# Linux Audio Planet - Latest News

- [Linux Archives - CDM Create Digital Music: QuadTrack is a new groovebox for the Amiga (really), plus PC and Mac](#) (2026/05/06 11:23)
  It's the biggest Commodore Amiga news of the week: Pink Parrot Studio is launching a new "Dynamic Performance Sequencer" with powerful modulation and Trig Tools option, built for jamming right on the computer keyboard. And there's a music album to match. But don't worry: if you have one of those inferior PC or Macintosh machines, you can still get in on the fun with an emulator, no installation or setup required. The post QuadTrack is a new groovebox for the Amiga (really), plus PC and Mac appeared first on CDM Create Digital Music.
- [digital audio hacks – Hackaday: A Digital Audio Recorder For TOSLink](#) (2026/05/05 15:30)
  Every now and then in our travels we come upon a project with such an obvious need that it's almost a surprise nobody has thought of doing it before. So it is with [Elehobica]'s project, an audio recorder for S/PDIF audio streams. It's the device you could have used, years ago! S/PDIF, or its optical fiber cousin TOSLINK, is the digital output you'll find on the back of Hi-Fi equipment, it's a serial encoding of an uncompressed digital audio data stream dating from the era when CDs were new. Its relative simplicity may be what's given it longevity — it's easy to implement so it plugs into pretty much everything. Perhaps back in the day it might have been a pain for an 8-bit microprocessor to handle, but in 2026 it's no bother for a Raspberry Pi Pico. The project is a small PCB with the Pico, a few interface components, and an SD card socket, and it sends what it hears on the input to the card as WAV files. We particularly like its smart sample rate and bit depth detection, and the way it cuts up tracks based on periods of silence. If you work with SPD/IF, this is going to be a useful tool. Perhaps it could even be fed with a laser!
- [Linux Archives - CDM Create Digital Music: Link Audio, now in Max, Pd, VCV Rack, TouchDesigner, oF, and plug-ins, free](#) (2026/05/03 15:16)
  Ableton Live 12.4 is inbound, with Link Audio support coming to Live, Move, Note, and Push. But Live Audio can also be about routing audio over a network to other hosts, too. Julien Bayle (VOID) has an early, open-source implementation. If you're ready to start experimenting even while this API is still in alpha, you've got a wide variety of sound and visual tools to try, all for free. The post Link Audio, now in Max, Pd, VCV Rack, TouchDesigner, oF, and plug-ins, free appeared first on CDM Create Digital Music.
- [rncbc.org - a.k.a. Rui Nuno Capela: Qtractor 1.6.0 - A Spring'26 Release](#) (2026/05/01 11:00)
  Qtractor 1.6.0 - A Spring'26 Release Hi all, Qtractor 1.6.0 (spring'26) is released! Change-log: Probable fix to LV2 plug-in UIs in reflecting state/preset changes visually. OSC (Open Sound Control) support has been finally introduced, similar to keyboard and MIDI controller shortcuts, it allows the discrete mapping of OSC handlers to any main menu command actions (cf. View/Options.../OSC) Fixed move/copy of Audio/MIDI Insert pseudo-plugins to keep their respective send/return connections. Improved main session File/Save As... requester dialogs, now taking into a better account the selected file type filters: Default session files (*.qtr), Regular session files (*.qts), Template session files (*.qtt) and Archive/zip session files (*.qtz); drop useless All files (*.*) filter. 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-1.6.0.tar.gz source package (openSUSE Tumbleweed):

qtractor-1.6.0-20.1.rncbc.suse.src.rpm binary package (openSUSE Tumbleweed): qtractor-1.6.0-20.1.rncbc.suse.x86_64.rpm AppImage packages: qtractor-1.6.0-20.3.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 Fri, 1 May 2026 - 11:00 Add new comment

- [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.

- [rncbc.org - a.k.a. Rui Nuno Capela: Vee One Suite 1.4.2 - A Spring'26 Release](#) (2026/04/30 19:00)
Vee One Suite 1.4.2 - A Spring'26 Release Hi all, The Vee One Suite, the gang-of-four old-school software instruments, synthv1 as a polyphonic subtractive synthesizer; samplv1 a polyphonic sampler synthesizer; drumkv1 as yet another drum-kit sampler; padthv1 a polyphonic additive synthesizer. Are here updated to the (northern) Spring'26 season... Still delivered in dual form: a pure stand-alone JACK client with JACK-session, NSM (Non/New Session Management) and both JACK MIDI and ALSA MIDI input support; a LV2 instrument plug-in. Change-log: Fixed the opening/loading sample file of an empty element, often requiring a second try to show up correctly on the LV2 Plug-in's GUI (JACK stand-alone was/is fine; applies to drumkv1 only) Bumping into next development cycle (Qt >= 6.11) The Vee One Suite are free, open-source Linux Audio software, distributed under the terms of the GNU General Public License (GPL) version 2 or later. synthv1 - an old-school polyphonic synthesizer synthv1 1.4.2 (spring'26) is released! synthv1 is an old-school all-digital 4-oscillator subtractive polyphonic synthesizer with stereo fx. LV2 URI: http://synthv1.sourceforge.net/lv2 website: https://synthv1.sourceforge.io http://synthv1.sourceforge.net project page: https://sourceforge.net/projects/synthv1 downloads: https://sourceforge.net/projects/synthv1/files source tarball: synthv1-1.4.2.tar.gz source package: synthv1-1.4.2-13.1.rncbc.suse.src.rpm binary packages (openSUSE Tumbleweed): synthv1-jack-1.4.2-13.1.rncbc.suse.x86_64.rpm synthv1-lv2-1.4.2-13.1.rncbc.suse.x86_64.rpm AppImage package (JACK stand-alone only): synthv1-jack-1.4.2-13.3.x86_64.AppImage git repos: https://git.code.sf.net/p/synthv1/code https://github.com/rncbc/synthv1.git https://gitlab.com/rncbc/synthv1.git https://codeberg.org/rncbc/synthv1.git samplv1 - an old-school polyphonic sampler samplv1 1.4.2 (spring'26) is released! samplv1 is an old-school polyphonic sampler synthesizer with stereo fx. LV2 URI: http://samplv1.sourceforge.net/lv2 website: https://samplv1.sourceforge.io http://samplv1.sourceforge.net project page: https://sourceforge.net/projects/samplv1 downloads: https://sourceforge.net/projects/samplv1/files source tarball: samplv1-1.4.2.tar.gz source package: samplv1-1.4.2-13.1.rncbc.suse.src.rpm binary packages (openSUSE Tumbleweed): samplv1-jack-1.4.2-13.1.rncbc.suse.x86_4.rpm samplv1-lv2-1.4.2-13.1.rncbc.suse.x86_4.rpm AppImage package (JACK stand-alone only): samplv1-jack-1.4.2-13.3.x86_64.AppImage git repos: https://git.code.sf.net/p/samplv1/code https://github.com/rncbc/samplv1.git https://gitlab.com/rncbc/samplv1.git https://codeberg.org/rncbc/samplv1.git drumkv1 - an old-school drum-kit sampler drumkv1 1.4.2 (spring'26) is released! drumkv1 is an old-school drum-kit sampler synthesizer with stereo fx. LV2 URI: http://drumkv1.sourceforge.net/lv2 website: https://drumkv1.sourceforge.io http://drumkv1.sourceforge.net project page: https://sourceforge.net/projects/drumkv1 downloads: https://sourceforge.net/projects/drumkv1/files source tarball: drumkv1-1.4.2.tar.gz source package: drumkv1-1.4.2-13.1.rncbc.suse.src.rpm binary packages (openSUSE Tumbleweed): drumkv1-jack-1.4.2-13.1.rncbc.suse.x86_64.rpm drumkv1-lv2-1.4.2-13.1.rncbc.suse.x86_64.rpm AppImage package (JACK stand-alone only): drumkv1-jack-1.4.2-13.3.x86_64.AppImage git repos: https://git.code.sf.net/p/drumkv1/code https://github.com/rncbc/drumkv1.git https://gitlab.com/rncbc/drumkv1.git https://codeberg.org/rncbc/drumkv1.git padthv1 - an old-school polyphonic additive synthesizer padthv1 1.4.2 (spring'26) is released! padthv1 is an old-school polyphonic additive synthesizer with stereo fx padthv1 is based on the PADsynth algorithm by Paul Nasca, as a special variant of additive synthesis. LV2 URI: http://padthv1.sourceforge.net/lv2 website: https://padthv1.sourceforge.io http://padthv1.sourceforge.net project page: https://sourceforge.net/projects/padthv1 downloads: https://sourceforge.net/projects/padthv1/files source tarball: padthv1-1.4.2.tar.gz source package: padthv1-1.4.2-13.1.rncbc.suse.src.rpm binary packages (openSUSE Tumbleweed): padthv1-jack-1.4.2-13.1.rncbc.suse.x86_64.rpm padthv1-lv2-1.4.2-13.1.rncbc.suse.x86_64.rpm AppImage package (JACK stand-alone only): padthv1-jack-1.4.2-13.3.x86_64.AppImage git repos: https://git.code.sf.net/p/padthv1/code

https://github.com/rncbc/padthv1.git https://gitlab.com/rncbc/padthv1.git https://codeberg.org/rncbc/padthv1.git Enjoy && Have (lot's of) fun. rncbc Thu, 30 Apr 2026 - 19:00 Add new comment

- digital audio hacks – Hackaday: Digital Signal Processing on the Pi Pico (2026/04/29 15:30)
  If you want to dabble in audio digital signal processing, you would probably think of grabbing a dedicated DSP chip. But thanks to [WeebLabs], you could just pick up a Pi Pico and use this full-featured DSP library. The system supports plug-and-play USB audio interface that enumerates on Windows, Linux, macOS, and iOS. It can handle 16- or 24-bit inputs at up to 96 kHz. You can output up to four channels of 24-bit S/PDIF or I2S, or switch to an RP2350 to get eight channels. This lets you drive a DAC easily. There is also a direct output for a subwoofer that doesn't require a DAC. Each channel has a pre-amp, and a matrix mixer allows routing with different gains and phases for each input. An equalizer allows ten bands per channel. There are also modules to do volume leveling, loudness compensation, and headphone cross-feed. The library uses both cores of the CPU and manages up to ten preset configurations. The Pico does get an overclock and uses a fixed-point representation. The Pico 2 (RP2350) doesn't need overclocking and uses single-precision floating point. Overall, this looks like a great base for any sort of soundcard-like project. We've seen DSP stunts on the Pico before. This might also make a nice base for other audio projects.
- Home on Libre Arts: GIMP at LGM2026 (2026/04/24 00:00)
  Yesterday at LGM2026, GIMP's maintainer Jehan Pagès gave a talk about GIMP as a community project and made several interesting announcements. This post is going to be quite a bit critical, so before I proceed, here is the obligatory disclaimer: I used to be a GIMP contributor, significantly decreased my participation in late 2021, and officially bowed out in late 2022. I'm omitting a lot of things I found less interesting to discuss. You can watch the whole thing here and make your own judgments. Past organization attempts During the talk, Jehan mentioned that the project first considered creating some form of a non-profit in 1999 but never acted on that idea. Then Jehan himself nearly created a non-profit for GIMP in 2023, but instead went on to sign a fiscal sponsorship agreement with GNOME Foundation in June 2024. Actually, scratch that. He did not exactly mention those last two bits of info: they were listed on the slide but weren't discussed at all. There's no explanation why Jehan decided against creating the non-profit. Neither is there an explanation what the fiscal sponsorship agreement means. I do know one thing the agreement involved — transferring all BTC to GNOME Foundation for GNOME Foundation to immediately sell it and put the fiat money on GIMP's account (they've been managing GIMP's money since dawn of times). But I know it from tracking the transactions and reading one contributor's comments on Reddit, not from any sort of official announcement, because the only official announcement was very inspecific and hidden in release notes of v3.0RC1. By my rough calculations from a year ago, there should be around 2 mil USD on that account after selling all BTC. So what have they been doing with that since early last year? Committee First off, in 2024, the team created a formal committee. It's currently comprised of 9 people: Let's break it down. Akkana Peck created some really useful plugins for GIMP back in the day and wrote several extremely good books for beginner GIMP users. Aryeom Han is a digital artist and animator, she's 1/2 of Zemarmot animation project that relies on GIMP for production. Jehan Pagès has been the most active developer in the past decade or so and the current GIMP maintainer since 2021. Liam Quin has been a great help in supporting users for over two decades now and, since my departure, managing the social media presence (at least partially). Michael Natterer is former project maintainer and former lead developer. His involvement severely decreased in the past years after he had to take over family business. Michael Schumacher is the guy who has been managing funds on GIMP's end for a very long time and sorting out various organizational things like LGM participation. Pat David was an active GIMP educator in 2010s, created the current GIMP's website, and has been maintaining it ever since. He's been keeping a relatively low profile in the project, you probably know him more as the creator of

Pixls.us. Simon Budig used to be one of the most active contributors in the past (see this interview from November 2025). He's been mostly patching things here and there every once in a while for the past 10-15 years and mainly doing user support. Ville Pätsi is another former active developer. To the best of my knowledge, he's still around but mostly in the user support role. So that should give you some idea who the committee members are. Personally, I think the committee's composition is alright. But what do they do? Jehan specifically said: The GIMP committee is only for the funds. It was very important to me that it's not about leading the software, it's about managing the funds to support the software. We don't decide what features go in, it's not our role and it should not be. I've seen projects like FreeCAD adopt this kind of role separation and still get a lot of heat from a vocal minority, so I can perfectly understand this sentiment. (Full disclosure: in case of FreeCAD, I'm very much biased.) So yes, this planned detachment from making software decisions makes sense to me personally and, hopefully, to you too. The committee actually has a dedicated project on GNOME's Gitlab server where they explain a few things. They even use the issue tracker for decision-making in the open. The caveat is that while the committee has been around since approx. June 2024, it was never properly introduced. It got two minor mentions on the main website in release notes (v3.0RC2 and v3.2.2), and two mentions on developer portal (1, 2). Imagine a committee managing approx. $2,000,0000 of a FOSS project's money and being nothing but a footnote on that very project's website. So, about the things they do… Grants One of the committee's decisions was to try issuing grants. So far, there have been two test grants issued to Jehan himself and to Øyvind Kolås, the lead GEGL developer of 20+ years. Jehan did not specify what the grants were issued for, how much any of them was, whether there was any formal proposal or agreement or any grant review and approval process whatsoever. Incidentally, there is a description of the grant awarding procedure. I found it after asking someone who knew where to look. You now know about it too, likely after reading it here in an arcane blog post at the edge of interwebz. Jehan also mentioned that they are waiting for something to be unblocked from the administrative side to continue with the second round of grants. The slide specifically says "Currently waiting to be allowed to continue". Taken literally, this could mean that the committee doesn't have full control over the funds and depends on the GNOME Foundation to take action. Again, there is no public information about the relationship between GIMP and GNOME Foundation. We are on the speculation territory here. No-AI policy Jehan mentioned that the team has adopted a strict No-AI policy. This is a principle thing, and as you probably know from this study, FOSS projects are all over the spectrum on the use of AI. To the best of my knowledge, the formal part of this policy is only mentioned in a Gitlab template updated in March 2025 and on the Internship programs page at the developers portal. The GSoC thing During the talk, Jehan mentioned that the project's participation has been very successful, and 9 out of 10 students from 2022-2025 program installments sticked with the project. He went on to attribute this success to the team looking at people more than at proposals. This is a mostly sensible approach, except his data is all wrong. Let me explain. The project indeed had 10 slots from GSoC between 2022 and 2025. However they were filled by 8 different people: both CmykStudent and Idriss Fekir participated twice. Here is a quick breakdown. CmykStudent successfully completed both 2022 and 2023 projects and went on to become GSoC mentor in the organization in 2024 and is still a very active contributor. Most recently, he's been working on the CMYK color mode and a shape drawing tool. Idriss Fekir did two good GSoC projects dedicated to the text tool, his involvement extended somewhat after the 2024 project, but he hasn't been active since October 2025. He had 8 commits to the project over the last 12 months. Shubham did one decent project in 2023, layer autoexpansion support, and stopped at that. Cheesequake worked on modernizing the GtkTreeView widget and continued contributing past his GSoC project until about 7 months ago. Varun Samaga B L made 15 commits to GEGL as part of his GSoC project in 2024 and dropped out. Shivam Shekhar Soy completed his part of working on the new extensions website last year and left the project after the program's end. Gabriele Barbero worked on the text tool and continues contributing. His latest merged commit from

March this year fixed the text tool's overlay positioning when the view is rotated. Ondřej Míchal implemented GEGL filter explorer and keeps contributing. His most recent patches touch widgets, flatpak builds, and controllers UI in Preferences. To sum it up, the statement that 9 out of 10 people sticked with the project is incorrect. There were 8 GSoC students between 2022 and 2025. 5 people continued contributing past their respective GSoC projects, 3 of them are currently active. That is still a really good result, plus, as far as I can tell, all 10 GSoC projects in the past years have been successful. I have no idea why this exaggeration was needed when they had a perfectly solid case already. Summing it up So what have we learned from this LGM talk and this quick research? The project has had a committee since at least the first half of 2024. It only makes decisions on spending the available funds. GIMP has been in a fiscal sponsorship agreement with GNOME Foundation at least since June 2024, with undisclosed terms. The team has been trying to start actually spending money on development, but all we know about it is that two active developers got the grants. The second round of grants is blocked on the administrative side, whoever they are, for whatever reason. There is no formal explanation what the grant program covers, who is eligible, what the program's budget is, etc. But there is a short formal description of the process, and you can apply for a grant when the grant program resumes. The project has had a strict No-AI policy since at least March 2025. You have to pay attention to GIMP's announcements of bugfix releases and release candidates. This is where they hide important news announcements about changes in the project management. In conclusion I hope that while I'm very salty about this talk, you will appreciate that I'm also doing my best to stay objective. Despite the unfortunate GSoC blunder during the talk and the continuous lack of transparency, the team is finally making the right organizational changes, if at a glacial pace. Let's hope to see more in the coming months/years.

- 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/

- **blog4: Notstandskomitee remixes AU2PILOT** (2026/04/22 18:49)
Notstandskomitee made a remix for Aalborgs electronic act AU2PILOT, released on the album Fatamorgana - Remixed on the label NOIZ, available as download or CD-R. https://autofilter.bandcamp.com/album/au2pilot-fatamorgana-remixed

- **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)

- **blog4: TMS concert 19.April Esbjerg (DK) Lydknust festival** (2026/04/08 12:32)
The experimental electronic project TMS (Tina Mariane Krogh Madsen, Malte Steiner) will perform their piece Occurrences at Lydknust 26 festival in Esbjerg (DK) 19. April.Occurrences debut was 2024 in Helsinki and for it TMS developed a cybernetic system which registers and processes their sonic inputs coming from metal percussion and tactile resonance via piezo-microphones. The computer responds to their playing and calculates control data, not only for internal sound synthesis but also for an external DIY modular synthesizer and real-time generated visuals.

- **GStreamer News: GStreamer 1.28.2 stable bug fix release** (2026/04/07 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 audioencoder: allow change of channel configuration with avenc_aac audioinvert: fix float format handling h264parse, h265parse, baseparse: Preserve upstream buffer duration if possible compositor: fix segfault with force-live=true and no sink pads (regression) fallbacksrc: send select-streams event to collection source element directly hlsdemux2: fix seekable range for live HLS streams glupload: Fix linking glupload with restrictive caps filter nvcodec: Add capability caching to speed up plugin initialization RTP and RTCP packet handling fixes RTSP server fixes for clean-up of timed out play requests video-converter: fix I420/A420 BGRA/ARGB output on big-endian qtdemux: fix invalid WebVTT timestamps, and other fixes qmlgl6sink: Qt6GLVideoItem caps update handling fixes threadshare udp sink and source fixes transcriberbin and speechmatics text-to-speech fixes and improvements videorate: Fix wrong caps in case of PTS going backward vtdec: more Apple VideoToolbox decoder fixes wavparse: Fix parsing of RF64 wave files wasapi2sink: Ignore transient device errors from default device waylandsink: various fixes and improvements WebRTC DTLS robustness/stability improvements Cerbero: Various inno Windows installer fixes and improvements; new 'gstreamer_bundle' wheels meta-package Various bug fixes, build fixes, memory leak fixes, and other stability and reliability improvements See the GStreamer 1.28.2 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.

- **News – Ubuntu Studio: Ubuntu Studio 26.04 LTS Beta Released** (2026/03/26 23:45)
The Ubuntu Studio team is pleased to announce the beta release of Ubuntu Studio 26.04 LTS, codenamed "Resolute Raccoon". While this beta is

reasonably free of any showstopper installer bugs, you will find some bugs within. This image is, however, mostly representative of what you will find when Ubuntu Studio 26.04 LTS is released on April 17, 2026. As an LTS release, Ubuntu Studio 26.04 will be supported for 3 years until April 2029. We encourage everyone to try this image and report bugs to improve our final release. Special Notes The Ubuntu Studio 26.04 LTS disk image (ISO) exceeds 4 GB and cannot be downloaded to some file systems such as FAT32 and may not be readable when burned to a DVD. For this reason, we recommend downloading to a compatible file system. When creating a boot medium, we recommend creating a bootable USB stick with the ISO image or burning to a Dual-Layer DVD. Images can be obtained from this

link: https://cdimage.ubuntu.com/ubuntustudio/releases/26.04/beta/ Full updated information, including Upgrade Instructions, are available in the Release Notes. Please note that upgrading from 24.04 LTS before the release of 26.04.1, due August 2026, is unsupported. Only Install What You Need A common piece of feedback we hear is that people prefer to start with a lean base and install only the tools they actually use, rather than getting an overwhelming number of pre-installed packages. We hear you. Ubuntu Studio includes a minimal install option in the installer, and has since 24.10! This gives you the Ubuntu Studio desktop experience: the theme, the audio configuration and the optimized settings without the full suite of creative applications. From there, you can use Ubuntu Studio Installer to add exactly the workflows you want: audio, graphics, video, photography, or publishing; à la carte. Alternatively, if you're already running Kubuntu, Ubuntu, Lubuntu, Xubuntu, or any other official Ubuntu flavor, you don't have to reinstall at all. Just install the Ubuntu Studio Installer package and pick the components you need. This has always been an option, but we want to make sure everyone knows about it. The full install remains available for those who want a complete creative workstation out of the box, and that's a perfectly valid choice too. New Features This Release This is an LTS release, which means stability and polish have been the primary focus. That said, there's a lot that's new and improved since 24.04 LTS. Three Desktop Layouts: As previously announced, Ubuntu Studio 26.04 LTS now ships with three selectable desktop layouts: the classic Ubuntu Studio top panel, a macOS-like layout with a global menu and bottom dock, and a new Windows 10-like bottom panel layout. This gives users coming from any platform a familiar starting point. By Popular Vote: Our community decided in a vote on Ubuntu Discourse to make the bottom panel (traditional) layout the default. The classic top panel remains as an alternate look-and-feel theme. Ubuntu Studio Installer and Audio Configuration completely rewritten: Both tools have been rewritten from scratch in Python with dual GTK4 and Qt6 UI backends. The application automatically detects your desktop environment and launches the appropriate interface. Ubuntu Studio Audio Configuration now includes FFADO support for FireWire audio devices and PipeWire buffer/sample-rate configuration via dropdown menus instead of text entry. Both tools include translations for 21 languages. New Borealis sound theme replaces the Ocean sound theme. This is the sound theme Ubuntu Studio used clear back in the early (7.10 Gutsy Gibbon) days, and now it's back! Live session improvements: The screensaver and lock screen are now inhibited during the entire live session, fixing a long-standing annoyance where the screen would lock and prompt for a non-existent password. Loopino is a new lightweight audio sampler plugin (LV2/CLAP/VST2) for loading, trimming, and looping audio files with drag-and-drop support and on-the-fly recording. Plasma PipeWire Settings is a new Plasma applet for managing PipeWire configuration directly from the system tray. snd-hdspe is a new DKMS kernel driver for RME HDSPe MADI, AES, RayDAT, AIO, and AIO Pro PCIe sound cards, available in the repositories for those who need it. DistroAV (formerly OBS-NDI) is now available in the repositories for network audio/video in OBS Studio using NDI technology. PipeWire continues to improve with every release and remains the default audio server. Major Package Upgrades OBS Studio version 32.1.0 FreeShow version 1.5.9 (snap) QPrompt version 2.0.1 RaySession version 0.17.4 Patchance version 1.3.2 Geonkick version 3.7.0 BChoppr version 1.12.8 harpwise version 6.34.4 blender version 5.0.1 There are many other improvements, too numerous to list here. We encourage you to look around the freely-

downloadable ISO image. Known Issues There is a minor cosmetic issue in the splash screen when transitioning from the install session to the live desktop session when running the .iso image in that it shows the default KDE Plasma splash as opposed to the Ubuntu Studio splash. This does not occur after installation, and is corrected in later builds. You will be prompted, upon first login of any new user, to reboot to apply proper audio configurations for audio production. This is intentional and is a workaround for the installer's inability to configure the first user as part of the "audio" group or for new users to be added to the audio group automatically. Official Ubuntu Studio release notes can be found at https://discourse.ubuntu.com/t/ubuntu-studio-26-04-lts-release-notes/ Further known issues, mostly pertaining to the desktop environment, can be found at https://wiki.ubuntu.com/ResoluteRaccoon/ReleaseNotes/Kubuntu Additionally, the main Ubuntu release notes contain more generic issues: https://discourse.ubuntu.com/t/resolute-raccoon-release-notes/ How You Can Help Please test using the test cases on https://iso.qa.ubuntu.com. All you need is a Launchpad account to get started. Additionally, we need financial contributions. Our project lead, Erich Eickmeyer, is working long hours on this project and trying to generate a part-time income. Go here to see how you can contribute financially (options are also in the sidebar). Frequently Asked Questions Q: Does Ubuntu Studio contain snaps? A: Yes. Mozilla's distribution agreement with Canonical changed, and Ubuntu was forced to no longer distribute Firefox in a native .deb package. We have found that, after numerous improvements, Firefox now performs just as well as the native .deb package did. Thunderbird is also a snap in order for the maintainers to get security patches delivered faster. This is done by the Thunderbird team in cooperation with Canonical. Additionally, FreeShow is an Electron-based application. Electron-based applications cannot be packaged in the Ubuntu repositories in that they cannot be packaged in a traditional Debian source package. While such apps do have a build system to create a .deb binary package, it circumvents the source package build system in Launchpad, which is required when packaging for Ubuntu. However, Electron apps also have a facility for creating snaps, which can be uploaded and included. Therefore, for FreeShow to be included in Ubuntu Studio, it had to be packaged as a snap. Also, to keep theming consistent, all included themes are snapped in addition to the included .deb versions so that snaps stay consistent with our themes. We are working with Canonical to make sure that the quality of snaps goes up with each release, so we please ask that you give snaps a chance instead of writing them off completely. Q: If I install this Beta release, will I have to reinstall when the final release comes out? A: No. If you keep it updated, your installation will automatically become the final release. Q: Will you make an ISO with {my favorite desktop environment}? A: To do so would require creating an entirely new flavor of Ubuntu, which would require going through the Official Ubuntu Flavor application process. Since we're completely volunteer-run, we don't have the time or resources to do this. Instead, we recommend you download the official flavor for the desktop environment of your choice and use Ubuntu Studio Installer to get Ubuntu Studio — which does not convert that flavor to Ubuntu Studio but adds its benefits. Q: What if I don't want all these packages installed on my machine? A: See the "Only Install What You Need" section above. Use the minimal install option and then add only the workflows you want with Ubuntu Studio Installer.

- Testbit: Imagewmark 0.6.0 Release (2026/03/26 21:35)
  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…
- Testbit: JJ-FZF 0.38.0 Release (2026/03/25 02:39)
  What Is jj-fzf? The Jujutsu VCS has flexible expressions for specifying revision sets and allows non-linear editing of (ancestry) commits. jj-fzf is an interactive TUI that turns the jj log output into a fast keyboard driven control panel. Based on fzf, it allows live revset editing, instant diff…

- **GStreamer News: GStreamer 1.29.1 unstable development snapshot** (2026/03/22 14:00)
  The GStreamer team is pleased to announce the first development snapshot in the API/ABI-unstable 1.29 release series. The API/ABI-unstable 1.29 release series is for testing and development purposes in the lead-up to the stable 1.30 series which is scheduled for release in Q4 2026. Any newly-added API can still change until that point. This development release is primarily for developers and early adopters, and distros should probably not package it. Highlighted changes: ac4parse: New basic AC-4 parser element, plus AC-4 typefinding analytics: New GstAnalyticsMtd derivative to represent grouping of Mtd's and Keypoint Parse HDR10+ metadata out of H.265 and AV1 bitstreams Matroska demuxer: Can build a dynamic seek index now if needed New h264seiinserter and h265seiinserter elements that support both closed captions and unregistered user data SEIs Add HLS WebVTT sink element to the hlssink3 plugin New plugin for general purpose compress/decompress New udpsrc2 element with better performance for high bitrate streams New VA-API overlay compositor Opus audio support for F32 and S24_32 samples and 96kHz sample rate Playbin3 subtitle switching fixes Bump ranks of the new Rust RTP (de)payloaders to PRIMARY and default to mtu 1200 for payloaders rtspsrc2 authentication support GstPlay track selection notification improvements QML6 GL Source now supports navigation events QuickTime demuxer gained Bayer support Splitmuxsink now includes the start and end timecodes in fragment-opened and closed messages srtpdec gained a way to invalidate keys for a specific SSRC The APE tag demuxer can extract cover art tags now translationbin can control the textaccumulate latency now via a new property Allow device providers rank override using GST_PLUGIN_FEATURE_RANK cerbero gained support for Android on RISC-V64 Countless bug fixes, build fixes, memory leak fixes, and other stability and reliability improvements Binaries for Android, iOS, Mac OS X and Windows will be made available shortly at the usual location. Release tarballs can be downloaded directly here: gstreamer-1.29.1.tar.xz gst-plugins-base-1.29.1.tar.xz gst-plugins-good-1.29.1.tar.xz gst-plugins-ugly-1.29.1.tar.xz gst-plugins-bad-1.29.1.tar.xz gst-libav-1.29.1.tar.xz gst-rtsp-server-1.29.1.tar.xz gst-python-1.29.1.tar.xz gst-editing-services-1.29.1.tar.xz gst-devtools-1.29.1.tar.xz, gstreamer-docs-1.29.1.tar.xz As always, please give it a spin and let us know of any issues you run into by filing an issue in GitLab.
- **Audio – Stefan Westerfeld's blog: liquidsfz-0.4.0 released** (2026/03/13 15:38)
  The main goal of liquidsfz is to implement a library that supports playing .sfz files and is easy to integrate into other projects. We also provide a JACK client and a LV2 plugin. A new version, liquidsfz-0.4.0 is now available. liquidsfz-0.4.0 source code precompiled statically linked linux 64bit binary The release adds support for parametric equalizers and some other new opcodes. It implements some extended CCs and generators (like sample=*sine), as well as parsing and loading programs from AriaBank .bank.xml files. A custom UI for the LV2 plugin was added to be able to select AriaBank programs in the LV2 plugin. For a full list of changes, see the github release.
- **: Ardour 9.2 released** (2026/02/24 01:28)
  We released Ardour 9.2 today, a quick hotfix for a silly problem with ruler visibility. It also has a fix for an uncommon (we hope!) crash on Windows. The main release notes have been updated, and you can download at the usual place. 18 posts - 15 participants Read full topic
- **: Ardour 9.1 released** (2026/02/21 15:47)
  We are pleased to announce the release of Ardour 9.1. This is primarily a hotfix release intended to correct a number of bugs in the 9.0 release. Most significantly, we have corrected the behavior of the new bottom pane in the Editor which was notably broken by some last minutes changes before 9.0 was released. 9.1 also contain a couple of notable new features (MIDI note chasing and duplication) and several improvements too. Full release notes are over here. Download as usual from the usual place. 16 posts - 9 participants Read full topic

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