

NEWS of the RACK VCV

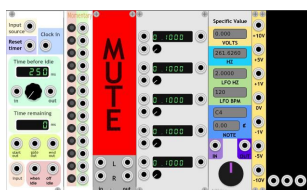
key events • new modules • developer news • module videos • contests • and more

Hello everyone in Rack Land,

my editorial last week has triggered an interesting discussion. Thank you very much! This shows me that the news of the rack is seen or read. I am also pleased with every response to my contributions, and I think so are all the others who, with their ideas and videos - and not to forget their modules - are helping to make our community so alive. All this is not self-evident and sometimes one wonders, of course, why am I doing this work? And then you are happy about feedback and know again why you do that.

And now to the news.

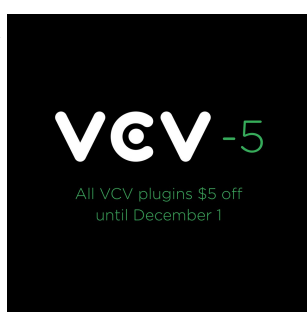
Developer News



Alikins has reworked its modules and is now at version **0.6.3**.

<https://github.com/alikins/Alikins-rack-plugins>

Black Friday is also in VCV Rack. Until December 1, there will be a \$ 5 discount on all paid VCV modules. This does not apply to the new host modules.

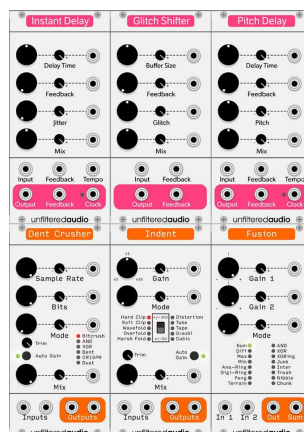
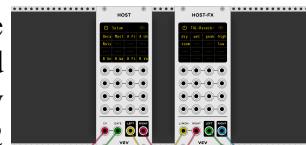


Friedrichs Audio also reduces the prices of its modules **Hot Bunny** and **Floats** until Cyber

Monday. <https://gumroad.com/friedrichsaudio>

New modules

VCV has released the modules **Host** and **HostFX**, which allow you to load 64-bit VST2 plug-ins into VCV Rack and control up to 16 parameters per CV. The price of \$ 30 includes both modules. <https://vcvrack.com/Host.html>



Unfiltered Audio will cut the price of its modules to \$ 25 by January 1 and even add 3 modules in version **0.6.1**. **Glitch Shifter** and **Pitch Shifter** are two other granular delay algorithms from the hardware modules Sandman Pro and BYOME. **Fusion** is a kind of signal

smasher, inspired by the combo modes of Intelijel's Shapeshifter and Kurzweil's various ORs. <https://www.unfilteredaudio.com/pages/vcv-manuals>

In version **0.6.19 Vult** has also added the motive of the second winner of the **Dia de los Muertos Vult Giveaway Contest** **Charles Kentis** to the 3 HP Blank Module. In addition, the paid package **Vult Compacts** has been extended by the filter **Vorg**. This simulates the Korg MS20 filter and is available as a single module as well as in Freak as a selectable option.

<https://modlfo.github.io/VultModules>



In version **0.6.23 bidoo** has released **liMonADe**, an additive oscillator and wavetable synth.

<https://github.com/sebastien-bouffier/Bidoo>

Challenges



In **Edition 20** of the Very Cool Patch Challenge, the module to be used is **bordL** from **bidoo** and entries can be submitted until **midnight on 03.12.2018** and a new challenge will be announced on **04.12.2018**.

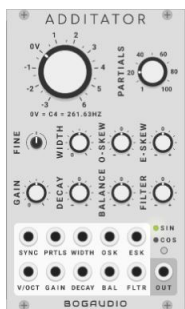


In **Edition 19**, the module to be used was **Addiator** by **Bogaudio** and there were **19 participants**. The contributions are summarized in a **playlist**.

<https://www.youtube.com/playlist?list=PL3uoDdw5f0Iy2eTeaK4QkCQFYCNB3P1w6>

More about the **new rules** at

<https://www.facebook.com/groups/vcvrack/permalink/276915316301953/>



Ben de Groot, the Godfather of the VCP, releases an album called **Winter Solstice** on Bandcamp on **December 22**, the day of the winter solstice. He invites you to submit a piece of music in the form of a **drone in the key b** until **15 December**, which should appear on this album. For more information about the prerequisites, see

<https://www.facebook.com/groups/vcvrack/permalink/274296519897166/>

Videos

ablaut:

*Every Sunday a new live stream called **Cable Madness**. (13:00 UTC, 14:00 Central European, 21:00*

Shanghai, 9:00 New York) You can find the last video under the following link.

<https://youtu.be/ILILC8vV0LE>



bidoo:

liMonADe

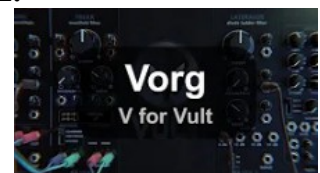
<https://youtu.be/7MTI44zaRrQ>



Leonardo Laguna Ruiz:

Vult Vorg: "V for Vult"

https://youtu.be/r_r9GcBLdKc



Omri Cohen:

Euclidean Rhythms in VCV Rack

<https://youtu.be/u655xuFM56I>



Befaco Rampage - VCV
Rack Tutorial
<https://youtu.be/w9IJHkuiwOs>



VCV Rack Ideas:

How to make Ambient
Drone in Modular
(VCV RACK TUTORI-
AL) <https://youtu.be/mKMKvqadc6Y>



The Art of Sound:

Talking Rackheads
S02E02 Mega Patch
Pack
<https://patchstorage.com/talking-rackheads-s02e02-patch-pack/>



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**.

Name	Ver- sion	Wi n	Ma c	Lin ux	Plugin Manager	Download
21kHz	0.6.1				x	
1987	0.6.2	x	x	x		https://github.com/cfoulc/1987
Aepelzens Modules	0.6.0 dev	x	x	x		https://github.com/Aepelzen/AepelzensModules.git
Aepelzens Parasites	0.6.0 dev	x	x	x		https://github.com/Aepelzen/AepelzensParasites.git
Alikins	0.6.3				x	
alto777 LFSR	0.6.21				x	
Amalgamated Harmonics	0.6.3.1				x	
Animated Circuits	0.6.3				x	https://www.animated-circuits.com/
aP Modules	0.6.0				x	
Arable Instruments	0.6.0				x	
arjo_modules	0.6.0				x	
AS	0.6.12				x	
AS Drums & Filters	0.6.2				x	
AS Seqs & Tools	0.6.4				x	
Audible Instruments	0.6.3				x	
Audible Instru- ments Preview	0.6.3				x	
Autinn	0.6.7				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	https://github.com/aptrn/aP-Modules
av500	0.6.0				https://github.com/av500/vcvrackplugins_av500.git
Bacon Music	0.6.2			x	
Bargkass	0.6.0				https://github.com/korfuri/Bargkass.git
BBI	0.6.0			x	
Beckstrom Research	0.6.0			x	
Befaco	0.6.0			x	
Bidoo	0.6.23			x	https://github.com/sebastienbouffier/Bidoo.git
Blamsoft	0.6.0			x	
Bogaudio	0.6.10			x	
Bokontep Byte Beat Machine	0.6.1			x	
Castle Rocktronics	0.6.0				https://github.com/KieranPringle/CastleRocktronics.git
cf	0.6.8			x	
Charred Desert	0.6.4			x	
Chortling Hamster Modules	0.6.0				https://github.com/ChortlingHamster/Modules
Computerscare Modules	0.6.4			x	
Crystal Palace	0.6.1.8			x	
Csound	0.6.1	x		x	https://github.com/Djack13/VCV_Csound.git
dekstop	0.6.0				https://github.com/dekstop/vcvrackplugins_dekstop.git
dBiz	0.6.1	x		x	https://github.com/dBiz/dBiz/archive/v0.6.1.zip
dekstop	0.6.0			x	
DHE Modules	0.6.3			x	
DLwiggly	0.6.0	x	x	x	https://github.com/dirkleas/DLwiggly
DrumKit	0.6.4			x	
E-Series	0.6.0			x	
Erratic Instruments	0.6.2			x	
Evil Turtle Productions	1.0	x			https://www.evilturtle.nl/store/plugins/vcypack.html

FrankBussFormula	0.6.2		x	
Frozen Wasteland	0.6.7		x	
Fundamental	0.6.2		x	
Geodesics	0.6.4		x	
Gratrix	0.6.0		x	
Grayscale	0.6.0		x	
HetrickCV	0.6.0		x	
Holonic Systems	0.6.1		x	
Hora	0.6.0		x	
huaba	0.6.3		x	
Impromptu Modular	0.6.12		x	
JE	0.6.0		x	
JW-Modules	0.6.3		x	
KarateSnoopy	0.6.1		x	
KlirrFactory	0.6.2			http://klirrfactory.com/
Koralfx Modules	0.6.9		x	
Lindenberg Research	0.6.4		x	
LOGinstruments	0.6.0		x	https://github.com/lindenbergresearch/LRTRack/releases
Loopus Modules	0.5.1		x	
luckyxxl	0.6.0		x	
Matthew Friedrichs	0.6.0		x	https://gumroad.com/friedrichsaudio
MicroTools	0.6.0		x	
ML modules	0.6.2		x	
moDllz	0.6.6		x	
modular80	0.6.3		x	
Modular Fungi	0.6.2		x	
monome	0.6.0			https://github.com/Dewb/monome-rack
MrLumps	0.6.0		x	
mshHack	0.6.3		x	
MSM	0.6.4		x	
mtsch	0.6.0		x	
NauModular	0.6.0		x	
Niko	0.6.1			https://github.com/NikolajAndersson/RackPlugins.git
Nocturnal Encoder	0.6.1		x	

Nohmad	0.6.0	x
Non Linear Instruments	0.6.0	x
Noobhour modules	0.6.2	x
Nysthi	0.6.30	x
Ohmer Modules	0.6.4	x
Parable Instruments	0.6.0	x
PG-Instruments	0.6.4	x
PulsumQuadratum-SDR	0.6.0	x
PvC	0.6.0	x
Qwelk	0.6.0	x
rcm	0.6.4	x
RJModules	0.6.1	x
Robotic Bean	0.6.0	x
Rodent Modules	0.6.1	x
s-ol	0.6.11	x
Sculpt-O-Sound	0.6.0	x
SerialRacker	0.6.1	x
Simple module pack	0.6.0	x
Sonus Modular	0.6.2	x
Southpole	0.6.0	x
Southpole Parasites	0.6.0	x
spin	0.6.1	x
Squinky Labs	0.6.11	x
Stellare Modular	0.6.11	x
Stochasm	0.6.0	x
Strum's Mental Modules	0.6.3	x
STS	0.6.0.2	x
Submarine Prototype	0.6.0	x
SubmarineFree	0.6.8	x
Submarine Utility	0.6.2	x
SynthKit	0.6.2	x
TriggerFish Elements	0.6.4	x
trowaSoft	0.6.4	x

Unfiltered Volume 1	0.6.1		x	
unless modules	0.6.2		x	
The XOR	0.6.2		x	
TWD Plugins	0.6.0			https://github.com/trblwdreams/twd-plugins
Valley	0.6.6		x	
VCV	0.6.1		x	
Vult Compacts	0.6.19		x	
Vult Modules	0.6.19		x	
Vult Modules (Free Version)	0.6.19		x	