

Installing ACE on Windows

Version 1.1

Installing ACE on Windows is straightforward: simply double-click **ACE11Winstaller.exe** and follow instructions. However, we highly recommended that you read this installation guide first.

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About the installation

The installer will create the following files on your harddrive:

ACE.dll – the VST plugin file

ACE.data – a directory containing all resource files and presets

The ACE.data folder can be anywhere you like, even on a different hard drive, but we would like to warn you against putting it anywhere within C:\Program Files\! If you attempt this, a warning message will appear. Note that the installer actually creates a shortcut – also called ACE.data but with the hidden suffix .lnk ("link") – into the same directory as ACE.dll.

How ACE version 1.1 finds its resource files: Whenever you load ACE into your host application, it will look for a **ACE.data.lnk** in the same directory as the plug-in (.dll), then follow the link and load the resource files. If this fails it will attempt to open a "ACE.data" folder directly. If that also fails, ACE will start without the user interface or access to presets and registration files. If this happens, you should run the installer again!

Updating from previous versions

Updating ACE is practically the same as a fresh installation – simply install the new version over your existing one. Although the installer is "mostly harmless", it's always a good idea to back up any previous ACE installation first, especially your presets and support files.

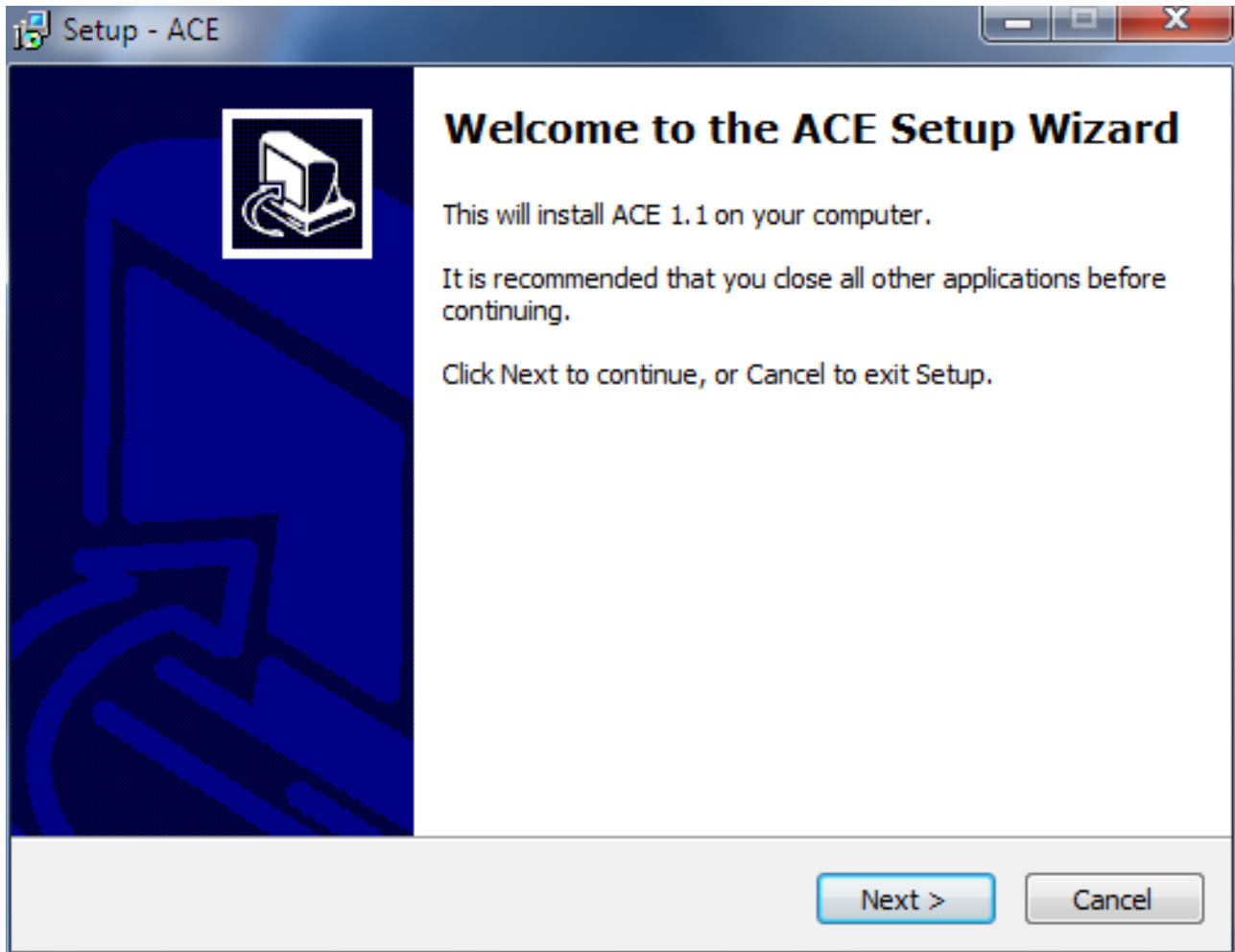
IMPORTANT: Previous versions of ACE stored/loaded support files in **C:\Program Files\u-he** by default. Ever since Windows Vista, specifying this path has caused trouble due to access restrictions ("file permissions").

However, if you are installing over an older version, all is not lost: the new installer recognizes earlier-version installations, and lets you migrate all your data to the new directory.

ACE11Winstaller.exe step-by-step

Starting ACE11Winstaller.exe

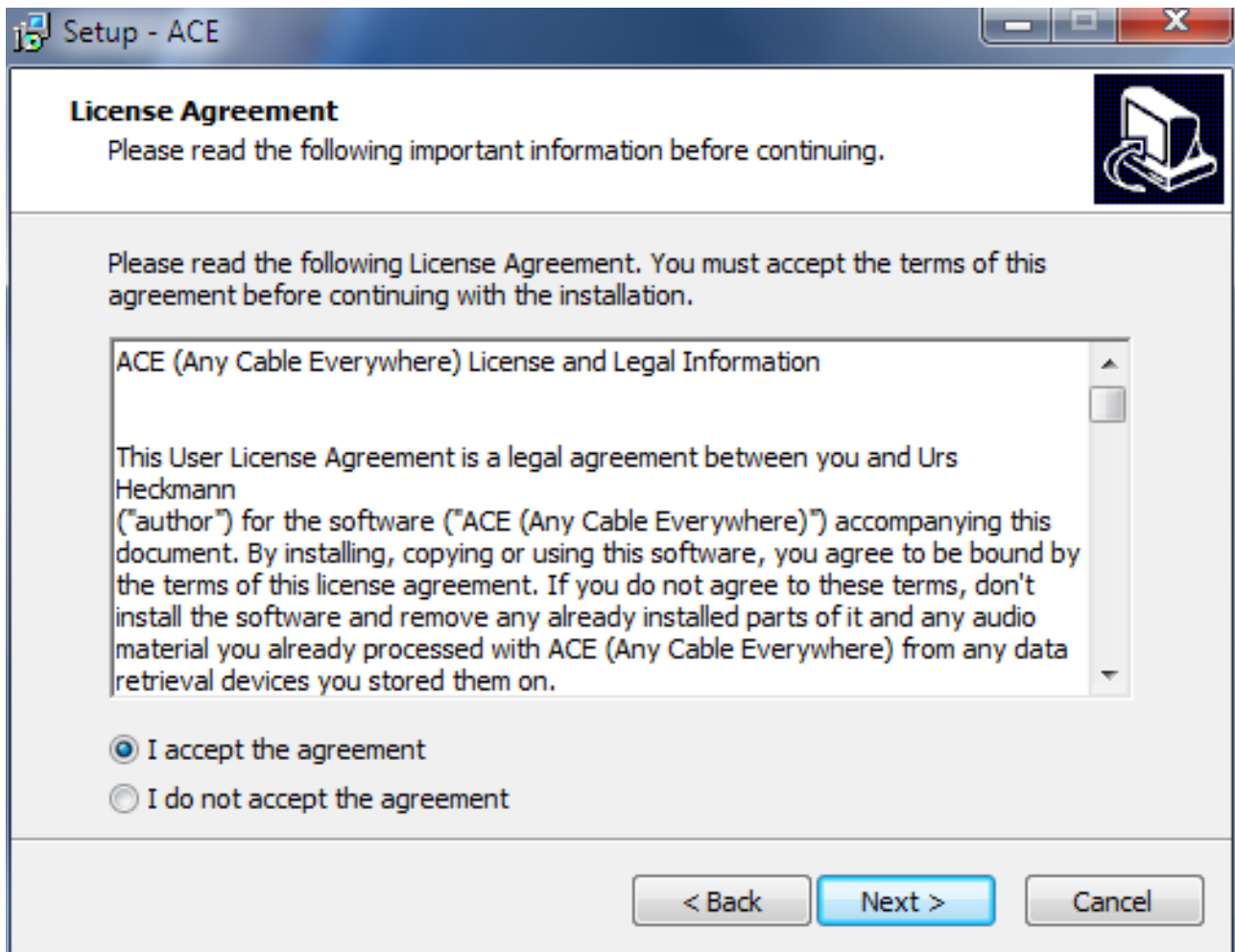
The first page of the installer includes the version number:



Click **Next >** to open the license agreement...

The License Agreement

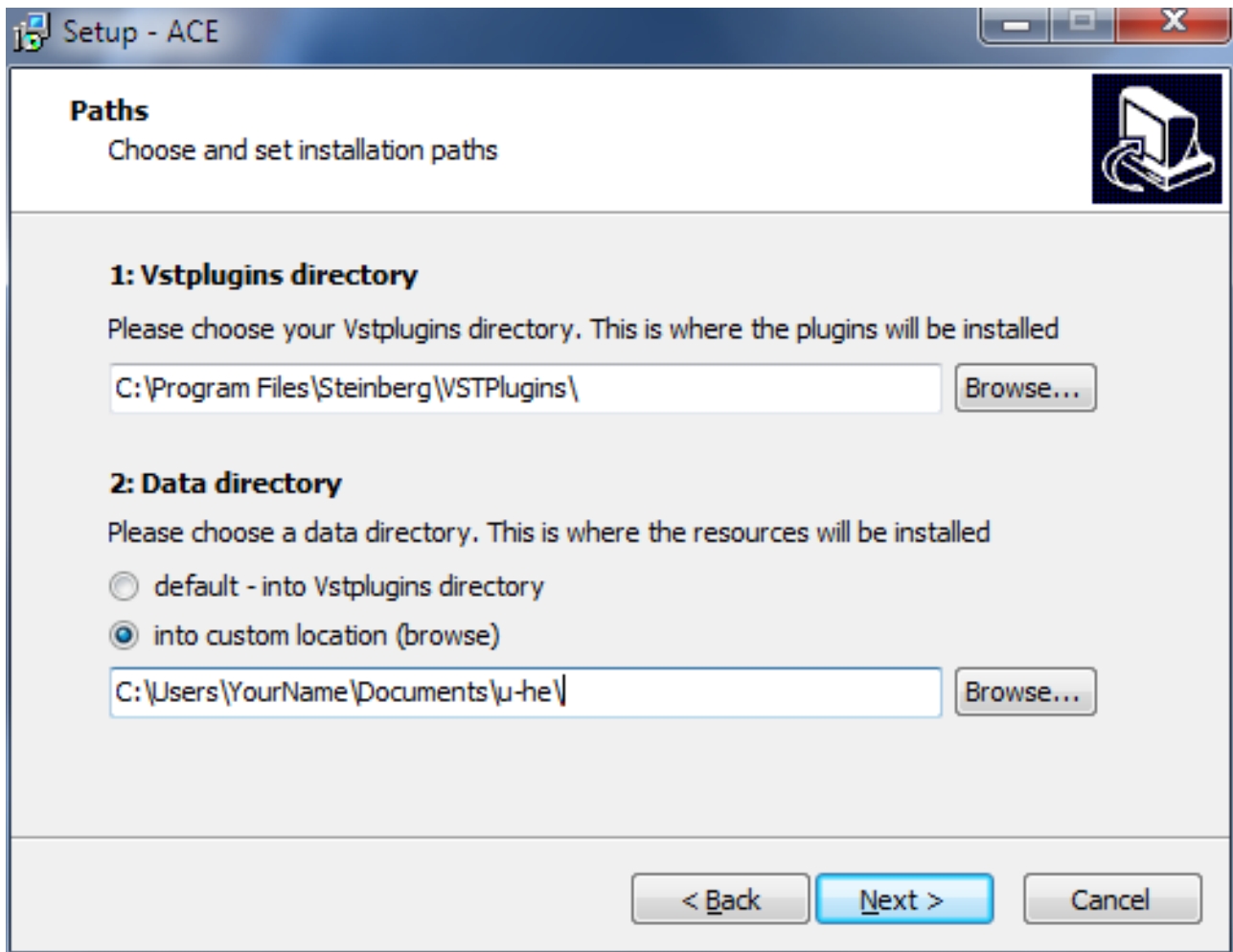
To install ACE correctly, you must accept the license agreement. Of course it doesn't hurt to read an agreement before accepting it!



When you are ready, select **I accept the agreement** and click **Next** to specify installation paths...

Specifying installation paths

This page has two sections. First, you are asked to browse to the VSTPlugins directory where you would like ACE to be installed. On most systems, this information will be retrieved from previous plugin installations. Otherwise click **Browse** and manually locate your VSTPlugins directory.



The lower section is for specifying where to install resource files i.e. the ACE.data folder and its content. The default is the VSTplugins directory), but if the installer finds a previous custom location, it will default to that.

If you are a first time user i.e. you're not updating an older version, click **Browse** and choose a suitable location. The installer will move all data there, then create a shortcut to ACE.data in the selected Vstplugins directory.

Note: If the VSTPlugins directory is in a restricted area of your Windows installation, typically C:\Program Files\Steinberg\VSTPlugins\, we highly recommend that you choose a different location. The best place to store data and have it accessible to the plugin, for instance to save presets, is here:

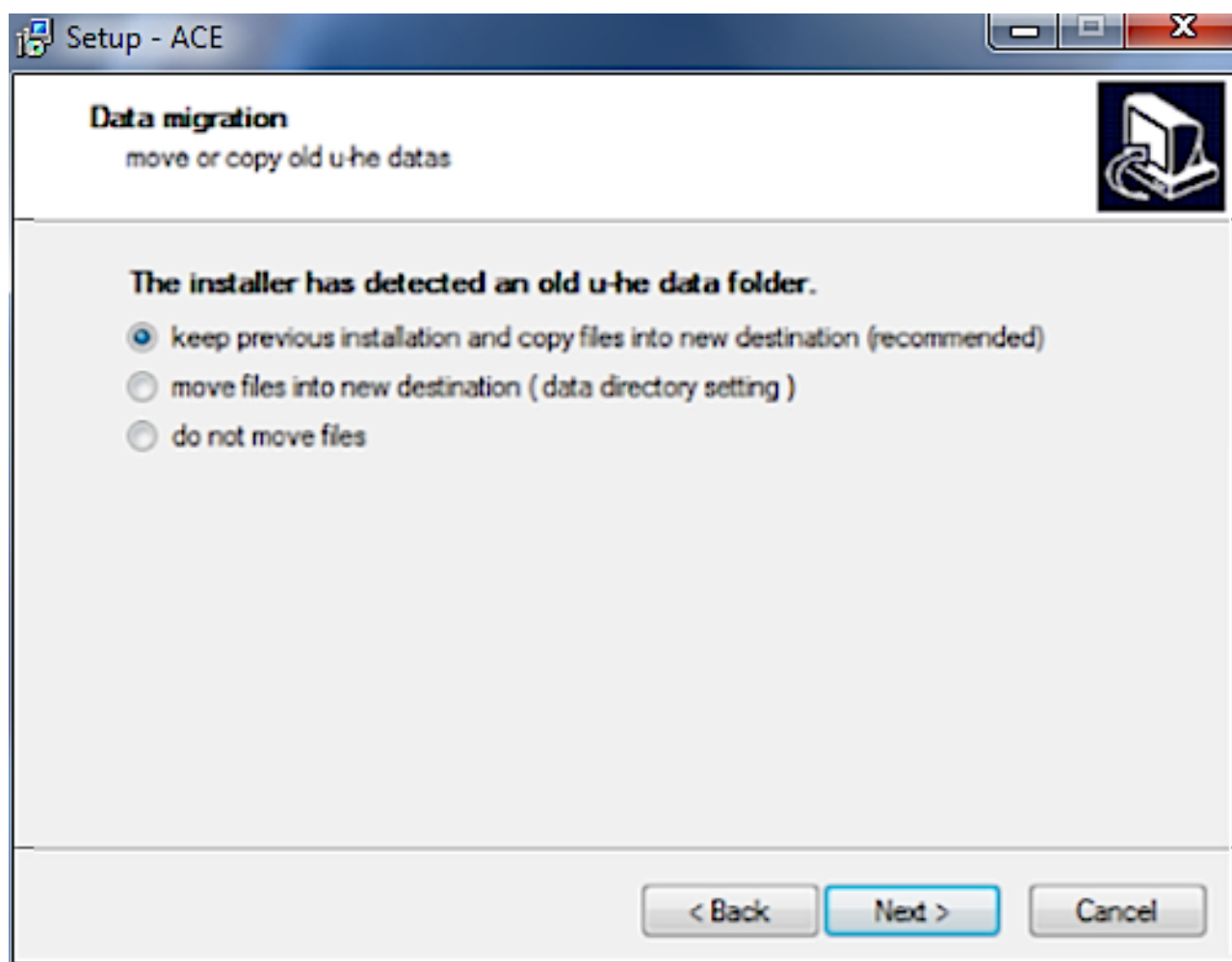
C:\Users\YourName\Documents\u-he\

If you store your data there, you shouldn't have any problems with file permissions. However, you CAN choose any location you like, even on other hard drives. The installer will create a shortcut to the specified location so ACE always knows where to look for its resources.

For more details, see **File Permissions: Moving ACE.data** at the end of this guide!

Migrating data from previous installations

If the installer finds an older version of ACE, it will ask you what to do with your existing data:



You can choose to copy or move data from the previous installation, or leave it untouched. The installer can copy or move the following folders/files:

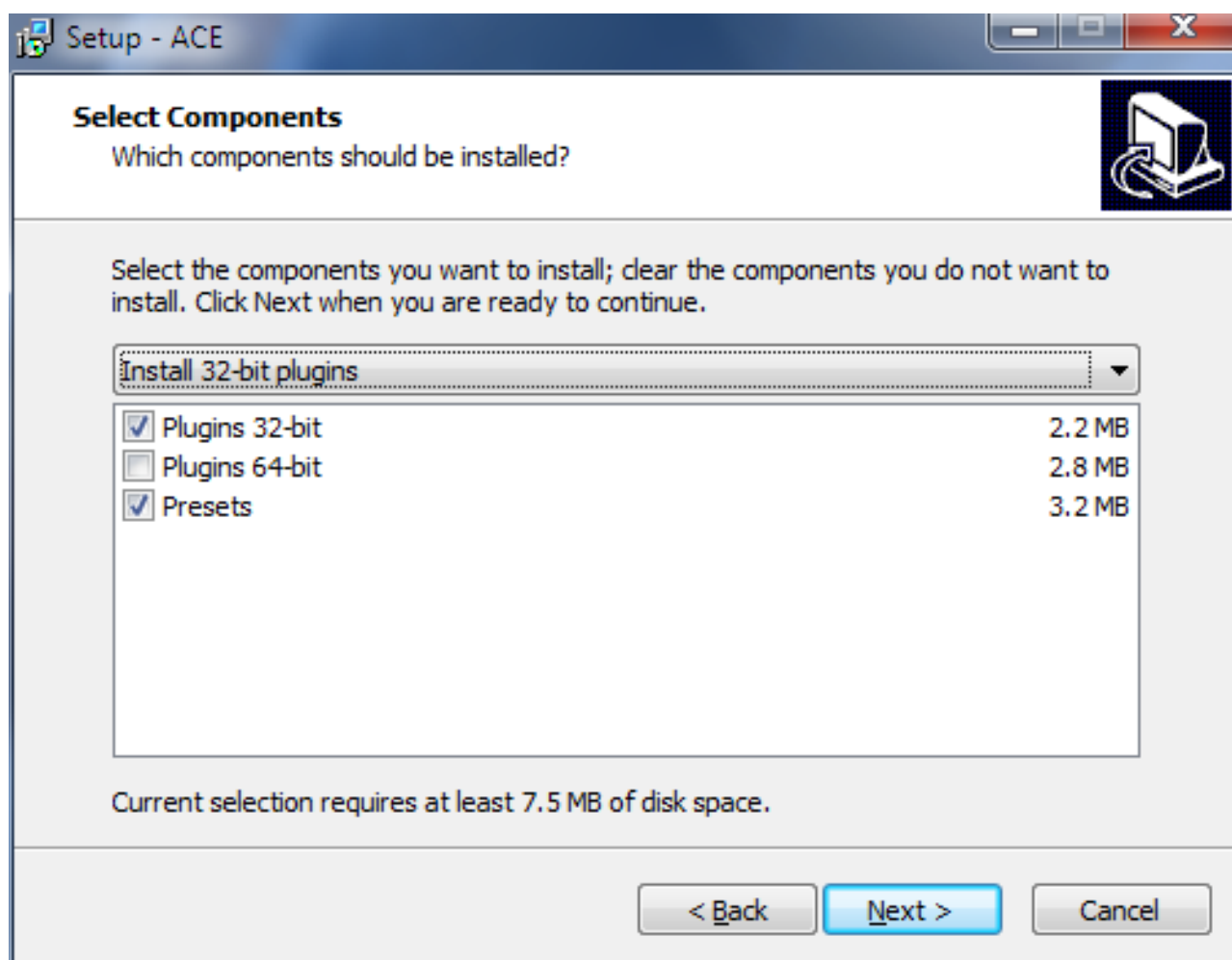
C:\Program Files\u-he\ACE\ (resources)
C:\Program Files\u-he\Presets\ACE\ (preset files)
C:\Program Files\u-he\Support\com.u-he.ACE.midimap.txt (MIDI learn)
C:\Program Files\u-he\Support\com.u-he.ACE.user.txt (license file)

If you choose to move or copy these files, the installer will first create a new ACE.data folder, then copy or move your original files, and finally add the new data that comes with the installer.

When you are ready, click **Next** to select components...

Selecting which components to install

This window lets you select what to install (plugins and resources only, or with presets):



If you have previously installed ACE and sorted through the factory presets, you can simply choose not to install factory presets. If you change your mind later, you can install the presets by running the installer again and ticking **Presets** only. Most users will opt to install plugins and presets at the same time. The latest ACE installation package includes 32 and 64 bit versions called ACE.dll and ACE(x64).dll

Note: 64-bit plugins will only work with 64-bit hosts on 64-bit operating systems! 32-bit plugins will run anywhere, but for 64-bit hosts we recommend installing the 64-bit plugins.

If you select **both 32-bit and 64-bit** versions (e.g. if you are using two different hosts, one of which is 64-bit), both types will be installed into the same VSTPlugins directory. In this case you will have to move the 64-bit plugin into a 64-bit plugins directory and copy ACE.data there too. The preferred method to get both is to install the 32-bit plugins first, then run installer again for the 64-bit versions.

In case of doubt, only install 32-bit versions!

Finishing the installation

You will now be presented with a brief summary so you can verify the installation paths. Click **Next** again to start the actual installation. This may take a few seconds. Once it's done, click **Finish**. That's it. ACE version 1.1 is now installed on your computer, and should be visible next time you start your VST host application.

Uninstalling ACE

Because ACE installation is transparent (there are no hidden files or Registry entries) simply drag ACE.dll / ACE(x64).dll into your trash.

Removing remnants of earlier versions

Once you're sure that you have successfully upgraded from version 1.0, if your license has been accepted and your presets are available, you can safely delete all ACE-related files within C:\Program Files\u-he\

Note that other u-he plugins might still need resource files in that location, so please check carefully before deciding to trash the whole directory! As always, back up your data before deleting any files that you might possibly need later.

File Permissions: Moving ACE.data

If your VSTPlugins directory is located in a write-protected area such as C:\Program Files\, you are strongly advised to move ACE.data into a generally accessible area. Failure to do this may result in crashes or even data loss while attempting to save patch data.

- in Win Explorer, open the VSTPlugins directory containing ACE.dll and locate **ACE.data**
- move the entire ACE.data folder into C:\Users\YourName\Documents\
- right-click ACE.data in the new location and create a shortcut (symbolic link)
- move the new shortcut back into the VSTPlugins directory containing ACE.dll
- if the shortcut is called "ACE.data shortcut", rename it "ACE.data"

ACE can now follow this shortcut whenever it needs to access resource files. This should always work, regardless of the VSTPlugins folder permissions.