

Waterproof PIR Motion Sensor Activated Audio Player for Outdoor

Model: FNM-802

User Manual



Version: 1.0

Release Date: March 13th, 2018



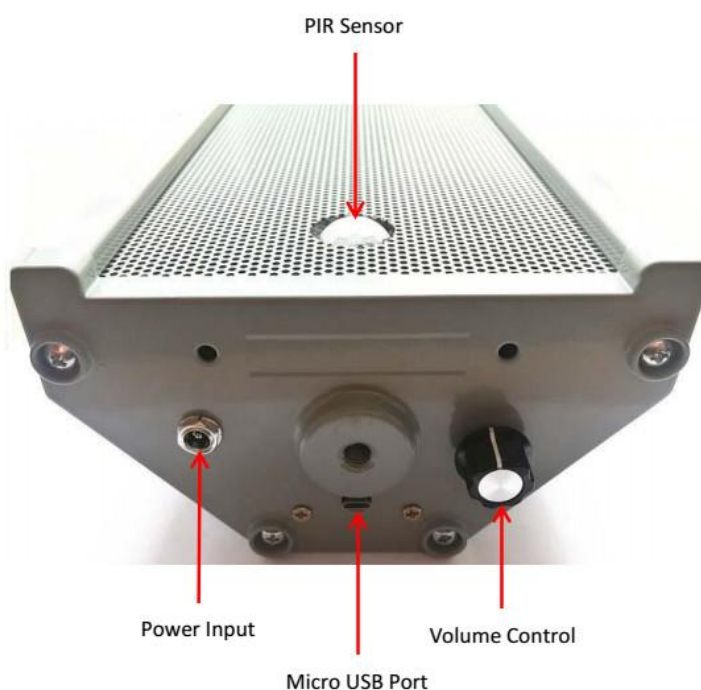
Features

1. Adopts PIR detection technology and automatically plays the sound file when a human body is detected.
2. The valid detection distance of the PIR sensor is 0-6 meters, and the detection angle is 120 degrees.
3. Built-in a high quality MP3 player with high audio reproduction.
4. Able to record/update the sound files through the micro USB port.
5. Equipped with a 512MB memory on the internal MP3 player by default(supports max. 32GB).
6. Supports to store multiple sound files in the memory and play one of the tracks after each activation.
7. Internal 20Watts power amplifying circuit to ensure the sound output is loud and clear.
8. Volume is adjustable through the potentiometer on the housing.
9. Uses a solid and durable aluminum housing of waterproof class IPX6.
10. 12V DC power input and possible to use a 12V battery(we provide the power adapter only).
11. Easy installation and it works so long the power is up. No need any other operations.
12. Dimensions: 315mmx152mmx90mm

Technical Parameters

Power Input	12V DC Regulated Power Supply	
Working Current	Standby State	≤40mA
	Playing State	≤1000mA
Audio Format	MP3/WAV	
Audio Output Power	8Ω/20W	
Detection Range	≤6m (120°angle)	

Operation Guide



1. Audio Files Loading/Updating

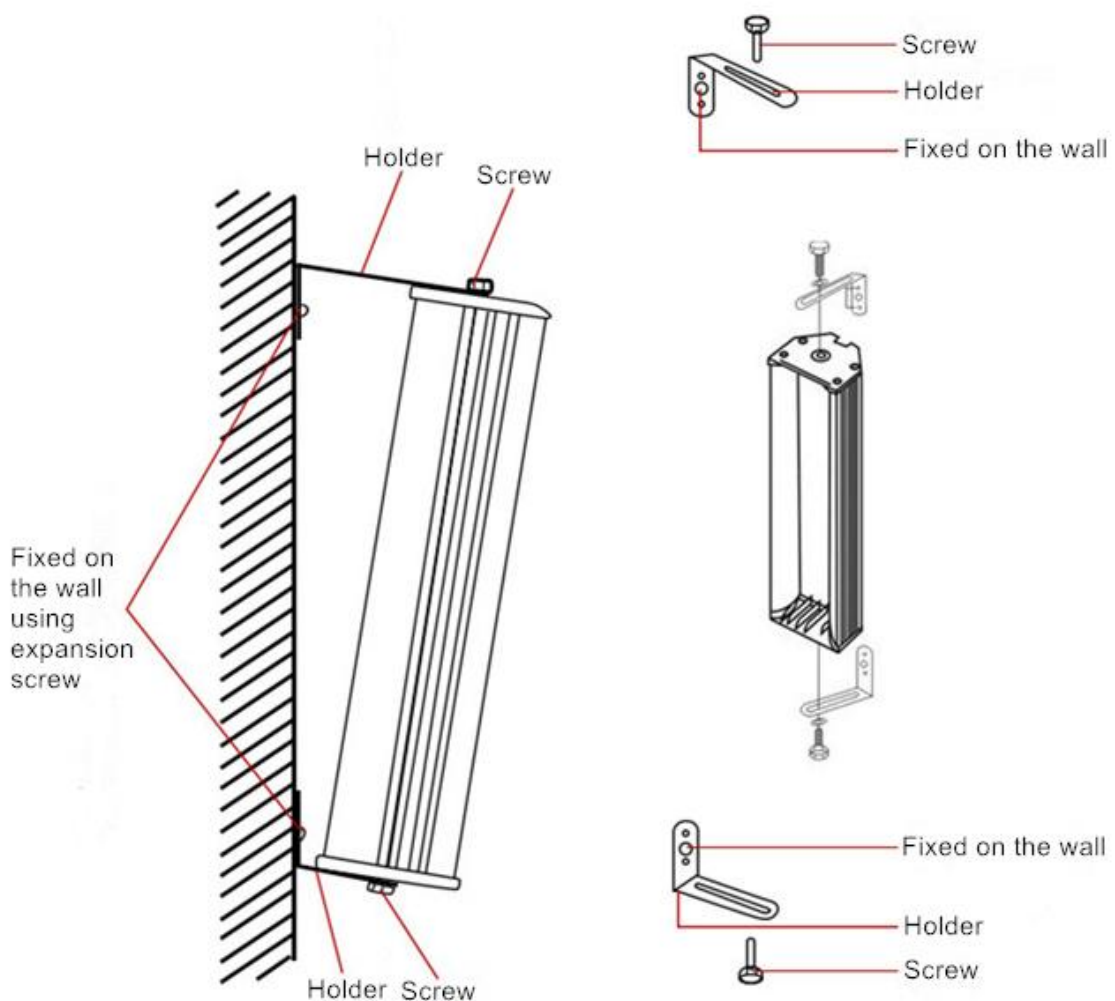
Users need to load the sound file through the USB cable that comes with. Please refer to the following operating steps.

- 1). Connect the device with computer through the USB cable. When the connection is done, like using a USB flash drive you will see a removable disk on computer.
- 2). Delete the pre-loaded sound files at factory.
- 3). Copy your sound file from computer to the memory and remove the USB cable from computer safely.
- 4). Have the player powered on, and it directly reads the sound file from the internal memory when the sensor detects a moving human body.

Notes:

- 1). When there is one sound file loaded, it always plays the same one sound file after each activation. When there are multiple sound files loaded, it always plays the next sound file after each activation. When the last sound file is finished, it will go back to playing the first sound file after next activation.
- 2). There is about 10 seconds initialized time after the player is powered on. It is normal if it can not trigger to play the sound during this period of time.
- 3). The next activation is not be available until after 3 seconds when the last sound finishes playing.

2. About Installation



Note: To get a better angle of detection for the PIR sensor, we suggest users fix the player 1.8m high or above from the ground.



Application Occasions

Parks, gardens, squares, swimming pools, golf courses, airports, stadiums, school playgrounds, and so on.