## UR86 Unite 12 Channel Matrix DSP Amplifier

## Perfect for Every Installation

Designed and manufactured at our high end audio manufacturing facility in Melbourne, Australia the Unite 12 Channel Matrix DSP Amplifier combines high performance with ease of use and reliability to provide the perfect solution for distributed audio.

With built in DSP and the ability to assign each channel individually as Mono, Stereo, Mono BTL or Stereo BTL means the UR86 is perfect for every installation.

With our own unique web interface means the UR86 can be used as a stand alone product, making it perfect for a variety of applications including homes, retail, shops and bars.

- 6 Analog Audio Inputs
- 1 SPDIF Input
- 1 USB input for Streaming stored music via our internal media player
- 12 Channel output with fully flexible configuration from 3 high power (320W) stereo zones to 12 mono zones
- Outputs can be set as Mono, Stereo, BTL Mono and BTL Stereo.
- 80W per channel driven by high quality Icepower modules.
- IP Control
- Web interface for easy setup and control.
- 5 Band DSP with unique "Unite Bass" feature
- Independent source volume settings.
- Rack mount ears included
- High end 32bit 120dB/116dB DNR converters

## Specifications

Mains Supply Voltage	100 to 240Vac
Mains Frequency	45 to 65Hz
Mains Socket	IEC-style
Fuse Rating	T3AL Time-Lag
	115Vac: 5A
	230Vac: 3A
Ambient Temperature Maximum Humidity	0 to 50C
Cooling	85% Non-Condensing
USB	Fan forced, thermostatic control 5Vdc, 0.5A
Output power @ 0.1%THD+N	RL = 8Ω BTL: 160W
20Hz < f < 20kHz (single Zone)	$RL = 4\Omega SE: 80W$
Zones	6 x Stereo or BTL Mono
Sources	6 x Stereo – RCA
	1 x S/PDIF – RCA
	1 x USB
Dimensions	With feet 97 x 438 x 328 mm (H x W x D)
	Without Feet: 88 x 438 x 328mm (H x W x D)
Weight	6kg
Status Indication	3 x Status LEDs:
	Power/boot status
	Network connection status
	Alert status



## Orders

To enquire further about this product and for availability and ordering, please contact: sales@uniteaudio.com www.uniteaudio.com



UNITE AUDIO

