







VST 3.6.7 SDK Released (build 352)

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 by **ygrabit** » Fri Mar 03, 2017 3:12 pm

Dear VST Developers,

Steinberg Media Technologies today releases VST SDK 3.6.7 (build 352), this maintenance release is mainly a preview version for Linux support.

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Here's a brief overview of changes :
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- **Preview Linux support**
- **Licensing** has changed! Please read the new [VST 3 License](#)
- Use **cmake** as project generator
- This is the last version of the SDK supporting C++98, future versions will use C++11.
- The VST 3 part of this SDK is now available on GitHub <https://github.com/steinbergmedia/vst3sdk>
- **Samples:**
 - New VST 3 Host implementation example:
 - New HostEditor application: Cross-platform (Win/macOS/Linux) standalone which opens the UI of a VST3 Plug-in
 - Updated validator application to support Linux
 - AGain Plug-in updated:
 - it uses VSTGUI 4 instead of VSTGUI 3
 - it supports 64bit processing (template based)
 - All VSTGUI 4 based samples support HiDPI on Windows now
 - Fix Program Change persistence in mda Plug-ins example
 - Removed Xcode and Visual Studio projects, please use cmake now!
 - On Windows we link VST3 Plug-ins with the MultiThreaded DLL runtime libraries (it will use Universal C Runtime Libraries, for older Windows version than Win 8.1 you may have to install these libraries from: <https://support.microsoft.com/en-us/kb/2999226>)
- VSTGUI 3.x is not anymore supported (removed from the SDK) you can still download it from github: <https://github.com/steinbergmedia/vstgui>
- **Plug-in Wrappers:**
 - auwrapper :
 - fix AU Wrapper MIDI Program Change issue (data1 instead of data2)
 - vst2xwrapper :
 - fix resize issue on macOS
 - fix mapping between VST3 ParamID and VST2 paramID when bypass parameter is used

Your Steinberg Team

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YVan Grabit

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