New Steinberg ASIO Open-Source License

Steinberg has today announced that it has moved the licensing framework for its ASIO (Audio Stream Input/Output) technology - an established low-latency, high-performance audio standard - from a sole proprietary license option to a dual licensing model, which includes both proprietary and open-source licenses. Developed by Steinberg, ASIO addresses the professional recording requirements of leading audio hardware manufacturers by supporting variable bit depths and sample rates, multi-channel operation, and synchronization. As a result, users get low latency, high performance, and stable audio recording.

Steinberg's decision to provide GPLv3 licensing for its ASIO technology now allows proprietary and open-source license options to be offered side by side. This dual licensing approach combines the reach and trust of open source with the sustainability and reliability of a commercial model. OBS (Open Broadcaster Software) Studio is a free, open-source project developed with contributions from a global community and supported through sponsorships by leading technology companies. By extending the licensing to include open source, Steinberg has been able to establish a partnership with OBS as a technical sponsor.

Having supported music and audio creators for many years, Steinberg now also aims to bring its expertise to the world of live streaming alongside OBS. Product Lead for the OBS Project, Taylor Giampaolo, comments: “We are happy to welcome Steinberg as a diamond-tier sponsor. The OBS community has been asking for ASIO support for a long time, and with this collaboration, we're excited to empower creators with the incredible functionality and flexibility that ASIO provides.” Head of Strategic Business Development at Steinberg, Stefan Schreiber, comments: “Steinberg’s decision to move to a dual licensing model for ASIO has paved the way for shared opportunities, and we are very pleased to be onboard with the OBS community.”

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