DEALING WITH THE PRESSWERK CROSS-PLATFORM ISSUE

This document is for Windows users with the VST2 version of Presswerk 1.1.0 (or earlier) installed.

We recently discovered a bug in the Windows VST2 version of Presswerk which causes cross-platform compatibility issues for some of our customers. The bug is related to Presswerk's VST2 ID, used by some host applications (Cubase, Sonar, Studio One, Live) to identify plug-ins. For a more detailed explanation of the issue please visit this web page.

There are a few ways to handle this situation. We have created a simple, one-time process to restore cross-platform compatibility and update the incorrect ID for Windows VST2 users. While we believe this is the best and easiest solution for this situation, we understand it might not be the right choice for everyone.

IMPORTANT NOTE: Reaper, FL Studio, Renoise and NI Maschine 2 are not affected by the mis-matched ID and you can contine working with Presswerk and update without any worries.

• OPTION 1: BUSINESS AS USUAL

If your current setup is working, and you prefer to continue without any changes, please do so. If you need to update Presswerk in the future, options 2 and 3 will be available to you.

• OPTION 2: GO VST3 WITH PRESSWERK

Install the VST3 version of Presswerk included with the new 1.1.1 update. After installing the VST3 version, you will use this version of Presswerk for all future projects and cross-platform projects involving Presswerk. For existing older projects, keep the VST2 version of Presswerk installed.

Download Presswerk v1.1.1 update here

• OPTION 3: UPDATE PRESSWERK AND CONVERT PROJECTS

Install Presswerk version 1.1.1 to restore cross-platform compatibility and then use our converter tool to update all existing project files to be compatible with Presswerk 1.1.1. This simple two step process will ensure all existing and future files will open normally and be cross-platform compatible.

Presswerk update and file converter information available here

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