

Apple AirPlay 2

Multiroom Audio Streaming

What is AirPlay 2?

Apple announced AirPlay 2 at last year's WorldWide Developer Conference, along with the brand customers approved to release the first third party devices with this exciting new feature. The proprietary system for enabling the streaming of audio from an Apple device source to any AirPlay compatible speaker now adds multiroom functionality - the ability to wirelessly stream music to multiple devices at the same time.



AirPlay 2

AirPlay 2 is successfully integrated into the StreamSDK audio streaming software stack and is available for your products.

Why StreamUnlimited?

- StreamUnlimited have been at the forefront of implementing AirPlay 2 for some of the first Apple approved brands.
- Upgrade existing AirPlay products to AirPlay 2.
- The flexibility of StreamSDK software enables the design of AirPlay 2 compatible audio products with a multitude of feature combinations, including connected Soundbars, Smart Speakers and high end audio applications.
- Depth of experience in the technicalities of delivering multi-room audio streaming performance through proprietary StreamSDK and Chromecast built-in implementations.
- Hardware agnostic software with options to use existing hardware, or to select one of our modules.
- Customisable software including online music services, voice assistant features and HD-Audio.
- Build your iOS / Android App quickly, using our customisable framework.
- A proven engineering team with a portfolio of development work on premium AirPlay 2 audio products in the first wave of third-party products to reach the market.

StreamUnlimited Hardware and StreamSDK software: the complete solution

Combining Stream1832 and Stream810 hardware modules and StreamSDK software with integrated AirPlay 2, StreamUnlimited offer development kits and onsite support as part of a complete solution for time to market optimisation.