

Week 10/11

2019

# NEWS of the RACK VCV

key events • new modules • developer news • module videos • contests • and more

Hello everyone in Rack Land,

I assume that this is only the calm before the storm, because even this week there is not much to report. Understandably, the developers stick with modules back to Rack 0.6x, because they would have to be converted to v1. And so we scratch excitedly with the hooves, because it can not take much longer.

And now to the news.

## Developer News and other News

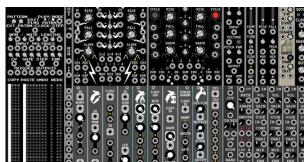


In **VCV Rack** Version **1.0**, a new **module Browser** is introduced which displays the modules as an image.

<https://www.facebook.com/groups/vcvrack/permalink/320165821976902/>

Bark made some minor changes in version **0.6.5**.

<https://github.com/Coirt/Bark>

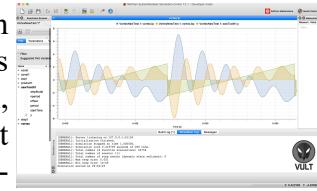


Friedrichs Audio offers a special deal by the end of the month. For \$ 200 you get all previous and future **modules** of the developer in all formats, including VST and Reaktor. Anyone who already owns appropriate modules can even receive an individual offer that takes this into account.

<https://www.facebook.com/groups/vcvrack/permalink/318686978791453/>



**Vult** has announced an **improved version** of its **Polivoks Filter Vortex**, which should be a lot more efficient. However, there will probably be no updates and new modules for VCV Rack version 0.6x. <https://www.facebook.com/groups/vcvrack/permalink/323164131677071/>



## Efficient Plugins

### The challenge

When most computer software is open, the user needs to wait longer for the program to respond to a user's action. This is because the software needs to do many things simultaneously. Typically everything is done at once through loops used to calculate the audio calculations and the button operations. The results are usually a sudden onset of pops, clicks, or missing audio.

When writing plugins for a real-time audio system like VCV Rack or VST, Audio units, etc., there is the additional complexity that the host application needs to respond to the user's actions in real time.

One plugin that is a CPU hog, or otherwise idles, can make the system click and pop. For the user it is very difficult to tell which plugin is the culprit. For this reason, it's very important that any plugin distributed to end users be well-behaved.

### VCV Rack 1.0

This is not the main thread, which means that most users will see a 20% increase in available CPU. That will allow most today's inefficient plugins to work without immediately causing clicks and pops. But the downside is we will be able to get away with inefficient plugin code. VCV Rack will need to use the extra CPU power to make bigger patches that are more reliable.

This isn't something to worry about for our workflow.

**Efficiency** is also the subject of a document published by **Squinky Labs** on [github](https://github.com/squinkylabs/SquinkyVCV/blob/master/docs/efficient-plugins.md). The content is primarily intended for developers.

<https://github.com/squinkylabs/SquinkyVCV/blob/master/docs/efficient-plugins.md>

## New Modules

Also this week we welcome a new product developer.

**8Mode** is not yet in the plugin manager, but on the [github](https://github.com/8ModeSoftware/8Mode) page you can download the **VCO SoftSN Machine**, an emulation of the Texas Instru-



ments SN76477 "Complex Sound Generator" for all 3 operating systems.  
[https://github.com/8Mode/8Mode-VCV\\_Modules](https://github.com/8Mode/8Mode-VCV_Modules)

## Challenges

### **Very Cool Patch Challenge**



In **Edition 26** of the **Very Cool Patch Challenge**, the module to use was **Gray Code** by **Squinky Labs**. The contributions are summarized as always in a **play-list**.  
[https://www.youtube.com/watch?v=PE2GH1Q13XM&list=PL3uoDdw5f0IwLJqKX\\_txsnTjV4wSJdtRL](https://www.youtube.com/watch?v=PE2GH1Q13XM&list=PL3uoDdw5f0IwLJqKX_txsnTjV4wSJdtRL)

In **Edition 27**, the module to be used is **Evolution** by **ML Modules**. Deadline is **March 25** and a new challenge will be announced the following Tuesday. More information at  
<https://community.vcvrack.com/t/very-cool-patch-challenge-edition-27/2333>



## Videos

### **ablaut:**

*]] mutations [[ ambient  
livestream ~ vcv rack ~  
03/10*  
<https://youtu.be/Nz-wZlCkgMA>



*]] mutations [[ ambient  
livestream ~ vcv rack ~  
03/17*  
<https://youtu.be/sezqdP1hjik>



### **Leonardo Laguna Ruiz:**

*Vult Noxious: The soft  
side of the beast*  
<https://youtu.be/xftmONssVjw>



### **Omri Cohen:**

*Using Arturia's  
KeyStep with VCV Rack*  
<https://youtu.be/1DdRrqaUMbg>



*Mutable Instruments  
Warps- VCV Rack Tutorial*  
<http://bit.ly/warpsvcv>



*All About Valley's  
Interzone and Amalgam - VCV Rack Live Stream*  
<https://youtu.be/mVYJwGICGcE>



### **Synthikat:**

*A few examples of the  
VORG low pass filter  
from VULT ANALOG*  
<https://youtu.be/Tcu0I3ZIVU>



### **VCV Rack Ideas:**

*Floats for VCV Rack -  
Make Noise Maths  
Emulation*  
<https://youtu.be/tO2p9vMnuus>



## VCV-Rack-Music

**Youtube Playlist 10-11/19:**  
[https://www.youtube.com/watch?v=mz72H4Lwm6w&list=PL86ST2-gbjW\\_eztDNOt\\_YVIkkaVl8ar7C](https://www.youtube.com/watch?v=mz72H4Lwm6w&list=PL86ST2-gbjW_eztDNOt_YVIkkaVl8ar7C)

### **misaga:**

**six dreams** (portraits in bedrooms)  
<https://misaga.bandcamp.com/album/six-dreams-portraits-in-bedrooms>

### **Der Stahlwald: Corkscrew**

<https://derstahlwald.bandcamp.com/album/corkscrew>

If I missed someone, I'm sorry.

Please give me a hint.

Current module versions by developer (not all are in Plugin Manager and some have to be compiled by yourself). Revised entries are red.

	Vers.	Win	Mac	Lin	Plugin Manager	Download
21kHz	0.6.1				x	
1987	0.6.2	x	x	x		<a href="https://github.com/cfoulc/1987">https://github.com/cfoulc/1987</a>
Aepelzens Modules	0.6.0 dev	x	x	x		<a href="https://github.com/Aepelzen/AepelzensModules.git">https://github.com/Aepelzen/AepelzensModules.git</a>
Aepelzens Parasites	0.6.0 dev	x	x	x		<a href="https://github.com/Aepelzen/AepelzensParasites.git">https://github.com/Aepelzen/AepelzensParasites.git</a>
Alikins	0.6.6				x	
alto777 LFSR	0.6.21				x	
Amalgamated Harmonics	0.6.5				x	
AmateurResearch	0.6.0					<a href="https://github.com/MattKuebrick/h/AmateurResearch">https://github.com/MattKuebrick/h/AmateurResearch</a>
Animated Circuits	0.6.3			x		<a href="https://www.animated-circuits.com/">https://www.animated-circuits.com/</a>
aP Modules	0.6.0			x		
Arable Instruments	0.6.0			x		
arjo_modules	0.6.0			x		
AS	0.6.13			x		
AS Drums & Filters	0.6.2			x		
AS Seqs & Tools	0.6.4			x		
Audible Instruments	0.6.3			x		
Audible Instruments Preview	0.6.5			x		
Autinn	0.6.12			x		
Autodafe - REDs	0.6.0			x		
Autodafe - REDs FREE	0.6.0			x		
Autodafe Drum Kit	0.6.0			x		
Autodafe Module Pack	0.6.0			x		
AP Modules	0.6.0			x		<a href="https://github.com/aptrn/aP-Modules">https://github.com/aptrn/aP-Modules</a>

<b>av500</b>	0.6.0				<a href="https://github.com/av500/vcvrackplugins_av500.git">https://github.com/av500/vcvrackplugins_av500.git</a>
<b>Bacon Music</b>	0.6.2		x		
<b>Bargkass</b>	0.6.0				<a href="https://github.com/korfuri/Bargkass.git">https://github.com/korfuri/Bargkass.git</a>
<b>Bark</b>	0.6.5		x		
<b>BBI</b>	0.6.0		x		
<b>Beckstrom Research</b>	0.6.0		x		
<b>Befaco</b>	0.6.0		x		
<b>Bidoo</b>	0.6.27		x		<a href="https://github.com/sebastien-bouffier/Bidoo.git">https://github.com/sebastien-bouffier/Bidoo.git</a>
<b>Blamsoft</b>	0.6.1		x		
<b>Bogaudio</b>	0.6.13		x		
<b>Bokontep Byte Beat Machine</b>	0.6.1		x		
<b>Castle Rocktronics</b>	0.6.0				<a href="https://github.com/KieranPringle/CastleRocktronics.git">https://github.com/KieranPringle/CastleRocktronics.git</a>
<b>cf</b>	0.6.8		x		
<b>Charred Desert</b>	0.6.4		x		
<b>Chiptuner</b>	0.6.2				<a href="https://github.com/The-Great-Assyr/Chiptuner-0.6.2">https://github.com/The-Great-Assyr/Chiptuner-0.6.2</a>
<b>Chortling Hamster Modules</b>	0.6.0				<a href="https://github.com/ChortlingHamster/Modules">https://github.com/ChortlingHamster/Modules</a>
<b>Computerscare Modules</b>	0.6.6		x		
<b>Crystal Palace</b>	0.6.1.8		x		
<b>Csound</b>	0.6.1	x	x		<a href="https://github.com/Djack13/VCV_Csound.git">https://github.com/Djack13/VCV_Csound.git</a>
<b>dekstop</b>	0.6.0				<a href="https://github.com/dekstop/vcvrackplugins_dekstop.git">https://github.com/dekstop/vcvrackplugins_dekstop.git</a>
<b>dBiz</b>	0.6.1	x		x	<a href="https://github.com/dBiz/dBiz/archive/v0.6.1.zip">https://github.com/dBiz/dBiz/archive/v0.6.1.zip</a>
<b>dekstop</b>	0.6.0			x	
<b>DHE Modules</b>	0.6.4		x		
<b>Dlwiggz</b>	0.6.0	x	x	x	<a href="https://github.com/dirkleas/DLwiggz">https://github.com/dirkleas/DLwiggz</a>
<b>DrumKit</b>	0.6.4			x	
<b>E-Series</b>	0.6.0			x	
<b>Edge</b>	0.6.3			x	

<b>eh_modules</b>	0.6.1		
<b>Erratic Instruments</b>	0.6.2	x	
<b>Evil Turtle Productions</b>	1.0	x	<a href="https://www.evilturtle.nl/store/plugins/vcypack.html">https://www.evilturtle.nl/store/plugins/vcypack.html</a>
<b>FrankBuss Formula</b>	0.6.2	x	
<b>Frozen Wasteland</b>	0.6.7	x	
<b>Fundamental</b>	0.6.2	x	
<b>Geodesics</b>	0.6.6	x	
<b>GoodSheperd</b>	0.6.0		<a href="https://github.com/jensschulze/GoodSheperd">https://github.com/jensschulze/GoodSheperd</a>
<b>Gratrix</b>	0.6.0	x	
<b>Grayscale</b>	0.6.0	x	
<b>HetrickCV</b>	0.6.0	x	
<b>Holonic Systems</b>	0.6.4	x	
<b>Hora</b>	0.6.0	x	
<b>huaba</b>	0.6.3	x	
<b>Impromptu Modular</b>	0.6.16	x	
<b>JE</b>	0.6.0	x	
<b>JW-Modules</b>	0.6.3	x	
<b>KarateSnoopy</b>	0.6.1	x	
<b>Klirrfactory</b>	0.6.2		<a href="http://klirrfactory.com/">http://klirrfactory.com/</a>
<b>Koralfx Modules</b>	0.6.9	x	
<b>LabSeven</b>	0.6.2		
<b>Lindenberg Research</b>	0.6.4	x	
<b>LOGinstruments</b>	0.6.0	x	<a href="https://github.com/lindenbergresearch/LTRack/releases">https://github.com/lindenbergresearch/LTRack/releases</a>
<b>Loopus Modules</b>	0.5.1	x	
<b>luckyxxl</b>	0.6.0	x	
<b>Matthew Friedrichs</b>	0.6.5	x	<a href="https://gumroad.com/friedrichsaudio">https://gumroad.com/friedrichsaudio</a>
<b>MicMusic</b>	0.6.2	x	
<b>MicroTools</b>	0.6.0	x	
<b>ML modules</b>	0.6.4	x	
<b>moDllz</b>	0.6.6	x	
<b>modular80</b>	0.6.4	x	
<b>Modular Fungi</b>	0.6.2	x	

<b>monome</b>	0.6.0		<a href="https://github.com/Dewb/monome-rack">https://github.com/Dewb/monome-rack</a>
<b>MrLumps</b>	0.6.0	x	
<b>mscHack</b>	0.6.3	x	
<b>MSM</b>	0.6.5.1	x	
<b>mtsch</b>	0.6.0	x	
<b>NauModular</b>	0.6.0	x	
<b>Niko</b>	0.6.1		<a href="https://github.com/NikolajAndersson/RackPlugins.git">https://github.com/NikolajAndersson/RackPlugins.git</a>
<b>Nocturnal Encoder</b>	0.6.1	x	
<b>Nohmad</b>	0.6.0	x	
<b>Non Linear Instruments</b>	0.6.0	x	
<b>Noobhour modules</b>	0.6.2	x	
<b>Nysthi</b>	0.6.39	x	
<b>Ohmer Modules</b>	0.6.4	x	
<b>Parable Instruments</b>	0.6.0	x	
<b>PG-Instruments</b>	0.6.4	x	
<b>PulsumQuadrum-SDR</b>	0.6.0	x	
<b>PvC</b>	0.6.0	x	
<b>Quadrophonics</b>	0.6.3	x	
<b>QuantalAudio</b>	0.6.4	x	
<b>Qwelk</b>	0.6.0	x	
<b>rcm</b>	0.6.12	x	
<b>RJModules</b>	0.6.1	x	
<b>Robotic Bean</b>	0.6.0	x	
<b>Rodent Modules</b>	0.6.1	x	
<b>s-ol</b>	0.6.11	x	
<b>SchmickleWorks</b>	0.6.0		<a href="https://github.com/cclark2a/SchmickleWorks">https://github.com/cclark2a/SchmickleWorks</a>
<b>Sculpt-O-Sound</b>	0.6.05	x	
<b>SerialRacker</b>	0.6.1	x	
<b>Simple module pack</b>	0.6.0	x	
<b>SKJack</b>	0.6.6		
<b>Skylights</b>	0.6.3		

<b>Sonus Modular</b>	0.6.2	x	
<b>Southpole</b>	0.6.0	x	
<b>Southpole Parasites</b>	0.6.0	x	
<b>spin</b>	0.6.2	x	
<b>Squinky Labs</b>	0.6.14	x	
<b>Starling</b>	0.6.0		<a href="https://github.com/liquidcitymakers/Via-for-VCVRack">https://github.com/liquidcitymakers/Via-for-VCVRack</a>
<b>Stellare Modular</b>	0.6.11	x	
<b>Stochasm</b>	0.6.0	x	
<b>Strum's Mental Modules</b>	0.6.3	x	
<b>STS</b>	0.6.0.3	x	
<b>Submarine Prototype</b>	0.6.0	x	
<b>SubmarineFree</b>	0.6.8	x	
<b>Submarine Utility</b>	0.6.2	x	
<b>SynthKit</b>	0.6.2	x	
<b>TriggerFish Elements</b>	0.6.4	x	
<b>trowaSoft</b>	0.6.4	x	
<b>Unfiltered Volume 1</b>	0.6.1	x	
<b>Unforgettable Luncheon</b>	0.6.3	x	
<b>unless modules</b>	0.6.2	x	
<b>TechTech Technologies</b>	0.6.0		<a href="https://github.com/wlaub/vcv">https://github.com/wlaub/vcv</a>
<b>The XOR</b>	0.6.2	x	
<b>TWD Plugins</b>	0.6.0		<a href="https://github.com/trblwdreams/twd-plugins">https://github.com/trblwdreams/twd-plugins</a>
<b>Valley</b>	0.6.16	x	
<b>VCV</b>	0.6.1	x	
<b>Vult Compacts</b>	0.6.25	x	
<b>Vult Modules</b>	0.6.25	x	
<b>Vult Modules (Free Version)</b>	0.6.25	x	
<b>ZZC</b>	0.6.0		<a href="https://github.com/zezic/ZZC">https://github.com/zezic/ZZC</a>