

Upgrading Uhbik to Version 2

1. Why should I read this?

There are two major changes in Uhbik 2 that you should be aware of if you plan to open older projects created with Uhbik 1.

First, all Uhbik plug-ins have been renamed. Each plug-in now has a clear, descriptive name, making it easier to identify its purpose at a glance.

Second, Uhbik 1 included VST2, AU, and AAX support. A VST3 version was available, but the installer advised against using it, as it was an early—and not particularly stable—implementation of the VST3 format.

Uhbik 2 no longer supports VST2, which is nearing the end of its life cycle. Instead, it provides a robust VST3 version and, for the first time, full **CLAP** support. If your host supports CLAP, we recommend using it—this format is the most future-proof of all available options.

2. Do I need to read the rest, or am I good to go?

That depends...

2a. You're new to Uhbik 2 and haven't used version 1

You're good to go. You can start exploring everything Uhbik has to offer. Have fun!

2b. You're using the CLAP, AU, or AAX format

You're almost ready, but please check a few details...

If your host's plug-in list still shows the old Uhbik names—for example, *Uhbik-A* instead of *Uhbik Ambience*—perform a rescan in your plug-in manager.

For Logic, MainStage, or GarageBand, you may need to delete the AU cache so it can rebuild the next time you start your host. The *com.apple.audiounits.cache* and/or *com.apple.audiounits.sandboxed.cache* files can be found at the following location in the user library:

`~/Library/Caches/AudioUnitCache`

If you can't find the user library, that's because it's hidden by default. Instructions on how to access it can be found in our FAQ:

<https://u-he.com/support/faq.html#troubleshooting:user-library>

Some hosts may continue to display the old Uhbik names in existing projects because plug-in identifiers are stored within the project file. Newly loaded Uhbik instances will show the new names.

You can skip Sections 3 and 4 if you like, but it's worth skimming the rest of this document for information on host automation, user presets, and other helpful tips.

2c. You have been using the VST2 version of Uhbik

Please continue to the next section—this part is important for you!

3. You have been using VST2 and your host app supports VST3 migration via IPluginCompatibility.

That's the best-case scenario. You should have no problems opening and using your existing projects. Your host will recognize that the VST2s are gone and that suitable VST3 replacements are available.

Old projects will load the **VST3** plug-ins in place of the **VST2** ones, including all previous settings and presets, allowing you to continue working immediately.

Depending on the host, a message might pop up informing you about the replacement. Once you have verified that your project sounds correct, simply resave it. If in doubt, save it under a new name. The next time you open the project, the migration message will no longer appear.

4. You have been using VST2 but your host app doesn't support VST3 migration.

If your host doesn't yet support **IPluginCompatibility**, we recommend reaching out to the host developer's support team or posting in their user forum to encourage adoption. As the **VST2** format is being phased out, it's increasingly important for both plug-in and host developers to implement **IPluginCompatibility** to ensure a smooth transition to **VST3**.

In the meantime, you have a few options for continuing with **Uhbik 2**:

4a. Keep using the previous version 1.3.1

You can remain on **Uhbik 1.3.1** — revision 3898 (Windows), 3899 (Mac), or 8256 (Linux) — until your ongoing projects are finished or your host adds **IPluginCompatibility** support. You will find the previous version in our release archive:

<https://u-he.com/downloads/release-archive/uhbik/>

If you were using the **revision 9629 alpha** version on Mac or Windows, the download can be found in this KVR thread:

<https://www.kvraudio.com/forum/viewtopic.php?t=536689>

When you're ready to upgrade, download the latest Uhbik installer from:

<https://u-he.com/products/uhbik/>

4b. Use the old and new versions in parallel

Running both versions simultaneously is possible, but not always straightforward. The 1.3.1 (revision 3898 / 3899) graphics are included in the Uhbik 2 installer and are added automatically.

We also included the old factory library. If you are using the VST2 in older projects, you will have access to the old library, and if you are using VST3 or any other format, you will have access to the new one.

Mac

If you have been using version 1.3.1 (revision 3899), the old VST2 will continue to load in existing projects, and can access the legacy factory and user preset folders.

If you have been using the revision 9629 alpha, those plug-ins will load with the 1.3.1 interface instead of the alpha GUI.

Please note, however:

- The bypass button appears with a yellow tint but still functions normally.
- Uhbik-C (the compressor) will have no GUI, as it was first introduced in the alpha.
- New alpha-only features will not appear in the interface.

If you don't plan to make many adjustments in your old projects, you can continue working with the Uhbik alpha versions in this state. If you still want to adjust parameters that were introduced in the alpha versions your best bet would be to uninstall version 2 and keep using the alpha until you're done with legacy sessions.

Please note that version 1.3.1 as well as the revision 9629 alpha are too old to include native Silicon support. They will only run through the Rosetta 2 layer on M-series Macs.

Windows

If you have been using **version 1.3.1** (revision 3898) then the old **VST2** plug-ins will continue to function as described for macOS.

If you have been using the **revision 9629 alpha**, the same caveats apply as noted above.

To access alpha-specific parameters, you can either

- uninstall the new version and reinstall the alpha or
- try installing the new version in a different location.

For example, if the alpha is installed in the default path...

C:\Users\YourUserName\Documents\u-he\Uhbik.data

...then you could install version 2 to:

C:\Users\YourUserName\Documents\u-he\Uhbik-2\Uhbik.data

This way you will end up with two separate installations: The VST2 will continue to use the old directory (*u-he\Uhbik.data*), while the newer formats will access files from the new location (*u-he\Uhbik-2\Uhbik.data*).

Linux

Parallel installation isn't supported on Linux, as all plug-in formats reference a single file in the */home/YourUserName/.u-he/Uhbik/* folder, and the VST2 code is no longer part of that file.

If you need to continue working on old projects, it's best to keep using the previous version and not upgrade until you have either completed your current projects or updated your host to a version that supports *IPluginCompatibility* migration.

5. Parameter automation in existing projects

If you used parameter automation in Uhbik 1.3.1 or in alpha/beta versions of Uhbik 2, a few parameters may no longer align correctly. Specifically, automation for the following parameters will not map as expected:

- *Bypass* in Uhbik Grainshift
- *Model* in Uhbik Ambience
- *Curve*, *Quantize*, *Rectify*, and *Slew Limiter* in modulation slots 1–4 across all plug-ins

To fix this, create a new automation lane for the affected parameter and copy your existing automation data to it.

6. Custom user presets

After upgrading to Uhbik 2, you might notice that all your presets in the User section of the preset browser are missing. Don't worry, they have not been deleted! The preset folder structure changed because folder names have to match the new plug-in names. Your existing presets will need to be moved into the new folders.

To locate your user presets, open the plug-in's preset browser, right-click on the *User* folder, and select *Open in Explorer/Finder*. This will open a system window at the location of the **new** user preset folder. Its **parent** folder contains both the old (*Uhbik-A*, *Uhbik-D* etc.) and the new (*Uhbik Ambience*, *Uhbik Delay*, etc.) directories. Simply move all your presets from the old to the new folders...

Mac

Old presets: `~/Library/Audio/Presets/u-he/Uhbik-(A, D, etc.)`

New presets: `~/Library/Audio/Presets/u-he/Uhbik Ambience (or Delay, etc.)`

Windows

Old presets: `...\Uhbik.data\UserPresets\Uhbik-(A, D, etc.)`

New presets: `...\Uhbik.data\UserPresets\Uhbik Ambience (or Delay, etc.)`

Linux

Old presets: `/home/YourUserName/.u-he/Uhbik/UserPresets/Uhbik-(A, D, etc.)`

New presets: `/home/YourUserName/.u-he/Uhbik/UserPresets/Uhbik Ambience (or Delay, etc.)`

Replace the *YourUserName* bit with your actual Linux account user name.

Note: The *.u-he* folder is hidden by default. Use the Ctrl+H shortcut in your file manager to view hidden files and folders.

Once you're back in the preset browser of the plug-in, your presets should already appear—at least on a Mac. If they don't show up in Windows or Linux, right-click any preset folder in the browser and select *Refresh* to initiate a rescan.

7. What else can go wrong?

7a. Some of the plug-in GUIs look incorrect after upgrade

If old graphics weren't removed during installation, some plug-ins can display outdated backgrounds or mismatched interface elements. To fix the problem, delete the graphics folder (name *Uhbik* or *Data*, depending on your OS) and reinstall Uhbik 2.

Mac: Delete `/Library/Application Support/u-he/Uhbik`

Windows: Delete `C:\Users\YourUserName\Documents\u-he\Uhbik.data\Data`

Linux: Delete `/home/YourUserName/.u-he/Uhbik/Data`

After deletion, run the Uhbik 2 installer again. Remember: You can always download the latest version from <https://u-he.com/products/uhbik/>

7b. Windows: Duplicate VST3 entries after upgrade

If your host lists both *Uhbik-A* and *Uhbik Ambience*, this means that the old alpha VST3 plug-ins were not removed. Simply delete *Uhbik(x64).vst3* from the following location then restart your host: `C:\Program Files\Common Files\VST3`

Do not remove the Uhbik.data shortcut you will find in that folder.

7c. Projects still load the old VST2 version after upgrade

On **Mac** and **Windows**, the installer does not automatically remove old VST2 plug-ins. Delete manually if they are no longer required.

Mac: `/Library/Audio/Plug-Ins/VST/u-he`

Windows: your host's VST2 plug-in folder (check host settings)

Linux: `/home/YourUserName/.vst/u-he`

After removal, hosts with **IPluginCompatibility** will automatically load VST3 versions each time old projects are opened.

7d. Old factory library still present after upgrade

We kept the old factory library alongside the new one for users who still need to rely on the previous version's VST2 plug-in. Delete if no longer required from this location:

Mac: `/Library/Audio/Presets/u-he/`

Windows: `...\Uhbik.data\Presets\`

Linux: `/home/YourUserName/.u-he/Uhbik/Presets/`

7e. How to uninstall and reinstall from scratch

Windows includes an uninstaller, but it may not remove all files. On macOS and Linux, you'll need to delete plug-in files manually. See our FAQ for full instructions:

<https://u-he.com/support/faq.html#compatibility:uninstall>

7f. Need more help?

If you run into any other issues or have questions, you can:

- Visit our KVR user forum: <https://www.kvraudio.com/forum/viewforum.php?f=31>
- Contact our support team directly via <https://u-he.com/support/#contact>
- Or just send an email directly to support@u-he.com. We are here to help!

Cheers,
your u-he team!