

FOXPRO®

AMERICAN MADE GAME CALLS



INSTRUCTION MANUAL

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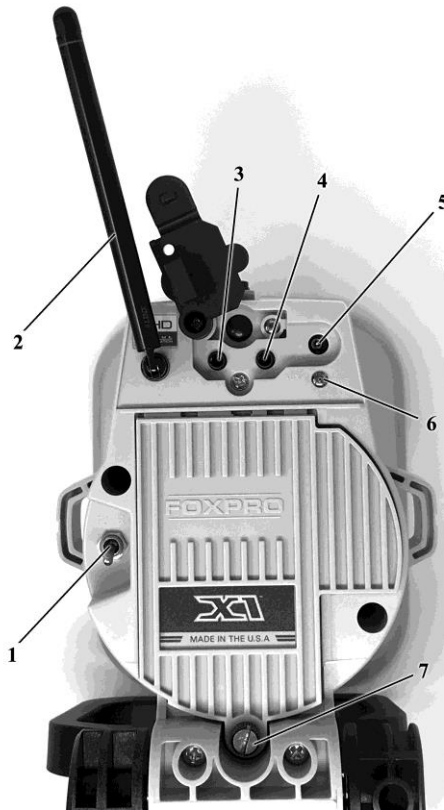
1. Getting Started

Congratulations on your purchase of the FOXPRO X1 digital game call! To avoid personal injury and product damage, be sure to read all operating instructions before using the FOXPRO X1.

1-1 X1 Overview

The following graphic highlights the functions and details of the X1 digital game call:

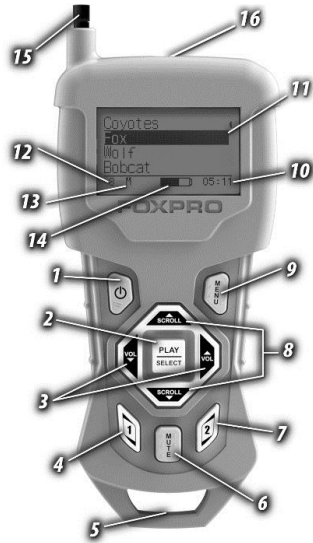
1	Power Switch
2	Antenna
3	External Speaker Jack
4	Auxiliary Jack
5	Charge Jack
6	Pilot Light/Low Battery Indicator
7	Battery Cover Screw



1-2 TX433 Transmitter Overview

The following graphic highlights the functions and details of the Patriot TX433 transmitter:

1	Power on/off
2	Play/select
3	Volume up/down
4	User 1
5	Lanyard loop
6	Mute
7	User 2
8	Scroll up/down
9	Menu/back
10	Elapsed timer
11	Sounds/categories
12	Volume level
13	Mute status indicator
14	Battery indicator
15	Telescopic antenna
16	Sound upload jack



2. Operating Manual

The Operating Manual explains how to use the X1 Digital Game Call. We strongly suggest reading the manual in its entirety to fully understand all of the features and get the most of your new product.

2-1 What's Included

- A. X1 Digital Game Call
- B. TX433 Transmitter
- C. 3.5mm Male Stereo to Stereo Sound Upload Cable
- D. 11.1V Lithium Ion Battery Pack/Charger Kit

2-2 X1 Requirements

The X1 ships from the factory with an 11.1V Lithium Ion Battery Pack/Charger Kit. The battery pack will need to be charged fully before use in order to get the best performance.

Installing the Battery Pack in the X1

1. Remove the battery compartment cover on the back of the X1. You may need a flat-head screw driver to remove the thumb screw.
2. Locate the power wire that is inside the battery compartment. It will have a white, plastic connector on the end.
3. Connect the battery pack to the plastic connector and place the battery pack into the X1.
4. Reinstall the battery cover.
5. To verify that you have power: Flip the power switch to the "on" (UP) position. The pilot LED will illuminate green, indicating that the X1 is powered on. If the LED does not illuminate, verify that your battery pack is charged. The LED may flicker for a period of time before glowing solid when the X1 is initially powered on. This is normal. If the LED begins blinking during operation, it indicates the battery pack is low and needs recharged.

2-3 Charging the X1

Your X1 game call comes with an 11.1V 5200mAh lithium ion battery pack and compatible charger. In order to charge the battery pack, you will have to install the battery into the caller by following the steps in Section 2-2 “Installing the Battery Pack in the X1.” However, you will want to leave the battery cover off of the caller in order to vent any heat associated with a charging battery. Failure to do so could result in the collection of excess heat which can potentially have harmful effects on overall battery life and damaging effects on the electronics. Any damage associated with an overheated battery pack is not covered under the warranty.

Once you have installed the battery, make sure your caller is turned off and any accessories (decoy, external speaker, USB cable) are disconnected from the unit. You can now plug your charger into the charge jack on the back of the caller and connect the other end to a 120V AC wall plug. At the end of the charger, you will notice a glowing red light. This means the battery pack is charging. The light will turn green once the battery is fully charged. It takes roughly 6 hours to charge a fully-depleted battery pack.

GENERAL PRECAUTIONS FOR CHARGING

- **Never attempt to charge batteries that are not intended to be recharged!** This includes both Zinc Carbon and alkaline cells. The resulting damage can be serious and will not be covered by the warranty. For maximum charge efficiency, we recommend charging your X1 in temperatures ranging from 40°F to 85°F (5°C to 30°C).
- Disconnect any/all accessory devices that may be attached to the X1 prior to charging. This includes external speakers, auxiliary devices, and USB cables.
- Make sure that the power switch is in the “off” position while charging.
- Make sure that the rechargeable battery pack is installed in the X1 properly.
- Connect the approved FOXPRO charger to the charge jack on the X1 and attach the transformer to the appropriate outlet.
- Do not leave charging batteries unattended.
- Remove battery pack from power wire when caller will not be used for prolonged periods to help prevent deep discharge.
- Recharge your batteries periodically—even when not in use—to prevent deep discharge.

WARNING

- **Do not mix battery types!** For example: never use NiMH rechargeable batteries in conjunction with non-rechargeable alkaline batteries.
- **Never connect your X1 to an unregulated 12V system (i.e. automotive systems, high current power supplies, etc.)** Serious damage will occur which is not covered by the warranty. The charge jack is intended only for FOXPRO® chargers.
- **Never attach an unapproved or a non-FOXPRO® charger to your X1!** Damages caused by plugging unapproved charging devices into your X1 will not be covered by the warranty.

2-4 TX433 Requirements

The TX433 remote control operates on a single 9V battery (not included). It is recommended that you use a high-quality lithium or alkaline battery for the best performance.

Installing a Battery in the TX433 Transmitter

1. Access the battery compartment by removing the battery compartment door from the back of the TX433. The door slides down and off the remote.

2. Insert the 9V battery in the back of the remote.
3. Slide the battery compartment door back onto the remote.
4. Push and hold the power button on the TX433 for approximately 1-2 seconds to power it on. The LCD will activate and display the primary screen.

2-5 Playing Sounds

The primary function of your X1 game call is to produce sounds to attract wildlife. This section explains how to turn on the X1 and the TX433 and how to start playing sounds.

IMPORTANT NOTE
THE PATRIOT TRANSMITTER IS NOT INTENDED TO OPERATE THE CALLER AT DISTANCES SHORTER THAN 1 METER (3 FEET). IF THE TRANSMITTER IS LOCATED TOO CLOSE TO THE CALLER, PROPER OPERATION CANNOT BE ENSURED.

1. Turn on the X1 by flipping the power switch to the “On” position. When powered on, the X1 pilot light illuminates green, indicating that it is powered on. If the light does not activate, recharge your battery pack and try again.
2. Turn on the TX433 transmitter by pushing and holding the power button for approximately 1-2 seconds.
3. Notice the black horizontal highlight bar on the TX433 display. The bar moves up and down the screen as you use the “Scroll Up” or “Scroll Down” arrow buttons.
4. Move the highlight bar to one of the sound categories and push the “Select” button. Doing this results in displaying all of the sounds in that particular category. To exit the current category, push the “Back/Menu” button.
5. After moving the highlight bar to the sound you wish to play, push the “Select” button a single time to begin playback. Your selected sound will begin playing at low volume.
6. **To adjust the volume:** Use the “Volume Up” button to raise the volume level to your desired setting. Use the “Volume Down” button to decrease the volume level. The transmitter has 20 volume steps.
7. **To silence the sound:** Push the “Mute” button a single time. When muted, the mute status indicator on the TX433 display shows an “M” and the current sound is silenced. Un-muting is accomplished by pushing the “Mute” button a second time (the “M” will no longer be displayed and the sound will resume playing).
8. **To switch sounds:** Use the scroll buttons to navigate to a different sound and push the “Select” button. You can switch sounds while the X1 is actively playing a sound or while muted.
9. **To turn off the TX433:** Push and hold the power button for approximately 1-2 seconds. Be aware that turning off the remote control does not end sound playback on the X1. If you are finished calling, use the “Mute” button to silence the X1 prior to turning off the TX433.
10. **To turn off the X1:** Flip the power switch to the “Off”(DOWN) position. The pilot LED will extinguish.

2-6 Favorites

The TX433 allows you to establish a list consisting of 10 of your most frequently used sounds under the “Favorites” menu. These “Favorites” allow for quick selection of your favorite sounds at your predetermined volume level. This section describes the process involved in creating, changing, and using your presets.

Creating New Favorites

1. Select the “Favorites” menu item on the TX433. If this is your first time working with favorites, favorite 1 is automatically set to Coyote Pup Distress 3 at volume 10.
2. To set a preset, position the black highlight bar on one of the blank preset slots and push the “Select” button a single time.

3. The first step is selecting the sound you wish to use. Use “Sound Up” or “Sound Down” buttons to navigate through your sound list and locate the desired sound. Once found, push the “Select” button to set the sound.
4. Next, select the volume level that you wish to use for this favorite. This is done by using the “Volume Up” or “Volume Down” arrow button. After you have found your desired volume level, push the “Select” button to set the volume level. This will complete setting up your Favorite.
5. You will notice that the slot you assigned this favorite to now displays the sound name and the volume level for reference.

Changing/Overwriting Existing Favorite

1. Select the “Favorites” menu item on the TX433.
2. Position the highlight bar on the favorite that you wish to change.
3. Push and hold the “Select” button for about 3-4 seconds. Repeat the steps for Creating a New Favorite.

Using a Favorite

1. Select the “Favorites” menu item on the TX433.
2. Position the highlight bar on the preset that you wish to activate.
3. Push the “Select” button a single time to begin playback. The X1 will begin playing the selected sound at the preset volume level.

3. Auxiliary Jack Function

The AUX jack is provided primarily for the remote control of FOXPRO decoys, and may be suitable for controlling other similar devices. It is NOT intended for the direct control of motors, flashlights, or other devices requiring the internal AUX jack circuitry to switch more than 50 milliamps. The jack tip polarity is positive. Do not exceed 15 volts. You are urged to seek help from a knowledgeable professional before connecting any unapproved device to the jack. Keep in mind that any damage to the FOXPRO caller as a result of improper use of the AUX jack is not covered by the warranty, nor will FOXPRO be liable for damage to any connected devices.

4. Using External Speakers

The X1 is equipped with an external speaker jack which allows you to connect an additional speaker. By connecting a larger and more efficient external speaker to the X1, the volume level can be increased significantly. You can find a complete selection of external speakers on the FOXPRO website. The external speaker jack on your X1 accepts a standard 3.5mm plug. When selecting an external speaker, be sure to use one with an impedance rating of 8-ohms. **Be sure the X1 is turned OFF before connecting an external speaker!** To connect an external speaker, plug the connector of the external speaker into the external speaker jack on the back of the X1.

5. Picatinny Rail Mount

The X1 includes a picatinny rail mount located on top of the caller (rail not included). In order to install the rail, remove the 2 set screws that are included with the caller. Mount the rail so the holes line up and re-install the screws. You can now fix any device that has a picatinny rail on top of the caller.

6. Tripod Mount

The X1 features a universal tripod mount (tripod not included) located on the bottom of the longer leg. This mount will work with most tripods using the universal-type tripod connector. Using a tripod can be helpful in two ways. First, elevating the caller off the ground can help sound propagation by lessening the dampening of the emitted sound to the ground. Second, elevation can be helpful in maximizing the remote range.

7. TX433 Transmitter Detailed Information

This section covers the TX433 in detail including breakdowns and explanations of each menu item.

7-1 Primary Display Area

When powered on, the TX433 briefly displays a startup screen (firmware version) and then goes straight to the primary display area (see image to the right). The “Favorites” menu item holds your 10 favorite sounds. Below “Favorites” are your various sound categories. The bottom line of the display is a status bar that shows (in order): current volume level, mute status, battery level, and elapsed timer. You navigate through the screen with the “Scroll Up” and “Scroll Down” buttons. As you scroll, the black highlight bar moves up and down, respectively. To select a menu item, push the “Select” button. To move back to the previous screen after making a selection, use the “Back/Menu” button.



7-2 Main Menu

The main menu provides access to a variety of transmitter configurations. To access the main menu, push the “Back/Menu” button a single time. The available menu options are as follows: “Sound Settings,” “Display/Power,” “Timer/User,” and “Remote Settings.” The following sections cover each of these menu items and their sub-menu items in detail.

7-3 Sound Settings: Volume Step

The TX433 has a range of volume steps from 0 – 20. Increasing the volume in the field by increments of 1 may be too slow for some, therefore, this stepping value is configurable. You can choose from 1, 2, and 3. To change the volume step value, highlight the “Volume Step” menu item, push the “Select” button, then use the “Sound Up” or “Sound Down” scroll buttons to cycle through the options. When the desired option is set, push “Select” a final time to lock it in. The value assigned to the Volume Step option will be remembered between power cycles.

7-4 Sound Settings: Play Mode

This menu allows you to specify which mode of sound playback the Patriot operates on. The available options are: repeat, single play, and jukebox. The default setting is repeat. In **Repeat mode**, the Patriot will play the selected sound repeatedly until you interrupt it. In **Single play mode** the sound will play a single time, then stop. In **Jukebox mode** the sounds play a single time, incrementally. The Play Mode setting is NOT stored between power cycles. You will need to change this setting each time you power on the Patriot remote.

7-5 Sound Settings: Fav Mute OR

During normal operation, if the Patriot is muted and you request to play a favorite, the sound is queued for playback, but it cannot be heard until the caller is un-muted. Favorite mute override will take care of this and eliminate the need for un-muting the sound upon preset activation. It works by initially checking to see if mute is active and, if it is, un-mute the Patriot prior to initiating playback of the sound. Turning on favorite mute override can be done by accessing Sound Settings, highlighting the “Fav Mute OR” menu item, pushing “Select”, then using the “Sound Up” or “Sound Down” to toggle between off and on. Push “Select” a final time to set it. This setting is remembered between power cycles.

7-6 Display/Power: Backlight

This setting allows you to change the intensity of the backlight in a range from 5% - 100%. The lower the intensity, the better your battery life will be. To adjust this setting, highlight the Backlight menu option, push the “Select” button, and then use the “Sound Up” or “Sound Down” scroll buttons to cycle through the values. When you have selected the desired backlight intensity, push the “Select” button a final time to set it. This setting is remembered between power cycles.

7-7 Display/Power: Bklt T.O.

This setting allows you to set the duration for the backlight timeout. The backlight illuminates every time a button is pressed. If the backlight is illuminated and you do not push a button within the set period of time, the backlight will automatically shut off. Available values are 15 seconds, 30 seconds, and 1 minute. Keeping this at a lower value will help promote maximum battery life. To adjust this setting, highlight the Backlight T.O. menu option, push the "Select" button, and then use the "Scroll Up" or "Scroll Down" scroll buttons to cycle through the values. When you have selected the desired backlight timeout period, push the "Select" button a final time to set it. This setting is remembered between power cycles.

7-8 Display/Power: Contrast

This setting allows you to adjust the screen contrast. In 'normal' display mode (see 5-9 Display/Power: LCD Mode), the higher the value, the darker the text will appear. In 'inverse' display mode, the higher the value, the darker the background will appear. To change this value, highlight the contrast menu item, push the "Select" button, then use the "Scroll Up" or "Scroll Down" buttons to cycle through the values. When you have selected the desired contrast setting, push "Select" a final time to set it. This setting is remembered between power cycles.

7-9 Display/Power: LCD Mode

This setting allows you to set the desired display mode. Available options include normal and inverse. In normal mode, the text will appear as black and the background will be light. In inverse mode, the background will be black with light text. To change this value, highlight the LCD Mode menu item, push the "Select" button, then use the "Scroll Up" or "Scroll Down" buttons to cycle through the available options. When you have selected the desired LCD Mode, push the "Select" button a final time to set it. This setting is remembered between power cycles.

7-10 Display/Power: Auto Off

If you do not push a button on the remote for a set amount of time, the remote will automatically power down to conserve battery life. The available options for this setting include 30 minutes, 45 minutes, 1 hour, 2 hours, and 4 hours. To change this value, highlight the Auto Off menu item, push the "Select" button, then use the "Scroll Up" or "Scroll Down" buttons to cycle through the available options. When you have selected the desired auto off period, push the "Select" button a final time to set it. This setting is remembered between power cycles.

7-11 Timer/User: Stand Tmr

The elapsed timer (located on the bottom right of the display) allows you to see how long you have been on a stand. The timer starts as soon as you turn on the Patriot transmitter. You can reset the timer by accessing the Main Menu, selecting Timer/User option, and then selecting the "Stand Timer Reset." The timer will automatically reset to 00:00 if it is allowed to continue beyond 99:59.

7-12 Timer/User: Alarm

The Patriot remote features a visual alarm that can be set to go off after a span of time. The available times are represented in minutes: 1 – 15 (individual steps) and 20-60 (steps of 5). When the alarm is set and the configured time span passes, the stand timer (or clock if set to display the clock) will display a confirmation message and the timer indicator will begin to flash. To set an alarm, select the "Alarm (minutes)" menu item, push the "Select" button, and then use the "Scroll Up" or "Scroll Down" buttons to find the desired time value. When the desired time value is selected, push the "Select" button to set the alarm.

7-13 Timer/User: USER 1 & USER 2

User button 1 and 2 can be assigned a function of your choice for quick one-button access. You can choose from: Favorite 1, Favorite 2, Favorite 3, AUX, Recall, Timer reset, and Backlight. To set this, highlight the "USER 1" or "USER 2" menu item, push the "Select" button, then use the "Scroll Up" or "Scroll Down"

buttons to cycle through the options. When the desired option has been set, push “Select” a final time to set it. These settings are remembered between power cycles.

7-14 Remote Settings: Download List

Any time you reprogram the Patriot to add new sounds or rearrange existing sounds, you must download a new copy of the play list to the transmitter. This menu item will guide you through that process. In order to download the playlist, you will need a 3.5mm stereo male-to-male cable (included). See section 6-3 for more information.

7-15 Remote Settings: AUX Cntrl

The auxiliary jack operation specifications can be changed from either momentary or latched. All FOXPRO decoys require that the jack be setup for

momentary. To configure the auxiliary jack setting, highlight the “Aux Control” menu item, push the “Select” button, and then use “Scroll Up” or “Scroll Down” to toggle the two options. When the appropriate setting is selected, push the “Select” button to set it. This setting is remembered between power cycles.

IMPORTANT NOTE
Some third party decoys may require latched operation as opposed to momentary. A detailed list of other products and their specific requirements is not maintained by FOXPRO. You will need to check with the equipment manufacturer to determine if it is compatible and what the requirements are.

7-16 Remote Settings: View

The TX433 can display your sounds either by general numerical listing or by category listing. Sound categories are the easiest to navigate if you have a large number of sounds. The TX433 supports up to 25 unique categories. To configure the view setting, highlight the “View” menu item, push the “Select” button, and then use the “Scroll Up” or “Scroll Down” buttons to cycle through the options. When the appropriate setting is selected, push the “Select” button to set it. This setting is remembered between power cycles.

7-17 Remote Settings: Snd Num

The TX433 displays your sound list in a numerical format based upon the index value of each sound file. The sounds are numbered from 000 – 299. You can choose to either have the index values visible in your sound list or you can hide them. The advantage of hiding the numbers is that the sound names might be easier to read. The options for this setting are “Show” and “Hide.” To toggle the options, highlight “Snd Num” in the menu, push the “Select” button, use the “Scroll Up” or “Scroll Down” button to cycle the options, then push “Select” to set it. This setting is remembered between power cycles.

7-18 Remote Settings: About Info

The About Info screen displays a variety of information pertaining to version number, number of sounds loaded, number of favorites, and transmitter health.

7-19 Remote Settings: Cable Detect

If cable detect is turned on, the transmitter will automatically prompt you to perform the download list function when a 3.5mm stereo cable is connected to the sound upload jack. You can manually initiate the download list process, if you prefer, by disabling this feature.

8. Programming the X1

The X1 can store up to 300 sounds in total. From the factory, it’s loaded with 100 premium sounds along with all current free sounds. **All free sounds are prefixed with “F_” for easy recognition.** The main difference between premium sounds and free sounds is the premium sounds are all live animal recordings whereas the free sounds contain both manmade and real sounds. The X1 is capable of using FOXPRO’s proprietary audio file type (FXP), MP3, and uncompressed WAV files. Programming the X1 can be done with a PC or Mac computer, or by sending the X1 to the factory. In order to program the X1 from home, you will

need a USB 2.0 cable (not included with the X1) and a computer running one of the following operating systems: Windows XP, Vista, 7, 8, 8.1, Windows 10, or Mac OS X 10.7.3 or newer.

8-1 Obtaining New FOXPRO Sounds

Access the FOXPRO website to purchase new sounds or download new free sounds. The website is located at: <http://www.gofoxpro.com>. You can purchase premium sounds of your choice, or you can choose to download free sounds. To purchase and download new sounds, click on the desired sound pack choice and work through the ordering steps. At the end of the process, you will be able to save your sound pack to the computer. To download free sounds, please visit: <http://www.gofoxpro.com/free>.

To download sounds that you have purchased, access the FOXPRO website and login to your store account. Click the “My Account” menu and click on “Sound Pack Download Manager.” Locate the sound pack you wish to download and click the “Download” button. Note that, you will be saving a compressed zip archive file that bundles all of the sounds together (you can opt to download the sounds individually if you have a slow internet connection). The new sounds can then be programmed into the X1 by using the FOXPRO Sound Programming Utility, which is covered in the next section.

8-2 Programming the X1

The first step is to download and install the FOXPRO Sound Programming Utility. The installer for the FOXPRO Sound Programming Utility for Windows can be downloaded directly from the FOXPRO website by visiting: <http://www.gofoxpro.com/programmer> Mac users please visit: <http://www.gofoxpro.com/mac> Follow the provided instructions on the installation page to install the software and become familiar with it. The FOXPRO Sound Programming Utility enables you to add new sounds, rearrange sounds, remove sounds, manage your categories, and backup the sounds from the X1 to your computer. Each of the links previously listed contain steps for installing and launching the programming software.

Connecting the X1 to your Computer

The USB port is located inside the battery compartment on the X1. Connect your USB cable between the USB port in the X1 and a USB port on your computer. **Make sure the X1 is powered off while it is connected to your computer!** After connecting the X1 to your computer, launch the utility. The utility should recognize the device and display the sounds currently installed in the X1 in the “Caller Sound Files” column on the right. If this is your first time using the utility, the “Source Sound Files” column on the left will be empty.

File Locations & Sound Library

When you initially launch the Sound Programming Utility, it creates a folder called “FOXPRO” in your computer’s Documents folder (this applies to both Windows and Mac versions). New sounds, or sounds that you wish to install into the X1, should be saved in the Documents -> FOXPRO -> Sounds folder for easy access—consider this folder the location of your sound library. You can save new sounds to an alternate location, if you wish, and use the “Browse Library” (Windows) or “Browse” (Mac) to navigate to that location.

Overview on Programming New Sounds:

1. Connect the X1 to your computer.
2. Launch the programming utility.
3. If you do not see your new sounds under the "Source Sound Files" column, use the "Browse Library" or “Browse” button to navigate to the correct location. When the appropriate files are found, double-click on any of the sounds to automatically load all files from that location into the “Source Sound Files” column.
4. Select one, multiple, or all sound files in the "Source Sound Files" column.
5. Click on the position you wish to load the sounds into on the “Caller Sound Files” column and click "Insert.” **We recommend adding all new sounds at the end of the existing list so that you can preserve the category assignments.** If you insert sounds elsewhere, be advised that you will need to closely examine your category assignments to make any needed corrections.
6. When complete, Windows users must click on the "Update Caller" button to save your changes. Mac users will not have an “Update Caller” button as the sounds are inserted in real time.

7. Next, click on the “Edit Categories” button to launch the category editor. The category editor features two columns. The column on the left features all sounds in your game call. The column on the right shows all of the categories along with the sounds featured in each category. Locate the new sounds on the left column. Windows users must drag the new sounds (either one at a time or all at once) from the column on the left and drop them into the desired category on the right. Mac users will highlight one or all of the new sounds, click on the desired category, and then click “Insert Selected.” After the categories have been setup, click “Save and Done” or “Save and Exit” to close the category editor.
8. Finally, exit the utility and update your transmitter playlist following the instructions in Section 8-3.

Additional Programming Notes/Tips

The key to understanding how sound programming works is by understanding how the sound files are stored inside of the X1. The X1 features a memory card that stores all of the sounds. By connecting the X1 to your computer and navigating to it, you will be able to see all of the individual sound files. Take particular note to how the files are arranged. You should see something similar to the following example:

```
000 Coyote Pup Distress 3.fxp
001 Coy Fem Sore Howls.fxp
002 Coy Fem Whimpers.fxp
```

Note that each sound file is prefixed with a three-digit number. That three-digit number defines the sound’s position within the scope of your playlist. The X1 can store up to 300 sounds, which means that valid prefix values span from 000 – 299. The list of sounds must be contiguous (no skipped numbers). In addition, the list cannot contain any duplicated numbers. If discrepancies exist within the playlist, the TX433 playlist transfer will likely fail. When troubleshooting any failed TX433 playlist transfers, always double-check the sound programming for errors as this is the usual culprit. **Categories are established based upon the prefix value.** This means that if you change sound “000 Coyote Pup Distress 3” to “000 Lightning Jack”, the “Coyote Vocals” category still has reference to 000, which is now a rabbit sound. You will need to modify the categories to ensure they are set up properly. **Only install compatible file types.** As mentioned previously, the X1 is capable of operating with FOXPRO’s proprietary file types FXP and 16B, MP3 files, and uncompressed WAV files. The X1 does not support MP4, WMA, or other file types. Incompatible files must be converted into a compatible file type in order to be used. There are numerous solutions that you can find online that can aid you in converting file types. In addition, be aware that FOXPRO’s FXP files cannot be played back through your computer. They are proprietary files that can only be played through the FOXPRO game call. In addition, the X1 is not capable of playing FOXPRO’s 24-bit audio files (.24b).

Mac users should be aware of hidden files that are generated when connecting a USB mass storage device to their computer. Because of this, we strongly recommend using the FOXPRO Programming Utility (Java Edition) to ensure that the hidden files are removed during the programming process. If these files are left behind, it can result in a corrupted playlist transfer to the TX433. The Java Edition of the Programming Utility contains a special cleaning function that will cleanly remove those extra hidden files. To access this version of the utility, please visit the following address: <http://www.gofoxpro.com/mac>

8-3 Updating the Transmitter Playlist

You will need a 3.5mm male-to-male stereo cable for this process. This cable is included with the X1 when purchased.

1. Disconnect the X1 from your computer if it is still connected.
2. Disconnect all accessories from the X1 (i.e. speakers or decoy) and make sure that it is turned off.
3. Turn on the TX433 transmitter.
4. Connect one end of the 3.5mm cable to the sound upload jack on the top of the TX433. You will see a message displayed on the screen stating, “Turn caller off. Connect to AUX jack on call.”
5. Connect the other end of the 3.5mm cable to the AUX jack on the X1 game call. Select “OK” on the TX433.
6. Power on the X1 to initiate the transfer process. The display on the remote updates as the

transfer progresses. It displays the number of sounds transferred. When complete, the screen returns to the normal view. If there is an error in the programming, the transfer will fail. If that occurs, you will need to connect the X1 to your computer and review the programming for errors. Watch for duplicate sound numbers or missing numbers.

7. When the transfer completes, unplug the cable from the transmitter and X1. Browse through the sound list to view the changes.

9. Sound Sequences – Automated Calling Without the Remote

The X1 supports a total of 10 unique sound sequences. A sound sequence is a special file that contains instructions that define how the X1 operates. By having a sequence file in the X1, it allows you to turn it on and have it operate autonomously. Be aware: when the X1 is engaged in sequence playback mode, all transmissions from the TX433 remote control will be ignored. There is no way to control sequence operation via the remote control—once engaged, you must either wait for the sequence to end or turn off the power. If a sequence file is present in the X1 when the power is initially turned on, the sequence file will be loaded and parsed after approximately 10 seconds of radio inactivity. A sequence file is a simple text file that contains unique instructions that guide your X1 through a stand. These instructions include commands to change the sound, change the volume level, enter a passage of silence, and so forth. Here is a chart showing all of the available commands:

Instruction	Value	Description
S a [b]	a: 0 – 299 b: 1 - 100	Plays the sound (a) a total of (b) times.
V a	a: 0 – 20	Sets the desired volume level.
P a	a: 1 – 600	Denotes pause value in seconds (approx.)
M a	a: 1 - 1440	Denotes pause value in minutes.
W a [b]	a: 1 – 120 b: 2 - 120	Random pauses, in minutes, between values (a) and (b).
L a	a: 1 – 1440	Loop the following instructions (a) minutes until loop end parameter “E” is encountered.
E		Designates the end of an instructional loop.
D a	a: 0 – 1	Set connected decoy(s) on or off. 1 = activate decoy 0 = deactivate decoy
J	n/a	Denotes Jukebox Mode for this FOXCAST File
R	n/a	Denotes Repeat Mode for this FOXCAST File
Q	n/a	Denotes Single Play Mode for this FOXCAST File
;	Any	Represents a comment line.

A typical sequence file may look similar to the following example (note the included comments for additional clarification):

Example Sequence File Layout	
V 10	; Set Volume to 10
S 15 2	; Play sound 15, 2 times
P 90	; Pause for 90 seconds
L 10	; Start of 10 minute loop
V 15	; Set volume to 15
S 80 3	; Play Sound 80, 3 times
D 1	; Turn on decoy
V 10	; Set volume to 10
S 44 6	; Play sound 44 six times
D 0	; Turn off decoy
P 30	; Pause for 30 seconds
E	; End of loop

Q ; Quit the sequence

A sequence must always begin with a volume level and end with a closing command. Without defining a volume level, the caller will default to volume level 0. A sequence file must always end with a specific ending statement. “J” represents jukebox mode. When you end a sequence with “J”, once the sequence has played through a single time, it will automatically begin playing the next sequence. In order to play multiple sequences, you have to use the Jukebox command. For example: if you end sequence S00 with the jukebox command, it will then move on to S01 and so forth. “Q” represents quit. Once the sequence has played entirely, the X1 will go silent. “R” represents repeat. Once the sequence has played entirely, the X1 will play that sequence again until it is interrupted by the operator. The X1 can accept up to 10 sequence files. These files will need to be in a format similar to the following examples:

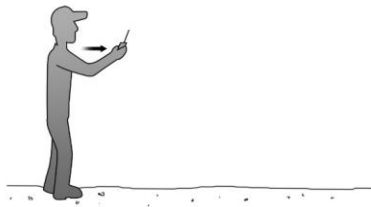
Example Sequence File Names
S00 Sequence 1.seq
S01 Sequence 2.seq
S02 Sequence 3.seq

As you can see above, each file can be broken down into three parts. The first part is the identifier (prefix/index) for the particular sequence. For example, “S00” indicates that this is the FIRST sequence. The second part of the name, “Sequence 1”, describes the title of this sequence. The third part, “.seq”, is the file extension that defines this file as a sequence file. Note that the .seq file extension is not native to any operating system. This is a unique file extension for FOXPRO game calls that support sequences. A sequence file may appear as an unknown file type and display on your computer with an “unknown” or “unassociated” icon. When creating new sequence files, please check for existing sequence files already using the same identifier (prefix/index). For example, if “S00” is already used by an existing sequence file, then you must not use “S00” for the new file or the result will be a conflict. Valid identifiers span from S00 – S09 to correlate with all 10 possibilities. The sequence files are stored directly in the root directory of the X1, alongside of the regular audio files. On a Windows based PC, using a piece of integrated software such as Notepad is all that you will need to successfully build a sequence file. Mac users would use something such as Textedit, which is a standard application.

10. Maximizing Remote Range

Remote range can be affected by many factors. Some of these factors can be controlled while others cannot. In order to achieve the best possible remote range with your X1 digital game call system, it is recommended that the following points be observed:

- Fully extend the telescopic antenna on the TX433 remote control.
- Raise the antenna on top of the X1.
- Always use a high-quality alkaline or lithium battery in the remote.
- Always maintain clear line of sight between the remote control and the X1. Any obstructions—no matter how significant or insignificant—can adversely affect the radio signal.
- Keep the remote control a minimum of six inches away from your body, gun barrel, and metal shooting sticks as these things can detune the remote control.
- Hold the remote control vertically with the antenna pointing skyward (see image below):



- Avoid using the device remotely when you are near power lines, cellular phone towers, and radar (such as near airports or military installations).
- Try to elevate the caller off of the ground by approximately three feet. This can greatly maximize your overall remote control range.
- Try to avoid situations where the X1 is placed at a lower elevation than the remote control—the caller should always be higher.

11. Product Care & Maintenance

Avoid exposure to all precipitation and moisture. Moisture (perhaps from rain, snow, condensation, or other) can potentially enter the unit or the battery compartment and cause serious problems. Proper care should be taken to mitigate the introduction of moisture into the machine and make sure that no moisture is present during storage. Moisture can quickly lead to corrosion, electrical shorts, and even rust—all of which can render the unit damaged and out of warranty. This type of damage is preventable! If you are operating in rainy, wet conditions, it is recommended that you place the unit inside of a large plastic storage bag or use a water/weatherproof deployment bag to keep water from getting to it. When storing the unit for prolonged periods, be sure that you keep it in a dry location. **Remove batteries prior to storage or extended periods of inactivity!** All batteries, whether alkaline or rechargeable, should be removed from the game calls, decoys, and transmitters prior to storage or periods of inactivity. Batteries left inside of electronic devices can leak over time. Damages caused by this can be severe and potentially destroy the electrical components. To prevent this from happening, simply remove all batteries from all devices before you put them away. Keep in mind: damage caused by battery leakage is not covered under warranty.

12. Troubleshooting

PROBLEM	SOLUTION
X1 will Not Turn On	Make sure your battery pack is fully charged.
Cannot transfer sound list to X1 transmitter	This typically stems from an error in the play list in the X1. If you recently added new sounds, double-check the programming for errors such as duplicate or missing sound numbers.
TX433 transmitter does not turn on	Install fresh batteries and try again.
Poor battery life in extreme cold weather conditions	Cold weather operations can take a serious toll on alkaline batteries. It is strongly recommended that you use lithium or rechargeable NiMH batteries to get the best performance in cold weather.
X1 not being recognized by computer	Make sure that the X1 is turned OFF while connected to the computer.
Pilot light / LED is blinking	This is the low battery indicator. Recharge your battery pack.
Pilot light blinks 5 times and then turns off	Problem detected with the memory card. Contact support.

13. FCC & IC Information

RF Exposure Safety Notice

The Patriot transmitter is not intended to be operated closer than 20cm (about 8 inches) to your body. The transmitter can produce a radiated RF field similar to that of a standard cell telephone, although the duty cycle of this RF field is much lower than that of a cell telephone. Using the transmitter closer than 8 inches to your body can increase your exposure to RF energy levels thought by some to be harmful. Additionally, operation in close proximity to your body can detune the antenna causing a decrease in operating performance.

The antenna(s) used for this transmitter must be installed to provide a separation distance of at least 20 cm

from all persons and must not be co-located or operating in conjunction with any other antenna or transmitter. End-users and installers must be provided with antenna installation instructions and transmitter operating conditions for satisfying RF exposure compliance.

FCC Information

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that the interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet or circuit different than that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation of this device. Modifications not expressly approved by the manufacturer could void the user's authority to operate the equipment under FCC rules.

Industry Canada Notice

This device complies with Industry Canada licence-exempt RSS standard(s). Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesirable operation of the device.

Le présent appareil est conforme aux CNR d'Industrie Canada applicable aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes : (1) l'appareil ne doit pas produire de brouillage, et (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

Note: Units exported beyond the boundaries of North America are not FCC certified. FOXPRO Inc. makes every attempt at complying with regional regulations governing radio spectrum. However, it is the user's responsibility to ensure compliance with local laws and ordinances that govern the use of radio controlled devices in the area of operation.

14. Warranty Statement

Your FOXPRO® game call is warranted to be free from defects in materials and workmanship that diminish its usefulness for a period of time as established for 5 years from the date of purchase if the item was purchased from a FOXPRO Authorized Retailer. Return the unit prepaid and packaged securely along with proof of purchase to FOXPRO. Include a note describing the defect or problem. This limited warranty is void if the unit is physically damaged, used in a manner contrary to intended use, or otherwise abused, either intentionally or unintentionally. Also specifically excluded are batteries and damage caused by attempts to charge batteries not intended to be recharged, and water damage. Examples of non-warranty issues: product ceases to work after exposure to water (in the form of any precipitation), moisture, or other elemental forces; product is physically damaged from dropping, running over with any vehicle, falling from any surface and impacting with the ground, gunshot, misuse, neglect, abuse, animal attack; product ceases to work as a result of battery leakage, battery damage, intentional or unintentional wiring accidents, connecting an unapproved charging device to the product, overpowering, and incorrect installation of batteries; product ceases to work after connecting an unapproved external auxiliary device.

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