Audulus 4.8 Press Release

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Audulus 4.8 introduces Lyte and a fully updated Pro Modules collection

A new programming language for audio DSP, MIDI 2.0 support, and exciting new modules.

FOR IMMEDIATE RELEASE

Audulus 4.8 is out today for Mac, iPad and iPhone. The update introduces Lyte, a new programming language optimized for audio DSP, with MIDI input and output. Musicians can live-code their own instruments, effects and MIDI tools inside Audulus, with code running faster than ever. Audulus also now supports MIDI 2.0, for higher-resolution control from compatible hosts and devices.

The release also brings a complete update to the Pro Modules collection. Every module is now built with Lyte, with new features, redesigned instruments and effects, and many new modules to explore. All Lyte scripts in the collection are precompiled for fast performance across devices.

"Audulus has always been about building instruments from the ground up," said Taylor Holliday, creator of Audulus. "Lyte takes that one level deeper. Code you write yourself now runs fast enough to build complete instruments and effects, and to play them in a live patch."

Lyte: build your own audio and MIDI tools

Lyte gives users the tools to write anything from a custom effect to a complete instrument or generative music system. Scripts work on Mac, iPad and iPhone, and live coding lets users hear changes as they work. An improved editor highlights code and displays errors to help users find and fix problems without leaving their patch.

MIDI support in Lyte opens the door to just about any custom MIDI tool you can dream up-- from MPE to device feedback and endless encoder tools. The library now includes new MIDI modules to show you the way, including an MPE keyboard module.

Pro Modules: professional audio tools built with Lyte

Pro Modules are ready-to-use instruments, effects, sequencers and controllers that drop straight into any Audulus patch. They are built entirely in Audulus, using the same nodes available in the free version of the app. Lyte has made it possible to build professional-level audio products this way, combining the creative freedom of modular synthesis with the polish of professional audio plugins.

In this release, the entire collection has moved to Lyte, existing modules have been redesigned and upgraded, and many new modules have been added. Lyte already runs at native speed on Mac; precompilation brings that performance to iPad and iPhone.

Highlights include:

- **J-23 Space Console**, completely updated flagship reverb and effects system with twelve reverbs, three effects slots and a modulation matrix.
- **Lyrus8**, a new eight-voice touch-triggered synth inspired by the SOMA LYRA-8.

- **fieldEQ**, **resEQ**, **combF**, **Vocoder**, a new series exploring beloved modular approaches to spectral EQ effects.
- **Poly Seq**, a versatile new piano-roll sequencer with a modular vibe.
- **Wave 3D**, a new eight voice polyphonic wavetable oscillator with 512 waveforms arranged in an 8x8x8 cube.
- **modalPerc**, a redesigned percussion engine with 108 drum and percussion instruments and controls designed for intense modulation.

The collection includes powerful synths, effects, oscillators, filters, sequencers and controllers. Users can explore the demos to see what's possible, and incorporate these modules freely into their own patches. Existing Pro Module purchases remain valid, including modules that have been replaced.

MIDI 2.0

Audulus now supports MIDI 2.0 in the standalone app and as an AUv3 plugin. Velocity, pitch bend and controller data arrive at full MIDI 2.0 resolution from hosts and devices that support it, and the Keyboard node responds to per-note pitch bend. The Note Send and CC Send nodes now send MIDI 2.0 at full resolution. Lyte scripts can send and receive MIDI 2.0 packets with sample-accurate timing. MIDI 1.0 hosts and devices continue to work as before.

Performance and usability improvements

Audulus 4.8 also launches faster, reduces CPU use in patches with library modules, and makes signal flow easier to follow with updated wire colors and highlighting. The release improves module search and includes fixes for crashes, audio issues and interface bugs.

Availability

Audulus 4.8 is a free update, available now on the Mac App Store and the iOS App Store. The app is free to download, and Pro Modules are sold as in-app purchases. Audulus runs as a standalone app and as an AUv3 plugin, and patches sync across devices with iCloud.

Audulus 4.8 requires macOS 15.6 or later, or iOS 18.0 or later.

About Audulus

Audulus is a modular synthesizer and visual programming environment for Mac, iPad and iPhone. Users build instruments and effects by connecting nodes and modules, with support for custom graphics, GLSL shaders, Lua scripts and now Lyte DSP. Audulus has been praised as a "gem for Apple platforms" by Peter Kirn of Create Digital Music and called "stunning" by sound designer Richard Devine.

Learn more at audulus.com, join the community at forum.audulus.com or on Discord.

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