

34. Switching to other Plugins via the Plugin Panel

The Plugin Panel is part of the update v1.7-dbe3ca3c--H2024-06-14--B2024-06-14 or later version.

With this feature we can now switch to any plugin loaded in an MPH Multihost instance.

The Beta version of January 2026 allows the usage of the MP Single Host in the plugin panel as well.

Version 09-March-2026 enables switching to/from the Plugin Panel view double clicking on the background area as shown in this [demo video](#)

While previously it was only possible switching, via the touch screen, to other plugin slots of the current Multihost, with the plugin panel you can switch to any plugin slot of any Multihost.

The Plugin Panel button appears at the left bottom area of the Multihost controller window and there are 3 additional buttons

- Plugin History, which displays the last 12 accessed plugins.
- Previous Plugin, which switches over to the previously accessed plugin.
- Previous Track, which opens the Plugin Panel and selects the previously selected track.

How it works

Note that the 09-03-2026 update allows the MP Single Host to participate in the plugin panel.

[Here](#) is a brief tutorial video on the Plugin Panel.

Track Names in MP Host

The MP Host plugin shows a track name on the big window, the small window, and in the Plugin Panel. This name can come from two places:

- Your DAW (Ableton Live, Logic, etc.) - the name of the track the plugin is on.
- By typing directly into the track-name field in the small window (Single or Multi Host).

What to Expect

- When you rename a track in your DAW, MP Host picks up the new name automatically. It appears on the small window, the big window, and the Plugin Panel.

- You can also rename the track from inside MP Host by clicking the track-name field and typing a

new name. Press Enter or click away to confirm. The new name immediately updates the big window and the Plugin Panel.

- The DAW always has the final say. If you rename the track from MP Host and then later rename it in the DAW, the DAW name replaces your custom name everywhere.

- Your custom name is saved with the project, so it will still be there the next time you open it, unless the DAW sends a new name, in which case the DAW's name wins.

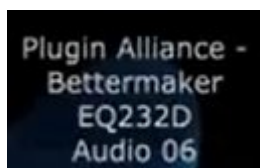
Tip

If you want a custom track label that sticks, set it in your DAW - that's the name MP Host will always use.



If two or more Multihosts are used on a track, these must carry the same track name, so that they appear under the same track in the Plugin Panel.

Note that on the main window of the MP Host the track name is now displayed under the plugin/preset name



Plugin Panel Behavior and Limitations

The Plugin Panel displays track names only. It does not have awareness of the track order within the DAW. Track names are provided by the DAW, which passes them from the VST instances to the plugin. You can rename tracks directly within the MP Single and MP Multi Hosts.

Because the Plugin Panel does not track ordering, the sequence of plugins may vary each time a session is opened. This depends entirely on the order in which the DAW loads plugins, which is not fixed or guaranteed. The Plugin Panel itself does not store or enforce any order. Each plugin instance maintains its own Plugin Panel. There is no centralized Plugin Panel that

can define or preserve a global order, as this would depend on DAW-specific behavior outside the plugin's control.

As a result, changes to track order within the DAW are not reflected in the Plugin Panel, and the displayed order may differ between sessions. While many projects will load in a consistent order, variations can occur and should be expected.

Ableton Live: Track Naming Behavior

When using Automatic Track Naming in Ableton Live, moving a track triggers a name update notification rather than a position change. Ableton does not provide information about track movement, only about track names.

As a result, after moving tracks, the Plugin Panel may interpret multiple plugins as belonging to the same track position, since it was not informed that the original track index has changed.

To avoid this issue, use custom track names instead of Ableton's automatic naming. This prevents unintended renaming events when tracks are moved.

The Beta version of January 2026 allows the usage of the MP Single Host in the plugin panel as well.



Plugin panel sections

The Plugin Panel window is split in 2 parts. The left part displays the tracks (as buttons) and the right part displays the plugins of the selected track in columns.

Each column represents a Multihost plugin.

Multihost Instruments will appear always first and the Multihosts Effects will be placed after Instruments.

Each column shows the plugin slots (as buttons) of its respective Multihost.

The order of the Multihost columns cannot be changed and the Multihosts will appear in the order that are opened by the DAW, typically in most DAWs this is the order that are placed and appear in the DAW.

If you add/remove Multihosts and the order does not match the one you see in the DAW, you can save and reopen the DAW project for the Multihosts to be reordered.

Selecting tracks and plugins

The active track has a yellow color. This is the track that has the plugin currently open (being viewed).

If you select another track button, this will become grey and it will list the plugins loaded in the Multihosts of that track. If you select a plugin from the right section, then this will become the selected track and the button will turn yellow.

Adding a new track

When adding a new track and a new Multihosts instance, after the track name is entered (Logic and Cubase provide the track names automatically to the Multihost) the track button will appear last in the track area.

Moving a track button

If you need to place the track button anywhere in between the existing tracks, click and hold the track button for one second and it will turn orange. Then, click on another track button and the track will be moved to the place of that track button.

Removing tracks

If you remove/delete a track on the DAW that carries one or more Multihost plugins, these will automatically be removed from the tracks listed in the Plugin Panel.

Duplicating Tracks

When duplicating DAW tracks that carry Multihost instances, then these Multihosts will have the name of the original track copied. You need to change the name of the track to the new track name.

If the track name remains the same, then these Multihosts will appear as columns in the original track.

Opening a Multihost Preset

When you open a Multihost preset, the track name displayed on the Multihost bottom text area will be replaced (if you have already typed a name). Therefore, the track name needs to be entered after loading a Multihost preset.

Opening projects in Logic Pro X

The Plugin Panel clears the shared list of loaded plugins every time a DAW project closes.

Logic, uses a separate AU Hosting Service to host plugins which keeps open after a project has closed. Therefore, we recommend, when working with a Logic project that carries MP Multihost instances, to close Logic before loading another project that carries MP Multihost instances.

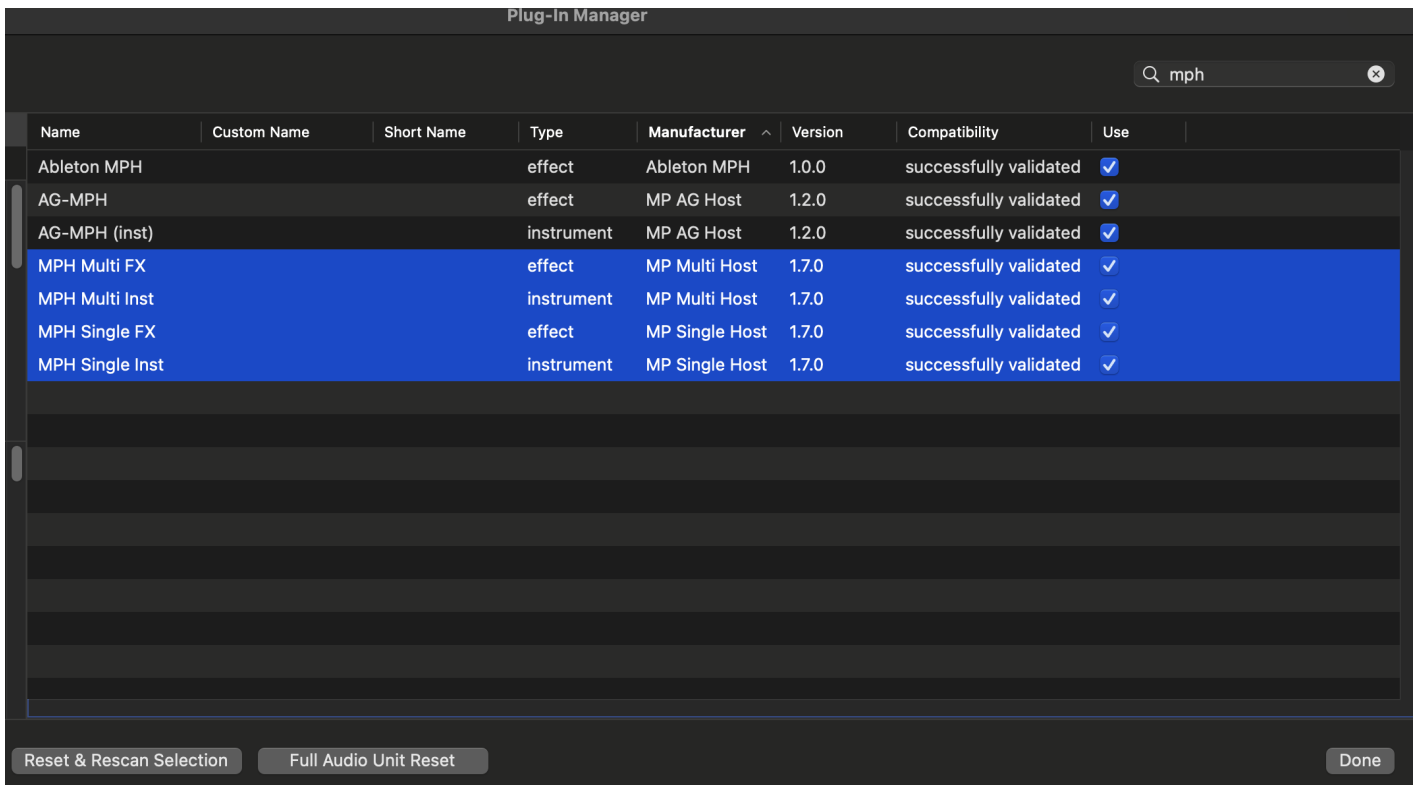
Alternatively, instead of closing Logic you can load an empty Logic project that carries no plugins.

You can also force quit the AUHostingservice from the activity monitor, prior to loading another Logic project that carries the MP Multihost.

Logic Pro X reports the MP Multihost as not compatible

If Logic does not load the MP Multihost open the Logic Plugin Manager and choose to re-scan the selected plugin by pressing on "Reset and Rescan Selection".

If it gives a warning that it does not pass validation scan it again with "Reset and Rescan Selection" and it will pass the validation.



Troubleshooting

This applies to MP Host version, prior to the 2026 versions which work with the MP Bridge system.

The version of the Multi host that features the Plugin Panel uses an app allowing instances of the Multihost to communicate with each other. If you are having any issues such as a crash when you load the Multihost, ensure that the MPHCSM is installed in the MP Host folder:

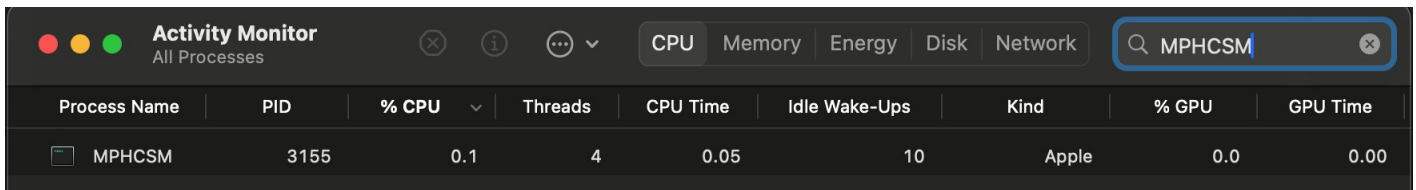
Windows: %AppData% and under folders MP\Host\MPH Cache

Mac: Applications/MPH Cache.app

If the MPH Cache does not exist after you run the installer please send us an email to help you troubleshoot further.

Additionally, when you run the DAW ensure that the MPHCSM shows up as a running process while the MP Multihost plugin is loaded the DAW:

- **Windows** Task Manager or process explorer (allows searching for processes)
- **Mac** Activity Monitor (*search for MPH in the Activity Monitor and it will show up*)



The screenshot shows the macOS Activity Monitor window with the 'All Processes' tab selected. The search bar at the top right contains the text 'MPHCSM'. Below the search bar, there are tabs for 'CPU', 'Memory', 'Energy', 'Disk', and 'Network'. The main area displays a table of processes with the following columns: Process Name, PID, % CPU, Threads, CPU Time, Idle Wake-Ups, Kind, % GPU, and GPU Time. The MPHCSM process is listed with a PID of 3155, 0.1% CPU usage, 4 threads, 0.05 CPU time, 10 idle wake-ups, and is of the 'Apple' kind.

Process Name	PID	% CPU	Threads	CPU Time	Idle Wake-Ups	Kind	% GPU	GPU Time
MPHCSM	3155	0.1	4	0.05	10	Apple	0.0	0.00

The MPHCSM process will exit automatically when the DAW closes.

Please note that there were reports from users that when using the N.I. Maschine plugin in a DAW project, the plugin panel does not report the tracks.

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