to scan for plugins and how to troubleshoot if scanning a plugin fails.

Automatic Scanning for Plugins

Start the TriplePlay Host application. The first time TriplePlay Host opens it will ask to 'Scan for 64-bit Plugins' as shown below. Click 'Scan' to start the process.



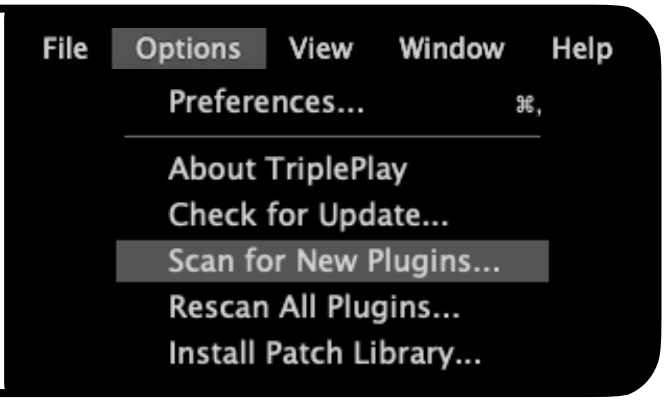
Once the scan is complete, you are ready to load instrument plugins and start making music with TriplePlay Host. Click 'OK' to close the window.

Scanning for plugins (continued)

You can manually **scan for plugins** two different ways:

1. Options Menu

Go to **Options** > **Scan for New Plugins** or **Rescan All Plugins**



2. Manage Instrument Plugins

'Click-and-hold' any colored box below the mix channels and select **Manage Instrument Plugins**.

Select **Scan for new** in the **Manage Instrument Plugins** window

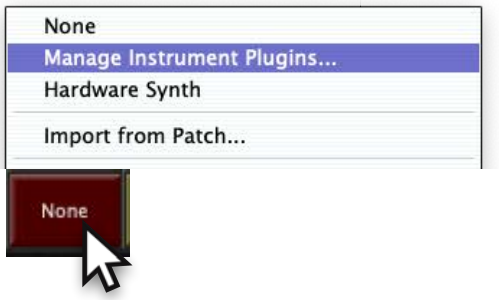
Scanning for Plugins - Troubleshooting

There are multiple reasons a plugin may not scan in the TriplePlay Host.

1. **TriplePlay Host does not support 32-bit plugins**. Only 64-bit plugins are compatible with TriplePlay Host.
2. **Installed plugin not available in the list** - If a plugin failed to scan, follow the instructions in the area below to 'Rescan a Single Plugin'.

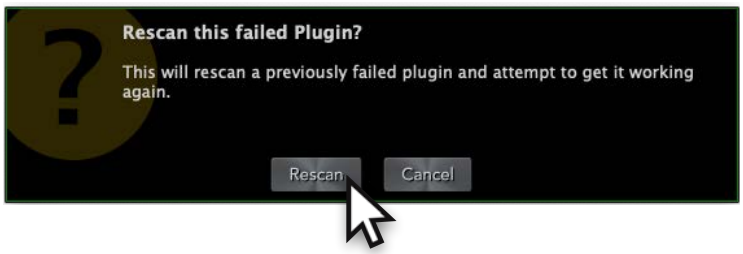
Rescan a Single Plugin

Click-and-hold any Split channel button, then select **Manage Instrument Plugins** at the top.



Locate the plugin at the bottom of the list, select the plugin, then and click **Rescan selected** at the bottom of window.

Select **Rescan** when prompted.



Scanning for Plugins - Trouble Shooting (continued)

3. **Plugin not compatible with Operating System**. If a specific plugin is not compatible with your current operating system, check the manufacturer's website for updates or a compatible version.

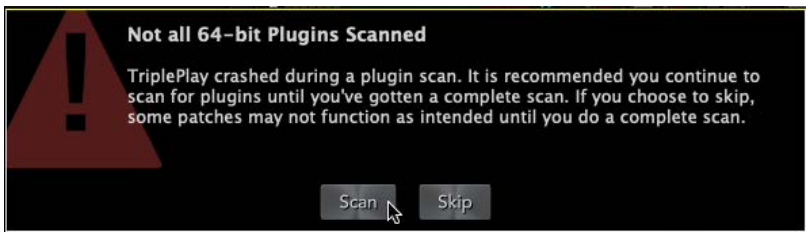
4. **Plugin is not activated or is missing a key**. If a plugin requires activation or a license key (e.g. iLok), ensure the key is connected and the plugin is properly activated. TriplePlay Host usually allows activation windows to appear during scanning, but sometimes these windows may not function correctly. If activation issues cause the software to crash, try activating the plugin either in a DAW, or standalone if you have the option. Otherwise, follow the instructions in the area 'Rescan a Single Plugin' on the opposite page once plugin scanning is complete.

5. **TriplePlay Host does not support MIDI Effect plugins**. If you're looking for a MIDI FX plugin, you will not find them in the list.

If Scanning for Plugins crashes TriplePlay Host

If TriplePlay Host crashes during plugin scanning, follow these instructions:

1. Restart TriplePlay Host..
2. When prompted with "Not all 64-bit Plugins Scanned,' select **Scan** to continue.



3. Repeat until scanning completes.
4. Once scanning is complete, return to Step 2 from the previous page, 'Rescan a Single Plugin'.

Loading Instrument Plugins

Instrument plugins are virtual instruments that receive and respond to MIDI commands. They cover a wide range of sounds—from traditional instruments like pianos and violins to organs, synthesizers, and sound effects.

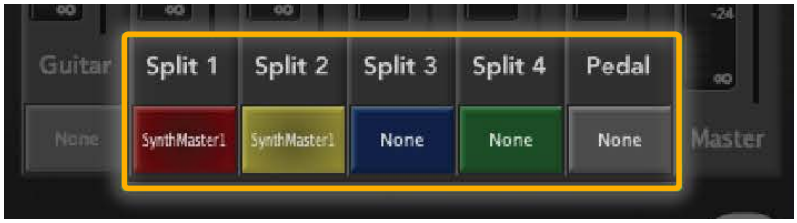
TriplePlay Host allows you to use up to five plugins in a single patch. You can load instruments into any of the four Split Channels and the Pedal Channel.

TriplePlay Host comes with a library of over 1,000 patches for SynthMaster One. For more details on loading patches and creating custom libraries, see the 'Patch Libraries' section later in this manual.

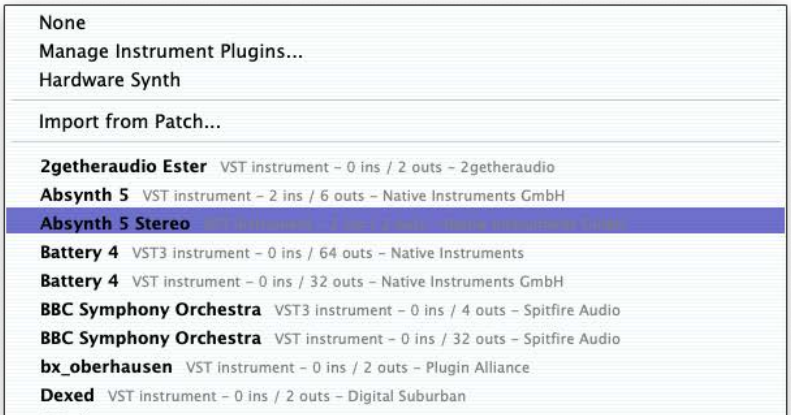
Loading Instrument Plugins

How to load an instrument plugin:

1. 'Click-and-Hold' one of the four **Split Channels** or the **Pedal Channel** buttons (colored squares) at the bottom of the mix area.



2. Select a plugin from the available plugins list.
Note: If you have recently installed a new plugin, ensure you have scanned for new plugins. (*See 'Scanning for Plugins' section*)



Loading Effect Plugins

Effect plugins are virtual effects that modify your guitar's audio signal—just like using effects pedals. You can use any VST effect plugin on your guitar to alter your sound with effects like distortion, reverb, delay, and more.

TriplePlay Host supports the use of effect plugins on the **Guitar Channel**. If you don't have any effect plugins installed, several free options are available online including:

- **Native Instruments Komplete Start:** includes a version of Guitar Rig, which comes with a version of Guitar Rig.
- **IK Multimedia AmpliTube Custom Shop:** offers a free version of AmpliTube.

TriplePlay Host supports saving effect plugin parameters inside patches for instant recall. For more information on loading patches and creating custom libraries, see the 'Patch Libraries' section.

Loading Effect Plugins

How to load an effect plugin:

1. 'Click-and-Hold' the **Guitar Channel** button at the bottom of the mix area.

2. Select a plugin from the available plugins list.
Note: If you have recently installed a new plugin, ensure sure you have scanned for new plugins. (*See 'Scanning for Plugins' section*)

Working with Instrument Plugins

Once you've loaded a plugin, its name will appear on the **Split Channel** button and below the Patch Name in the **Patch Information** area.

Open and Edit Plugins

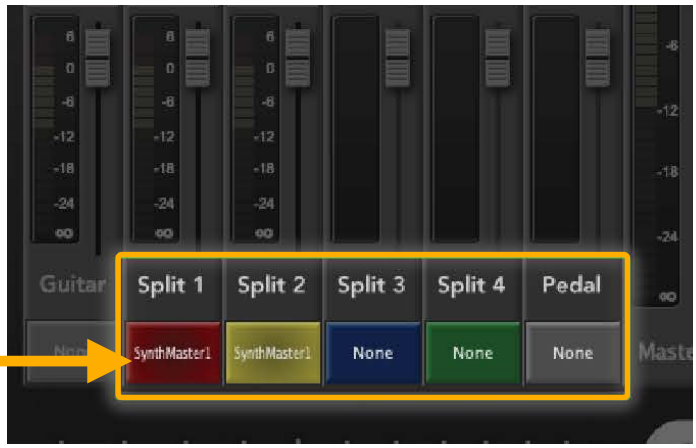
How to view and edit a plugin:

Option 1: Click on the plugin's name in the **Patch Information** area to open and edit it.

'Click' on plugin name to open and edit

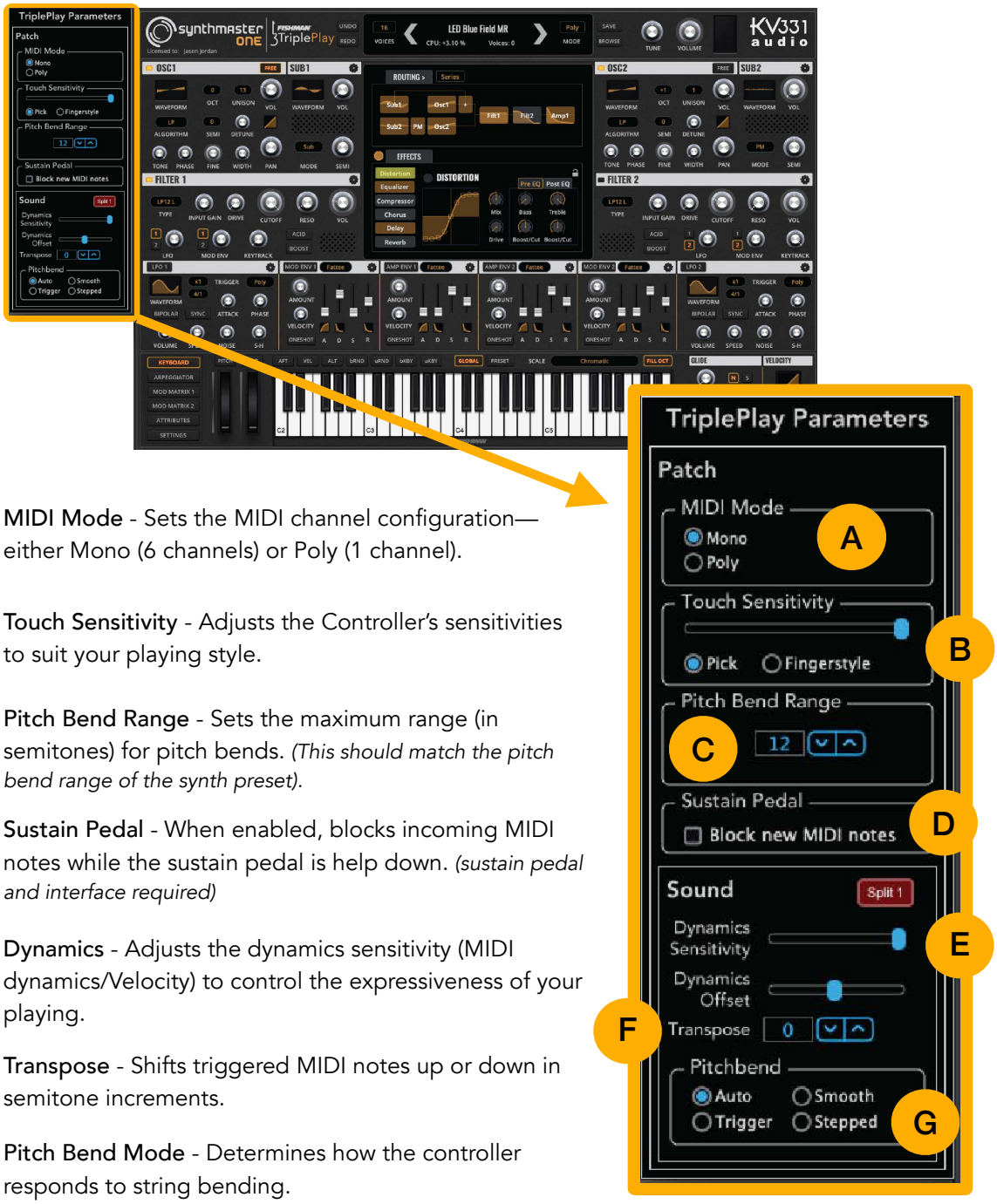
Option 2: Double-click on the plugin's name on the **Split Channel** button in the mix area.

'Double-Click' on plugin name to open and edit



Working with Instrument Plugins (continued)

When you open the plugin, a sidebar labeled **TriplePlay Parameters** will appear on the left. This panel contains settings that determine how MIDI signals from the TriplePlay Controller will affect and trigger the virtual instrument.



A **MIDI Mode** - Sets the MIDI channel configuration—either Mono (6 channels) or Poly (1 channel).

B **Touch Sensitivity** - Adjusts the Controller's sensitivities to suit your playing style.

C **Pitch Bend Range** - Sets the maximum range (in semitones) for pitch bends. *(This should match the pitch bend range of the synth preset).*

D **Sustain Pedal** - When enabled, blocks incoming MIDI notes while the sustain pedal is help down. *(sustain pedal and interface required)*

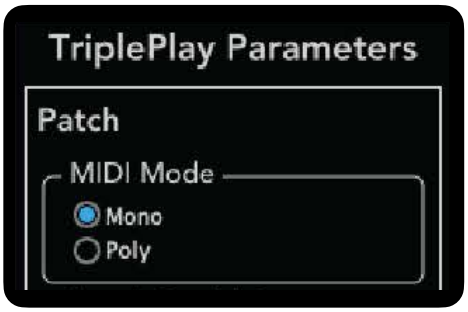
E **Dynamics** - Adjusts the dynamics sensitivity (MIDI dynamics/Velocity) to control the expressiveness of your playing.

F **Transpose** - Shifts triggered MIDI notes up or down in semitone increments.

G **Pitch Bend Mode** - Determines how the controller responds to string bending.

TriplePlay Parameters

A MIDI Mode - MIDI Channel configuration



How to set MIDI Mode -
Open an instrument plugin to edit (see 'Open and Edit Plugins'). Select the desired MIDI Mode at the top of the attached sidebar.

Note: MIDI Mode affects all virtual instruments and synths. This means that any plugin loaded in a Split channel will assume the same MIDI Mode as other plugins. For example, if you change the MIDI Mode from 'Mono Mode' to 'Poly Mode', all other plugins will switch to 'Poly Mode'.

Mono Mode *(also referred to as Multi-Channel Mode)* - **Mono Mode** sends notes from the 6 individual strings on the guitar over separate MIDI channels, MIDI channels 1-6. This also allows fretted notes of the same pitch to play individually from each other, such as a fretted note that's duplicated on an open string. This mode is meant for more advanced setups connected to virtual instrument plugins that can receive multiple MIDI channels such as multi-timbral and multi-channel synths.

Poly Mode *(also referred to as Single Channel Mode)* - **Poly Mode** sends all notes from the TriplePlay controller to a synth via MIDI channel 1. This is the simplest mode to use for most VST plugins and hardware synths. The majority of virtual instrument plugins and hardware synths receive MIDI on a single channel. 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 string bend. If multiple notes are sustaining or being played, any string bending will increment the note up or down one semitone or half-step.

Channel Settings Tips

- **Use Poly Mode** for most synths, as they typically receive on a single MIDI channel.
- **Avoid 'All' or 'Omni settings':** Setting the MIDI channel to 'All' or 'Omni' can interfere with the controller's data transmission.
- **Use Mono Mode** when connected to 'multi-timbral' synths. Load six instances of the same instrument, each set to receive on MIDI channels 1-6, corresponding to each string.

TriplePlay Parameters *(continued)*

B

Touch Sensitivity/Play Style - How you play your guitar

How to set Touch Sensitivity -

1. Open the instrument plugin you wish to edit (see 'Open and Edit Plugins').
2. In the TriplePlay Parameters sidebar, select your **Play Style** and adjust the sensitivity slider to suit your playing.

Touch Sensitivity *(also referred to as PlayStyle)* - **Play 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. Tip: Experiment with different settings to find the most responsive configuration for your technique.

C

Pitch Bend Range sets the maximum range (in semitones) the controller can send for pitch bends. **Pitch Bend Range** is a two part setting; one setting is for the TriplePlay controller, the other is in the synth being played. The controller's pitch bend range must match the synth's setting for accurate pitch bending.

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.

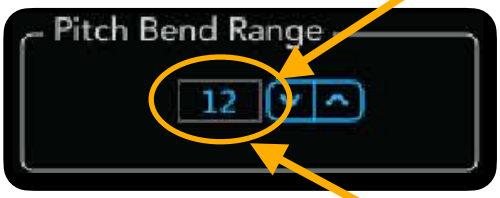
TriplePlay Parameters *(continued)*

C Pitch Bend Range *(continued)*

How to set Pitch Bend Range -

1. Open the instrument plugin you wish to edit.
2. In the TriplePlay Parameters sidebar set the **Pitch Bend Range** to match your synth.

Note: Pitch Bend Range should match the Pitch Bend Range of the attached synth.



What if the Pitch Bend Ranges does not match?

If the pitch bend range of the TriplePlay controller does not match the connected synth, the sound will not bend the same as your playing. For example, if the controller is set incorrectly to +/-2 semitones, while the synth is set to +/-12 semitones, bending a string will produce notes that bend uncontrollably over 12 semitones. If the controller is set to +/-12 semitones, while the synth is set to +/-2 semitones, bending a string will produce little to no pitch bending.

Virtual synth example:
Bend Range - Most virtual synths have this option.

Virtual instrument: The pitch bend range setting for a virtual instrument in a settings menu in the plugin, but many plugins do not have a pitch bend range setting, in which case the range will most likely be +/-2 semitones or the instrument may not bend at all. The most commonly used pitch bend ranges for virtual instruments and synths are +/-2 semitones and +/-12 semitones.

Hardware synth example:
Bend Range - usually in menu/MIDI settings

Hardware synth: The pitch bend range setting for a hardware synth is usually in a system menu, commonly found by pressing a 'Menu' button and navigating to the 'MIDI Settings' page. Refer to the manufacturers synth manual for more information. The most commonly used pitch bend ranges for virtual instruments and synths are +/-2 semitones and +/-12 semitones.

TriplePlay Parameters *(continued)*

C Pitch Bend Range *(continued)*

Global vs. Patch Pitch Bend Range
To set a global pitch bend range that overrides individual patches, uncheck **Use Patch Bend** Range in the **Preferences** menu.

D

Sustain Pedal

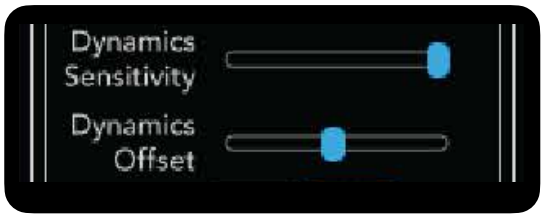
When enabled, blocks incoming MIDI notes while the sustain pedal is held down.

How to set Sustain Pedal -

1. Open the instrument plugin you wish to edit.
2. In the TriplePlay Parameters sidebar, check the box labeled **Block new MIDI notes**.

Note: Sustain pedal and a MIDI interface is required for use of this option.

TriplePlay Parameters *(continued)*



E ...mics Sensitivity and Offset - (MIDI dynamics/Velocity)

How to adjust Dynamic Sensitivity

1. Open the instrument plugin you wish to edit (see 'Open and Edit Plugins').

Dynamics Sensitivity: Higher values increase dynamic range; lower values compress it.

Dynamics Offset: Adjusts the overall velocity output—negative values reduce velocity; positive values increase it.

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 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.

F

Transpose - (MIDI notes)

How to set Transpose

1. Open the instrument plugin you wish to edit.

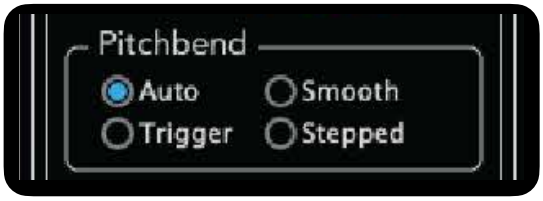
2. Near the bottom of the TriplePlay Parameters sidebar, adjust **Transpose** value using the arrows.

Transpose: Shifts triggered MIDI notes up or down in semitone increments.
Why might you need to do this? Sometimes a specific instrument may be out of the range of the guitar notes being played and you need to transpose the MIDI notes to be in a higher octave, such is the case with sampled Flute instruments for instance. There are also situations where you may want instruments to sound lower or higher than the actual note being played on the guitar.

G

Pitch Bend Mode - (String bending behavior)

Pitch Bend Mode - This determines how bending a string will effect the synth or virtual instrument being played.



Note: Match the **Pitch Bend Range** to the instrument's pitch bend range. Look for this in the settings menu of the virtual instrument or hardware synth.

Not every synth sound behaves in the same way. Some synths sounds have pitch bend programmed so the notes bend at different intervals than other sounds. For example, a synth lead may have pitch bend programmed to bend a full octave or more, while other sounds have the pitch bend programmed to bend only a few semitones.
Some sounds do not have pitch bend enabled. For example, many sampled pianos do not have pitch bend enabled because pianos do not bend pitch in real life.

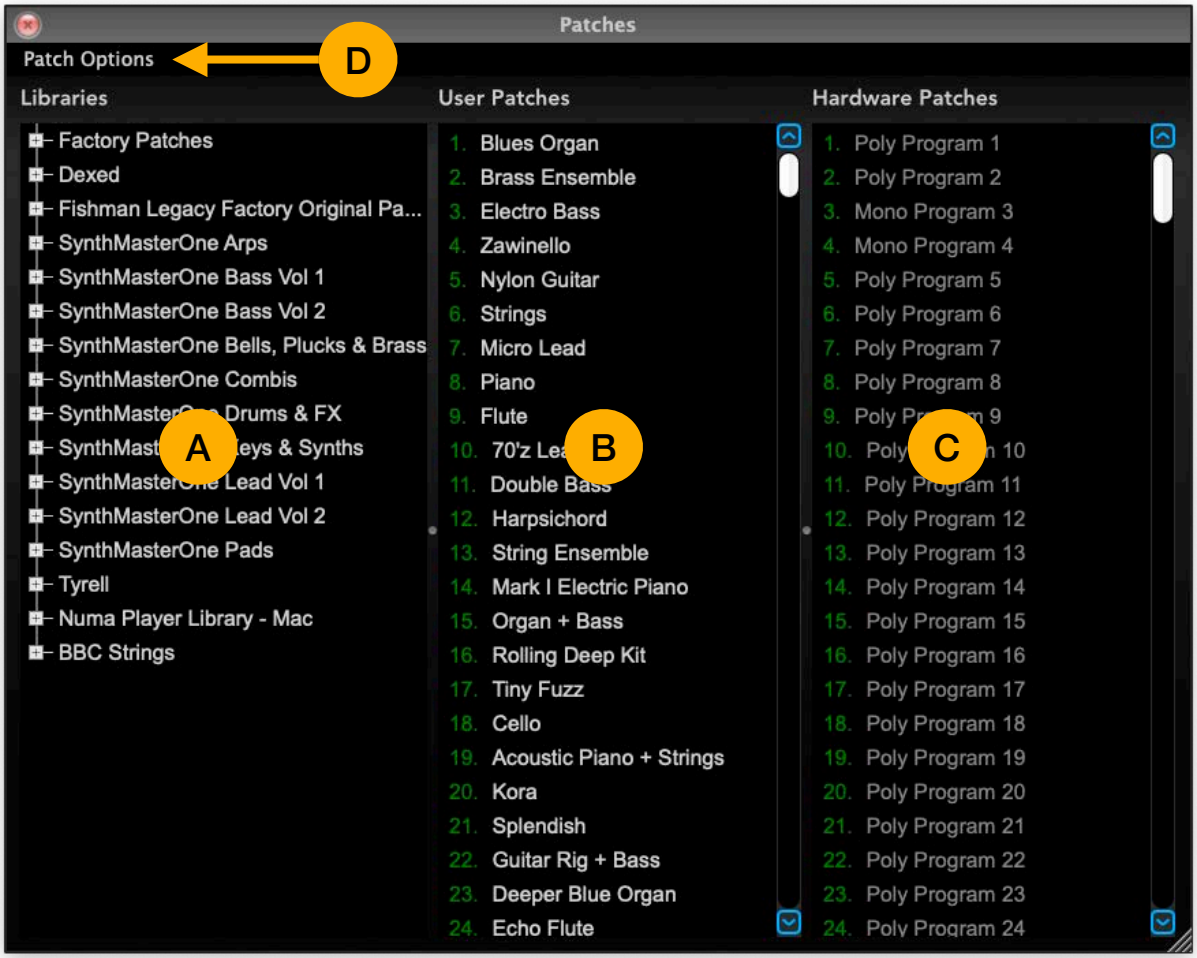
Pitch Bend Modes - There are 4 different modes to choose from.

- **Auto:** Automatically detects string bends and glides the pitch to the nearest semitone at a fixed rate. This mode keeps subtle tuning issues in check while allowing deliberate bends. *(Generally, **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.)*
- **Trigger:** Disables continuous pitch bending. Bending a string retrievers notes at each semitone change, useful for instruments that don't naturally bend notes.
- **Smooth:** Allows all pitch bends to occur naturally. Requires precise playing and a well-tuned guitar. Ideal for expressive solo work.
- **Stepped**: Bends notes to the nearest half-step without retriggering. Similar to **Trigger** but offers a more natural feel for certain instruments.

TriplePlay Patch Browser

The **Patch Browser** is your hub for all patches within TriplePlay Host. Here, you can load, manage, and organize your patches.. To load a patch, click on the desired patch in the **Patch Browser**.

How to open the Patch Browser - Click on the Folder icon next to the name of the patch.



TriplePlay Patch Browser - There are 3 different columns of different types of patches.

A

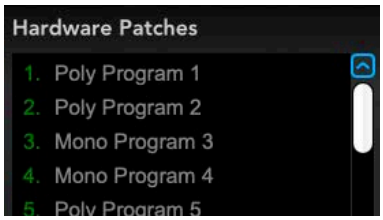
Libraries - The **Library** column displays a list of expandable collections of patches. Click on the "+" button next to the name of the Library to expand the list of patches. Fishman provides several libraries for free online instrument plugins, which can be installed via the **Patch Options** Menu.
Note: The corresponding plugin must be installed for the library to function. You can also create your own library by compiling patches in the **User Patches** column, exporting the **User Patches** list, then importing the exported list as a library.

B

User Patches - Any patch you create or modify are saved in the **User Patches** list. You can save patches as new or overwrite existing ones. Patches loaded from a library can only be saved in the **User Patches** list. You can also Export a User Patch list for backup or import them later. Exported lists can be re-imported as Libraries.

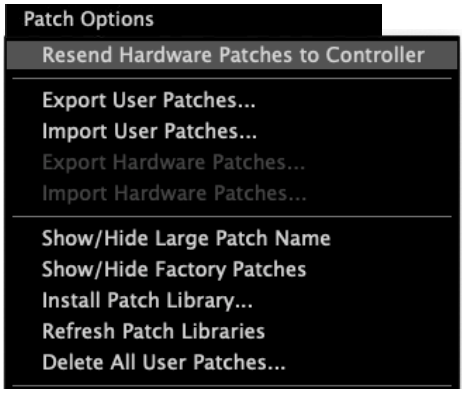
C

Hardware Patches - These patches are stored internally on your TriplePlay controller and are used to control external hardware synthesizers. Changes made to these patches are saved directly to the controller, allowing you to load specific settings on external hardware even when not connected to the TriplePlay Host software.



D

Patch Options Menu - At the top of the Patch Browser, the **Patch Options** menu provides options like exporting/importing User Patches, installing libraries, and more.



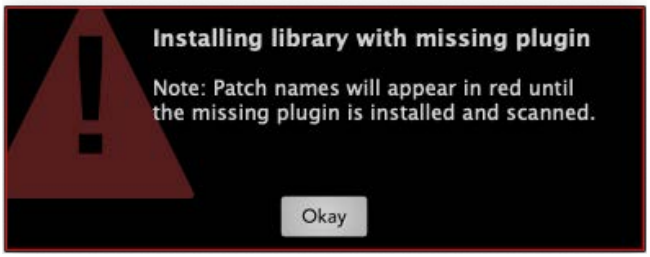
Installing TriplePlay Host Patch Libraries

IMPORTANT!!!

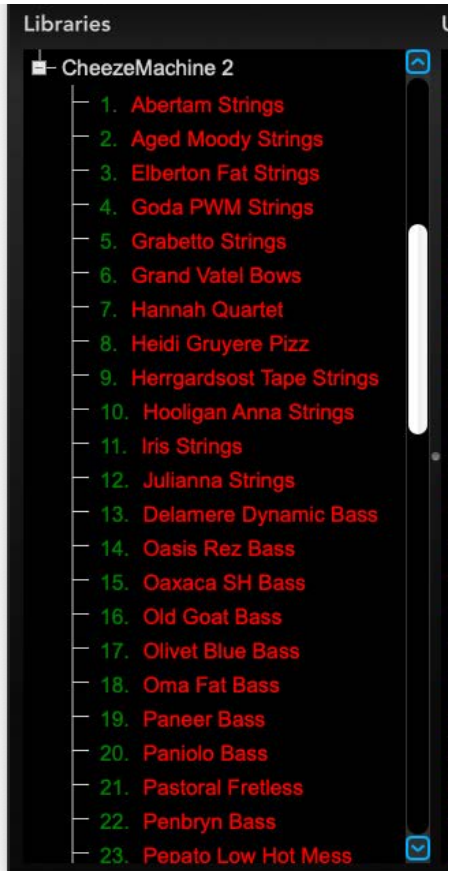
Patch Libraries are NOT SOUND CONTENT.

Patch Libraries only function when the corresponding instrument plugin and its sound content are installed.

If you install a Patch Library without installing the required plugin and content, a pop-up window will warn that the plugin is not installed. Patches will show in 'RED' to inform that the plugin is not installed.



All patches that show in 'RED' will not work but help to inform that the plugin is not installed.



Troubleshoot: To fix this issue, download and install the instrument plugin and sound content *(sound content may not be needed and is usually for sampling plugins such as Kontakt)*.

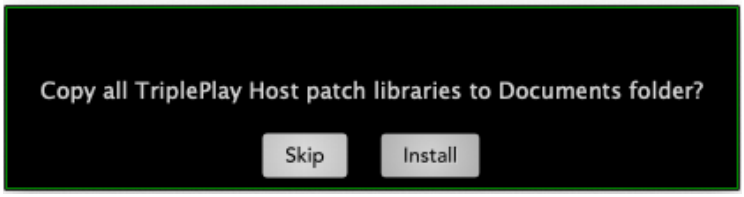
The TriplePlay software downloads area provides links to the free plugins that have TriplePlay Host Patch Libraries.

Did you already install the additional Patch Libraries?

Note from the installation of TriplePlay Host pg.*

Option to 'Copy all TriplePlay Patch libraries to Documents folder?'

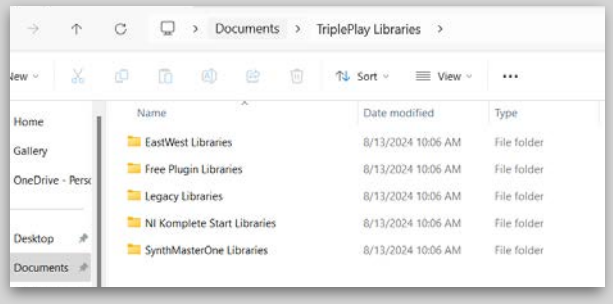
During the installation of TriplePlay Host, covered at the beginning of this manual, the option to install the TriplePlay Host Patch Libraries was shown. If you did this step, the following will explain the location of those libraries and how to install them. If you skipped this step but still want the additional patch libraries, you can download them from the software downloads area by logging in or creating your TriplePlay account here.



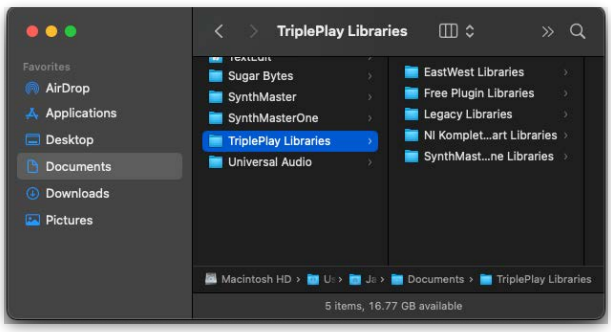
TriplePlay Patch Library Locations

If during the installation process you chose the option to 'Copy all TriplePlay Host patch libraries to the Documents folder?', you will find the Libraries in the Windows or Mac User Documents folder inside another folder labeled 'TriplePlay Libraries'.

Windows Library Location -
Located in the Documents folder…
C:\\Documents\TriplePlay Libraries



Mac Library Location -
Located in the User Documents folder…
Macintosh HD/Username*/Documents/TriplePlay Libraries



How to Install TriplePlay Host Patch Libraries

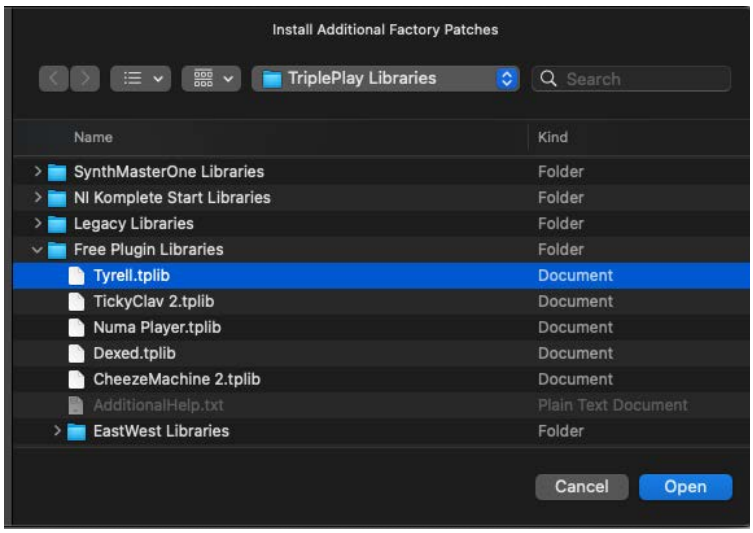
1 Open the Patch Options Menu

To install a Patch Library, open the **Patch Options** menu and select **Install Patch Library...**

2 Locate the Patch Library to install

A file browser will open asking to locate the **Patch Library** to install. Select the file to open.

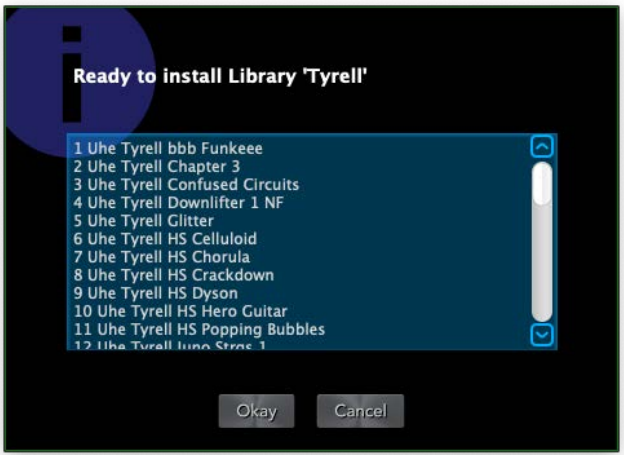
Patch Library files end with the extension **tplib**.



3 Click 'Okay'

A new window will show the list of patches in the library to be installed.

Click 'Okay' to begin installing the library.

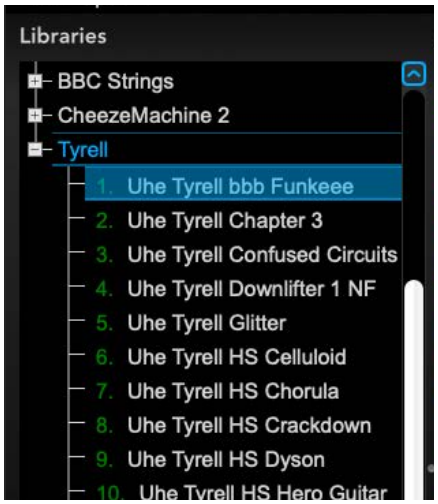


How to Install TriplePlay Host Patch Libraries (continued)

4 **Open Library and Enjoy!**

Return to the **Patch Browser** and find the new **Library** in the list.

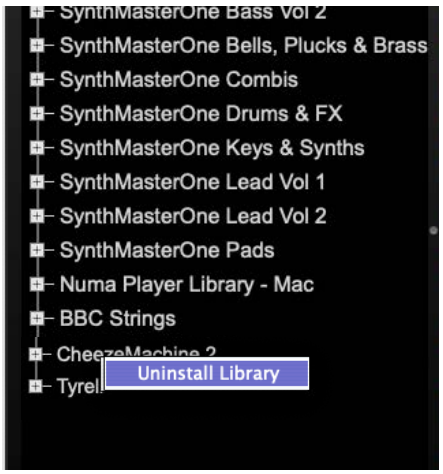
Open the **Library** by clicking the '+' button next to the name, then select the patch to load.



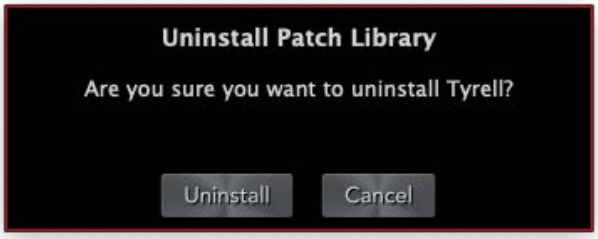
How to Uninstall Patch Libraries

Uninstall Patch Library

To uninstall a **Patch Library**, right-click on the name of the library to uninstall and select **Uninstall Library**



When the pop-up warning window asks 'Are you sure you want to uninstall library' Click on the button 'Uninstall'



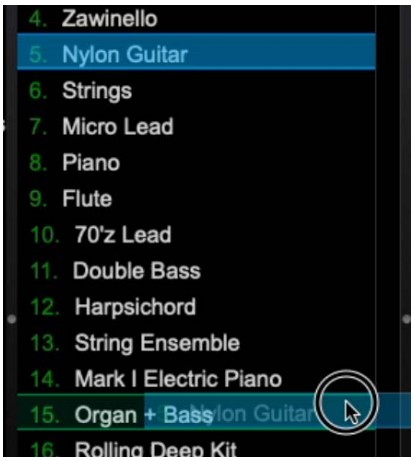
How to Create a Custom Patch Libraries

You can create a custom patch library using the patches in the User Patches column.

1 Create a list of User Patches

Create, move, rename, and duplicate patches in the **User Patches** list until the list is complete for the library you want to create.

(see 'Working With User Patches' for more info)

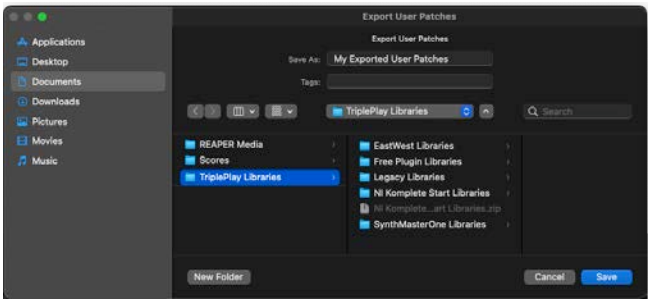


2 Select 'Export User Patches...'

Select **Export User Patches...** from the **Patch Options** menu

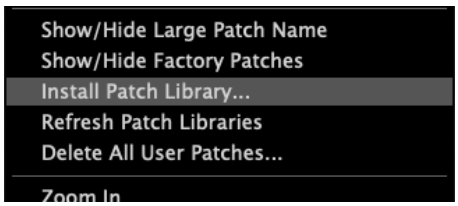
3 Name and save...

Name the patch list and save anywhere on your computer.



4 Install Custom Patch Library

Select **Install Patch Library...** from the **Patch Options** menu, then select the file exported from the **User Patch** list.
Continue the process the same as installing a Patch Library from the previous pages.



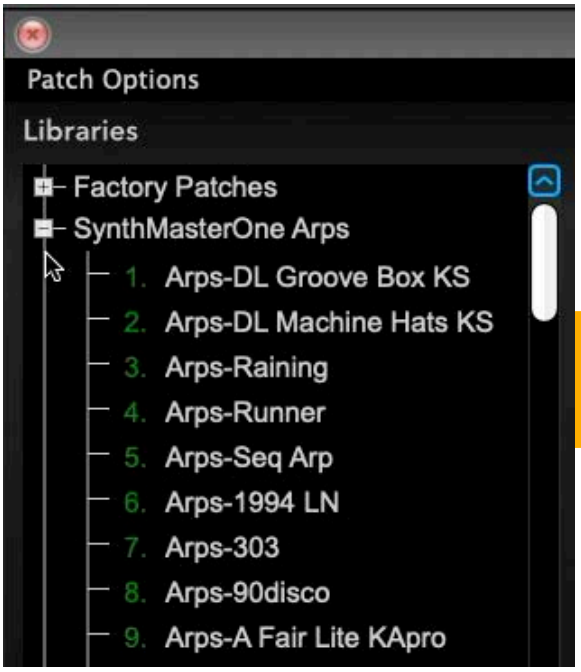
Working With Libraries

To use patches from a Library, simply click on the '+' next to the library name, then click on the patch name to load.

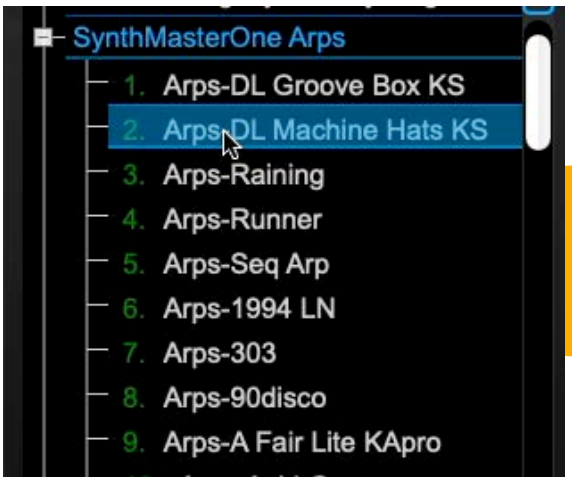
Note: You can also use the up/down arrows next to the patch name on the main screen to navigate to the next patch in the library. If at the top or end of the list, the up or down arrows will navigate either to the last patch in the previous library, or the first patch in the next library.

Loading Patches from a Library

To load patches from a Library, simply click on the '+' next to the library name, then click on the patch name to load.



Click the '+' button next to the library name



Click the patch to load. Patch will highlight in blue when loaded.

Working With User Patches

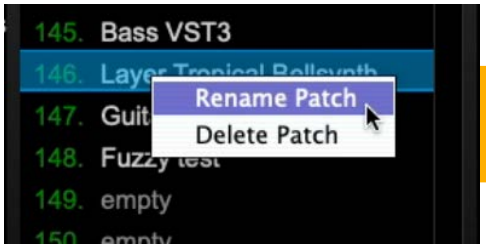
There are a number of features within the **User Patches** column.

that include the following:

- **Renaming patches**
- **Deleting patches**
- **Replacing patches**
- **Duplicating Patches in an Empty Patch**

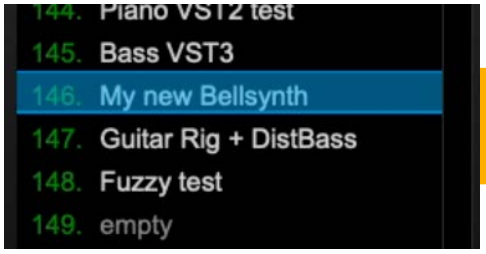
Renaming User Patches

To rename a User Patch, right-click on the patch that you wish to rename and select **Rename Patch** from the pop-up menu, rename the patch, then press Enter.



Right-click the patch name

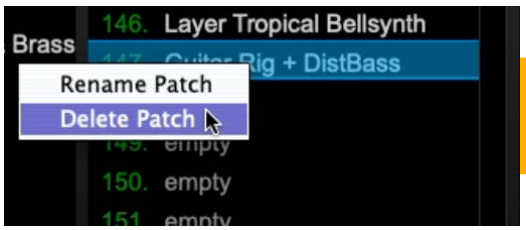
Type the new patch name



Then press the 'Enter' key

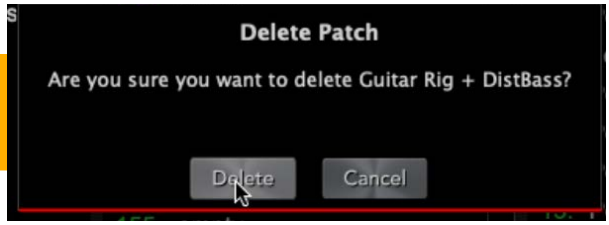
Deleting User Patches

To delete a User Patch, right-click on the patch that you wish to delete and select **Delete Patch** from the pop-up menu, then select **Delete**.



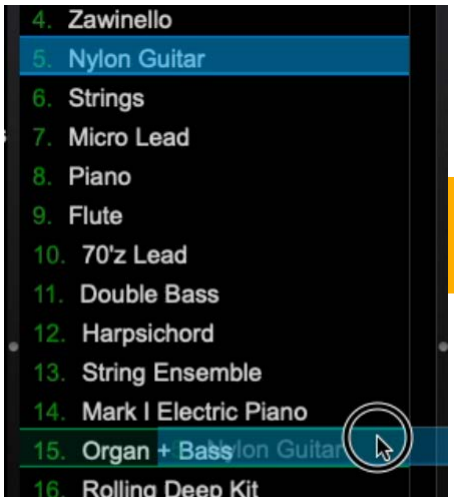
Right-click the patch name

Select 'Delete'



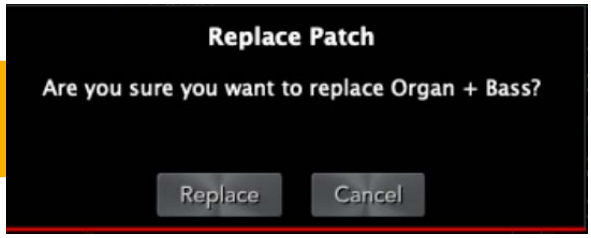
Replacing User Patches

To replace a User Patch with another patch, click-and-drag the patch over the patch you want to replace, then select **Replace**.



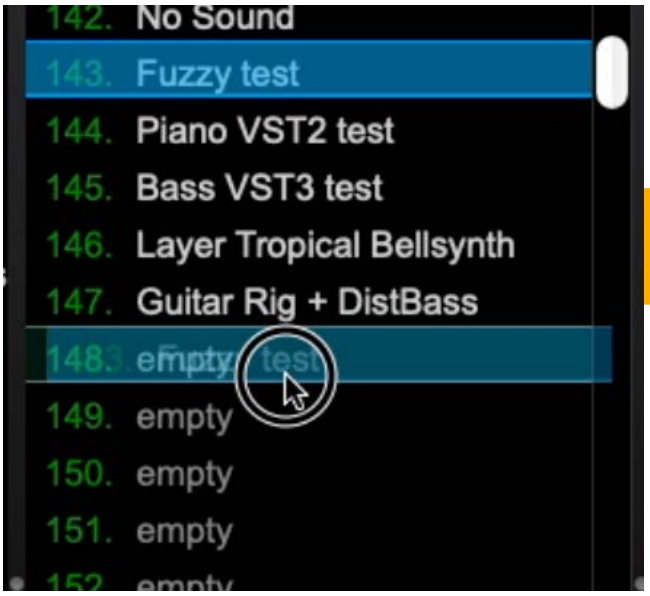
Click-and-drag patch over the patch to replace

Select 'Replace'



Duplicating User Patches

To duplicate a User Patch to a new 'Empty' patch, click-and-drag the patch to an empty patch.



Click-and-drag patch to an empty patch in the list

User Patches - Patch Options Menu

There are a few other options within the Patch Options Menu at the top of the Browser window:

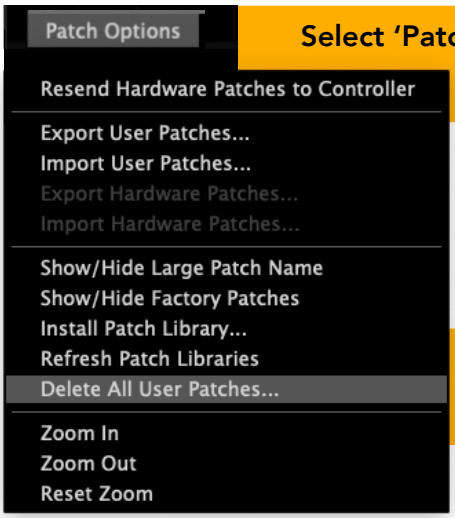
- **Delete All User Patches -** Useful if you want to start fresh, create a new library, or clear the current list.
- **Export User Patches/Import User Patches -**
  - **Exporting** allows you to save your User Patches as a file which can be imported later on another computer or shared with others.
  - **Importing** lets you load a previously saved set of User Patches.

Note: Any exported User Patches list can be imported as a Library as well as a User Patches list.

User Patches - Patch Options Menu (continued)

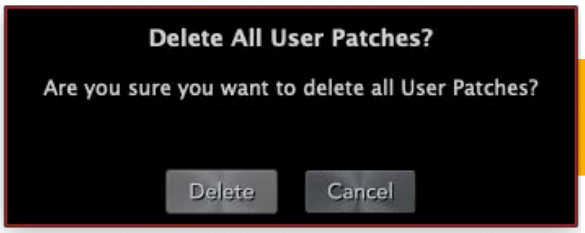
Deleting All User Patches

To delete all User Patches in a list, click the **Patch Options** drop-down menu at the top of the Browser window, then choose **Delete All User Patches...**

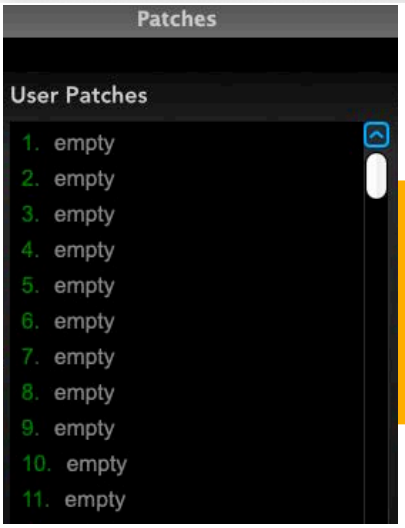


Select 'Patch Options' at the top of the Browser window

Select 'Delete All User Patches...'



Select 'Delete'

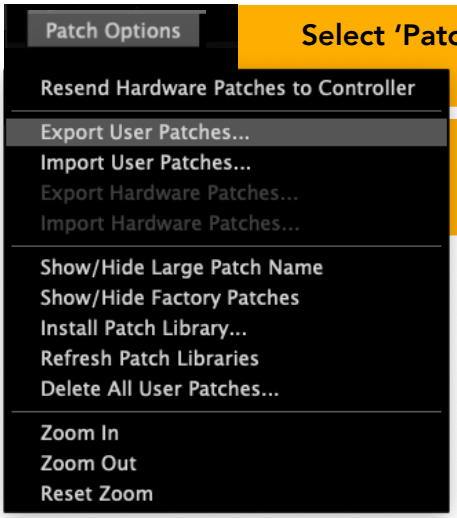


Once completed, all User Patches will be deleted and show as empty patches

Exporting User Patches

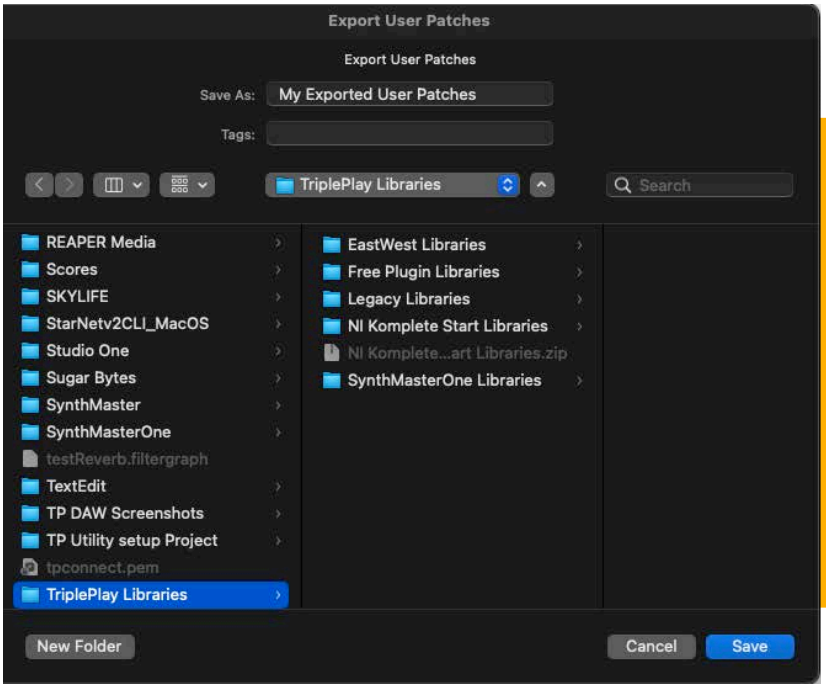
User Patches - Patch Options Menu (continued)

To Export User Patches for backup or transfer, click the **Patch Options** drop-down menu at the top of the Browser window, then select **Export User Patches...**



Select 'Patch Options' at the top of the Browser window

Select 'Export User Patches...'



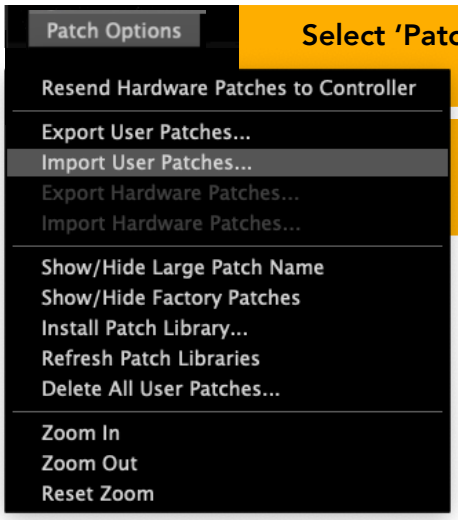
Name the exported patches list and save anywhere on your computer.

The Documents folder should already have a folder named 'TriplePlay Libraries' for easy organization.

User Patches - Patch Options Menu (continued)

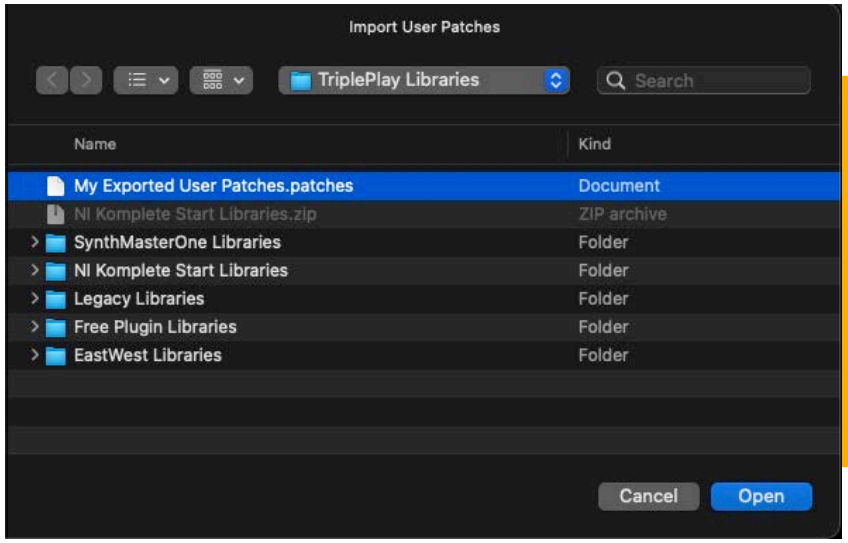
Importing User Patches

To Import a User Patch list, click the **Patch Options** drop-down menu at the top of the Browser window, then choose **Export User Patches...**



Select 'Patch Options' at the top of the Browser window

Select 'Import User Patches...'



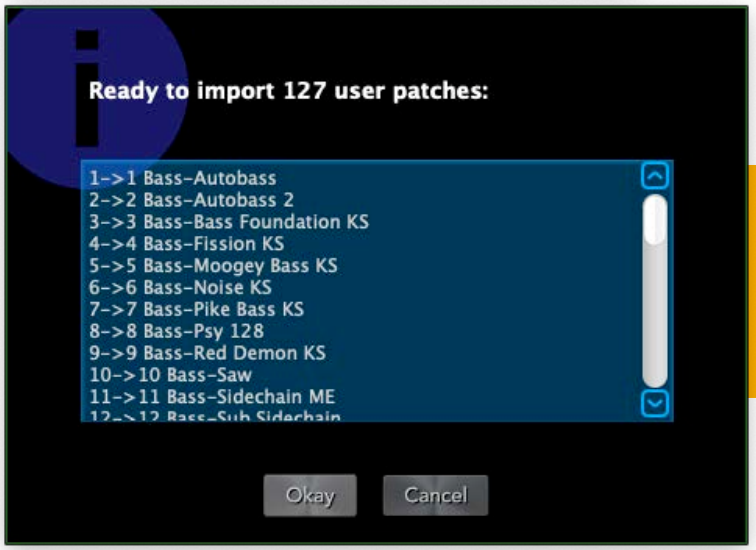
Select the User Patches list you want to import.

Note: Libraries may also be imported as a User Patch list.

User Patches - Patch Options Menu (continued)

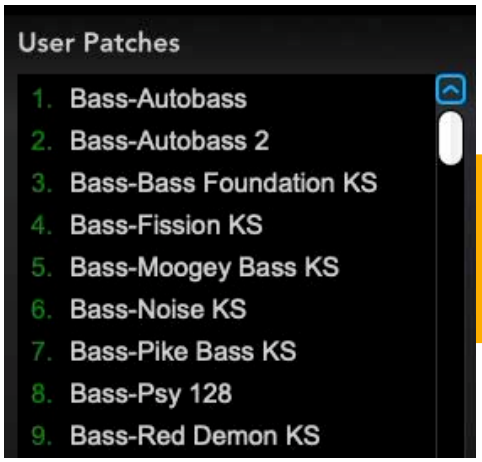
Importing User Patches

When the Import starts, TriplePlay Host will examine the list of patches



Select 'OK', and the import process will begin

A progress bar will show during the importing process



Once completed, the new User Patches list will show in the window

TriplePlay Hardware Patches

All TriplePlay controllers have the ability to store Hardware Presets for connecting to hardware MIDI devices like synthesizers.

Hardware Patches Stored on TriplePlay Controller

- These patches are saved internally on the TriplePlay controller
- They can be used with TriplePlay Host or when the controller operates in Hardware Mode, connected directly to MIDI hardware.
- For instructions on starting in Hardware Mode, see 'TriplePlay Wireless Hardware Mode' / 'TriplePlay Express Hardware Mode,' or refer to the TriplePlay controller Quick Start Guide.

Default Hardware Patches

TriplePlay controllers come pre-loaded with default Hardware Patches. The first four patches cover the most common settings for playing virtual instruments outside of the TriplePlay Host software.

Example Use Case:

- Start the controller in Hardware Mode.
- Open a virtual instrument as a standalone application or within a DAW.
- Use the **Up** and **Down** buttons on the controller to scroll through Hardware Patches.
- The first four patches offer settings like +/- 2 semitone Pitch Bend Range, Poly Channel Mode, and Auto Pitch Bend Mode.

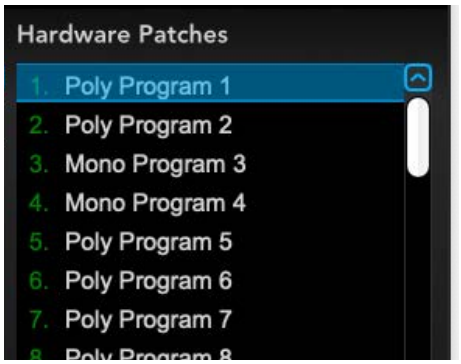
Note: Different TriplePlay controllers may have different default programming for the button presses while in Hardware Mode, which can be found in the controllers Quick Start Guide.

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

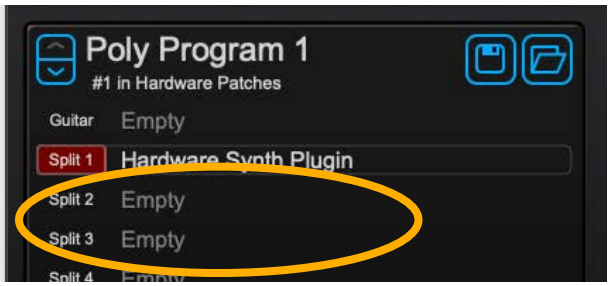
Programming Hardware Patches

How to Program Hardware Patches

1. Open the **Patch Browser** and select a patch from the **Hardware Patches** list to load.

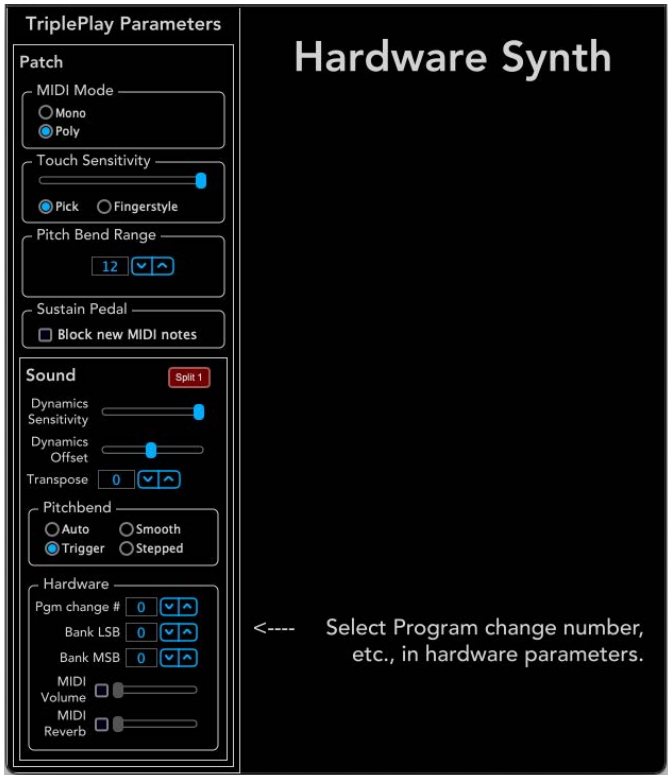


2. Navigate to the main screen and select 'Hardware Synth Plugin' below the patch name to open the Hardware Patch settings.



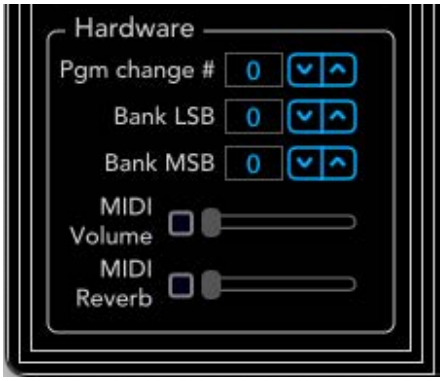
3. Adjust settings such as MIDI Mode, Pitch Bend Range, and other parameters for the Hardware Patch in the **TriplePlay Parameters** sidebar to the left.

Additional hardware-specific settings are available at the bottom left.



How to Program Hardware Patches (continued)

4 **Program changes** - Refer to your hardware synth manual for Bank LSB and MSB numbers for your hardware synth.



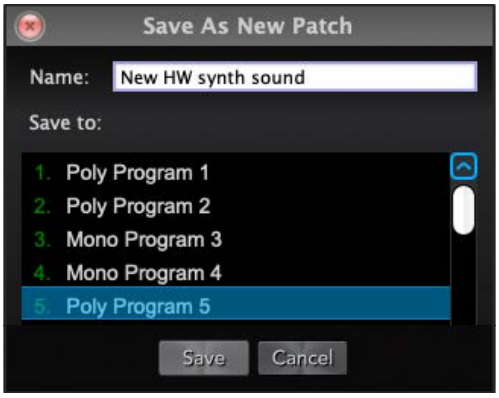
MIDI Volume - If you need the patch to load at a specific volume, check the box next to MIDI Volume, then adjust the slider to the desired amount.

MIDI Reverb - If your synth has built-in MIDI Reverb and you want the amount of reverb to load at a specific value, check the box next to MIDI Reverb, then adjust the slider to the desired amount.

5 **Save the patch** - Save the patch by clicking the save icon.

Name the patch in the next window, then select 'Save', and the settings will be saved to the patch.

Save as New Hardware Patch - If you select 'Save as new HW patch', a window will show the **Hardware Patches** list. Name the patch, then select the patch in the list that you want to replace with the new patch. Click 'Save" to finish.

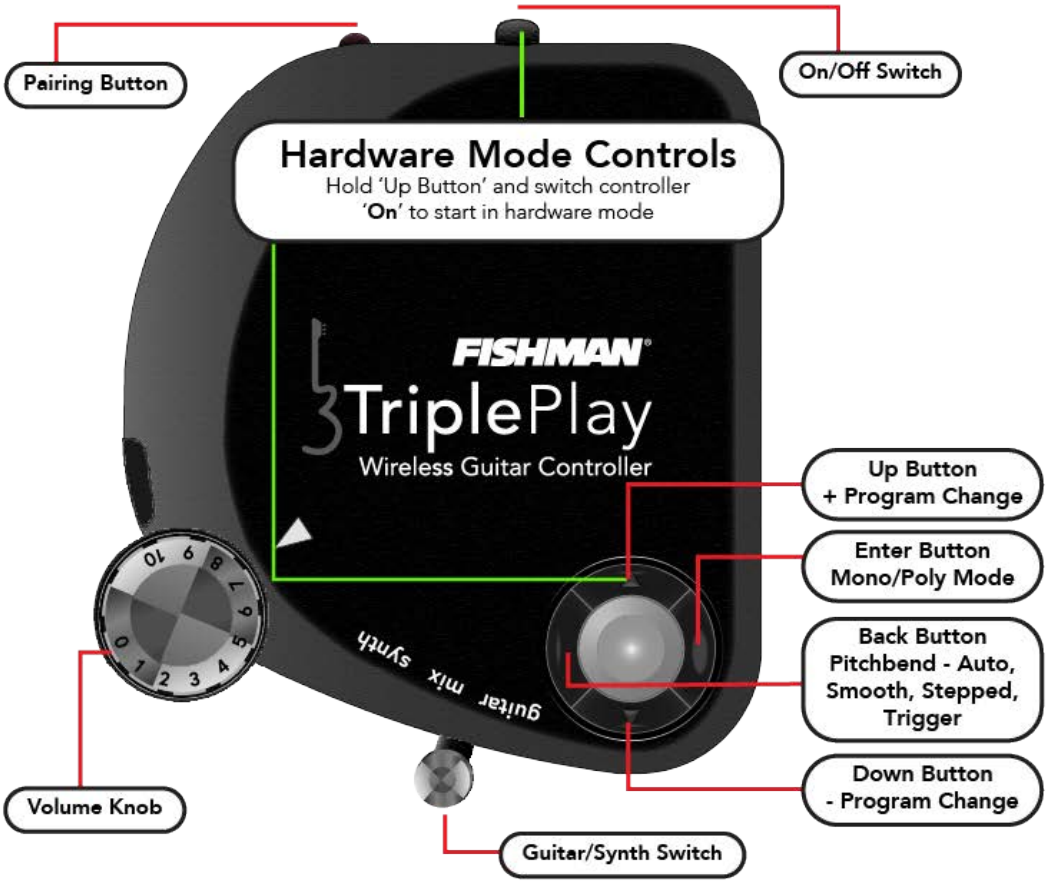


TriplePlay Wireless Hardware Mode

To start the TriplePlay Wireless controller in Hardware Mode:

- While holding down the **Up** button turn the power switch to 'On'.
- The controller will start with the first hardware patch loaded.
- Use the **Up** and **Down** buttons to scroll through the presets.

Note: When connected to an FC-1, the controller will automatically enter Hardware Mode, unless connected to the TriplePlay Host software.

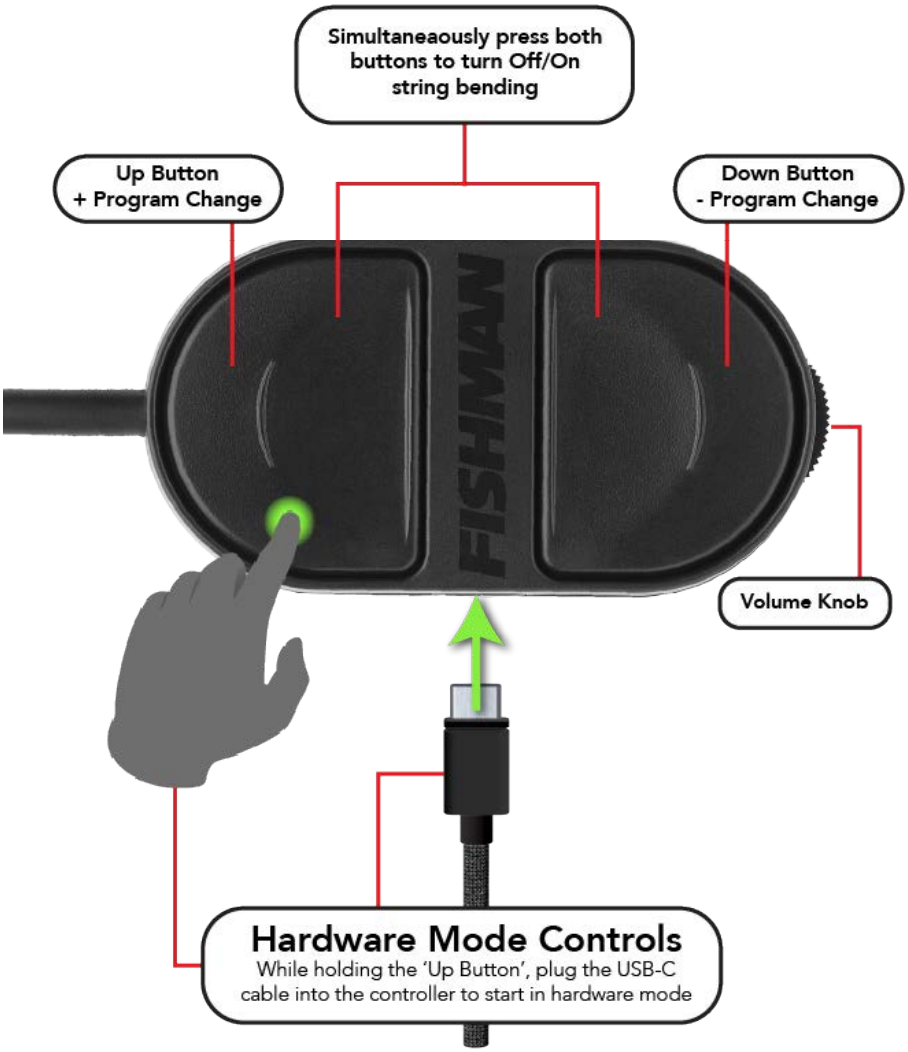


TriplePlay Express Hardware Mode

To start the TriplePlay Express (or Connect) controller in Hardware Mode:

- While holding down the **Up** button, connect the USB-C cable to the controller.
- The controller will start with the first hardware patch loaded.
- Se the **Up** and **Down** buttons to scroll through the presets.

Note: When connected to an FC-1, the controller will automatically enter Hardware Mode, unless connected to the TriplePlay Host software.



Splits and Layers

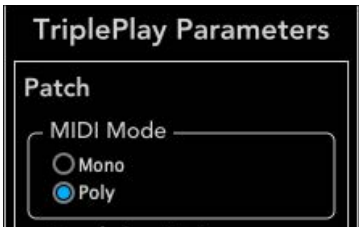
Layers are multiple synths stacked on one another, so when a note is played, all of the synths will play simultaneously. This can be extremely useful when creating large soundscapes or combination instruments such as a Piano+String sound.

Splits assign different synths to specific areas of the fretboard. For example, you could have a bass sound on the lower two strings and an organ sound on the upper four strings.

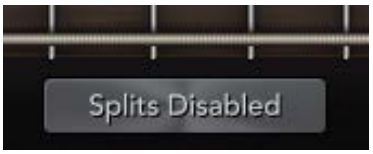
Create Patches with Splits or Layers

Setting the correct MIDI Channel Mode

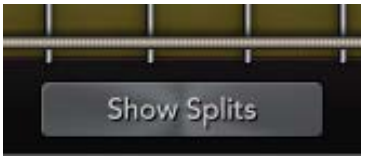
In addition to setting the number of MIDI channels the controller will send, the MIDI Channel Mode also determines how synths can be layered or split across the fret board.



Poly Mode only allows Layering of synths. If the controller is in Poly Mode, Splits are disabled and can not be used. Virtual Instruments that are loaded in the Split Channels 1-4 will be layered and play simultaneously.



Mono Mode allows both Layering and Splitting synths across the fretboard. When the controller is in Mono Mode, Splits are enabled and the button below the fretboard will display 'Show Splits'.



The 'Show Splits' button below the fretboard can 'Show' or Hide' the different split areas across the fretboard and allows access to adjust the split areas.

How to Create Split Patches

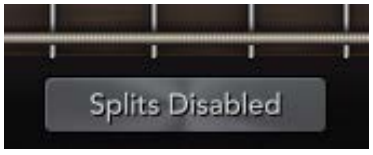
Adjusting the Split areas

Each Split has a color coded area.

Show Splits

Click on the 'Show Splits' button below the fretboard to adjust the split points.

Note: If the button says 'Splits Disabled', make sure to set the TriplePlay Parameter settings, on the side panel of the plugin, to Mono Mode.



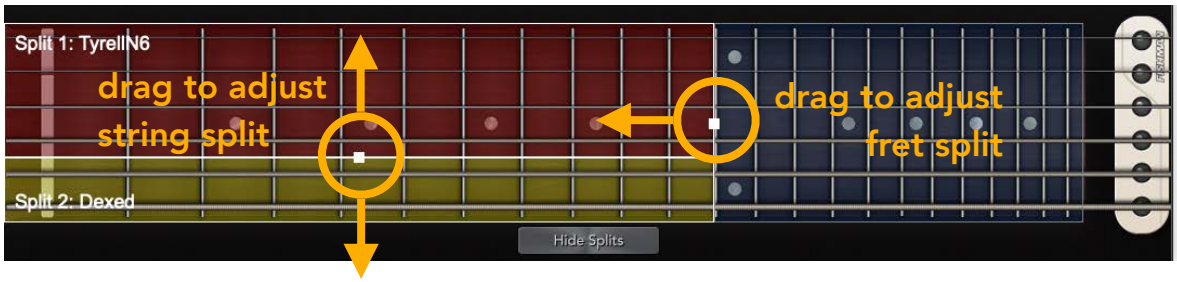
How to Create Split Patches (continued)

Adjusting Splits 1 and 2

Splits 1 and 2 are paired together.

String Split Adjustment: Drag the horizontal split point between the strings to assign the desired number of strings to split.

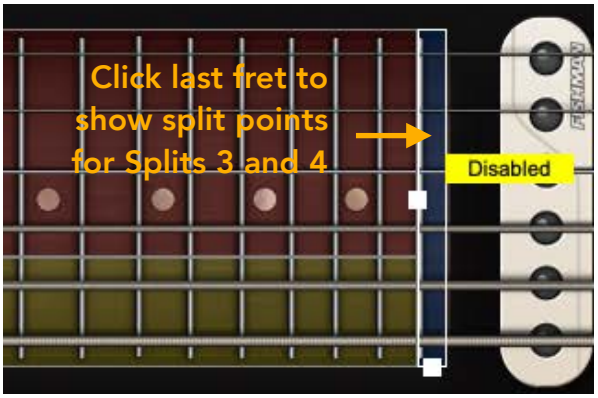
Fret Split Adjustment: Drag the vertical split point between the frets to set the fret range for each split.



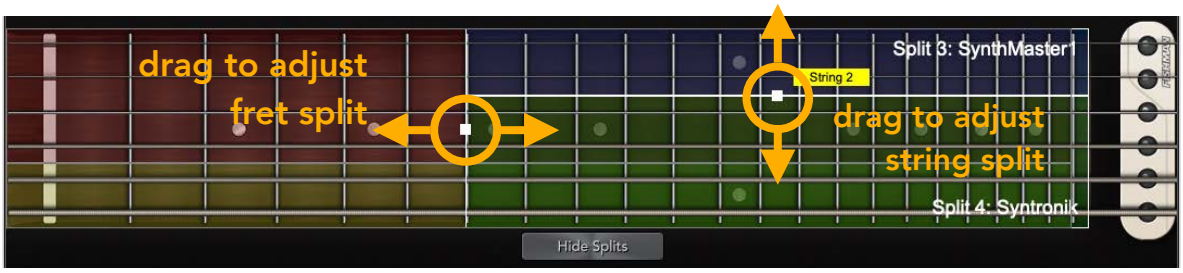
Adjusting Splits 3 and 4

Splits 3 and 4 are also paired but initially hidden.

Click on the highest fret of the fretboard to display the adjustment points for Splits 3 and 4.



Similar to Splits 1 and 2, drag the split points to assign strings and frets.



Creating Layers in Mono Mode

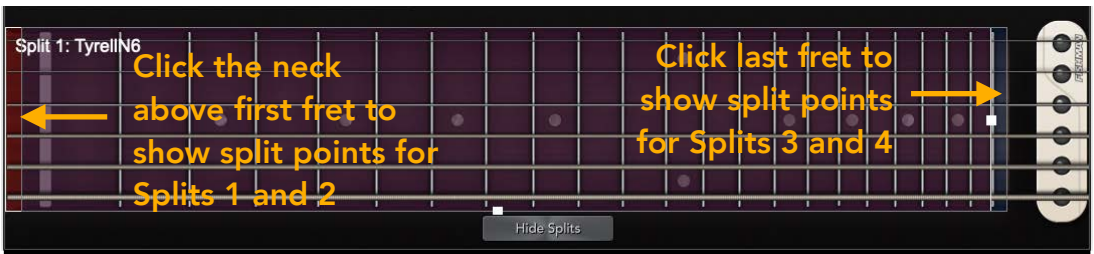
Mono Mode not only allows you to create splits, but also enables layering of instruments across the fretboard for more complex sounds.

Overlap Fret Splits:

- While string splits between Splits 1 and 2, and Splits 3 and 4 cannot overlap, fret splits can.
- By overlapping the fret ranges of different splits, you can layer instruments fully across all strings and frets.

Maximum Layering:

- Use **Split 1** and **Split 3** to layer instruments across all strings and frets.
- **Splits 2 and 4** can also be layered but will cover a maximum of strings 2-6.



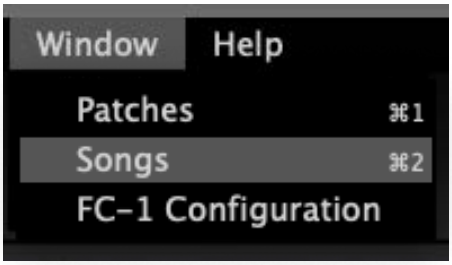
Drag split points to adjust number of strings and frets as described earlier

Songs

The **Songs** feature is especially beneficial for live performances, allowing you to preload patches for instant switching without any loading delays.

How to Open Song Mode

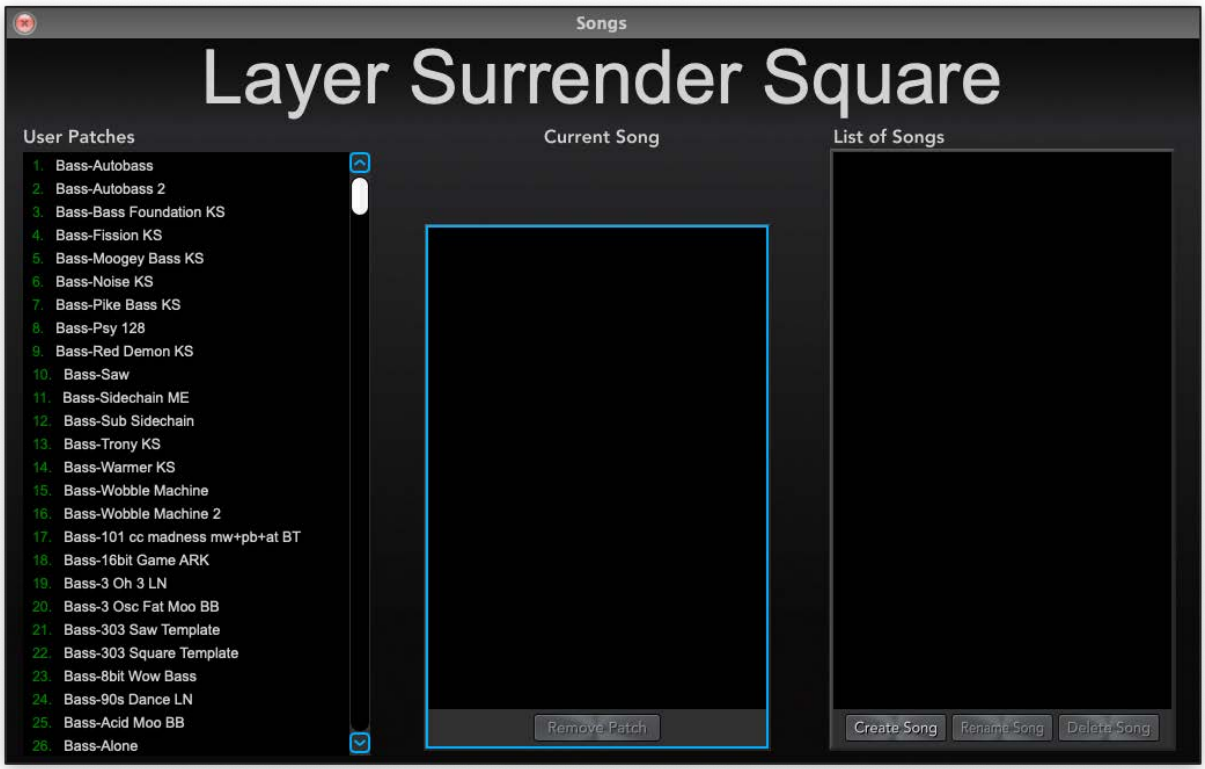
Select the **Window** menu at the top of the interface, then select **Songs**.



Creating Songs

When the **Songs** window opens, you will see a column of your User Patches on the far left. The only patches that you can add to a Song are the User Patches. If you want to use a patch from a Library, simply open the patch and save it as a new User Patch.

1. To start a Song, click the **Create Song** button on the far bottom right of the window.

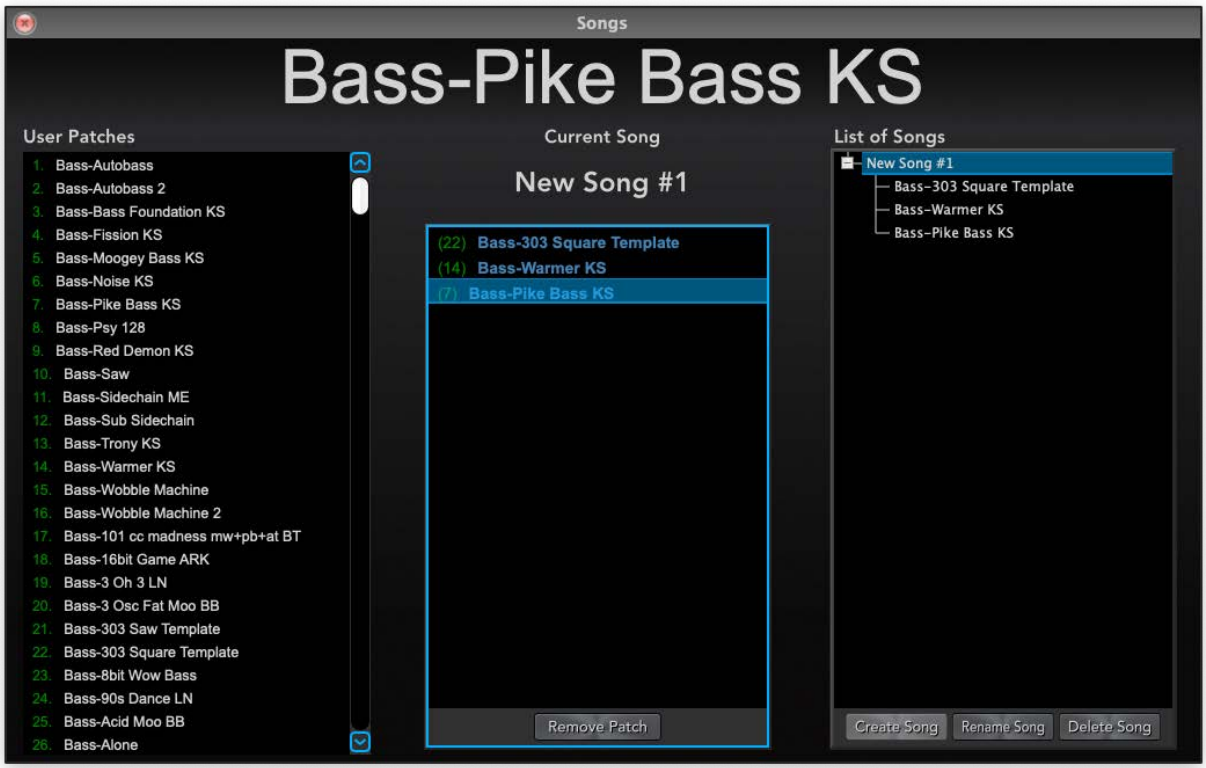


Creating Songs *(continued)*

2. Name the Song and click **Save**.

3. Select the new Song in the List of Songs on the far right.

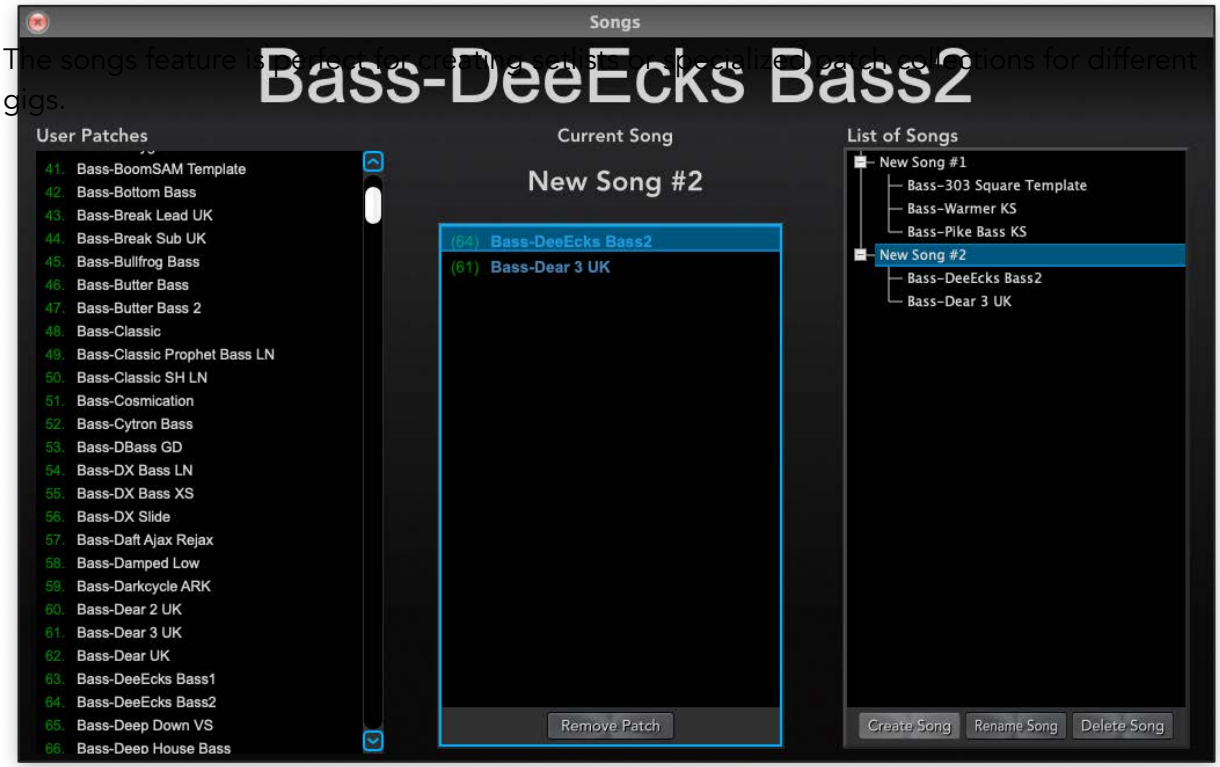
4. Click-and-drag a patch from the User Patches list to the middle box.



5. Continue adding patches to the song list until completed.

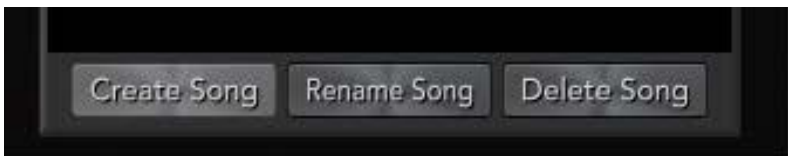
Creating Songs *(continued)*

8. Delete Songs by clicking the button **Delete Song** on the bottom right of the interface.



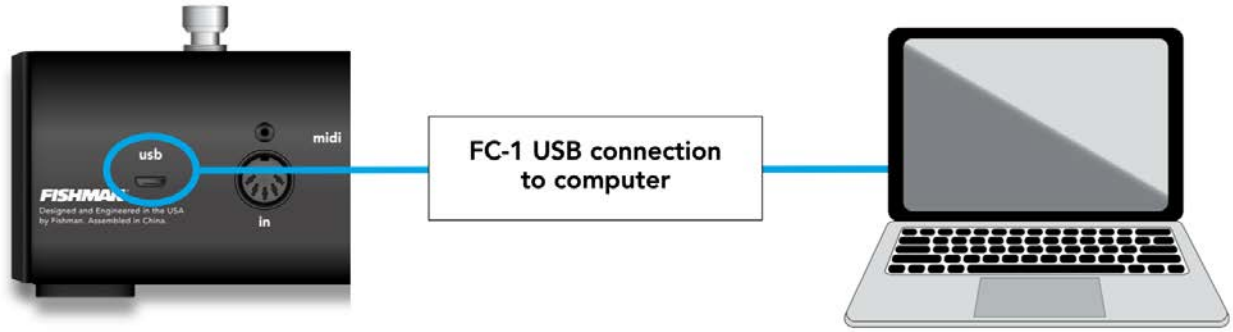
The songs feature is perfect for creating setlists or specialized patch collections for different gigs.

7. Rename Songs by clicking the button **Rename Song** on the bottom right of the interface.

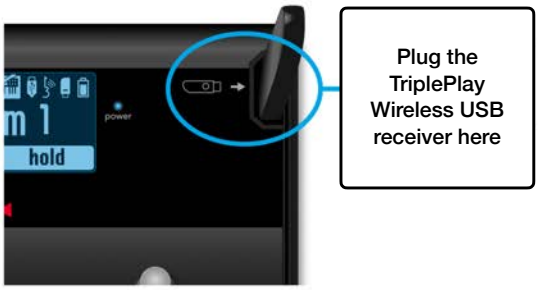


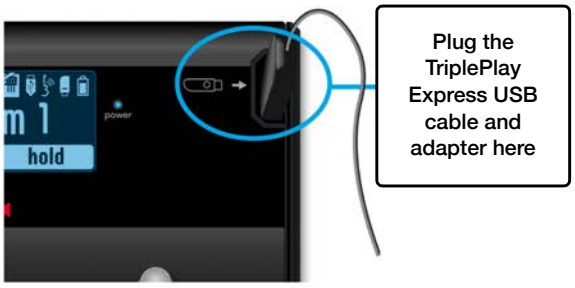
Using the FC-1 with the TriplePlay Host App

- Connect the FC-1 to your computer via the USB port on the back of the FC-1 using the supplied USB cable.



- Insert either the USB receiver for TriplePlay Wireless or the USB cable with adapter from the TriplePlay Express into the top right controller input on the FC-1.

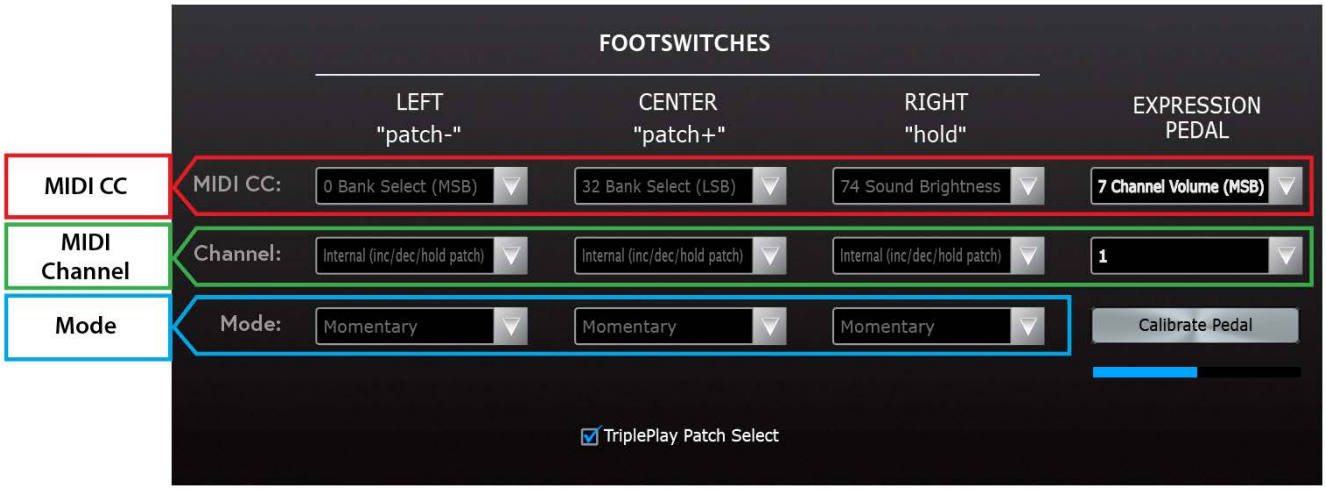




- Open the TriplePlay Host and follow the prompts to update the FC-1 firmware if prompted to do so, then click on the top left **FC-1 icon** to open the FC-1 Programming area.

FC-1 Programming Definitions

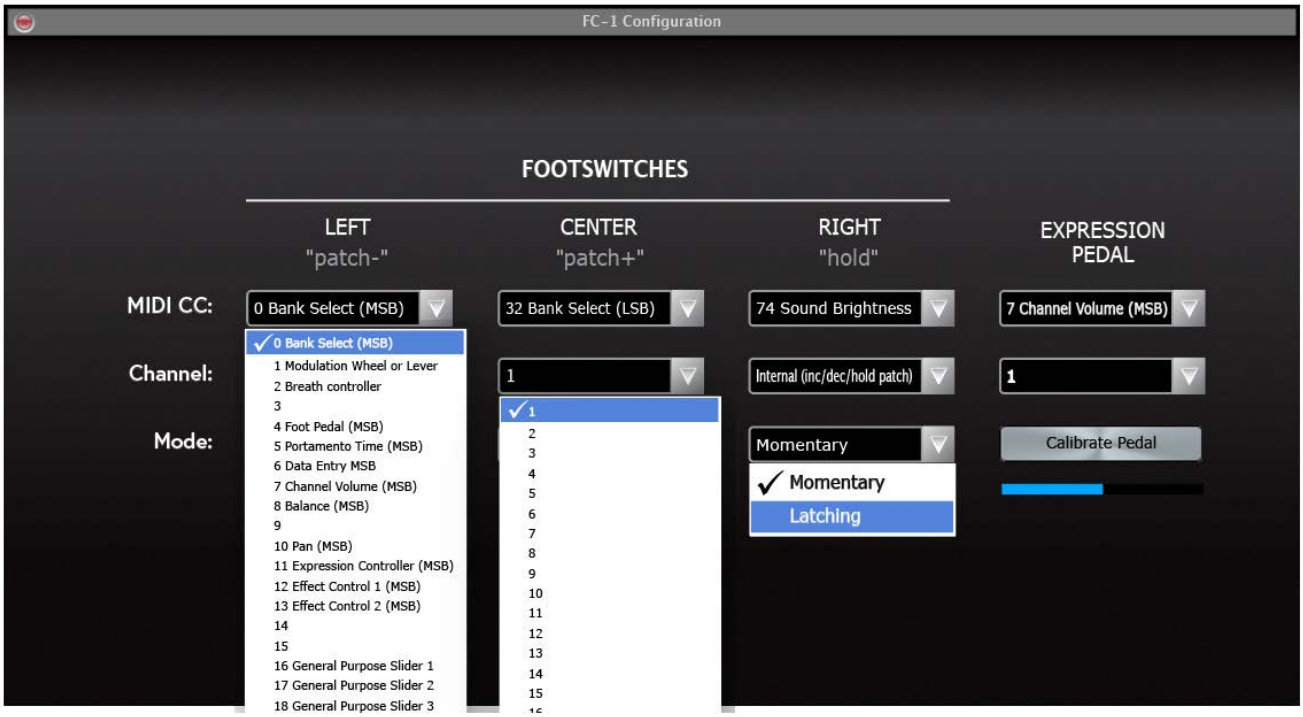
- MIDI CC (Continuous Controller)
    - A list of MIDI control messages that can be assigned to the FC-1 footswitches.
    - Commonly used to control parameters like volume, modulation, and effects on both hardware and software synths.
    - Refer to your device's manual for specific MIDI CC mappings.
- Channel
    - The MIDI channel on which the CC messages are sent.
    - Ensure the receiving device or software is set to receive messages on this channel.
- Mode
    - **Momentary** - The footswitch is active only while pressed.
    - **Latch** - The footswitch toggles its state each time its pressed.
- TriplePlay Patch Select
    - When checked, the FC-1 is configured to control patch selection within the TriplePlay software by default.
    - Uncheck to assign custom MIDI controls to the footswitches.



Programming the FC-1 with the TriplePlay Software

How to program the FC-1 switches:

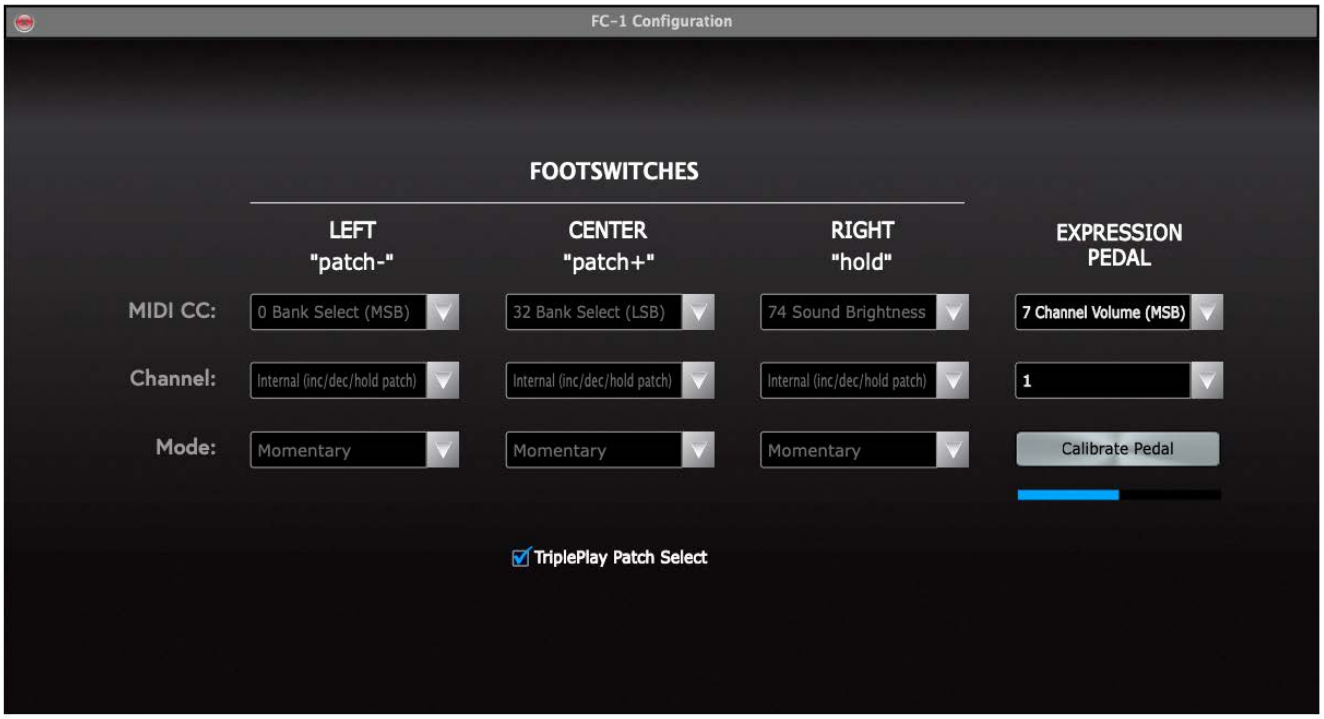
- Uncheck the **TriplePlay Patch Select** box at the bottom to enable switch programming.
- Choose the MIDI CC under the desired switch to program by clicking on the **MIDI CC** drop-down list and choosing the control you wish.
- Choose the MIDI Channel - Note: the list also includes TriplePlay Software-specific ways to control groups of splits.
- Choose one of the two modes from the drop-down list. **Mode** refers to how the switch behaves.
    - Momentary - The footswitch is active only when pressed.
    - Latching - The footswitch toggles its state each time it's pressed.



Programming the FC-1 with the TriplePlay Software *(continued)*

How to program the Expression Pedal input:

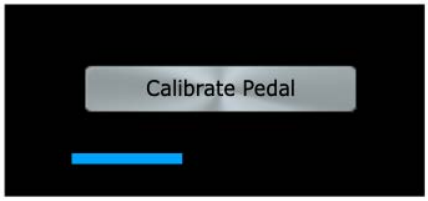
- If you own an expression pedal, plug it into the back of the FC-1
- Choose the MIDI CC by clicking on the MIDI CC drop-down list and choosing the control you wish.
- Choose the MIDI Channel via the Channel drop-down list.



FC-1 Expression Pedal Software Calibration

How to Calibrate Expression Pedal:

- To Calibrate an expression pedal connected to the FC-1, click on the **Calibrate Pedal** button at the bottom right of the programming window.



- Move the connected expression pedal to it's lowest setting, then click **Next.**

- Move the connected expression pedal to it's highest setting, then click **Next**.

- Click on **Save** to save the calibration to the FC-1

TriplePlay Tips

Install the free software from the TriplePlay Software Suite

As noted earlier, we highly recommend using the free apps from the TriplePlay Software Suite when connecting to your computer. 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 and controller installation are crucial to get the most accurate MIDI data from your instrument. It works hand-in-hand with the string spacing procedures mentioned in your TriplePlay controller Quick Start Guide (see 'Adjusting the hex-pickup on your Guitar').

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 a number of videos that can help with installation, setup, features, usage, and more. Check them out at www.fishman.com/tripleplay.

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: Model # 494-000-990
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 or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.
Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Other information about TriplePlay software and devices can be found at: www.fishman.com/support.

Legal

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