

## **PIR Motion Sensor Activated Audio Player**

**(Aluminum Enclosure Based)**

**User's Manual**

**Model: FNM-706**



*Version: 2.0*

*Release Date: May 28th, 2021*

## Features

1. Adopts an exquisite metal enclosure of aluminum alloy.
2. Equipped with a high quality audio player.
3. Equipped with a PIR motion sensor to trigger audio playback, and the detection range is up to 5 meters.
4. Plays back an audio file from the inserted USB stick after each activation from the PIR sensor.
5. Built-in 4MB SPI flash memory, and able to copy audio files from USB stick to the internal flash memory.
6. Supports two work modes: all repeat mode and single repeat mode.
7. Adjustable sound volume through pressing the buttons.
8. Built-in 10W class D amplifier and the sound output is loud and beautiful.
9. Able to connect to an external amplifier / active speaker through the 3.5mm audio jack (this feature not available yet).
10. Solid and durable. Easy to install.
11. Dimension: 130\*118\*34.5(mm)

## Technical Parameters

Power Input	DC 12V Regulated Power Supply	
Working Current	Standby State	≤10mA
	Playing State	≤600mA
Audio Format	MP3	
Audio Output Power	8Ω/10W	
Detection Range	≤5m (120°angle)	

## Operation Panel





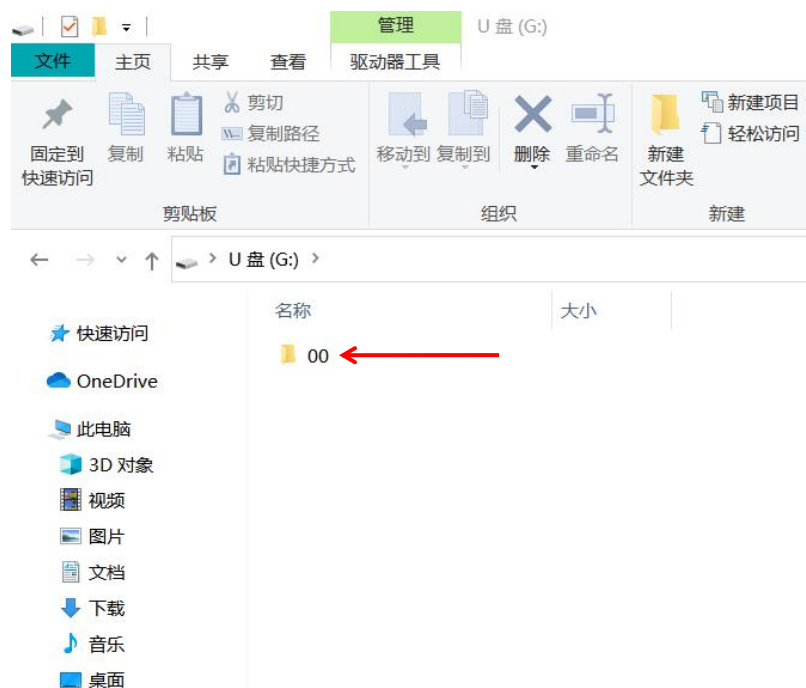
No.	Part Name	Function	Notes
1	DC Jack (DC 12V)	For power input	/
2	Button M/V-	Shot press to swap the two work modes between “all repeat” and “single repeat”, and long press for volume down	/
3	Button N/V+	Shot press to activate next track, and long press for volume up	/
4	Audio Jack ER	Outputs audio signal to an earphone or an amplifier	Not available yet
5	USB Port	1). For connecting with a USB stick. 2). For copying audio files into the internal memory from the inserted USB stick.	The internal memory can store max. 4 minutes long audio files based on 128Kbps of MP3 format.

### Audio Files Loading/Updating

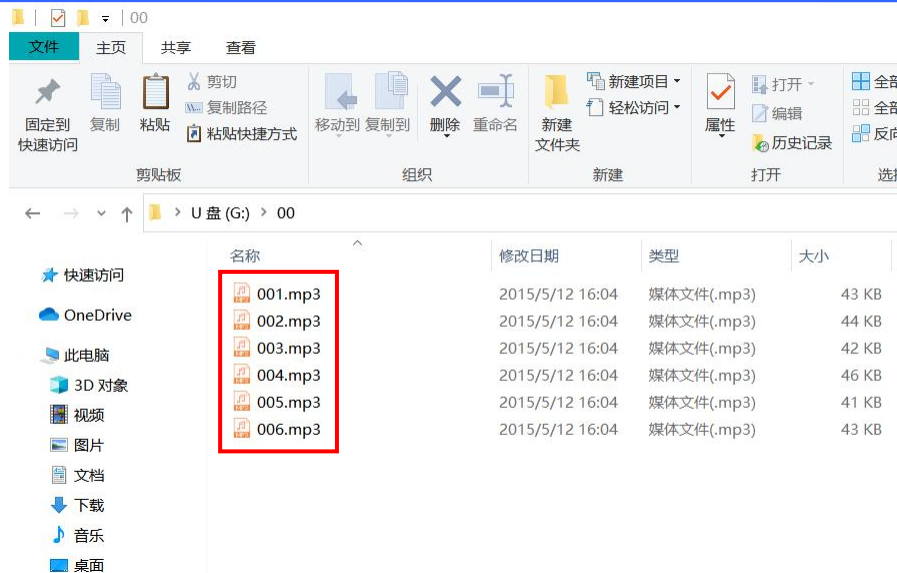
Generally users can directly use a USB stick. Put audio files on the root directory of the USB stick on computer, and once the USB stick is inserted onto the player, after an activation from the PIR it plays back a file from the USB stick.

Users can also copy audio files (within 4MB) from the USB stick to the internal memory. Please follow the steps below.

- 1). Prepare a USB stick, and insert it into the computer (make sure it is empty).
- 2). Create a folder and rename it “00” on the root directory of the USB stick. Refer to the image below.



- 3). Copy your MP3 files from local disk into the folder “00” on the USB stick. Refer to the image below.



- 4). Remove the USB stick from computer safely.
- 5). Power on the player, and insert the USB stick, and you'll see the LED light (under the lens of the PIR sensor) starts blinking, which indicates the player is automatically copying the MP3 files into the internal memory.
- 6). Once the LED light stops blinking and you hear the “beep” twice, it means the copying / updating is finished, and now you can pull out the USB stick.
- 7). Re-power on the player, it'll work normally with the new MP3 files on the internal memory.

#### Note

You can load one file or multiple files into the player, but the total size can't be larger than the internal memory (4Mbytes), otherwise the update will fail.

### Mode Selection

This product supports two work modes. Users can choose the right mode according to the actual requirements through pressing the button “M/V-” shortly. After pressing the button, the LED light will start blinking immediately. After a few seconds when the LED light stops blinking, it means the mode switching is completed.

All repeat mode: It plays one of the the audio files in order after each activation. In another word, when the device get triggered for the first time, it will play the first audio file, and when the device get triggered again, it will play the second audio file just like this in a circular way one by one. After trigger to play the last audio file, it will automatically move to the first one.

Single repeat mode: After each activation, it will always play the current audio file each time. At this time you can short press the button for NEXT to select which audio file needs to be played.