

# Build Better. Build Faster. Build Stronger: The New JUCE 8

*JUCE 8 introduces long-anticipated features, including the ability to design and deploy GUIs with embedded web views, a faster Direct2D-based renderer and more.*

SILICON VALLEY, CA, UNITED STATES, January 25, 2024 /EINPresswire.com/ -- The team at [JUCE](#) is excited to announce the key features of [JUCE 8](#), a leap forward in audio application and plug-in development. This release will introduce long-anticipated features, including the ability to design and deploy GUIs with embedded web views, a faster Direct2D-based renderer, a new animation framework, enhanced Unicode support, and more.

"JUCE 8 is a significant step forward," states Tom Poole, Director of JUCE.

"The improvements to UI design workflows, rendering performance, and text handling have been among our most requested features, and JUCE 8 will deliver on all fronts. Whether you're updating an existing project or creating something new, JUCE 8 will take your software to the next level."

JUCE 8 Highlights will include:

**+Webview GUIs:** JUCE 8 will introduce the ability to design and deploy GUIs using native embedded web views on each platform. This empowers designers to iterate on GUIs in real time, leveraging industry-standard workflows and the latest web technologies.

**+Direct2D Renderer:** A new Direct2D-based renderer on Windows will provide a faster, GPU-accelerated rendering backend. Existing software will benefit from improved GUI drawing performance without requiring source code changes.





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*Tom Poole, Director of JUCE*

+Animation Framework: JUCE 8 will introduce a new animation framework with hardware-synced standard easings, ensuring smooth transitions between screen refreshes on all platforms, and eliminating overdrawing and dropped frames.

+Unicode Support: Now supporting complex, rich text rendering in any font, orientation, alignment, and

language, including emojis, ligatures, bi-directional text, and fallback fonts.

+JS Interpreter: A faster JS Interpreter with support for modern JS features enhances scripting capabilities within JUCE.

We invite you to join our active community of audio developers on the JUCE Forum ([forum.juce.com](https://forum.juce.com)) and influence the future direction of JUCE. A preview of JUCE 8 will soon be available in the public repository. For more information, visit <https://juce.com/>.

## About JUCE

JUCE is the most widely used framework for audio application and plug-in development, allowing software developers to have a single project deployed across all major desktop and mobile operating systems, and all popular plug-in formats like VST, VST3, AU, AUv3, AAX, ARA, and LV2. Its open-source C++ codebase streamlines development, allowing creators to focus on the core elements of their software. As a key player in the audio software developer community, JUCE, a wholly-owned subsidiary of [PACE Anti-Piracy, Inc.](#), hosts the annual Audio Developer Conference (ADC), fostering skill development and collaboration.

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