

VST 3 Links

Important links you will need for working with **VST 3**

Getting VST 3 SDK

You have 2 possibilities for getting the **VST 3 SDK**:

Component	as zip package	as GitHub repository
VST 3 API	✓	✓
Helpers classes	✓	✓
AAX, AUv3, AU and VST 2 wrappers	✓	✓
iOS Inter-App Audio support	✓	✓
VST 3 Plug-ins Examples	✓	✓
Validator command line	✓	✓
AudioAudioHost	✓	✓
EditorHost	✓	✓
VST3 Inspector	✓	✓
VSTGUI	✓	✓
VST 3 Project Generator (exe only)	✓	✗
VST 3 Plug-in Test Host (exe only)	✓	✗
VST 3 Licensing	✓ Proprietary + GPLv3	✗ only GPLv3

Download the full VST 3 package as zip file

Download a full **VST 3 SDK** package which includes everything you need to build a **VST 3** plug-in or host. Test your **VST 3** plug-in in real-time with the included **VST 3 Plug-in Test Host** and execute automated tests (See [What is the VST 3 SDK?](#)):

<https://www.steinberg.net/vst3sdk> (direct link to zip file, 97.5 MB)

Clone VST 3 repository from GitHub

Clone the **VST 3 SDK** repository from **GitHub** for easy integration into your workspace:

On this page:

- [Getting VST 3 SDK](#)
 - [Download the full VST 3 package as zip file](#)
 - [Clone VST 3 repository from GitHub](#)
- [Online Documentation](#)
- [VST 3 Forum](#)
- [VSTGUI](#)
- [External Links to VST 3, DSP, Conferences and Plug-ins development](#)

Related pages:

- [How to set up my system for VST 3](#)

<https://github.com/steinbergmedia/vst3sdk>

steinbergmedia / vst3sdk

Join GitHub today

VST 3 Plug-in SDK

branch master

File	Commit	Age
vsdk.vcxproj	eb9d3614_03_12_2019_build_24	Latest commit eb9d3614 on 3 Dec 2019
base	@ 68517eb	eb9d3614_03_12_2019_build_24 5 months ago
cmake	@ 623bde	eb9d3614_03_12_2019_build_24 5 months ago
doc	@ 179ba2e	eb9d3614_03_12_2019_build_24 5 months ago
plugininterfaces	@ 6ed4275	eb9d3614_03_12_2019_build_24 5 months ago
public.sdk	@ 64f4db	eb9d3614_03_12_2019_build_24 5 months ago
vsplug	@ 24ed5d1	eb9d3614_03_12_2019_build_24 5 months ago
apihelper		eb9d3617_03_03_2017_build_352 3 years ago
CMakelists.txt		eb9d3614_03_12_2019_build_24 5 months ago
LICENSE.txt		eb9d3613_08_04_2019_build_81 13 months ago
README.md		eb9d3614_03_12_2019_build_24 5 months ago
VST3_License_Agreement.pdf		eb9d3614_03_12_2019_build_24 5 months ago
VST3_Usage_Guidelines.pdf		eb9d3614_03_12_2019_build_24 5 months ago
index.html		eb9d3617_03_03_2017_build_352 3 years ago

Welcome to VST SDK 3.x x

Table Of Contents

- [1. The VST SDK package](#)
- [2. System requirements](#)
- [3. About VST Plug-ins in general](#)
- [4. About VST 3](#)
- [5. How to build VST 3](#)
- [6. Contributing](#)
- [7. License & Usage guidelines](#)


The VST SDK package contains

- The VST 3 API
- VST 3 Implementation Helper Classes
- AAK, AU and VST 2 wrappers
- VST 3 Plug-ins Examples

The full VST 3 SDK is available [here](#). It contains:

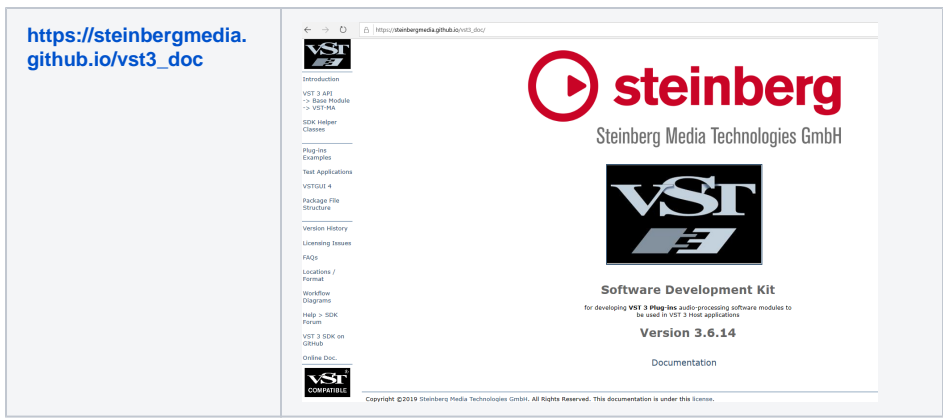
- a VST 3 Plug-in Test Host Application/Validator,
- the Steinberg VST 3 Plug-in SDK Licensing Agreement that you have to sign if you want to develop or host VST 3 Plug-ins.

System requirements

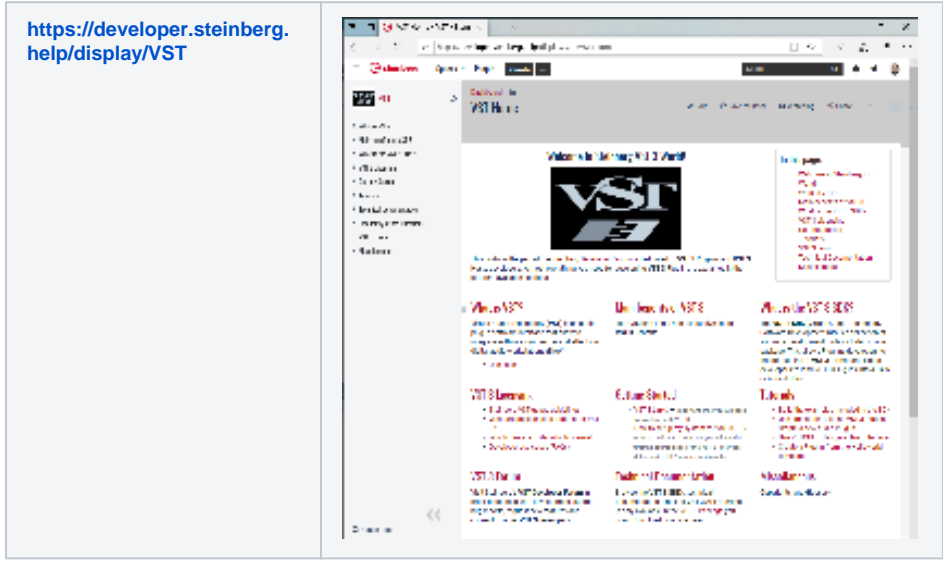
 Independently of the download source of the **VST 3 SDK** be sure that you follow the license agreement (check [What are the licensing options for VST 3?](#))

Online Documentation

Browse the **VST 3 SDK**'s online documentation including **API** reference and sample code:

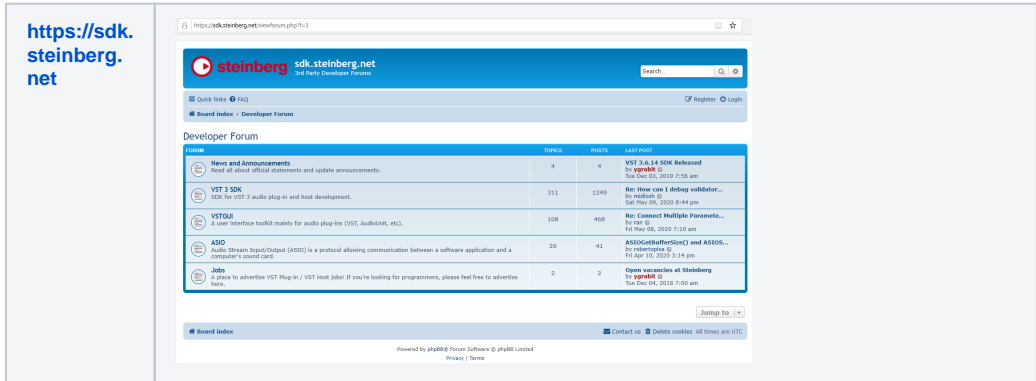


Browse the VST portal for the whole documentation and tutorials:



VST 3 Forum

Visit Steinberg's [VST Developer Forum](#) in order to get help with development, submit bug reports, request new features and connect to other **VST 3** developers:



VSTGUI

When you download the **VST 3 SDK**, the last official release version of **VSTGUI** is included, but you can get it (the release and the development branches) from github:

<https://github.com/steinbergmedia/vstgui>



External Links to VST 3, DSP, Conferences and Plug-ins development

Here you can find some links to external resource about **VST 3**, DSP and Plug-ins development:

<p>YouTube</p>	<ul style="list-style-type: none"> • ADC 2020: Support of MIDI2 and MIDI-CI in VST 3 instruments, Arne Scheffler and Janne Roeper • ADC 2017: VST 3 history, advantages and best practice, Yvan Grabit • ADC 2016: The Golden Rules of Audio Programming, Pete Goodliffe • How to setup the VST3 SDK's Sample Plugin Projects
<p>Forums / Mailing List</p>	<ul style="list-style-type: none"> • KVRAudio Forum: DSP and Plug-in Development • music-dsp mailing list at columbia.edu • music-dsp Web • Sursound mailing list at Virginia Tech • DSP Stack Overflow: DSP Developer community • Stack Overflow: Developer community
<p>Tools / Libraries</p>	<ul style="list-style-type: none"> • MATLAB®: Audio Plugin Creation and Hosting • Blender: A free and open source 3D creation suite • Armadillo: C++ library for linear algebra & scientific computing • lapack++: Linear Algebra PACKage in C++ • dlib: Dlib is a modern C++ toolkit • Intel MKL: Intel® Math Kernel Library

Books	<ul style="list-style-type: none"> • DSP related.com: Articles, news, and blogs about basic and modern DSP topics • Introduction to Signal Processing by Sophocles J. Orfanidis • DSP Guide by Steven W. Smithn (The Scientist and Engineer's Guide to Digital Signal Processing) • Online Books by Julius O. Smith III (Mathematics of the Discrete Fourier Transform (DFT), Introduction to Digital Filters, Physical/Spectral Audio Signal Processing) • Seeing Circles, Sines, and Signals: A visual and interactive introduction to DSP • The ART of VA Filter Design by Vadim Zavalishin (theoretical and practical aspects of the virtual analog lter design in the music DSP context) • Stackoverflow - The Definitive C++ Book Guide and List: Nice list of C++ books (for beginner to advanced levels)
Conferences	<ul style="list-style-type: none"> • ADC: Audio Developer Conference by Roli • DAFx: Digital Audio Effects • ICASSP: International Conference on Acoustics, Speech, and Signal Processing • ISMIR: International Society for Music Information Retrieval
Others	<ul style="list-style-type: none"> • VST in wikipedia • VST Story Interview • Steinberg Media Technologies