PYRAMIX Milestones

Since its inception Merging Technologies has been a pioneer in developing equipment to capture, edit, mix and master the very best of music.

Merging has always pushed the boundaries of digital technology to achieve the closest to analog. Capturing the emotional content of the music in DSD or DXD which was a joint Merging development, was essential for SACD and is now enabling the download and streaming of high-resolution music to thrive. Grammy® winning engineers and producers have remained with us to pursue the ultimate in fidelity.

Merging Technologies has also been at the fore front of immersive audio both in the capture of the music as well as in the playback for audiophiles as well as massive show audiences. In 2001, Merging was already offering a 5.1 DAW, and then 22.2 in 2009 and finally offered a 3D rendering engine with the ability to render objects to speaker sets of up to 384 discrete speaker channels.

Our 25th Anniversary Edition of Pyramix sees the integration of Dolby Atmos® workflow specifically aimed at immersive music production. This technology has been widely accepted by many of the content providers and offers several accessible options to getting started with immersive music. New productions are being originated in Dolby Atmos but also there is a vast archive of surround and immersive content to repurpose.

Merging Technologies is very excited in helping great content being available to more people. By making DSD/DXD technologies available at a much lower price point, Merging also invites all content creators to experience what their music can feel like when captured with an analog-like technology.

A complete revision of the sales packs makes it easier and cheaper to get into high-resolution recording and mastering. This combines with a new dongle-less licensing scheme which makes it simpler to administer and to authorize fully featured demos for specific periods.

Numerous other significant performance improvements are listed below to complete one of the most significant revisions of Pyramix in many years.

Merging Technologies embraced Audio over IP 10 years ago, quickly recognizing the huge advantages of using a network connection for audio transport in and out of a DAW, combined with the significant benefit of the increased length and simplification of the cabling.

Another milestone was achieved in 2017 by linking Pyramix 11 to ANEMAN; our new Audio Network Manager tool. Bringing all your RAVENNA/AES67 devices within one interface gives you full control of the network.

# Pyramix 25th - New Features and Enhancements

##### Complete Dolby Atmos® Workflow for music production

Pyramix 25th allows users to complete **Dolby** Atmos projects without the need to move to an alternative platform. This means that the many customers that have been asked to provide immersive content can dramatically simplify and speed up the process of delivering the final master.

Merging Technologies has worked closely with Dolby to not only have full communication between Pyramix and the Dolby Atmos Renderer, but also to bridge the gap between the Dolby Atmos 7.1.2 maximum bed size and the traditionally bigger bus sizes used by Immersive Music Pyramix Users.

By detecting when a user is mapping the bus-based channel to an object, Pyramix sends the correct metadata to the Dolby Atmos Renderer, to emulate a speaker. This is particularly relevant for users wanting to translate native mixes using more than two height channels (5.1.4, 7.1.4) and/or using wide speakers (9.1.4, 9.1.6).

Pyramix also automatically detects Dolby Atmos Renderer input channel names in order to facilitate mapping in Pyramix.

Pyramix aside, any DAW user needing an audio interface to get started with Dolby Atmos should definitely consider MERGING+ANUBIS as the perfect companion to the very affordable Dolby Atmos Production Suite since the release of EQ on outputs (latest Anubis firmware).

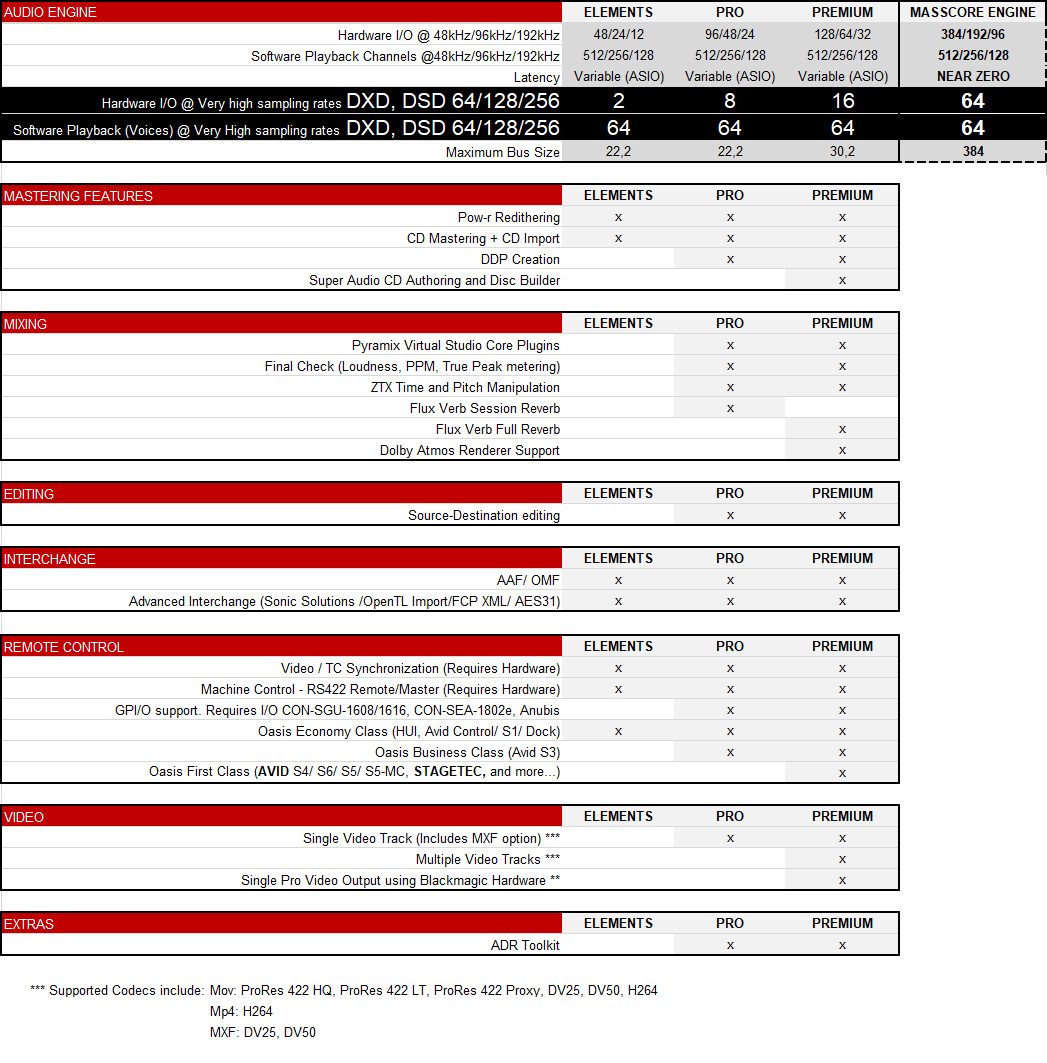
* Direct connection with HE-RMU to transfer audio and metadata with the Dolby Atmos Mastering Suite.
* Fully compatible with the Dolby Atmos Production Suite renderer
* Extremely flexible mixing options. Bed and Objects can be optimised in Pyramix to manage different speaker set configurations

##### NEW PYRAMIX SOFTWARE PACKS

Pyramix software now comes in only three versions with dramatically reduced prices.

* 1. ELEMENTS is the cheapest version allowing creators to experience most transparent DAW in the world enjoying DSD/DXD format.
  2. PRO is for those who rely on Pyramix for editing and require more channels of DSD/DXD.
  3. PREMIUM is the version containing all features allowing 24 channels of DSD/DXD and featuring all the mastering options that Pyramix is famous for including Dolby Atmos compatibility.

Add the MassCore Hardware option to any software version and get ultra-low latency, maximum track count and massive performances for VS3 plugins.



##### NEW SECURITY SYSTEM

With laptops being stripped of USB ports and software deployment requiring lightning speed, Merging has implemented a new security system

allowing customers to authorise their software without any hardware dongle.

This system works online and offline and should you still prefer to use hardware dongles, the choice is yours!

This also means that it will now be easier than ever to download a trial of Pyramix and give it a good go!

##### New MULTI-THREADING NATIVE ENGINE

For a long time, clients looking for maximum performances required MassCore.

Because Pyramix is now based on a multi-threading architecture, Pyramix Native users will benefit from a huge performance improvement.

The audio engine analyses the session in real time and calculates the optimal number of threads to be used.

MassCore remains the go to option for maximum I/O, lowest latencies and tons of power for VS3 processing.

##### Improved VST/VS3 Plug-ins distribution

**Enhanced performance for Pyramix (Native and MassCore)**

Our engineers analysed typical usage and worked out significant improvements allowing more plugins to be loaded.

##### Improved Video Playback Engine

Merging has addressed video playback performances issues with its latest work on the Video engine, now allowing users to have increased performance on video playback for all formats including 4K and 360 resolutions requiring 2 x FPS playback

##### Improved Sampling rate conversion engine and playback

Merging has addressed SRC playback performances issues with its latest work on the playback engine.

Everyone will benefit, from 1FS to DSD256.

##### Improved various mixer elements

• New plugin Distribution dialog

• Mixing console General Aux/Group Busses Send & Trim Gain enhanced

• 3D Room Import / Export support

• Dual Pan controls

• Meter Bridge Peak Overload setting

And more…