



WiiM Bar: Smart Soundbar

See the Sound. Build the Theater.

Model Name: WiiM Bar

Model Number: BAR001

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1. Introduction

At WiiM, our goal is to offer you the simplest and most affordable Hi-Fi and lossless audio systems. Every product we create showcases top-tier design and an intuitive user interface. With our patented audio streaming solution integrated into all our premium products and user-friendly mobile apps, you can effortlessly enjoy music throughout your entire home.

Introducing the WiiM Bar—engineered as a dual-purpose powerhouse, it redefines your living room audio by delivering equally exceptional performance for cinematic immersion and audiophile music streaming. The WiiM Bar delivers an immersive audio experience with its **3.0.2-channel** (3 front channels, 2 height channels for immersive overhead sound) layout, powered by a custom 8-driver array and 4 passive radiators. Supporting a comprehensive range of formats—including **Dolby Atmos**, **DTS**, and **Dolby Digital**—it produces a wide soundstage, deep bass, and stunning height channels. It can be easily grouped with other WiiM devices to expand your setup into a complete **5.1.2-channel** surround sound system. Furthermore, to ensure the best audio clarity tailored to your specific room layout, it utilizes intelligent **RoomFit™ Auto Correction** and **AI Dialog Enhancement** technologies.

Equipped with next-generation **Wi-Fi 6E** and **Bluetooth 5.3 with LE Audio**, WiiM Bar delivers stable, high-bandwidth wireless connectivity. Its premium 2.1-inch round touchscreen displays playback information and provides an intuitive way to control the device. The WiiM Bar Remote (included in select packages) lets you easily control playback, switch sound modes, and use Alexa voice commands.

With seamless integration into your whole-home audio ecosystem, the WiiM Bar is a versatile audio solution that enhances your daily entertainment experience.

1.1. Typical Use Cases

The WiiM Bar is designed to deliver high-fidelity and immersive audio with streaming capabilities and smart features. Here are a few common use cases for the WiiM Bar:

- **Living Room Cinema:** Connect the WiiM Bar to your TV to enjoy high-quality audio for movies and TV shows. You can also combine the WiiM Bar with other WiiM devices (e.g., WiiM Sub Pro and WiiM Sound) to create a **5.1.2-channel** surround sound system for a more immersive listening experience, supporting **Dolby Digital**, **Dolby Atmos**, and **DTS**.
- **Audiophile-Grade Hi-Fi Music:** Stream high-resolution music from popular services or your personal library stored on a computer or network-attached storage (NAS), and enjoy gapless playback up to **24-bit/192 kHz**.
- **Scalable Whole-Home Audio:** Serve as the central hub for your whole-home audio ecosystem. Seamlessly group the WiiM Bar with other WiiM devices or compatible devices to enjoy synchronized multi-room music throughout your house.
- **Vinyl or CD Integration:** If you want to incorporate your turntable or CD player into the WiiM system, simply connect your WiiM Bar to the analog or digital outputs of these devices. This allows you to play the audio across your WiiM devices all in sync, filling your home with music.
- **Gaming Audio:** Elevate your gaming experience with immersive, dynamic sound. Feel every in-game detail, from precise audio cues to powerful explosions, creating an environment that draws you deeper into the action.

1.2. Other Devices Needed to Use the WiiM Bar

To use the WiiM Bar, you will need the following:

- **Wi-Fi Network:** A stable Wi-Fi network and its credentials are required for setup and operation.
- **Smartphone or Tablet:** You'll need a compatible smartphone or tablet (iOS or Android) with the WiiM Home app installed. The WiiM Home app is used for initial setup, configuration, and control of the WiiM Bar.
- **Power Source:** The WiiM Bar needs to be connected to a power source using the included power cable. Ensure that you have an electrical outlet nearby to power the device.
- **Ethernet Cable** (optional): While the WiiM Bar primarily connects to your Wi-Fi network, it also has an Ethernet port. If you prefer a wired connection for added stability, you can use an Ethernet cable to connect the WiiM Bar directly to your router or network switch.
- **External Audio Source** (optional): The WiiM Bar can also receive audio from an external source (e.g., CD player, TV) via a wired connection.

These are the core components required to use the WiiM Bar. It's important to have a stable Wi-Fi network and a compatible device with the WiiM Home app for setup and control.

2. What's in the Box

WiiM Bar	x 1
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Quick Start Guide	x 1
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WiiM Bar Remote (included in select packages)	x 1
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Power cable	x 1
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HDMI cable	x 1
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Optical cable	x 1
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Wall brackets	x 2
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Support screws	x 2
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M4 x L12 screws	x 4
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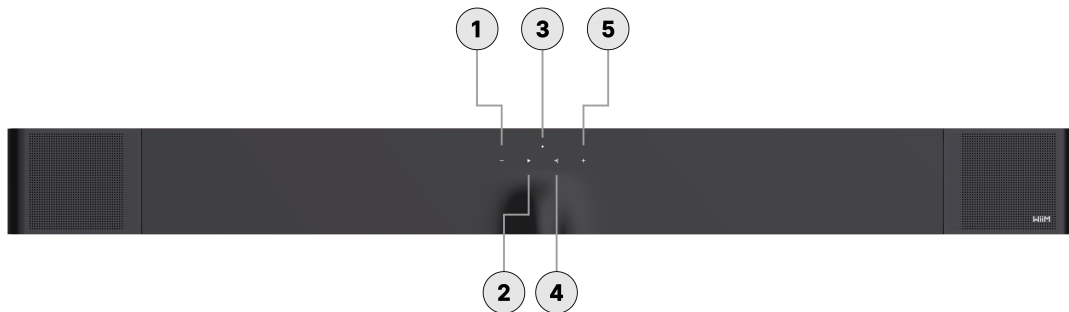
3. Technical Specifications

Drive System	• Front: 3× 110×52 mm mid-woofers + 3× 52×52 mm tweeters. • Top (height): 2× 52×52 mm full-range. • Passive Radiators: 4× 115×50 mm (front×2, rear×2). • Max Power: 135 W (system). • Channel layout: 3.0.2.
Audio Input	• 1 x Line In (2Vrms, up to 192 kHz/24-bit) • 1 x HDMI eARC • 1 x Optical In
External USB Storage	Access personal media library and use it as a media server for other WiiM and DLNA devices. Support FAT32, NTFS, and EXT4 file systems.
Wireless & Network Connectivity	• Wireless Connectivity: ◦ Wi-Fi 6E, 802.11 b/g/n/ax 2.4 GHz, 5 GHz, and 6 GHz triple bands. ◦ Bluetooth 5.3 with LE audio • Wired Network: 10/100 Mbps Ethernet
EQ & Sound Modes	• Sound Modes: ◦ Movie mode ◦ Music mode ◦ Voice enhance mode ◦ Night mode • EQ: ◦ 24 preset EQ settings for different music genres ◦ 10-band graphic EQ that can adjust to optimize sound performance for every audio source. ◦ RoomFit™ Auto Room Correction
Protocol	DLNA, Spotify Connect, TIDAL Connect, Amazon Music Casting, Qplay 3.0, Roon, Control 4, RTI, etc.
Streaming Services in App	Google Cast, Spotify, Amazon Music, YouTube Music, TIDAL, Qobuz, Deezer, Tune In, SoundCloud, Pandora, iHeartRadio, vTuner,

	Napster, Sound machine, KKBOX, Qobuz Connect, Soundtrack your Brand, etc.
Controls	• 2.1-inch Round Touch Display • 4 LED proximity-sensing touch buttons: ◦ Play/Pause/Reset/Wi-Fi Setup ◦ Volume + ◦ Volume – ◦ Source Switch • 1 LED indicator (RGBW) • WiiM Bar Remote (included in select packages) • WiiM Home App
Power & Build	• Power Input: 100-240V AC input, 50/60Hz • Dimensions: 1060 x 105 x 74 mm (70 mm without foot)

4. WiiM Bar Controls, Interfaces, and Lights

4.1. Top Panel Controls and Lights

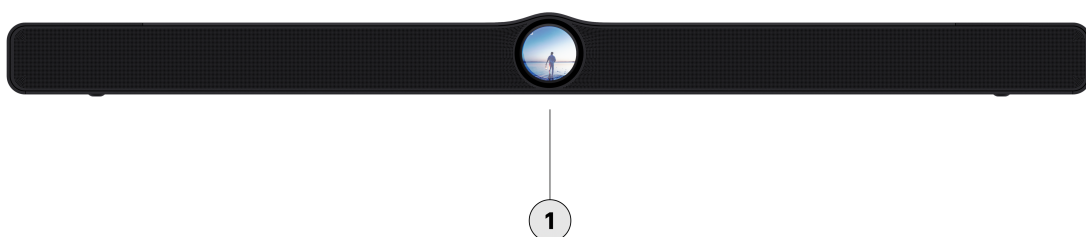


Each numbered control or light on the top panel is explained below:

- | | | |
|-------------------------------------|----------------------|---|
| ① | Volume Down | Press to decrease the WiiM Bar volume. |
| This button has multiple functions: | | |
| ② | Play/Pause | <ul style="list-style-type: none">• Tap it once to start or stop playback.• Push and hold it for 3 seconds to enter Wi-Fi setup mode.• Push and hold it for 10 seconds to restore factory settings. |
| ③ | LED Indicator | A four-color LED (RGBW) indicator to display the current status and active input of the WiiM Bar.

For more information, see LED Status Lights . |
| ④ | Source Switch | Press to switch input mode among Wi-Fi , Bluetooth , HDMI eARC , Line In , USB In , and Optical In . |
| ⑤ | Volume Up | Press to increase the WiiM Bar volume. |

4.2. Front Panel Controls



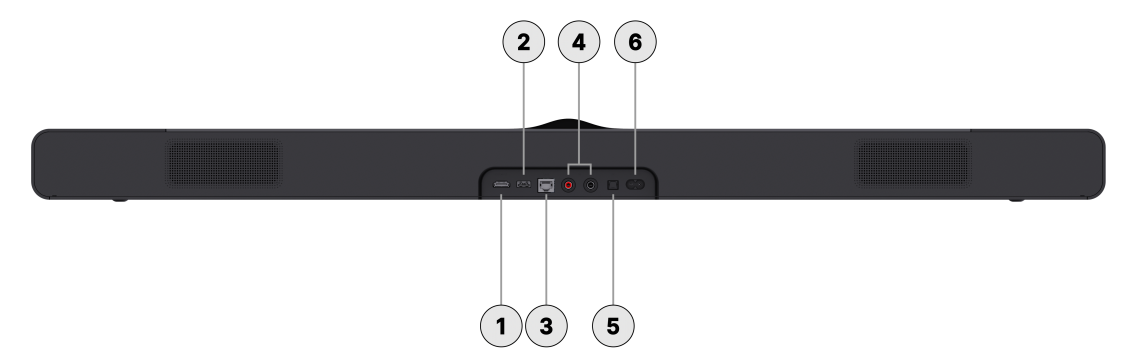
Each numbered interface on the front panel is explained below:

- 1

LCD Display

A 2.1-inch touchscreen provides playback status and enables direct control of the WiiM Bar.

4.3. Back Panel Interfaces



Each numbered interface on the back panel is explained below:

- 1

HDMI eARC

Connects to the **HDMI ARC/eARC** port on your TV to receive digital audio.

It supports **Stereo PCM**, **Dolby Digital**, **DTS**, and **Dolby Atmos**.
- 2

USB

Used to connect a USB storage device. The WiiM Bar can access the media library on the device and act as a standalone media server for other WiiM and DLNA devices.

Note:
USB audio input and output are not supported.
- 3

LAN

10/100Mbps Ethernet port
- 4

Line In

Connects to external audio sources such as CD players, audio players, and TVs for analog audio input.
- 5

Optical In

Connects to external audio sources, such as a TV or PC, for digital audio input.

It supports audio input of up to 192 kHz/24-bit.
- 6

Power Input

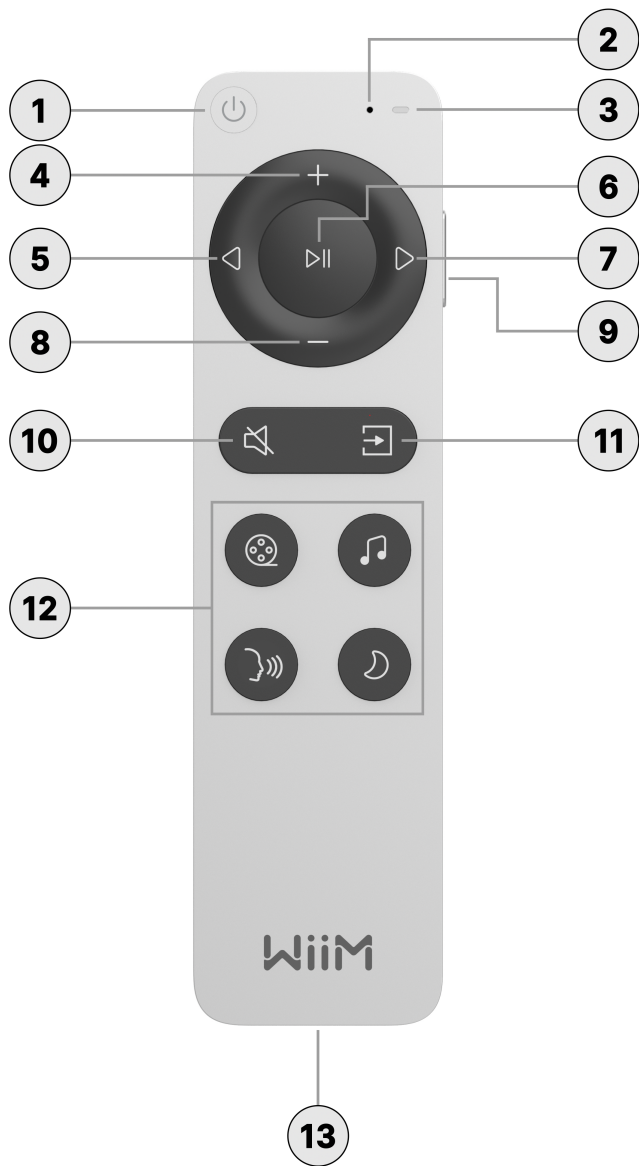
100-240V AC input, 50/60 Hz

4.4. LED Status Lights

LED Color/Pattern		State
Fast Flashing White		Boot-up
Slow Flashing White		OBE/Ready to setup
Slow Flashing Blue		Bluetooth ready to pair
Fast Flashing White and Green		Connecting to Wi-Fi
Solid White		Connected to Wi-Fi
Solid Blue		Bluetooth mode, paired
Solid Light Green		Line-in mode
Solid Orange		Optical-in mode
Solid Purple		HDMI-eARC TV mode
Slow Flashing White and Green		OTA update
Slow Flashing White and Red		Restore to factory settings
Solid Yellow		No network
Slow Flashing Red		Faulty error

4.5. WiiM Bar Remote

You can use the included WiiM Bar Remote to effortlessly control the WiiM Bar. For details, see [How to Set Up Your WiiM Bar Remote](#).



Each numbered control on the WiiM Bar Remote is explained below:

1	Standby	Press to put the WiiM Bar into standby mode.
2	Microphone	Capture voice commands.
3	LED Indicator	Indicate the operational status of the WiiM Bar Remote. The LED flashes with each button press, showing the remote is active and transmitting your command.  Note: When the LED starts flashing red, it indicates the battery is low.

④	Volume Up	Press to increase the speaker volume.
⑤	Previous	Press to return to the previous playback or restart the current playback.
⑥	Play/Pause	Press to start or pause the current playback.  Note: Press and hold this button for 3 seconds to activate Bluetooth pairing mode on the WiiM Bar. You can then connect an external device such as a smartphone via Bluetooth. For details, see Bluetooth Input.
⑦	Next	Press to skip to the next playback.
⑧	Volume Down	Press to decrease the speaker volume.
⑨	Voice Control	Located on the right-hand side of the remote; press and hold to give voice commands.
⑩	Mute/Unmute	Press to mute or unmute the speakers.
⑪	Source Switch	Press to change the input source.
⑫	Sound Modes	Quick access to four sound modes (Movie, Music, Voice Enhance, and Night) for optimized audio across different listening scenarios. For details, see Dolby Sound Modes.
⑬	USB-C Charging Port	Connect a USB-C cable to this port to charge the remote.

5. How to Get Started

Before using your WiiM Bar, follow these main steps to set it up:

1. Place the WiiM Bar on the desk or mount it on the wall. For details, see [Place the WiiM Bar](#).
2. Connect the WiiM Bar to your audio device. For details, see [Connect WiiM Bar's Audio Input](#).
3. Power on the WiiM Bar. For details, see [Power On WiiM Bar](#).
4. Download and install the WiiM Home app on your mobile device. For details, see [Download and Install the WiiM Home App](#).
5. Use the WiiM Home app to connect the WiiM Bar to your network. For details, see [Set Up WiiM Bar](#).
6. Configure the WiiM Bar in the WiiM Home app to suit your preferences. For details, see [WiiM Bar Configuration](#).

The following sub-chapters will provide detailed instructions for each step.

5.1. Place the WiiM Bar

5.1.1. Desktop Placement

Place the WiiM Bar on a table directly in front of your TV. Make sure the front and top speakers are not blocked to ensure optimal sound performance. Also, ensure the WiiM Bar does not block TV remote IR receiver.

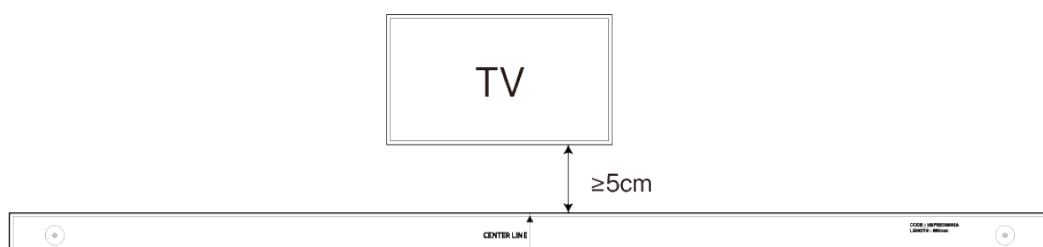
5.1.2. Wall Mounting

Required Parts and Tools

- 1 x wall-mount guide (included)
- 2 x wall-mount brackets (included)
- 2 x M4 × L12 screws (included)
- 2 x wall-mount holders (included)
- 2 x M5 wall-mount screws (35 mm or longer, not included)
- 2 x anchors if required (not included)
- Drill with an appropriately sized drill bit (not included)

Instructions

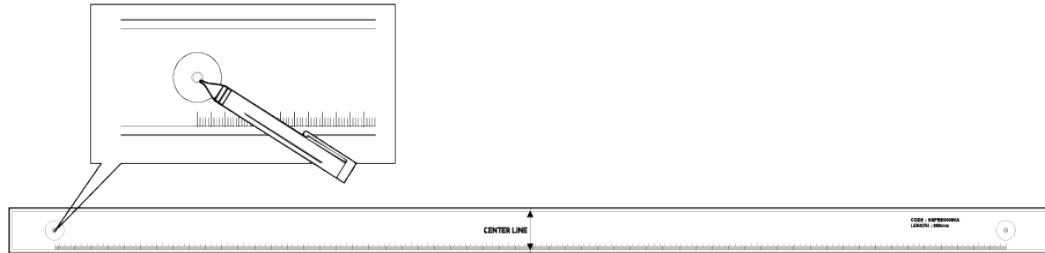
1. Position the included wall-mount guide on the wall at the desired location and ensure it is level. Then secure it with tape.



**Note:**

If mounted below a TV, align the centerline and leave at least 5 cm clearance below the TV.

2. Mark the drilling positions through the circles on the guide.

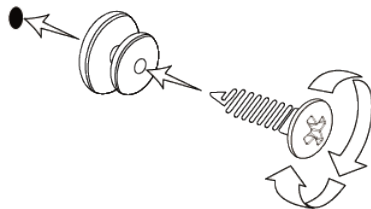


3. Drill holes at the marked positions using an appropriately sized drill bit.

**Note:**

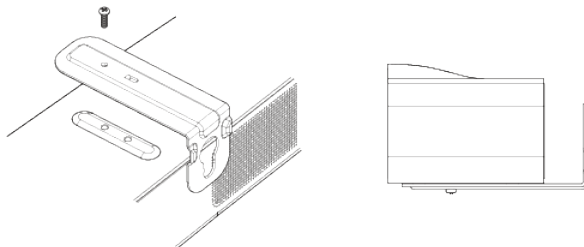
Use appropriate wall anchors if not installing on wood studs.

4. Insert the M5 wall-mount screws (35 mm or longer) through the wall-mount holders, then tighten them into the holes.

**Note:**

The M5 wall-mount screws are not included.

5. Attach the two wall-mount brackets to the bottom of the WiiM Bar using two included M4 × L12 screws. Ensure the hanger parts are positioned behind the WiiM Bar.



6. Hang the brackets onto the wall-mount holders, then slide the WiiM Bar down to lock.

5.2. Connect WiiM Bar's Audio Input

The WiiM Bar features three distinct audio input interfaces:

- [HDMI ARC](#)
- [Digital Optical In \(TOSLINK\)](#)
- [Analog Line In](#)

In addition to these physical input interfaces, you can also stream audio wirelessly to the WiiM Bar via Wi-Fi or Bluetooth. For detailed instructions, see [Audio Input via Bluetooth](#).

Besides playing audio from these sources individually, the WiiM Bar can also transmit received audio throughout your entire WiiM ecosystem, enabling a synchronized multi-room experience.

**Note:**

- To connect your TV to the WiiM Bar using an HDMI cable, select HDMI port on your TV labeled **HDMI ARC/eARC**. Please note that connecting to other HDMI ports will not transmit sound to the WiiM Bar.
- You can also enable the **Auto-sensing** feature on the WiiM Bar to automatically play your **Line In**, **Optical In**, or **HDMI ARC** source when the WiiM Bar detects a signal. You can enable this feature from the WiiM Home app.
- The WiiM Bar has a built-in EQ to process the audio input based on your taste. You can also control the audio volume using the WiiM Home app remotely without altering the input source volume.
- Some source devices may require a preamp. For example, if your turntable lacks a built-in preamp, you will need to connect it to an external preamp before connecting to the WiiM Bar.

5.2.1. Scenario 1: HDMI ARC (TV)

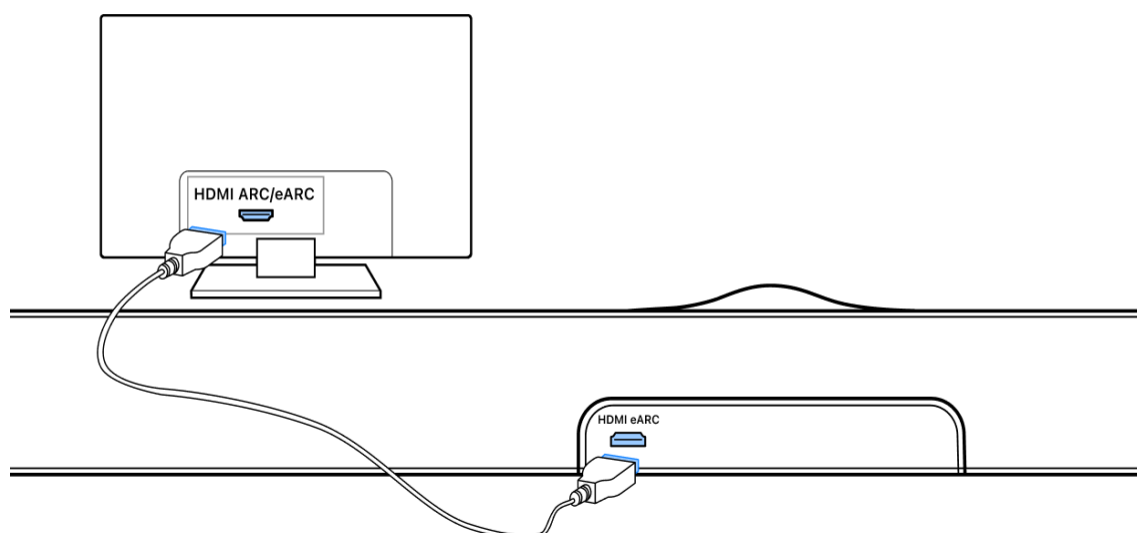
The **HDMI ARC** interface on the WiiM Bar is typically used to connect to a TV to receive audio input.

Cable Requirement: Use an HDMI cable as below:



Cable Connection Steps

1. Plug one end of the HDMI cable into the **HDMI ARC** port on the WiiM Bar.
2. Plug the other end of the cable into the **HDMI ARC/eARC** port on the TV.

**Note:**

Make sure to use the HDMI port labeled **HDMI ARC/eARC** on your TV. Connecting to other HDMI ports will not transmit sound to the WiiM Bar.

5.2.2. Scenario 2: Optical In (TV or PC)

The **Optical In** interface on the WiiM Bar is typically used to connect to a TV or PC to receive audio input.

Cable Requirement: Use a TOSLINK optical cable as below:



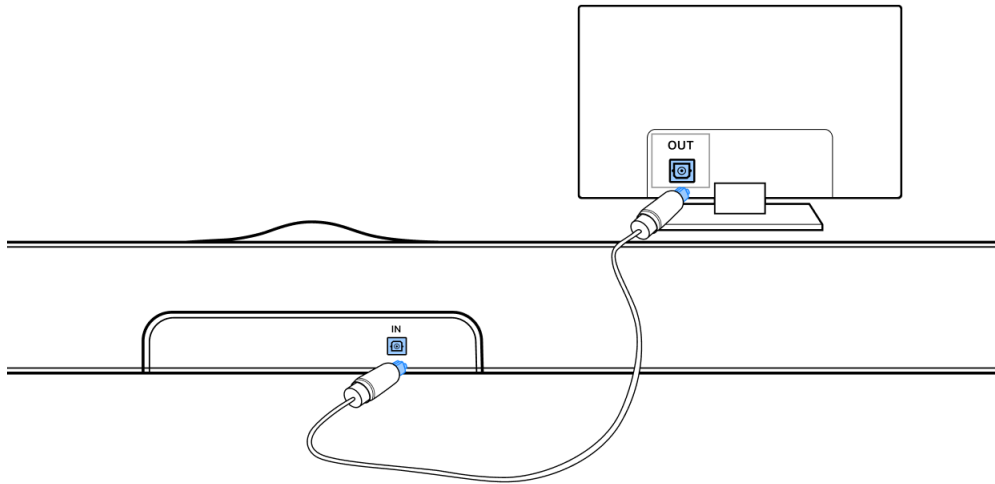
Cable Connection Steps

1. Plug one end of the optical cable into the **Optical In** port on the WiiM Bar.

**Note:**

Align the optical cable connector with the port shape and insert gently. The connector has a flat side that must match the port orientation. Do not force insertion.

2. Plug the other end of the cable into the **Optical Out** port on the TV or PC.

**Note:**

When using the optical connection, the WiiM Bar volume cannot be adjusted via the TV remote.

5.2.3. Scenario 3: Line In (CD Player, Turntable with a Built-in Preamp, or PC)

The **Line In** interface on the WiiM Bar is typically used to connect to a CD Player, Turntable with a built-in preamp, or PC to receive analog audio input.

Cable Requirement: One of the following two types of cables might be used.

- An RCA-to-RCA cable as below:

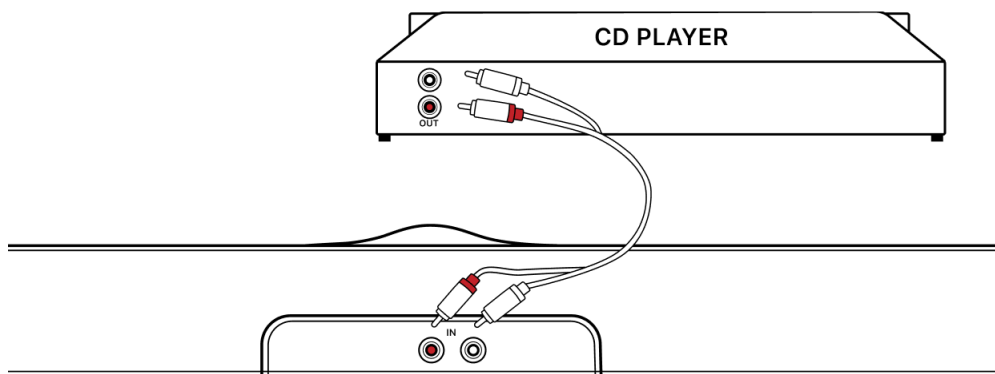


- An Aux-to-RCA cable as below:



Cable Connection Steps:

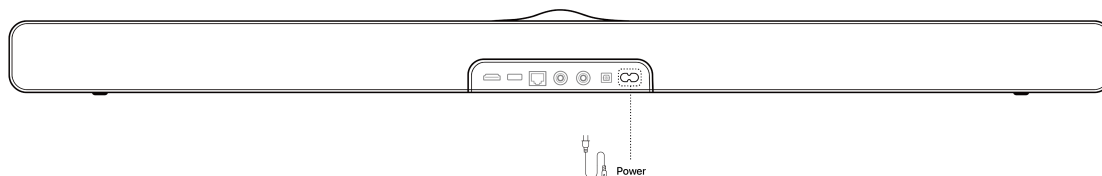
1. Plug RCA connectors on one end of the cable into the **Line In** port on the WiiM Bar.
2. Plug the other end of the cable into the **AUX Out** or **Line Out** port on your audio source (CD player, turntable, TV, or PC).



5.3. Power On WiiM Bar

Please use the included power cable to connect your WiiM Bar to a power source.

After powering on the WiiM Bar, wait 30 seconds for it to fully boot up before starting the setup process.



5.4. Download and Install the WiiM Home App

- For an iOS or Android device, scan the following QR code to download the app:



- The PC version is also available for Windows and Mac OS. Download it [here](#).

5.5. Set Up WiiM Bar

You can set up the WiiM Bar via Wi-Fi or Ethernet using the WiiM Home app. If you choose to connect via Wi-Fi, make sure you have the network password ready. This will ensure a smooth and efficient setup process.



Note:

- The WiiM Bar cannot use Ethernet and Wi-Fi at the same time. When an Ethernet cable is plugged in, the WiiM Bar switches to Ethernet. If the cable is unplugged, it reconnects to the configured Wi-Fi network.
- Ensure your mobile device and WiiM Bar are on the same network so the app can discover the WiiM device.

5.5.1. WiiM Bar Setup via Wi-Fi

1. Ensure your WiiM Bar enters setup mode. When in setup mode, its built-in screen will display the following prompt.



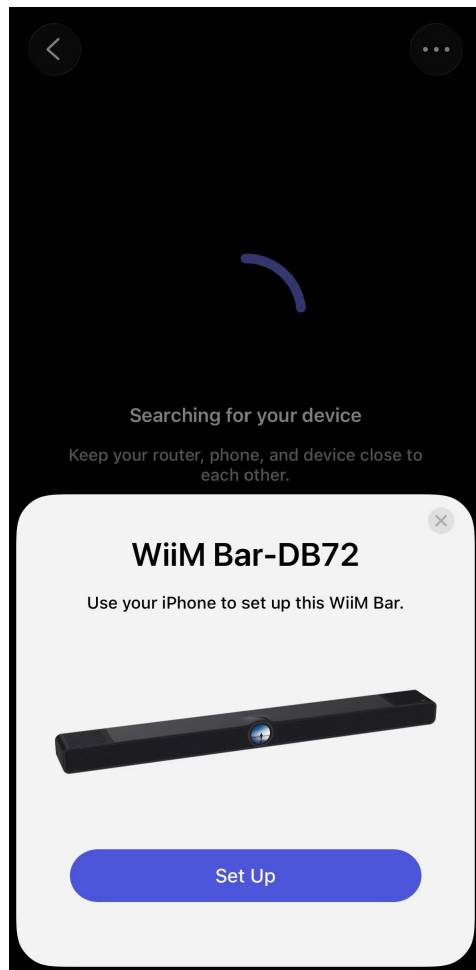
If the screen does not show the setup prompt, press and hold the **Play/Pause** button on the device for 3 seconds to activate setup mode.

2. Open the WiiM Home app on your smartphone or tablet.
3. When the **Set Up** pop-up appears in the app, tap it to start the setup.



Note:

If your WiiM device doesn't appear automatically, go to the **Devices** tab and tap **Add Device** in the top-right corner to trigger the setup page.



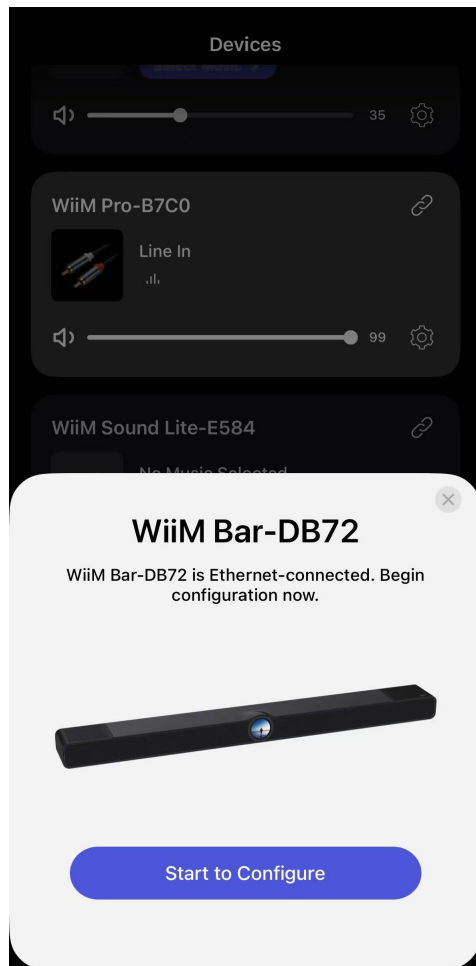
You will see the following prompt on the WiiM Bar's screen.



4. Follow the on-screen instructions to complete the setup.

5.5.2. WiiM Bar Setup via Ethernet

1. Connect an Ethernet cable to the WiiM Bar. The WiiM Bar will automatically connect to the network.
2. Open the WiiM Home app on your smartphone or tablet.
3. When the **Start to Configure** pop-up appears in the app, tap it to start the setup.



4. Follow the on-screen instructions to complete the setup.

5.6. Configure WiiM Bar in the WiiM Home App

Once the WiiM Bar is set up, configure it in the WiiM Home app, including settings for audio input, RoomFit™ Room Correction, and EQ adjustments.

For detailed instructions, see [WiiM Bar Configuration](#).

5.7. Fill Your Home with Sound

Now, play the connected external audio source (e.g., a TV or amplified turntable) and enjoy room-filling sound through the WiiM Bar. You can also stream your favorite music and radio stations through the WiiM Home app or your preferred apps for seamless, high-quality playback.

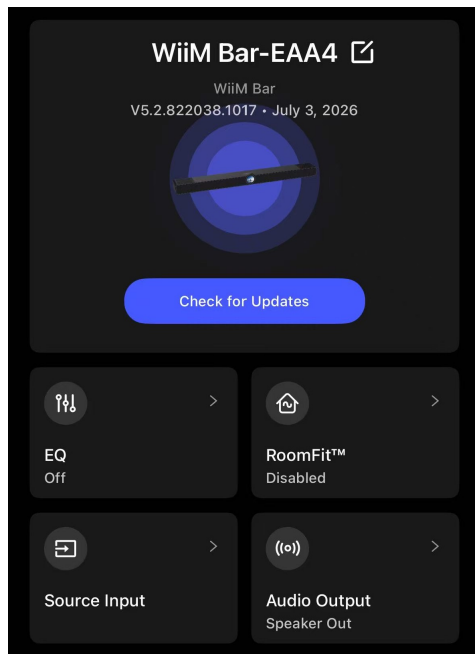
In addition, you can further expand your listening experience as follows:

- Pair the WiiM Bar with additional WiiM devices to create a home theater system for a truly cinematic experience. For details, see [Home Theater Setup](#).
- Group the WiiM Bar with other WiiM devices, Alexa-enabled devices, or Google Cast-enabled devices to create a synchronized multi-room audio experience across your home. For details, see [Multi-room Audio](#).

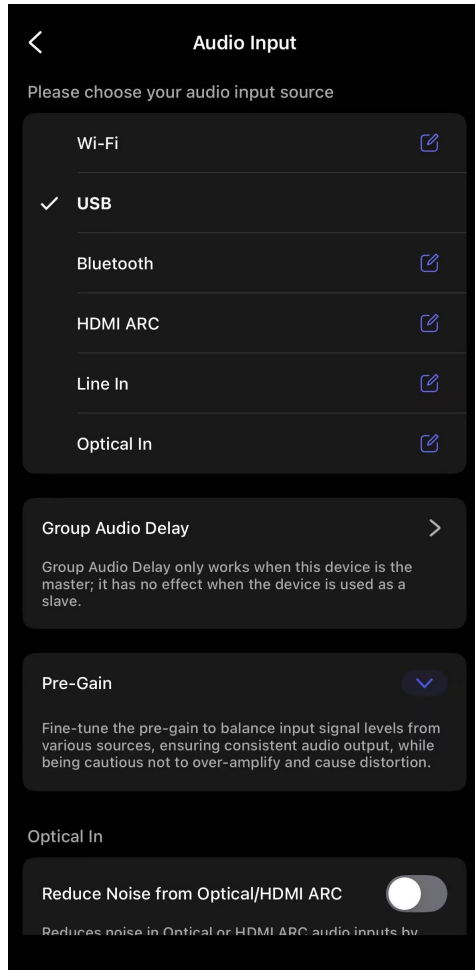
6. WiiM Bar Configuration

6.1. Adjust Audio Input Settings

1. Open the WiiM Home app.
2. Go to the **Devices** tab > **Device Settings**  of the WiiM Bar.
3. Select **Source Input**.



4. Select an audio input source and adjust related settings.

**Tip:**

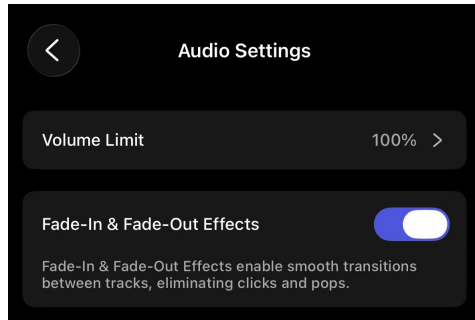
You can also go to the **Browse** tab, then simply select an audio input under the **Source Inputs** section.

You can also edit the input source list to keep frequently used sources visible, making it easier to switch between input sources. For details, see [Edit Input Sources in the WiiM Home App](#).

6.2. Adjust Audio Settings

1. Open the WiiM Home app.
2. Go to the **Devices** tab > **Device Settings**  of the WiiM Bar.
3. Select **Audio Settings** under the **Sound** section.

4. Adjust audio settings depending on your preference.

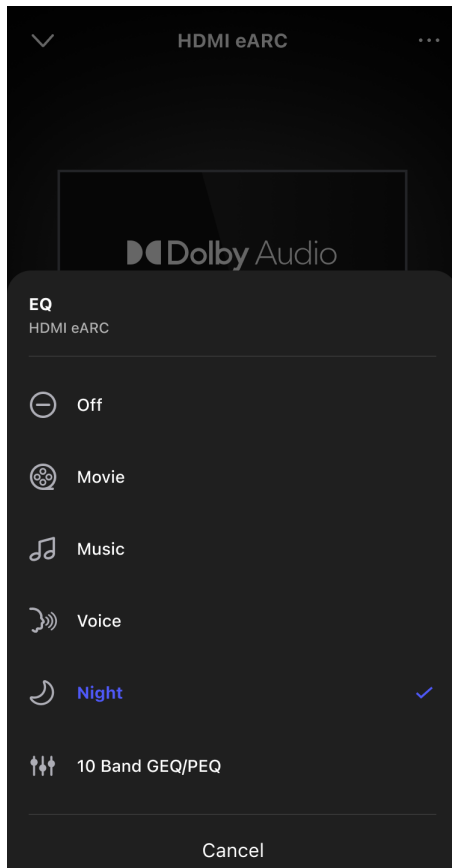


6.3. Dolby Sound Modes

The WiiM Bar features advanced **Dolby Digital Signal Processing** (DSP) to tailor your audio experience to your specific content and environment. For details, see [Understanding Dolby Sound Modes on Your WiiM Bar](#).

To select a sound mode, use any of the following options:

- **Option 1:** Via the WiiM Bar Remote
- **Option 2:** From the **EQ** setting on **Now Playing**



6.4. RoomFit™ Room Correction

You can use the RoomFit™ Room Correction feature in the WiiM Home app to enhance audio quality by adapting to your room's unique acoustic properties. This feature minimizes unwanted audio issues such as echoes, reflections, and standing waves, delivering a more balanced and accurate listening experience.

For detailed instructions, see [Room Correction Guide](#).

6.5. Equalizer (EQ)

You can enhance your audio experience with the **Per-Source EQ** feature in the WiiM Home app.

Choose from 24 preset EQ settings for quick adjustments, utilize the 10-band Graphic EQ (GEQ) for intuitive control, or fine-tune your sound with the 10-band Parametric EQ (PEQ) for precise and detailed customization.

GEQ lets you adjust fixed frequency bands visually while PEQ lets you adjust specific frequencies, bandwidth, and gain for advanced customization. For detailed instructions, see [EQ Guide](#).

7. Bluetooth Input and Output

7.1. Bluetooth Input

With Bluetooth input, you can stream music from external devices like smartphones, tablets, TVs, and laptops. Before streaming, first pair your device with the WiiM Bar.

**Note:**

The WiiM Bar supports A2DP and AVRCP Bluetooth profiles, as well as SBC and AAC audio codecs.

You can select any of the following options to pair your device with the WiiM Bar:

Option 1: Switching to the Bluetooth Input

1. Switching the WiiM Bar's input to **Bluetooth** via the **WiiM Home app**, **WiiM Bar Remote**, or its **built-in screen**. If no device is currently connected, the WiiM Bar will automatically enter Bluetooth pairing mode.
2. Go to the Bluetooth settings on your external device and select WiiM Bar to connect.

Option 2: Using WiiM Bar Remote

1. Press and hold the **Play/Pause** button on the WiiM Bar Remote for 3 seconds to initiate pairing mode.
2. Go to the Bluetooth settings on your external device and select WiiM Bar to connect.

7.2. Bluetooth Output

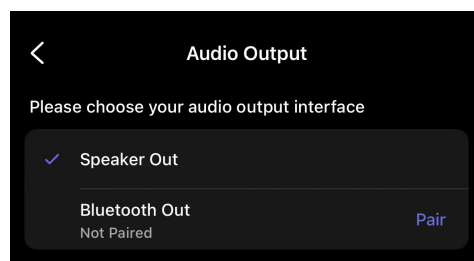
You can use WiiM Bar as a Bluetooth transmitter and pair it with external devices (e.g. speakers, headphones, or earphones) to enjoy wireless audio playback.

Follow these steps to complete Bluetooth pairing for audio output:

1. Put your external device (such as a smartphone) into pairing mode so the WiiM Bar can discover it.
2. Initiate the pairing process on the WiiM Bar using one of the methods:

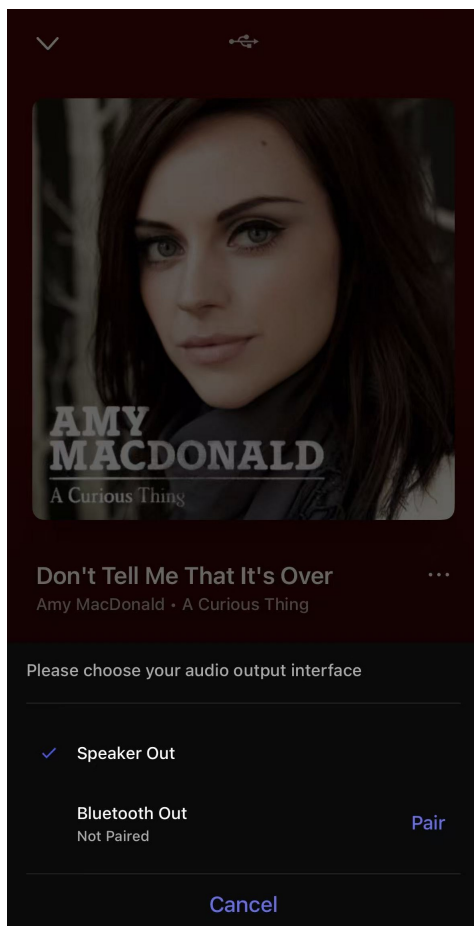
- **Option 1: From Device Settings in the WiiM Home App**

Go to **Devices tab > Devices Settings > Audio Output**, then tap **Pair** next to **Bluetooth Out**.



- **Option 2: From Now Playing in the WiiM Home App**

Tap **Audio Output** at the bottom of **Now Playing**, then tap **Pair** next to **Bluetooth Out**.



- **Option 3: From WiiM Bar's On-Screen Menu**

Select **Audio Output** > **BT Out** on the WiiM Bar's screen menu.



3. When your Bluetooth device is found, select it to complete pairing.

8. USB Media Library

The **USB** port on the WiiM Bar allows you to play music directly from a connected USB storage device (e.g., a USB drive or HDD), enabling convenient access to your stored music library. For more details, refer to [Building and Managing Your Advanced USB Media Library](#).

Once a USB storage device is connected, the WiiM Bar can act as a media server, allowing other WiiM and DLNA devices on the same network to access and play music stored on the USB device.

9. Voice Control

Navigate and control the WiiM Bar with voice commands to search, play, stop, or skip music and more.

The WiiM Bar supports the following voice control services:

- **Alexa**

Refer to [How to Use Alexa with Your WiiM Device](#) for instructions.

- **Google Voice Assistant**

Refer to [How to Control WiiM Device via Google Assistant](#) for instructions.

10. Direct Control via Your Favorite App

You can stream from your favorite apps directly to your WiiM Bar with the following approaches.

10.1. Spotify Connect

Spotify Connect is a way of playing Spotify through your wireless-compatible device over Wi-Fi or Ethernet. This eliminates the need to pair your device via Bluetooth each time you want to listen.

Spotify Connect is controlled from a smartphone, tablet or PC that functions as a remote control. Both free and premium accounts are supported. For more information, visit [Spotify Connect](#). Using Spotify Connect ensures the best audio quality and streaming experience on the WiiM Bar.



How to Use Spotify Connect

1. Launch the Spotify app on your mobile device.
2. Play a song and go to the **Now Playing** screen.
3. Tap the **Speaker** icon in the bottom-left corner.
4. Select your WiiM device from the list.

For detailed instructions, see [How to Stream Music via Spotify Connect](#).

Multi-room

To use Spotify Connect for multi-room, follow these instructions:

1. Group multiple WiiM devices in the WiiM Home app. For instructions, see [WiiM Multi-room Setup](#).
2. Stream Spotify to the grouped WiiM devices.

Group Naming Convention

The group name follows this format:

"<group lead device name> +<number of follower devices>"

For example, if you create a group where the group lead device name is "**Bedroom**" and there are **3** follower devices, the group name is "**Bedroom +3**".

License Information

The Spotify Software is subject to third-party licenses found here: <https://www.spotify.com/connect/third-party-licenses>

10.2. TIDAL Connect

TIDAL is a global music streaming platform bringing fans closer to artists through unique experiences and the highest sound quality. Stream your favorite music seamlessly from the TIDAL app straight to your devices in the highest possible quality.

TIDAL Connect allows you to stream music from the TIDAL app to compatible devices. It's similar to Spotify Connect in that it lets users stream music to connected devices from within the app. This means you can use your smartphone or computer as a controller to play music on the WiiM Bar.

How to Use TIDAL Connect

1. Launch the TIDAL app on your mobile device.
2. Play a song and go to the **Now Playing** screen.
3. Tap the **Speaker** icon in the top-right corner.
4. Select your WiiM device from the list.

For detailed instructions, see [How to Stream Music via TIDAL Connect](#).

Multi-room

To use TIDAL Connect for multi-room, follow these instructions:

1. Group multiple WiiM devices in the WiiM Home app. For instructions, see [WiiM Multi-room Setup](#).
2. Stream TIDAL music to the grouped WiiM devices. The group name will match the group lead device.

10.3. Qobuz Connect

Qobuz is a premium music streaming service that offers a vast library of songs, albums, and playlists—including high-resolution audio content. Similar to Spotify Connect, Qobuz Connect allows you to easily stream music directly from the Qobuz app to compatible devices and control playback seamlessly within the app.

How to Use Qobuz Connect

1. Launch the Qobuz app on your mobile device.
2. Play a song and go to the **Now Playing** screen.
3. Tap the **Device** icon in the bottom-left corner.
4. Select your WiiM device from the list.

For detailed instructions, see [How to Stream Music via Qobuz Connect](#).

Multi-room

To use Qobuz Connect for multi-room, follow these instructions:

1. Group multiple WiiM devices in the WiiM Home app. For instructions, see [WiiM Multi-room Setup](#).
2. Stream Qobuz music to the grouped WiiM devices. The group name will match the group lead device.

10.4. Alexa Cast

Alexa Cast is a feature that allows you to play and control music on any of your Alexa devices from your  app (iOS or Android). You can discover all your Alexa devices from your music app. Your devices do not need to be on the same Wi-Fi network as your mobile device. You can target any device from anywhere. Once you pick a target device, the music you selected on your app

will start playing on the chosen device. You can control playback from the app. The app functions as a remote control.

WiiM Bar and Alexa Cast

The WiiM Bar supports Alexa Cast with bit-perfect output up to 192 kHz/24-bit. You can stream Ultra HD music directly from the native  app to the WiiM Bar, delivering the highest possible audio quality.

How to Use Alexa Cast

1. **Log In:** Ensure you are logged into your Alexa account on the WiiM Home app.
2. **Update:** Have the latest version of the  app.
3. **Cast Music:** On the **Now Playing** screen, tap the **Casting** icon in the top right.
4. **Select Device:** Choose the WiiM Bar from the list.

For detailed instructions, see [How to Stream Music via Alexa Cast](#).

Control Options

- **Voice Control:** Use voice commands to control music on the device.
- **App Control:** Switch between voice and app control for convenience.
- **Stop Casting:** To stop casting and resume playing on your phone, open the device list and tap the **Disconnect** button.

Alexa Multi-room Audio

Alexa can also be used for multi-room audio, allowing you to play music in sync on multiple speakers from compatible brands and the WiiM Bar using the Alexa app.

For detailed instructions, see [Alexa Multi-room Audio](#).

10.5. Google Cast Audio

Google Cast audio allows you to instantly stream your favorite music, radio, or podcasts from Google Cast-enabled apps on your mobile device to your speakers over Wi-Fi or Ethernet.

Setting Up Google Cast

1. **Enable Google Cast:**
 - Once you have set up the WiiM Bar, enable Google Cast from the WiiM Home app.
2. **Stream Music:**
 - Open a compatible app (e.g., Spotify, Apple Music, TIDAL, YouTube Music, Deezer) on your mobile device and tap the **Cast** button.
 - Select the WiiM Bar and start streaming audio.
3. **Use Chrome Browser:**
 - Cast any audio from your Chrome browser by selecting the **Cast** option in the menu.

Google Cast Multi-room Audio

Google Cast can also be used for multi-room audio, allowing you to play music in sync on multiple speakers from compatible brands and WiiM Bar using the Google Home app.

For detailed instructions, see [Google Cast Multi-room Audio](#).

10.6. DLNA

DLNA (Digital Living Network Alliance) sets standards for home networking devices to communicate and share media files seamlessly. The WiiM Bar is a DLNA-compatible digital media renderer (DMR).

How It Works

When connected to the same network as your other DLNA devices or apps, the WiiM Bar automatically appears in the menus of these networked components. Your computer and other media devices will discover and recognize the WiiM Bar without any additional setup.

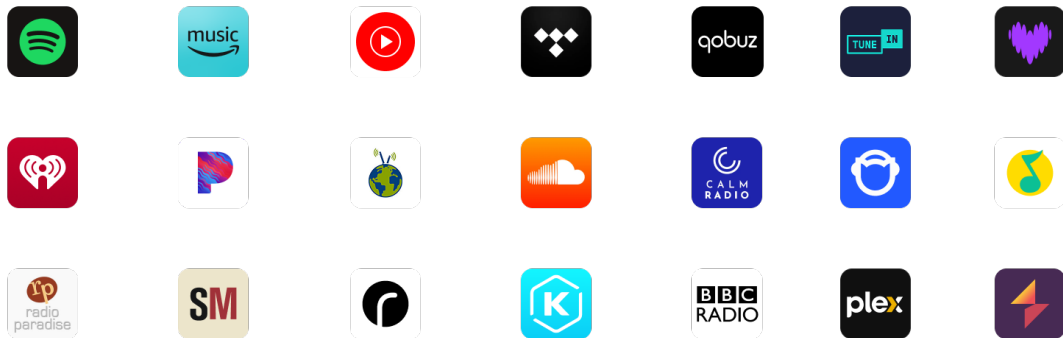
Controlling and Streaming

You can control the WiiM Bar from other DLNA digital media players or controllers. Additionally, you can stream content from DLNA digital media servers directly to the WiiM Bar, with no extra configuration required.

For detailed instructions, see [How to Stream Music from Your DLNA Server to WiiM](#).

11. All Music in One App

With the free WiiM Home app, you can control your content and WiiM devices from one place. The app supports many popular music streaming services such as Spotify, YouTube Music, iHeartRadio, TIDAL, SoundCloud, Qobuz, Pandora, Deezer, Tune In, and more.



The WiiM Home app offers the following features:

- **Stream from Any Source:** Enjoy seamless playback from streaming services, NAS, or other connected storage.
- **All-in-One Control:** Manage your music services and devices effortlessly in a single app for complete, centralized control.
- **Customized Listening Experience:** Tailor your listening experience with adjustable EQ settings, sleep timers, and scheduled music alarms.
- **Effortless Discovery:** Instantly find and save your favorite tracks using WiiM's universal search, scanning through all your music sources.
- **Whole Home Music:** Enjoy multi-room music by grouping devices for synchronized playback or play different music on each speaker.
- **Built-in Support Center Access:** Quickly access our Support Center directly within the app, giving you instant assistance whenever you need it.

For more information, refer to [WiiM Home App User Manual](#).

12. Audio Format Display

The WiiM Bar displays the active audio technology, such as Dolby Atmos, Dolby Surround, Dolby Digital, Dolby Digital Plus, Dolby TrueHD, Multichannel PCM, DTS, or DTS:X, depending on the incoming signal and active audio processing.

The table below outlines the audio input signal and the corresponding display.

Audio Input Signal	App/Device Display
Atmos metadata + TrueHD carrier	Dolby Atmos
Atmos metadata + DD + carrier	Dolby Atmos
Atmos metadata + MAT	Dolby Atmos
TrueHD without Atmos	Dolby TrueHD
DD + without Atmos	Dolby Digital Plus
AC3	Dolby Digital
DTS:X	DTS:X
DTS HD	DTS HD
DTS	DTS
Multichannel PCM	Multichannel PCM
Stereo PCM	Stereo PCM
Dolby MAT PCM	Dolby Multichannel PCM



Note:

The displayed format may vary between **HDMI eARC** and **Optical In**, because some formats, such as Dolby TrueHD, Dolby Atmos, DTS:X, DTS HD, Multichannel PCM, and Dolby MAT PCM, are not supported over **Optical In**.

13. Multi-room Audio

With the WiiM Bar, it's easy to build your wireless multi-room sound system with other Echo (or Alexa built-in devices) or Google Home. You can create an even more flexible multi-room sound system with multiple WiiM devices and your existing audio devices.



Note:

- Alexa and Google Cast multi-room must be set up using the Alexa app and Google Home app, respectively.
- Alexa and Google Cast multi-room features support network-based music services only.
- To enable multi-room audio for other input sources, such as **Line In**, **Optical In**, **HDMI ARC**, or **Bluetooth**, the multi-room group must consist exclusively of WiiM devices.

13.1. WiiM Multi-room Audio

With our proprietary multi-room technology, the WiiM Bar supports all types of its audio inputs—**Wi-Fi**, **Ethernet**, **Bluetooth**, **Line In**, **Optical In**, **HDMI ARC**—as sources for your multi-room system.

13.1.1. WiiM Multi-room Setup

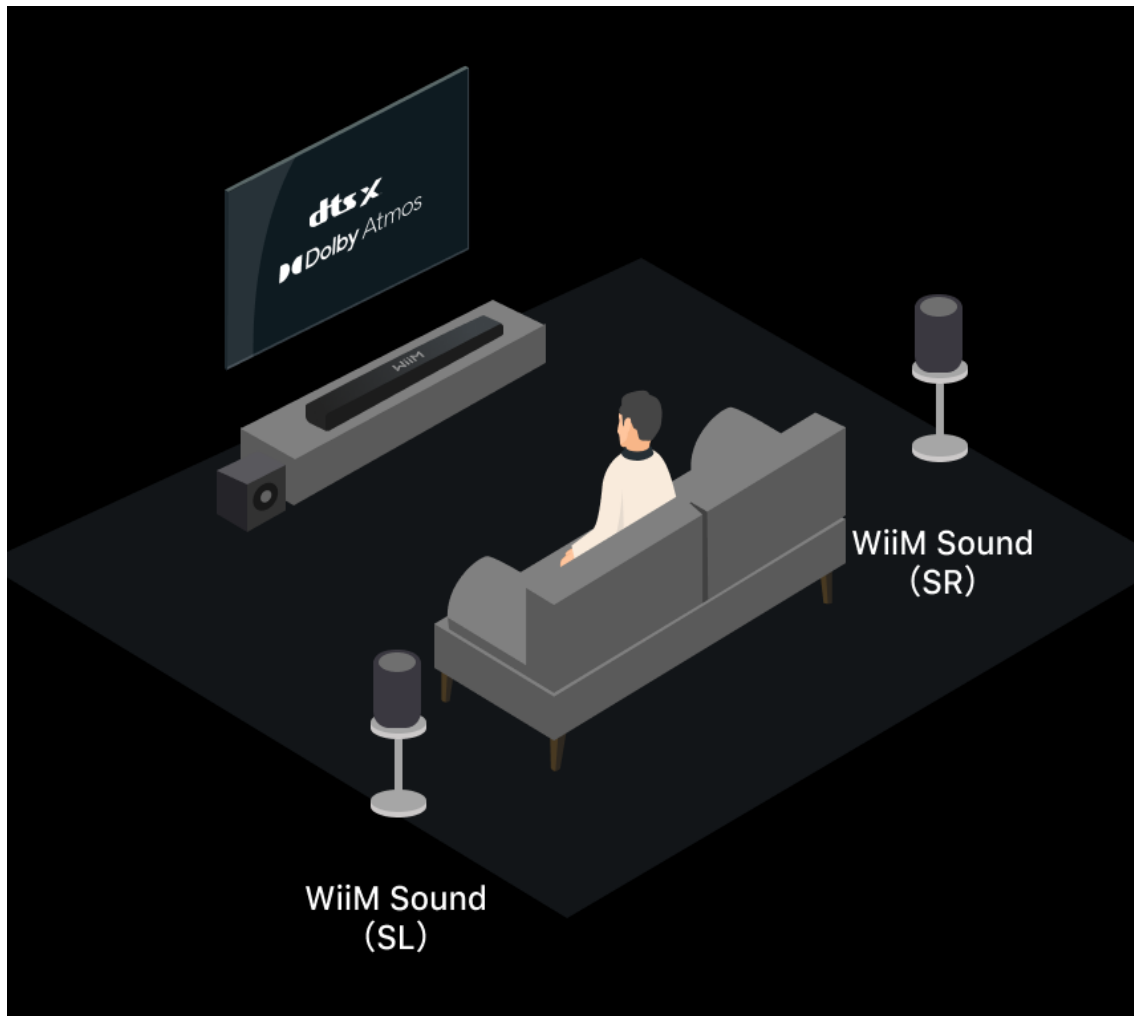
For example, to set up a multi-room system with the **Line In** source input, follow the steps below:

1. Insert the line-in cable into the **Line In** port on the WiiM Bar.
2. Connect the other end of the cable to the **Line Out** port on your source device, e.g. a record player.
3. Open the WiiM Home app.
4. Go to the **Browse** tab, then select **Line In** as the audio source.
5. Go to the **Devices** tab and select the WiiM Bar connected to your source device.
6. Tap the **Group** icon  in the upper right corner of the device box.
7. Choose other desired WiiM devices to include in the multi-room audio group.

Now, the music from the connected device will play across your multi-room music group.

You can follow the same procedure to set up a WiiM multi-room system with any other source input supported by your WiiM device.

13.1.2. Home Theater Setup



The WiiM Bar is a **3.0.2-channel** system on its own, and supports **Dolby Atmos**, **Dolby Digital**, and **DTS**, making it an excellent hub for building a home theater system.

With wireless expansion, you can pair the WiiM Bar with a WiiM Sub Pro for deep bass and use other WiiM devices (e.g., two WiiM Sound speakers) as dedicated surround channels. Together, they can expand your setup into a complete **5.1.2** home theater system for a truly cinematic experience.

For details, see [Expanding WiiM Bar into a Complete 5.1.2 Surround Sound System](#).

**Note:**

This expansion is completely flexible. Depending on your preference, you can choose to add only the WiiM Sub Pro for a **3.1.2** system, or add only the surround speakers for a **5.0.2** system.

13.2. Alexa Multi-room Audio

1. Open the Alexa app on your smartphone or tablet.
2. Tap **Devices** at the bottom of the screen.
3. Tap the **+** icon in the top right corner of the screen.
4. In the menu that appears, choose **Combine speakers**, then select **Multi-room music**.

5. Select the **Echo** and WiiM devices you want to include in your multi-room music setup, then tap **Next**.
6. Assign a group name for the multi-room music setup (e.g., "Bedroom").
7. Follow the on-screen prompts to complete the setup.

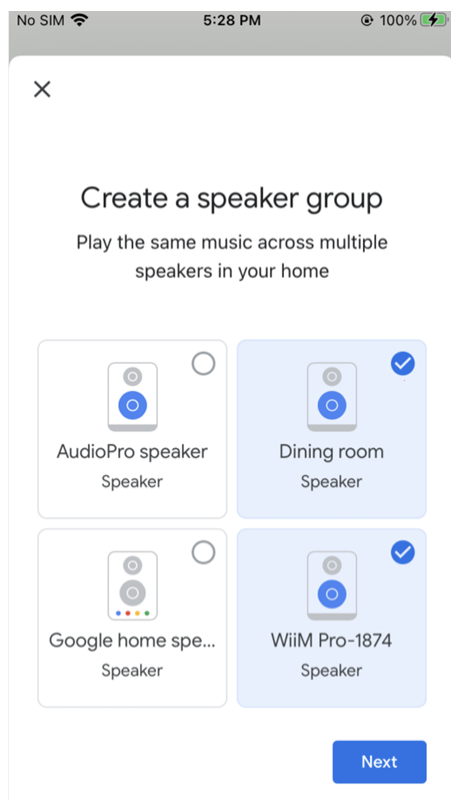
**Note:**

When used with Echo or other compatible devices, the WiiM Bar functions as an audio receiver and cannot transmit its physical audio input (e.g., **Line In**, **Optical In**, **HDMI ARC**) to these devices over Wi-Fi.

13.3. Google Cast Multi-room Audio

You can group the WiiM Bar with other Google Home or Google Cast enabled devices to play the same music on all devices via the Google Home app.

1. Open the Google Home app.
2. Tap the **+** icon in the top left corner.
3. Tap **Create speaker group** to create a speaker group.
4. Select the devices that are in the same network.



5. Assign a name to your group (e.g., "Living Room").
6. Stream music to the group.

**Note:**

When using with Google Cast audio devices, the WiiM Bar functions as an audio receiver and cannot transmit its physical audio inputs (e.g., **Line In**, **Optical In**, **HDMI ARC**) to these Google Cast audio devices.

14. Advanced Features

14.1. Firmware Updates

The WiiM Bar supports both automatic and manual firmware updates to ensure you always have the latest features, performance improvements, and bug fixes.

By default, the WiiM Bar automatically checks for new firmware. When a new version is detected, it will update within 24 hours after entering standby mode. You can also start the update immediately through the WiiM Home app.

If you prefer a more stable setup, automatic updates can be delayed in the app, giving you full control over when firmware changes are applied.

For more details, see [How to Update Firmware on Your WiiM Device](#).

14.2. Use Ethernet Instead of Wi-Fi

When an Ethernet cable is connected, the WiiM Bar will automatically switch off Wi-Fi to use the Ethernet network.

To confirm the active connection:

1. Open the WiiM Home app.
2. Go to the **Devices** tab and tap the **Device Settings** icon  of the WiiM Bar.
3. Select **Network Status** to view the current network connection.

15. FAQ and Support

15.1. FAQ

If you experience problems with your WiiM Bar, try these solutions first:

- **What can I do if my device has Wi-Fi connection issues during setup?**

Please see [Troubleshooting: How to Resolve Wi-Fi Connection Issues During WiiM Setup](#) for step-by-step solutions.

- **What can I do if my WiiM Home app can't find the device?**

- Make sure your network is available and the device is powered on properly.
- Check the LED on the device is solid white.
- Check for any prompt on WiiM Bar's screen.
- Make sure your smartphone/tablet and WiiM Bar are connected to the same Wi-Fi network.
- Make sure you have the latest version of the WiiM Home app on your device.
- Try restarting your smartphone/tablet, WiiM Bar, and router.
- If the app still cannot find the device, reconfigure the device to the network.

For details, see [Troubleshooting: WiiM Device Not Found in WiiM Home App](#) for step-by-step solutions.

- **What can I do if my device has no sound?**

If you are not getting any sound from your WiiM Bar, make sure you have checked the following things:

- **Volume Levels:** Ensure that the WiiM Bar's volume is turned up in the WiiM Home app.
- **Audio Input Source Selection:** Confirm that the correct audio input source is selected in the WiiM Home app.
- **Physical Connections:** Verify that physical connections between the WiiM Bar and your audio source device are plugged in correctly and securely.

For more instructions, refer to [Fix No Sound Issues from HDMI Input](#) and [Fix No Sound Issues on Your WiiM Device](#).

- **Does the WiiM Bar support AirPlay 2?**

AirPlay 2 is not supported on the WiiM Bar. However, you can use other streaming options such as WiiM Home, Google Cast, Alexa Cast, Spotify Connect, TIDAL Connect, Qobuz Connect, Roon, or Bluetooth to play your music.

- **How can I reset my device?**

- Press and hold the **Play/Pause** button on the WiiM Bar for 10 seconds until you hear the voice prompts of "Restore to factory setting". The WiiM Bar's screen will also display "Restore to factory setting".
- Factory reset clears all source, volume, and network settings for the WiiM Bar and returns it back to the original factory settings.

- **What can I do if my device cannot power on normally?**

Please check the following things:

- Check the WiiM Bar's built-in screen and ensure it is on.
- Ensure the original power cable is used.

15.2. Support

If you are unable to resolve your issue, please follow one of the methods below to reach out to us for assistance:

- **WiiM Home app:** Go to **More > Feedback and Tickets** to submit a ticket. You will receive an email response from WiiM Support in the next 24 hours.
- **FAQ Website:** Find more FAQ at <https://faq.wiimhome.com/en/support/solutions>.
- **Email:** Send an email to support@wiimhome.com for assistance.

16. License Notice



Dolby, Dolby Audio, Dolby Digital, Dolby Atmos, and the double-D symbol are registered trademarks of Dolby Laboratories Licensing Corporation. Manufactured under license from Dolby Laboratories.

17. Public Network Interfaces and Services

This chapter describes the public network interfaces (LAN, Wi-Fi, and Bluetooth) on the WiiM Bar and the services they support.

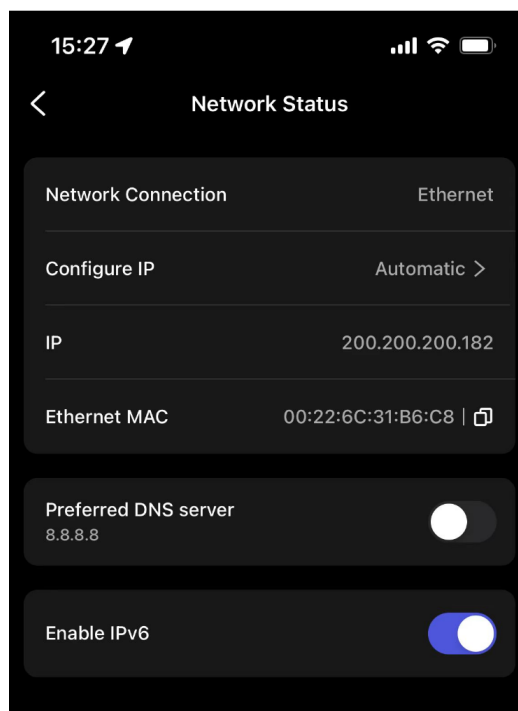
17.1. LAN Interface

The LAN interface allows the device to connect to a wired network via an Ethernet cable, providing a stable and high-speed connection for reliable streaming and control.

**Note:**

When connected via Ethernet, the WiiM Bar will automatically disable the Wi-Fi connection to prioritize the wired network. If the Ethernet cable is disconnected, the device will automatically reconnect to the Wi-Fi network.

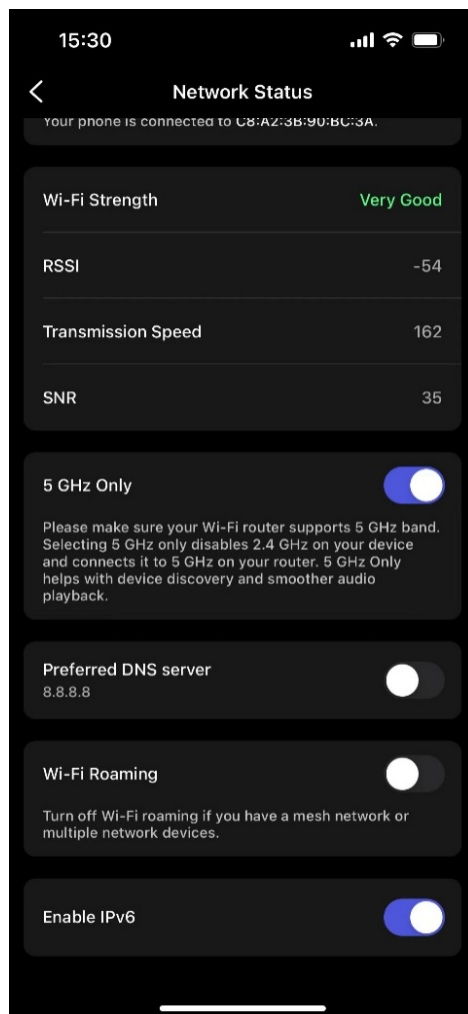
- **Physical Port:** An RJ-45 Ethernet port (10/100 Mbps).
- **Supported Protocols/Services:**
 - **DHCP:** By default, when connecting the WiiM Bar to the LAN using an Ethernet cable, the device will automatically configure the network connection via DHCP (Dynamic Host Configuration Protocol) to obtain an IP address.
 - **mDNS:** Allows the WiiM Bar to be discovered within the local network.
 - **UPnP/DLNA:** Enables media sharing and control with compatible devices.
- **Configuration:** Once connected, you can view the connection status and adjust network settings using the WiiM Home app.



17.2. Wi-Fi Interface

The Wi-Fi interface allows the device to connect to a wireless network, providing flexible setup and streaming options without the need for a wired connection.

- **Supported Standards:** IEEE 802.11a/b/g/n/ac/ax (2.4 GHz, 5 GHz, and 6 GHz bands)
- **Supported Protocols/Services:**
 - **Wi-Fi Client Mode:** By default, the WiiM Bar is set to Wi-Fi Client Mode, automatically connecting to a known Wi-Fi network.
 - **AP Mode:** Allows the WiiM Bar to be set up via Wi-Fi. The AP mode is automatically enabled when the WiiM Bar enters setup mode.
 - **mDNS:** Allows the WiiM Bar to be discovered within the local network.
 - **UPnP/DLNA:** Enables media sharing and control with compatible devices.
- **Configuration:** Once connected via Wi-Fi, check connection status and modify Wi-Fi settings using the WiiM Home app.



17.3. Bluetooth Interface

The Bluetooth interface is used for both Wi-Fi setup and audio streaming.

- **Supported Protocols/Services:** Bluetooth 5.3 LE (A2DP Sink and A2DP Source)
 - **BLE Broadcasting:** BLE broadcasting is automatically enabled during Wi-Fi setup, allowing the WiiM Home app to discover the device and connect it to the Wi-Fi network. For details, see [WiiM Bar Setup via Wi-Fi](#).
 - **A2DP Sink:** Supports receiving audio streams from mobile devices, tablets, etc., for audio playback via Bluetooth.
 - **A2DP Source:** Output audio to Bluetooth speakers or headphones for wireless audio streaming.
- **Configuration:** Bluetooth pairing is required for audio streaming. For details, see [Bluetooth Input and Output](#).

18. Important Safety Instructions

IMPORTANT: RETAIN FOR FUTURE REFERENCE, READ CAREFULLY

1. Read these instructions. Keep these instructions. Heed all warnings. Follow all instructions.
2. Do not use this apparatus near water.
3. Clean only with a dry cloth.
4. Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.
5. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
6. Only use attachments/accessories specified by the manufacturer.
7. Unplug this apparatus during lightning storms or when unused for long periods of time.
8. Refer all servicing to qualified personnel. Servicing is required when the apparatus has been damaged in any way, such as external power supply, power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.
9. To reduce the risk of fire or electrical shock, do NOT expose this product to rain, liquids or moisture.
10. Do NOT expose this product to dripping or splashing, and do not place objects filled with liquids, such as vases, on or near the product.
11. Keep the product away from fire and heat sources. Do NOT place naked flame sources, such as lighted candles, on or near the product.
12. Do NOT make unauthorized alterations to this product.
13. Do NOT use in vehicles or boats.
14. Use this product only with the power supply provided.
15. Where the mains plug or an appliance coupler is used as the disconnect device, the disconnect device shall remain readily operable.
16. Due to ventilation requirements, do not place the product in a confined space such as in a wall cavity or in an enclosed cabinet.
17. Contains small parts which may be a choking hazard. Not suitable for children under age 3.
18. This product contains magnetic material. Consult your physician on whether this might affect your implantable medical device.
19. Do not place or install the bracket or product near any heat sources, such as fireplaces, radiators, heat registers, or other apparatus (including amplifiers) that produce heat.
20. This product includes a remote control that contains a non-replaceable battery (Type: Lithium-ion Battery, 3.87 V). Do not attempt to remove the battery.

19. FCC/IC/CE/TELEC Statements

FCC/IC Statement

1. This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.
2. Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation.

This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: (1) Reorient or relocate the receiving antenna. (2) Increase the separation between the equipment and receiver. (3) Connect the equipment into an outlet on a circuit different from that to which the receiver is connected. (4) Consult the dealer or an experienced radio/TV technician for help.

3. Device is restricted indoor operation only.
4. Transmitters in the 5.925-7.125 GHz band are prohibited from operating to control or communicate with unmanned aircraft systems.

Radiation Exposure Statement

This equipment complies with FCC/IC radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with minimum distance 20cm between the radiator & your body.

English:

This device contains licence-exempt transmitter(s)/receiver(s) that comply with Innovation, Science and Economic Development Canada's licence-exempt RSS(s). Operation is subject to the following two conditions:

- This device may not cause interference.
- This device must accept any interference, including interference that may cause undesired operation of the device.
- Devices shall not be used for control of or communications with unmanned aircraft systems.
- Devices shall not be used on oil platforms.
- Devices shall not be used on aircraft, except for the low-power indoor access points, indoor subordinate devices, low-power client devices, and very low-power devices operating in the 5925- 6425 MHz band, that may be used on large aircraft as defined in the Canadian Aviation Regulations, while flying above 3,048 metres (10,000 feet).
- Devices shall not be used on automobiles.
- Devices shall not be used on trains.

- Devices shall not be used on maritime vessels.
- Operation shall be limited to indoor use only.

French:

L'émetteur/récepteur exempt de licence contenu dans le présent appareil est conforme aux CNR d'Innovation, Sciences et Développement économique Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes:

- L'appareil ne doit pas produire de brouillage;
- L'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

CE Statement

RF exposure information: The Maximum Permissible Exposure (MPE) level has been calculated based on a distance of $d=20$ cm between the device and the human body. To maintain compliance with RF exposure requirement, use product that maintain a 20cm distance between the device and the human body.

Do not use the device in the environment at too high or too low temperature, never expose the device under strong sunshine or too wet environment. The suitable temperature for the product and accessories is 0°C-40°C.

Operating frequency range and maximum transmit power

Bluetooth: 2402MHz ~ 2480MHz, <20.0dBm (EIRP)

WLAN 2.4GHz: 2412MHz ~ 2472MHz, <20.0dBm (EIRP)

WLAN 5GHz: 5180MHz ~ 5240MHz, <23.0dBm (EIRP)

5260MHz ~ 5320MHz, <20.0dBm (EIRP)

5500MHz ~ 5700MHz, <27.0dBm (EIRP)

5745MHz ~ 5825MHz, <13.97dBm (EIRP)

WLAN 6GHz: 5955MHz ~ 6415MHz, <23.0dBm (EIRP)

This product can be used across EU member states.

	AT	BE	BG	CH	CY	CZ	DE	DK
	EE	EL	ES	FI	FR	HR	HU	IE
	IS	IT	LI	LT	LU	LV	MT	NL
	PL	PT	RO	SE	SI	SK	TR	UK(NI)
	UK							

The device for operation in the band 5150-5350 MHz and 5955-6415 MHz is only for indoor use to reduce the potential for harmful interference to co-channel mobile satellite systems.

EU Regulatory Conformance

Hereby, Linkplay Technology Inc. Corporation declares that this device is in compliance with the essential requirements and other relevant provisions of Directive 2014/53/EU.

For the declaration of conformity, see wiimhome.com/wiimBar/Doc_RED

TELEC Statements

According to radio law, the 5.2/5.3/6GHz band is limited to indoor use.

電波法により5.2/5.3/6 GHz帯は屋内使用に限ります。

WARNING (For Remote)

A warning that batteries (battery pack or batteries installed) shall not be exposed to excessive heat such as sunshine, fire or light.

- Replacement of a battery with an incorrect type that may defeat a safeguard;
- Disposal of a battery into fire or a hot oven, or mechanically crushing or cutting of a battery, may result in an explosion;
- Leaving a battery in an extremely high temperature surrounding environment that can result in an explosion or the leakage of flammable liquid or gas;
- A battery subjected to extremely low air pressure that may result in an explosion or the leakage of flammable liquid or gas.

Appendix: EMI (Electromagnetic Interference) Compliance Guide

This device has been tested and certified to meet CE/FCC compliance standards using shielded Ethernet cables under controlled conditions.

CAUTION:

1. **Use of Unshielded Cables:** The use of Unshielded Twisted Pair (UTP) cables may cause electromagnetic interference to nearby precision equipment or lead to instability in the device's own communication performance.
2. **Compliance Warranty:** Any electromagnetic interference issues resulting from the unauthorized use of unshielded cables are not covered under the manufacturer's warranty.
3. **Ground Loop Prevention:** In environments where dual-ended grounding of the shielded cable causes Ground Loop noise, follow the system designer's instructions to implement single-ended grounding or other appropriate mitigation measures.