

7. Mac - Installed Plugins not shown in the Plugin List

The MP host will read the plugin files but not do an in-depth scan like the DAW, so it only takes a few seconds:

- the AU plugins in /Library/Audio/Plug-Ins/Components
- the VST2 plugins in /Library/Audio/Plug-Ins/VST
- the VST3 plugins in /Library/Audio/Plug-Ins/VST3

scanning will read and display just the filenames at first, and fully scan a plugin once you choose to load/use the plugin

If the VST3 plugins are not shown in the MP Host list, navigate to the host.properties folder and rename it or delete it.

Close any MP Host instances you have running and the DAW.

Then reset the permissions on the VST3 folder by running in the Mac terminal:

```
sudo chmod -R 777 /Library/Audio/Plug-Ins/VST3/
```

enter your password and hit enter. It should not produce any output on the terminal.

Then

```
sudo chmod -R 777 /Library/Audio/Plug-Ins/VST3/*.vst3
```

enter your password and hit enter. It should not produce any output on the terminal.

Then run in the terminal:

```
sudo chown -R "$(whoami)":staff "/Library/Audio/Plug-Ins/Components"
```

```
sudo chown -R "$(whoami)":staff "/Library/Audio/Plug-Ins/VST3"
```

```
sudo chown -R "$(whoami)":staff "/Library/Application Support/Avid/Audio/Plug-Ins"
```

and hit enter. It should not produce any output on the terminal.

Then reopen the **MP Host Audio FX plugin** and click on the Plugin List button and choose Quick Scan at the bottom. It should show all the VST3 and AU plugins in the plugin list.

As you may have noticed it has generated a new host.properties file.

For more information please see [this article](#) on how the MP Host scans and finds plugins.

Plugins also may be removed from the plugin list (after you scan or try to try to load them once) if they are not universal binaries (Apple Silicon ARM and x86). You can find if a plugin is built for both architectures by running `lipo -info PLUGIN_PATH` in a terminal
For example: `lipo -info /Library/Audio/Plug-Ins/VST3/reverbA.vst3`

MacOS Plugins in ~/Library/ and /Library/

It is possible to have the plugins in the user Library as well.

This may result in duplicate plugins.

Check this location: ~/Library/Audio/Plug-Ins/

if you have plugins here delete them or move them to:

The correct location is /Library/Audio/Plug-Ins/

Force Ableton Live to find new plugins on MacOS and Windows

If you have a large number of plugins and Ableton does not show the new version of the MP Host try the following methods:

1. Rescan Plugins in Ableton Live:

- Open Ableton Live.
- Navigate to `Live` > `Preferences` (or `Options` > `Preferences` on Windows).
- In the Preferences window, go to the **Plugins** tab.
- Click the **Rescan** button to force Ableton to rescan the plugin folders.

2. Clear Plugin Cache Manually:

- On macOS, the cache files are located in:
 - ~/Library/Preferences/Ableton/Live x.x.x/
- On Windows, the cache files are in:
 - C:\Users\[Your Username]\AppData\Roaming\Ableton\Live x.x.x\Preferences\

Inside these directories, locate and delete the file `PluginScanV2` (this file holds cache data for your plugins).

3. Rescan AU/VST if Using macOS (for Audio Units only):

- If you're using Audio Units (AU), resetting the cache may also involve rescanning AU plugins:
 - Open a Terminal and run the following command:

```
killall -9 AudioComponentRegistrar
```

This will force the macOS to reload the list of installed AU plugins.

After these steps, Ableton Live should detect the new versions of your VST plugins properly.

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