

Network lawn speaker FP6-G6630P



Feature:

- 1. The waterproof network lawn speaker terminal is a fully digital analog-to-digital signal processor based on the TCP/IP transmission protocol. Intelligently controlled by the main control system, it can play background programs, emergency paging, alarm signals, and more from the main control system
- 2. Fully digital design, high fidelity, and high voice transmission index
- 3. Built-in 30W high-quality digital amplifier with low power consumption
- 4. Highly reliable design with a long lifespan, mean time between failures (MTBF) > 100,000 hours
- 5. Can receive emergency paging calls independently of the server, with the volume automatically adjusting to the set value
- 6. Can be linked to a camera for real-time viewing of camera feeds via the host software
- 7. Supports DHCP and static IP network modes; supports AUTO IP function. If no IP address is obtained in DHCP mode, it automatically switches to a temporary IP address
- 8. Supports automatic standby mode for energy saving when no music signal (including local audio signal) is present
- 9. Integrated, environmentally friendly, waterproof, simulated outdoor design, featuring an outdoor waterproof coaxial driver and aluminum grille, suitable for outdoor use
- 10. Cabinet Molded from environmentally friendly, green resin, this all-natural resin boasts excellent corrosion resistance, sulfur resistance, waterproofness, and durability, with an average thickness of 12mm
- 11. The front grille is aluminum-finished for corrosion and rust resistance, and the large sound outlet ensures excellent sound transmission
- 12. The speaker unit features a 6.5-inch woofer and a 0.75-inch tweeter in a waterproof, coaxial design. This delivers excellent bass and treble balance, resulting in a rich, rounded, and clear sound

Specification:

Waterproof rating	IP66
Speaker unit	6.5 x 1, 0.75 x 1
Input voltage	POE 12V/24V
Rated power	30W
Sensitivity (1m, 1W)	87dB
Frequency response	100-20kHz
Dimensions	345 x 285 x 265 mm
Weight	4.3kg