

# Rainproof PIR Motion Sensor Activated Audio Player

## User's Manual

Model No.: FNM-803



*Version: 1.0*

*Release Date: March. 19, 2022*

## 1. Features

- ✧ Rainproof and dustproof, suitable for outdoor purposed application scenarios.
- ✧ Adopts passive infrared detection technology.
- ✧ Detection distance of the PIR motion sensor is up to 5 meters.
- ✧ Detection angle of the PIR motion sensor is 120 degrees fan-wise.
- ✧ Built-in a high quality MP3 player with 4GB flash memory.
- ✧ Built-in a class D 20 Watts amplifier and the sound quality is great.
- ✧ Load single MP3 file or multiple MP3 files onto the player on PC through USB connection.
- ✧ Optional to play a sound in order or in random after each activation when multiple files available.
- ✧ Sound volume is adjustable through turning the potentiometer at the bottom of the device.
- ✧ Powered through a DC9-24V supply.

## 2. Technical Parameters

- ✧ Working Voltage: 9-24V DC
- ✧ Working Current:  $\leq 2000\text{mA}$
- ✧ Standby Current:  $\leq 10\text{mA}$
- ✧ Audio Format: MP3 (Bit rate: 8-192Kbps)
- ✧ Audio Output Power:  $\leq 20\text{Watts}$
- ✧ Detection Range:  $\leq 5\text{ m}$  ( $120^\circ$  angle)
- ✧ Protection Grade: IPX6

## 3. Dimensions



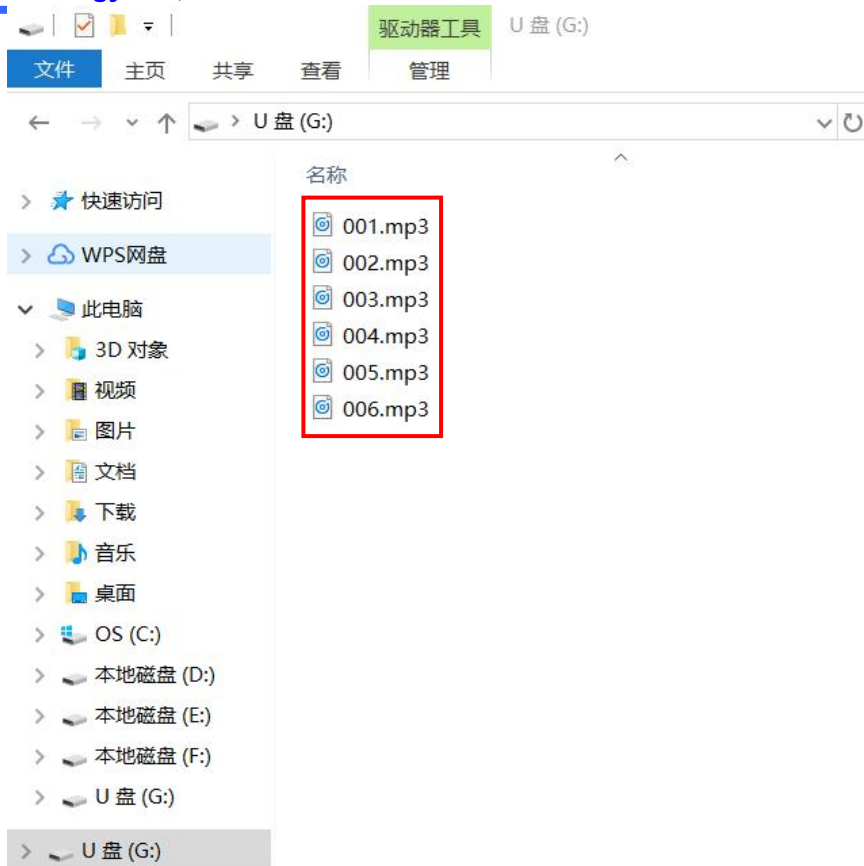
#### 4. Audio Files Loading

See the image below. There is a micro USB socket at the bottom of the device. Users can connect it to computer through an Android phone purposed USB cable to update audio files. Computer will recognize it as a USB flash drive.



Single audio file or multiple audio 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 (1GB). And the arrangements of multiple audio files are managed by a physical index sequence. 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 the computer and put the audio files in this new folder.
- 2). Rename the audio files 001.mp3, 002.mp3, 003.mp3....., and make sure they are ranked from 001.mp3 to xxx.mp3(the last one) in order.
- 3). Connect the equipment with computer through the USB cable, and you will see a simulated USB flash drive on computer.
- 4). Delete the sample audio files pre-loaded at factory for testing purpose.
- 5). Select all of the audio files in the folder.
- 6). Right click on the first file (001.mp3) and choose "Send to USB flash drive/removable disk".
- 7). This will send the multiple audio files to the memory in a correct sequence. Refer to the image below.



8). Safely remove the player (simulated USB flash drive) from computer.

If there are multiple files in the internal memory like above, after each activation from PIR sensor, the player will play an audio file at a time in sequence (from the first file to the last one in loop). This is a default mode.

If you want the player to play an audio file in random each time among all the files, you need to create a simple configuration file and put it together with the audio files in the root directory of the memory. Please refer to the two steps below on how to create such a configuration file.

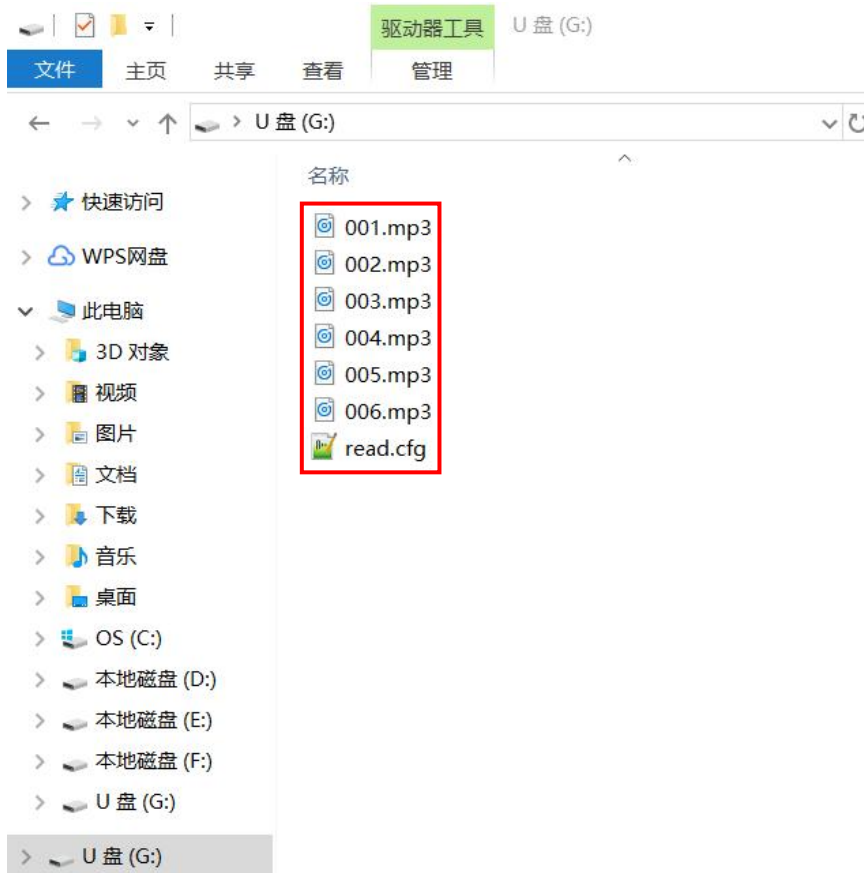
1). Build a new text file on computer and enter the number “1” that represents the random play mode. Refer to the image below.



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 audio files, put this configuration file into the root directory together with audio files and then refresh. Refer to the image below.



## 5. Example of Connection with a Power Supply



**Note: When the device is powered on, the PIR sensor will take about 30-45 seconds for initialization. During this period of time, it's normal the PIR sensor doesn't detect or the player doesn't play. Once the initialization is finished, it will get into work mode immediately.**

## 6. Installation

