Linux Audio Planet - Latest News

- blog4: TMS in Maynooth (2026/06/21 20:01)
  TMS (Tina Mariane Krogh Madsen, Malte Steiner) performing their piece Occurrences at Linux Audio Conference 2026 in Maynooth University Ireland 19. June. Our travel is supported by Art Music Denmark Picture by Iain McCurdy
- rncbc.org - a.k.a. Rui Nuno Capela: Qtractor 1.6.1 - An End-of-Spring'26 Release (2026/06/13 11:00)
  Qtractor 1.6.1 - An End-of-Spring'26 Release Howdy! Qtractor 1.6.1 (end-of-spring'26) is out! Change-log: Fixed a prolly old bug on Clip/Normalize which was cutting short on the selected clip length, giving erroneous results sometimes. Added option to lock toolbars in place on the main and MIDI clip editor windows; fixed MIDI clip editor's thumb-view toolbar not saving state after close. Force (disconnect) all buses/ports and (deactivate) all plugin chains on session close. Updated to CLAP v1.2.8 Distinguish all pseudo-plugin inserts by color, on whether their processing type is either audio or MIDI (in plugin-list boxes). Avoid overlapping track header name and buttons (R, M, S and A) when reducing its height. Mitigate some LV2 plug-in UI X11 (native) recursive resizing. Fixed the confusing behavior on drag-n-dropping audio and/or MIDI files over the main window track-list (left pane). Added simplified Chinese (zh_CN) translation. Description: Qtractor is an audio/MIDI multi-track sequencer application written in C++ with the Qt framework. Target platform is Linux, where the Jack Audio Connection Kit (JACK) for audio and the Advanced Linux Sound Architecture (ALSA) for MIDI are the main infrastructures to evolve as a fairly-featured Linux desktop audio workstation GUI, specially dedicated to the personal home-studio. Website: https://qtractor.org Project page: https://sourceforge.net/projects/qtractor Downloads: https://sourceforge.net/projects/qtractor/files source tarball: qtractor-1.6.1.tar.gz source package (openSUSE Tumbleweed): qtractor-1.6.1-21.1.rncbc.suse.src.rpm binary package (openSUSE Tumbleweed): qtractor-1.6.1-21.1.rncbc.suse.x86_64.rpm AppImage packages: qtractor-1.6.1-21.1.x86_64.AppImage Flatpak package: https://flathub.org/apps/details/org.rncbc.qtractor OBS packages (repos): Git repos: https://git.code.sf.net/p/qtractor/code https://github.com/rncbc/qtractor.git https://gitlab.com/rncbc/qtractor.git https://codeberg.org/rncbc/qtractor.git Wiki: https://sourceforge.net/p/qtractor/wiki/ static rendering: https://qtractor.org/doc user manual & how-to's: qtractor-manual-and-howtos.epub qtractor-manual-and-howtos.pdf License: Qtractor is free, open-source Linux Audio software, distributed under the terms of the GNU General Public License (GPL) version 2 or later. Enjoy && Keep the fun! rncbc Sat, 13 Jun 2026 - 11:00 Add new comment
- blog4: Assorted Realities exhibition (2026/06/12 14:19)
  Malte Steiner is going to show art works from 2017 - 2026 at his exhibition Assorted Realities at XM3 Aalborg (DK) from 24. June - 27. June
- GStreamer News: GStreamer 1.28.4 stable bug fix release (2026/06/12 14:00)
  The GStreamer team is pleased to announce another bug fix release in the new stable 1.28 release series of your favourite cross-platform multimedia framework! This release only contains bug fixes as well as a number of security fixes. It should be safe to update from 1.28.x, and we recommend you do so at your earliest convenience. Highlighted bugfixes: Various security fixes and playback fixes audioaggregator: fixes for conversion of in-progress buffers when input caps change audioresample: more armv7 fixes camerabin: Fix caps negotiation failure when starting video capture Debug logging performance improvements fmp4mux: Fix draining in chunk mode after partial GOPs were drained gldownload: fix

handling of directly imported dmabufs from glupload matroskamux: Write ReferenceBlock for non-keyframe video in BlockGroups rtp2: session: add "stats" property rtspsrc2: handle parse errors with TCP interleaved more gracefully where the server just drops data rtspsrc2: implement support for SRTP, authentication, HTTP tunnelling, keep alive, stream selection, TLS validation, latency configuration st2038combiner: only forward video pad segment, fixing issues for cases where the ST2038 segment differs Wavpack audio: Various channel and channel-mask related fixes webrtc, sdp: set level in negotiated caps only if level asymmetry not allowed, fixing an H.264 negotiation regression with higher resolutions androidmedia: add various new codec mime / profile mappings (WMV, VC1, AC3/EAC3/AC4, AAC, H265) and support decoding FLAC d3d12decoder: Fix decoding on Qualcomm GPUs on ARM64 Windows wasapi2src: fix hang when using loopback-target-pid (regression from 1.26) cerbero: update to Rust 1.96, plus glib-networking OpenSSL backend fixes Various bug fixes, build fixes, memory leak fixes, and other stability and reliability improvements See the GStreamer 1.28.4 release notes for more details. Binaries for Android, iOS, Mac OS X and Windows will be available shortly and will be published on the Downloads page.

- drobilla.net - LAD: MDA.lv2 1.2.12 (2026/06/11 23:31)
  MDA.lv2 1.2.12 has been released. This is a port of the MDA VST plugins to LV2. Changes: Avoid over-use of yielding meson options Fix build with MSVC 2022 Fix strict aliasing violation Fix use of uninitialized values in TalkBox Improve const-correctness Remove development symbols from modules by default Use a deterministic and more uniform RNG
- drobilla.net - LAD: Jalv 1.10.0 (2026/06/11 23:18)
  Jalv 1.10.0 has been released. Jalv (JAck LV2) is a simple host for LV2 plugins. It runs a plugin, and exposes the plugin ports to the system, essentially making the plugin an application. For more information, see http://drobilla.net/software/jalv. Changes: Add block length command-line parameter for PortAudio Fix PortAudio backend Fix crash with plugins that have non-event inputs Fix stale parameter descriptions in man pages Fully implement fixedBlockLength and powerOf2BlockLength Gracefully handle failure to open audio backend in Gtk interface Update meson fallback subproject wrap files
- Linux Archives - CDM Create Digital Music: Unfiltered Audio Battalion drum synth, FX in VCV Rack are a revelation (2026/06/09 11:54)
  At attention! Unfiltered Audio has taken their deep drum synth and favorite effects and remade them as VCV Rack modules. This is instabuy territory ($10-20 a la carte or an intro pricing of $30 for the set, compatible with the free Rack). The post Unfiltered Audio Battalion drum synth, FX in VCV Rack are a revelation appeared first on CDM Create Digital Music.
- rncbc.org - a.k.a. Rui Nuno Capela: QmidiCtl 1.0.3 - A Mid-Spring'26 Release (2026/06/03 06:00)
  QmidiCtl 1.0.3 - A Mid-Spring'26 Release Hi again! QmidiCtl 1.0.3 (mid-spring'26) is out! QmidiCtl is a MIDI remote controller application that sends MIDI data over the network, using UDP/IP multicast. Inspired by multimidicast (https://llg.cubic.org/tools) and designed to be compatible with ipMIDI for Windows (https://nerds.de). QmidiCtl was long ago designed for the Maemo enabled handheld devices, namely the late Nokia N900 and promoted to the Maemo Package repositories. Nevertheless, QmidiCtl may still be found effective as a regular desktop application and recently as an Android application as well. See also: QmidiNet - A MIDI network gateway via UDP/IP multicast. Change-log: Get rid of CONFIG_WAYLAND build config option; add underlying platform name (eg. xcb, wayland) to Qt version string. Bumping into next development cycle (Qt >= 6.11) Website: https://qmidictl.sourceforge.io http://qmidictl.sourceforge.net Project page: https://sourceforge.net/projects/qmidictl Downloads: https://sourceforge.net/projects/qmidictl/files source tarball: qmidictl-1.0.3.tar.gz source package: qmidictl-1.0.3-6.1.rncbc.suse.src.rpm binary package: qmidictl-1.0.3-6.1.rncbc.suse.x86_64.rpm AppImage package:

qmidictl-1.0.3-6.1.x86_64.AppImage Android package: qmidictl-1.0.3-6.1.arm64-v8a.apk qmidictl-1.0.3-6.1.x86_64.apk OBS packages (repos): Git repos: https://git.code.sf.net/p/qmidictl/code https://github.com/rncbc/qmidictl.git https://gitlab.com/rncbc/qmidictl.git https://codeberg.org/rncbc/qmidictl.git License: QmidiCtl is free, open-source Linux Audio software, distributed under the terms of the GNU General Public License (GPL) version 2 or later. Enjoy && Have fun. rncbc Wed, 3 Jun 2026 - 06:00 Add new comment

- Linux Archives - CDM Create Digital Music: Unreal Engine 5.8 is a major audio release, despite Epic staffing cuts (2026/06/01 14:04)
  Epic layoffs in March cut deep into the audio and music teams. But there's hope that their work will live on in Unreal Engine and MetaSounds, via what is arguably the most innovative sound work built into any game engine. Unreal Engine 5.8, now in preview, features a bunch of powerful tools for working with sound, one of the biggest sound releases yet. Here's a look at what's in that roadmap. The post Unreal Engine 5.8 is a major audio release, despite Epic staffing cuts appeared first on CDM Create Digital Music.
- Testbit: Are Local LLMs Ready for Production? (2026/05/23 16:48)
  In 2018 I recreated this blog with an SSG (Static Site Generator) in Python based on pandoc (asciidoctor for older pages), git timestamps and Jinja2 templates. Even though it cached pandoc invocations, building still took too long for my taste and lately I didn’t really feel at ease with modifying…
- Home on Libre Arts: ALSA Scarlett GUI 1.0beta9 (2026/05/20 00:00)
  Geoffrey D. Bennett has just released a major update of ALSA Scarlett GUI, a control program for Focusrite’s Scarlett, Clarett, and Vocaster audio interfaces. DSP control For Vocaster One and Two, Geoffrey added controls for the built-in DSP that includes a pre-compressor filter, a compressor, and a parametric EQ. The controls on the pre-compressor filter and parametric EQ graphs are interactive: you can pick handles and move them around (Q can only be edited numerically though, it seems). You can also choose between 12 filter types: Configuration This is another new window where you can toggle the visibility of unused channels, set stereo linking, and give custom names to inputs and outputs. In addition, you can set the target level for the Autogain feature. For models with larger number of IOs (think Gen4 18i20), this is also where you control monitor groups: Routing window updates There have been some improvements here: Routing lines now display a real-time glow effect that reflects the audio signal level passing through the connection. When a routing connection has a hidden port, there’s an arrow indicator at the visible end now. Adjacent stereo-linked channels are now displayed as a single stereo port. On 4th Gen 16i16/18i16/18i20 interfaces with monitor groups configured, the routing window now shows the effective audio routing. Mixer window updates Just like Routing, the Mixer window got its share of UX/UI updates: Mixer input and output labels now display a real-time horizontal glow bar that reflects the signal level at that port. Gain knobs now include a signal level meter inside the dial (except for Gen1 devices that don’t support it). When channels are stereo-linked, the mixer displays them as a single stereo fader. Presets You can now save and restore presets from the main window. Firmware update changes For the 4gen devices with larger number of IOs, the program now support multi-step firmware upgrade: leapfrog, then ESP, then application. Device support The changes mainly affect the “big 4gen” devices and Vocaster units: Scarlett Big 4th Gen (16i16, 18i16, 18i20) support now includes hardware identification, monitor groups, input mute, and output volume/mute/dim controls. Vocaster interfaces now have dedicated mute controls for speaker and headphone outputs in the main window. For more detailed info, please see release notes.
- : Ardour 9.5 released (2026/05/19 17:30)
  We are pleased to announce the release of Ardour 9.5. The new version comes with new features, quality-of-life improvements, and bugfixes. For this release, we focused on MIDI editing and implemented chord editing and reference (ghost) notes display in pianoroll interfaces. For the

curious, yes, we did “release” both 9.3 and 9.4 but the binary packages were missing the chord definitions file that is central to one of the major features of this release cycle. Having realized the mistake, we took the opportunity to do a bit more polishing and bug fixing before finally packaging 9.5. Steps have been taken so that anyone who paid for either the 9.3 or 9.4 packages has been marked as paying for 9.5 instead, and their download count reset to zero. If you are such a person and have issues downloading 9.5, contact help@ardour.org The full release notes are, as usual over here and you can download this release from the usual place. 48 posts - 21 participants Read full topic

- GStreamer News: GStreamer 1.28.3 stable bug fix release (2026/05/11 23:00)
  The GStreamer team is pleased to announce another bug fix release in the new stable 1.28 release series of your favourite cross-platform multimedia framework! This release only contains bug fixes as well as a number of security fixes. It should be safe to update from 1.28.x, and we recommend you do so at your earliest convenience. Highlighted bugfixes: Various security fixes and playback fixes applemedia: vtdec stability, MoltenVK integration and planar video format handling fixes audioresample: Fix regression on armv7hf bpmdetect: Fixes for stereo and multi-channel modes devicemonitor: wait for start thread to finish when listing devices so all the info is there for e.g. v4l2 provider fallbacksrc: Add fallback-source and enable-dummy properties nvidia: fix cudaconvert performance regression and nvdec device creation regression opengl: add GBRA swizzle support, and fix glcolorconvert vertical flip issue on crop rtspsrc: include user-agent property in HTTP tunnel requests and fix mikey regression threadshare: add leaky mode to dataqueue-based elements v4l2: fix negotiation error when trying to force stateful decoders to output dmabufs webrtcsink: Add support imx8mp vpuenc_hevc hardware H.265 encoder cerbero: Extend gst-plugins-rs melding to Darwin platforms for smaller binary sizes and static linking improvements inno Windows installer fixes, including silent install mode via the command line macOS: provide script to allow uninstalling the package; relocate absolute paths to Python.framework in wheels Various bug fixes, build fixes, memory leak fixes, and other stability and reliability improvements See the GStreamer 1.28.3 release notes for more details. Binaries for Android, iOS, Mac OS X and Windows will be available shortly and will be published on the Downloads page.
- digital audio hacks – Hackaday: Binaural Microphone on a Budget (2026/05/11 02:00)
  For as many speakers as someone can cram into a surround sound system, humans still (generally) only have two ears to listen to those sounds with. This means that, for recording purposes, it’s possible to create incredibly vivid three-dimensional sounds with just two microphones, provided that there’s an actual physical replica of a human ear attached to each microphone. This helps ensure that all the qualities of the sounds are preserved in a way a real human would experience them, and as [David Green] demonstrates, these systems don’t need to be very expensive. This build doesn’t just use models of human ears for recording sounds through. The silicone ears are mounted on a styrofoam mannequin head as well, which provides some sound isolation between the two microphones, much like a real human head. The ears are mounted in appropriate locations with the microphones installed inside, and the entire microphone apparatus is positioned on a PVC rig with a camera so that binaural audio will be recorded for anything [David] points it at. Although he had some issues interfacing two microphones using 19th-century technology instead of soldering everything together, the build still eventually came together, and only for around $70 USD. However, this build is a bit dated now, so prices may have changed by now. It’s still a great way to produce realistic stereo sound without breaking the bank, but it’s not the only way of getting this job done.
- digital audio hacks – Hackaday: Speech Jammer Gets Jammed Up (2026/05/10 11:00)
  This project is perhaps the single most passive-aggressive thing we’ve ever seen on this site: rather than tell someone directly to ‘shut up’, [Blytical]’s speech jammer lets you hack their brain from across the room to stop them from speaking. It’s also a bit of an object lesson in why

you shouldn’t just copy reference implementations without careful study — by his own implementation, [Blytical] was forced to learn a lot more than he intended going into this project. The brain hack behind it is called ‘delayed auditory feedback’: by feeding their speech back to the target with a short delay — only 50 to 200 ms — it creates a confounding effect that is apparently very difficult to speak through. The array of ultrasound transducers is used to accurately aim the audio by serving as an inaudible, low-spread carrier wave, as we saw in another project this year. A shotgun mike picks up the audio from the speaker you wish to harass, and an array of audio processing circuitry takes care of the rest. That’s where problems happen, as [Blytical] admits he just tossed some reference implementations onto a PCB without bothering to think too hard about what he was doing. It’s the datasheet version of vibe coding, and it usually goes about as well — sometimes perfectly, but rarely without a lot of troubleshooting. That troubleshooting is really, really hard when you don’t quite understand why things were laid out the way they were on the datasheet. We don’t blame [Blytical], you can learn a lot when you bite off more than you can chew. The fact that he risked this failure mode rather than do the whole thing in software with a Pi says good things about how he’s conducting his education. It’s a shame, though, because we’ve been waiting to see another one of these speech jammers in action for quite some time. Perhaps someone will try again; the ultrasonic array portion seems solved, so if the delay circuit was the problem, perhaps a tiny tape loop would suffice.

- News – Ubuntu Studio: Ubuntu Studio’s New Home: What’s Changing and Why (2026/05/10 02:25)
  Ubuntu Studio’s web presence has been spread across several Canonical-hosted systems for a long time: the main website on an old Canonical web server, the Ubuntu Community Help Wiki at help.ubuntu.com/community/UbuntuStudio, and the Ubuntu Developer Wiki at wiki.ubuntu.com/UbuntuStudio. Those platforms served their purpose, but each had become a poor fit for how the project actually works today. What’s Moving The main Ubuntu Studio website has already moved away from Canonical hosting and onto its current home. That move was driven by necessity: Canonical shut down the old web server that had hosted the site, so Ubuntu Studio needed a new home for its primary web presence. This has been a mostly transparent process and most users would never have noticed a difference. The Community Help Wiki — the place where users have always gone to find answers about audio configuration, hardware support, the Audio Handbook, and getting started with Ubuntu Studio — is being mirrored and maintained directly on ubuntustudio.org at /help/. Every page you’re used to is coming with us: the Pro Audio Intro, the Ubuntu Studio Audio Handbook and all its chapters, the FAQ, hardware support information, terminal basics, troubleshooting guides, and community information. Most of this is outdated now, and we need help to bring it up to modernization. The Developer Wiki — home to the team’s internal processes, release planning, testing documentation, artwork resources, and packaging and development notes — is moving to ubuntustudio.org at /wiki/. The full section structure is preserved: Testing, PR & Support, Artwork, Packaging/Development, Documentation, and Organization are all there. This information is also outdated. Why Now The website move and the wiki move do not have exactly the same origin. For the main website, the trigger was straightforward: Canonical shut down the old web server that hosted it. Ubuntu Studio had to move the site in order to keep a public home on the web. For the help and developer wikis, the issue was the editing experience and maintenance burden. The old MoinMoin-based wiki workflow is cumbersome, slow, and awkward to work with. Its markup is not standard Markdown, which makes editing, reviewing, and migrating content more difficult than it should be. Over time, that friction made it harder to keep pages current, fix outdated instructions, and encourage casual contributors to improve documentation. Meanwhile, ubuntustudio.org has been running on WordPress for some time, and the team has been using GitHub for development work. By routing our documentation through a GitHub repository — using the Git it Write plugin to publish markdown directly to WordPress — we get something we’ve never really had before: a documentation workflow that fits naturally alongside our other development work. Pull requests, issue tracking, version history, and a low barrier

to entry for new contributors all come with it. What This Means for Contributors If you've ever wanted to fix something on the old wiki and been put off by the process, this is your opening. The content lives in a public GitHub repository. Find the file, fix the text, open a pull request. That's it. The content is organized into buckets that map to the old wiki structure: help/content/support/ — support pages (FAQ, hardware, audio configuration, etc.) help/content/handbook/ — the Audio Handbook and Pro Audio Intro help/content/community/ — IRC, mailing lists, joining the team help/content/reference/ — resources, links, wiki guide wiki/content/ubuntu-studio/ — developer wiki pages If you're editing a page that has outdated information, and there's plenty of it, particularly around the old PulseAudio/JACK workflow that predates PipeWire — this is the place to update it. What Isn't Changing The old wiki pages at help.ubuntu.com and wiki.ubuntu.com aren't going anywhere immediately. Canonical maintains those as part of Ubuntu infrastructure, and they'll continue to exist. Our goal isn't to break any existing bookmarks or search results, it's to have a home where we can keep things current. We're also not rewriting the documentation wholesale. The content of the mirrored pages is as faithful to the originals as it can be, with updates where the old guidance referred to software or workflows that no longer apply to current Ubuntu Studio releases. Where to Find Everything Help pages: ubuntustudio.org/help/ Developer wiki: ubuntustudio.org/wiki/ GitHub repository: github.com/UbuntuStudio-Official/ubuntustudio-website If you find something wrong, missing, or out of date — open a pull request, or file an issue and let the team know.

- Home on Libre Arts: GSoC2026: what to expect (2026/05/01 00:00)
  Google has just published the list of students accepted into the Google Summer of Code 2026 program. Some of the teams usually participating are off this year: Krita and Inkscape are temporarily out of mentors. Let's take a look at the rest of them. GIMP Akascape will completely revamp the keyboard shortcuts configuration dialog and add support for importing and exporting presets, as well as support for multiple shortcuts per action. blezecon will work on creating an automated infrastructure for validating, publishing, and distributing GIMP extensions. v4vansh will update GIMP's text engine to use HarfBuzz directly to extract font data, so that you have better control over formatting and access to various OpenType features. Waris Maqbool will create PSD-compatible gegl:inner-glow and gegl:bevel operations to use in the PSD importer. They will also port the legacy Sharpen to make it a GEGL meta-operation. Graphite This vector/bitmap editor is still relatively unknown, and yet this isn't the first time they are GSoC participants. ∅space will add currently missing support for SVG features like gradients, patterns, and a text-on-path. They will also create a fallback system so that currently unsupported (as in editing) features would be rasterized and imported as bitmaps. Ayush Amawate will refactor the on-canvas gizmo code to remove duplicated code and add reusable gizmos (slider, dial, angle) for shape-drawing tools. Bunnyy aims to improve the text functionality: add a lorem ipsum generator, formatting spans and typographical parameters, text on path, commands to enforce lower-/upper-/title-casing, hyphenation, font fallbacks, flows between text areas, ligatures and vertical typing toggles, and so on. Timon Schelling will be adding a GPU-accelerated brush engine. The plan is to introduce non-destructive, resolution-independent stroke rendering with support for stylus pressure and tilt. Yohei Yamasaki will refactor Graphite to create a more generalized graphic representation of paints (colors, gradients, patterns, etc.) as ordinary layers. The net outcome will be dedicated Gradient and Pattern nodes, as well as updated Fill and Stroke nodes. Synfig ahmedfathy0-0 will add a lattice-based free-form deformation layer to enable organic deformations like squash-and-stretch or facial movements. Yukta will add per-character text animation support so that things like a typewriter effect are easy to achieve. Digikam Srirupa Datta will add an new interface to the database search engine and hook up a lightweight LLM to translate natural-language requests into the right combination of structured filters. Blender Bipin_ will be adding importing and exporting of OpenTimelineIO (.otio) files to VSE. il4n will add handles to transitions such as crossfades in the VSE, so that users can move the transitions and change their length. Criss-Ivana

will port the following matrix & math utility nodes into the Compositor: Matrix SVD, Bit Math, Boolean Math, Integer Math, Compare, Float To Int, Hash Value, and Random Value. Evan Luo will improve mesh smoothing by overcome fundamental limitations, such as volume shrinkage, no frequency selectivity, and selection boundary artifacts. Henry Jiang will improve loop editing: add clone support for Edge Slide, implement edge loop adjustment via spline interpolation, and add loop cut curvature preservation. Jerry Wei will improve the brush engine: add brush tip roundness for more brushes, customizable pressure curves for all pressure-sensitive parameters, customizable brush toggling and improved toggle display, etc. Owen O'Malley will introduce the MaterialX standard node library into Blender's shader editor as first-class native nodes. Yogeshgouda_Patil will improve regression test coverage. FreeCAD Aymi will be working on bridging the 3rd-party Motion workbench with the FEM workbench to created animated multibody dynamics visualizations. It's going to be a very challenging project, but she has great mentors on her side: long-time FEM contributor Mario Alexis and multi-body dynamics expert Aik-Siong Koh who is behind the assembly solver of FreeCAD and one of the two developers behind MbdFEM. Morten Vajhøj will be overhauling the user experience in the TechDraw workbench. His focus will be on changing the way you annotate geometry: instead of selecting an object and then choosing the command you will now select what you want to do and then what to apply it to. This will bring TD in line with the rest of FreeCAD. Of course, applicable objects under the cursor will be highlighted, and inapplicable objects will be unavailable for the selected tool. Nishendra Singh will attempt to revive and modernize the Robot workbench. This is going to be a colossal effort that, I've no doubt, will have to continue past the GSoC22026 deadline. This project's scope is replacing CSV/DH file imports with URDF imports, exporting the joint & trajectory data, Orocos KDL kinematics library refresh (currently years behind the upstream), and updating the documentation. Parag Debnath will integrate the buildingSMART Data Dictionary into the BIM workbench, so you can search and apply international classification standards from the cloud to selected IFC entities. YashSuthar983 will create an initial version of the 3D parametric sketching workbench that could be later merged into the existing Sketcher workbench. For that, the student will extend the existing PlaneGCS solver to 3D by adding new primitives and spatial constraints. Some of the students have been active in the project recently. Morten Vajhøj has 8 pull requests for the Measure tool merged. For YashSuthar983, 25 pull requests have already been merged (mainly around the core, Sketcher, and the Measure tool), another 5 PRs are open (for Sketcher, the Measure tool, and PartDesign). BRL-CAD et al. In the Google Summer of Code program, BRL-CAD is an umbrella organization comprised of OpenSCAD, IfcOpenShell, Bonsai BIM (formerly Blender BIM), and BRL-CAD itself. AnshulPatil2005 will improve Manifold's CI and benchmarking by adding missing determinism, sanitizer, and performance regression checks. Bidyendu will add an optional AI assistant for OpenSCAD using either locally running models via Ollama or any OpenAI-compatible server, at user's preference. The intention is to give users the ability to use the benefits of AI without compromising privacy. RaghavSharma0125 will add an MCP server to BRL-CAD, so you can interact with the program through any external MCP client. Kanchan Borole will improve the Geometry Verification and Validation (V&V) user interface in Arbalest, the Qt-based UI for BRL-CAD. MYoder will enhance Bonsai BIM (formerly Blender BIM) with tools for BIM-type modeling of roadways using the IFC 4.3 schema. TThe scope of the project is vertical alignments (horizontal already implemented), cross-section profiles, and corridor generation. Pitivi The video editor has been participating at GSoC for years through the GNOME Foundation org. This year, Michael Calabrese will be rewriting the timeline ruler in GTK4/Rust to make it more robust. Kdenlive Yash Bavadiya will improve the UI for three parts of the program: create a tabbed per-channel widget for the Curves effect, implement a gradient editor with arbitrary draggable color stops, and add Bezier handle support on RemapView connector lines with easing presets for the Time Remapping panel. Mixxx Ayush Sah will rebuild the LateNight skin as a 100% native QML interface. This is supposed to reduce the CPU overhead and bring cleaner architecture. Priyanshuwu will add PipeWire support so that audio can be freely routed. They will also

attempt to achieve ALSA-comparable latency with the new audio backend. GRAME GRAME is not a very well-known org, but if you are into audio, you may have heard of Faust, a functional programming language for sound synthesis and audio processing. There are two very cool GSoC projects this year. Blake North will be integrating Faust into Bespoke Synth. Essentially, you will be able to edit and run Faust programs in real-time. Another student, Mithaniel V., will integrate Faust into the Godot game engine. There will be two deliverables: a Faust Godot extension and a command line tool to compile Faust programs into Godot native language statically. More projects I don't usually cover VLC and FFmpeg, but they do have students this year as well. If you are interested in astronomy and space exploration, check our OpenAstronomy and LibreCube projects.

- News – Ubuntu Studio: Ubuntu Studio 26.04 LTS Released (2026/04/23 17:23)
  The Ubuntu Studio team is pleased to announce Ubuntu Studio 26.04 LTS, code-named "Resolute Raccoon." This marks Ubuntu Studio's 38th release. This Long-Term Support (LTS) release is supported for 3 years, through April 2029.An Ubuntu Studio LTS arrives once every two years. This is more than a routine update: it is a long-horizon milestone for creators, educators, studios, and production systems that prioritize dependability. This release reflects months of development, packaging, design, testing, and community feedback, all focused on making Ubuntu Studio production-ready from first boot.Whether you record music, edit video, design graphics, or publish layouts, the goal is simple: stay out of your way and let your creativity lead. That shows up in practical improvements across this release, from desktop layout choice and modernized setup tools to updated defaults and day-to-day polish. For full technical details, known issues, and upgrade instructions, please see the Ubuntu Studio 26.04 LTS Release Notes. You can download Ubuntu Studio 26.04 LTS from the download page. Why This LTS Is Special You can trace a clear through-line across recent LTS cycles: 20.04 LTS was the last Xfce-based LTS and set up the desktop transition, 22.04 LTS stabilized the Plasma era, and 24.04 LTS introduced the new Subiquity/Flutter installer generation and PipeWire 1.0 maturity. Ubuntu Studio 26.04 LTS builds on that foundation with practical workflow improvements instead of a single marquee feature: three selectable desktop layouts, fully rewritten Installer and Audio Configuration tools (Python with GTK4 and Qt6 frontends), and broader translation coverage. It also brings forward ideas that were future-looking in earlier cycles, especially minimal-install flexibility and easier post-install workflow selection, while adding production-focused updates like FFADO support, easier PipeWire tuning, and new default additions such as Loopino and Plasma PipeWire Settings. As with prior Ubuntu Studio LTS releases, this cycle carries a three-year support window, through April 2029. Major Highlights Three desktop layouts, one familiar home This release includes three selectable desktop layouts: The classic Ubuntu Studio top-panel layout A macOS-like layout with global menu and dock A Windows-like bottom-panel layout Creators coming from different platforms get a familiar starting point and a faster path to feeling at home. The default layout for new installs was selected by community vote. For background on the design direction, see Coming to 26.04 LTS: Three Layouts. Installer and configuration tools modernized Ubuntu Studio Installer and Ubuntu Studio Audio Configuration were completely rewritten, with modern interfaces and desktop-aware behavior. This is more than a visual refresh. Both tools were rebuilt from the ground up in Python with dual GTK4 and Qt6 frontends, and automatically select the interface that best matches your desktop environment. Internationalization also took a major leap forward: both tools now include translations across 21 languages, helping more creators configure their systems comfortably in their preferred language. Audio production gets more powerful Ubuntu Studio Audio Configuration now includes built-in support for FFADO FireWire devices and simpler PipeWire tuning through menus instead of manual entry. For musicians and engineers using professional FireWire interfaces, FFADO support improves compatibility with legacy-but-still-essential studio hardware without extra manual setup. PipeWire sample-rate and buffer controls are now easier to access and adjust quickly, making low-latency tuning far more approachable

for both new and experienced users. Better defaults for creators VLC is now the default media player, offering broad format compatibility and a familiar, dependable playback experience for day-to-day media review. vmpk now replaces jack-keyboard, giving MIDI-focused users a more modern and flexible virtual keyboard workflow. More quality-of-life improvements across the release Beyond the headline features, this release includes several practical improvements that make daily use smoother: Live sessions now inhibit lock screen/screensaver to prevent interruptions during testing or demos SDDM and splash visuals were refined for a cleaner login and boot experience Desktop menus include translation coverage improvements Theme metadata updates improve Plasma 6 compatibility and consistency Key workflow tools were substantially updated, including QPrompt, RaySession, and Patchance New in 26.04 LTS Three selectable desktop layouts with community-voted default Rewritten Installer and Audio Configuration tools with expanded language support. Improved audio workflow controls, including FFADO support and easier PipeWire tuning New packages: Loopino — A lightweight creative audio sampler with drag-and-drop sample loading, on-the-fly recording, a full ADSR envelope, filters, and effects. Available as a standalone application, CLAP plugin, and VST2 plugin, making it a flexible addition to any audio production workflow. DistroAV — Formerly known as obs-ndi, DistroAV brings NDI (Network Audio/Video) support to OBS Studio, enabling high-quality, low-latency multi-track audio and video streaming over a local network. A natural fit for live streaming and networked A/V production setups. Not installed by default; install it by running sudo apt install distroav in a terminal. snd-hdspe — An updated ALSA kernel driver for RME HDSPe PCIe sound cards (MADI, AES, RayDAT, AIO, and AIO Pro). This maintained fork of the original driver brings compatibility with newer kernels and expands hardware control through standard ALSA interfaces, giving professional RME users a reliable path forward. Not installed by default; if you have supported RME hardware, install it by running sudo apt install alsa-hdspe-dkms in a terminal. Plasma PipeWire Settings — A KDE Plasma 6 panel widget for adjusting PipeWire quantum and sample rate on the fly, without touching configuration files. It is included by default and shown in the system tray by default, pairing with Ubuntu Studio Audio Configuration so the most common adjustments are always within reach. Plasma Window Title Applet — A Plasma 6 panel applet that displays the active window title. Used in the macOS-like desktop layout to complete the global-menu experience. Notable package changes: Skanpage replaces Skanlite for scanning, offering multi-page document scanning and straightforward saving to common formats. rubberband-lv2 replaces rubberband-ladspa, providing high-quality time-stretching and pitch-shifting as an LV2 plugin aligned with the broader move away from LADSPA. Minimal installation workflow with modular post-install creative tool selection Quality-of-life polish across live session behavior, translations, and desktop consistency Minimal Install: Your Studio, Your Way One topic we often see in community discussions is package “bloat”: some users want everything preinstalled, while others prefer to start lean and add tools only as needed. Both approaches are fully supported. If you want a lightweight starting point, choose the minimal install option during installation. This option has been available since 24.10. You will get the Ubuntu Studio desktop experience, theming, and core configuration, then add only the workflows you want using Ubuntu Studio Installer (audio, video, graphics, photography, and publishing). If you want a complete creative workstation out of the box, the full install remains available. You can also start from any official Ubuntu flavor and add Ubuntu Studio workflows without reinstalling. Special Notes The Ubuntu Studio 26.04 LTS disk image (ISO) exceeds 4 GB and cannot be reliably written to some file systems such as FAT32, and may not be readable when burned to a standard DVD. We recommend using a compatible file system for downloads and creating a bootable USB stick. Minimum installation media requirements: Dual-Layer DVD or 8 GB USB drive Release images are available here. Featured Creative Apps Ubuntu Studio 26.04 LTS ships with a strong cross-discipline toolkit for creators working in audio, video, graphics, and publishing. Highlights include: Blender 5.0.1 Kdenlive 25.12.3 Krita 6.0.1 GIMP 3.2.2 Ardour 9.0.0 OBS Studio 32.1.0 For the complete software version list and source package references, see the release notes. Whether your

work is audio engineering, filmmaking, digital painting, motion graphics, podcasting, or publishing, the full Ubuntu Studio stack is ready to support it. Upgrade Notes Upgrades from Ubuntu Studio 25.10 are expected to be enabled shortly after release. Upgrades from Ubuntu Studio 24.04 LTS are expected to be enabled with the release of 26.04.1 LTS in August 2026. Detailed upgrade instructions are available in the release notes. Known Issues Ubuntu Studio shares KDE Plasma and core Ubuntu components with other Ubuntu flavors. Some known issues overlap with Kubuntu and Ubuntu: Kubuntu release notes Ubuntu release notes Additionally, on first login for a newly created user, a reboot prompt for applying audio-production group configuration is expected behavior (tracked at Launchpad bug #2063899). Thank You Ubuntu Studio is built by a volunteer community of developers, testers, artists, translators, documenters, and users. Thank you to everyone who tested pre-releases, reported bugs, submitted improvements, and helped shape this LTS. In Memory of Steve Langasek We want to give special recognition to Steve Langasek, who passed away in January 2025. Known to many as vorlon, Steve’s impact on Ubuntu, Debian, Ubuntu Studio, and the wider Linux community is difficult to overstate. His work, guidance, and support helped countless contributors and projects over many years. In Ubuntu community tributes, he has been remembered as “a great mind, mentor and conscience.” If you have not read it yet, Remembering and thanking Steve Langasek is a powerful reflection on his legacy. For this cycle in particular, Steve was responsible for the codename “Resolute Raccoon,” as noted during the community codename activity at Guess the release 26.04 – R. We are honored to carry that name in this release and dedicate this moment of thanks to his memory. Contributors Special thanks this cycle go to many familiar contributors from prior releases, including: Eylul Dogruel: artwork and visual design Ross Gammon: upstream Debian development and testing Sebastien Ramacher: upstream Debian development Dennis Braun: upstream Debian development Rik Mills: Plasma and Kubuntu collaboration Scarlett Moore: Plasma and Kubuntu collaboration Aaron Rainbolt: Plasma and Kubuntu collaboration Michael Mikowski: Plasma and Kubuntu collaboration Len Ovens: testing and workflow insight, support and help Mauro Gaspari: tutorials, promotion, and documentation Utkarsh Gupta: Ubuntu Release Team support and collaboration Florent “Skia” Jacquet: Ubuntu Release Team support and collaboration Michael Hudson-Doyle: Ubuntu Release Team support and collaboration Erich Eickmeyer: project leadership, packaging, and direction And to everyone in the Ubuntu Studio community: thank you for your trust, your feedback, your patience, and your passion. Support Ubuntu Studio Ubuntu Studio is built by volunteers, but volunteer work still comes with real costs. As outlined in Ubuntu Studio Needs Donations, the project is now covering additional monthly expenses due to a web hosting provider change. This release cycle also included a large amount of development work, including fixing long-standing bugs and rewriting both Ubuntu Studio Installer and Ubuntu Studio Audio Configuration from the ground up. If Ubuntu Studio helps your creative work, your teaching, your studio, or your community, please consider supporting the project financially. Donations help keep the infrastructure running and make it easier to keep improving the tools, packaging, and user experience that go into each release. You can support Ubuntu Studio here: https://ubuntustudio.org/contribute/ Get Involved Ubuntu Studio is a community project driven by volunteers. If you would like to contribute your time through packaging, documentation, testing, user support, or promotion, we would love your help: https://ubuntustudio.org/contribute/

- Audio – Stefan Westerfeld's blog: New in liquidsfz-0.4.1 (2026/04/20 10:30)
  I didn’t have time yet to blog about liquidsfz-0.4.1, which was released two weeks ago, so here is a quick overview of the bigger changes. The .sfz parser was made more robust, which means that broken .sfz files (there are some files out there which load fine in sforzando but have questionable syntax) can be loaded with a best-effort strategy. These files now produce warnings instead of an error. Three different problems were fixed that could in some situations cause audible clicks, so updating from a previous version is recommended. A few smaller fixes (and two new opcodes) improve compatibility with more .sfz files. Finally, some improvements were made to the LV2 plugin. liquidsfz-0.4.1 source code

precompiled statically linked linux 64bit binary full list of changes (github release)

- Testbit: Imagewmark 0.6.0 Release (2026/03/26 20:35)
  What Is Imagewmark? How do you embed a secret message into an image that survives cropping, scaling, and compression without needing the original source to decode it? Imagewmark is a Free Software tool that does exactly this. It embeds encrypted invisible digital watermarks (128 bits) into images...