Adamson FletcherMachine V2

Adamson Systems Engineering today announced a major update to the revolutionary FletcherMachine Spatial Audio Rendering Engine. Unveiled in 2022, FletcherMachine has established a loyal following thanks to its intuitive user interface and a powerful object-based mixing solution, as well as its integrated reverberation and trajectory engines. Version 2 of the software continues this no-compromises approach with a bevy of new features, further enhancing the capabilities and workflow of the system.

The FletcherMachine system is available in three versions. FletcherMachine Virtual is a free, stand-alone application for Windows and MacOS that allows users to design immersive environments on-the-go with headphones, while gaining hands-on experience that will translate seamlessly to the full version. FletcherMachine Stage is a 3U rack mountable hardware unit, offering up to 128x128 in- and outputs at 96kHz sample rate and just 1.3 ms latency. A 5-inch color touchscreen allows quick access to critical functions such as system monitoring and I/O routing. FletcherMachine Traveler brings the functionality of the Stage engine to a more portable format, offering a maximum of 96 channels with variable in- and output counts. Pulling everting together is the FletcherMachine Remote, a portable application for Windows and MacOS, offering a highly user-friendly interface and bringing the power of FletcherMachine to your fingertips.

At the core of FletcherMachine is a powerful object-based rendering engine that utilizes both amplitude and time localization algorithms to position sound sources more accurately in a three-dimensional space. This approach enhances the listener's ability to perceive both the direction and distance of sound sources, resulting in a dramatically improved realistic immersive experience.

"We're extremely proud that FletcherMachine's powerful features and uniquely simple user experience are making immersive audio more accessible than ever," said Brock Adamson. "Now that sound designers and engineers know what's possible with FletcherMachine, the increased demand is undeniable. V2 answers this call with improved workflows and new features that dramatically simplify the deployment of spatial audio solutions for virtually any environment."

Below is a brief highlight of FletcherMachine V2's expanded features:

- Improved speaker management allows for both 2D and 3D setups in the same session.
- New connectivity tools include dedicated DigiCo and AVID plug-ins, and on-board ADM-OSC allows for easy interoperability with other mixing desks and audio workstations.
- A new binaural renderer can be freely assigned to any output channel. AVB+MADI versions also offer a dedicated headphone output.
- New housings for both Traveler and Stage Engines.

- Select from up to three high-quality reverb engines (hardware dependent).
- Hardware redundancy available for Stage engines.
- All-new delay matrix allows for easy routing of any input to any output with user assignable gain and delay.
- Improved snapshot section for more accurate show control.
- More efficient external protocol handling (MIDI, OSC, PSN, rttrpm) for improved integration of tracking systems and other third-party applications.
- Expanded object grouping and linking for simplified mix automation.
- Time code, stereo pairing function, variable I/O, and many more…

InfoComm attendees will have the opportunity to audition FletcherMachine V2's new features and workflows at the Adamson's booth, C9547. The demo configuration will include a FletcherMachine V2 Stage with Remote software driving an immersive audio setup comprised of 5 Adamson IS7c ultra-compact 2-way integration-ready coaxial loudspeakers, as well as binaural headphone monitoring.

FletcherMachine V2 features will be available as a free upgrade for existing FletcherMachine users through the website below.

www.adamson.ai