

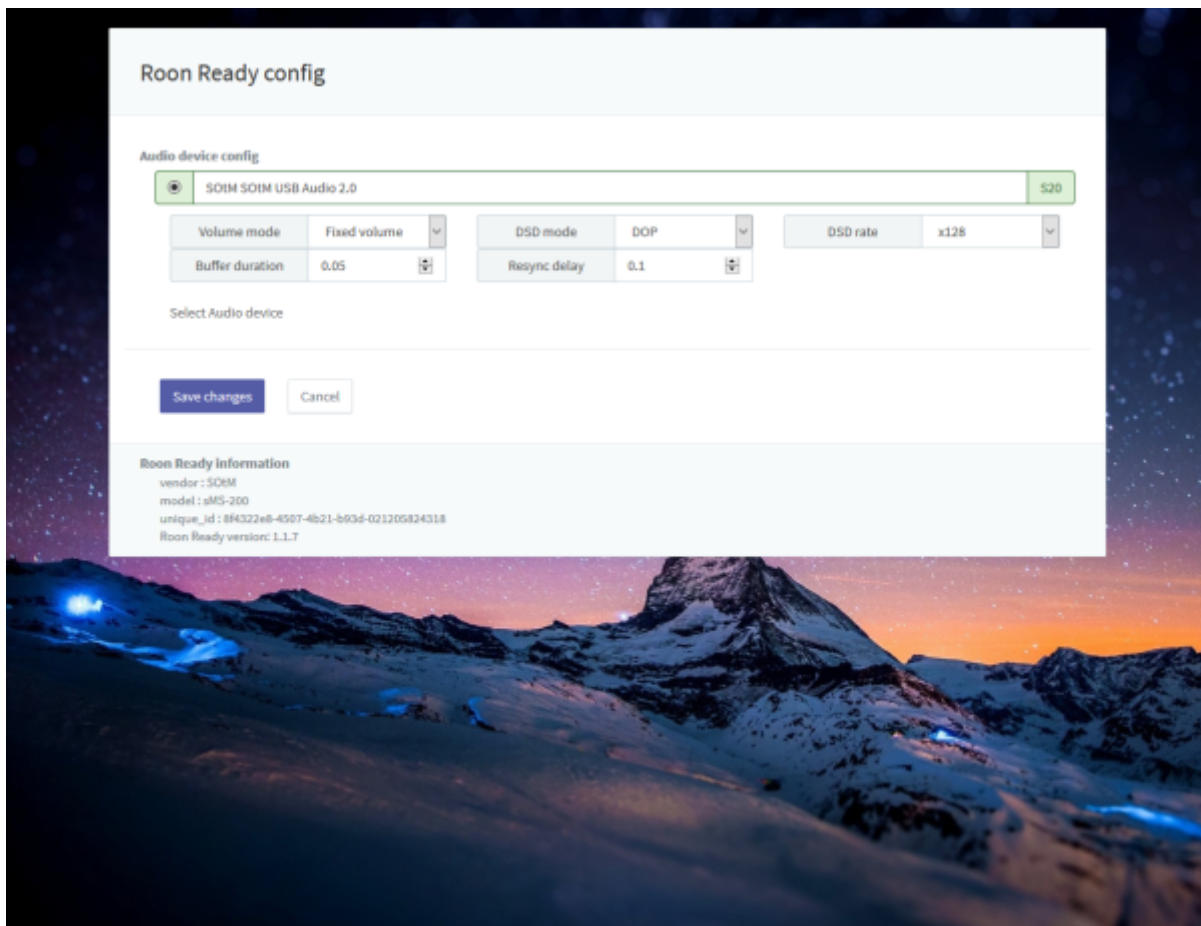
# Roon

Roon is a high quality service to playback and manage your music files. Roon consists of a single [core](#) and as many [controls and outputs](#). Detail usage is available in [Roon site](#).

## Roon Ready

Roon Ready is a network music playback service which should be used Roon Server, Roon Remote. Easy and simple user experience is supported. Roon Ready is an optimized version of [RoonBridge](#).


### Roon Ready config



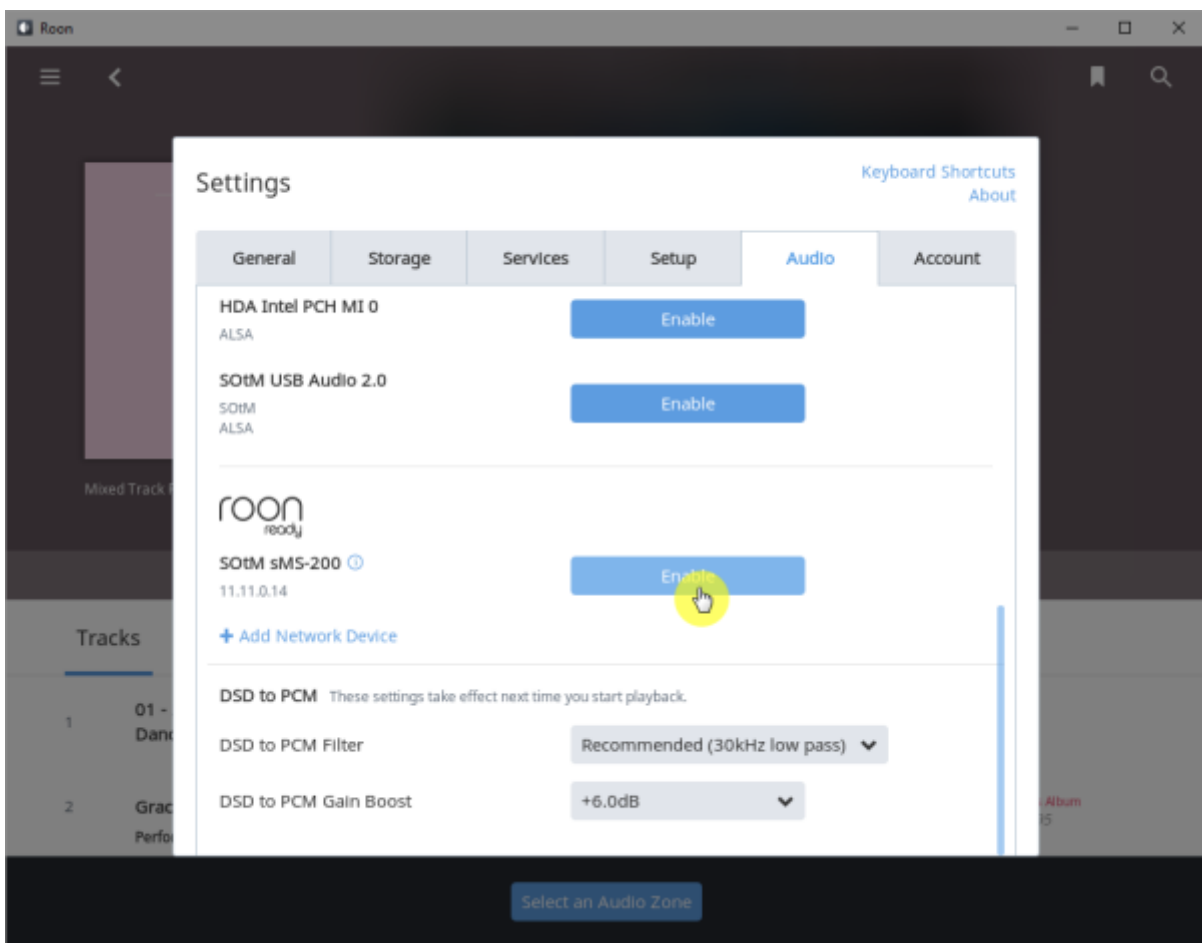
- **Audio device config:** Select a radio button of USB DAC which is going to use and click 'Save changes' to use the USB DAC.
- **Volume mode:** Choose volume mode among Fixed, Software and Device Controls.
- **DSD mode:** Choose one of DSD playback mode among NONE, NATIVE, DOP, DCS, NATIVE / DOP, NATIVE / DCS which USB DAC can support.
- **DSD rate:** Choose one of DSD music file rate among x64, x128 or x256 which USB DAC can support.

- **Buffer duration:** Set from 0.01 to 0.1 with step 0.01. Set up the buffer duration value. If music playback has any issue, need to adjust this value.
- **Resync delay:** Set from 0.1 to 0.5 with step 0.01.

## Roon Ready usage

 You have to check USB DAC connection before starting Roon Ready

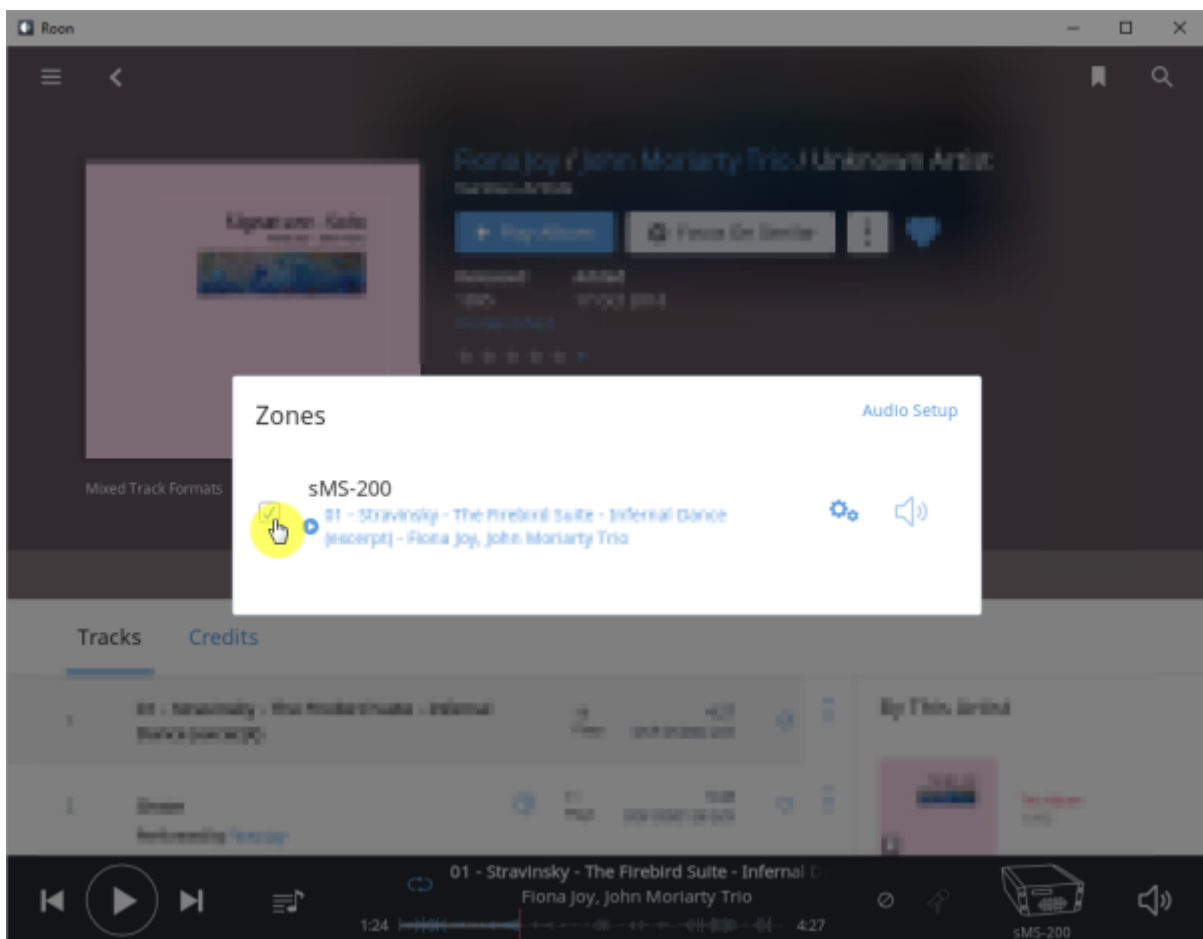
First, Roon Server should be started in same local network. And, change Roon Ready states to 'Active'. Enable output device of Roon Ready block which is from Settings > Audio configuration of Roon Remote.



Change device name if you need.



Select Audio Zone what you want.



demo video:

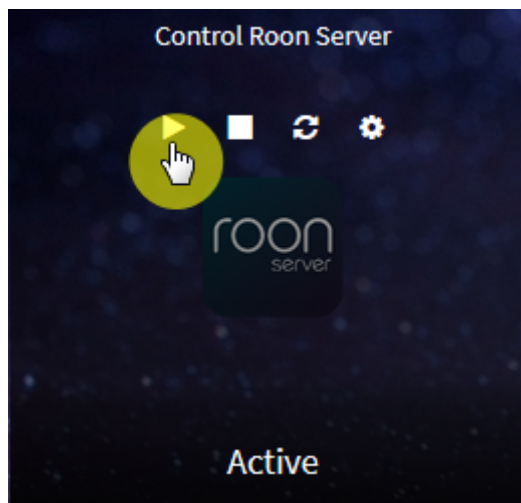


## Roon Server

Roon Server has Roon Core and Roon Output. The server is able to manage audio outputs, it also can search and playback music via Roon Remote. You can get more information about in [Roonlabs](#) web site.

### Roon Server usage

[Change Roon Server state to be 'Active' by starting Roon Server of Eunhasu.](#)



[Change Roon core to sms-1000SQ in Roon controller\(apps\) after Roon Server is in 'Active' state.](#)



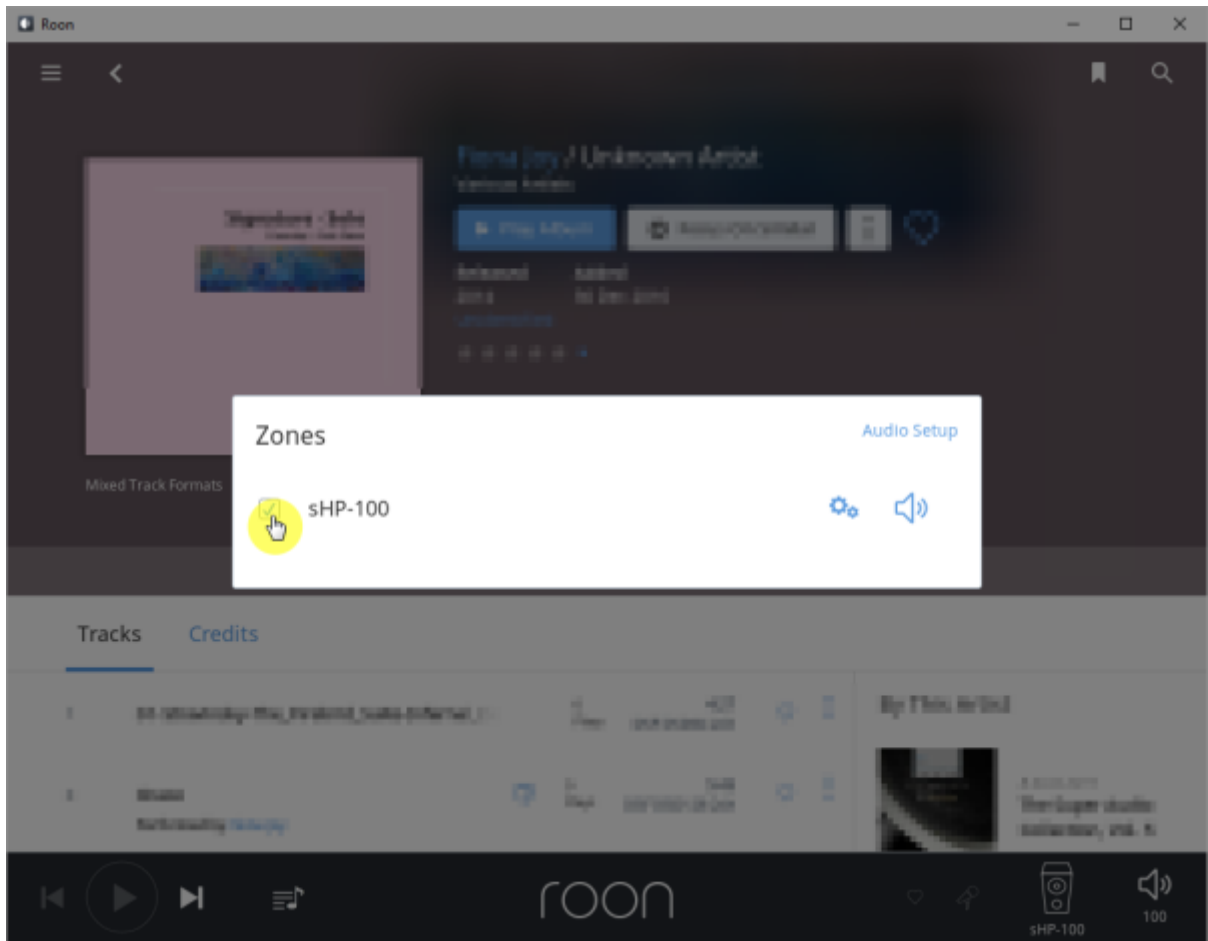
Select an audio output device connecting to Roon core.



Change an audio device name if you need.



Select a Audio Zone to use.



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