

steinberg terminating vst2?

k9k9dog

Message 1 of 31 , Jun 28

have just discovered steinberg is to terminate vst2 in october.
what does that mean for synthedit?

where is everyone? not much recent posts. has everyone
migrated over to new thing?

BlackWinny

Message 2 of 31 , Jun 28

Hello Dom !

Yes, almost all the discussions have migrated to the new platform since last April.

I guess you were absent...



The new platform is here:

<https://groups.io/g/synthedit/>

Using this link above, you must create a Groups.io profile... then don't forget to join the group by the button "Join this group" which is shown in this picture:

The screenshot shows the Groups.io interface for the SynthEdit@groups.io group. At the top, the navigation bar includes the Groups.io logo, 'Your Groups', a search bar, and a user profile for 'Jacques (BlackWinny)'. The main content area features a large banner image with the text 'SynthEdit@groups.io' and a diagram of a modular synthesizer patch with components like 'Vector Knob', 'Oscillator', and 'StateVar Filter'. Below the banner, the group name 'synthedit@groups.io' is displayed, followed by a 'Group Description' and 'Group Information' section. The 'Group Information' section includes the website 'www.synthedit.com', 34 members, 21 topics, and a start date of April 30. To the right, 'Group Settings' are listed. At the bottom of the main content area, there is an 'Integrations' section, a 'Top Hashtags' section with a 'See All' link, and a 'Join This Group' button highlighted with a red circle. Below this is a 'Message History' section with a calendar view for the year 2018, showing 8 messages in April and 28 in May. At the very bottom, there are 'Group Email Addresses' and a footer with navigation links and a copyright notice for 2018 Groups.io.

Welcome back !
Jacques

Jef McClintock

Message 3 of 31 , Jun 28

>have just discovered steinberg is to terminate vst2 in october. what does that mean for synthedit?
It means future version of SE (e.g 1.5) will support VST Version 3 but not Version 2.
Current Version (1.1, 1.2, 1.3, 1.4) will support VST Version 2.

Best Regards
Jeff

k9k9dog

Message 4 of 31 , Jun 28

thanks Jacques ! ça va? ;-)

ryan_guit

Message 5 of 31 , Jun 28

The graphics card in my main recording machine hasn't been supported for a while. I still use that machine for all my mixing. It's offline and will happily support vst2 until I change its daw too. I can't see reaper (the only finicky daw with vst3's) dropping it's support for vst2 anytime soon either. Yes, as builders, we should move forward I guess, but as users we aren't going to be pushed. Without VST2 support in a windows based daw, I imagine many users will migrate from the Windows platform before trying to find vst3 versions of all their most used plugins. That is something the Mac devs would do. All I'm saying is this is a non-issue for the windows users. All the synthedit plugs I've made are in 32bit vst2 as they don't cause problems for me and I'm their only user, so YMMV. I've migrated to Ubuntu for my work laptop. So the windows machine is like a piece of recording equipment to me. Cheers

Peter S

Message 6 of 31 , Jul 9 5:17 PM

On 28/06/2018, ryan_guit@... [syntheditusers]
<syntheditusers@yahoo.com> wrote:

> Yes, as builders, we should move forward I guess

Going from VST2 -> VST3 is not a "forward" process. It's a different format.

-Peter

Peter S

Message 7 of 31 , Jul 9 5:47 PM

Here's what Steinberg's announcement says:

"VST 2 compatibility with Steinberg VST hosts will remain, however, we recommend to root for the latest version of VST."

<https://www.steinberg.net/en/newsandevents/news/newsdetail/article/vst-2-coming-to-an-end-4727.html>

In other words, this announcement is bullshit - they'll still support VST2 in their hosts.

They just *want* you to use VST3, because about half of the plugin world still doesn't care about VST3, ten years after it was introduced in 2008.

Yep, 10 years and even many hosts still don't support nor care about VST3. For example, AFAIK Ableton still doesn't support VST3, at all. Why should they? VST3 is not better than VST2.

So I wonder how Steinberg is going to pull off "terminating" VST2, when half of the world doesn't even care about VST3 - this announcement is basically a joke.

Now, *legally* the SDK agreement says that Steinberg can terminate your license any time, but does that mean that one day they will start sending out lawyers and suing your ass for still supporting VST2? Sounds like a nonsense scenario. I bet if that happened, people would rather move to a completely different format and ditch Steinberg all together, instead of going VST3.

In other words, this doesn't seem like something Steinberg can (reasonably) enforce, or if they tried to do so legally, that would be totally contra productive and they would probably go down the drain.

If I release a VST2 plugin after October, will Steinberg send their lawyers and sue me? If that happened, do you think that would be an incentive for me to go to VST3 instead? Ummm... nope... I'd rather choose some other format then. There are so many plugin formats nowadays.

-Peter

Peter S

Message 8 of 31 , Jul 9 6:17 PM

Here's what Yvan Grabit from Steinberg says on this:

"Concerning VST2:

Plugin developers having already signed a VST2 license agreement with Steinberg could continue to develop VST2 after the first of October 2018.

After this date NEW developers (the one having not signed the VST2 license agreement until this date) will be not allow to distribute VST2 plugins.

Note that distributing or reverse engineering the VST2 SDK (partially or fully) is NOT allowed by the current Steinberg VST2 license agreement.

Thanks for your attention

Yvan"

<https://forum.juce.com/t/steinberg-closing-down-vst2-for-good/27722/24>

So he says - if you have a VST2 license already, they will not sue your ass (they don't retroactively terminate your existing VST2 license on October).

But if you're a *new* plugin developer and haven't signed the VST2 license agreement before October, they may sue your ass if you release a VST2 plugin.

Sounds like a nice, friendly company.

Also, how do you *prove* in court, that you've *signed* the VST2 agreement when you downloaded it from Steinberg's website back in 2005? You have no paper trail remaining, you just clicked on "agree" and downloaded the VST2 SDK...

Lol, here's what Yvan says:

"Concerning the VST2 License, we will include it again for last time into the next update of the VST3 SDK coming very soon.

If you are not sure that you have signed or not the license, it will be the last change to do it. This concerns plugins or host developers/companies.

You have to fill it, sign it and send it back to Steinberg, we will send you it back again signed by us (for VST2 until October 1th 2018)."

So if you do this bullshit paperwork (sending some signed paper back and forth, basically nonsense), then they won't sue you, otherwise they will? Sounds funny!

Yep, Steinberg does file DMCA takedown requests:

<https://lists.linuxaudio.org/archives/linux-audio-dev/2018-June/037131.html>

JUCE has their own VST2 headers too (which Yvan Grabit says is illegal as technically it's a "reverse engineering" of the header) - wonder if Steinberg's gonna sue JUCE too :)

So I wonder who's gonna get sued after October :) Time to grab some popcorn, and watch the shitshow unfold.

IMPORTANT INFO

If you want to release VST2 plugins after October 2018, then you should send a VST2 license agreement to Steinberg email address, so that they won't sue you later on :)

That is if you have a VST2 license already too. Don't know how that is even legal to require *another* agreement on top of the one you already signed, but whatever, that's what Yvan Grabit said... Maybe if you don't have an email proof that you've accepted their agreement, then they may claim you don't have an agreement and they may sue you... Don't know how that would stand up in court if you've already released VST2 plugins in the past (implying that you've accepted the license agreement in the past), but whatever.... it's nonsense altogether

(Finding the VST2 license online may be hard, as Steinberg files DMCA takedowns everywhere it exists online, but maybe you can still find it on Pirate Bay?)

So... that's some funny shitshow.

-Peter

Peter S

Message 9 of 31 , Jul 9 6:33 PM

Okay, here's a current download to VST SDK 3.6.10:

https://download.steinberg.net/sdk_downloads/vstsdk3610_11_06_2018_build_37.zip

It now includes VST_SDK\VST2_SDK\VST_SDK\VST2_SDK\VST2_License_Agreement.pdf

You have to print this out, fill it in, sign it, and send it to Steinberg before October, if you want to release VST2 plugins in the future.

If you don't send them this paperwork bullshit, then they may say: "Hey kid, you don't have a license agreement, so we may send our lawyers and sue your product off the face of the planet."

And they will probably do so.

Steinberg is a funny company.

-Peter

Peter S

Message 10 of 31 , Jul 9 6:39 PM

BTW, the aforementioned VST2 licensee agreement (included in the VST3.6.10 SDK) says:

"§ 9 TERM OF THE AGREEMENT

1. The Agreement shall run for an unlimited period"

So, it says legally, that it is for an "unlimited period". Until the end of time. Not to be terminated in October 2018, or at any other date.

So if you sign this bullshit and send them to Steinberg before October, then you're good to go with VST2 forever.

I wonder what lawsuits will happen in October, and with what outcome. Time to grab some popcorn.

-Peter

Peter S

Message 11 of 31 , Jul 10 4:42 AM

Here's the recent list of Steinberg's DMCA takedown request of GitHub projects:

<https://github.com/github/dmca/blob/master/2018/2018-06-13-Steinberg.md>

It includes nearly 300 VST2-related repositories from open source projects that they want removed from the Internet. It means that all of these repos are now unavailable, due to the DMCA takedown request.

If you try to visit any of those links, you'll be greeted with the message:

"Repository unavailable due to DMCA takedown."

Seems like Steinberg is really keen on killing VST2 for everyone. They send one takedown request, and now ~300 open-source DSP projects are gone. Thanks, Steinberg!

The fun has just started :) I'm still waiting for the lawsuits.

-Peter

synthfreak

Message 12 of 31 , Jul 10 4:50 AM

And , what does it mean for SE developer ?

We may not sell the older VST 2 Plugs ?

Or ,

SE may not compile VST 2 Plugs ??

G

-Andre'

Peter S

Message 13 of 31 , Jul 10 5:17 AM

On 10/07/2018, synthfreak synthfreak@... [syntheditusers] <syntheditusers@yahoogroups.com> wrote:

> And , what does it mean for SE developer ?
>
> We may not sell the older VST 2 Plugs ?
>
> Or ,
>
> SE may not compile VST 2 Plugs ??

Some points.

1) Technically, you as an end-user of SynthEdit, you're not even a licensee of the VST SDK. The licensee is Jeff McClintock.

2) Jeff obtained a VST SDK license when building SynthEdit. In legal terms I don't think that license can be retroactively terminated. However now Steinberg requires you to fill in additional paperwork to keep your license valid (they say). Therefore, if Jeff does this paperwork, he is still a valid licensee of the VST SDK, and therefore, SynthEdit can still legally use VST2 plugin architecture. Even all the future versions, since the VST SDK license that Jeff can obtain, is for an "unlimited period".

3) Despite that, I think Jeff will drop VST2 support anyways. Even though it could be legal within the VST2 SDK agreement to keep using VST2.

4) The "legal" actions that Steinberg taken so far (DMCA takedown requests), involved open-source projects that distribute files of the VST2 SDK headers. So their main target (so far) are open-source VST2 projects. If you distribute binary compiled version of plugins, there's no such simple copyright claim that they can make to takedown your projects. Whether Steinberg will do some other action against VST2 plugin devs, is yet to be seen.

5) If you file the legal paperwork to obtain a VST2 SDK license, then there's nothing that Steinberg can do against you since you have a valid VST2 SDK license. However as an end-user of SynthEdit, you are not the licensee of the VST2 SDK, therefore I don't know if this applies to you. So I wonder what happen if you - for example - release a VST2 plugin after October 2018, made with an old version SynthEdit v1.0.

The whole thing sounds kinda nonsense to me.

-Peter

Peter S

Message 14 of 31 , Jul 10 2:54 PM

Steinberg Master Plan for World Domination

1. Release VST3
2. Figure out that no one gives a shit about VST3
3. Hook people to use VST3 by bundling it with a VST2 wrapper - "If you go VST3, you get VST2 for free! Supa cool!"
4. After enough people use VST3, remove VST2 support
5. Claim in PR that VST2 is now legacy
6. Use/abuse copyright law to kill VST2 projects
7. Erase VST2 SDK from the face of the planet and any legal way to obtain a VST2 license
8. \$\$\$PROFIT\$\$\$

Peter S

Message 15 of 31 , Jul 10 3:26 PM

Here's my recommendation: *every* *single* plugin developer should now apply for an indefinite VST2 license from Steinberg by filling and sending them the VST2 license agreement that they now provide in the VST3.6.10 SDK.

Even if you're a SynthEdit plugin dev.

If you do so, and you have the printed license agreement with Steinberg's signature on it, there's absolutely nothing that Steinberg can do against you. If you release a plugin and they send you a takedown notice or a cease & desist letter, you can say: "Hey Mr. Grabit, here's my VST2 license agreement, you have your signature on it, so you can f*** yourself."

And that's it - there's nothing they can do against you in a court because you have their signature on the paper.

If you DON'T do this and apply for a renewed VST2 license agreement, there's no guarantee that they won't try to kill off your VST2 projects after October 2018!!! In other words, you might be walking on thin ice.

There's no guarantee that they will do anything to you either, but remember - we're speaking of a company that removed 280 VST2 projects from GitHub with a single DMCA takedown request. So what can you expect? Better cover your ass legally!

So apply for a VST2 SDK license now! Print it out, sign it, send it to Steinberg for their signature, then print it out and keep it in a dossier in case you need it in the future when legal action is taken against you.

Better safe than sorry. This piece of paper with Steinberg's signature on it will protect you in the future.

-Peter

Gijs weetje wel toch

Message 16 of 31 , Jul 11 10:56 AM

Man glad you shared that info. Gonna sing that paper asap

methypnox

Message 17 of 31 , Jul 11 12:50 PM

Danke furs info

methypnox

Message 18 of 31 , Jul 11 1:12 PM

<https://forum.juce.com/t/steinberg-closing-down-vst2-for-good/27722/42>

Steinberg is aggressively sunseting the VST2 API. Part of this involves licensing and if you intend on releasing a VST2 plugin after October 2018 you need to contact them about proper licensing, etc...

The original RackAFX API (now called RAFX1 and currently released) links your RAFX DLL to a library called Sock2VST3 to allow you to use it as a VST2 or VST3 plugin directly. After October 2018, that library will remove the VST2 plugin wrapper, which Steinberg have removed from the VST3 SDK 3.6.10, and will not generate VST2 compatible plugins as a result.

In the meantime, check your licensing status with Steinberg if you intend on releasing VST2 plugins in the future.

- Will

https://www.steinberg.net/fileadmin/redaktion/PDF/VST_SDKs/VST3_License_Agreement.pdf

Welcome to our third-party developer support site. We're pleased to offer other manufacturers the chance to develop VST- and ASIO-based software and hardware for Mac OS and Windows by offering those technologies along with the appropriate license.

Please note that there are licensing agreements coupled with the use of development tools which you have to agree. These agreements contain conditions and/or requirements which are mostly concerned with liability issues.

Please send the filled license agreement to the address that is given on the form, by mail or email it to info[SB]steinberg.de

methypnox

Message 19 of 31 , Jul 11 1:15 PM

Is there an Archive of Steinberg VST2 SDK floating around somewhere?

methypnox

Message 20 of 31 , Jul 11 1:23 PM

info@...

full VST2 2.4 SDK is included with VST3 SDK download

<https://www.steinberg.net/vst3sdk>

methypnox

Message 21 of 31 , Jul 11 1:52 PM

Here is the VST2 License Agreement
you can send the filled license agreement to the address that is given on the form, by mail or email it to
Info At Steinberg dot com
http://www.n01ze.com/synthwizards/ARKIVE/VST2_License_Agreement.pdf

k9k9dog

Message 22 of 31 , Jul 11 1:55 PM

i believe the VST2 SDK is contained in the VST3 SDK zip

Peter S

Message 23 of 31 , Jul 11 8:48 PM

On 11/07/2018, methypnox@... [syntheditusers]
<syntheditusers@yahoogroups.com> wrote:

> Is there an Archive of Steinberg VST2 SDK floating around somewhere?

It is currently included in their VST3 SDK v3.6.10, current link is:

https://download.steinberg.net/sdk_downloads/vstsd3610_11_06_2018_build_37.zip

It includes the VST2 license agreement too.

Time to archive this as they said they're going to remove the VST2 SDK
after October. So this may be the last chance to obtain this legally.

(BTW they removed it already, but they put it back to the VST3.6.10
SDK after requested.)

-Peter

nts1927

Message 24 of 31 , Jul 13 10:45 PM

Hi Peter (or Jeff),

I am still using SynthEdit Version 1.1913.

(A) Does this create plain VSTs or VST2s?

(B) if original VSTs (rather than VST2s) do these new licencing stipulations apply?

Many thanks for any advice.

Peter S

Message 25 of 31 , Jul 14 1:04 AM

Hi,

On 14/07/2018, Niall@... [syntheditusers]
<syntheditusers@yahoogroups.com> wrote:

>
> I am still using SynthEdit Version 1.1913.
>
> (A) Does this create plain VSTs or VST2s?

It creates VST2 plugins. Anything after 1999 should be VST2. So for
practical purposes, anything pre-VST3 is VST2, even though it is
called 'VST'. That usually refers to VST2 - most of those plugins are
actually VST 2.3 or VST 2.4 format.

VST 1.0 is quite outdated, and was only used between 1996-1999. I
don't think anyone ever uses that any more as VST2 is an improvement.

So your best bet is to get a VST2 license from Steinberg in any case.

-Peter

k9k9dog

Message 26 of 31 , Jul 14 3:20 AM

those will be VST 2.4 (i think?)

you might as well just sign the form and send it in.

Ryan Lucas

Message 27 of 31 , Jul 14 5:23 AM

I'm just dreading moving my midi vst2 filters to vst3 as it was a train wreck last time I tried. Midi out anyone? VST2 is still my safe place. Thank you Peter for this wakeup call.

synthfreak

Message 28 of 31 , Jul 14 8:59 AM

Hi Jeff , there is a bug when i remove the patchable .
Example , if i use three Patchable in a patch and then i remove one , it can be that the other one or two also remove .
But it is a GUI error , i think the GUI don't redraw . This because if i switch the patch back/forth than the missing patchable is there .
Greetings
Andre'

Jef McClintock

Message 29 of 31 , Jul 20 9:42 PM

>I am still using SynthEdit Version 1.1913. Does this create plain VSTs or VST2s?
All current versions of SE create VST2s, newer versions also create VST3s and AUs.

Jeff

Jef McClintock

Message 30 of 31 , Jul 20 10:05 PM

>I think Jeff will drop VST2 support anyways.

I am sympathetic to the idea that it's simpler for musicians to deal with just one plugin standard. I'm not sure *forcing* people to drop VST2 is the way to achieve that, but it's Steinberg's decision.

Future version of SynthEdit (e.g. 1.5) will likely support only VST Version 3 on Windows, and Audio Units on Mac. It's likely I will switch to the latest Audio Unit spec too ("Audio unit Extensions", aka Version 3).

There is also a trend to 64-bit-only now too. Less than 2% of downloads on the Steam service are for 32-bit Windows operating systems.

<https://arstechnica.com/gadgets/2018/01/apple-prepares-macos-users-for-discontinuation-of-32-bit-app-support/>

<https://www.extremetech.com/computing/267180-nvidia-ends-support-for-32-bit-operating-systems>

Best Regards,

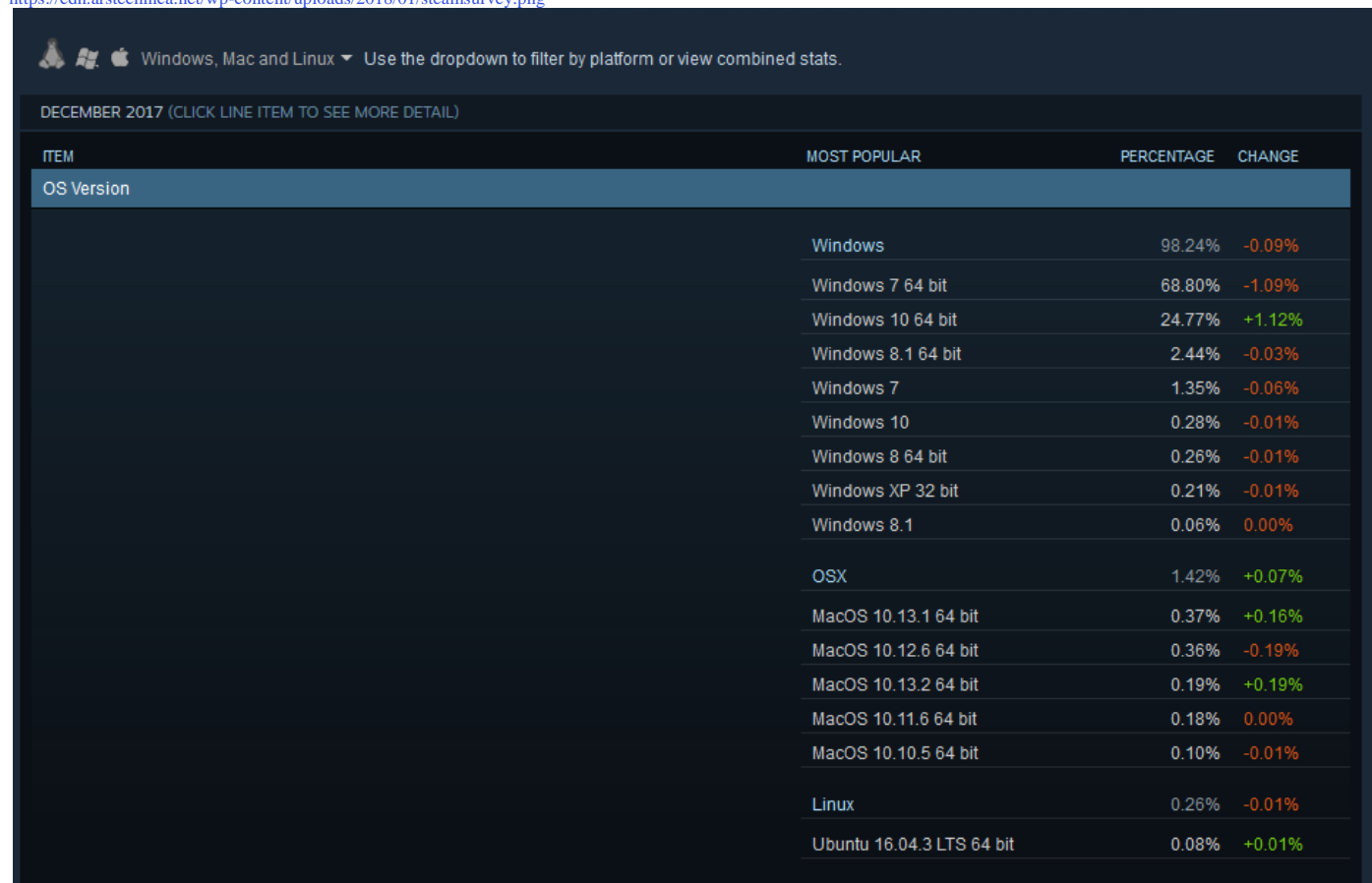
Jeff

aainslie@rocketmail.com

Message 31 of 31 , Jul 23 9:21 AM

The Steam stats are interesting, 68% uses Win7 64bit, would have guessed that Win10 had a greater share.

<https://cdn.arstechnica.net/wp-content/uploads/2018/01/steamsurvey.png>



Windows, Mac and Linux Use the dropdown to filter by platform or view combined stats.

DECEMBER 2017 (CLICK LINE ITEM TO SEE MORE DETAIL)

ITEM	MOST POPULAR	PERCENTAGE	CHANGE
OS Version			
Windows		98.24%	-0.09%
Windows 7 64 bit		68.80%	-1.09%
Windows 10 64 bit		24.77%	+1.12%
Windows 8.1 64 bit		2.44%	-0.03%
Windows 7		1.35%	-0.06%
Windows 10		0.28%	-0.01%
Windows 8 64 bit		0.26%	-0.01%
Windows XP 32 bit		0.21%	-0.01%
Windows 8.1		0.06%	0.00%
OSX		1.42%	+0.07%
MacOS 10.13.1 64 bit		0.37%	+0.16%
MacOS 10.12.6 64 bit		0.36%	-0.19%
MacOS 10.13.2 64 bit		0.19%	+0.19%
MacOS 10.11.6 64 bit		0.18%	0.00%
MacOS 10.10.5 64 bit		0.10%	-0.01%
Linux		0.26%	-0.01%
Ubuntu 16.04.3 LTS 64 bit		0.08%	+0.01%

Think Steinberg is going about it all wrong, originally VST3 was neither a stick or a carrot, it looked like a half-baked toy, so nobody bothered. Now VST3 is a stick. If they just originally made it a carrot, the industry would have adopted it naturally, because there would have been demand for it. VST3 kinda reminds me of windows8.

Random note: I finally got rid of win8! A new PC is like a breath of fresh air.