Programmable MP3 Musical Car Horn

User Manual

Model No.: FN-A501B

Version: V1.0

1. Features

- ✧ Built-in high quality audio player sound board.
- ✧ Built-in 8MBytes flash memory.
- ✧ Supports MP3 and WAV formats.
- ✧ Upload sound files easily using the included USB connector.
  -No need any software/program. It'll be detected as a USB flash drive on computer.
- ✧ Able to trigger one sound or multiple sounds.
  -When there are multiple sound files, each time it is triggered it'll play a sound in order.
  -Also it can be set to play a sound randomly each time it is triggered.
- ✧ Equipped with a high quality class D 20 watts amplifier IC.
- ✧ Uses a high quality car horn with solid magnet.

✧ Comes with a self-reset push button.

2. Technical Parameters

✧ Working voltage: 12V-24V DC
✧ Working current: ⩾2000mA
✧ Standby current: ≤10mA
✧ Power consumption: ≤20W
✧ Flash memory size: 8MBytes
✧ Audio format: MP3 or WAV (≤16bit)
✧ Sound pressure level: ≤110dB
✧ Protection class: IP65

3. Size

3-1. Horn

Note: The wires are about 55cm long.

3-2. Push Button

4. Sound Files Loading

There is an external USB connector attached with the horn. Users can connect it to computer through a USB cable to upload sound files. Computer will recognize the built-in flash memory as a USB flash drive.

Single sound file or multiple sound files need to be directly stored in the root directory of the internal memory. To multiple files, the quantity is not limited so long as the total size of these files is not larger than the internal memory (8Mbytes). And the arrangements of multiple sound files are managed by the physical index order. In other words, the file that is to be loaded first in the memory will be played first. The last file to be loaded in the memory will be played in the end. In order to guarantee a correct order, please refer to the following steps.

1). Build a new folder on computer and put the sound files in this new folder.

2). Rename the sound files 001, 002, 003....., and make sure they are ranked from 001 to xxx (the last one) in order.

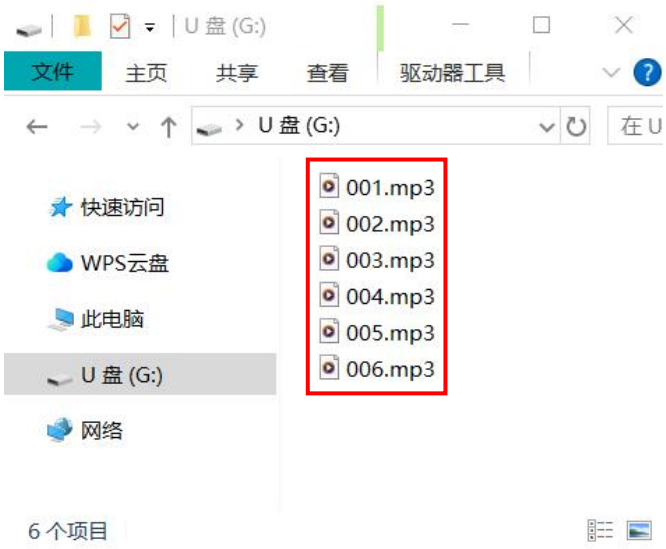
3). Connect the horn to computer through the USB data cable, and you will see a simulated USB flash drive on computer.

4). Delete the sample sound files preloaded at factory for testing purpose.

5). Select all of the sound files in the folder.

6). Right click on the first file (001.mp3) and choose "Send to USB flash dive / removable disk".

In this way, it'll send the multiple sound files to the memory in a correct sequence. Refer to the image below.



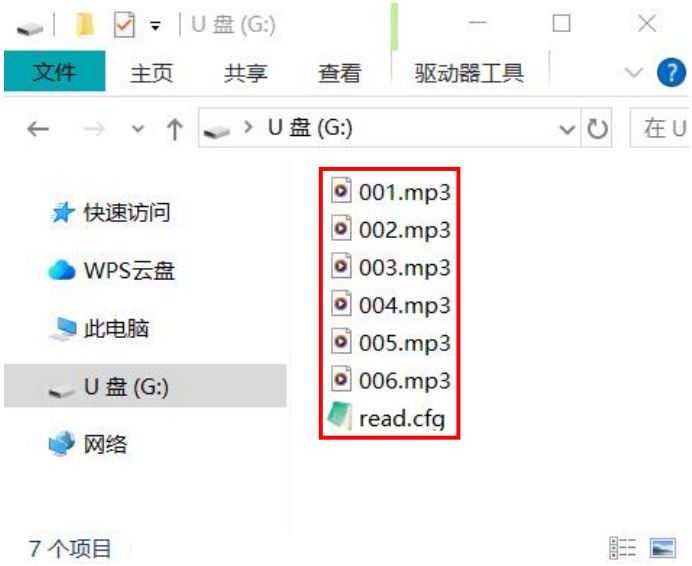
7). Safely remove the horn (simulated USB flash drive) from computer.

If there are multiple sound files in the internal memory like above, each time the horn is triggered, it'll play a sound file in order by default. If you want the horn to play a sound file randomly each time among all the sound files, you need to create a simple configuration file and put it together with the sound files in the root directory of the memory. Please refer to the two steps below on how to create such a configuration file easily.

1). Build a new text file on computer and enter the number "1" that represents the random play mode. Refer to the image below.

2). Save it and change the file name "xxx.txt" to "read.cfg". Please make sure your computer shows filename extensions. The extension ".txt" must be changed to ".cfg'', otherwise the file is not workable. Refer to the image below.

After copying the sound files to the internal memory, put this configuration file into the root directory together with sound files and then refresh. Refer to the image below.



5. Example of Wiring Connection