

Unity Intercom

Unity Intercom is a groundbreaking production intercom system that is currently in-use by the majority of high-end broadcasters as well as small-scale production companies. Unity Intercom has been used at the Super Bowl, the World Cup, both the summer and winter Olympics and many, many more. Unity is prized for it's ease of use and flexible implementation abilities, as well as the fact that Unity is a software solution that runs on the devices that you already own!



- •Up to 128 PL channels and 64 groups. Private off-PL user-to-user communication capability.
- •64 external program feed/mix-minus channels. *Flexible audio I/O system to seamlessly integrate Unity
- Intercom audio with local sound consoles and external Com
 - Accessible from anywhere in the world via internet.





- ·Supports input tally from a variety of video switching and contact-closure sources. Tally is displayed on remote Unity Intercom
- ·Supports output GPO for on-air status and RF radio transmitter keying.
- •Full user adjustable IFB functionality. •PL channel prioritization for communication precedence.
- · Broadcast quality audio allows intercom traffic to be taken 'to air'.

Finally, Unity is extremely cost effective compared to other industry solutions currently on the market. Customers regularly attain a 'divide by 10' to 'divide by 20' savings over competitive solutions.



Unity Connect

64 Channel Multi-Site Audio Codec

Unity Connect is a broadcast quality 64-channel audio code that is taking the word by storm Used daily by some of the largest broadcast organizations on the planet, it greatly simplifies distributing multi-stream audio worldwide and is an indispensable tool for the audio engineer on the 90. Unity Connect is perfectly suited for soundboard remote transmission and large frame intercom trunking, as well as remote transmission of live multi-source audio.

Unity Connect features include:

- Can send up to 64 audio channels to multiple destinations
- multiple destinations.
 Can receive more than 64 channels total, and combine them to local audio feeds.
- Incoming channel mix capability. Combine channels from multiple sources.
- Can convert mono to stereo, stereo to mono and more.





- *Broadcast quality audio at extremely low bit rates.
- rates.

 •Variable bit rate encoding takes advantage of audio characteristics while mini mizing bandwidth
- •Typical bandwidth per channel approximately 48 kbps.
- Can distribute Dante audio 'across the internet'
- Interfaces to any Core-Audio compliant audio device including MADI, Dante, AVB and more.

Unity Connect is by far the most cost effective high-end audio codec on the market today, with an extremely small footprint that is unparalleled in the industry.

Contact Unity Intercom today at 888-225-8054, or email us at info@unityintercom.com to discuss your applicationy!