

Complete manual for

## Vaddio SpeakerVIEW

For SpeakerVIEW Controller and SpeakerVIEW running on  
Vaddio EasyIP Mixer / EasyIP Dock

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## Contents

Introduction .....	4
Application .....	4
Setup Requirements .....	4
Assumed Knowledge .....	4
Suggested Setup Process .....	5
Getting started with SpeakerVIEW .....	6
SpeakerVIEW User Interface .....	7
Dashboard .....	7
Signals .....	7
Actions .....	8
Multi Camera Action Priorities .....	8
Action States .....	9
System Activity .....	10
Active Signal indicator .....	10
Active & Hold Time progress bar .....	10
Active Speaker indicator .....	10
System Signals Explained .....	11
System Signal: No Audio .....	11
System Signal: Multiple Speakers .....	11
System Signal: Far End Audio .....	12
Setup vs Tracking Mode .....	13
Setup Mode .....	13
Tracking Mode .....	13
Adding Actions .....	14
Note on Input Numbers and Names .....	15
Note on Preset Numbers .....	16
Editing Actions .....	17
Floating information windows on Dashboard .....	17
Signal Timings .....	18
Available Timing Parameters .....	18
Timings Dashboard .....	19
Default Timings .....	19
Custom Times .....	20
Working with Microphones .....	21
Adding Microphones .....	21
Error messages while working with Microphones .....	23

Changing the Microphone Name .....	24
Microphone Information and Channel Selection .....	24
Renaming Channels.....	25
Controlled Devices.....	26
Adding a new Vaddio Controlled Device.....	26
Connection Status Messages .....	27
Executed Action Log.....	28
Microphone Model Specific Setup Options.....	29
Sennheiser Team Connect Ceiling Medium (TCCM) .....	29
Adding a Sennheiser TCCM microphone.....	29
Audio Threshold Settings .....	30
Beam Direction Information .....	31
Audio Trigger Channels .....	31
Current Speaker Location.....	32
Adding Trigger Channels .....	32
Editing Trigger Channels.....	33
Trigger Channel Priority .....	35
Floorplan Rotation .....	36
Floorplan Zoom .....	36
Shure MXA910 Specific Configuration Options.....	37
Setting up .....	37
Audio Threshold Settings .....	37
Shure MXA920 Specific Configuration Options.....	38
Setting up .....	38
Microphone model specific supported features.....	38
Audio Threshold Settings.....	40
Working with multiple microphones .....	41
Discovering Microphones on Network .....	42
Configuration Recommendations.....	43
Vaddio Devices .....	43
Vaddio PTZ Cameras.....	43
Vaddio Auto-Framing Cameras .....	44
Setting Threshold Levels.....	45
Finding the correct threshold settings .....	45

## Introduction

With Vaddio SpeakerVIEW you can easily automate your AV installations using directional information provided by one or more third party beamforming microphones.

SpeakerVIEW allows you to customize the AV experience to your customers' preferences and provide enhanced equity experience for remote participants.

SpeakerVIEW can direct multiple cameras to match the dynamics in the room, creating a seamless experience between what's happening locally and interacting with far end audiences.

A working SpeakerVIEW installation can be created using the Vaddio SpeakerVIEW Controller or a Vaddio SpeakerVIEW enabled switcher.

## Application

This manual describes the software features of SpeakerVIEW. This manual references the SpeakerVIEW Controller hardware product and the SpeakerVIEW software running on a SpeakerVIEW Enabled switcher.

## Setup Requirements

For a working setup with Vaddio SpeakerVIEW, you will need the following components:

- Vaddio SpeakerVIEW Controller or a Vaddio SpeakerVIEW Enabled switcher
  - Enabled switchers are: EasyIP Mixer and EasyIP Dock
- One or more Vaddio camera(s)
- A supported Vaddio video switcher for multi-camera deployments
- One or more supported beamforming microphones
- A network switch, preferably a PoE+ enabled AV network switch
- Laptop PC for setting up the different components of the AV installation

For an up-to-date list of supported Vaddio devices and microphones, please visit the [SpeakerVIEW page](#) on our website.

## Assumed Knowledge

This document will not cover setting up your network, mounting and configuring the microphones and cameras, installing the different software components for managing the different devices in this setup.

Later in this document we will provide additional configuration recommendations for the supported third-party devices for optimal results, but please refer to the official documentation that is provided with these products for setting them up.

[Vaddio Deployment Tool](#) can be very helpful in discovering devices on your network and connecting to them, both for Vaddio devices, Luxul switches and supported microphones.

## Suggested Setup Process

Because every room is different, we will only be able to provide general recommendations on the preparation of your AV setup.

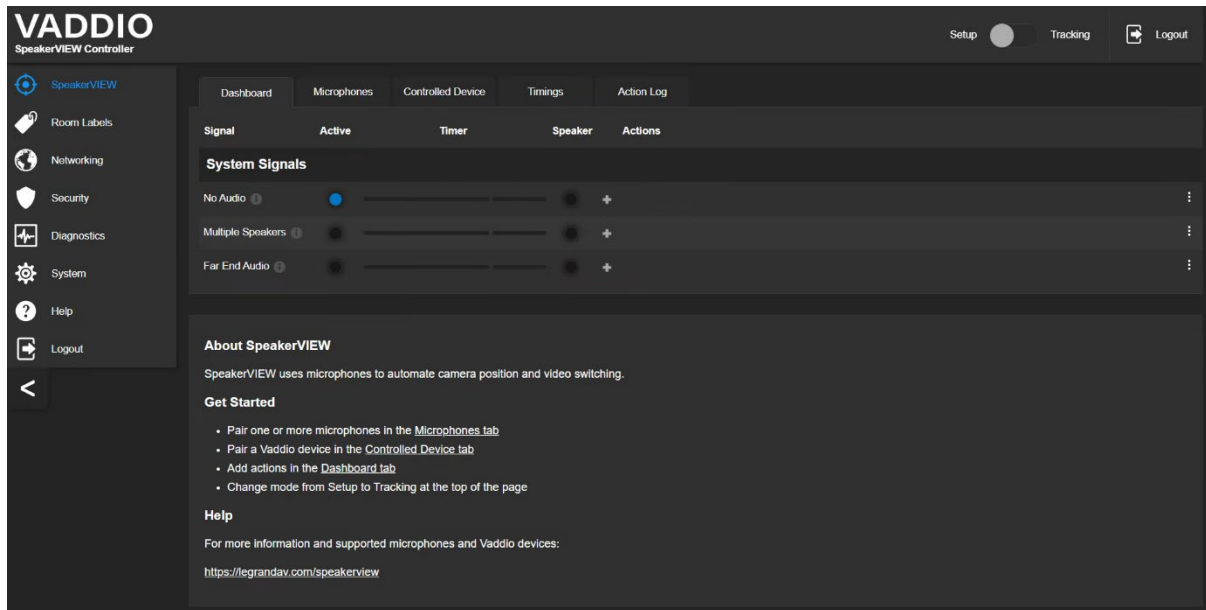
From a high level, we recommend this order for setting up and configuring the different components of this system:

- In preparation, install the tools needed to configure the different components of your setup, including:
  - [Vaddio Deployment Tool](#)
  - Vendor specific software for configuring the microphones
  - [Dante Controller software](#)
- Determine and map out:
  - Where your audience will be in the room and the different talker locations
  - Where microphones need to be installed for optimal audio pickup
    - Accurate talker positioning is usually less accurate on the edges of microphone pickup coverage. Consider adding additional microphone(s) for more accurate positioning tracking.
  - Where your cameras will need to be placed for the best shots of the speakers you want to capture
  - If a camera needs to cover more than one talker position, consider adding an additional camera to prevent possible on-screen camera movements.
- Install the microphone(s) and configure them for optimal audio pickup performance.
  - when relevant to your selected microphone, define audio pickup regions or optimal beam locations to match your audience talkers' locations
- Install the cameras in their optimal locations
- Define the presets in the cameras
  - Create presets for all active talker positions the camera needs to cover
  - Preferably have every preset location covered by at least two cameras. This can prevent on-screen camera movement between talker positions.
- Setup SpeakerVIEW
  - [Connect and configure your microphones](#)
  - [Link Actions \(Camera Presets, Input Switches\) to Microphone and System Signals](#)
- Test and fine-tune your setup

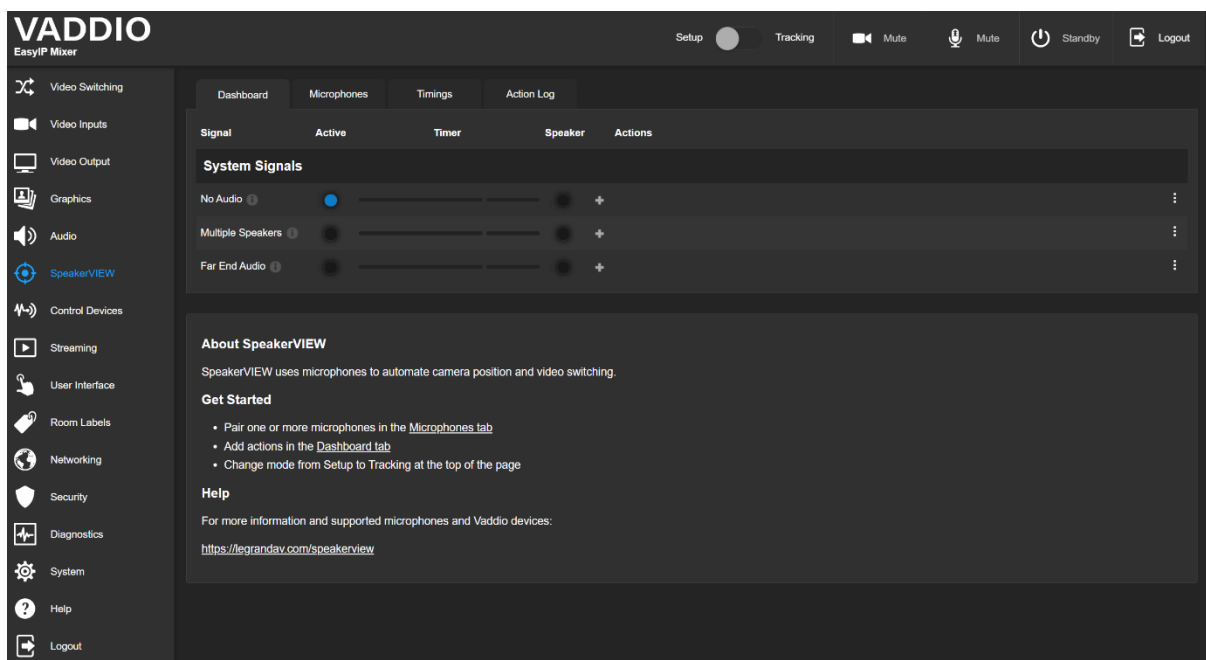
## Getting started with SpeakerVIEW

After selecting "SpeakerVIEW" in the side navigation menu, you are presented with the initial dashboard.

On SpeakerVIEW Controller the menu is at the top:



On SpeakerVIEW Enabled switchers like EasyIP Mixer / EasyIP Dock, you'll find the menu further down the list:



To get started with SpeakerVIEW, you need to:

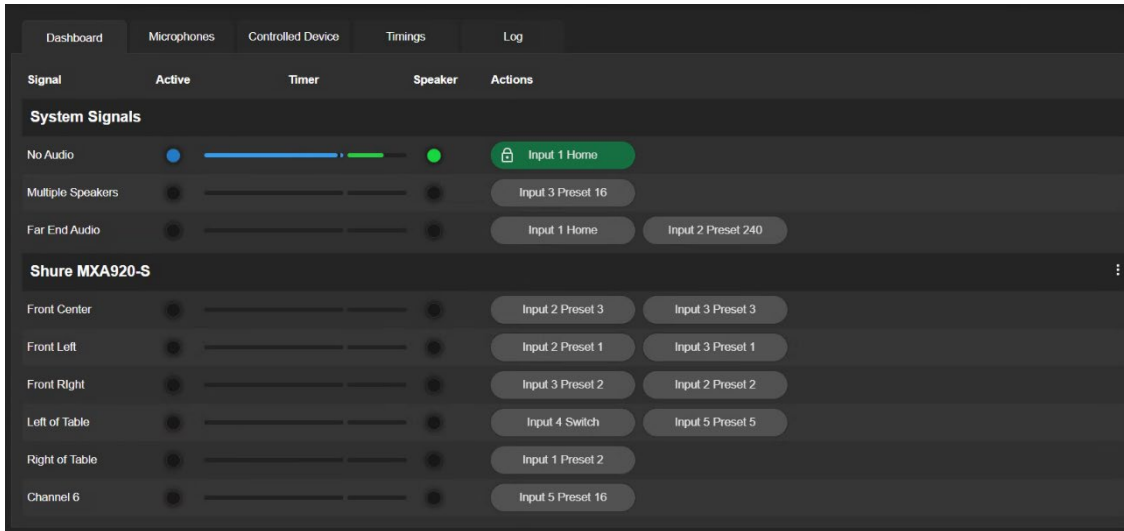
- [Pair one or more supported microphones](#)
- [Pair a Vaddio device to control](#) (not necessary for a SpeakerVIEW Enabled switcher)
- [Add actions to the dashboard](#)

See the relevant sections in this manual to perform these steps.

# SpeakerVIEW User Interface

## Dashboard

Using the SpeakerVIEW side bar element on the left of the UI, you will be presented with the Dashboard page showing the SpeakerVIEW system behavior items:



The dashboard is divided into three main sections. These sections are Signals, Activity and Actions.

## Signals

The first section of the dashboard is showing all the different Signals the system can respond to.

A Signal can be one of multiple types of inputs, depending on the microphone connected or its configuration.

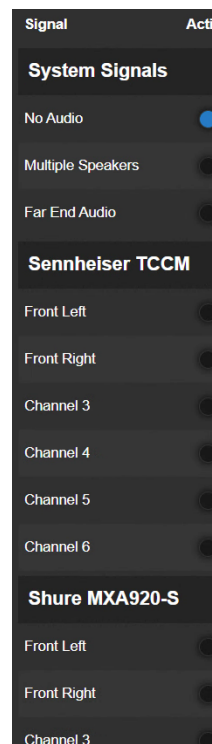
Example Signal types can be:

- An active microphone 'Beam' or 'Lobe'
- An active microphone 'Region'
- An active defined 'Channel' on a microphone
- System Signals (see below)
- Future type of Signals

By default, the dashboard will show all Signals a microphone can send. These signals will be labeled as Channels in the signal column.

To limit the list of channels in the dashboard to the ones you are interested in for automation purposes, you can [disable channels in the Microphone tab](#). This will remove the specific channels from the SpeakerVIEW user interface. Note that disabling them will not affect audio pickup of these channels in your microphone.

To ease keeping track of the different channels of your devices, you can right-click on a channel and give it a custom name.

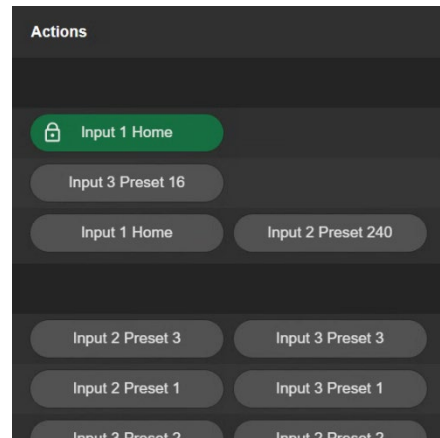


## Actions

When an Active Speaker signal is detected, SpeakerVIEW can execute Actions associated with that signal.

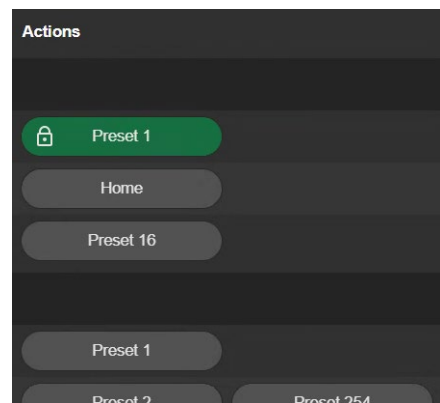
When controlling a Vaddio video switcher, there are three Action types you can choose from:

- Recall a camera preset and switch to that input
- Recall the camera's Home preset and switch to that input
- Switch to an input, without moving the camera position



When controlling a single camera directly, there are two Action type you can choose from:

- Recall a camera preset
- Recall the camera's Home preset

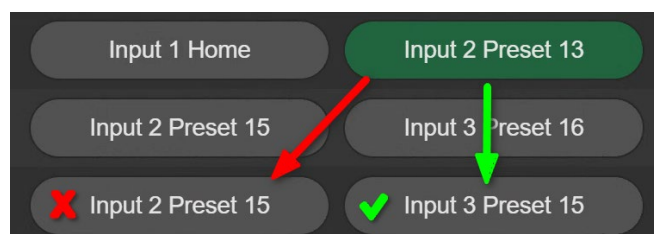


SpeakerVIEW allows you to assign up to four different Actions to a signal. Which Action is being executed depends on what the current state of the system is.

## Multi Camera Action Priorities

By default, SpeakerVIEW tries to prevent live on-camera movement by selecting an Action that is using a different camera than the current live camera.

For the example situation below; if the current camera is on Input 2, and for the next shot there are two actions defined using either camera on Input 2 or a camera on Input 3, SpeakerVIEW will always select the Action with Input 2 to prevent visible movement of the camera to the remote participants.

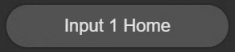
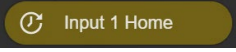
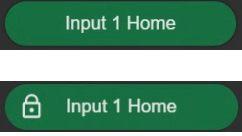
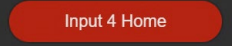


In single camera setups, or if there is no other alternative Action to choose from, this will lead to visible camera movement.

Tip: in a single camera setup, using an ePTZ camera like the Vaddio IntelliSHOT or EasyIP 30 ePTZ cameras might give your user a better experience because these cameras can switch between positions instantly. Just remember to program the presets in these cameras with the Trisync feature turned off.

## Action States

Actions defined on the SpeakerVIEW dashboard can have four different states, as indicated by their color:

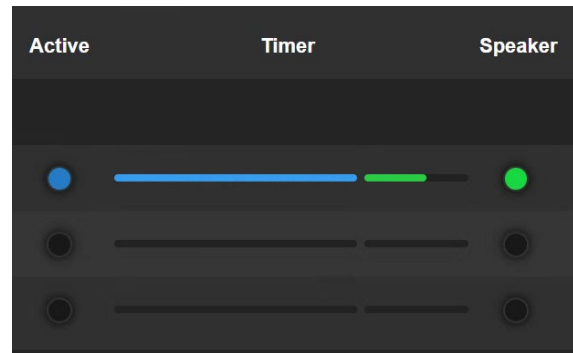
<p><b>Idle</b></p> 	<p>Nothing is happening, carry on</p>
<p><b>Pending</b></p> 	<p>Based on what is happening in the room, this Action would have been executed now, but something is preventing this from happening. This Action is scheduled to be executed once the system is released.</p> <p>This is not an error-state.</p> <p>The most common cause is that the <a href="#">Hold Timer</a>, which prevents unwanted rapid successive video transitions to happen, has not expired yet, and is blocking switching to a different input. This is represented by a timer icon on the Action.</p> <p>Pending state will either get executed if by the time the Hold Timer expires this channel is still active, or it will clear if this channel is no longer active.</p>
<p><b>Succeeded</b></p> 	<p>This Action is the most recently executed Action, and represents the current state of the SpeakerVIEW system.</p> <p>Directly after an Action is executed, the lock icon on the Action will indicate that <a href="#">Hold Time</a> is currently preventing other Actions to be executed. This lock will be cleared once the Hold Timer reaches zero.</p>
<p><b>Failed</b></p> 	<p>This Action failed to execute.</p> <p>Most common reason is that the preset that was recalled is not defined in the camera, or the video input that the Action tried to switch to does not have a camera connected.</p> <p>See the Logging tab in the SpeakerVIEW UI for more information on what happened.</p>

## System Activity

The Activity section of the dashboard shows which Signals are active, and how their activity and history affect the execution of your defined Actions.

The Activity section is divided into three elements:

1. Active Signal indicator
2. Active & Hold Time progress bar
3. Active Speaker indicator



### Active Signal indicator

The Active Signal indicator will light up in blue when a signal is being reported by one of your connected microphones, or when one of the special System Signals is being triggered.

### Active & Hold Time progress bar

Only triggering an active signal is not enough for the system to execute an Action. For that to happen, the timer shown in blue on the Active Time progress bar needs to reach 100%.

How fast the Active Time progress bar fills up controls how quickly the system will respond to what is happening in the room. The speed at which it empties determines how long the area is treated as an active speaker location. The [setting of these timers](#) also affects how effective the system is at recognizing multiple speaker locations in the room.

The green part of the progress bar shows the system [Hold Time](#). Hold Time is the minimum time that needs to pass after an Action has been executed, before the next Action will be allowed to execute. This controls, as a master block, how quickly the video output of the system is allowed to change between shots.

These timings can be adjusted in the [Timings tab](#) in the SpeakerVIEW user interface.

### Active Speaker indicator

The Active Speaker indicator in green shows which channel is currently being treated by the system as an active speaker location. This will result in the action associated with the signal being executed.

Note that a special case is the [Multiple Speakers signal](#). If the system detects multiple speakers active within a short time period, it will not execute the actions associated with individual speakers, but it will give you the option to execute a different response. For example, in this case a wider angle shot covering all speakers can be chosen.

## System Signals Explained

Besides channels from microphones controlling the execution of Actions, there are three special System Signals that can also be used to control the camera switching behavior.

These System Signals behave like signals received from the microphones, and you can assign Actions to these signals, just like the microphone signals.

Signal	Active	Timer	Speaker	Actions
<b>System Signals</b>				
No Audio	<input checked="" type="checkbox"/>	<div style="width: 100%;"><div style="width: 100%;"></div></div>	<input checked="" type="checkbox"/>	<input type="button" value="Input 1 Home"/>
Multiple Speakers	<input type="checkbox"/>	<div style="width: 100%;"><div style="width: 100%;"></div></div>	<input type="checkbox"/>	<input type="button" value="Input 3 Preset 16"/>
Far End Audio	<input type="checkbox"/>	<div style="width: 100%;"><div style="width: 100%;"></div></div>	<input type="checkbox"/>	<input type="button" value="Input 1 Home"/> <input type="button" value="Input 2 Preset 240"/>

### System Signal: No Audio

When no audio is detected in the room, the "No Audio" signal becomes active. This can be used for example to return the camera to its home position or a wide-angle shot when everybody has left the room.

Note: The No Audio signal has a longer timer range than other signals. The maximum activation time can be set to 600 seconds, and the default is 30 seconds. This can be adjusted in the [Timings tab](#).

### System Signal: Multiple Speakers

Most microphones do not report if speech from participants comes from multiple directions but alternate between two positions during a discussion.

Because frequent switching between camera inputs or positions can be jarring to remote users watching the video, SpeakerVIEW offers the option to define separate Actions when speech from multiple speakers is detected.

The Multiple Speakers signal enables you to, for example, zoom out the camera to a preset that shows all participants in the room.

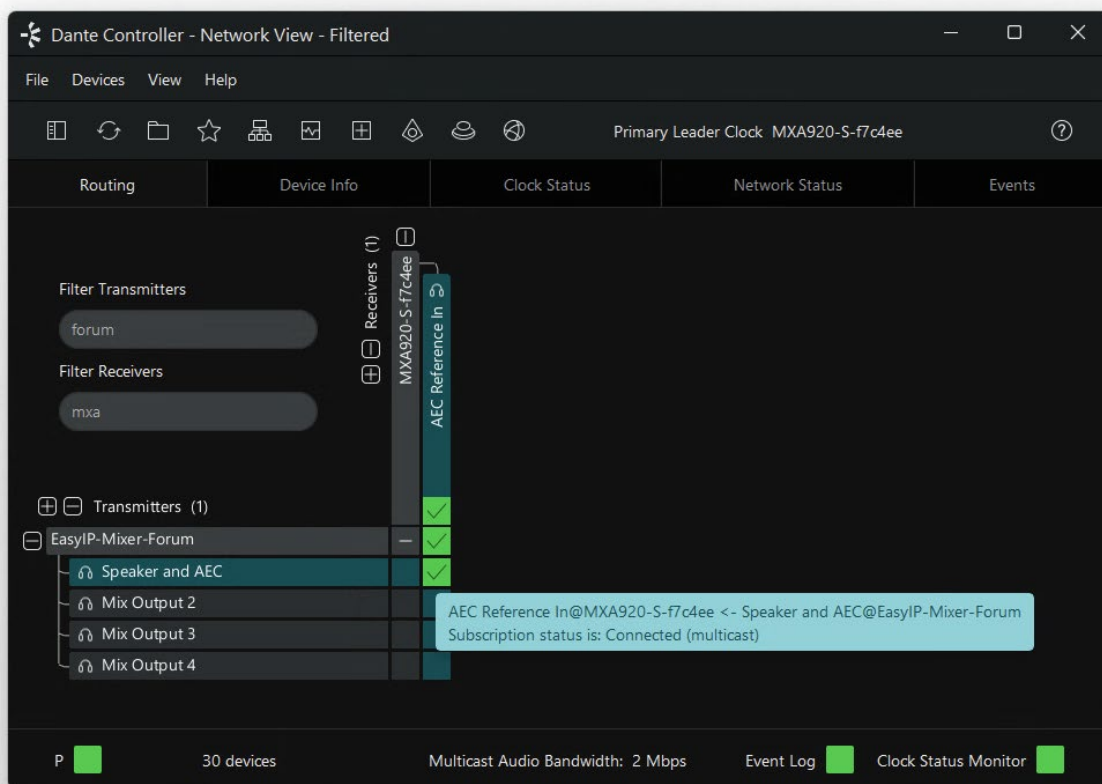
The behavior of the Multiple Speakers signal is mainly influenced by the balance between [Empty Time and Fill Time](#) set on the individual microphone channels.

## System Signal: Far End Audio

When remote participants speak during a call, they activate the Far End Audio signal, which can trigger a specific action. This signal avoids keeping the camera focused on the last in-room speaker while a remote participant is speaking.

For the Far End Audio signal to function as intended, two conditions need to be met:

1. The microphones used need to support reporting far end audio detection.  
The SpeakerVIEW supported Shure and Sennheiser microphones support this feature
2. The far end audio must be routed from the device hosting the call to the AEC Reference input of at least one of the paired microphones.  
This is typically done using the Dante Controller application. See the example below showing the Dante Output 1 channel from an EasyIP Mixer being routed to the AEC Reference In channel of a Shure MXA920 microphone.



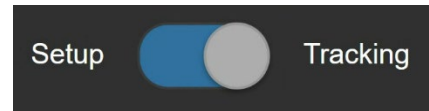
Tip: When the AEC Reference signal is shared with the loudspeaker signal output from your audio mixer, quite often the output volume will be lowered to prevent the loudspeakers from being too loud. Adjust the AEC Reference Threshold in the [Sennheiser-](#) and [Shure-specific](#) settings to match your signal strength.

Tip: Far End Audio signals received from your UCC software client can fluctuate from one speaker to another based on their computer's settings more than in-room participants. You might need to set a lower threshold for this signal.

## Setup vs Tracking Mode

The SpeakerVIEW Dashboard can have two different modes of operation: Setup and Tracking Mode.

The user can toggle between these two modes by selecting the toggle in the top-right corner of the webUI, or, on SpeakerVIEW Controller press the ACTIVE button on the front of the product.

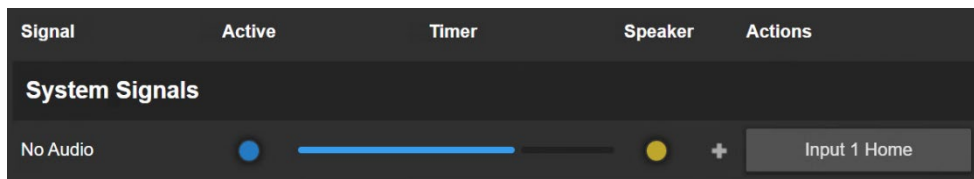


### Setup Mode

In Setup Mode:

- Actions can be added, deleted, edited
- Actions can be manually executed by clicking them
  - the Actions defined will be shown as square buttons
- Channel labels can be edited
- While Signal status, the Action Timer progress bar and Active Speaker respond to what is happening in the room as normal, the corresponding Actions are not executed to prevent cameras moving while you're setting them up.

This is indicated by the Active Speaker signal being yellow versus the usual green color.

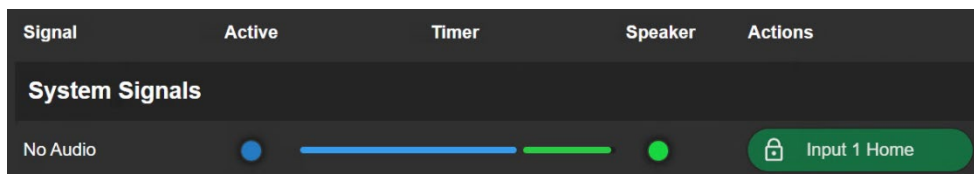


### Tracking Mode

In Tracking Mode:

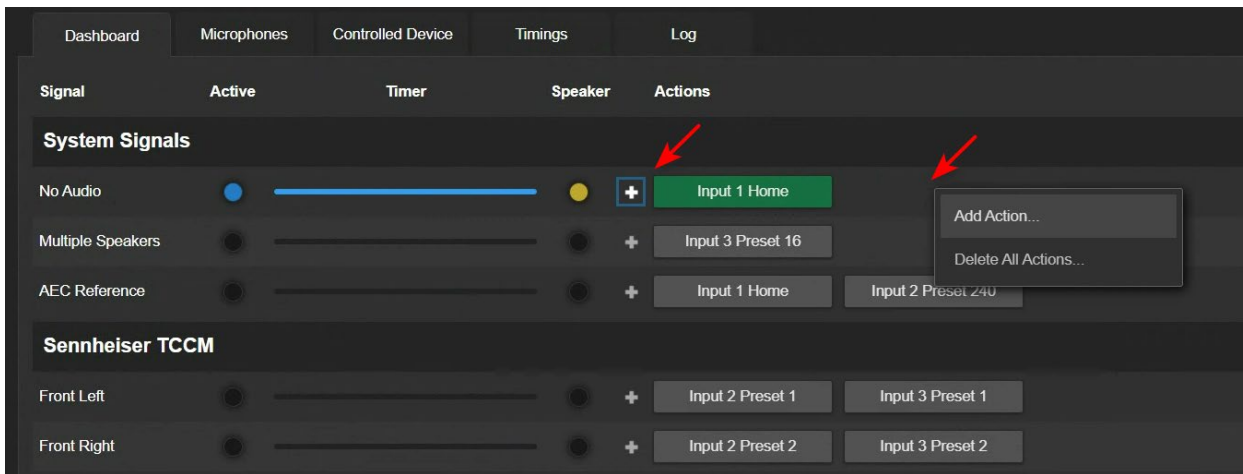
- The Dashboard is read-only
- No Actions can be manually executed
  - Defined actions are now shown as rounded indicators, instead of the square button shape
- Actions are executed based on the information the system receives from the room

This is normal operation mode.

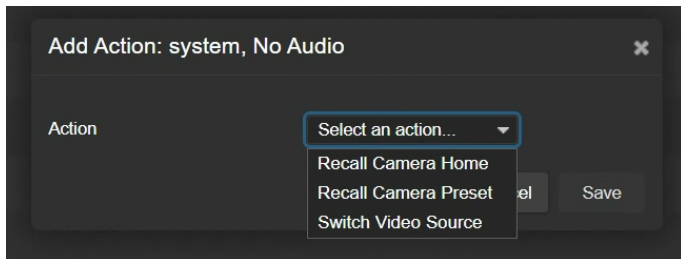


## Adding Actions

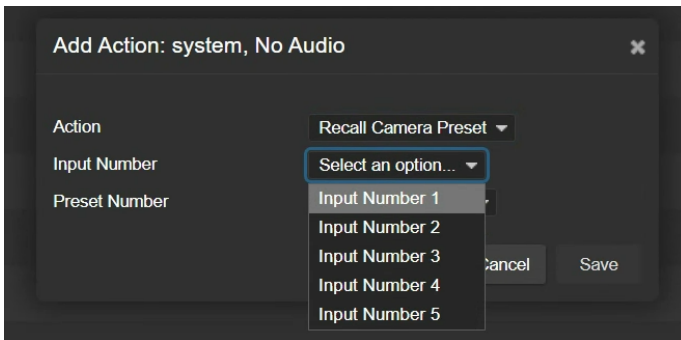
Adding Actions to signals can be done in SpeakerVIEW Setup mode by either selecting the + icon or right-clicking on an empty space on the desired Signal's row and selecting "Add Action...":



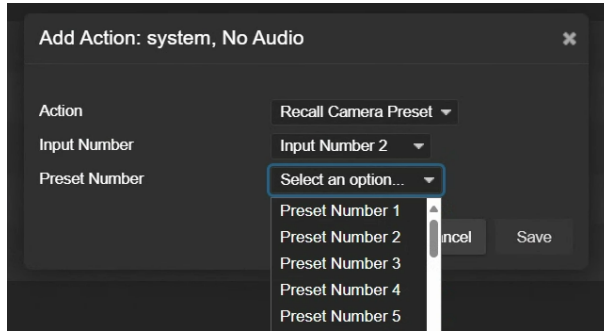
This will bring up a dialog where you can select the type of Action you want to use:



After selecting the Action type, you can select the video input of the switcher you want to apply it to:



And finally select the Preset you want to recall with this Action:



Note that you can only start adding Actions after you have [paired at least one microphone](#) and (for SpeakerVIEW Controller) [paired your Controlled Vaddio Device](#).

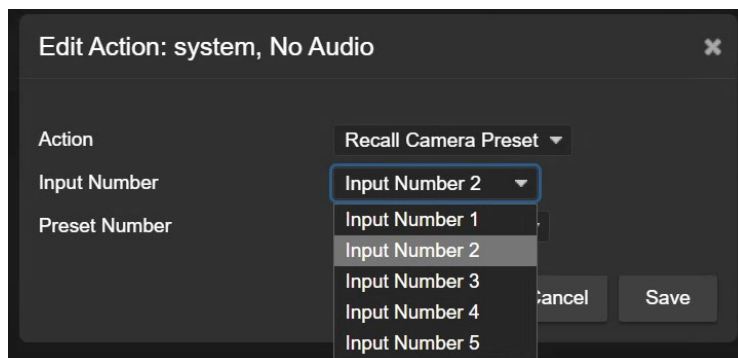
### Note on Input Numbers and Names

SpeakerVIEW currently does not display custom names or input types for the switcher you are controlling.

Please use the table below for your reference with the switcher you are controlling with SpeakerVIEW:

Product	Total Number of Inputs	Input 1	Input 2	Input 3	Input 4	Input 5
EasyIP Mixer	5	HDMI In	EasyIP 1	EasyIP 2	EasyIP 3	EasyIP 4
AV Bridge 2x1	2	Input 1	Input 2			
EasyIP Dock	4	EasyIP 1	EasyIP 2	EasyIP 3	EasyIP 4	
EasyIP Decoder	4	EasyIP 1	EasyIP 2	EasyIP 3	EasyIP 4	

As an example, when you want to select the first EasyIP input on an EasyIP Mixer, which by default is called "EasyIP 1", you need to select "Input Number 2":



## Note on Preset Numbers

Vaddio cameras support storing and recalling 16 presets and the Home Preset from their web interface.

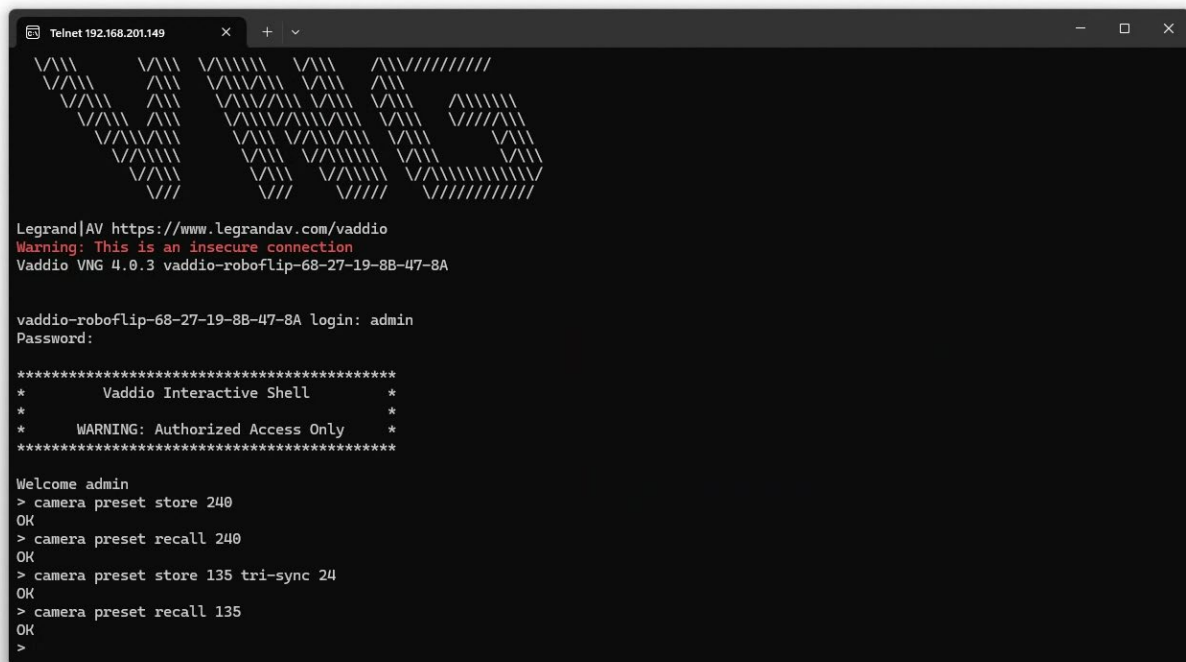
With recent firmware updates, the total number of presets that can be stored and recalled has been increased from 16 to 256. SpeakerVIEW can use any defined preset in your cameras.

The presets numbered 17 to 256 can be stored and recalled from the telnet/SSH cli command line only.

- Storing presets are done using the command: `camera preset store <1-256>`
- Recalling presets are done using the command: `camera preset recall <1-256>`

See below for an example of using a telnet cli session to:

- storing preset number 240 in a camera
- recall preset number 240
- storing preset 135 with Tri-Sync speed set to 24
- recalling that preset 135



```
Telnet 192.168.201.149
Vaddio
Legrand|AV https://www.legrandav.com/vaddio
Warning: This is an insecure connection
Vaddio VNG 4.0.3 vaddio-roboflip-68-27-19-8B-47-8A

vaddio-roboflip-68-27-19-8B-47-8A login: admin
Password:

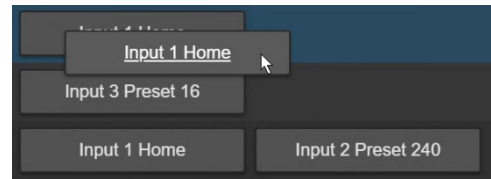
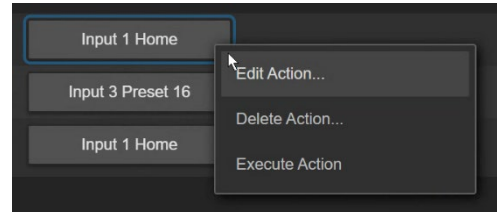
*****
*           Vaddio Interactive Shell           *
*                                           *
*   WARNING: Authorized Access Only   *
*****

Welcome admin
> camera preset store 240
OK
> camera preset recall 240
OK
> camera preset store 135 tri-sync 24
OK
> camera preset recall 135
OK
>
```

## Editing Actions

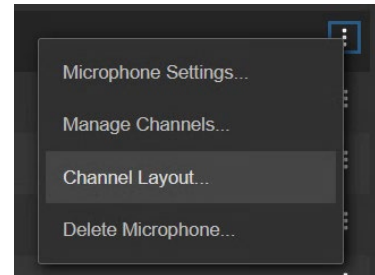
In Setup Mode, existing Actions can be edited in a few ways:

1. Edit by right clicking an Action button. This will allow you to edit and delete the action.
2. Dragging the Action button to another position on the dashboard.
3. CTRL-dragging the Action button to another position on the dashboard will create a copy of the Action in the new location.



## Floating information windows on Dashboard

Using the three dots menu (⋮) on the right side of the dashboard, you can bring up the menu to enable floating windows of some of the microphone settings.



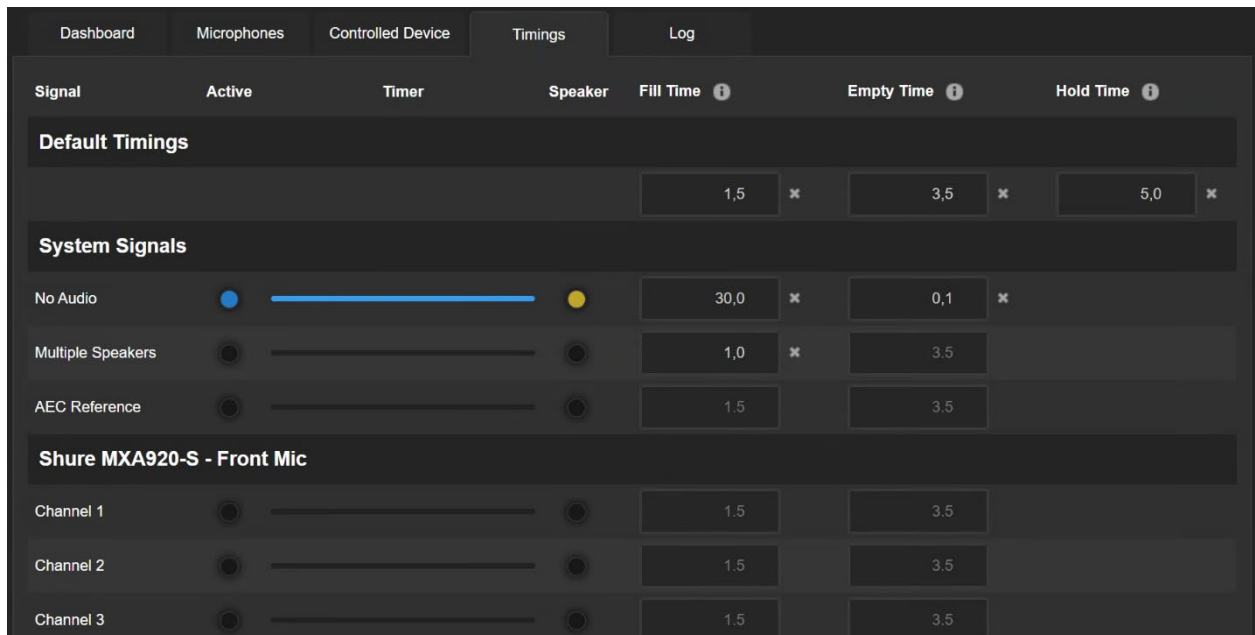
The dashboard is divided into several sections:

- Dashboard:** Contains tabs for Dashboard, Microphones, Controlled Device, Timings, and Action Log.
- System Signals:** A table with columns for Signal, Active, Timer, Speaker, and Actions.
 

Signal	Active	Timer	Speaker	Actions
No Audio	<input type="checkbox"/>	—	<input type="checkbox"/>	+ Input 1 Home
Multiple Speakers	<input type="checkbox"/>	—	<input type="checkbox"/>	+ Input 2 Preset 16
Far End Audio	<input type="checkbox"/>	—	<input type="checkbox"/>	+ Input 2 Preset 16
- Sennheiser TCCM - TCCM - 1:** A section for microphone settings with a zoomed-in channel layout diagram. The diagram shows a circular arrangement of speakers: Front Left, Front Center, Front Right, Left of Table, Right of Table, and Channel 6. A yellow circle highlights the 'Right of Table' position.
- Sennheiser TCCM - TCCM - 1 (Settings):** A floating window showing:
  - Active Signal Threshold:  -56 dB
  - AEC Reference Threshold:  -58 dB

## Signal Timings

In the Timings tab of the user interface, you can adjust the behavior of the SpeakerVIEW system. Settings in this section determine the speed at which SpeakerVIEW responds to active speakers in the room, and the overall switching behavior.



### Available Timing Parameters

There are three timers that influence the general user experience. With these, you can control how the system responds to what happens in your AV automation installation.

The three available timers are:

#### 1. Fill Time

- The time it takes for an Active Signal to be registered as an Active Speaker.
- This is represented by the speed at which the blue Timer bar fills up.
- Lowering this value will make the SpeakerVIEW system quicker in responding to activity in the room. Lowering this value too much might make the system respond to unwanted background noises reported by the microphone or short comments by a participant.
- The range for this timer is 0.1 to 10 seconds. The exception is the [No Audio System Signal](#), which has a maximum of 10 minutes.

#### 2. Empty Time

- The time a Signal is remembered as having been active after the Active Signal state for the signal becomes inactive.
- This is represented by the speed at which the blue Timer bar decreases.
- Adjusting this value has the most notable impact on how the system determines if multiple speakers are active at the same time. By lowering this value, where the previous speaker is then being remembered over a shorter period, the system will be less likely to determine multiple speakers are active. By increasing this value too much, the risk is that the system will be in the [Multiple Speakers](#) Action state most of the time.

### 3. Hold Time

- The minimum time that needs to pass between consecutive Action executions.
- This is represented on the dashboard by the green progress bar on the main dashboard, and the lock icon on the [current active Action state](#).
- This global timer directly affects how often the SpeakerVIEW system switches cameras or camera positions. It blocks all Actions from executing until this timer expires.  
While this Hold Time is active, Actions that would have otherwise been executed will be put in [Pending State](#).

## Timings Dashboard

The Timings Dashboard on the Timings Tab shows the current timing settings for the system.

Signal	Active	Timer	Speaker	Fill Time	Empty Time	Hold Time
<b>Default Timings</b>						
				2.0	4.0	5.0
<b>System Signals</b>						
No Audio	<input checked="" type="checkbox"/>		<input type="checkbox"/>	30.0	0.1	
Multiple Speakers	<input type="checkbox"/>		<input type="checkbox"/>	2.0	4.0	
Far End Audio	<input type="checkbox"/>		<input type="checkbox"/>	2.0	4.0	
<b>Sennheiser TCCM</b>						
Channel 1	<input type="checkbox"/>		<input type="checkbox"/>	2.0	4.0	
Channel 2	<input type="checkbox"/>		<input type="checkbox"/>	2.0	4.0	
Channel 3	<input type="checkbox"/>		<input type="checkbox"/>	2.0	4.0	

## Default Timings

If you do not set custom times on the specific System Signals and Microphone Signal timings, the values entered in the Default Timings section will be applied to the rows below it. It will only be applied to

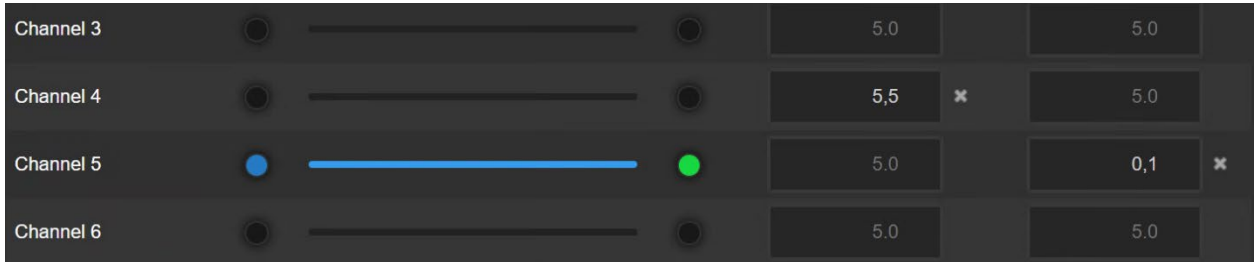
Signal	Active	Timer	Speaker	Fill Time	Empty Time	Hold Time
<b>Default Timings</b>						
				2.0	4.0	5.0
				2.0	4.0	5.0

Note that the No Audio Signal always uses a custom value for its Fill- and Empty Time, and is not affected by the Default Timings values.

## Custom Times

When you have adjusted channel specific timings, this will be shown in the Timings tab by white text and an 'x' behind the adjusted value.

Values inherited from its Default Timing are shown in a darker grey.



Channel 3	<input type="radio"/>	<input type="range"/>	<input type="radio"/>	5.0		5.0
Channel 4	<input type="radio"/>	<input type="range"/>	<input type="radio"/>	5,5	x	5.0
Channel 5	<input checked="" type="radio"/>	<input type="range"/>	<input checked="" type="radio"/>	5.0		0,1 x
Channel 6	<input type="radio"/>	<input type="range"/>	<input type="radio"/>	5.0		5.0

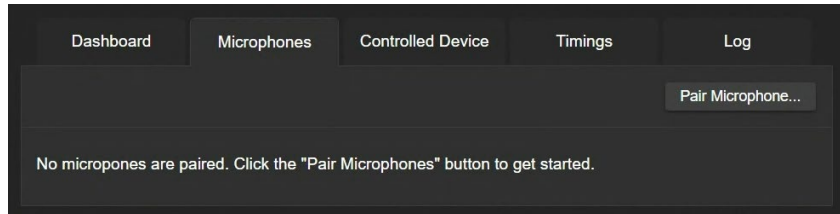
Selecting the 'x' behind the value will clear it and restore the Default Time value.

## Working with Microphones

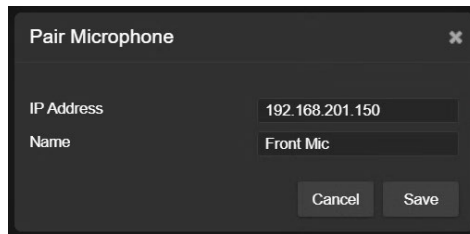
### Adding Microphones

Using the Microphones tab in the SpeakerVIEW user interface, you can add microphones to the system.

Using the "Pair Microphone..." button, add your microphone:

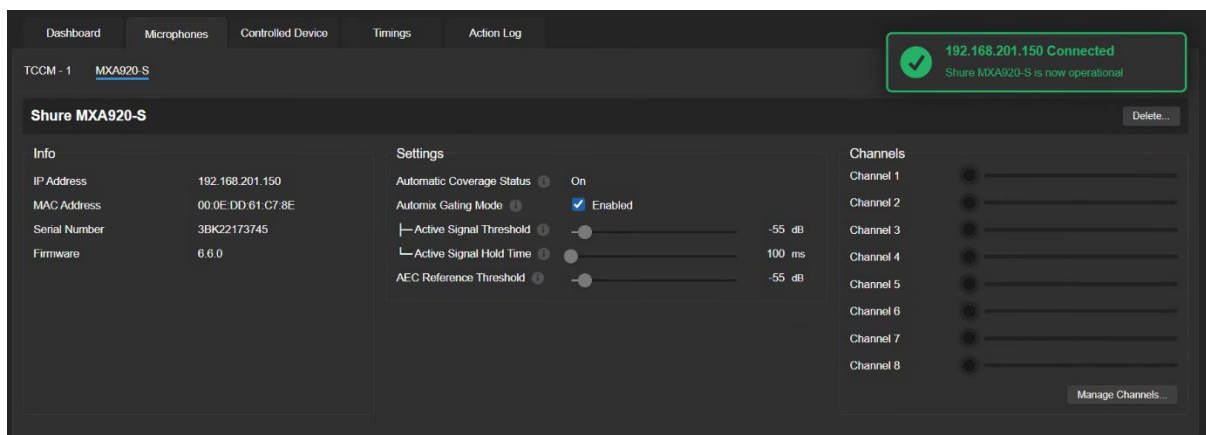


Then enter the IP of your microphone and optionally give the microphone a descriptive name. This name will be used in multiple locations in the SpeakerVIEW user interface to identify your microphone:

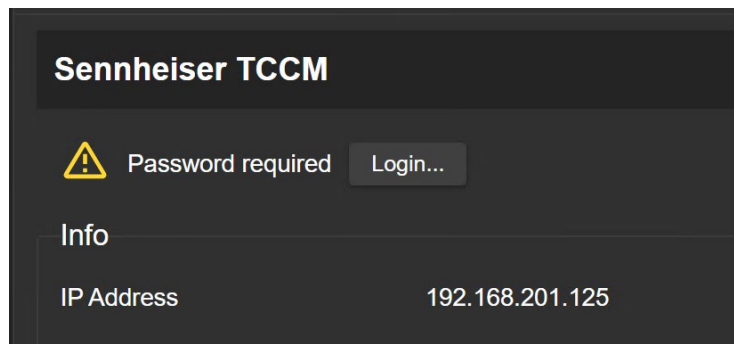


Tip: finding the IP address of your microphones, use Vaddio Deployment Tool to discover them on your network. See the chapter "[Discovering Microphones on Network](#)" for more information.

After completing the Pair Microphone window and saving, it will take a few seconds for the system to complete the initial communication with the microphone.



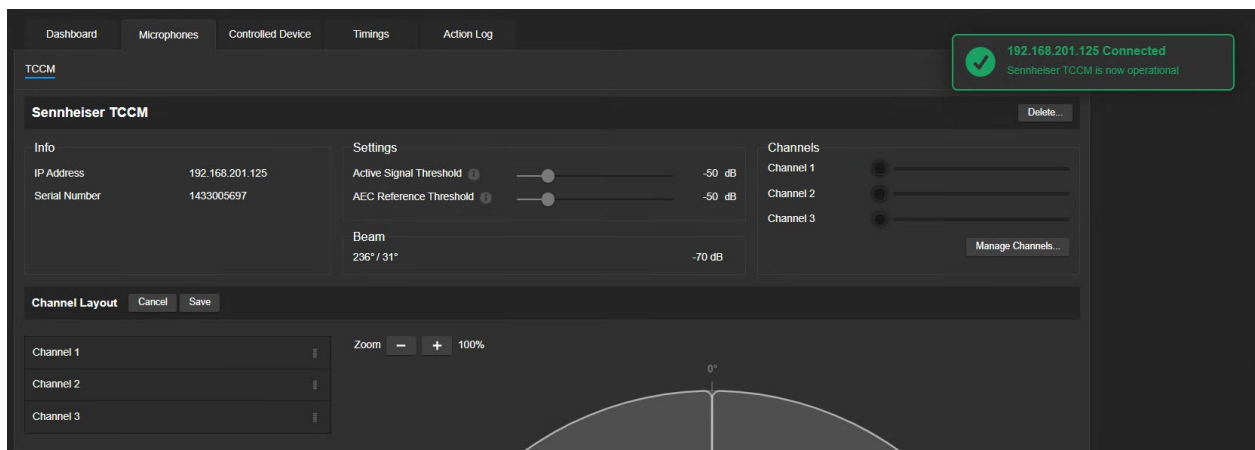
If the microphone you are connecting requires authentication, you will be presented with a request to complete the Login process:



Select "Login..." and enter the required password.

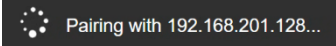
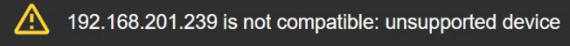
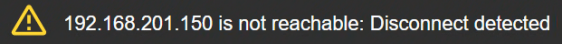

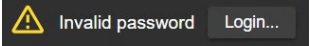
- For the Sennheiser TCCM microphone, this is the [API password you have set for "3rd Party Access"](#) in the Sennheiser Cockpit software.

After entering the password, the connection will be completed:



Microphone specific settings are explained in the [Microphone Model Specific Setup Options](#) section further in this document.

## Error messages while working with Microphones

	<p>When connecting to a new microphone, the "Pairing..." message will be displayed briefly.</p> <p>If you entered the wrong IP address when trying to set up a new microphone, the "Pairing..." message will not disappear.</p> <p>Delete the microphone and try again with the correct IP address.</p>
	<p>If the IP address entered for the microphone is for another device on the network, or the microphone is running <a href="#">outdated software</a> incompatible with SpeakerVIEW, the panel will show the microphone as "Incompatible".</p> <p>If the IP address is correct, verify that the microphone is accepting connections on its control port. For the Shure MX920, the <a href="#">"Command Strings" service needs to be enabled</a> from the microphone's settings.</p>
  	<p>If a microphone that was previously connected successfully becomes unreachable, depending on the model, one of these messages will be displayed.</p> <p>Possible causes:</p> <ul style="list-style-type: none"> <li>• The microphone might be powered off</li> <li>• The microphone is rebooting</li> <li>• Its IP address might have changed</li> </ul> <p>Check if the microphone is powered on. Typically, these microphones have an LED showing its status, but this could be disabled by the administrator.</p> <p>Make sure that the microphone still has the same IP address as when it was added to SpeakerVIEW.</p> <p>You can also <a href="#">use Vaddio Deployment Tool to scan the network</a> to confirm that the microphone is still powered on and has the same IP address.</p> <p>When the microphone connection is restored, this message should disappear automatically.</p>
	<p>When the password to connect to the microphone is incorrect, the panel will show "Invalid password". Click the "Login..." button to re-enter the password.</p> <p>Note that this message also appears when connecting to a Sennheiser TCCM microphone when the "Secure API" in the Sennheiser Control Cockpit "3rd Party Access" settings is Deactivated. See the section on <a href="#">adding a Sennheiser microphone</a> for more information.</p>

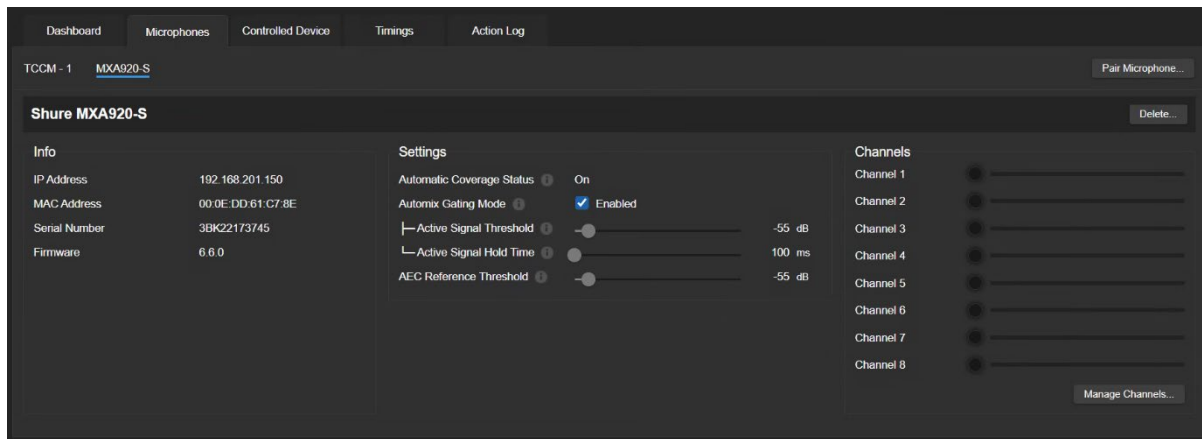
## Changing the Microphone Name

If you want to adjust the name of the microphone in the SpeakerVIEW interface, right-click on the name of the microphone in its connection tab or the SpeakerVIEW Dashboard:



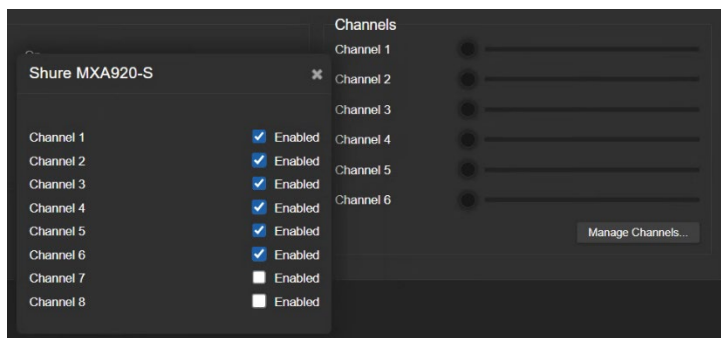
## Microphone Information and Channel Selection

After the microphone is successfully paired, the Microphone Tab will show relevant information for the connected microphone, like its IP address and firmware revision level:



On the right of this panel you can disable Channels on the microphone which you don't want to trigger off.

Select the "Manage Channels..." button to make changes to the list of channels.



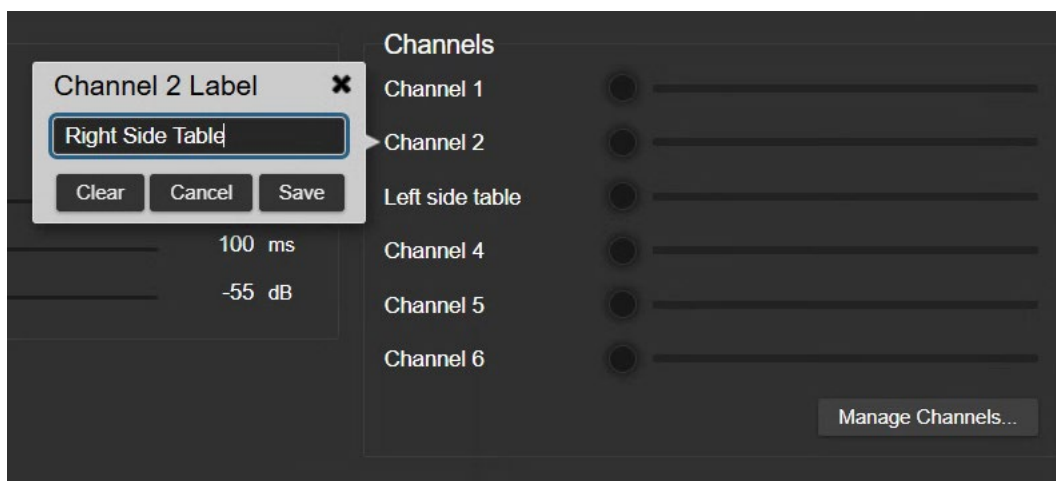
Note that disabling a channel in this screen will not affect the actual audio pickup by this channel on the microphone. It will only hide the specific channel from the SpeakerVIEW web UI and prevent this channel's activity from executing any Actions.

In a [Multiple Microphone setup](#), disabling overlapping channels between two microphones can be an effective method of controlling which Action is being executed in these overlapping areas in your room.

## Renaming Channels

Right-clicking the channel name in either the Microphones or Dashboard screens will allow you to rename channels.

This can give microphone channel numbers a more descriptive name.

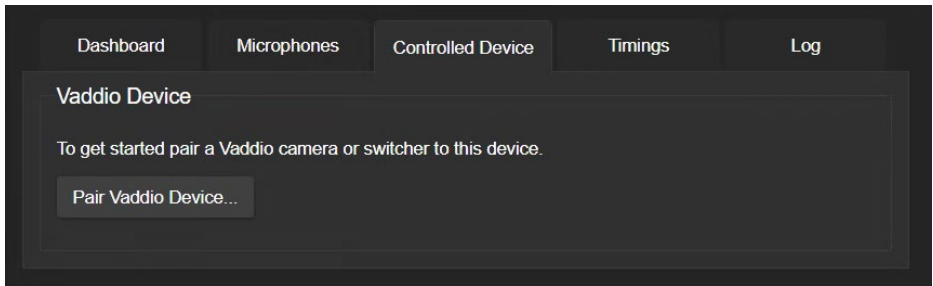


## Controlled Devices

SpeakerVIEW Controller connects over the network to another Vaddio product to control it. In the Controlled Device tab, you add the device you want to control.

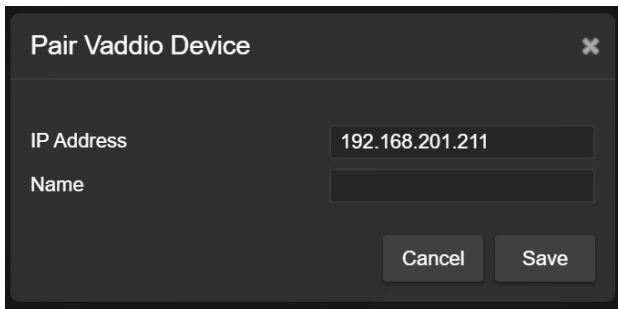


SpeakerVIEW running natively on an EasyIP Mixer or EasyIP Dock does not have this Tab in the user interface, because it controls itself. This chapter is only relevant for the SpeakerVIEW Controller product.



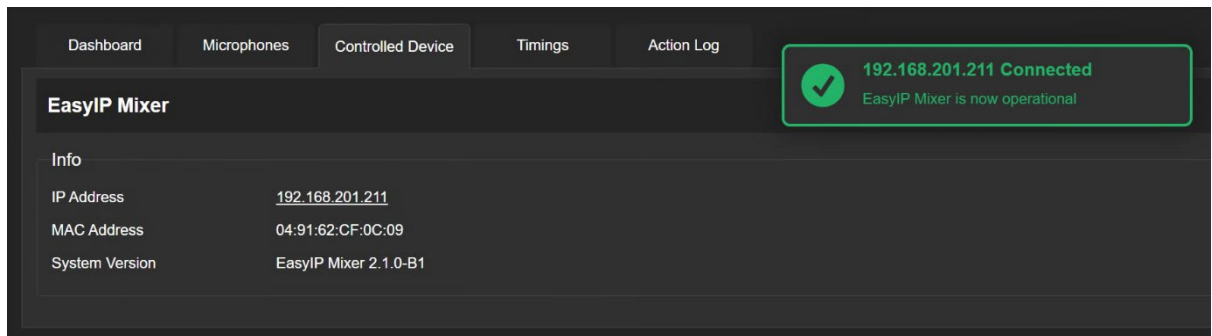
### Adding a new Vaddio Controlled Device

Click the "Pair Vaddio Device..." button and enter the IP address of the Vaddio Device you want to control with SpeakerVIEW.

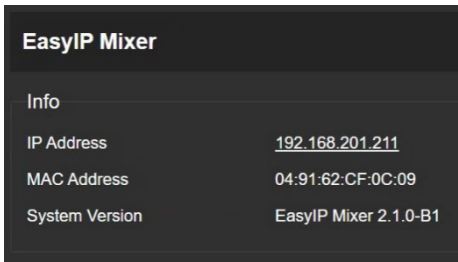

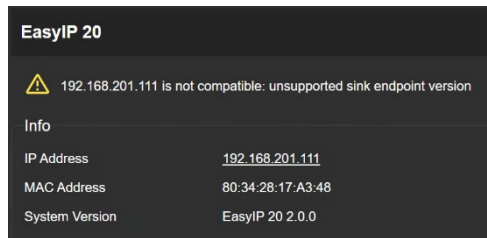



For SpeakerVIEW Controller to be able to control a Vaddio device, it's firmware needs to be compatible with SpeakerVIEW. Check the [Legrand AV website](#) for more details on supported devices and minimum firmware versions.

After successfully connecting, the Controlled Device tab will be updated, showing the information of the Vaddio device you have connected to.



## Connection Status Messages

Connection Status	Explanation
<p style="text-align: center;"><b>Connected</b></p> 	<p>Normal Operation.</p> <p>Successful connection should usually happen within a few seconds.</p>
<p style="text-align: center;"><b>Not Compatible Device</b></p> 	<p>SpeakerVIEW Controller cannot communicate with the target device and reports it as an Unknown Device.</p> <p>Possible causes:</p> <ul style="list-style-type: none"> <li>• The wrong IP address was entered</li> <li>• The device you're connecting to is not a Vaddio device</li> <li>• Did you maybe enter the IP address of the microphone?</li> </ul>
<p style="text-align: center;"><b>Not Compatible Version</b></p> 	<p>The software running on the Vaddio device you're connecting to is not compatible with SpeakerVIEW Controller.</p> <p>Check the <a href="#">Supported Devices</a> for details and minimum firmware versions.</p> <p>Check if there is an update available for the device and try again after updating.</p>
<p style="text-align: center;"><b>Pairing with...</b></p> 	<p>If the Pairing With... status does not change, most likely the IP address you entered or the Vaddio device is currently not reachable on the network.</p> <ul style="list-style-type: none"> <li>• Check if the IP address entered is correct</li> <li>• Check if the device you're trying to connect to is turned on and not in standby mode</li> <li>• Check for network connectivity issues for the device you're trying to connect to</li> </ul> <p>If you entered the wrong IP address, delete the device and try again.</p>

## Executed Action Log

The Action Log tab in the SpeakerVIEW UI will show the history of all Actions executed since the last reboot of the product.

It will show:

- the Action that was triggered
- whether or not the Action was executed successfully
- If there was an error, what caused the error
- Timestamp of the Action execution

ID	Action	Status	Error Message	Time
5	Input 1 Switch	✔ Succeeded		31/03/2026, 13:48:26
4	Input 2 Preset 1	✔ Succeeded		31/03/2026, 13:48:18
3	Input 1 Preset 1	✘ Failed	failed to recall camera preset: camera not connected	31/03/2026, 13:48:07
2	Input 3 Preset 17	✘ Failed	failed to recall camera preset: given preset not set	31/03/2026, 13:47:49
1	Input 1 Switch	✔ Succeeded		31/03/2026, 13:47:20
0	Input 2 Preset 1	✔ Succeeded		31/03/2026, 09:08:53

Possible reasons for failed executions:

Error message:	Possible reasons:
Failed to recall camera preset: camera not connected	<p>This error indicates that the video switcher does not have a valid IP network connection to the camera on the selected input.</p> <p>This can happen when:</p> <ul style="list-style-type: none"> <li>• a camera connected to an HDMI input cannot be controlled over IP by the video switcher. This will happen with third party cameras or cameras that do not support IP control</li> <li>• a camera connected to an HDMI input has not been paired over IP</li> <li>• an EasyIP camera has not been paired correctly to an EasyIP input on the switcher.</li> </ul> <p>To resolve:</p> <ul style="list-style-type: none"> <li>• for HDMI connected cameras that cannot be controlled: use the "Input Switch" Action, instead of a Preset Recall Action</li> <li>• to pair the camera correctly, make sure that the Input Source type is set to "Camera" and the correct IP address for the camera is entered in the Video Inputs section of the switcher.</li> <li>• Pair an EasyIP camera to the selected input</li> </ul>
Failed to recall camera preset: given preset not set	<p>The preset that was requested has not been defined on the camera.</p> <p>The error indicates that there is a valid IP connection between the switcher and the camera, but the preset selected has not been defined on the camera.</p> <p>To resolve, program the preferred preset in the camera.</p>

## Microphone Model Specific Setup Options

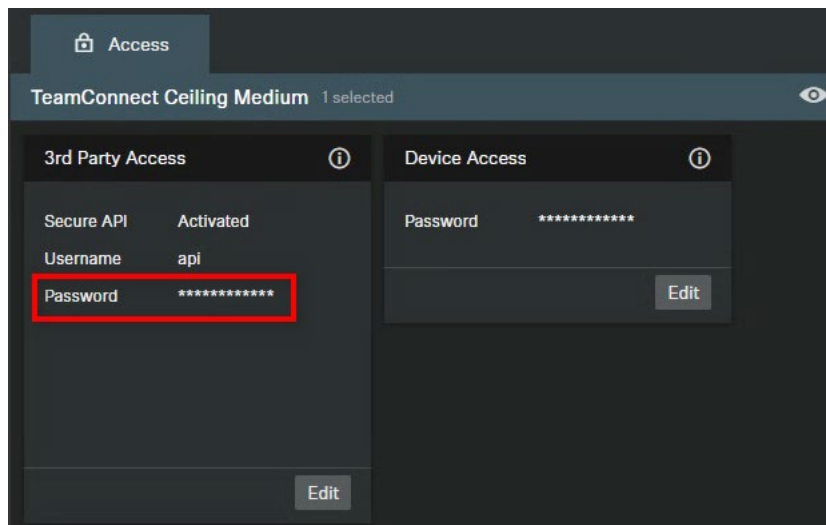
### Sennheiser Team Connect Ceiling Medium (TCCM)

The Sennheiser TCCM microphone has many tracking related setup options which are controlled from the Microphone tab.

In this tab you can adjust microphone triggering sensitivity, enable/disable Signal Channels and create the Audio Trigger Channels

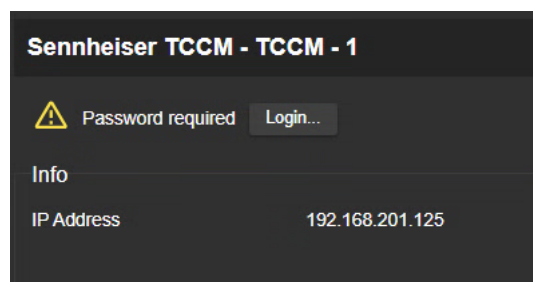
### Adding a Sennheiser TCCM microphone

When adding these microphones, it is necessary to enter the Secure API password set in the "3rd Party Access" section in the [Sennheiser Control Cockpit](#) software.

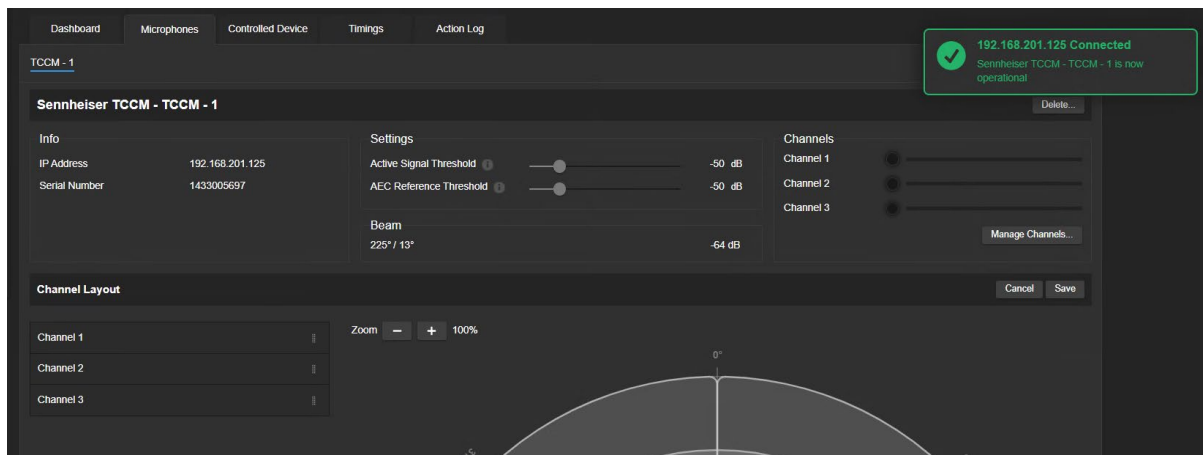


Note that the Secure API password can be different from the Device Access password or the Control Cockpit software main password.

Enter the password by clicking the Login... button in the SpeakerVIEW interface:

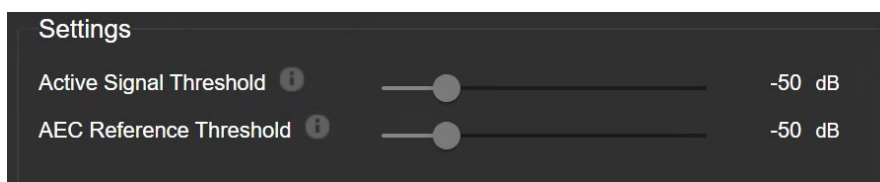


After entering the Secure API password, the microphone will be fully connected and will show the available options and device information:



## Audio Threshold Settings

The Audio Threshold settings control at what signal strength level the Active Signal for that channel gets activated.



Note that these settings do not affect audio pickup of the microphone in any way. It only adjusts the sensitivity for tracking purposes. Use the Sennheiser Cockpit software to make adjustments that control the audio settings.

In this panel there are two specific Threshold entities:

### 1. Active Signal Threshold

- This sets the level of the main microphone audio channel at which level the current position should be treated as an Active Signal.
- See the [Setting Threshold Levels](#) section for information on determining the correct value for these settings.

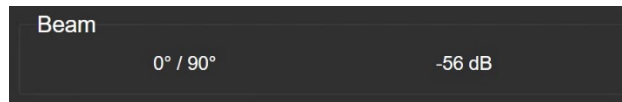
### 2. AEC Reference Threshold

- This sets the level of the audio signal strength at which point the Far End Audio System Signal is treated as an Active Signal.
- Check the relevant section for details about the [Far End Audio System Signal](#).
- Note that the Sennheiser TCCM microphone will report a Beam angle of 0°/90° when the AEC channel on the microphone is activated.

## Beam Direction Information

The Beam Direction information in the Sennheiser TCCM settings tab will show you a live representation of the information that is offered by the microphone.

It reports the angle and the azimuth of the direction of the audio, calculated from the center of the microphone. This information is used in the Audio Channels section of the Sennheiser settings to report active speaker location.

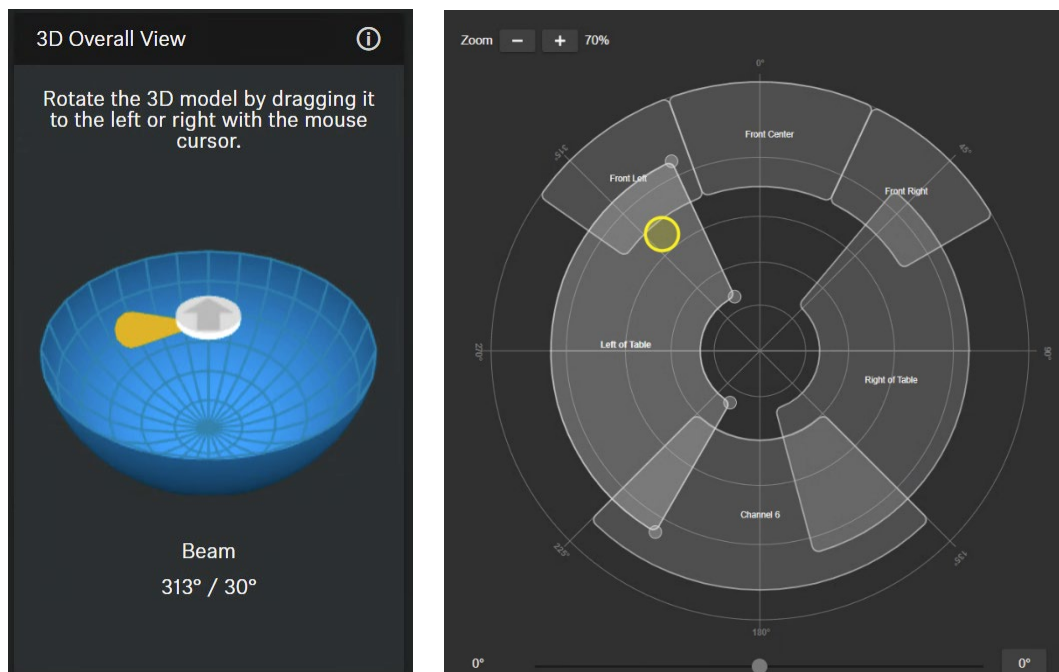


The current sound level is also shown here. This information is convenient to monitor when [setting the Threshold levels](#) of the microphone.

## Audio Trigger Channels

The Trigger Channels section of the UI will present you with a graphical representation of the room. It will show the current speaker position and allows you to define Channels in your room that can be used to trigger Actions in the SpeakerVIEW main dashboard.

The Sennheiser Cockpit software displays the speaker direction on a 3D dome view. The SpeakerVIEW user interface translates this to a 2D top view of the room.



As with the other supported microphones, the accuracy and scale of the floor plan depend on factors such as:

- Height distance of the installed microphone from the speakers in the room.
- Is the person standing or sitting down?
- With this being a round microphone, Is the microphone correctly oriented, with the front of the microphone (marked on the microphone housing by "0°") aimed accurately at the front of the room?
  - If you need to adjust the floorplan to better align with the microphone's installation angle, you can manually [adjust the rotation of the Zones floorplan](#) display.
- For more considerations see [the Configuration notes section](#) further below.

## Current Speaker Location

The location of the current speaker is represented by the yellow dot in the Audio Zone floorplan.



The opacity of the Current Speaker Location-dot shows the current audio level. The higher the audio level, the less transparent the dot will become.



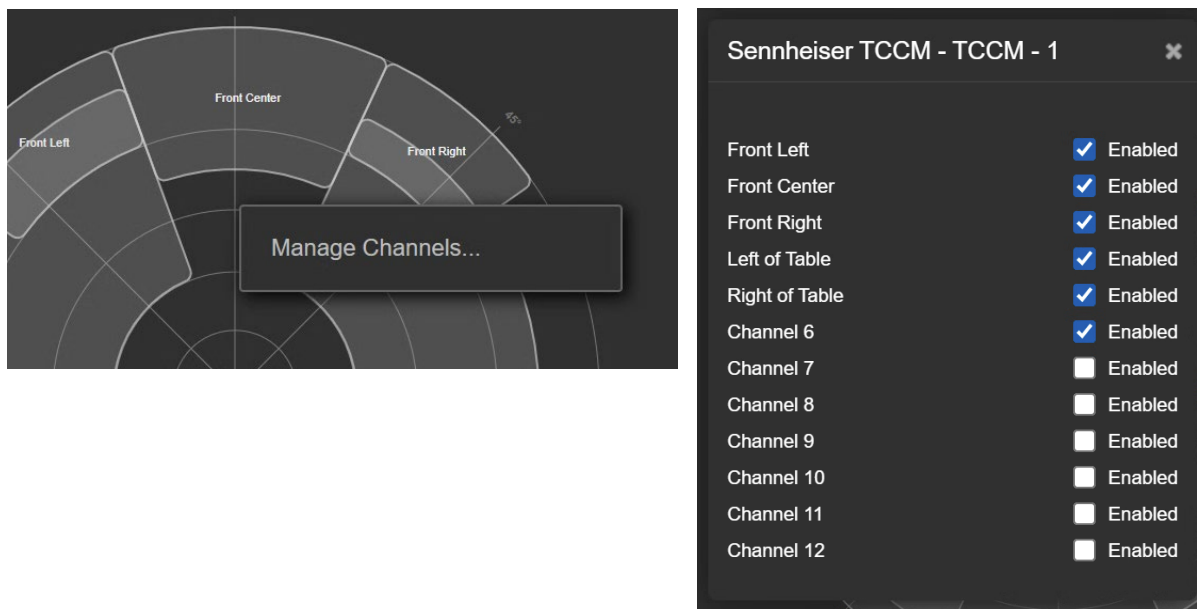
If the Current Speaker Location-dot does not accurately follow the current speaker's position the first thing to verify if [the Audio Threshold levels](#) are set correctly.

If the dot is stuck to the center, verify your [AEC signal routing](#) towards the microphone, as this state is used by the microphone to report an active Far End Audio signal.

When the Current Speaker Location-dot becomes active inside an Audio Trigger Channel, its corresponding Active Signal will be triggered, and the Channel will light up in blue in the floorplan when viewed from the Dashboard tab.

## Adding Trigger Channels

To add a new Channel, you can right-click on an empty space on the floorplan and select 'Manage Channels...' to bring up the Channel Selection window.

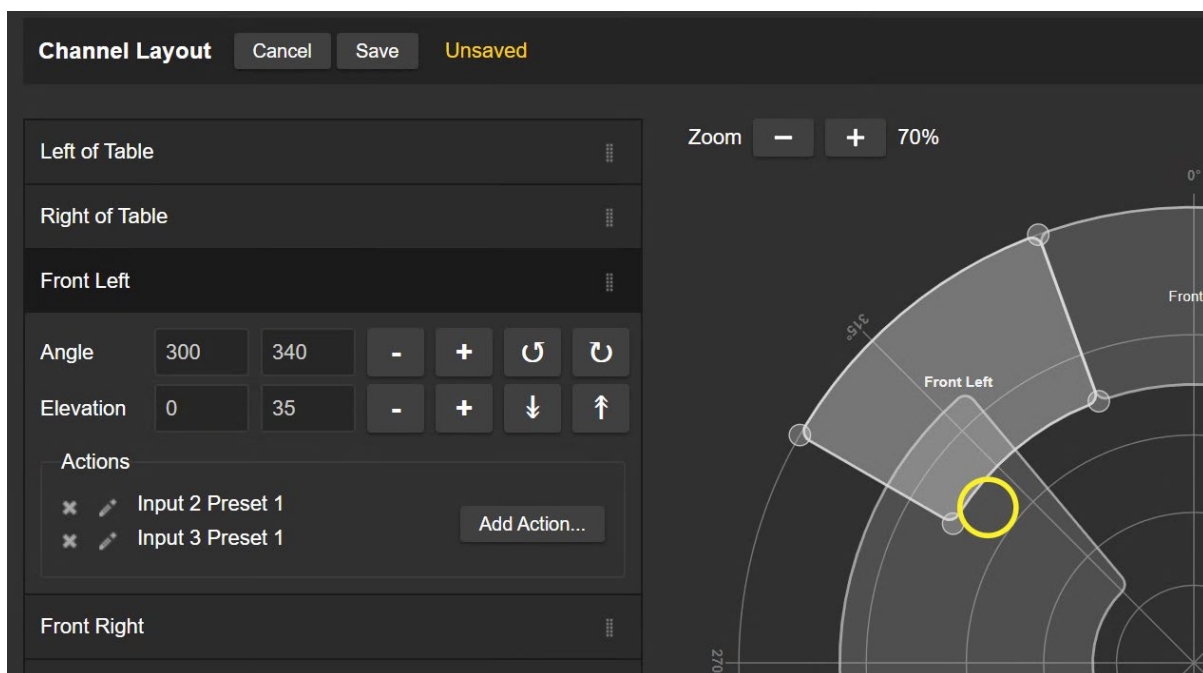


In this window you can enable an unused channel and add it to the floorplan.

You can also bring up this window by clicking the ["Manage Channels..." button](#) in the top-right Channels section.

## Editing Trigger Channels

The Zones Layout can be edited using different methods to match your room layout.

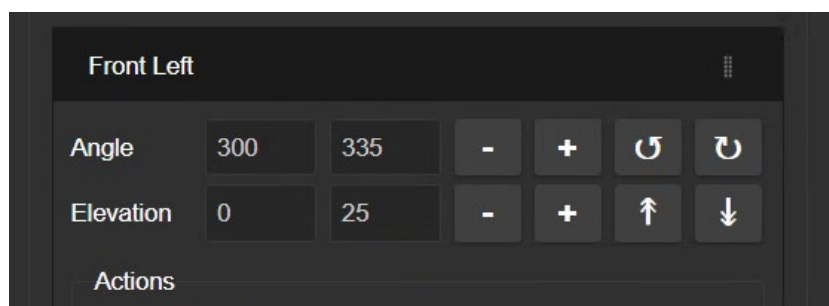


When you select a Trigger Channel in the floorplan by clicking it, its color will change, and drag-indicator handles will appear on the corners of the Channel. It will also show any assigned Actions to this Channel.

When the Trigger Channel is selected, you can adjust the location of the Channel by dragging from anywhere within the Channel. By dragging one of the corner-handles you can change the shape of the Channel.

While dragging either the Channel or one of its corner handles, updates will be made in 5 degrees increments.

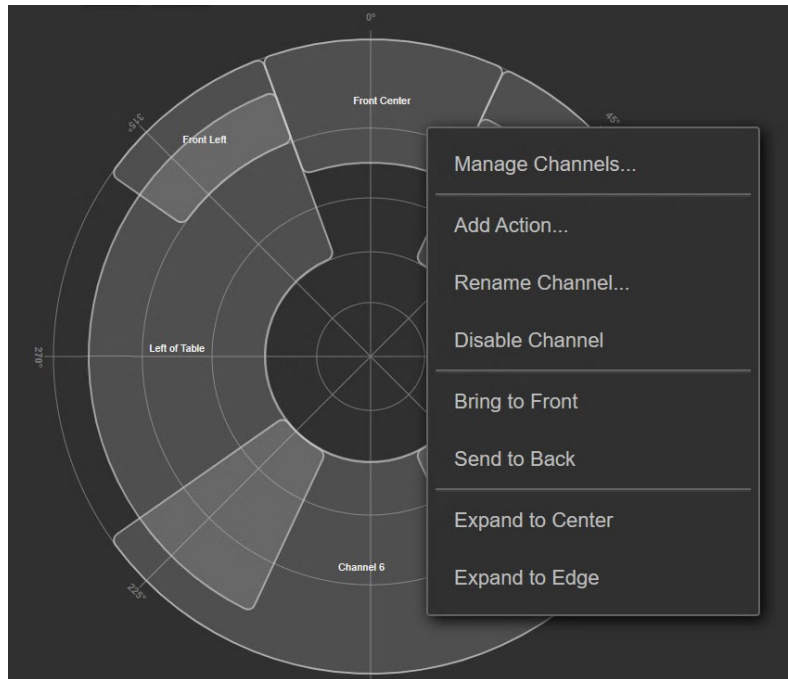
If higher accuracy is needed, you can use the detailed controls that appear when selecting a Channel in the Channels List:



These controls will allow you to:

- Adjust starting- and ending angles for the Channel by entering them as a number
- Adjust top- and bottom elevation (or the azimuth) angle for the Channel
- Rotate the Channel in clockwise or counter-clockwise direction
- Change the elevation of the Channel by moving it closer or further from the edge of the floorplan

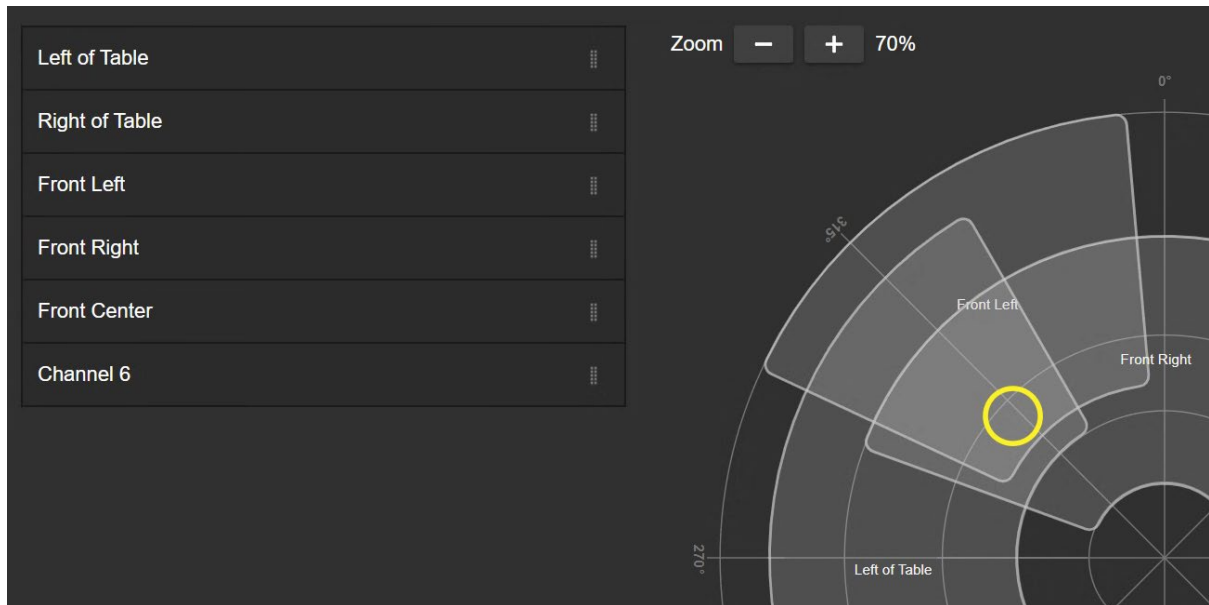
Right-clicking on a Channel on the floorplan will give you further interaction options. These include:



- Managing the available Channels
- Assign a new Action to a Channel
- Rename the Channel
- Disable the Channel (it will still be available if needed, it can be re-enabled using the Manage Channels... window)
- Send the current selected Channel to the front or back, so it is easier to select a channel underneath
- Expand the currently selected Channel to the center or edge of the floorplan

## Trigger Channel Priority

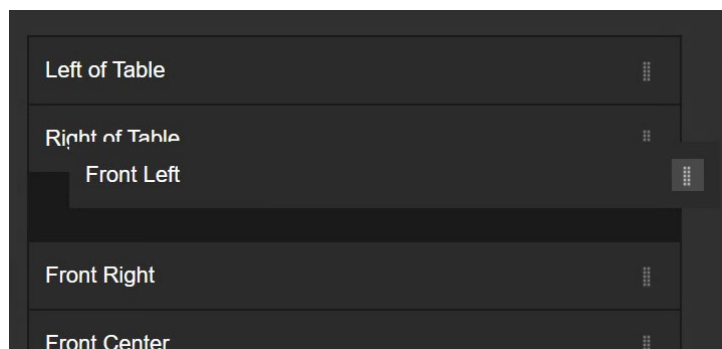
Channels can be stacked for greater ease in creating your preferred layout. When the Current Speaker Location-dot indicator gets activated in a location that is shared by multiple overlapping Channels, the Channel Priority order determines which Channel will generate an Active Signal state.



In the example above, the Current Speaker Location-dot is activated in a position which is shared by three Channels; "Front Left", "Front Right" and "Left of Table".

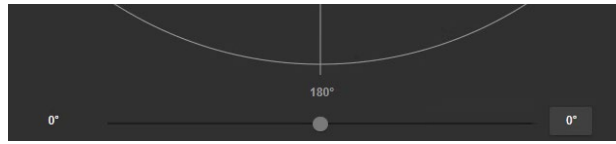
Because of the Channel Priority set in the table on the left of the screen, the Channel named "Left of Table" has a higher priority and will become the Active Signal channel.

The Channel Priority order can be changed by rearranging the lines by dragging the row by the handle on the right of the row.



## Floorplan Rotation

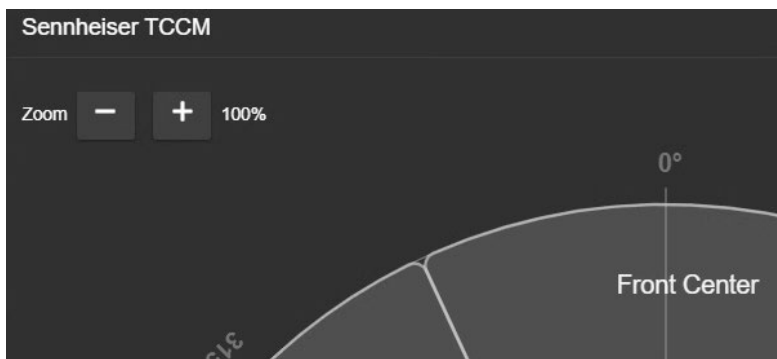
To match the alignment of your microphone, if its 0-degrees axis is not fully aligned with the room, you have the option of rotating the floorplan view.



To reset the view, click the 0° button.

## Floorplan Zoom

The size of the Audio Trigger Channels floorplan can be adjusted using the Zoom buttons on the top left corner.



The controls allow you to resize the view from -40% to +200%.

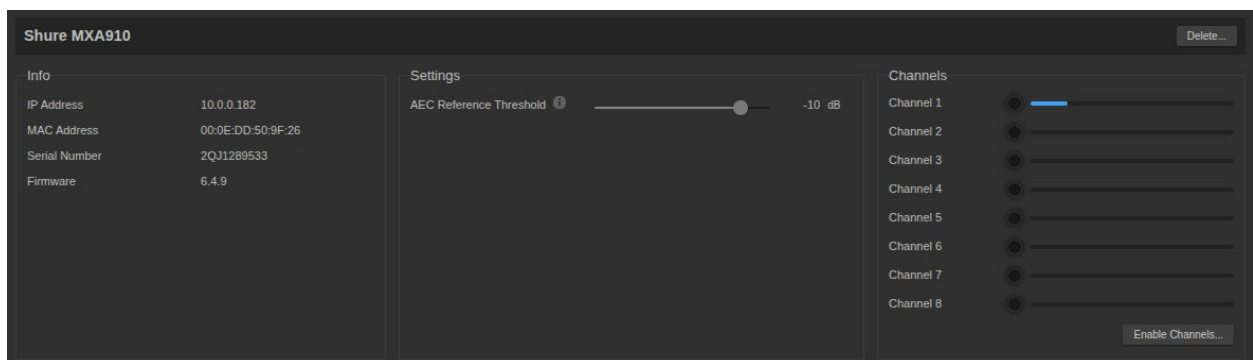
## Shure MXA910 Specific Configuration Options

### Setting up

Check the [chapter on adding microphones](#) for more information on doing the initial setup of your MXA910 with Vaddio SpeakerVIEW.

This chapter describes the microphone specific settings that are relevant to the Shure MXA910 beamforming microphone.

Note: None of the settings you can adjust in the SpeakerVIEW user interface will affect audio pickup or processing of the microphone. If you need to make adjustments to the audio behavior of the microphone, please use the relevant Shure applications to do so.



### Audio Threshold Settings

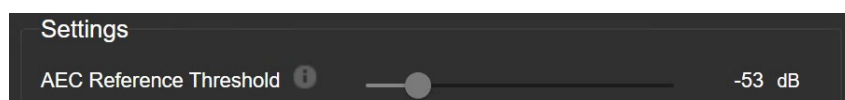
The Audio Threshold settings control at what signal strength level the Active Signal for that channel gets activated.

Note: These settings do not affect audio pickup of the microphone in any way. It only adjusts the sensitivity for tracking purposes. Use the web interface of the microphone to make adjustments that control audio pickup settings.

### AEC Reference Threshold

This sets the threshold value of the remote audio signal strength at which point the Far End Audio System Signal is treated as an Active Signal.

Check the relevant section for details about the [Far End Audio System Signal](#).



## Shure MXA920 Specific Configuration Options

### Setting up

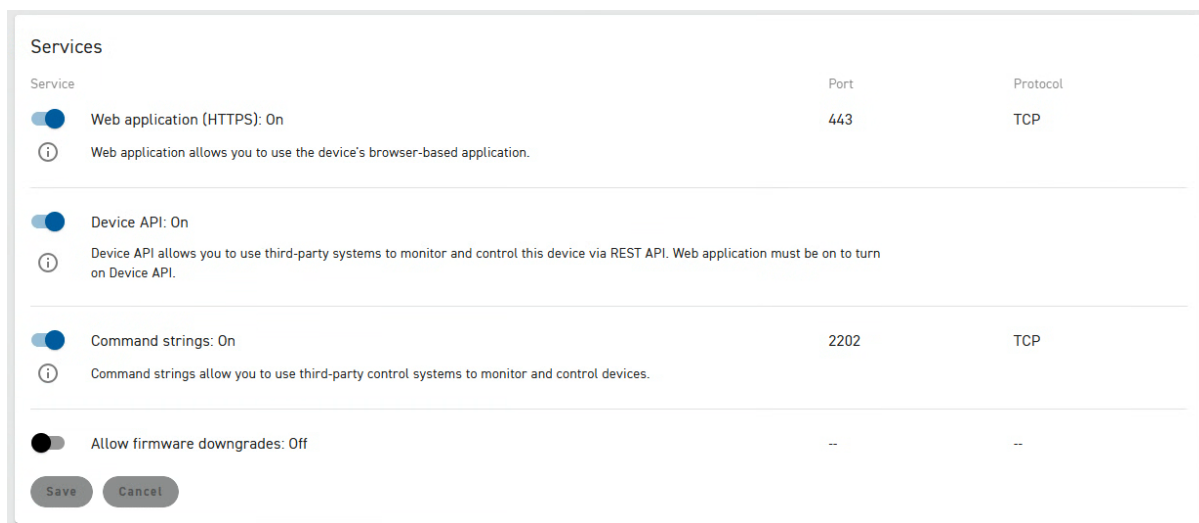
Check the [chapter on adding microphones](#) for more information on doing the initial setup of your MXA920 with Vaddio SpeakerVIEW.

Ensure that the firmware for the microphone is up-to-date. See the [supported microphones](#) section for minimum firmware requirements.

This chapter describes the microphone specific features and settings that are unique to the Shure MXA920 beamforming microphone.

Note: None of the settings you can adjust in the SpeakerVIEW user interface will affect audio pickup or processing of the microphone. If you need to make adjustments to the audio behavior of the microphone, please use the relevant Shure applications to do so.

To be able to use SpeakerVIEW with the Shure MXA920, make sure the **Command Strings** option is enabled in the microphone's Services settings.

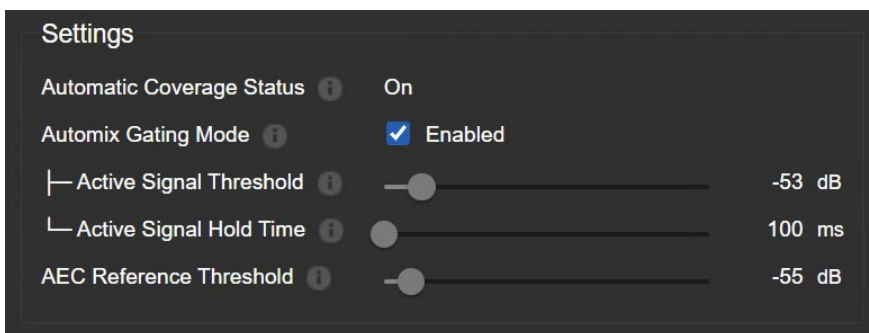


### Microphone model specific supported features

The current version of SpeakerVIEW supports these features specific to the MXA920:

- Reporting Automatic Coverage status
- Automix Gating reading support
- AEC Reference activity signalling

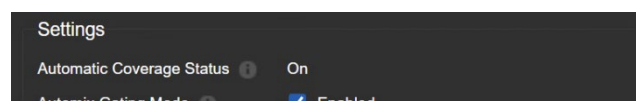
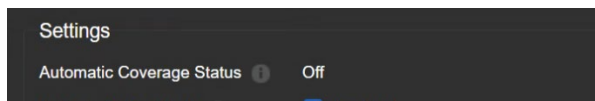
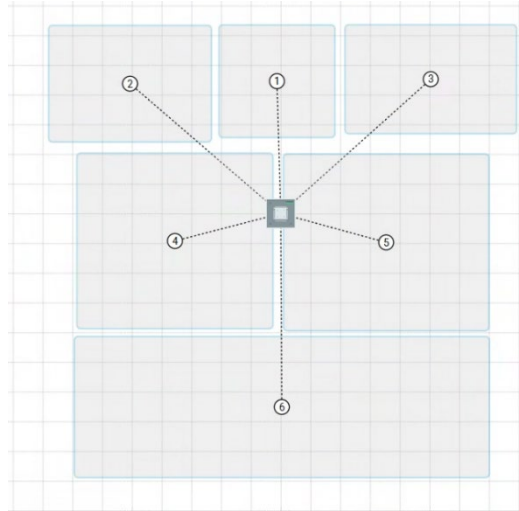
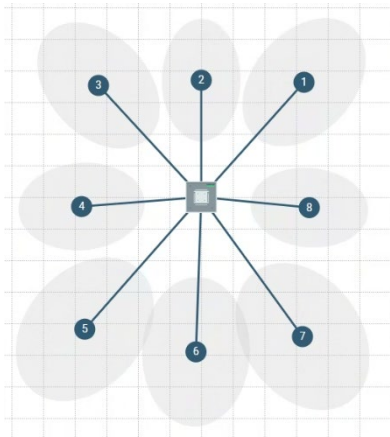
Adjusting the settings for these features is described in the following section.



## Automatic Coverage Mode Status

This reports on the current coverage configuration status of the MXA920 microphone. Turning off automatic coverage will allow the use of steerable lobes to configure your microphone. SpeakerVIEW can work in either mode, but more controls of the triggering behavior are available when Automatic Coverage Mode is ON.

This is not a setting that can be controlled from the SpeakerVIEW settings, it needs to be adjusted in the General Settings in the web interface of the microphone.



## Automix Gating Mode

With Automix Gating Mode enabled, SpeakerVIEW will use the automix levels reported by the microphone to determine the coverage area where the current speaker is located and at which audio level the area is treated as an active signal.

Adjust the Active Signal Threshold and Active Signal Hold Time settings to fine-tune the behavior of the system.

When Automix Gating Mode is disabled, channels will become active regardless of the actual audio level of the coverage area. In most cases you'll want to keep Automix Gating Mode enabled.

## Audio Threshold Settings

The Audio Threshold settings control at what signal strength level the Active Signal for that channel gets activated.

Note that these settings do not affect audio pickup of the microphone in any way. It only adjusts the sensitivity for tracking purposes. Use the web interface of the microphone to make adjustments that control audio pickup settings.

In this panel there are two specific Threshold entities:

- **Active Signal Threshold**

This sets the threshold of the audio at which level the current speaker should be treated as an Active Signal.

See the [Setting Threshold Levels](#) section for tips on determining the correct value for these settings.

- **AEC Reference Threshold**

This sets the threshold value of the remote audio signal strength at which point the Far End Audio System Signal is treated as an Active Signal.

Check the relevant section for details about the [Far End Audio System Signal](#).

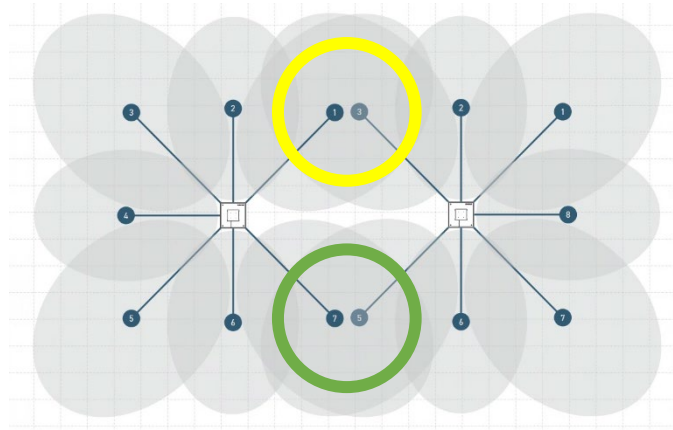
## Active Signal Hold Time

After the person in a Coverage Area stops speaking, this setting determines how long the signal is still treated as an Active Audio signal in the SpeakerVIEW dashboard.

This setting will add a delay before the blue progress bar in the active channel starts decreasing. It does not influence how quickly the progress bar will then decrease. This is controlled by the Hold Time in the Timings tab.

## Working with multiple microphones

When you're working with multiple microphones in your system, there might be situations where audio from a single speaker is being picked up, and reported, by multiple microphones.

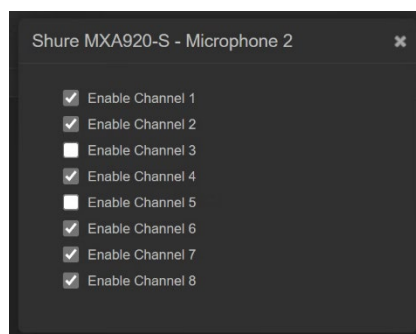
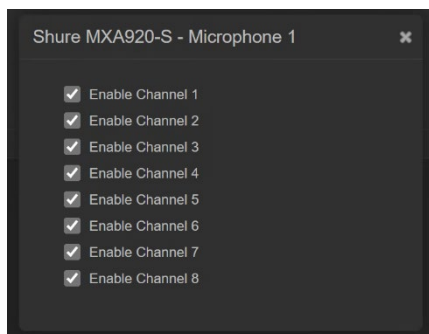


Consider the dual microphone scenario in the picture above. *Note that this might not be a recommended configuration setup for your room, but for illustration purposes only.*

In the setup above, a speaker within the yellow circle will be reported by both microphones as being an active speaker. And this scenario would activate reporting Channel 1 on microphone 1 and Channel 3 on microphone 2 as an active signal at the same time.

The same could happen in the green circle for Channel 7 on microphone 1 and Channel 5 on microphone 2.

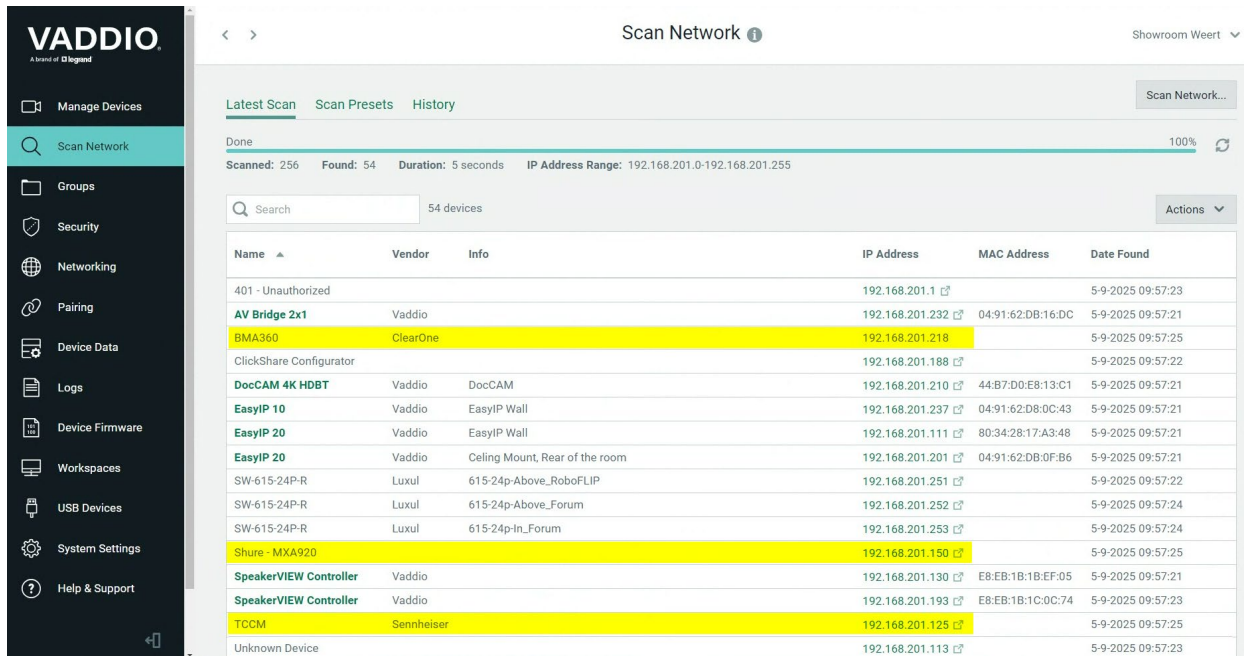
One way of dealing with this is disabling reporting of the overlapping areas in SpeakerVIEW by disabling the channels in one of the microphones. Doing so does not affect audio pickup in the room, only camera tracking behavior will change:



## Discovering Microphones on Network

The current version of Vaddio Deployment Tool (version 2.1.0 or later) will allow you to scan the network and discover the supported microphones and their IP addresses.

Using the Scan Network tab in Vaddio Deployment Tool, the results will list any of the supported microphones found on the network:



This will help you find the IP addresses while setting up the pairing with SpeakerVIEW and your microphones.

## Configuration Recommendations

### Vaddio Devices

For the most part, no special actions need to be taken to be able to take full advantage of SpeakerVIEW with your Vaddio AV setup.

The main thing to consider is the use of Vaddio Tri-Sync, the preset technology which will allow the camera to move on all pan-tilt-zoom axis simultaneously while recalling a preset for smoother camera movement.

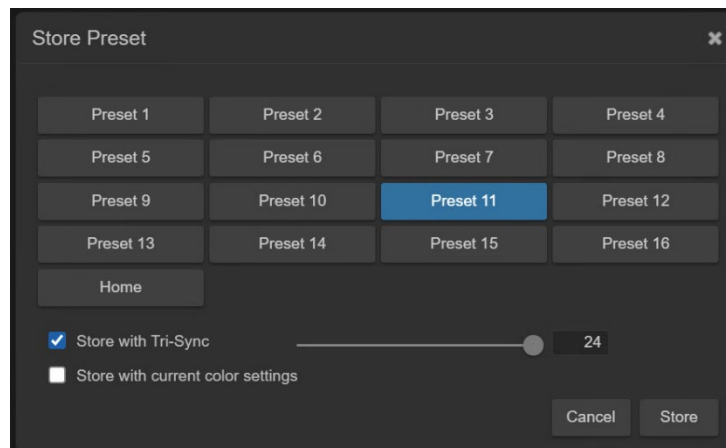
Setting the Tri-Sync option in your presets correctly depending on your camera type will result in quicker responses from the SpeakerVIEW system.

### Vaddio PTZ Cameras

Vaddio Professional PTZ cameras, which include the RoboSHOT, RoboSHOT 4K, RoboFLIP, EasyIP 20 and the Microsoft Teams Certified RoboSHOT 30E-M product lines, allow you to store the speed at which the camera moves to the preset-location in the preset itself.

- By default, this speed is set to '10' for smooth camera movement between positions, but for multi-camera SpeakerVIEW applications it is recommended to set the speed to the maximum value of '24'.
- Storing color settings in a preset will add to total time a preset recall takes. Unless your environment requires different color settings for different presets, consider defining your color settings in the Home Preset, which is recalled during camera startup, and not repeating this in other presets.

SpeakerVIEW will only switch to a camera input after the camera reports completing the preset recall. Making sure the speed is at its maximum value and not using preset color settings will increase SpeakerVIEW system responsiveness.



This applies to multi-camera setups controlled through a Vaddio video switcher. In single-camera setups with a PTZ camera, use a lower value to ensure smooth on-screen camera movement.

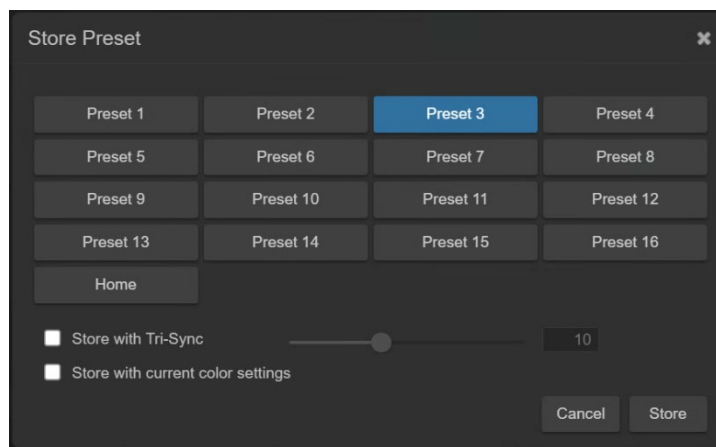
Note: Tri-Sync motion is not an option on EasyIP 10, ConferenceSHOT and PrimeSHOT camera models.

## Vaddio Auto-Framing Cameras

Vaddio ePTZ cameras, like the IntelliSHOT, EasyIP 30 ePTZ and the Microsoft Teams Certified IntelliSHOT-M offer Tri-Sync functionality to control preset-recall speed.

These cameras use electronic pan-tilt-zoom instead of moving lenses, so their preset behavior differs from cameras from the RoboSHOT series.

When Tri-Sync is *disabled* in a preset, the ePTZ camera will move instantly to the new position when the preset is recalled. This is especially helpful in single camera setups with SpeakerVIEW because this will eliminate on-screen camera movement.



Storing color settings in a preset will add to total time a preset recall takes. Unless your environment requires different color settings for different presets, consider defining your color settings in the Home Preset, which is recalled during camera startup, and not repeating this in other presets.

## Recalling presets on Auto-Framing Cameras

Recalling presets on a Vaddio ePTZ camera is a way of controlling the Auto Framer engine running on the camera.

- **Recalling a Camera Preset** will pause the Auto Framer, and the camera will stay at the preset location regardless of movement in the room
- **Recalling the Home Preset** will resume the Auto Framer and move the camera to the user definable Home position.

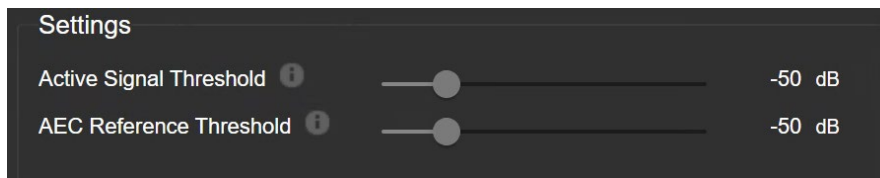
## Setting Threshold Levels

For most microphones supported by SpeakerVIEW, you will need to set up the correct threshold levels in the SpeakerVIEW webUI.



Note that adjusting the Active Signal Threshold or AEC Reference Threshold settings in the SpeakerVIEW settings does not affect audio pickup by the microphone.

If you ended up in this part of the manual because you try to solve complaints from far-end participants that they cannot hear the talkers in the room, please consult the manuals from the microphone manufacturers for correct configuration.



The Active Signal Threshold determines when the system considers a sound source significant enough to trigger localization and camera movement.

If the threshold is set too low, the system may react to ambient noise, HVAC hum, shuffling papers, or side conversations, resulting in erratic or distracting camera behaviour.

If the threshold is set too high, the SpeakerVIEW may fail to detect quieter talkers or the beginning of speech, causing delayed or inconsistent tracking.

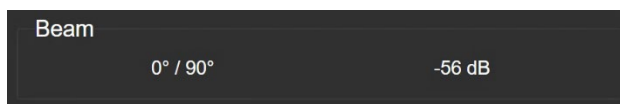
By establishing an appropriate threshold, the system can reliably distinguish intentional speech from background noise, ensuring smooth and accurate camera transitions that align with the active talker.

### Finding the correct threshold settings

To find the correct threshold setting, the most effective method is to measure the room's noise floor and then calibrate the threshold relative to that baseline while accounting for variations in vocal levels across different speakers.

Start by observing the audio level meter with the room unoccupied, but with all equipment like projectors, HVAC etc. turned on to determine the typical noise floor under normal operating conditions.

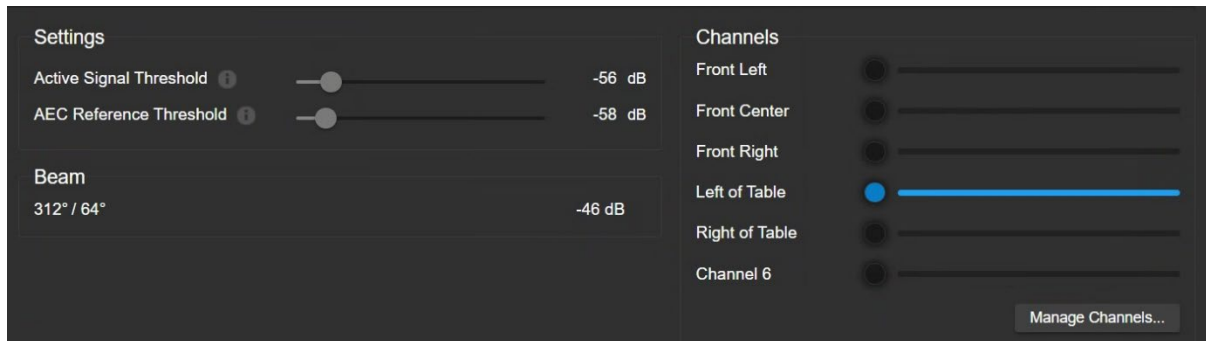
- For the Shure MXA920, you can observe the Automix audio meter in the IntelliMix section of the microphone's webUI
- For the Sennheiser TCCM, check the Beam information in the Microphones tab of the SpeakerVIEW UI. This will inform you of the current audio level the microphone is registering.



Start by setting the Active Signal Threshold +6dB higher than what you observe in an unoccupied room.

Next, have several individuals speak naturally from different seating positions to gauge the expected range of speech levels.

Verify that when someone further from the microphone, or at a lower speech level, talks, that the blue progress bar fills up steadily. If it doesn't try lowering the threshold.



The recommended approach is to set the threshold comfortably above the noise floor, typically by a predictable margin, while still low enough to detect softer talkers. This empirical, environment-specific calibration ensures optimal performance by balancing sensitivity with stability, regardless of the room acoustics or speaker variability.

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