Linux Audio Planet - Latest News

- Linux Archives - CDM Create Digital Music: Airwindows VerbThic, VerbTiny let you go even more rabid for reverb, for free (2025/12/03 18:03)
  Chris Johnson, aka Airwindows, continues to share his love for DSP with free tools, open source code, and elaborate discussions of the joy of crafting reverbs. So just in case you don't feel blessed enough with free effects after SuperMassive's new Sirius reverb/delay, here's the tiny and the thick in all-new Airwindows editions. And they'll even run in VCV Rack or on a Raspberry Pi. The post Airwindows VerbThic, VerbTiny let you go even more rabid for reverb, for free appeared first on CDM Create Digital Music.
- : Development update: 9.0-rc1 tagged (2025/12/02 15:53)
  We've just tagged the current code as 9.0-rc1 - this is the first release candidate for 9.0. We are now in a feature freeze until 9.0 is released - all development work will be on bug fixes and improvements to features already present. We anticipate at least one more -rcN tag before release (possibly several), and at some point will announce a string freeze to allow translators to finalize their work for 9.0. Users interested in testing 9.0 and ensuring the best possible release are invited to test it out from the builds available on nightly.ardour.org (or self-build if you prefer). We would strongly request that no Linux distributions package this or any other release candidate - please wait for us to release 9.0. Please report issues on the bug tracker though design discussion on the forum are now acceptable (if not always ideal). We are not yet finished with the release notes for 9.0, but to get an overview of what is in this release, you can take a look at the in-progress document. It will be revised and updated as we move through the release process. Please note that there is still no release date scheduled for 9.0. We anticipate that a wider group of beta-testers will uncover new issues (both bugs and workflow/design issues) that merit fixing before the release. 15 posts - 11 participants Read full topic
- GStreamer News: GStreamer 1.26.9 stable bug fix release (2025/12/01 18:00)
  The GStreamer team is pleased to announce another bug fix release in the new stable 1.26 release series of your favourite cross-platform multimedia framework! This release only contains bugfixes, and it should be safe to update from 1.26.x. Highlighted bugfixes: playback: playbin3 and decodebin3 stability fixes Ancillary metadata handling fixes for AJA playout and Blackmagic Decklink capture cards HLS and DASH adaptive streaming clients stability improvements gst-play-1.0 will now print details of any missing plugins again gtk4paintablesink: Add property to fine-tune reconfiguration behaviour on window-resize macOS device monitoring: fix potential crash when probing for audio devices macOS video decoder stability improvements NDI source: fix audio corruption for non-interleaved audio with stride padding Add SMPTE ST291-1 ancillary metadata RTP payloader and depayloader Add ST-2038 metadata combiner and extractor webrtcsink: support hardware-accelerated encoders from the `va` VA-API plugin spotifysrc: fix the Spotify integration by using Spotify's extended metadata endpoint Python bindings cross compilation fixes cerbero: add Visual Studio 2026 support, fix building on drives other than C:\, and ship svtjpegxs plugin on Windows Various bug fixes, build fixes, memory leak fixes, and other stability and reliability improvements See the GStreamer 1.26.9 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.
- blog4: Elektronengehirn Piksel 25 concert video online (2025/11/30 17:24)
  You can now watch online last weeks Elektronengehirn concert at Piksel 25 Bergen (NO). It was the maximalist version of the concert Hardware with pieces from the same named album: three independent videoprojections (like the 2024 concert in Aarhus (DK)) and quadrophonic sound. The main projection Malte Steiner programmed with the game engine Godot, the side projection comes each from a Raspberry Pi with a C program done with Raylib. Remotecontrol was done from the PureData patch on the main computer via OSC through ethernet cables. Additional sound source was a custom made modular synthesizer system Steiner developed in the past years. This audiovisual concert comes close to his vision of the Gesamtkunstwerk.
- digital audio hacks – Hackaday: USB DAC Comes With Graphic EQ (2025/11/28 18:00)
  [shiura] had a problem — they wanted a nice high-quality audio output for their computer, but they didn't fancy any of the DACs that were readily available on the market. They specifically wanted one that was affordable, capable, and included a graphic equalizer so they could simply hook it up to a regular amplifier and dial in the perfect sound. When they couldn't find such a device, they decided to build their own. The build is based around a Raspberry Pi Pico, chosen for its feature set that makes it easy to configure as a USB audio device. It's paired with a Waveshare Pico Audio module, which is based on the PCM5101A stereo DAC and slots neatly on top of the microcontroller board. An SPI-controlled LCD screen was also fitted in order to display the graphic equalizer interface that [shiura] whipped up. The project write-up explains the code required to implement the equalizer in detail. A four-channel equalizer was possible on the original Pi Pico (RP2040), while upgrading to a more powerful Pi Pico 2 (RP2350) allowed implementing eight channels in total. If you're looking to build a digital audio system with the ability to do some equalization to suit your listening room, this might be a project of interest to you. We've featured other projects in this realm before, too.
- drobilla.net - LAD: A More Modern Gtk3 Jalv Frontend (2025/11/27 02:36)
  My simple single-plugin LV2 host, Jalv, isn't quite sure whether it's a developer utility or polished user program, but in any case, it had become stale in the past few years and needed an update. Most of those changes are internal and only interesting for those who use it as a basis for larger systems. The internals have been largely rewritten to support various things, but this post isn't about that. This post is about a more obviously stale thing: the Gtk2 interface. In keeping with the free desktop tradition of constant breakage with reduced functionality, that toolkit is now EOLed, and soon the ability to embed GUIs whatsoever will probably go away. Luckily though, we're not quite there yet, and it's still possible/feasible to embed GUIs in Gtk3 (at least on X11), so things can continue roughly as they were for a while. Gtk2 is EOLed though, which is a problem for distributions, and I have no interest in maintaining code for a dead toolkit, so that frontend is gone entirely in the latest release. This does mean that some plugin GUIs written in Gtk2 will no longer work, but that's inherent to the situation (and why general plugin GUIs shouldn't use Gtk). This seemed like a good time to update the UI to be a bit more "modern", particularly since a menu bar has never really made much sense here anyway. I replaced this with a header bar, which I think does suit plugins better. For example, here's the custom GUI for the LSP Compressor: As always, there's also generic controls, with a few refinements but still using the same boring stock widgets: All of the menu items have been moved into a single menu button, which is a pattern I'm sceptical of in general, but it works fine for a very simple applications like this. The preset menu can be unwieldy, but that's a whole topic unto itself that I hope to tackle more comprehensively later. Code-wise, it's long been a problem that the rudimentary (lack of) architecture couldn't easily support the more advanced features people wanted from it. So, I've reworked everything into a more serious application, with a more explicit architecture and communication patterns that make adding new features much easier. As far as the Gtk frontend goes, I've also switched to using more modern APIs like GtkApplication, GAction, and so on. To be fair, these parts are quite nice. Actions are a pretty good model for building accessible GUI applications, and these new APIs encourage doing the right thing. There's still some areas that need work, but jalv.gtk3 (the version which has a .desktop file and all that) is much closer to being a proper application that integrates with the desktop environment now, and smells less like a hackey program that developers just use to check if their plugin works. That aside, Jalv is still frequently used from the command-line, and there's a major QoL improvement there as well: the positional argument now accepts files and directories, not just plugin URIs. The code will try to figure out what to do automatically, for example, if a bundle or data file only describes a single plugin, then that plugin is loaded. Presets can also be passed (by path or by URI), which will load the appropriate plugin with that preset initially applied. In short, it's more like the "do what I mean" interface many people expect. It's been entirely too long since the last release, but now that the host libraries and Jalv are up to date with most issues resolved, I'm going to try to do some broader cross-project efforts to address a few things that are a mess across the LV2 ecosystem as a whole, with Jalv serving as a sort of reference implementation. For now, though, it's just a much better implementation of the same old features.
- drobilla.net - LAD: Jalv 1.8.0 (2025/11/27 01:13)
  Jalv 1.8.0 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 "quit" console command Add AppStream metainfo file Add Qt6 version Add missing short versions of command line options Add option to install tool man pages Add support for advanced parameters in console frontend Add support for control inputs with time:beatsPerMinute designation Add support for control outputs with lv2:latency designation Avoid over-use of yielding meson options Build Qt UI with -fPIC Clean up and strengthen code Clean up command line help output Cleanly separate audio thread from the rest of the application Fix Jack latency recomputation when plugin latency changes Fix clashing command line options Fix minor memory leaks Make help and version commands exit successfully Only send control messages to designated lv2:control ports Only send position to ports that explicitly support it Reduce Jack process callback overhead Remove Gtk2 interface Remove limits on the size of messages sent from plugin to UI Remove transport position dumping from Jack process callback Replace use of deprecated Gtk interfaces Rework Gtk3 interface into a relatively modern Gtk application Rewrite man pages in mdoc Simplify and unify plugin and preset command-line arguments Switch to external zix dependency Use Gtk switches instead of checkboxes for toggle controls Use fewer platform-specific APIs Use portable zix filesystem API
- Linux Archives - CDM Create Digital Music: Sinevibes Cache has turned into a buffer-mangling, playable breaks machine (2025/11/25 11:58)
  Oh, Cache is good as a Mac/Windows/Linux effect -- flip, repeat, stretch, robotize, and generally go buffer-mad. But you expected that from a Sinevibes plug-in. The joy here is that now you can really play. Connect a MIDI keyboard, and Cache is a breaks-friendly, sound transmorgrifying effect instrument. The post Sinevibes Cache has turned into a buffer-mangling, playable breaks machine appeared first on CDM Create Digital Music.
- digital audio hacks – Hackaday: The AirPort Express Still Works In 2025 Thanks To Apple's Ongoing Support (2025/11/25 06:00)
  Apple was all-in on WiFi from the beginning, launching the AirPort line of products to much fanfare in 1999. In 2004, along came the AirPort Express—a fully-functional router the size of a laptop charger, that offered audio streaming to boot. As [schvabek] found out that while a lot of older Apple gear has long ago been deprecated, the AirPort Express is still very much supported and functional to this day! Generally, you wouldn't expect to plug in a 20-year-old Apple accessory and have it work with the company's modern hardware. However, upon slotting the AirPort Express into a wall socket and starting the initialization process, [schvabek] noted that it was detected perfectly well by his post-2020 Macs. Only, there was a small problem—the configuration process would always stall out before completion. Thankfully, there was a simple remedy. [schvabek] found that he could connect to the AirPort Express with his classic white plastic MacBook and complete the process. From there, he was astonished that Apple's servers let him pull down a firmware update for a device from 2004. After that upgrade, the AirPort Express was fully functional with all his modern Apple gear. He could readily stream audio from his iPhone and MacBooks with no compatibility issues whatsoever. It's nice to see Apple still supporting this ancient hardware to this day. It's a nice contrast when companies like Sonos are more than happy to brick thousands of old devices just for the sake of progress.
- Internet Archive - Collection: osmpodcast: An error occurred (2025/11/20 03:02)
  The RSS feed is currently experiencing technical difficulties. The error is: [BACKEND_ERROR] Invalid or no response from Elasticsearch
- GStreamer News: GStreamer Conference 2025 Video Recordings (2025/11/19 12:00)
  We're pleased to announce that the video recordings for this year's GStreamer conference are now available on the GStreamer Conference 2025 channel on ubicast.tv. Many thanks to Ubicast for recording the talks again!
- blog4: Piksel 25 (2025/11/16 15:45)
  Elektronengehirn is going to perform a concert at Piksel festival in Bergen, Norway on the 22. November at Østre. During Piksel Malte Steiner also shows the installation The Tradwives at the exhibition from 20.-23. November.
- Testbit: Integrating jj-fzf into Emacs (2025/11/15 03:18)
  Introduction Built on jj and fzf, jj-fzf offers a text-based user interface (TUI) that simplifies complex versioning control operations like rebasing, squashing, and merging commits. This post will guide you through integrating jj-fzf into your Emacs workflow, allowing to switch between emacs and jj…
- rncbc.org - a.k.a. Rui Nuno Capela: qpwgraph v0.9.7 - An Autumn'25 Beta Release (2025/11/14 18:00)
  qpwgraph v0.9.7 - An Autumn'25 Beta Release Hi all, qpwgraph v0.9.7 (autumn'25) is released! Change-log: Add topological sort node arrangement (cf. View/Arrange Nodes; by Mike Bourgeous) Description: qpwgraph is a graph manager dedicated to PipeWire, using the Qt C++ framework, based and pretty much like the same of QjackCtl. Project page: https://gitlab.freedesktop.org/rncbc/qpwgraph Downloads: source tarball: qpwgraph-0.9.7.tar.gz qpwgraph-0.9.7.tar.gz.sig source package (openSUSE Tumbleweed): qpwgraph-0.9.7-56.1.src.rpm binary package (openSUSE Tumbleweed): qpwgraph-0.9.7-56.1.x86_64.rpm Flatpak package: https://flathub.org/apps/details/org.rncbc.qpwgraph OBS packages (repos): Git repos: https://gitlab.freedesktop.org/rncbc/qpwgraph.git (official) https://github.com/rncbc/qpwgraph.git https://gitlab.com/rncbc/qpwgraph.git https://codeberg.org/rncbc/qpwgraph.git License: qpwgraph is free, open-source software, distributed under the terms of the GNU General Public License (GPL) version 2 or later. Enjoy! rncbc Fri, 14 Nov 2025 - 18:00 Add new comment
- Home on Libre Arts: Weekly recap — 9 November 2025 (2025/11/09 18:12)
  Not much interesting was happening the past few weeks, so this is a multi-week recap. Highlights: release candidates planned for GIMP, Ardour, and FreeCAD; new releases of LSP plugins, new technical preview of Audacity 4.0. GIMP The team is getting ready for the first release candidate of v3.2. This means some interesting features in the works are being postponed till v3.4. One such example is vector masks. Some patches may still come through, though, such as merging paths. Some neat minor new features merged recently: Exporting patterns of fill and stroke in vector layers. Pasting unformatted text in the Text tool. Importing of PVR textures. Krita Dmitry Kazakov recently merged HDR support for Wayland to Krita Next. So far, this has been tested on KWin only. Inkscape Martin Owens recently added a new UI for changing the paint order in the Fill'n'Stroke dock: Meanwhile, the GSoC artwork recolor project by Fatma Omara has been merged and will be part of the next release. Tavmjong Bah started working on adding support for all color font formats. FreeCAD The project has been slowly arriving at the first release candidate of version 1.1. There are fewer than 10 release blockers lately, so we may still see the final release in 2025. At the moment, there are over 300 pull requests, both open and in draft. A huge part of those are scheduled for inclusion in v1.2, which means a busy post-release time. Ardour The Ardour team is getting really close to the first release candidate of v9.0. Upcoming changes include things like much-requested pianoroll windows (see below on the screenshot), a bottom panel editing area for regions and cue clips, cue recording, and various UX/UI improvements. Most recently, Paul added MIDI note brushing (coming to v9.0, and Robin has been working on a reimplementation of mix tools from Mixbus (probably coming to v9.1 or so). Audacity 4.0alpha2 This is still more of a technical preview, but with improvements: Allow track range selection with Shift-Enter. Record from anywhere. Export loop region. Preference for paste behavior: overlapping other clips vs pushing them. Preference for whether clicking on the ruler should trigger playback Go get it here if you are curious. LSP Plugins 1.2.25 This is mainly a bugfix update for another recent release, where Vladimir Sadovnikov implemented a Ring-Modulated sidechain plugin series (regular and multiband), A/B preset switching support, integrated loudness metering for Referencer plugin series, and other great new features and improvements. See here for release notes and downloads. Easy Effects 8.0.0 This is a very exciting and yet not very well-known project that simplifies using global audio effects on Linux, among other things. Wellington Wallace et al. released this new version with a port from GTK4 to Qt/QNL-based user interface. Other changes include: Built-in tray icon and menu. Better echo cancellation. Various preset improvements. The last used plugin or tab is now restored when the window is reopened. For the full list of changes, please see here. The recommended way to install it is from Flathub. Artworks Shaman House by Dahyun kal, made with a plethora of tools, including Blender: Awakening by Javen Yuan, made with Zbrush, Blender, and Photoshop: The Silent Geometry by Sathish Kumar, made with Blender and Photoshop: 神秘小鎮 (Mysterious Town) by 魔灯Modeng, made with Blender, Maya, Zbrush, etc.: Vampire Castle of Tanagari by Dimitris Tsilavakis, made with Blender and Krita: Thanks to all patrons!
- Home on Libre Arts: VST3 becomes open-source, ASIO goes GPL-compatible (2025/11/04 08:12)
  Steinberg recently announced that they are changing the licensing of both VST3 and ASIO. VST3 is now MIT-licensed instead of GPLv3+/proprietary, and ASIO is GPLv3+/proprietary rather than just proprietary. Let's pick the news apart bit by bit. VST3 This iteration of the plugin SDK has always been available under the dual GPLv3+/proprietary license. Changing the license to MIT means two things: Companies don't have to sign any agreements with Steinberg anymore. Steinberg, therefore, now cannot enforce any ridiculous policies on plugin developers the way they did it with VST2. Here is what's not going to happen: Developers won't release more plugins for Linux because of that. Developers won't release more plugin hosts (such as DAWs) for Linux because of that. I'm not talking out of my arse here. Building a VST3 for Linux is not rocket science, especially if you use a crossplatform framework like JUCE. I was an early beta tester of Sinevibes plugins for Linux. Artemiy only needed to set up an Ubuntu system and a basic build environment, which only took a couple of hours. The rest was adding literally one line of code to define the path to where presets should be stored, launch the build, and write an install.sh. That's really it. VST3 availability under the terms of the MIT license is not changing the build process in any way. Nor does it make Linux more interesting all of a sudden. What will affect plugin developers is availability of more proprietary DAWs on Linux. Something like FL Studio getting a native Linux port would probably make some developers reconsider their position. As for hosts, nothing prevents DAW developers from releasing native ports, as is evidenced by Bitwig, Presonus Studio One, Reaper, etc. All they need is assurance that this will be worth the effort. Unfortunately, most are stuck in the vicious circle: DAW developers want more proprietary plugins and more official audio hardware support for Linux. Plugin developers want more proprietary DAW support for Linux. Audio hardware vendors want more proprietary DAW and plugins support for Linux. This really mostly applies to larger companies. Smaller companies and indie devs are more courageous. You can see it by how few Presonus-level companies make Linux releases as compared to how many indie devs build their plugins for Linux (check out this recent blog post by Amadeus Paulussen for an extensive list). I'm not sure if CLAP's moderate success affected the new VST3 licensing, but Steinberg's policies were #1 reason for creating the new plugin API. ASIO Audio Stream Input/Output (ASIO) is a driver protocol that provides low latency when using audio interfaces on Windows for recording and playback. For ASIO, Steinberg dropped proprietary-only licensing and moved to the GPLv3+/proprietary combo. This is where you may see some limited change. This will mostly affect free software that works on Windows. One notable example is OBS: Steinberg is now in a technical partnership with the project. It's entirely possible that some FOSS hosts will get a straightforward ASIO support on Windows, although I don't really know of many. LMMS seems to be using PortAudio that already has ASIO support. Ardour definitely uses PortAudio with confirmed ASIO support, so there you go. Peter Kirn mentions VCV Rack though, and that sounds like a sensible idea. For Linux users, the relevance of this licensing change is zero. In conclusion Personally, I don't expect any major news for Linux users here. Neither VST3 nor ASIO licensing change will get us more software, FOSS or otherwise. All we realistically can do is vote by our wallets and give money to developers and companies who are friendly to this community. I mean this in the most sincere way. Focusrite was among the several companies that supported FFADO back when Firewire was still cool, so I got Saffire Pro 24. Years later, they supported Geoffrey Bennett's work on getting their USB audio interfaces first-class support on Linux, and so my next audio interface will a focusrite again (currently on Scarlett 2i4 gen1). Pianoteq added Linux support early on, and I've been their customer since v5 (2013). The same goes for Sinevibes and a few more developers whose stuff I actually need. If we all do this sort of thing, this may not tip the scale to get Native Instruments to port their sampler engine and make a ton of orchestral libraries available. But it may give folks like David Healey of Libre Wave an incentive to produce more complex sample libraries and eventually get there.
- rncbc.org - a.k.a. Rui Nuno Capela: Qtractor 1.5.9 - A Halloween'25 Release (2025/10/31 18:00)
  Qtractor 1.5.9 - A Halloween'25 Release Hello everyone, Qtractor 1.5.9 (halloween'25) is out! Change-log: Main menu and toolbar Edit/Select Mode/Clip, Range, Rectangle and Automation actions are now self-toggled when triggered. Slightly better positioning and centering when just clicking but not dragging the main and MIDI editor thumb-views around. Mixer: temporarily hide/show either Audio or MIDI buses, from the respective Inputs and/or Outputs rack pane. Add underlying platform name (eg. xcb, wayland) to Qt version string. 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-1.5.9.tar.gz source package (openSUSE Tumbleweed): qtractor-1.5.9-16.1.rncbc.suse.src.rpm binary package (openSUSE Tumbleweed): qtractor-1.5.9-16.1.rncbc.suse.x86_64.rpm AppImage packages: qtractor-1.5.9-16.1.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 Fri, 31 Oct 2025 - 18:00 Add new comment
- KXStudio News: KXStudio Project Update (August-October 2025) (2025/10/31 15:56)
  Hello all, this is the monthly report for all software things related to KXStudio, DISTRHO & falkTX projects. Repository updates NEW! added hamburger 0.5 fabla updated to 1.4.0 helio-workstation updated to 3.16 infamous-plugins updated to 0.3.2 lsp-plugins updated to 1.2.24 moony.lv2 updated to 0.40.0 sorcer updated to 1.1.3 That is all for now, see you next month!
- News – Ubuntu Studio: Upgrading from 25.04 to 25.10 (2025/10/29 20:08)
  An issue has been identified The Ubuntu Release team has now enabled upgrades from 25.04 to 25.10! This is great news! In fact, you may have noticed this icon on your toolbar and a notification to upgrade. However, upon doing so, you may have noticed something a little more unfortunate: Yep, we know. This tells you nothing about what is wrong. What is wrong is slightly more technical. As it turns out, the backend application that actually performs the upgrade removed an argument from its command line unannounced during the Plucky Puffin release cycle, approximately a year ago. As our project leader, Erich Eickmeyer, maintains the upgrade notifier widget for both Ubuntu Studio and Kubuntu, he woke up and immediately got to work identifying what's wrong and how to patch the Plasma widget in question to correctly execute the upgrade process. He has uploaded the fix, and it was accepted by a member of the Ubuntu Stable Release Updates team. At the moment, the fix needs to be tested and verified. In order to test it, one must install the fix from the plucky-proposed repository. In order for it to be available, it must build for all architectures and, as of this writing, is awaiting building on riscv64 which has a 40-hour backlog. The Workaround If you wish to begin the upgrade process manually rather than waiting on the upgrade notifier fix to be implemented, feel free to make sure you are fully updated, type alt-space to execute Krunner, and paste this: do-release-upgrade -f DistUpgradeViewKDE This is the exact command that will be executed by the notifier widget as soon as it is updated. Of course, if you're in no hurry, feel free to wait until the notifier is updated and use that method. Do bear in mind, though, that as of this writing, you have exactly 90 days to perform the upgrade to 25.10 before your system will no longer be supported. At that time, you'll risk being unable to upgrade at all unless certain procedures for End-Of-Life Upgrades are done, which can be tedious for those uncomfortable in a command line as it will require modifying system files. Mea Culpa We do apologize for the inconvenience. Testing upgrade paths like this are hard to do and things go missed, especially when teams don't communicate with each other. We're try to identify things before they happen but, unfortunately, certain items cannot be foreseen.This issue has now been added to the Ubuntu Studio 25.10 Release Notes.
- News – Ubuntu Studio: Ubuntu Studio 25.10 Released (2025/10/09 17:11)
  The Ubuntu Studio team is pleased to announce the release of Ubuntu Studio 25.10 code-named "Questing Quokka". This marks Ubuntu Studio's 37th release. This release is a Regular release and as such, it is supported for 9 months, until July 2026. Since it's just out, you may experience some issues, so you might want to wait a bit before upgrading. Please see the release notes for a more complete list of changes and known issues. Listed here are some of the major highlights. You can download Ubuntu Studio 25.10 from our download page. Special Notes The Ubuntu Studio 25.10 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 standard 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. Minimum installation media requirements: Dual-Layer DVD or 8GB USB drive. Images can be obtained from this link: https://cdimage.ubuntu.com/ubuntustudio/releases/25.10/release/ Full updated information, including Upgrade Instructions, are available in the Release Notes. Upgrades from 25.04 should be enabled within a month after release, so we appreciate your patience. Upgrades from 24.04 LTS will be enabled after 25.04 reaches End-Of-Life in January 2026. New This Release The Return of Internet DJ Console (IDJC)! After a long hiatus, Internet DJ Console (IDJC) has returned. This package for creating and running Internet-based radio stations had been removed from Debian, but has returned, and therefore, returned to Ubuntu Studio! JackTrip Ubuntu Studio now includes JackTrip! JackTrip serves two purposes: low-latency networked JACK audio within your network, and low-latency Internet audio collaboration. Bands are even known to jam remotely using JackTrip's services! It supports any number of channels (as many as the computer/network can handle) of bidirectional, high quality, uncompressed audio signal streaming. More Musical Plugins We came to the realization that we needed to support musicians a little better, so we added a few instrument and musical plugins to assist with that: dindrumkv1freewheelinggxtunerHydrogen Drumkit Effectskmetronomepadthv1polyphonesamplv1synthv1 More Photography Tools PhotoCollage – allows you to create photo collage phostersPicPlanner – Calculates and displays the positions of the Sun, Moon, and Milky Way for any time and location on earth, to help you get those perfect astronomical photos or for taking pictures during the Golden or Blue hours. PipeWire 1.4.7 This release contains PipeWire 1.4.7. PipeWire's JACK compatibility is configured to use out-of-the-box and is zero-latency internally. System latency is configurable via Ubuntu Studio Audio Configuration and can now be configured on a per-user basis instead of globally. Ubuntu Studio Audio Configuration Speaking of Audio Configuration, we have added a number of options for configuring the PipeWire JACK compatibility, as can be seen in the image below. Additionally, buffer size can now be configured from within any JACK application that supports it, such as Patchance, Carla, Ardour, and more! Ardour 8.12 This is, as of this writing, the latest release of Ardour, packed with the latest bugfixes. To help support Ardour's funding, you may obtain later versions directly from ardour.org. To do so, please one-time purchase or subscribe to Ardour from their website. If you wish to get later versions of Ardour from us, you will have to wait until the next release of Ubuntu Studio, due in April 2026. 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 also became a snap so that the maintainers can get security patches delivered faster. 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. We have additional snaps that are Ubuntu-specific, such as the Firmware Updater and the Security Center. Contrary to popular myth, Ubuntu does not have any plans to switch all packages to snaps, nor do we. 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: Simply use the Ubuntu Studio Installer to remove the features of Ubuntu Studio you don't want or need! Additionally, we include a Minimal Install option that, when used with Ubuntu Studio Installer, will give you the Ubuntu Studio experience for whatever your desktop studio needs! Get Involved! A wonderful way to contribute is to get involved with the project directly! We're always looking for new volunteers to help with packaging, documentation, tutorials, user support, and MORE! Check out all the ways you can contribute! Our project leader, Erich Eickmeyer, is now working on Ubuntu Studio at least part-time, and is hoping that the users of Ubuntu Studio can give enough to generate a monthly part-time income. We're not there, but if every Ubuntu Studio user donated monthly, we'd be there! Your donations are appreciated! If other distributions can do it, surely we can! See the sidebar for ways to give! Contact the Team The best way to contact the Ubuntu Studio team is via the Ubuntu Discourse. Special Thanks Huge special thanks for this release go to: Eylul Dogruel: Artwork, Graphics DesignRoss Gammon: Upstream Debian Developer, TestingSebastien Ramacher: Upstream Debian DeveloperDennis Braun: Upstream Debian DeveloperRik Mills: Kubuntu Council Member, help with Plasma desktopScarlett Moore: Kubuntu Project Lead, help with Plasma desktopLen Ovens: Testing, insightMauro Gaspari: Tutorials, Promotion, and Documentation, Testing, keeping Erich saneErich Eickmeyer: Project Leader, Packaging, Development, Direction, TreasurerSteve Langasek: You are missed.

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