Choose either the (32) or (64) bit VST2 plugin unless you are using Windows XP, in which case you'll need to use the (32-XP) plugin which may use a bit more CPU. I also provide a 64 bit VST3 plugin too. The **VST3** *may* need the following C++ package:

<https://aka.ms/vs/17/release/vc_redist.x64.exe>

I didn’t need this for Windows 11.

FlowStone **VST2** plugins need the Visual C++ 2013 redistributable package available free from Microsoft. This is usually already installed in your Windows OS, but if you get issues, you can download from here and install it without otherwise affecting your system:

<https://www.microsoft.com/en-us/download/details.aspx?id=40784>

To install the plugin, just copy the appropriate dll file into your DAW's plugin path and it will be found and scanned. No other files are needed for the plugin to work.

Here are some popular plugin paths on a PC to drag the dll plugin files into:

|  |  |
| --- | --- |
|  | C:\Program Files\VSTPlugins C:\Program Files\Steinberg\VSTPlugins C:\Program Files\Common Files\VST2 C:\Program Files\Common Files\Steinberg\VST2  32-bit plug-ins on 64-bit Windows:  C:\Program Files (x86)\Steinberg\VstPlugins  *For the VST3 plugin you may have to put it in the following location (I didn’t need to do this for Reaper):*  C:\Program Files\Common Files\VST3  In Reaper there’s a minor issue with the preset name display in the edit box (holder) for the VST3 plugin. You can change the preset from either location, but if you change it on the Preset manager on the plugin, the preset changes but doesn’t update the *displayed* name in the holder. This doesn’t happen in Cakewalk or Studio One. |

Of course, you can put the files anywhere you want as long as you configure your DAW to include the path for scanning.

NOTE: Many Quilcom plugins require you to render/freeze/bounce at 1x online in your DAW. This is due to some internal control processes not being sample-rate related.

The **.fsm** file is the FlowStone source file and isn’t needed for the plugins to work. You can open it in FlowStone if you have it, and examine how the plugin works and use any parts you like for your own projects.