Fiedler Audio armada

Fiedler Audio today unveiled armada, a powerful new plug-in wrapper that brings full VST3 processing to Dolby Atmos and other immersive audio formats. Designed for modern mixing and mastering workflows, armada enables audio professionals to utilize their favorite VST3 plug-ins across virtually any channel configuration - from mono and stereo to complex immersive formats such as 9.1.6, NHK 22.2, Higher Order Ambisonics, Auro-3D, and beyond. Available as a VST3, AU, AAX, and OBAM plug-in, armada integrates seamlessly into major DAWs as well as Fiedler Audio’s Dolby Atmos Composer and Mastering Console. Its intuitive interface and streamlined workflow enable engineers to maintain clarity and control even in the most demanding immersive mixing scenarios.

Every producer, mixer, and mastering engineer has their go-to tools - a collection of plug-ins that consistently deliver the desired tonal and dynamic results. As immersive audio formats became essential for content delivery, channel counts expanded from 5.1 to up to 128 channels (as in Dolby Atmos), and even more for installations and advanced applications. As a result, many of these trusted tools were no longer usable in their original form. Those limitations are now a thing of the past with armada. Want to add a touch of character from a favorite vintage limiter?

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No problem. With armada, controlling multichannel buses in terms of tone and dynamics becomes fast, flexible, and intuitive.

armada supports up to 128 channels, making it suitable for everything from traditional stereo sessions to full-scale immersive productions. Users can process entire Dolby Atmos mixes within a single instance - an industry-first capability enabled through OBAM integration with the Dolby Atmos Composer and Mastering Console 2.0. A built-in channel mixer allows precise output configuration, while flexible grouping options enable users to organize channels and apply targeted processing quickly and efficiently. The plug-in introduces global sidechaining, allowing users to link multiple armada instances and define custom sidechain signals via a dedicated internal mixer. Parameter linking across instances further enhances workflow efficiency in large-scale sessions.

armada is built on a multithreaded audio engine, ensuring optimized performance when running demanding VST3 plug-ins in high channel-count environments. Users can adjust thread allocation per instance to match session requirements. Preset-based channel grouping accelerates session setup, and user presets allow engineers to further customize their workflows across projects.

Key Features:

- VST3 processing on any channel format (up to 128 channels)
- Full Dolby Atmos mix processing in a single instance (OBAM)
- Global sidechaining across multiple instances
- Flexible channel grouping
- Parameter linking across instances
- Low-latency Dolby Atmos workflows when used as an OBAM plug-in in Dolby Atmos Composer
- Intuitive workflow, even for the most complex mixing scenarios
- Integrated channel mixer for maximum flexibility and monitoring
- Multithreaded processing for high channel counts and CPU-intensive plug-ins
- Preset system for rapid session setup and channel grouping

System Requirements Mac

- macOS 12–26.x
- Intel (min. 2 GHz, SSE3) or Apple Silicon (M1 or newer)
- 4 GB RAM minimum
- OpenGL 3.3 or newer
- Plug-in formats: VST3, AU, AAX, OBAM

System Requirements Windows

- Windows 10 / 11
- Intel (min. 2 GHz, SSE3)
- 4 GB RAM minimum

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- OpenGL 3.3 or newer
- Plug-in formats: VST3, AAX, OBAM

Armada is available worldwide through authorized dealers and at the website below for USD/EUR 249. A 25% introductory discount on armada and related bundles is available until May 15, 2026.

www.fiedler-audio.com