



# **FN-A501 MP3 Alarm Speaker**

## **User's Manual**

**Version: V2.0**



## 1. Features

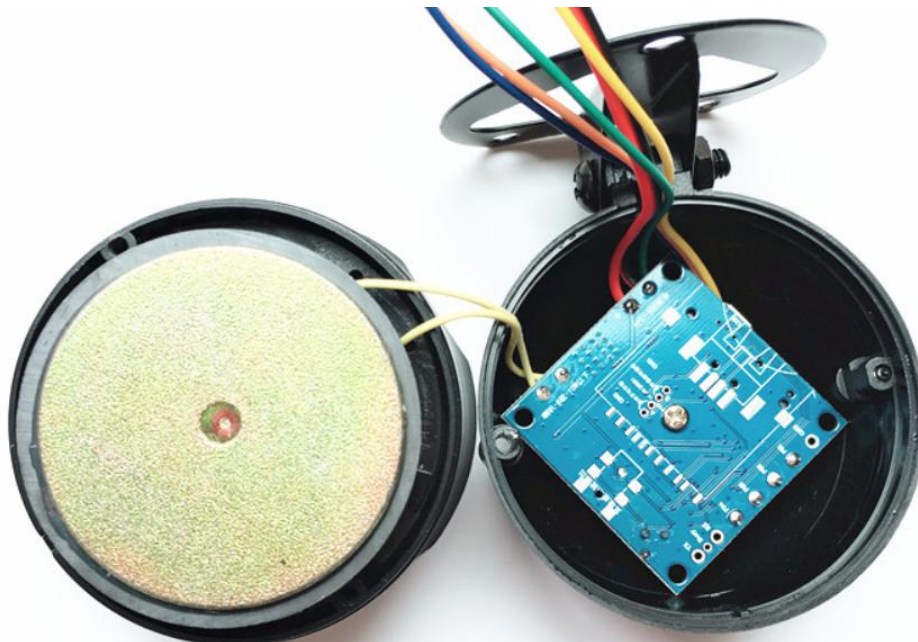
- ✧ Built-in a high quality MP3 player with great sound quality.
- ✧ Incorporated with a 4MB flash memory and a micro SD slot on board.
- ✧ Upload MP3 files to the flash memory easily through the micro USB port on computer.
- ✧ Supports a micro SD card as the storage device as well.
- ✧ Play back 4 sounds one-on-one by negative trigger.
- ✧ Equipped with a 10 watts amplifier for a loud sound output.
- ✧ Adjustable sound volume and wide range power input.
- ✧ Dimensions: 99x80x80(mm)

## 2. Electrical parameters

- ✧ Working voltage: DC 9V-24V
- ✧ Working current:  $\leq 400\text{mA}$  (Input: DC12V)
- ✧ Power Consumption:  $\leq 10\text{W}$
- ✧ Flash memory size: 4MB
- ✧ Audio format: MP3 format 32Kbps-320Kbps

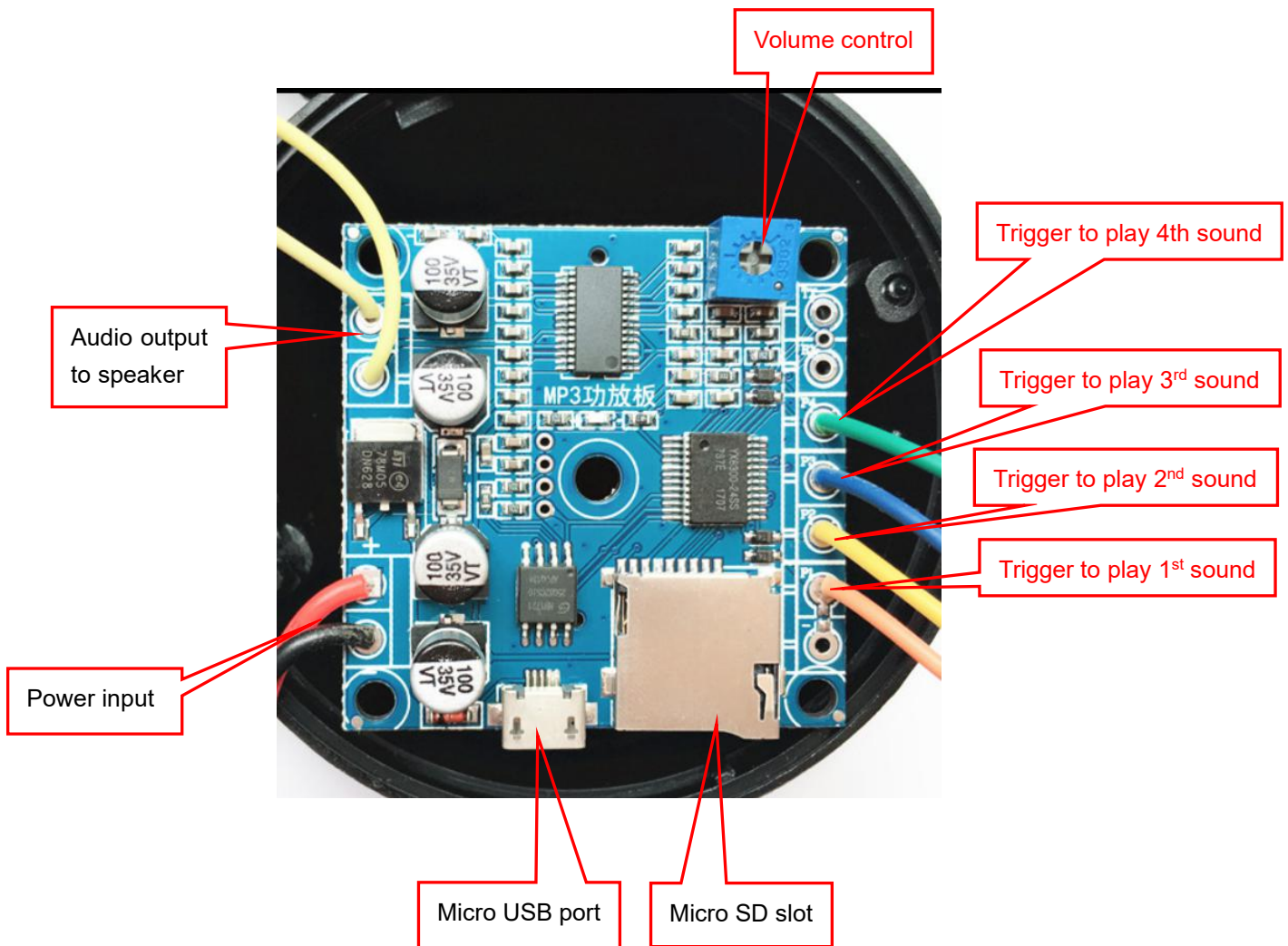
## 3. Operation Guide for Sound Files Uploading

1). Before uploading sound files into the speaker, you need to use a cross screwdriver to take it apart as picture shown below.



Also remove the screw at the middle of the board, and get the board to front side.

2). See the illustration below on the MP3 player board.



3). Now choose a storage device between the on-board flash memory and micro SD card to upload your MP3 sound files. If the total capacity of your 4 MP3 sound files is less than 4MB, you can choose to use the flash memory directly, and if it is larger than 4MB, then choose to use a micro SD card instead. The micro USB port as you see above is used for connecting the on-board flash memory to PC through a USB cable. Just like using a USB flash drive, you can load and delete sound files easily. If there is a micro SD card detected, it always work with the micro SD card.

4). The player automatically matches which sound file associates with which trigger among of 4 based on the physical index sequence. In another word, the sound file that is the first to be put in the memory is going to work with trigger 1, and the sound file that is last one to be put in the memory is going to work with trigger 4. Before the sound files are put in the memory, you can also rename the MP3 sound files as 001.mp3, 002.mp3, 003.mp3, and 004.mp3, and make sure they are ranked one by one by physical sequence.

5). After everything above is done, assemble the parts back carefully. When it is powered on, it works normally.

#### 4. Schematic of Connection

