



JUCE, the secret sauce of leading audio apps, offers free licenses and additional tools for cross-platform developers with JUCE 5: Huckleberry JUCE

April 27, 2017

London — JUCE today extends its reach as the leading development framework for audio applications by adding powerful new features while also offering JUCE licenses for free to startup app developers.

JUCE 5: Huckleberry JUCE expands support for plug-ins on a range of mobile operating systems that are increasingly hosting innovative music apps. iOS audio apps can be quickly converted and optimized for Android with JUCE 5's new set of Android support tools. Support for Apple Audio Units and Inter-App Audio, plus new graphical user interface tools, make JUCE 5 the most powerful version of JUCE for both mobile and desktop audio apps.

JUCE 5 also introduces a new, revenue-tiered licensing system that answers the needs of pro developers as well as those starting out. Any developer generating revenue up to \$50,000 annually will gain free access to JUCE and its coding libraries, which are instrumental to apps created by ROLI, KORG, Akai, Arturia, Cycling '74, and other music companies. Educators and students are also offered free access.

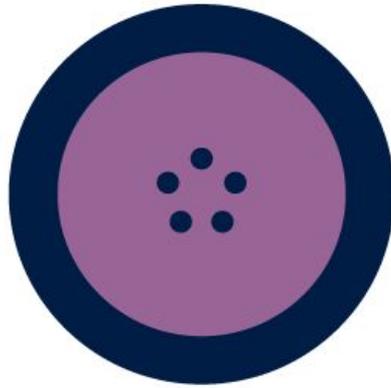
Developers or organizations generating more than \$50,000 can access the JUCE environment for \$35 or \$65 per month per developer, depending on their revenue.

Setting it ahead of all other audio coding frameworks, JUCE code works on plug-ins across platforms from macOS and Windows to iOS and Android. All JUCE 5 licenses include access to a complete kit of coding tools that works across all platforms.

“We want to make JUCE even more accessible to all developers, including people building their first music app” said Julian Storer, founder of JUCE and head of software architecture at [ROLI](#), the London-based music creation startup. “We’re proud to release a new version of JUCE that offers an even wider range of tools for any audio developer.”

JUCE 5 launches one year after [JUCE 4: Grapefruit JUCE](#). The community has grown over the past year, with over 500 licensed companies and independent developers. In the past year 297,000 lines of code were added to the JUCE libraries, and 460,000 lines were removed as the libraries continue to become more efficient and up-to-date.

Sponsored by JUCE, the [third annual Audio Developers Conference](#) will take place at CodeNode in central London on November 13-15. JUCE calls on all developers to submit proposals for papers to present at ADC '17, which will build on the first two successful gatherings of audio developers worldwide.



Huckleberry JUCE

Features of JUCE 5: Huckleberry JUCE

| | |
|---------------------------|---|
| Plug-in development | <ul style="list-style-type: none">• Standalone plug-in support: In addition to VST, VST3, Audio Unit, Audio Unit v3, and AAX, JUCE now supports the “standalone” plug-in format |
| Mobile development | <ul style="list-style-type: none">• Apple Inter App Audio support: Standalone plug-ins can be used as Inter-App Audio instruments and effects on iOS• Android support: Stability and performance improvements for Android MIDI• Android support: Support for Android Studio 2.3• Android support: Improved Android touch latency• Android support: Performance improvements to Bluetooth LE on Android |
| MIDI and MPE development | <ul style="list-style-type: none">• Windows Bluetooth LE MIDI support: Accessing the new Windows 10 MIDI API, JUCE 5 provides better support for devices running Bluetooth LE |
| Graphical user interfaces | <ul style="list-style-type: none">• New graphical user interface tools: a redesigned look and feel for GUIs with modernized elements |
| Code improvements | <ul style="list-style-type: none">• Support for C++11/14 features: including auto, lambdas, move semantics, nullptr |
| ProJucer | <ul style="list-style-type: none">• Free access: ProJucer now free with all JUCE |

| | |
|----------------------|--|
| | licenses <ul style="list-style-type: none"> • New UI design • Support for latest versions of programs: including XCode, VisualStudio, and Android Studio |
| Embedded development | <ul style="list-style-type: none"> • Support for Linux embedded |

Licensing for JUCE 5: Huckleberry JUCE

| | | |
|-----------|---|---|
| Personal | Free | <ul style="list-style-type: none"> • For developers or companies earning up to \$50,000 annually • Access to all tools in the JUCE environment • Splash screen “Made with JUCE” appears on all apps made with this license |
| Education | Free | <ul style="list-style-type: none"> • For accredited educators and students; no revenue cap • Access to all tools in the JUCE environment • Splash screen “Made with JUCE” appears on all apps made with this license |
| Indie | \$35 per month per license \$700 in perpetuity | <ul style="list-style-type: none"> • For developers or companies earning up to \$200,000 annually • Access to all tools in the JUCE environment |
| Pro | \$65 per month per license \$1,300 in perpetuity | <ul style="list-style-type: none"> • For developers or companies earning more than \$200,000 annually • Access to all tools in the JUCE environment • Premium Support available to accelerate software release with help of JUCE experts |

About ROLI

ROLI is a London-based music technology company with a mission to extend the joy of music creation to everyone. [ROLI BLOCKS](#) and [NOISE](#) is a new modular music creation system that lets anyone shape music through easy-to-learn gestures on powerful devices that connect together. The award-winning [Seaboard RISE](#) and [Seaboard GRAND](#) instruments — adopted by world-renowned artists like Stevie Wonder and Meghan Trainor — are an evolution of the piano keyboard that open new dimensions of expression. Professionals and people who have never played an instrument are making music in new ways through ROLI’s ever-growing ecosystem of Connected Music products.

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 provides precision-crafted building blocks that allow 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.

Media inquiries

Will MacNamara

will.macnamara@roli.com