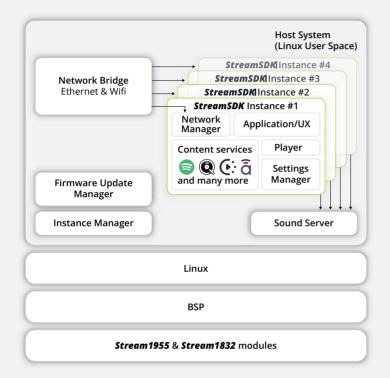




Multi-Stream ≠ Multi-Room

Multi-Stream can play multiple Stream concurrently from a single device. Multi-Room plays a single Stream on multiple devices.

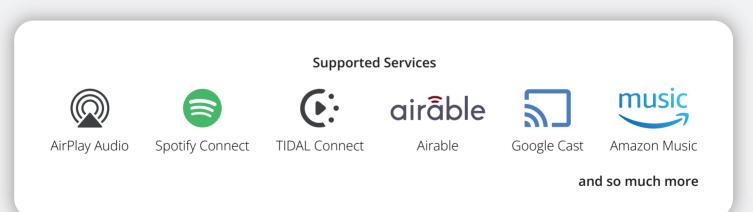


Ideal for centralized audio distribution systems in large installations, retailers, gastronomy, hotels, and luxury yachts, it enables seamless integration of in-ceiling or in-wall speakers with a central point using audio/power cables.

StreamUnlimited's StreamSDK Multi-Stream is a new software feature that allows multiple simultaneous audio players on a single module (Stream1955 or Stream1832). Ideal for centralized audio distribution systems in various settings, like home installations, retailers, gastronomy, hotels, and luxury yachts, it eliminates the need for costly hardware integration by providing a cost-effective, pure software solution.

Example Applications

- Residential Custom Installation
- ► Consumer Electronics (e.g. AVRs)
- Add services to existing product (StreamSDK Lite)



StreamUnlimited, founded in 2005, is a supplier of software solutions and hardware modules for connected audio and IoT products, with over 120 employees at office locations in Vienna, Bratislava, Shenzhen, Osaka and San Francisco. As the de facto global system integrator offering its own IP and engineering services, StreamUnlimited development partnerships include all major semiconductor companies and technology providers in the consumer electronics and IoT channel. StreamUnlimited works with a global cross-section of high-end audio, CEDIA-channel, premium and mainstream consumer electronics and smart home manufacturers.



StreamUnlimited Engineering GmbH Gutheil-Schoder-Gasse 10, 1100 Vienna, Austria E-mail: sales@streamunlimited.com Website: www.StreamUnlimited.com

Copyright 2024 StreamUnlimited. All rights reserved. Reproduction in whole or in part is prohibited without the prior consent of the copyright owner. The information presented in this document does not form part of any quotation or contract, and is believed to be accurate but may be changed without notice. No liability will be accepted by the publisher for any consequence of its use. All trademarks included herein are the property of their respective owners.