Steinberg VST 3 MIT License

Steinberg announces the launch of VST 3.8, the next-generation version of its industry-leading Virtual Studio Technology (VST) plug-in Framework that now offers the MIT Open Source License model, along with several improvements to the Software Developer Kit (SDK). Developed by Steinberg, VST is an industry-standard audio plug-in format that revolutionized digital music production. Introduced in the mid-1990s, VST enables seamless integration of virtual instruments, effects, and audio processing tools within digital audio workstations (DAWs), allowing creators to expand their production capabilities with third-party plug-ins. In its third generation (VST 3), the technology has continued to set the benchmark for performance, flexibility, and creative freedom across the global music and post-production industries.

With VST 3.8, the change to the MIT Open Source License responds to longstanding requests from third-party developers for a more open and flexible framework. By adopting the MIT License, Steinberg aims to remove barriers to integration, simplify development workflows, and strengthen collaboration across the global audio technology community. “VST 3.8 has been a long time coming,” says Yvan Grabit, Technical Lead at Steinberg. “With the introduction of a new licensing model, we aim to simplify access and encourage broader adoption of VST audio plug-ins across platforms and applications.”

The MIT License of the VST 3.8 SDK permits free use, modification, and distribution of software, as long as the original copyright and license text are retained. This ensures proper attribution while allowing developers to freely use VST technology in both commercial and non-commercial software products.

Further additions in VST 3.8 include interface changes that improve support for MIDI 2.0, as well as an update to VSTGUI. Also announced earlier this month, Steinberg

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has updated the licensing model for its ASIO technology, aligning it with a more open and developer-friendly approach. The ASIO SDK is available under GPLv3 licensing, allowing both proprietary and open-source licensing options to be offered side by side.

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