



FOXGRIP™ II

Instruction Manual

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Table of Contents

1. Introduction	4
1-1 What is FOXGRIP II?	4
2. TX1000 Instructions	4
2-1 Check Firmware Compatibility	4
2-2 Pairing the FOXGRIP II with the TX1000	5
2-3 Configuring Buttons 1 and 2.....	5
2-4 Using FOXGRIP II with the TX1000.....	5
3. TX505 Instructions	6
3-1 Compatibility	6
3-2 Pairing the FOXGRIP II with the TX505	6
3-3 Using FOXGRIP II with the TX505.....	7
4. Battery Replacement	7
5. Maximizing FOXGRIP II Operations	7
6. Limited Warranty Statement	8

1. Introduction

To avoid personal injury and prevent product damage, read all operating instructions and safety precautions prior to use. Please note that these instructions may be modified without notice. It is recommended to periodically check the instructions to be aware of any recent changes.

FOXGRIP II is compatible with FOXPRO game calls featuring the TX505 and TX1000 remote controls. This manual covers configuration for the TX505 and TX1000 remote controls. You can use the table of contents to quickly locate the instructions for your particular setup.

1-1 What is FOXGRIP II?

FOXPRO's FOXGRIP II is a universally-mountable alternative to the original AR-mountable Fox Grip (<http://www.gofoxpro.com/site/products/accessories/foxgrip>). FOXGRIP II is a radio transmitting device that sends a signal to the TX505 or TX1000 remote control to trigger a feature specific reaction from the associated FOXPRO digital game call. For example, a TX1000 user may have button 1 set up to mute their Shockwave while button 2 plays preset 1.

FOXGRIP II features industrial-strength Velcro allowing you to secure it to many different locations such as your firearm, shooting sticks, or anywhere else you wish. It is powered by a single lithium coin cell (CR2032) battery which provides approximately 3,000 individual button pushes (actual number of pushes will vary depending upon use).

2. TX1000 Instructions

This chapter focuses upon setting up the TX1000 for use with FOXGRIP II.

2-1 Check Firmware Compatibility

Before continuing through this section, it is important to check the version of firmware installed in your TX1000 to ensure compatibility. To check the firmware version, perform the following:

1. Turn on the TX1000 remote control.
2. Enter the main menu.
3. Select the "TX1000 Settings" menu.
4. Select "About Info".

The "About Info" screen displays version information. If the firmware version is less-than 1.6, the TX1000 will require a firmware update to properly interface with FOXGRIP II. Refer to your game call operations manual for instructions on performing a firmware update. If the firmware version is at least 1.6, proceed with this section.

2-2 Pairing the FOXGRIP II with the TX1000

Make sure that you have fresh batteries in the TX1000 and FOXGRIP II prior to trying the following steps. Before you can use the FOXGRIP II with the TX1000, you must pair the two devices together.

1. Turn on the TX1000 remote control.
2. Enter the main menu.
3. Select “FoxFeatures” menu.
4. Select the “FoxGrip” menu.
5. Use the scroll buttons to cycle the displayed value from “Off” to “On”, and then push “Play/Select” to lock it in. If it is already “On”, proceed to the next step.
6. Next, select the “FoxGrip Unit ID...” menu. A message will appear on the screen stating, “Activate Fox Grip to pair now.”
7. Push button 1 on the FOXGRIP II a single time and release.
8. The screen will return to normal and the FOXGRIP II identification number will be displayed to the right.

2-3 Configuring Buttons 1 and 2

Fox Grip buttons 1 and 2 can be mapped to any of the following features in the TX1000:

- Presets 1 – 5
- Fox Data
- Mute
- Auxiliary

To configure FOXGRIP II to perform a specific function, perform the following:

1. Turn on the TX1000 remote control.
2. Enter the main menu.
3. Select the “FoxFeatures” menu.
4. Locate the “Fox Grip” menu. Notice the two options: “Button 1” and “Button 2”.
5. Select the button you wish to configure.
6. To the right, notice that a specific feature is highlighted. Use the scroll buttons to cycle through the available options. Once the desired option is selected, push “Play/Select” to lock it in.

2-4 Using FOXGRIP II with the TX1000

During operation, FOXGRIP II transmits a radio signal to the TX1000 remote control. You must make sure that you keep FOXGRIP II within 10 yards of the remote control. You must also make sure that the remote control is within proper operational distance from the game call (line of sight).

With the FOXPRO game call and TX1000 both powered-on, you can start using FOXGRIP II. Push button 1 or button 2 during normal operation. Watch the TX1000 closely to see it react to the FOXGRIP II command—you should notice the FB/FG indicator on the top status line blinking after it has successfully received a signal from FOXGRIP II. You should also observe the FOXPRO game call reacting to the button press by performing the feature you have mapped to that particular button.

3. TX505 Instructions

This section covers using the FOXGRIP II with the TX505 remote control. It is important to note that **only button 1 is configurable with the TX505 remote control**. Button 2 will only ever trigger preset 1. Keep this in mind while setting up FOXGRIP II. Button 1 can be assigned to any of the following features:

- Auxiliary
- Preset 1
- Preset 2
- Toggle mute

3-1 Compatibility

Before continuing through this section, it is important to make sure that you have a TX505 remote control. The TX505 is featured with the following FOXPRO digital game calls: Fury 2, Prairie Blaster 2, CS24B, and newer Krakatoa models. If you have an original TX500 remote control, FOXGRIP II will not work with it. Please contact the sales team for purchasing a TX505 remote control at: 866-463-6977.

3-2 Pairing the FOXGRIP II with the TX505

Make sure that the TX505 has fresh batteries installed prior to performing these steps.

1. Turn on the TX505 remote control.
2. Access the main menu by holding down the selector knob for about 2-3 seconds.
3. Enter the "FOXBANG/FOXGRIP" menu.
4. Select "FOXGRIP OPTIONS".
5. By default, Fox Grip is turned off. At this stage, you must decide which function you would like button 1 to be assigned to. Remember, button 2 triggers preset 1 by default. Select the option you wish to assign to button 1, highlight it, and push down on the selector knob a single time to lock it in.
6. Exit all menus and return to your sound list display.
7. Push button 1 on the FOXGRIP II a single time. The display on the TX505 shows: "FOXGRIP PAIRING MENU". Select "YES" to allow the TX505 to be paired with FOXGRIP II.

3-3 Using FOXGRIP II with the TX505

During operation, FOXGRIP II transmits a radio signal to the TX505 remote control. You must make sure that you keep FOXGRIP II less-than 10 yards from the remote control. You must also make sure that the remote control is within proper operational distance from the game call (line of sight).

With the game call and TX505 powered-on, you can use FOXGRIP II. Push button 1 or button 2. Watch the TX505 closely to observe the reaction. If you push button 1 (activates preset 1), you can see the TX505 switch to preset mode and briefly flash the sound and volume settings for preset 1.

4. Battery Replacement

The FOXGRIP II contains a single lithium coin cell battery (CR2032). This battery typically lasts approximately 3,000 button pushes (actual number of button pushes will vary depending upon use). Replacement battery can be found at many local stores or through on line sources. To replace the battery, follow the instructions below:

1. **Before attempting to replace the battery, it is crucial that you understand the risks of electrostatic discharge potentially harming the electronic board during battery replacement!** Prior to replacing the battery, make sure that you are static free. You can touch your hand to a refrigerator door, oven housing, door knob, etc. If you have the ability to use a proper grounding wrist strap, please do so.
2. Carefully separate the FOXGRIP II into two halves. This can be accomplished with a flathead screwdriver or other comparable tool.
3. Once apart, the circuit board will move freely. The batteries is located on the back side.
4. Locate the current battery and carefully remove it from the board by sliding it out of the holder. Note battery orientation as you remove it as the new battery must go back in the same way.
5. Carefully slide the new battery into the holder.
6. Place the circuit board back inside the appropriate case half.
7. Line the two halves up together and snap them shut to form a single device once again.

5. Maximizing FOXGRIP II Operations

FOXGRIP II relies upon either the TX1000 or TX505 remote control in order to cause a specific reaction from the accompanying FOXPRO digital game call. It is critical that the remote control is not obstructed from having a clear line of sight to the game call. For example, if the remote

control is seated on the ground in high grass, behind a rock, in your pocket, or perhaps on a table 20 feet away, there's a strong chance that it will fail to trigger the desired operation.

- Always keep FOXGRIP II less than 10 yards from your TX1000 or TX505 remote control.
- Always keep a clear line of sight path between the TX1000 or TX505 and the associated FOXPRO digital game call.
- Always use fresh batteries in all devices.

6. Limited Warranty Statement

FOXGRIP II is warranted to be free from defects in materials and workmanship that diminish its usefulness for a period of six months from the date of purchase. This limited warranty is void if the device is physically damaged, used in a manner contrary to intended use, or otherwise abused, either intentionally or unintentionally. Also specifically excluded is batteries and water damage.