|- mode	string	Returns current Actual Volume Mode.
		Values: actual_volume_mode_list gotten via /system/getFeatures
|- value	floating point	Returns display volume value
|- unit	string	Returns display volume unit.
		If there is no unit, returns an empty string
audio_select	string	Returns current Audio Select.
		Values: audio_select_list gotten via /system/getFeatures
party_enable	boolean	Returns party status of zone

Example Response	{
	   "response_code":0,
	   "power":"on",
	   "sleep":0,
	   "volume":30,
	   "mute":false,
	   "max_volume":100,
	   "input":"pandora",
	   "input_text":"Pandora",
	   "distribution_enable":true,
	   "sound_program":"chamber",
	   "surr_decoder_type":"auto",
	   "pure_direct":false,
	   "enhancer":true.
	   "tone_control":{
	      "bass":0,
	      "treble":2
	   },
	   "dialogue_level":0.
	   "dialogue_lift":1,
	   "disable_flags":0
	   "contents_display":true,
	   "actual_volume":{
	      "mode":"db",
	      "value":-23.5,
	      "unit":"dB"
	   },
	   "audio_select":"auto",
	   "party_enable":false
	}

5.2. getSoundProgramList

For retrieving a list of Sound Program available in each Zone. It is possible for the list contents to be dynamically changed