

MUSIC

The Unity Home System gives the user ultimate control over the music in their home. When a multi-room audio system is incorporated into the Unity Home System, users are able to name the zones and sources of audio, as well as create audio scenes using those names.

After all of the sources and rooms have been named, creating a scene will allow users to group them throughout the home with pre-set conditions that create a continuous flow of music at the touch of a button. This allows the user to hit the "Party" scene and automatically turn on the CD player to play music on the main living floor at 35 percent volume and the deck at 50 percent volume. The Unity Home System can be programmed for up to eight audio scenes.



There are several audio zone options with the Unity Home System:

Four zones with a Single Source Distribution Module

Eight zones with a Four-Source, Eight-Zone Distribution Module

16 zones with the lyriQ Zone Expander with Integration

