

FN-SL01 Mini Sound and Light Alarm (Audio Visual Alarm)

User's Manual

Version: V1.0



1. Features

- ✧ Adopts an exquisite ABS plastic enclosure
- ✧ Built-in a high quality audio decoder, and 12 pcs LED strobe light beads.
- ✧ Equipped with a 8MBytes flash memory.
- ✧ Update audio file easily through the micro USB port connected with computer.
- ✧ When it's powered on, the device starts to play the sound with flashing light automatically.
- ✧ Optional for repeated playback or one-time playback and stops.
- ✧ Equipped with a class D 5 Watts audio amplifier.
- ✧ Adjustable sound volume and wide range power input.
- ✧ Portable design and easy to install.
- ✧ Dimensions: 75mm (diameter) x 49mm (height)

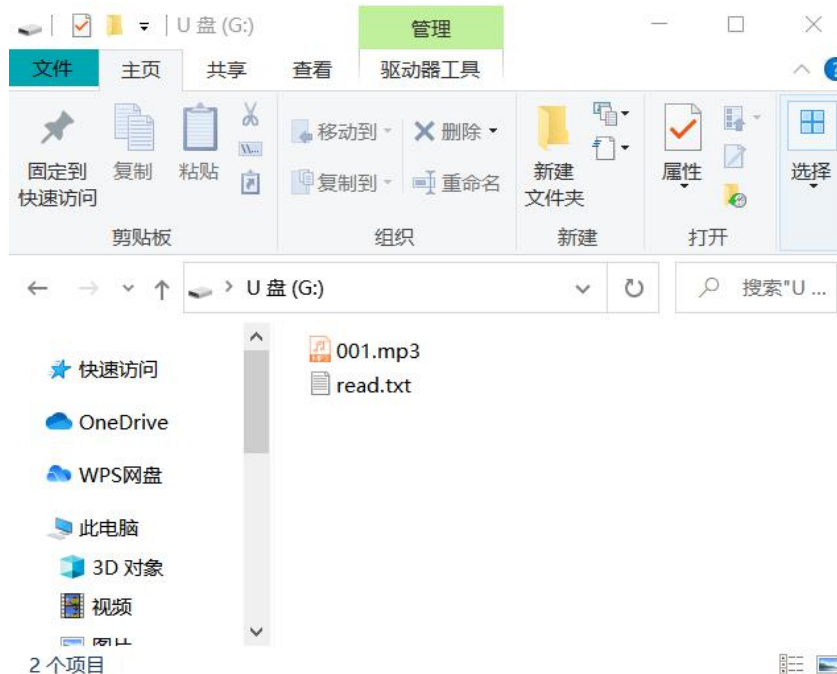
2. Technical parameters

- ✧ Working voltage: 6V-30V DC
- ✧ Working Current: $\leq 1000\text{mA}$
- ✧ Standby Current: 10mA
- ✧ Power Consumption: $\leq 5\text{W}$
- ✧ Flash Memory Size: 8MBytes
- ✧ Audio Format: MP3 (32Kbps-192Kbps)

3. Operation Guide

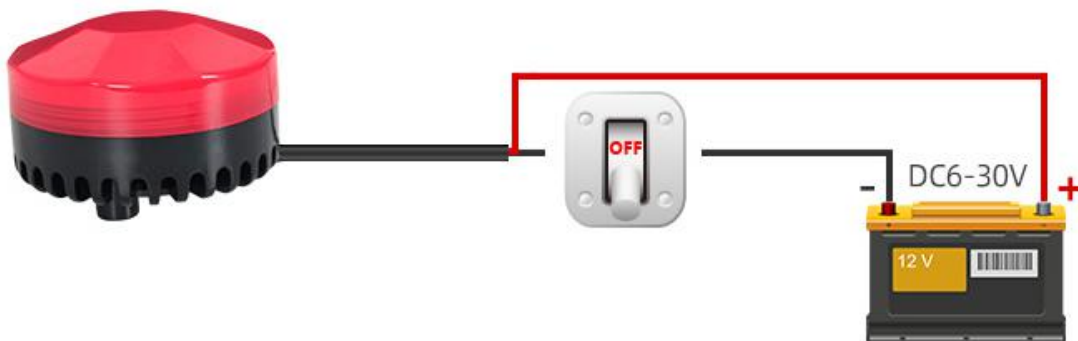


Move off the top cover as the picture above, and you'll see a volume potentiometer and a micro USB port. You can connect the device to computer through the micro USB port using an Android phone purposed USB data cable to update audio file. Once the connection is done, as the screenshot below, the internal flash memory will be detected and displayed on PC like a USB flash drive.



Note: The “read.txt” is a config file. When you update the audio file, if you need the device to play the audio file repeatedly once it’s powered on, please keep the config file. If you just want the device to play the audio file for one time only, please just delete it. It is a common text file, and you can create one simply on computer once it’s deleted. There is a number “1” only in the text file.

4. Example of Connection with a Power Supply



5. Details of Dimensions



It will come with 3 x screws.

Remarks: This alarm is possible to be customized with the control modes of button (switching signal), RS485, and UART TTL serial interface.