

MSpeaker II Soundbar

Introduction

Yealink MSpeaker II is designed for video conference rooms, allowing you to get a better sound experience in the room. It has two built-in speakers that can cover medium-sized and even large meeting rooms. Combined with the Yealink microphone and Yealink Noise Proof Technology, it brings a crystal and vivid audio experience to everyone. MSpeaker II supports PoE, which enables simple and easy deployment. In this way, power supply, audio data transmission and signal control unify as one, sharply reducing the complex installation procedures as well as the costly expenses. And MSpeaker II also supports 3.5mm AUX input to be compatible with more video conferencing solutions.

MSpeaker II Compatibility

For the MSpeaker II compatible devices, please refer to [Teams Room Accessories Compatibility Lists](#).

How to Use

Installation

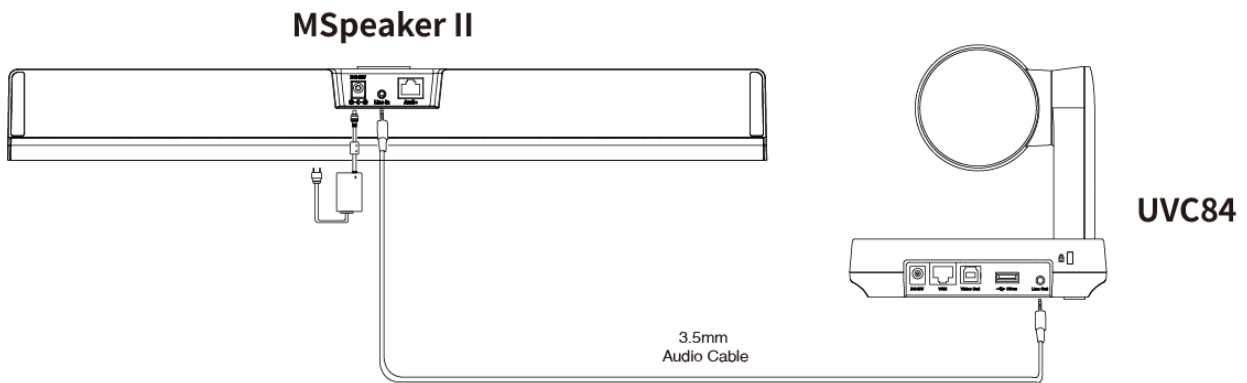
Please refer to: [Installation](#).

Connect MVC to MSpeaker II

Method 1: Connect to the Line out port of the UVC84:

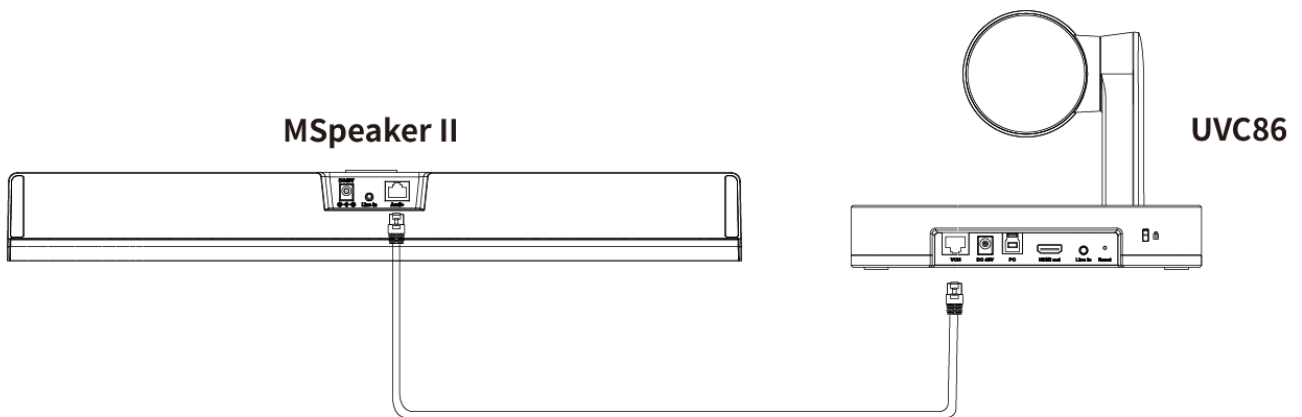
NOTE

- When using an audio cable connection, the MSpeaker II must be connected to a power source.
- Only the UVC84 supports audio cable connection.

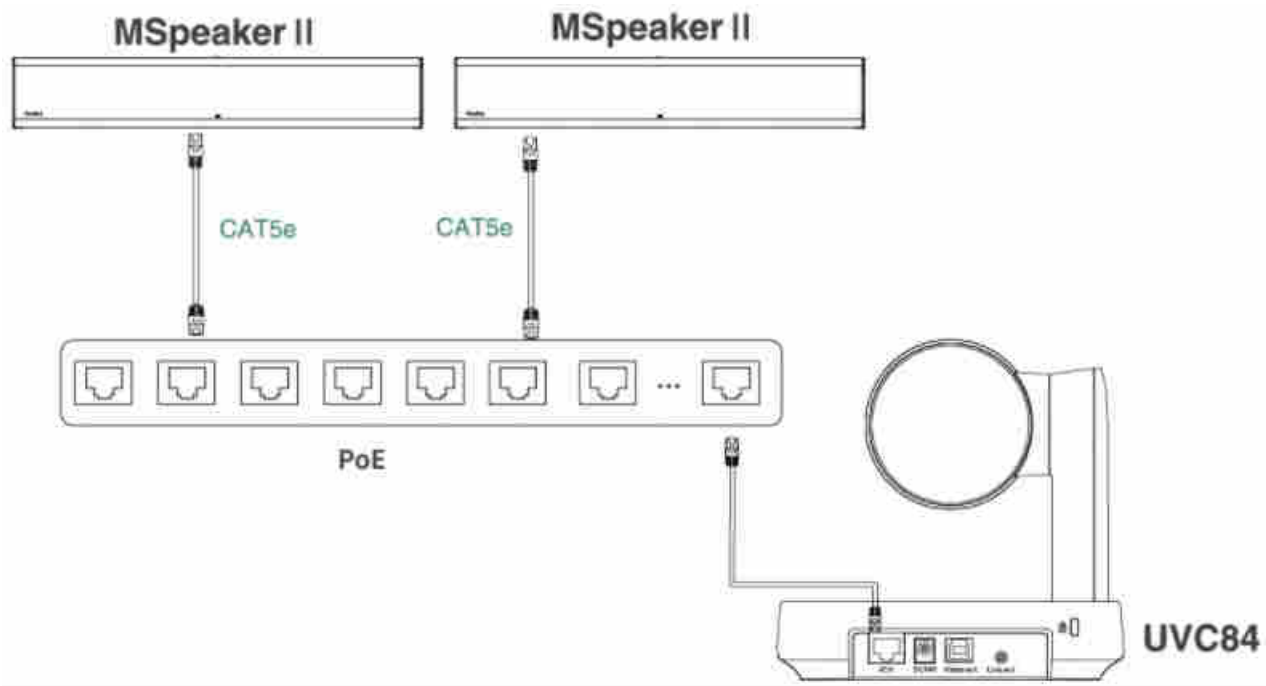


Method 2: Connect to the VCH port of the UVC camera/AVHub:

NOTE
The UVC84/UVC86/AVHub all support connection via the VCH port.



Method 3: Connect via the PoE switch

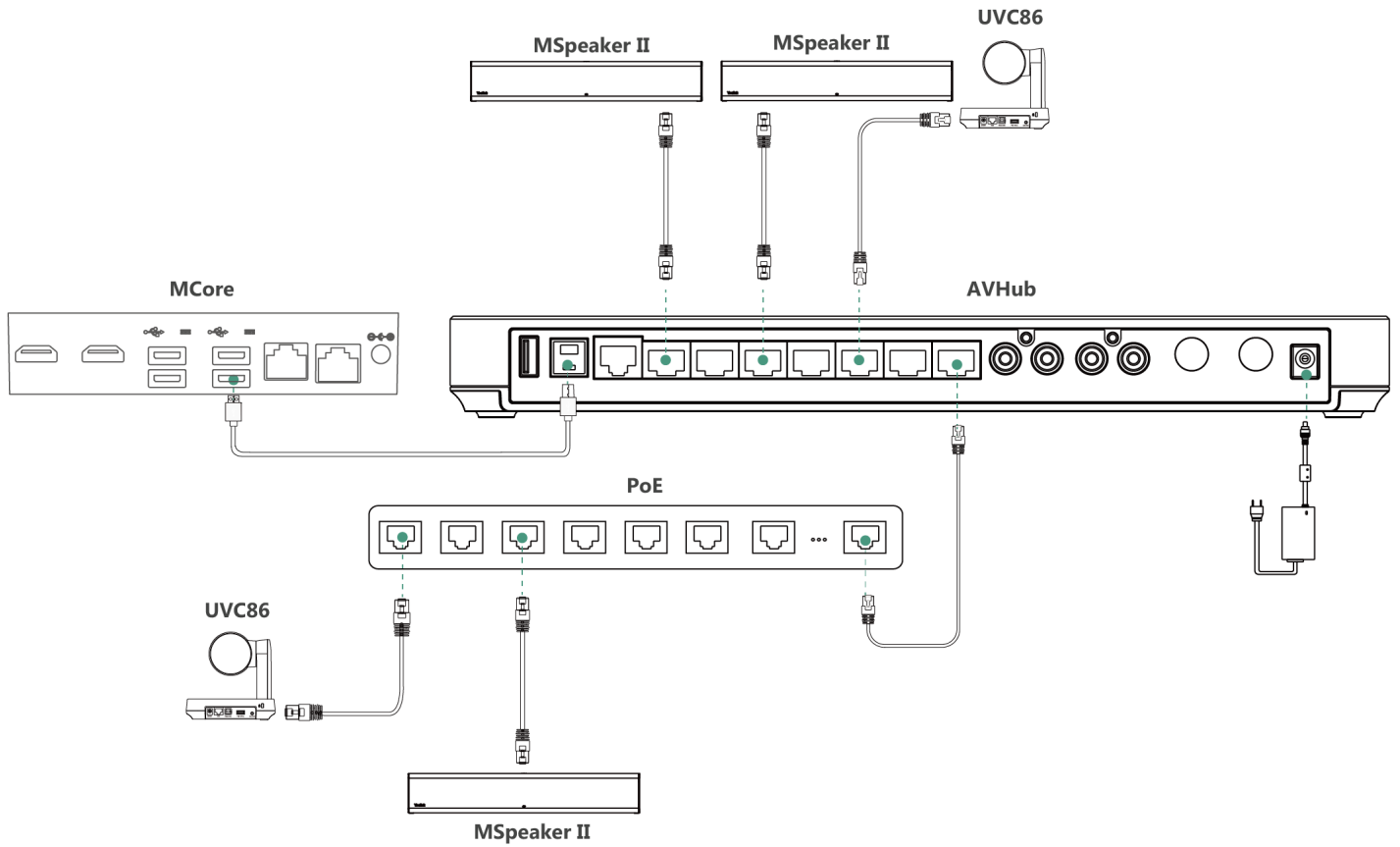


Method 4: Connect via AVHub

You can connect the UVC cameras and MSpeaker II to the AVHub simultaneously.

NOTE

When you connect the UVC84/UVC86/MSpeaker II directly to the AVHub, the total number of connections must be no more than 4 devices. If the total number of connections exceeds 4 devices, you need to connect a PoE switch (the PoE switch must meet the 802.3 AT (PoE+) standard).



LED Indicator

Please refer to: [LED Indicator](#).

Update MSpeaker II

After connecting the MSpeaker II to the MVC device, it will automatically obtain the ROM package from the MVC device to update.

You can also manually update through the Yealink Device Management Platform. For more information, please refer to [Firmware Update](#).