M-AUDIO®
ARSENAL

Thank you for purchasing Trigger Finger Pro and its software control hub, Arsenal. To get the most out of Arsenal, you will want to use Plugin Maps.

Plugin Maps are files that load into Arsenal and store all your **Patch Tags** (these help you quickly find the type of patches you want to play) and **Controller Mappings** (these assign plugin parameters to your Trigger Finger Pro sliders and knobs).

Instead of placing this tedious responsibility in your hands, the folks at M-Audio have created custom Plugin Maps for the most popular virtual instruments on the market and made them available to you for free.

Once you download your Plugin Maps, you will need to import them into Arsenal. This is a simple process that we will walk you through now.

SCANNING PLUGINS AND IMPORTING PRESETS

1. Enter the Settings menu and Scan your plugin library. This may take a few minutes.

2. Enable or disable the plugins you want to use in Arsenal by checking the Use indicator to the left of the plugin name.

3. Click "OK." The patches from your enabled plugins will now be automatically imported into the Arsenal Patch Browser.

IMPORTING PLUGIN MAPS

1. Once the Patch Browser has been populated, click the Open icon in the Menu Bar and select "Import Plugin Maps."

2. Click the field under "Map File" and navigate to the folder where you downloaded your Plugin Maps.

3. Select the Plugin Maps you wish to Import (note: you can select multiple maps to import at once by holding Shift or Cmd/Ctrl keys), and click "OK."

4. Carefully select your settings for importing your Plugin Maps. We recommend *replacing* plugin maps the first time your import a new plugin and *merging* plugin maps thereafter. This will prevent you from losing any changes you make to them after your first import. Click "OK" and wait until they load. You are now ready to play!

*Arsenal has been designed to support VSTs that adhere VST2.4 and VST3 specifications as published by Steinberg. Some plugins do not strictly adhere to these specifications and therefore may not support all of Arsenal's features. In most cases work-arounds for these limitations have been provided. Please see the user manual for more details.