

DTS unveils a next generation of surround sound technology-- DTS:X, an object-based format designed to "replicate a real-world sound environment that transports the audience into a new dimension of sound immersion."



According to the company, DTS:X is not tied to prescribed speaker configuration or specific numbers of audio channels. Instead it adapts to current environments (be it a cinema or home theatre) with support for flexible speaker configurations best fitting the space.

"Until recently, sound in movie theaters and in our homes has been dictated by a standardized speaker layout," DTS explains. "Through the use of object-based audio, DTS:X is able to scale immersive soundtrack presentations across a wide range of playback systems, from efficient to extravagant, while staying true to the content creator's vision."

DTS:X is based on Multi Dimensional Audio (MDA), an open platform for object-based audio. It is backwards compatible with DTS-HD Master Audio bitstreams and speaker layouts, and remaps stereo, 5.1 or 7.1 content according to the speaker configuration of the current room, with support for any speaker configuration (up to 11.2) within a hemispherical layout.

It also allows individual object level control-- meaning one can boost dialogue in the mix independently of other elements.

The DTS:X decoder supports DVD, Blu-ray and all file formats, including high resolution audio, with 96k object mixes and 24-bit 96kHz stereo and multi-channel mixes. Also on offer is

DTS Details Dolby Atmos Rival

Written by Marco Attard
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Headphone:X, a means to deliver immersive listening experiences to headphone users.

Initial DTS:X home AV receivers should hit the market on summer 2015. Confirmed hardware partners include Denon, Marantz, Onkyo, Integra, Yamaha and Pioneer.

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