FOXPRO Programming Utility JE

User's Guide

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FOXPRO Sound Programming Utility

Thank you for using FOXPRO's Sound Programming Utility. This software is available in a variety of formats and is capable of running on Windows, Mac, and Linux computer. Please take a few moments to read through this guide to learn how to install and use all of the various features.

This application is provided free of charge by FOXPRO Inc. It is periodically updated without notice. You are encouraged to occasionally check the website to make sure you have the newest version.

Compatibility

FOXPRO's Sound Programming Utility is distributed as a Windows binary (.exe), Mac application (.app), and Java archive (.jar). The following operating systems were tested to be compatible with this version:

- Mac OS X (10.7.3 and newer)
- Windows XP
- Windows Vista
- Windows 7
- Windows 8
- Windows 8.1
- Windows 10
- Linux (Ubuntu 12.04 LTS, Fedora 20 Desktop Edition, Cent OS 7)

It's recommended that you have the latest version of Java installed on your computer to ensure functionality. To determine if you have Java installed, you can visit the website shown below:

http://www.java.com/verify

After the webpage loads, click on the button that says "Verify Java Version." You may be prompted with a security message upon clicking the button. When the page refreshes, the version of Java you have installed is displayed.

Updating to the newest version of Java is very simple. This document covers the steps required for Windows, Mac, and Linux.

Updating Java: Windows and Mac OS X

Updating Java on Windows and Mac OS X requires downloading an installer. The installer performs the update process and does not require any additional actions from the user. To locate the update file for your version of Windows, go to the website below:

http://java.com/en/download/manual.jsp

Look through the options to find the appropriate download for your version of Windows or Mac OS X. There are instructions on this page that provide you with adequate information on their installation procedure. It's very straightforward.

Updating Java: Linux

Most Linux distributions have a package manager that enables users to quickly and easily install new software and software updates. Common types include YUM and Advanced Packaging Tool. The example below shows the terminal command you use to get the last version of Java installed using the Advanced Packaging Tool:

```
sudo apt-get install openjdk-8-jre
```

Upon completion of the installation, you can test the version of Java you have by issuing the following command from a terminal:

```
java -version
```

Determine which package manager your distribution features and use it to update your Java installation.

Installation on Windows Computers

For Windows users, you can access the official installer for the FOXPRO Sound Programming Utility JE at the following address (shortened URL is displayed for sizing issues):

https://www.gofoxpro.com/software/public/foxpro-programming-utility-installer.exe

After clicking on the link, run the executable file to install the utility on your computer. The installer will prompt you to create a desktop, quick-launch, and start menu icon to access the utility after it has been installed. **Note:** If you failed to install the latest version of Java or do not have Java on your computer, the application will not launch after installation completes.

Installation on Mac OS X Computers

Mac OS X users, you can download the compressed zip file that contains the executable JAR file along with the user guide. The link for the compressed zip file is located at the web address below:

https://www.gofoxpro.com/software/public/foxpro-programmer-mac.zip

After opening the file, you will see 'FOXPROProgrammer.jar' and 'userguide.pdf'. You can drag the JAR file into your applications folder for easy access. To launch the application, just double-click on the JAR file.

Note: Some computers may be setup with restrictions for installation software from unknown or untrusted sources. You may need to adjust your security settings to all the software to be installed.

Installation on Linux Computers

You can also download a simple standalone deployment for FOXPRO's Sound Programming Utility JE. The application is distributed in a compressed archive and downloaded from the following web address (shortened URL is displayed for sizing issues):

https://www.gofoxpro.com/software/public/foxpro-programmer.zip

After you download the file, open it up to view the contents. You will find the following:

- FOXPROProgrammer.jar

The first file 'FOXPROProgrammer.jar' is the utility. The file is an executable standalone Java file. You must store this file in an easy to access location on your computer. Some folks may choose to create a directory called 'FOXPRO' and then store the file there for future access.

Linux users need to set the executable bit on the JAR file before launching it. If you create a folder called 'FOXPRO' in your home directory and store the jar file there, open a terminal and do the following:
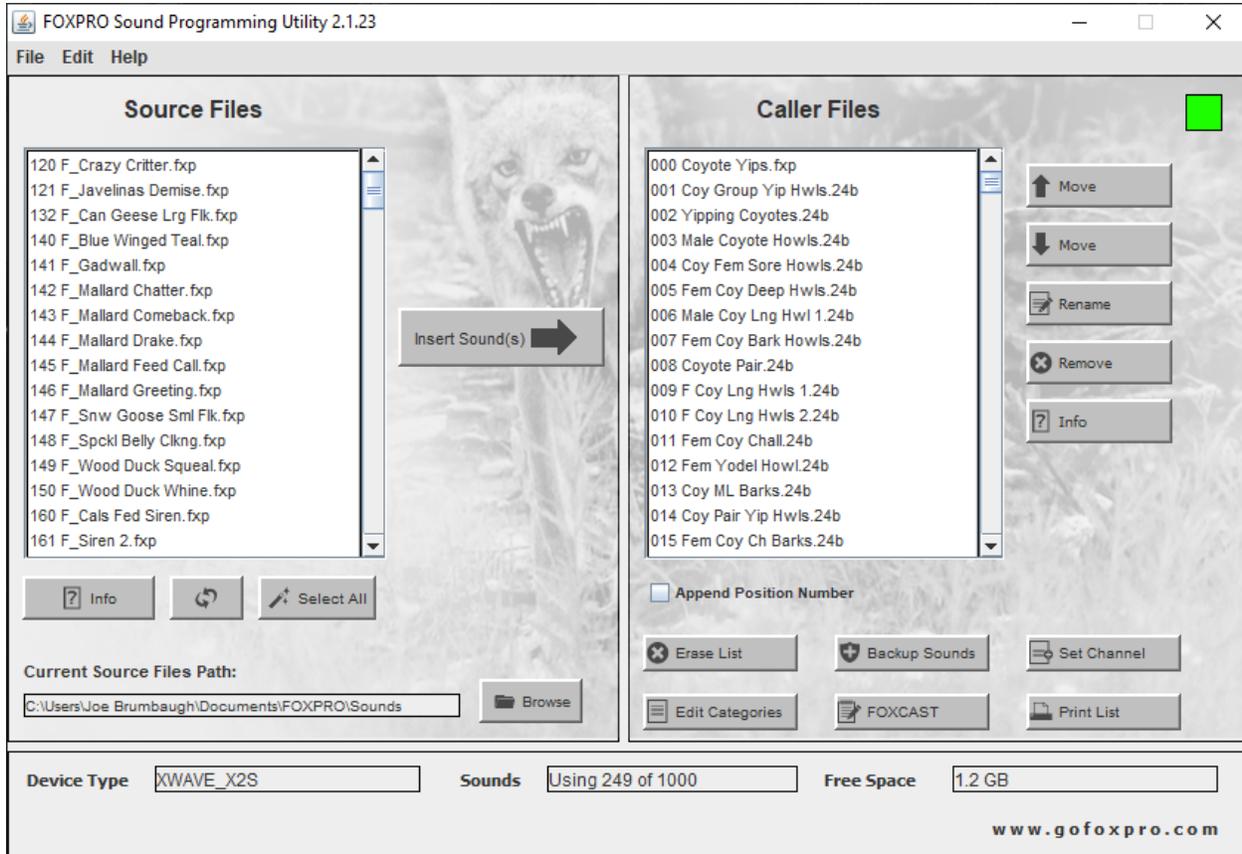
```
cd FOXPRO
chmod +x FOXPRO-Programmer.jar
```

Launching the Utility

Prior to launching the utility, it is recommended that you have your FOXPRO game call connected to your computer. Each FOXPRO game call ships with an instruction manual that contains adequate details on how to connect your device to a computer. Follow those instructions.

On Windows and Mac OS X, launching the utility is as simple as double-clicking on the file 'FOXPRO-Programmer.jar.' On Ubuntu Linux, you can launch the utility by right-clicking on the icon and then selecting 'Open with Java Run Time.' Some Linux systems may require that you launch the application from the command line by using 'java –jar /path/to/FOXPROProgrammer.jar'.

Upon launching the utility, you will be presented with a screen similar to the following:
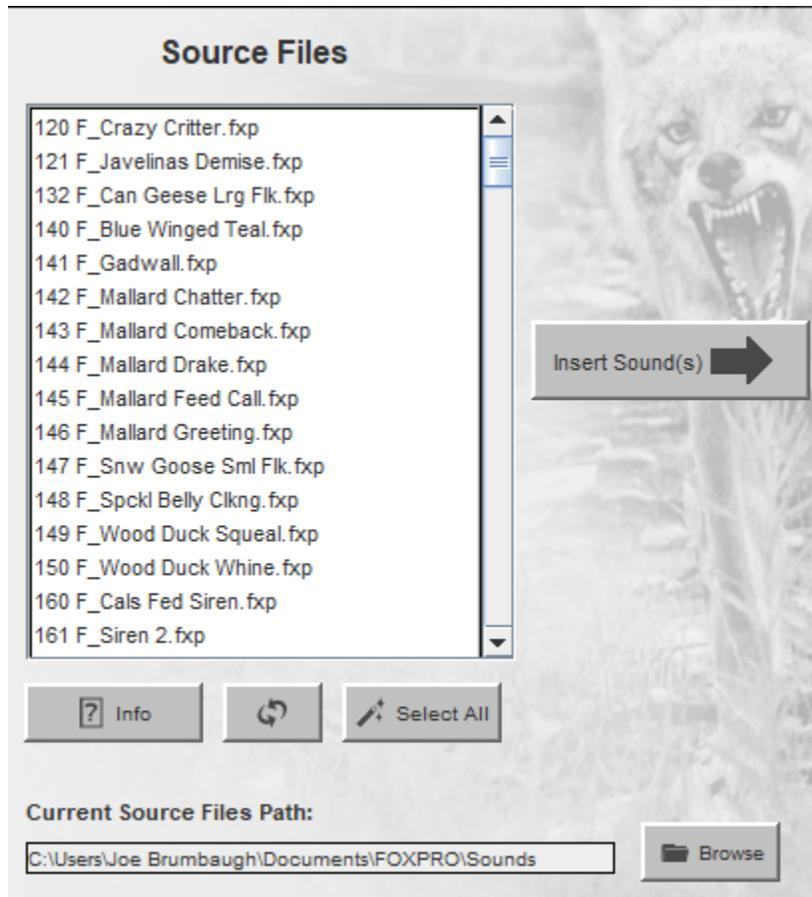
The above image is the main interface. The interface is divided into two main sections: **Source Files** (light green) and **Caller Files** (light orange). **Source Sound Files** represents your collection of sounds or personal sound library stored locally on your computer. The **Caller Files** section represents the contents of your FOXPRO game call. The bottom section (light yellow) shows information about the FOXPRO device that is connected to the computer.

The interface has a variety of buttons that allow you interact with your FOXPRO game call. All operations of the utility are discussed in the following sections.

Source Files

The **Source Files** side (image on next page) features several buttons and a list box. **Source Files** represents sound files that are stored on your computer only.

By default, the application looks for new sound files in a specific location on your hard drive. On Windows and Mac OS, the typical local is under 'Documents->FOXPRO->Sounds' and on Linux it checks a folder in '~/FOXPRO/Sounds'. If valid sound files are found in these locations, they will be listed in the **Source Files** column.

Current Source Files Path shows the path to the directory that the application is looking for new sound files in. If new files are present and compatible with the connected FOXPRO device, those files will appear in the **Source Files** column. You can change the current source path by clicking on the **Browse** button and navigating to a different location on your computer. Note: The source and caller cannot be the same.

Directly beneath the **Source Files** column you will find three buttons: **Info**, **Refresh**, and **Select All**. The **Info** button displays information about the currently selected sound file. For example, if you have "120 Crazy Critter.fxp" selected, the **Info** button will provide you with the name, file type, duration, and file size. This button can report back information on most FXP, 24B, MP3, and WAV audio file types.

The **Refresh** button refreshes **Source Files** if that directory has changed outside the scope of the application. **Select All** simply selects all of the sounds in **Source Files**.

To the right of this section is the **Insert** button. This button will insert the selected sounds from the **Source Files** into **Caller Files**.

Inserting new sounds into Caller Files happens in real time. When you insert sound from Source Files into Caller Files, the insertion process is instant. There's a couple of ways that you can load new sounds from Source Files into the Caller Files column.

Using the Insert Button
1. Highlight one, multiple, or all of the sounds listed in the Source Files column.

2. Click on the position in Caller Files that you would like to begin insertion. If a sound already exists at the point of insertion, that sound and all subsequent sounds will be pushed up the list to make room. **Note: if you do not click on a spot in Caller Files, insertion automatically begins at the first empty spot in the list.**

3. Click on the **Insert button** in the middle of the screen. A status bar will appear keeping you up to date on the progress of the insertion. When complete, the status bar closes and the screen returns to normal. The Caller Files column then displays the new additions.
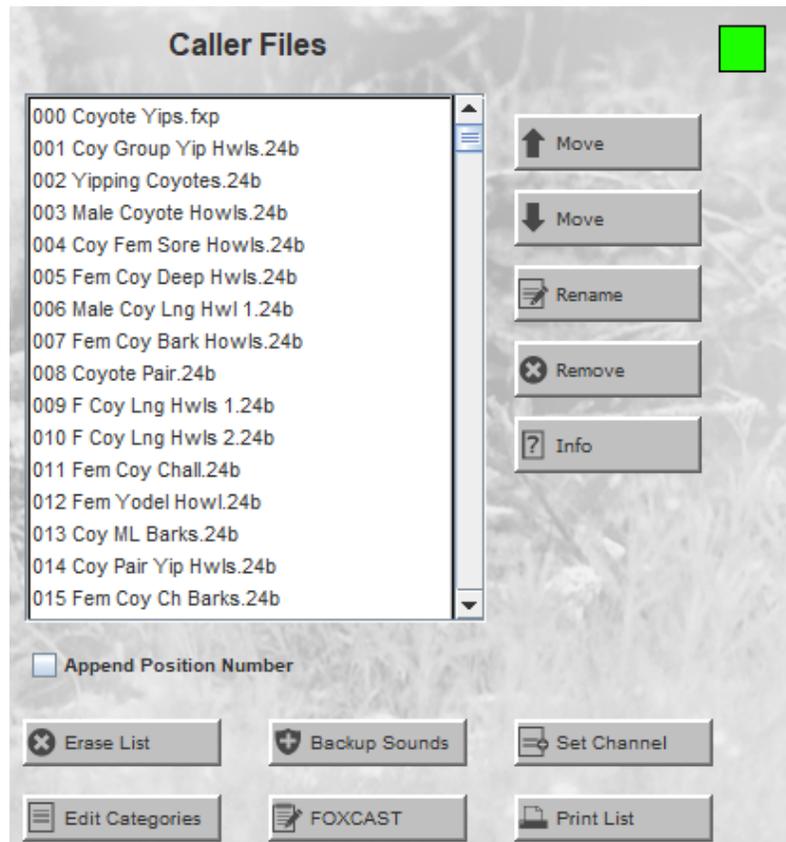
Using Drag and Drop

1. Highlight one, multiple, or all of the sounds listed in the Source Files column.
2. Click on the position in Caller Files that you would like to begin insertion. If a sound already exists at the point of insertion, that sound and all subsequent sounds will be pushed up the list to make room. **Note: if you do not click on a spot in Caller Files, insertion automatically begins at the first empty spot in the list.**
3. Click and drag the highlighted sound(s) from Source Files into Caller Files. A status bar will appear keeping you up to date on the progress of the insertion. When complete, the status bar closes and the screen returns to normal. The Caller Files column then displays the new additions.

The **Source Files** column can have files dropped directly onto it. If you download a FOXPRO sound pack, you can drag and drop the compressed (.zip) sound pack file on the column to import the new sounds right away. You can also drop FXP, 24B, MP3, and WAV files for immediate import into your local sound library.

Caller Files

The **Caller Files** column (image to the right) is populated with the list of sound files stored in the FOXPRO device that is connected to the computer. Notice the green box in the upper-right corner of the image. The green box indicates that a valid FOXPRO device is now connected. If a valid device is not connected or not found, this box will be red. If an operation is ongoing (inserting files) the box will be yellow.
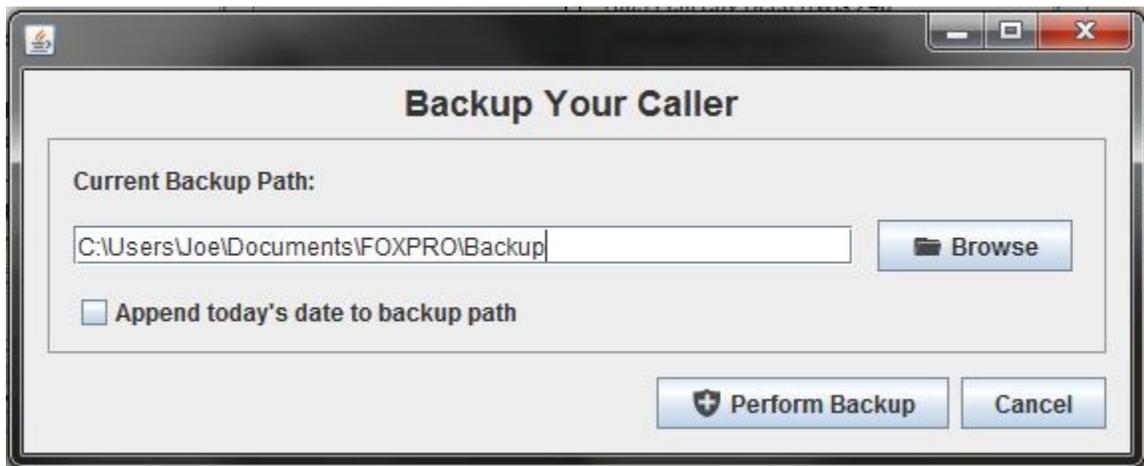
To the right of the **Caller Files** column there are five buttons: **Move Up**, **Move Down**, **Rename**, **Remove,** and **Info**. Each of these buttons interacts with sound(s) selected in the **Caller Files** column. For example, if you highlight sound 009 and then push **Move Up**, sound 009 will switch places with sound 008. Using **Move Down** while you have 009 highlighted results in

009 and 010 switching places. You can select multiple sound files and move them together as a group. The **Remove** button results in the highlighted sound(s) being deleted from the FOXPRO device. **Rename** enables you to rename the selected sound. Be aware, renaming the sound does not affect the sound position value. The **Info** button displays information about the currently selected sound file. For example, if you have "000 Coyote Locator.fxp" selected, the **Info** button will provide you with the name, file type, duration, and file size. This button can report back information on most FXP, 24B, MP3, and WAV audio file types.

Beneath the **Caller Files** column you'll find 5 more buttons: **Erase List**, **Backup Sounds**, **Set Channel, Edit Categories**, **FOXCAST**, and **Print List**. Two of these buttons (**Edit Categories** and **FOXCAST**) will only be available on certain FOXPRO devices. **Erase List** allows you to quickly remove all files from the FOXPRO device. Be sure to make a fresh backup prior to erasing your entire list!

The **Backup Sounds** button allows you to perform a backup. Backing-up your FOXPRO device means that you are making a localized copy of all valid sound files within the FOXPRO device to a specific location on your hard drive. When you click on **Backup**, you will see a screen similar to the following:

The **Browse** button allows you to change the default backup location. The **Perform Backup** button starts the actual backup process. **Append todays date to backup path** provides a way of archiving your backups dynamically. When you click mark this checkbox, a new folder is created in your default Backup location featuring the current timestamp. For example, with a CS24C connected, the result of **Append Date** is a new folder titled: 'CSC_20140515_100500'. The **cancel** button closes the Backup window. When an active backup process is happening, the status overlay appears showing the progress.

The **Set Channel** is only active on the models XWAVE and X2S. By clicking this button, you are able to change the radio channel within a valid range of 0 – 15. After changing the radio channel via the utility, you must also change the radio channel on your TX1000 remote control so that the two devices are able to communicate.

The **Print List** button allows you to print a list of all files inside of the connected FOXPRO game call. If the connected device is an FX3 or SC3, **Print List** will produce appropriate sized labels that you can affix to the back of your TX5LR remote controls along with a secondary list that can be attached to back of the FX3 or inside the lid of the SC3. Any other model, **Print List** will produce a single list of all files. If your device has
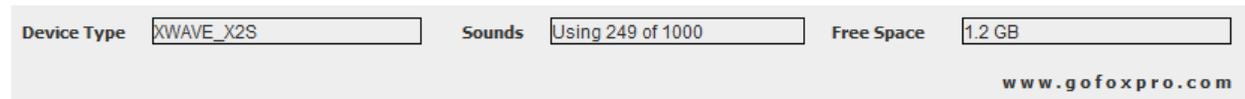
a large number of sound files, the list itself contains up 400 sounds per page and multiple pages may be produced.

Finally, you will notice the **Append Position Number**. When inserting new sounds into the game call, there may be times when you want to preserve a particular file name. For example, if you have a FOXPRO file named "207 Coyote Locator" and insert it into the game call, the "207" will be changed to the position value for where the sound is being inserted. If you are inserting a non-FOXPRO sound, the first 4 characters of the file name will be automatically overwritten with the position value indicator. For example, if you have a sound titled "My_Custom_Sound." When you insert it, it will change to "000 ustom_Sound." To preserve the entire file name, make sure that you click the **Append Position Number** to file name checkbox.

> **IMPORTANT NOTE**: All operations pertaining to move, remove, erase, and insert and occur in **real time**. This means that if you choose to delete a file from the connected FOXPRO device, it is removed immediately. Be sure that you perform a backup PRIOR to making any drastic changes to your FOXPRO device. **Failure to make a backup can result in loss of sound files!**
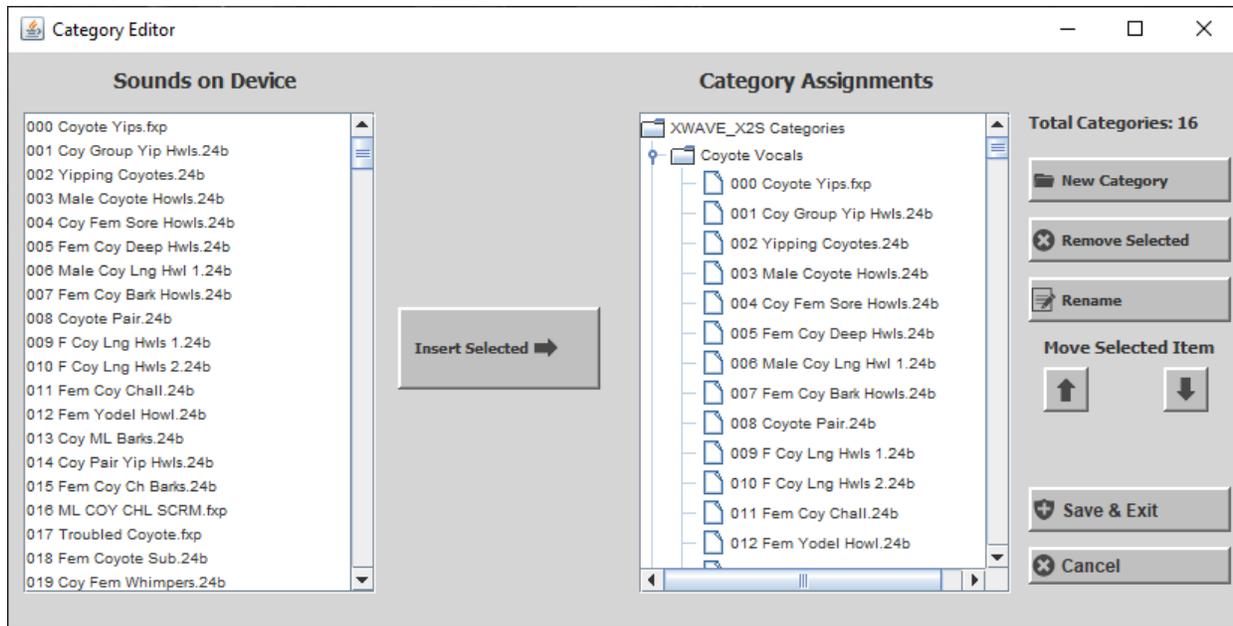
Bottom Status Strip

Across the bottom of the interface is the status strip (see image below). This strip displays the device type, sound usage and capacity, and free space. If no device is connected, each of these box displays "Scanning for device…" until a valid FOXPRO device is connected.

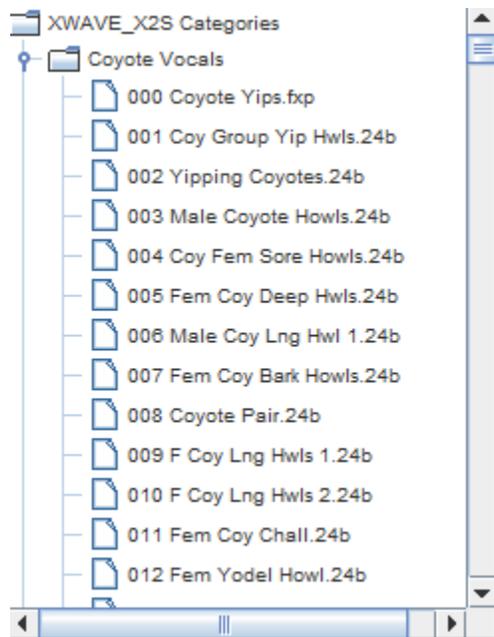| Device Type | XWAVE_X2S | Sounds | Using 249 of 1000 | Free Space | 1.2 GB |

www.gofoxpro.com

Category Editor

On FOXPRO game calls that feature the TX1000 remote control, **Category Editor** provides you with a method of managing your category file through an interface rather than manually modifying the categories file. When you click on **Edit Categories** button, you will see a screen similar to the following:

The screen is split into two main sections: **Sounds on Device** and **Category Assignments**. **Sounds on Device** provides a list of all sound files that are installed in your FOXPRO game call. The **Category Assignments** column displays all categories in a tree view. Each category name has a symbol to the left of it, click on this arrow to view the individual sounds in the category. The image below shows the contents of the Coyote category:

The **New Category** button allows you to create a new category. It will prompt you for a name for the category. After you enter the name, the new category will appear in the category tree. An empty category does not appear with a folder icon. The icon will not turn into a folder until you have added content to it.

The **Insert** button allows you to add sounds from the **Sounds on Device** column into a specific category. You must click on one or more sounds on the left to highlight them. Then click in a category to insert the selected sounds there. You can pick specific spots within the category in which to insert the sound(s).

The **Remove Selected** button allows you to remove individual sounds or entire categories. Highlight a sound within a category or an entire category then push the Remove to delete them. This has no impact on the **Sounds on Device** column.
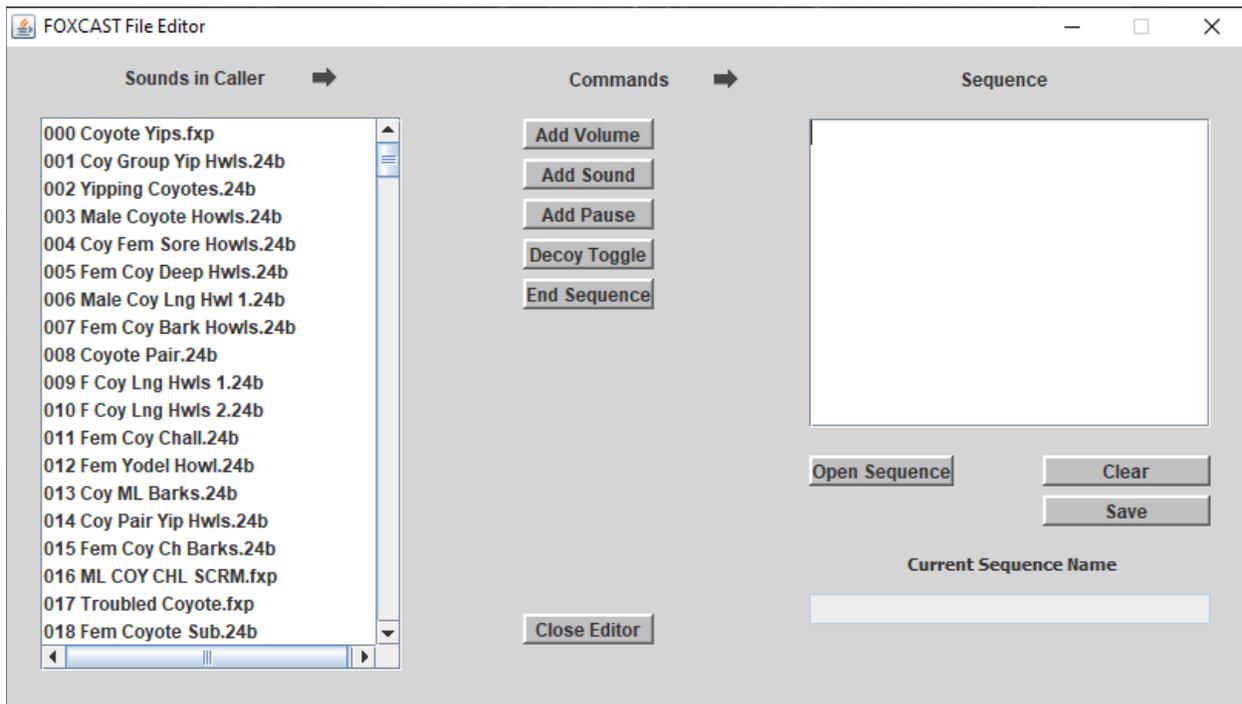
The **Rename** button allows you to rename a category.

The **Up** and **Down** buttons enable you to move the sound selected in the Category up or down within the specific category. You can also use this to move entire categories up or down the list. This has no impact on the **Sounds on Device** column.

Save & Exit will update the category file in your FOXPRO device or simply click on the close box on the upper-right of the screen to exit without saving.

FOXCAST

On FOXPRO models that support FOXCAST, you can use this button to launch the FOXCAST sequence editor. This editor allows you to create new sequences or modify existing sequences. After clicking on the button, you will a screen similar to the following:

The screen is split into three main sections: **Sounds in Caller, Commands**, and **Sequence** If your FOXPRO product supports FOXCAST, it is recommended that you read the section of your product manual pertaining to FOXCAST to understand the basic concepts behind how it works prior to working with the editor. The editor will make much more sense if you have a general foundation for understanding how FOXCAST works.

The **Volume** button allows you to add a volume command (V) to the sequence layout. Valid volume levels typically range 0 – 40. You will be prompted for a volume level when you click on the button. If a non-valid value is entered, it will inform you that it is not valid.

The **Sound** button enables you to add a new sound entry to the sequence layout. You must first browse through the **Sounds on Caller**, click on the sound you wish to add, then click on **Sound**. You will be asked how many times you would like to have the sound repeat.

The **Pause** button allows you to add a pause to the sequence layout. Acceptable pause values range from 1 – 99999 seconds.

On some FOXPRO models, you will find the **Decoy** button active. This allows you to add in the decoy on or off command to your sequence layout. When you click on this button, it will prompt you to specify whether you wish to issue a decoy on or off command.

On some FOXPRO models, you can turn on FOXMOTION to a specific setting by using the **FOXMOTION** button. When you click on the button, it will prompt you to add the appropriate value (0 – 4).

On some FOXPRO models, you can activate FOXPITCH through the **FOXPITCH** button. When you click on **FOXPITCH**, it will prompt you for the appropriate value to assign to FOXPITCH from the range 0-19.

The sequence layout box is completely editable. You are welcome to click into the box to add, delete, rearrange, or custom modify the sequence as you wish. Just be sure that you fully comprehend how the sequences must be designed.

The **Open** button allows you to browse your FOXPRO game call or hard drive for existing sequence files and then open them for view/edit.

The **Save** button allows you to save the sequence layout as an actual sequence file. When saving a sequence, you must conform to the standards of, for example, 'S00 My Sequence.seq', however, if you forget to add the '.seq' to the file name, the editor checks for it and will add it for you.

The **Clear** button allows you to clear the sequence box.

IMPORTANT NOTE: When you are adding commands to the sequence layout, make sure that you highlight the spot in the layout that you want that command to appear. As you insert new commands into your sequence, the highlight bar should automatically add a blank line or advance to the next line, but you should always double-check that you have a position selected that you want the command to appear.
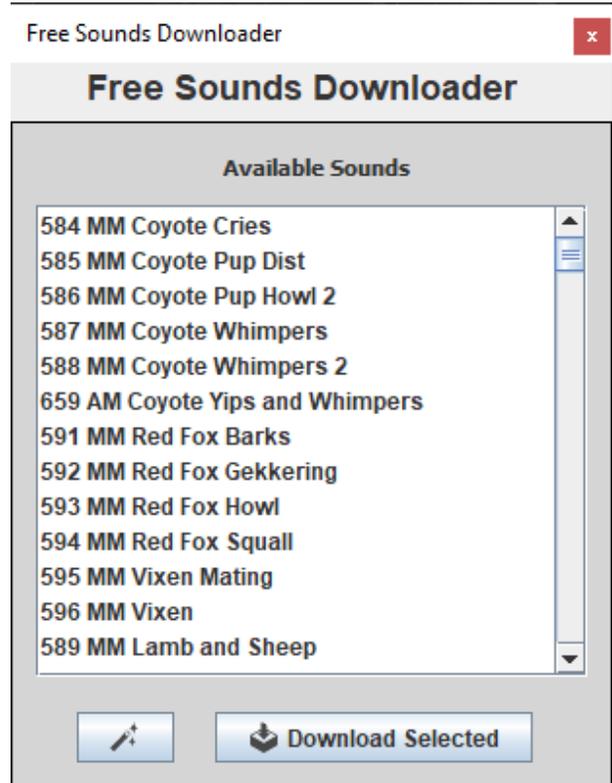

Free Sounds Downloader

The image to the right shows the window that appears after you click on **File -> Download Free Sounds** (or Control + F from the main interface).

In order to download free sounds, you must be connected to the internet. When you click on **Download Free Sounds**, the application retrieves a list of all free sounds available from the FOXPRO website. You can then click on specific free sounds or select them all (magic wand). By clicking on the **Download Selected** button, you are able to download the selected free sounds to your hard drive.

Depending upon your internet connection, it may take a few minutes for the sounds to download. The operation status overlay will appear keeping you up to date on the progress. When completed, the free sounds will appear in the **Source Sound Files** column on the main window.

Note: You will have to accept a license agreement before you can download the free sounds.

Sound Pack Downloader

This is feature was introduced to the FOXPRO Programming Utility JE in the 2.1.5 version. This exciting new feature allows you to link the software to your online store account for the purposes of downloading sound packs that you have purchased. Keep in mind: this is intended to download sound packs that you have purchased, not the purchasing of new sound packs.

To login to your account, click on the **File** menu and then click on **Sound Pack Downloader**. A new window will appear as shown in the screenshot below.

The first thing you must do is sign-in to your store account. Enter the email address you used when signing up for the account and your password, then click the **Login** button. If you the account credentials are correct, the small field on the bottom-left of the interface will display "+User Authenticated". Also, upon successfully accessing your account, the box on the right side of the display will populate with the list of all sound packs you have purchased to date. The sound packs are listed by their FPDLC ID number associated with the online store. You can highlight one of the list sound packs by clicking on it. From there, you can click on **View Sounds** to see all of the sounds featured within the sound pack. You can also click the **Download Selected** button to download the sound pack from your store account to your computer. Please note that when you download a sound pack, the sound pack is automatically parsed and the sounds from the sound pack will be imported in to your **Source Files** column and will be available for immediate insert into your game call. Having this integrated into the programming utility will help simplify the process of downloading and install new sounds into your FOXPRO game call. The actual compressed sound pack file will be saved to your Documents -> FOXPRO folder. The file name will be something to effect of "FPDLCXXXXX.zip".
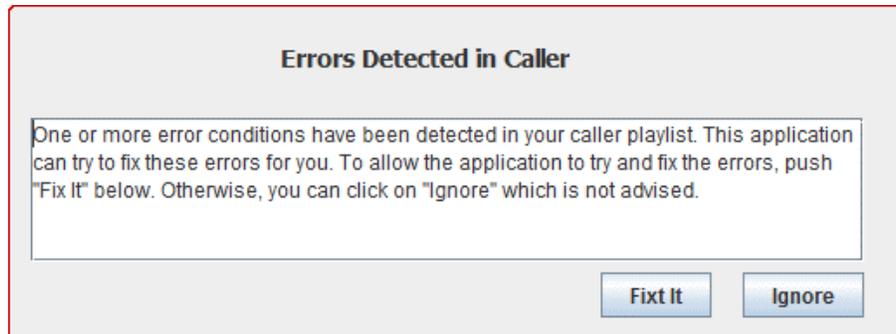
What is the FPDLC ID? Each time you purchase a sound pack through the online store, the sound pack is assigned a unique "FPDLCID" which stands for FOXPRO Downloadable Content Identification. If you login to online store through the website, click on the **My Account** menu and then click on **Sound Pack Download Manager**, you will see all of your available sound packs. Each one of the listed sound packs has an FPDLC ID next to it. You can use this to reference sound packs through the **Sound Pack Downloader** in the programming utility, if needed.

If you are trying to sign in to your account, but you forget the account password, be aware that you can only try logging in 10 times unsuccessfully until the account is becomes locked. When the account is locked, you will not be able to try signing in for a period of time. You can access the FOXPRO website and use the password reset if needed.

When you are finished using the Sound Pack Downloader, simply push the close button on the upper-right corner of the Sound Pack Downloader window and you will return back to main interface.

Sound List Error Detection & Correction

When you launch the programming utility, it performs an initial scan of the sound list in your game call. If it detects a problem within the sound list, it will alert you with following prompt:

Errors Detected in Caller

One or more error conditions have been detected in your caller playlist. This application can try to fix these errors for you. To allow the application to try and fix the errors, push "Fix It" below. Otherwise, you can click on "Ignore" which is not advised.
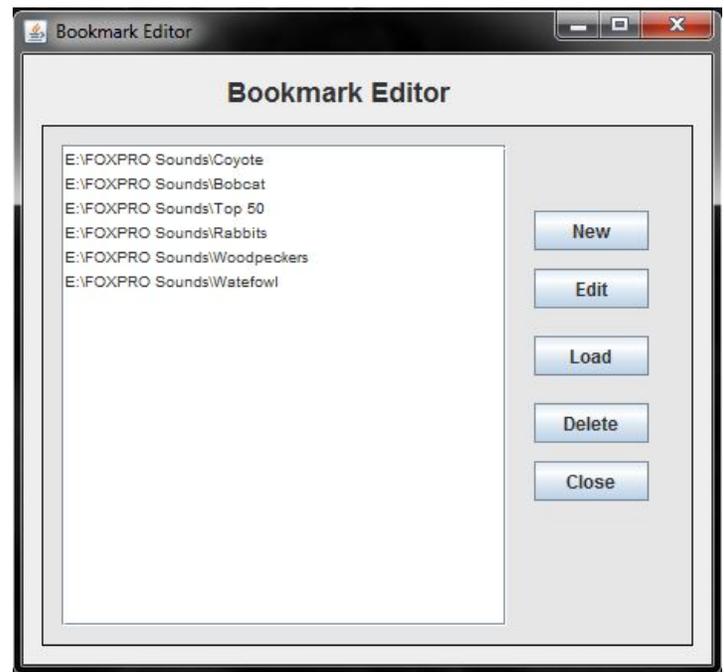
Fixt It   Ignore

If you encounter this prompt, it is highly recommended that you allow the utility to run the auto-correction procedure. This procedure sweeps the sound list and automatically makes adjustments to resolve problems. For example, if you have a Spitfire memory card connected to your computer and it has 48 files on instead of 24, it will move the excess sounds into a folder in the memory card called "AutoFix_Moved_files" so that you can retrieve them later. After the auto-fix procedure has completed, a status update box will appear that provides you with a review of what it has done.

Bookmarks

Bookmark Editor

E:\FOXPRO Sounds\Coyote
E:\FOXPRO Sounds\Bobcat
E:\FOXPRO Sounds\Top 50
E:\FOXPRO Sounds\Rabbits
E:\FOXPRO Sounds\Woodpeckers
E:\FOXPRO Sounds\Watefowl

New
Edit
Load
Delete
Close

Bookmarks are shortcuts to locations on your computer where sounds are stored. This is especially useful if your personal sound library is segmented by species or spread out across many different folders.

Let's say you have a large quantity of sounds stored in a single folder. Scrolling through the entire list to find a specific sound can be time consuming. Instead of keeping all sounds in a single folder, dividing them into their own unique sub-folders per species provides new level of organization. You can then create bookmarks for each sub-folder to access those specific sounds quickly. If you want to view only coyote sounds, click on **Edit** -> **Manage Bookmarks** (or keyboard shortcut control + b), click on the bookmark for the coyote folder, and the click Load. The Source Files column instantly populates with the sounds stored in that folder.

Creating New Bookmarks
1. Access the bookmark editor from the **Edit Menu** -> **Manage Bookmarks**.
2. Click the New button.
3. A file browsing dialog box will appear. Use this dialog box to navigate to the location on your hard drive where you have specific sounds stored. When you get to that folder, the sounds stored in that location should be visible in the box.

4. You can double-click on one of the sound files in the folder to set the current path as a new bookmark.
5. The bookmarks list will display the new location at the bottom.

Loading a Bookmark
1. Access the bookmark editor from the **Edit Menu** -> **Manage Bookmarks**.
2. Click on the bookmark you wish to load from the list.
3. Click the **Load** button.
4. The Bookmark Editor screen will close and the Source Files column will populate with the sounds stored in that location.

Editing a Bookmark
1. Access the bookmark editor from the **Edit Menu** -> **Manage Bookmarks**.
2. Click on the bookmark you wish to edit.
3. Click on the **Edit** button.
4. A file browsing dialog box will appear. Use this dialog to navigate to the new location on your hard drive where you have specific sounds stored. When you get to that folder, the sounds stored in that folder should be visible in the box.
5. Double-click on one of the sound files to set the current path as the bookmark.

Deleting a Bookmark
1. Access the bookmark editor from the **Edit Menu** -> **Manage Bookmarks**.
2. Click on the bookmark that you wish to edit.
3. Click on the **Delete** button.

Main Menu Strip

The main menu strip across the top of the interface has three options: **File**, **Edit**, and **Help**. By clicking on the **File** menu you will reveal **Import FOXPRO Sound Pack, Download Free Sounds, Sound Pack Downloader,** and **Exit**. The **Import FOXPRO Sound Pack** item will enable you to import a FOXPRO sound pack file directly into the **Source Files** column. **Download Free Sounds** was covered earlier in this guide.

The **Edit** menu gives you access to **Mange Bookmarks**.

The **Help** menu contains a number of options. **Online Manual** attempts to launch your computers default web browser to connect you to the online guide for reprogramming your game call. **System Messages** opens a window that displays any error messages or other messages that may have been thrown by the utility during its operation. If you call FOXPRO for technical support, they may have you open this to check for different error states. **System Overview** provides information about your local system—this can be useful for technical support calls. **About this Program** displays information regarding the version, build date, and provides a mechanism for checking for updates.

Troubleshooting

If you experience any trouble with the application, here are a few pointers that may help you out.

- Make sure that you have the latest version of Java installed on your computer. Mac OS X does not come with Java installed by default—therefore, you may have to install it manually. This can

be completed easily by visiting the official Java website at: http://www.java.com Installations for all major operating systems are available.

- If you open the utility, then connect a valid FOXPRO device, and the utility fails to recognize the device, try closing the utility, reconnecting the device to the computer, and then reopening the utility. During the startup process of the utility, it should recognize the device.
- **ALWAYS properly eject/safely remove your FOXPRO device from the computer prior to unplugging it!** Many problems can be avoided by making sure that you follow this recommendation—especially on Mac OS X.
- Check the error log for information pertaining to an encountered error state. You can view the error log by pushing the **F2** button on your keyboard, or by clicking on the **Help** menu and then selecting **System Messages**. You can also access the raw log file by navigating to Documents -> FOXPRO -> jeconfig folder and then opening the file "fppu.log" in a text editor such as Notepad. This file contains any error messages thrown during operation. This may also be useful for a support agent helping you over the phone.
- If you are trying to reprogram a memory card for a unit (ex: Spitfire, Wildfire, Scorpion X1B, Scorpion X1C) and you are unable to add sounds to the card, check that you are using a micro SD card reader/writer and not just a reader. In addition, if your card adapter has a small slide switch, make sure that it is in the "unlocked" position—typically indicated by a picture of a lock. If the card adapter is locked or just a card reader, then you will be unable to make any changes to the memory card until it is unlocked or a proper reader/writer is obtained.
- If you receive an error message regarding errors in the playlist when the application first loads, it is recommended to allow the application to fix the problem. If you ignore the problem at this stage, the problem will still be present later and will cause you additional grief. Most errors are caused by having incorrectly named files present inside of the device. This can be in the form of duplicates, missing or skipped numbers, and files that are number in proper sequence with the rest. The Auto Fix feature is designed to help take care of the errors quickly and easily.

More Information

FOXPRO's official website has a lot of useful resources to help you get the most of your FOXPRO game call. You can find instructional content on programming, articles on hunting, product videos, and the Furtaker's webisodes. Be sure to stop by regularly to stay up to date on the latest information from FOXPRO!