RME TotalMix FX 2.0



RME announces the release of TotalMix FX 2.0, a major update to its renowned routing and mixing software. Version 2.0 replaces the previous bitmap-based interface with a modern graphics engine, delivering a fully scalable user interface and enhanced workflow flexibility while preserving the precision and reliability users expect from RME. The new interface adapts seamlessly to any monitor resolution and allows smooth zooming and scaling across the Mixer and Matrix views. Users can fine-tune their workspace using intuitive gestures, scaling presets, and independent sidebar control - delivering maximum flexibility whether on compact

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screens or large multi-monitor setups. To ensure optimal usability in every environment, TotalMix FX 2.0 also includes the classic design. Users can switch between the old and new interface at any time, making the transition effortless, especially for low-resolution systems.

TotalMix FX 2.0 introduces flexible, intuitive scaling across all main views. The Mixer and Matrix can be smoothly zoomed using mouse wheel or trackpad gestures, allowing users to adapt channel sizes and layout to their workflow and screen resolution. When zoomed beyond window size, scrollbars provide immediate navigation, with one-click return to window-fitting scaling.

The Control Strip (sidebar) scales independently for precise adjustment, and fixed scaling presets are available via the menu for consistent layouts. In Room EQ, the interface intelligently adapts to window size while maintaining optimal control panel proportions. The result is a highly responsive, resolution-independent workspace tailored to modern studio environments. A new Light Theme option in Preferences offers an alternative visual appearance, giving users additional flexibility to match the interface to their working environment and personal preference.

TotalMix FX 2.0 is now available as a standalone app for all RME interfaces. On Windows, TotalMix FX 2.0 requires Windows 10 or higher and utilizes Direct3D 12 for modern graphics performance. macOS 10.15 or later and Metal-capable hardware is required. For compatibility reasons the older version will continue to be part of the driver packages. Still version 1.991 has been updated with all additional features and fixes that were found and added during the TotalMix FX 2.0 beta phase. These include countless new features, extensions and improvements, but also fixes. Check the readme file found in the installer archive for a full list.

RME offers an installer for Mac and Windows that makes it easy to update. The installer not only replaces the older TotalMix FX (version 1.99 and below) with the newer version 2.0, but also offers the change to version 1.991. This is done in a few seconds, no reboot required.

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