

ROLI

ROLI launches JUCE 4: Grapefruit JUCE and introduces the ICE Engine, a real-time compilation environment for the audio industry and beyond

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London, United Kingdom - [ROLI](#) today releases a powerful new version of [JUCE](#), the leading C++ framework for audio applications that ROLI acquired last year. JUCE 4: Grapefruit JUCE succeeds JUCE 3, which is used by thousands of developers worldwide. Building on over a decade of work by Jules Storer, founder of JUCE and Head of Software Architecture at ROLI, Grapefruit JUCE provides precision-crafted building blocks for any application in audio or beyond that requires intuitive user interfaces, real-time processing, and cross-platform compatibility.

This announcement comes at an exciting time for the JUCE team as they prepare to host the first [JUCE Summit](#) in London on November 19-20. The JUCE Summit will gather leading C++ audio developers. It will feature talks from Pete Goodliffe (Akai), David Zicarelli (Cycling'74) and Don Turner (Google), as well as collaborative workshops about JUCE, Android Pro Audio, the Projucer and more.

Grapefruit JUCE, featuring the new ICE Engine and Projucer, will help faster development of apps on all platforms. The ICE ('Instant Compilation Environment') Engine is a toolchain that allows programmers to compile C++ in real time. The Projucer is a project management tool that integrates the ICE Engine and facilitates rapid development and cross-platform deployment. The ICE Engine feature of the Projucer has received high praise from industry experts, and Storer's talk was named "Most Inspirational Presentation" at the *C++ Now* conference in Aspen.



Jules Storer commented: "We're really proud to be launching a significant new version of JUCE. Grapefruit JUCE is a huge benchmark for the framework and the community because it celebrates the transition from a one-man enterprise to a team of rock-star developers who can aim for far more ambitious goals than I ever could alone."

Roland Lamb, founder and CEO of ROLI, said: "JUCE is instrumental to ROLI's emerging suite of software for music creation. The release of Grapefruit JUCE signifies a major milestone for JUCE as well as the expansion of the framework to a wider audience, and it's great to be finally unveiling some amazing new features that have been brewing for months."



JUCE founder and ROLI Head of Software Architecture Jules Storer

Grapefruit JUCE is also the first cross-platform tool to support Android Pro Audio. This follows several months of collaboration between the Android team and JUCE team to optimize JUCE code deployment on Android devices. Audio apps built with JUCE will now run at low latencies on select Android phones including Nexus 9, 5X, and 6P.

Introduced alongside Grapefruit JUCE is a new, per-seat-based licensing model, designed to better support developers with faster support responses and instant access to bug fixes and weekly updates. JUCE remains an open source framework that can be used freely for noncommercial applications and education.

About ROLI

ROLI is a music technology company based in East London. ROLI makes hardware and software products designed to redefine the interaction between people and technology. In early 2014 the company launched the Seaboard family of instruments. The revolutionary and critically acclaimed Seaboard RISE and Seaboard GRAND lets music-makers control and shape sound through up to five dimensions of touch, combining the expressiveness of acoustic instruments with the versatility and sonic range of electronic music. In its Series A fundraising ROLI raised \$16.5 million from investors including Universal Music, Balderton Capital, Index Ventures, and FirstMark Capital. Learn more at www.roli.com.

About JUCE

JUCE is a C++ cross-platform framework built for speed. Founded by Jules Storer in 2002, JUCE was acquired by ROLI in 2014. It allows developers to create powerful, cross-platform audio, interactive, embedded or graphic applications. It facilitates the creation of versatile user interfaces that can run on any platform including Windows, Mac OS, Linux, iOS and Android.

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