



New in Dolby Atmos Renderer v3.2

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Notices

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Introduction to this documentation

This documentation provides an overview of what is new in Dolby Atmos Renderer version 3.2.

- [About this documentation](#)
- [New in version 3.2](#)
- [Contacting Dolby](#)

1.1 About this documentation

This documentation is for engineers, sound designers, and others who install or use Dolby Atmos Renderer software.

Mac preferences and Windows settings

For most topics in this guide, preferences refers to both the Mac **Dolby Atmos Renderer > Preferences** menu and the Windows **File > Settings** menu, unless both are noted. For example, you configure the Renderer operation mode in the Processing preferences. In this case, Processing preferences refers to the Processing page of the **Dolby Atmos Renderer > Preferences** menu (in Mac) and the **File > Settings** menu (in Windows).

Dolby Atmos rendering and mastering workstation

The term Dolby Atmos rendering and mastering workstation refers to a Dolby Rendering and Mastering Unit (RMU) or a custom rendering and mastering unit built on Mac or PC hardware approved by Dolby.

1.2 New in version 3.2

Dolby Atmos Renderer v3.2 includes new features, improvements, and fixes for using Dolby Atmos Renderer software to author content in Dolby Atmos.

- Ability to open and export IMF IAB *.mxf* files
- Array mode (Dolby Atmos Mastering Suite only):
 - Enables Home Theater content to be created in rooms that have small speaker arrays. This mode can be activated in the **Room Setup** window.



Note: When working in array mode, you can monitor the physical layout (which you define in the **Speaker setup** page in the **Room setup** window). Additionally, the Renderer provides channel-based renders for monitoring. These are based on the physical layout. For example, with a physical layout using all speakers and arrays, these channel-based renders are available: 7.1.2, 7.1, 5.1.2, 5.1, and 2.0.

- Includes control of EQ, delays, and gains of arrays (when in array mode)
- Downmix settings

The 5.1 downmix type is now contained within the master. It can be written using Dolby Atmos Mastering Suite or read by both Dolby Atmos Mastering Suite and Dolby Atmos Production Suite.

- With Dolby Atmos Mastering Suite, these settings can be accessed and changed in the **Trim and Downmix Controls** window.
- With Dolby Atmos Production Suite, these settings are read-only, and can be accessed in the **5.1 Downmix Controls** window.
- Improvements to overall performance and CPU usage
- Smoother transitions between monitoring options.
- Headphone limiter

A limiter is applied to the headphone output. Limiting affects monitoring at the outputs, and is also applied to binaural re-renders. Peak hold can be cleared by clicking on the meter display.
- System settings automatically backed up when upgrading from previous versions of the Renderer. Settings are backed up as an *.atmoscfg* file that is saved on your local drive.
 - On Mac: */Users/username/Library/Application Support/Dolby/Dolby Atmos Renderer/Backups*
 - On Windows: *C:\ProgramData\Dolby\Dolby Atmos Renderer\Backups*
- VR mode removed

VR mode, VR panner plug-ins, and the VR transcoder have been removed from the Dolby Atmos Renderer.

- Playing back DAW audio from the **Speaker calibration** window:

External signal fed into the Renderer can play back when applying gain, delay, or EQ in the **Speaker calibration** window. In previous versions of the Renderer, external audio would be muted when the **Speaker calibration** window was open.

Note: When the **Speaker calibration** window is open, the Renderer input configuration is temporarily set to its default. When the window is closed, the Renderer returns to the previous settings.

1. Set the DAW to output audio (for example, a music track) into the Renderer (based on the Renderer default input configuration). For example, output the audio to Renderer channels 1 and 2 (or 11 and 12) to play back a stereo track.
2. With the **Speaker calibration** window open, play the audio from the DAW.

You can adjust gain, delay, and EQ settings as desired.

1.3 Contacting Dolby

You can contact Dolby regarding this product and its supporting documentation.

If you have technical questions about this product, contact your reseller and visit <https://developerkb.dolby.com/support/home>.

If you have questions or comments about this documentation, please send an email to documentation@dolby.com.

Glossary

CPU

Central processing unit.

DAW

Digital audio workstation. An electronic device or computer software application used to record, edit, and produce audio files.

EQ

Equalization. The adjustment of audio frequency responses for practical or aesthetic reasons.

PC

Personal computer.

Dolby RMU

Dolby Rendering and Mastering Unit.

RMU

Rendering and Mastering Unit.

rendering

Processing of audio content to adapt it to specific speaker layouts, such as 5.1- and 7.1-speaker feeds, or headphones and sound bars.

UI

User interface.

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