FN-H86C Recordable Audio Speaker/Sound Effects Box

User's Manual

V2.0

1. Features

♦ Built-in a high quality audio player with great sound quality.

♦ Incorporated with a 4MB flash memory for the storage device.

♦ Load MP3/WAV files to the flash memory easily through the micro USB port based on PC like using a USB flash drive (need to open the top cover).

♦ Hook up to a switch/button to trigger the sound easily.

♦ Able to play the same one sound file or play different sound file after each triggering.

♦ Equipped with a class D amplifier to guarantee a great sound output.

♦ Adjustable sound volume.

♦ Wide power input and stable performance.

♦ Dimensions: 61mm(D) x 28mm(H) x 75mm(L)

2. Electrical parameters

♦ Working voltage: 9V to 24V DC

♦ Working current: ≤1000mA

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✧ Current at playback status: ≤350mA
✧ Standby current: ≤10mA
✧ Flash memory size: 4MB
✧ Audio format: MP3/WAV

3. Operation Guide for Sound Files Uploading

1). Before loading audio files into the device, you need to take off the top cover by hand easily, then you will see the device as picture shown below.

2). And pick up the top cover / speaker, then you will see it shown as the picture below. See the micro USB port and the volume potentiometer on the audio player board.

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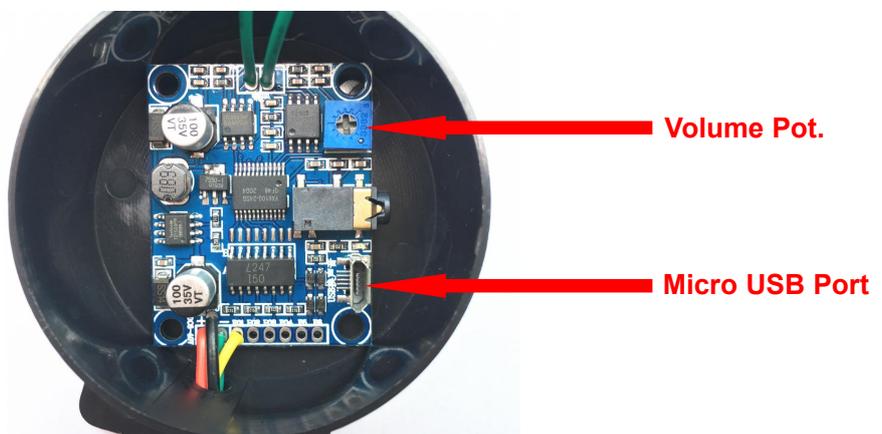
Note: As the amplifier on the module is powerful, we suggest users adjust the sound volume to the moderate or even lower than moderate to protect the speaker for long time use.

3). Then what you need to do is using a USB data cable (Android phone purposed suggested) to connect the audio player board to computer. Once the connection is successful, the LED indicator on the board will flash and you will see a removable disk on computer like using a USB flash drive.

4). Delete the audio files pre-loaded at factory for testing purpose, and copy your audio file(s) into the flash memory of the player. According to the actual needs, you can copy one audio file or multiple audio files, but the total size of the files can't be larger than 4MB, which is the size of the flash memory. If you have multiple audio files, you need to build a configuration file in the flash memory as the details below. No need to do this for one sound file only. **Note: by default this configuration file is set ready in the flash memory.**

Firstly build a new text file, and simply enter the number "3" as below, and save the file.

And change the file name "xxx.txt" to "read.cfg" as below, then the configuration file is created successfully. Please note the extension name".txt" of the text file must be changed to ".cfg", otherwise the configuration will not work.


read.cfg
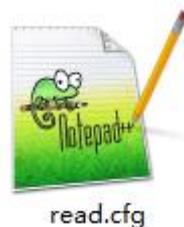
Notes
1). When the device has one audio file, it always play this one audio file after each triggering. When the device has multiple audio files, it plays the next audio file after each triggering; once it goes to the last file, it will go back to the first one in a loop.
2). It doesn't matter if you change the file name. The audio files are arranged on the basis of the physical indexing sequence, which means which audio file is copied into first which one is played first after

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triggering.

4. Wiring Connection

9 to 24V DC input

Switch/Button
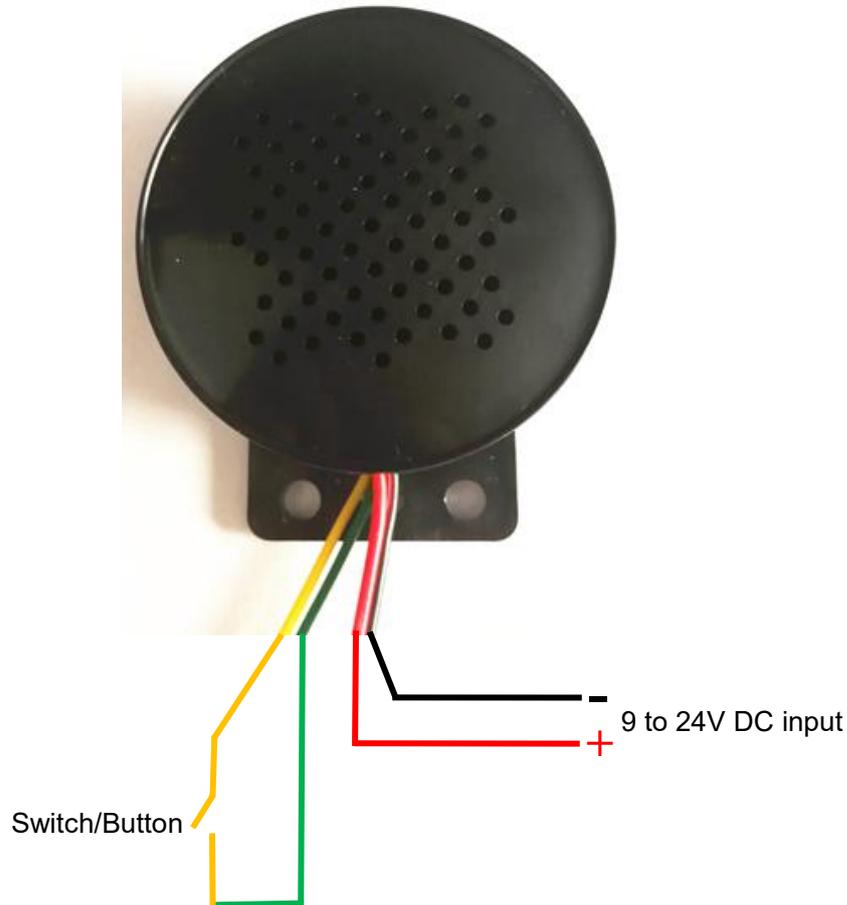
Note: The yellow wire is from the triggering port while the green wire is from GND port on the module. If these two wires are short-circuited together, once the power is up it plays the sound tracks automatically in loop till the power is off. To realize this function, the configuration file "read.cfg" must be available on the flash memory.

✦**It's possible for us to help you pre-load the sound files at factory before delivery.**