

Recordable Audio Speaker MP3 Sound Player

Activated with Photoelectric Sensor

User's Manual V1.0

Model No.: FN-H865B



1. Features

- ✧ It adopts a photoelectric sensor to trigger playback of the sound.
- ✧ Detecting distance is adjustable between 5-75cm.
- ✧ Built-in high quality MP3 player with great sound quality.
- ✧ Built-in 4MB flash memory as the storage device.
- ✧ Update sound files easily on computer through USB connection.
-No need any software. It will be detected as a USB flash drive on computer.
- ✧ Supports three trigger modes and each mode can be set easily with a config file.

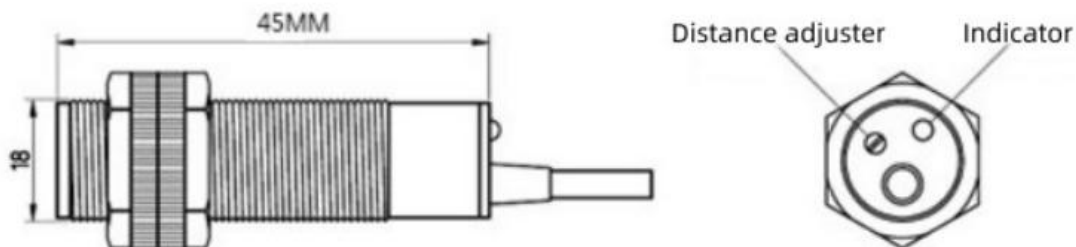
- ✧ Equipped with a high-quality class D amplifier.
- ✧ Sound volume is adjustable through the blue pot on the internal circuit board.
- ✧ Small body but loud volume.
- ✧ Two mounting holes available on the speaker.
 - Also fine to fix it using a double-sided adhesive.
- ✧ Length of the cable between the photoelectric sensor and the speaker: 38cm
- ✧ Length of the power wires: 28cm
- ✧ Suitable for museum displays, exhibition stands, animatronics, etc.

2. Technical Parameters

- ✧ Working voltage: 6V-36V DC
- ✧ Working current: $\leq 1000\text{mA}$
- ✧ Power consumption: $\leq 3\text{W}$
- ✧ Flash memory size: 4MB
- ✧ Audio format: MP3 ($\leq 192\text{Kbps}$)
- ✧ Sound pressure level: $\leq 100\text{dB}$
- ✧ Pointing angle of the sensor: 3-5 degree
- ✧ Response time of the sensor: 2ms
- ✧ Detecting distance of the sensor: 5-75cm

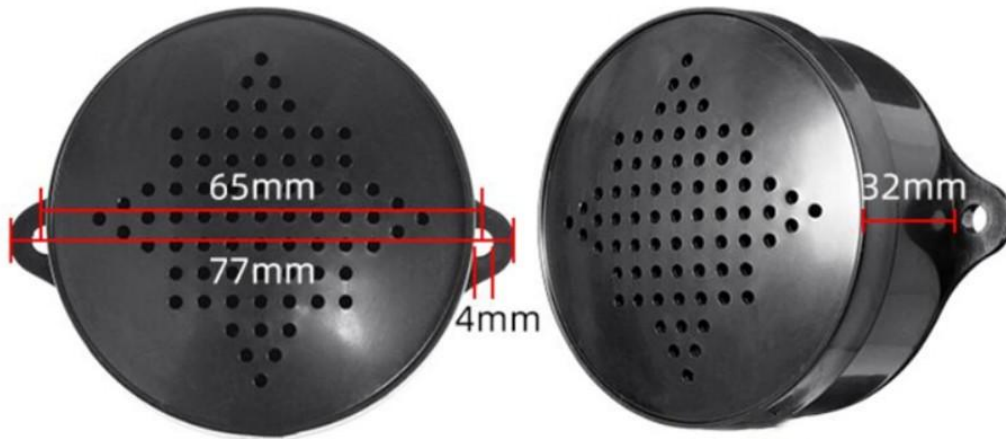
3. Outline Size

3.1. Photoelectric Sensor



Note: Turn the adjuster clockwise to increase the detection distance, and turn it anticlockwise to decrease the detection distance.

3.2. Speaker (MP3 player)



4. Operation Guide

4.1. Choose a trigger mode

There are three trigger modes available as below for users to choose according to the actual needs.

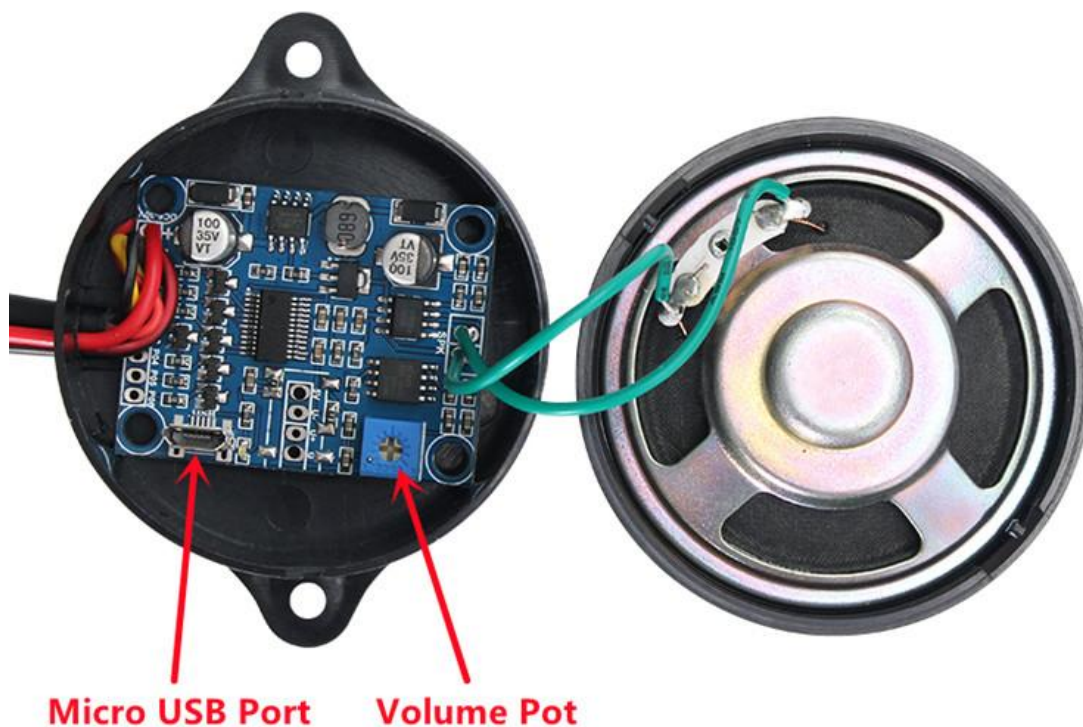
| Number | Corresponding Trigger Mode |
|--------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| M:1 | When the photoelectric sensor detects a person or an object in front of itself, it will immediately trigger playback of the sound, and when the person or object goes away, it will stop playing immediately even though the sound file has not yet played completely. If the sensor keeps detecting a human body or an object, it will play in a loop. |
| M:2 | When the photoelectric sensor detects a person or an object in front of itself, it will immediately trigger playback of the sound, and it won't stop playing until the sound file has played its entirety. During playback, it won't be interrupted. |
| M:3 | When the photoelectric sensor detects a person or an object in front of itself, it will immediately trigger playback of the sound. If the person or the object goes away during playback, it won't stop playing until the sound file has played its entirety. If the person or the object is still detected when the sound file has played its entirety, it'll continue to play the sound once again. In this mode, it's possible to place multiple sound files on the memory so long as they're not larger than the size of the memory (4MB). It'll be able to play them in turn. If the person or the object goes away during playback, it won't stop playing until the sound file has played its entirety, and it'll play next sound file when the sensor detects another person or another object. If the person or the object is still detected when the sound file has played its entirety, it'll continue to play the next sound file. |

4.2. Sound Files Uploading/Updating

1). Before uploading sound files onto the device, you need to take off the lid by hand easily as shown below . There is a concealed buckle on the two sides of the case.



2). Move aside the lid and the speaker unit and you will see it as shown below.



3). Connect the internal circuit board to computer through a USB data cable. It will be detected as a USB flash drive on computer. Once the connection is successful, the LED indicator on the board will flash, and you'll see a preloaded sound file and a config file as shown below.



Note: It's fine whether you change the name of the MP3 file to "001" or not.

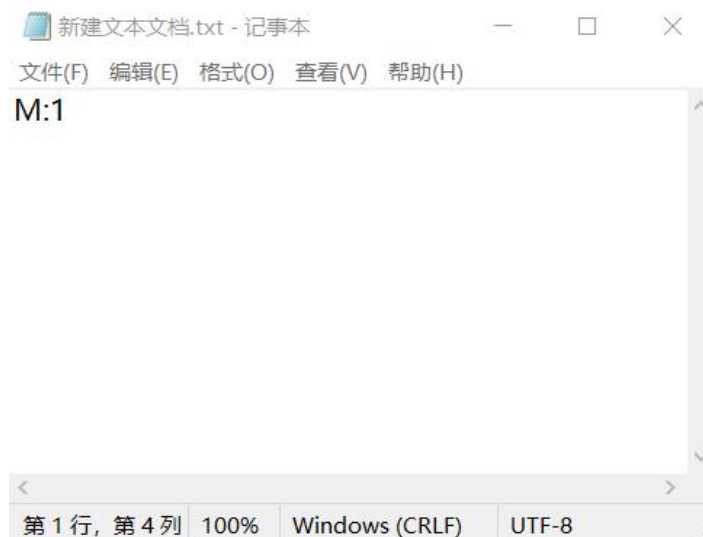
4). Delete the sound file preloaded at factory for testing purpose, and copy yours onto the flash memory. Open the Config file and change the number to what you need, and save it.

Note: By default, the number in the Config file is "M:1". If you happen to need this trigger mode, you don't need to change it.

4.3. How to Create a Config File

If you delete the Config file by mistake, you can follow these steps to create one by yourself easily.

- 1). Firstly create a new text file (.txt).
- 2). Open it and enter the number you need as shown below.



- 3). Save the file and close it.
- 4). Change the file name "xxx.txt" to "Config.txt" as shown below.



Config.txt

5. Installation Methods

