

Third Party VST Plugins support

Certified in Pyramix v11.1

This list is subject to frequent updates.

VST and VST3 plugins supported in Pyramix v11.1 and higher (applies as well to Ovation v7.1 and higher)					
Plugin Manufacturer/Brand	VST (= VST2)	VST3	Supported	DXD (352.8 kHz) Support	Comments
112dB (Redline Monitor)	YES	NO	YES	YES	Crossfeed Plugin for Headphone mixing. Confirmed no upsampling/downsampling in DXD
Acon Digital	YES	NO	YES	YES	Restoration, reverbs and chorus. Confirmed no upsampling/downsampling in DXD
Acustica Audio / Acqua	YES	NO	YES	NO	DXD not certified by manufacturer and potentially vector issue above 192kHz
Auburn Sound	YES	NO	YES	YES*	Freeware: Corrector Graillon
Audio Damage	YES	YES	YES	YES*	Freeware: Fuzzplus, Rought Rider
Audio Ease	YES	NO	YES-But	YES	Issue with Altiverb and the VST3 360 pan suite (not supported), changing presets can cause glitches
AutoTune 9	NO	YES	YES-But	NO	Latest version only support VST3, recommended up to 2FS
B<->COM	YES	YES	YES	NO	VST (VST2) causing Pyramix crash was fixed in the latest b<->com version. Remote desktop not supported. DXD support in next Pyramix version
Celemony Melodyne	YES-But	YES	YES-But	NO	v4.2.0.020 - Issues (medias generated cannot be mounted back, use the printing procedure) DXD only supported in standalone using with Replace Audio option / VST (VST2) dll not seen
Cytomic	YES	NO	YES	YES	The Glue mastering plugin
DMG Audio	YES	YES	YES	YES*	
Eventide	YES	YES	YES	YES-but*	Newfangled Audio - Potential crash with plugin re-ordering in Mixer. Confirmed no upsampling/downsampling in DXD
Exponential Audio	YES	YES	YES	YES	Channel mapping issue in FX Rendering
FabFilter	YES	YES-But	YES	YES	VST 3 Version can crash Pyramix randomly, rather use their VST (VST2) version. As well Potential Issue at the first plugin insert (licensing/disabled) second insert works. Under investigation
Facebook 360	NO	YES	NO	NO	Potential Crash of Pyramix
Fine Cut Bodies	YES	YES	YES	YES	Freeware La Petite Excite (Exciter)
Flux VST	YES	-	YES	YES	IRCAM consumes lots of resources at High Sampling Rates (e.g. 4FS, 352.8kHz/DXD), especially High Density mode. Alchemist Delay compensation issue under investigation Currently no VST3 version available
GRM Plugins	YES	NO	YES-But	TBC	GRM Spaces causing crash, GRM Space Grain has routing issue (no signal treatment)
Harpex-X	YES	NO	NO	TBC	Latest version recommended for bypass and channel routing fixed issues

IK Multimedia	Y ES			TBC	Investigating T-RackS potential crash.
Interligent Sound and Music	Y ES	Y ES	NO	TBC	Aroma plugin supported but causing potential Mixer UI flickering each time the Plugin UI is closed
Izotope Bundle	Y ES	Y ES	YES	YES/No	Not all plugins support DXD, Also VST3 instabilities and potential crashes with Pyramix v11.1.5 HotFix. Solved in the Following release. In the meantime we recommend the use of the VST (VST2) version.
Izotope Ozone	Y ES	Y ES	YES	YES	(confirmed DXD support). Warning leaving the Ozone v8 UI open could cause project to crash at mixdown, when re-opening a proejct (if saved open) or when loading a Mixer Memory preset..
Izotope Nectar	Y ES	Y ES	YES	YES	(confirmed DXD support)
Izotope Neutron	Y ES	Y ES	YES	YES	(confirmed DXD support)
Izotope Neutrino	Y ES	Y ES	YES	NO	Muted in DXD
Izotope RX	Y ES	Y ES	YE S- But	TBC	Issue with VST (VST2) channel routing (only mono available). Under investigation. RX7 Connect known to crash when using simultaneously the Pyramix Render>Pencil tool or the Import functions. Issue PMX120-
Klanghelm	Y ES	Y ES	YES	YES	Some Freeware (VGI-Saturation/DIstortion & DC1A-Compressor. Confirmed no upsampling/downsampling in DXD
Krotos	Y ES	NO	YE S- But	TBC	Plugins not working in FX Rendering (muted)
LePou plugins	Y ES	NO	YES	YES*	Guitar amps modelisation
Lexicon / Harman	Y ES	NO	YES	YES*	v1.3.7
Line 6	Y ES	Y ES	YE S- but	TBC	Some users had issue with the Pod Farm VST scanning (unders investigation), Helix known to be working fine.
maat digital	Y ES	Y ES	YE S- but	NO	Code meter wibu dongle conflicts with MassCore and is not recommended. Potentially the new version may fix this conflict.
mh acoustic	Y ES	Y ES	YES	NO	No GUI (Merging provides generic controls)
Mastering the Mix	Y ES	Y ES	YES	NO	
MDA plugins	NO	Y ES	YES	YES*	No GUI
New audio technology	Y ES	Y ES		TBC	Spatial Audio plugin suite:
Noise Makers	Y ES	NO	YES	NO	Ambisonic suite.
Nugen Audio	Y ES	Y ES	NO	YES*	Use version 3.0 > to prevent a fixed crash. Confirmed no upsampling/downsampling in DXD, Routing issue with the UpMix is fxed in their latest versions
Oblivion Sound Lab	Y ES	NO	NO	NO	Potential Crash (Chorus)
Pensadia	Y ES	NO	YES	NO	
Plugin Alliance	Y ES	Y ES	YE S- but*	NO	Latest v4.7 is now supported by Pyramix (perform a force rescan) but some Plugins from their 3rd party partners are still not supported and can crash or not be scanned (Schoeps, Fiedler, ADPTR and Unfiltered series). The Plugin Alliance team is following this issue with their own partners.
PSP Audioware	Y ES	Y ES	YES	YES-but*	Potential issue with PSP Vintage Warmer not always opening correctly or crashing randomly.
Relab	Y ES	Y ES	YES	TBC	LX480
Sennheiser AMBEO	Y ES	Y ES	YES	YES*	For Ambisonic
Slate Plugins (Eiosis)	Y ES	Y ES	YES	NO	Their VBC rack plugin can cause hang of Pyramix at first insert.
Softube	Y ES	Y ES	YES	NO	Softube plug-ins supported sample rates: 44.1, 48, 88.2, 96, 176.4 and 192 kHz. As for DXD & 384 kHz they wre officially not supported by manufacturer and could potentially crash

Sonible plugins	Y ES	Y ES	YES	YES*	
Sonic Anomaly	Y ES	NO	YES	YES-but*	Plugins can generate clicks in DXD parameters automation.
Sonnox	Y ES	Y ES	YES-but	NO	Crash with ebuzzer - Declicker - Denoiser (v2.01) and Sonnox Dynamics can crash in DXD insert - Being investigated by the Sonnox team
Sonoris	Y ES	NO	YES	TBC	Recommended latest version (1.0.4.0 >) to avoid crash in settings changes
Soundfield	Y ES	NO	TBC	TBC	Surround and Ambisonic plugins
Soundtoys	Y ES	NO	YES	TBC	
SSA plugins	Y ES	NO	YES	TBC	Ambisonic suite.
Stone Voices	Y ES	NO	YES	YES*	Freeware: Ambient Reverb
SSL plugins	Y ES	NO	YES	TBC	
Syncro Arts	NO	Y ES	YES-but	NO	Potential crash at Pyramix insert
TC Electronics	Y ES	Y ES	YES	NO	VSS3 Reverb, automation on presets not showing the preset changes (TC Electronics issue, it was reported to them)
Tokyo Dawn Labs	Y ES	NO	YES	YES*	TDR Kotelnikov dynamics compressor and EQ (free)
Tritik	Y ES	Y ES	YES	YES	Pyramix stability enhancements in the latest version. Confirmed no upsampling/downsampling in DXD
TSE Audio - TSE-808	Y ES	NO	NO	NO	Potential crash with parameter changes
UAD1	Y ES	NO	NO	NO	No longer supported discontinued
UAD2	Y ES	NO	YES	NO	Supported for real Time Mixdown and playback, but not faster than real-time (UAD not supporting latency changes in non real time mixdown)
u-he	Y ES	NO	YES	YES	Freeware: Protoverb
Voxengo	Y ES	Y ES	YES	YES-but*	Warning: Reverb in DXD could be stuttering
Valhalla	Y ES	Y ES	YES	YES-but*	Confirmed no upsampling/downsampling in DXD but the delay buffers might not allocate enough memory at times causing glitches
Waves	Y ES	Y ES	YES-but	NO	VST3 - Wave 10 slow loading, fixed in upcoming Pyramix v11.1.6 HotFix and v12.0. Recommended Nvidia graphics parameters (see Merging's knowledge database). Some Waves crash in DXD
Youlean	Y ES	Y ES	YES	YES*	Loudness Meter

* While working in DXD, the manufacturer does not clearly state DXD (352.8kHz) support. Many plugins do not force a Max sampling rate, but some could upsample/downsample so adding a sampling rate conversion process in DXD. A small risk remains to have potentially wrong peak vs. average load readings as well

TBC= To be Confirmed

Note: 32 bit plugins are not supported by Pyramix/Ovation as of v10 and VST3 plugins are only supported as of Pyramix v11.1