



# Recordable Speaker MP3 Voice Announcer Siren Alarm

## User's Manual V2.0

### Model No.: FN-H860



#### Features

- ✧ 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.
- ✧ Able to play four one-on-one sound files.
- ✧ Able to play a sound for once when power is applied.
- ✧ Able to play a sound (multiple sounds) in a loop when power is applied under MP3 player mode.
- ✧ Able to play multiple sounds in order through the first key input port under MP3 player mode.
- ✧ Able to play multiple sounds in random through the second key input port under MP3 player mode.
- ✧ Can be hooked up to a push button/switch/relay.
- ✧ Equipped with a high quality class D amplifier.
- ✧ Adjustable sound volume through the blue potentiometer on the internal sound module.
- ✧ Wide power input and stable performance.

## Technical Parameters

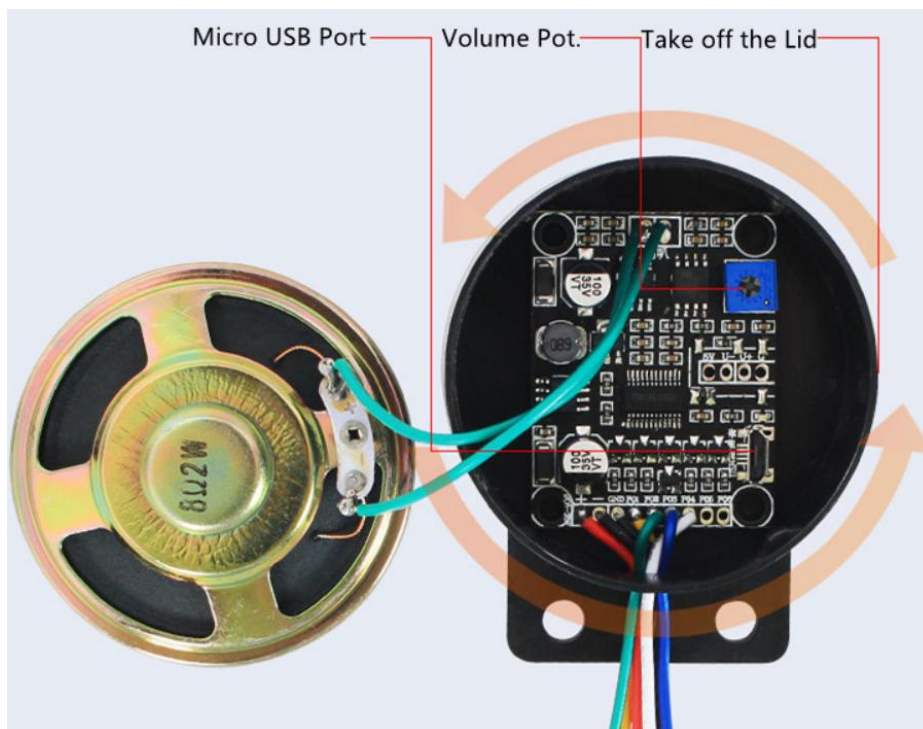
- ✧ Working voltage: 6V to 30V DC
- ✧ Working current:  $\leq 1000\text{mA}$
- ✧ Standby current:  $\leq 10\text{mA}$
- ✧ Power consumption:  $\leq 3\text{W}$
- ✧ Flash memory size: 4MB
- ✧ Audio format: MP3 ( $\leq 192\text{Kbps}$ )
- ✧ Sound pressure level:  $\leq 100\text{dB}$

## Main Applications

- ✧ As a personalized car start voice player.
- ✧ As a reversing horn for cars and trucks.
- ✧ Voice prompts for security check machines.
- ✧ Voice prompts for door access control systems.
- ✧ Voice alerts for banks, factories, warehouses, and so on.

## Operation Guide for Sound Files Uploading

1). Before loading sound files onto the device, you need to take off the lid and move aside the speaker by hand easily, then you will see the device as shown below.



2). Connect the internal sound module to computer through a USB data cable as shown below. It will be detected as a USB flash drive on computer. Once the connection is successful, the LED indicator on the board will flash.



3). Delete the sound files pre-loaded at factory for testing purpose, and copy yours onto the flash memory of the player. According to the actual needs, you can copy one sound file or multiple sound files, but the total size of the files can't be larger than 4MB, which is the size of the flash memory.

The device works with the trigger mode "Pulse Interruptible" by default. If you need the device to work with a different trigger mode. Please refer to the following table about the trigger modes and create a config file.

Number	Corresponding Trigger Mode
M:0	Pulse Interruptible (default mode)
M:1	Hold and Play in Loop
M:2	Pulse Non-interruptible
M:3	MP3 Player Mode



## Detailed Explanations

**Pulse Interruptible**: In this mode, a single negative pulse will start playback. It is possible to interrupt the playback by pressing the same button used to activate. Once playback is interrupted, it will automatically restart the audio file immediately. It's also possible to interrupt the playback by pressing any of the other 3 buttons. Once playback is interrupted, it will automatically start the sound that is associated with the button pressed.

**Hold and Play in Loop**: In this mode, the negative pulse must be held/maintained to the sound module trigger for audio file to complete. The audio file will only playback while button, or negative pulse, is held/maintained during playback. Once the button being held, or negative pulse, is removed, the playback will be stopped/canceled. Once the button is kept holding, when the playback of the audio file is finished, it will start to play it repeatedly(loop playback).

**Pulse Non-interruptible**: In this mode, a single negative pulse will start playback. It's not possible to interrupt the playback by pressing the same button or the other buttons. Once an audio file is triggered, the audio file will not be able to be interrupted/canceled during playback. The playback will only end when the audio file has played its entirety.

**MP3 Player Mode**: In this mode, K1 is defined as Next (non-interruptible), K2 as Random (non-interruptible), K3 as Play/Pause, K4 as Previous (interruptible), K5 as Next (interruptible), K6 is invalid. In this mode, if K1 and GND is shorted in advance, when the device is applied with power it will play a sound in a loop automatically.

## How to Create a Config File?

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

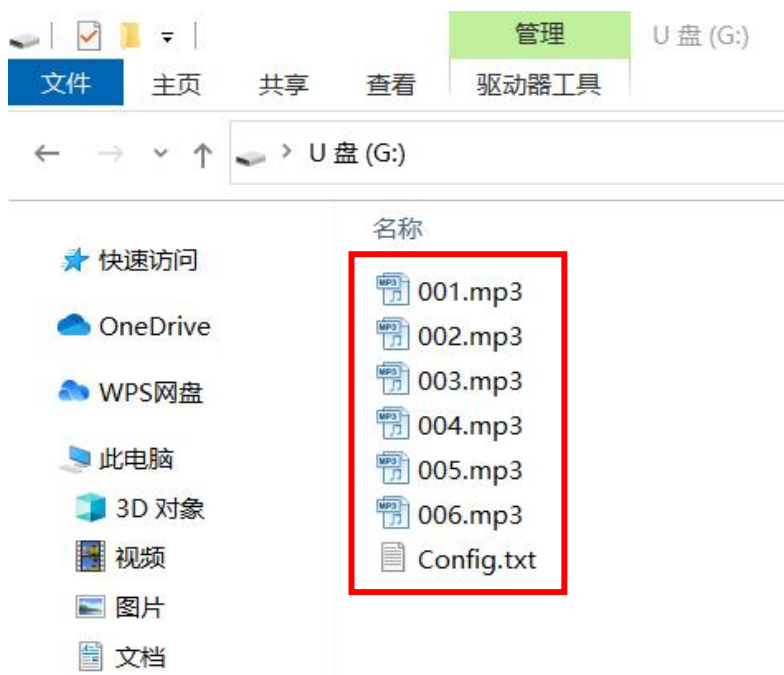


3). Save the file and close it.

4). Change the file name "xxx.txt" to "Config.txt" as shown below.

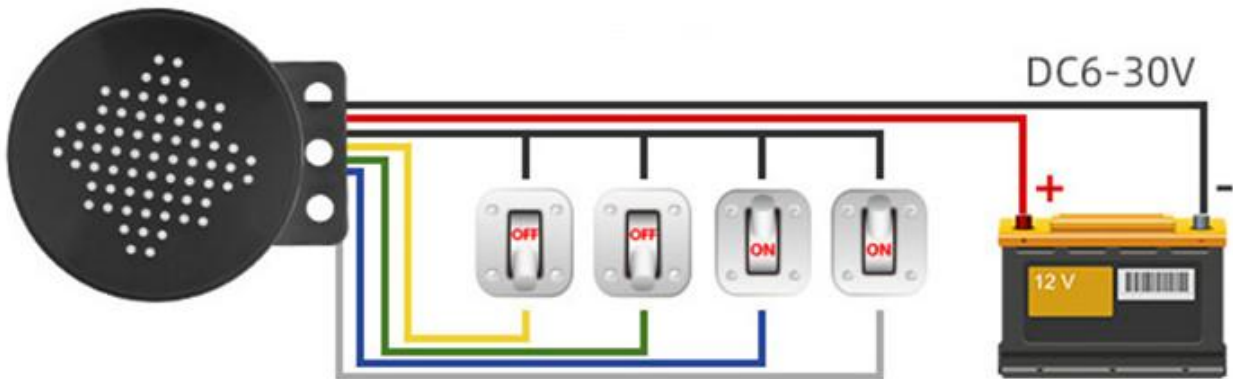


5). After that, put the config file onto the memory with the sound files as shown below.

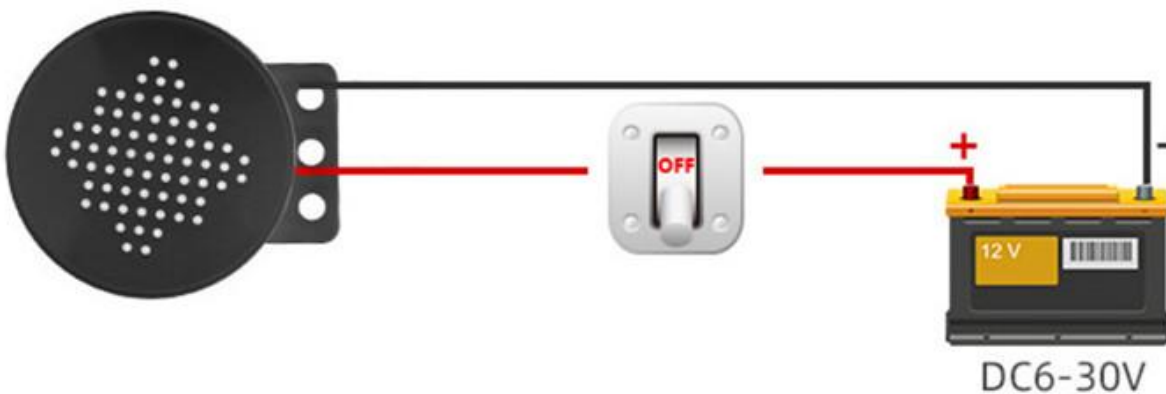


## Examples of Connection

### 1). Play four corresponding sounds



### 2). Play a sound for once when power is applied / play a sound in a loop when power is applied



**Note: K1(P01) and GND need to be shorted first. If your need it to play a sound for once, you don't need to put a config file. If you need it to play a sound in a loop, you need to put a config file with number "M:3" inside.**

## Other Notes

- 1). There're six key input ports on the internal sound module, but we just soldered the wires for the first four ones (K1-K4/P01-P04), which is subject to the small hole of the case.
- 2). It doesn't matter if you change the file name. The sound files are arranged on the basis of the physical index sequence, which means which sound file is copied first which one is associated with the first key.

## Installation Methods

