FOXPRO XR6

Using the FOXPRO Model XR6 Digital Game Caller

FACTORY REFURBISHED

FOXPRO

"The Caller of the Wild"

FOXPRO, Inc. 14 Fox Hollow Drive • Lewistown, PA 17044 • (717) 248-2507

www.gofoxpro.com

USING THE FOXPRO XR6 DIGITAL GAME CALL

MODEL XR6

Congratulations on the purchase of your FOXPRO XR6 digital wildlife caller. Please take this time to read and understand the information in this instruction booklet. This will ensure that you receive the maximum benefit from your new FOXPRO XR6.

FEATURES

1) Rugged injection molded ABS housing
2) On/Off switch-preset volume control
3) Rear Speaker Slide Switch
4) Front Speaker Slide Switch
5) Low Battery Indicator LED
6) Front Reflex Horn Speaker
7) Rear Cone Speaker
8) Charge Jack
9) Ext Speaker Jack
10) Auxiliary Jack
11) Ext Audio Jack
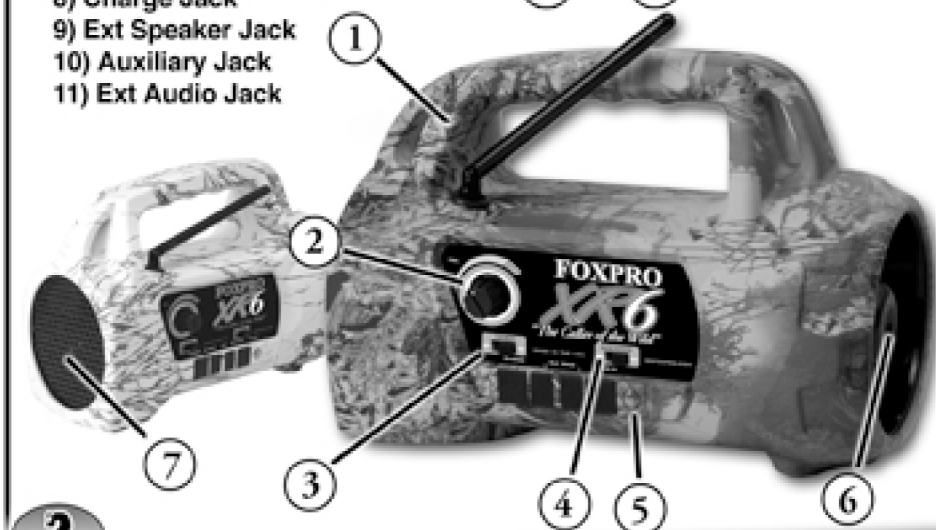
QUICK OPERATING GUIDE

Since the XR6 is shipped from the factory with no batteries installed, the first step is to install 4 "AA" batteries. These may be alkaline or rechargeable types. To install batteries, remove the battery door. The battery door is located on the side of the caller, and is held in place with a knurled thumb-screw. See Figure 1. Orient the batteries as per the directions shown in each cavity within the holder. Note that the battery polarity alternates. Replace the battery door after the batteries are installed.

FIGURE 1

The TX5-LR transmitter operates from a 9V battery. Please use a high quality alkaline battery. To install the battery, remove the battery compartment cover located on the rear of the transmitter. Connect the 9V battery to the connector plug, and orient the battery in the transmitter. Replace the battery compartment cover.

Please note that the XR6 can only be operated from the TX5-LR remote control. Make sure that at least 1 of the speaker selector slide switches is set to the right, or "ON" position. Click the On/Off switch to the on position. This switch also presets the maximum volume that can be obtained from the remote control. For example, if you turn the rotary preset volume control to half way, you will only ever be able to get half volume from the remote control. The further clockwise you turn the knob, the louder the unit will play from the remote control. The green "Low Battery" LED will blink for several seconds while the microprocessor sets up the internal operating parameters. If the LED continues to blink, check the batteries for a reversed or weak battery. Select the sound that you choose to play by depressing the "Sound Up" or "Sound Down" keys on the TX5-LR remote control (you can push and hold the buttons, or push them one at a time) until your desired sound number appears in the LCD display.

Note that the sounds are listed on the back of the TX5-LR transmitter, and each sound is assigned a specific number. Push the send button on the TX5-LR transmitter before the display turns off.

Tip: When depressing keys on the TX5-LR transmitter, be sure to hold for approximately one second prior to releasing. This will ensure that the signal is sent to the main unit. Quick button presses may not fully send the signal to the XR6.

Because the XR6 sets the remote control volume to minimum on power-up, you must increase the volume by using the "Volume Up" button on the remote. Push and hold this button until the volume reaches the desired level. If no sound is heard, make sure that a speaker switch is turned on, and that the volume control on the side of the XR6 is turned up. To lower the volume level, press and hold the "Volume Down" button on the transmitter. It will take about 7 seconds to ramp from the lowest volume setting to the highest volume setting. To change your sound, use the "Sound Up" or "Sound Down" buttons to select the number of the next sound to be played, and then push the "Send" button to start playing the new sound. The sound will begin playing at the same volume level that the prior sound was set to. To mute the sound, simply push the "Mute" button on the transmitter for approx. 1 second. The mute also acts as a pause function. When the sound is un-muted, it will begin playing at the point at which you muted it. **Tip:** While your unit is muted, you can also send a new sound to the XR6, and adjust the volume level---when you un-mute, the XR6 will play the new sound at the new volume level.

Use the "AUX" button to activate a device such as a decoy or camera connected to the XR6 "AUX" jack. When finished, simply turn the switch on the XR6 counter-clockwise until it clicks. Remember that if you forget to turn the switch off, the unit will continue to drain batteries, as the XR6 will continue to search for signals from the transmitter.

ABOUT THE FOXPRO XR6 SPEAKERS

This caller incorporates 2 different types of loudspeakers. The front speaker is a high efficiency horn with maximum sensitivity in the frequency range necessary to reproduce small animal distress sounds. Distress sounds of rabbits, small rodents, birds, canines, and many others are best reproduced by using the front horn only with the rear cone speaker turned off. This will also ensure maximum battery life as playing both speakers requires almost

twice as much battery power. The rear cone speaker is best suited to sounds that have significant lower frequency content. These sounds would include bear growls, mountain lion roars, certain owl hoots, and some other large mammal sounds. The rear speaker, however, is not as efficient as the front horn. Because of this, it will not play as loud as the horn. Understand that not all calling sounds will benefit greatly from playing both speakers at once. If you elect to do this, remember that battery life will be reduced.

BATTERIES AND CHARGING

Your FOXPRO XR6 operates on 4 "AA" batteries. Alkaline or rechargeable batteries will work. The XR6 is equipped with a 4-cell holder for use with either of these types. Additional holders are available for purchase from FOXPRO. Individual NiMH cells installed in the holder can be slow-charged only with the FOXPRO NiMH wall charger. Limit charge time to 15 hours when using this charger.

"AUX" JACK FUNCTION

The XR6 is equipped with an auxiliary jack labeled "AUX". The purpose of this jack is to allow for the connection of certain external devices, such as the FOXPRO Jack-in-the-Box Decoy, and to be able to turn these on and off with the TX5LR remote control transmitter. However, there are some strict electrical limits involved with this jack. If these limits are exceeded, damage to your XR6 will result. This damage is not covered by the warranty. The electrically inclined will want to know that the jack is connected to the drain of an internal Field Effect Transistor with a maximum current rating of 2 Amperes. The "tip" polarity of the 3.5mm jack is positive, while the sleeve is negative. If the external device is connected with the polarity reversed, an internal protection diode within the FET will conduct, causing the device to stay on constantly. The maximum voltage applied to this jack must never exceed 15 volts. Typical uses for this jack would be to control the FOXPRO Jack-in-the-Box Decoy, or to start and stop a video recorder. Instructions on connecting various devices to the "AUX" jack are beyond the scope of this manual. You are urged to seek help from a knowledgeable professional before connecting any unapproved device to this jack. Remember that damage to your XR6 caused by improper use of the "AUX" jack is not covered by the warranty, nor will FOXPRO be liable for damage to any device connected to this jack.

USING THE EXT AUDIO JACK

This 3.5mm jack allows for the connection of an external playback device such as a cassette player, CD player, MP3 player, or other similar products. Connect a 3.5mm patch cable (available from FOXPRO) from the headphone or speaker jack of the external player to the "EXT AUDIO" jack on the XR6. This will disable the internal sounds on the XR6. Turn the volume control of the external player to a moderate level, and then control the volume from the TX5LR transmitter. You can also mute the sound. You may need to experiment with the volume setting on the external player to ensure that enough drive is obtained without excessive distortion. Once the patch cable is removed from the XR6, any of the internal sounds may be selected from the TX5LR transmitter.
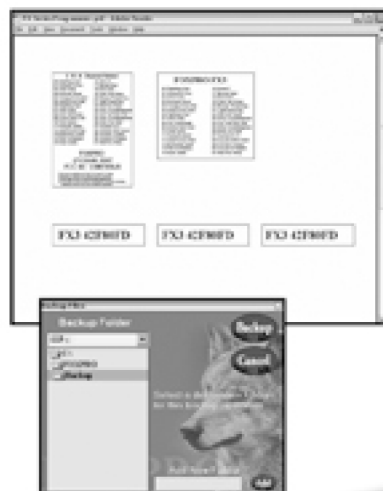
REPROGRAMMING SOUNDS ON YOUR XR6

The XR6 comes standard with a USB 2.0 port built in (no reader / writer is necessary), which makes reprogramming or adding sounds to your XR6 easier than ever. A computer is required in order to reprogram your sounds. The XR6 can be reprogrammed by using personal computers equipped with Windows operating system version 98SE or later, or a Macintosh computer with an

operating system of 9.X or later. Please note that if operating from Windows Version 98SE, you will need to download a driver that will allow your operating system to work with your XR6. This driver is available at no charge from our website, www.gofoxpro.com, under Programs / Utilities, and is called "Windows 98 SE USB Utility Driver". If you do not have access to a computer, sounds can be reprogrammed or added for a fee by sending your XR6 to FOXPRO Inc.

Downloading the FX Series Programming Utility:

We have developed a utility program that simplifies the reprogramming of sounds on your XR6. This utility is available for download at no charge from our website. Simply go to www.gofoxpro.com, and double click on Programs / Utilities. Once there, double click on the utility program called FOXPRO FX Series Programming Utility, select Save, and choose the location to store the .exe file. We recommend saving it to your Desktop. The name of the file on your Desktop (if you choose your Desktop as the location to save) will be labelutil.exe. Next, double click the labelutil.exe icon, and select Run. At the next screen, select OK. On the next screen, click on the button where prompted (the button is the one that resembles a computer), and then click on the continue button. This should complete the setup of the FX Series Programming Utility. Note: The icon on your desktop is only a .exe file used to download the file to your computer. Once you have completed installation of the program, this icon can be deleted. The actual program will be in your program files on your computer, and is called FX Series Programmer.

Programming your XR6 with the
FX Series Programming Utility:

The first step to programming sounds into your XR6 is to connect the XR6 to your computer via the USB port. To gain access to the XR6's USB port, remove the battery compartment door by unscrewing the knurled thumb-screw. Remove the battery tray from your XR6. The USB port is located to the rear of the battery compartment. If you choose, the batteries can be removed for easier access (the XR6 can be reprogrammed with or without batteries). Connect the provided USB cable between this port, and the USB port on your computer. Once the connection is made, your computer should recognize the XR6 as a removable drive. Next, go to your programs folder and open the FX Series Programmer. You will be prompted to make a backup of your sounds. Once you select OK, you will be taken to the pro-gramming utility. Your next step is to select the proper USB drive for the XR6. This is marked as Select Device, located in the upper right portion of the pro-gramming utility. Scroll through the drives, and select the proper drive. This drive varies on different computers. Once you have selected the proper drive, your list of sounds currently on your XR6 will appear in the right vertical window. You will now notice that a new button appears above the Select Device window that reads "Backup". If you have not made a backup of your sounds, simply click on this button. The programmer by default will backup your sounds to a "FOXPRO" folder, and a sub folder "Sounds". This is also a good folder to use to add new sounds prior to adding sounds, or repro-gramming your XR6. You can also create sub folders for different species, if you choose, rather than to have all sounds located in one folder. Once your backup is complete, you are ready to reprogram your XR6. Start by selecting the "source" folder of your new sounds, located on the left hand side of the programmer screen. This is the folder where your sounds are located. Double click on the C: / prompt, and locate the "FOXPRO" folder. The Sounds sub folder should show up, assuming that you have used this folder to store your sounds. If this is not the folder that your sounds are located in, select the proper folder. Once the proper folder is selected, double click the folder. The sounds should now appear in the left side column, called "Source

Sound Files". Now, determine the position that you would like to add new sounds to your XR6. For example, if you would like to add Jackrabbit Distress to your XR6, highlight the sound in the left side column. Please note that if this sound does not have a 3 digit number and a space located at the beginning of it, you must check the Append Sound Number box, located below the left column. By selecting this box, the sound name will not be shortened. If there is a 3 digit number and a space before the name of the sound, there is no need to check this box. The first four characters will be truncated, or ignored, by not selecting this box. Next, select the position in the right column where you would like to add the sound. If you want to over-write the sound in that position, then click on the overwrite box, located between the two columns. This will replace the current sound in that position. Please note that the sound that was located in that position will be deleted. If you choose to instead insert the sound in that position, and move all other sounds down one, click the insert button. This will add the sound in that position, and not overwrite the current sound. If you would like to remove sounds from the right side column before adding new ones, simply highlight the sound, and click on the "Remove From List" button, located between the two columns. If you would like to relocate a sound in the right sound column, you can highlight the sound, and then insert the position number that you would like to move it to in the "Move To" box, located below the right side column. This will relocate the sound to your designated number. You can also highlight the sound that you wish to move on the right column, and then click on the up or down arrows below the right side column to move the sound one position at a time. If you would like to reset your list at any time, simply click on the Clear List button, located on the right side of the screen. This will reset the list to its initial sounds. Once you have completed repro-gramming your FX5, click on the "Copy to Caller" button located on the right side of the screen. Your sounds will now be reprogrammed to your XR6.

IMPORTANT NOTE: The XR6 will NOT play sounds with the ".wma" suffix. You must first convert these files to .wav or .mp3 for use with the XR6. Although you may store .FXP sounds on your computer for later use, they cannot be played on your computer, or on any audio player other than a FOXPRO FX Series Caller.

ACCESSORIES

NiMH Batteries
and Charger

Jack-in-the-Box
Decoy

Custom
Carry Case

SP108 Speaker

SPFR1 Speaker

SP55 Speaker

50 ft. External
Speaker Cable

WEBSITE FEATURES

Check out a few of the many features that are available from our website.

Sound Library
Preview a large selection of sounds that can be downloaded from our website.

Field Staff
Meet FOXPRO's Field Staff. Like our products, these guys are the best in the industry.

Forums
Get interactive with our online forum to receive news, product releases and general inquiries.

Tips and Tricks
Find some Tips and Tricks for making the most out of your FOXPRO product.

New Products
Keep up-to-date on all of the new products and upgrades available from FOXPRO.

State Legalities
Check out our website to view legal regulations your state may have for using digital game calls and decoys.

MAXIMIZING YOUR REMOTE CONTROL RANGE

Your XR6 includes FOXPRO's long range TX5-LR remote control. In order to maximize your remote control range, here are a few tips that you should follow.

1. Elevate your XR6. This step is the most important one to follow to maximize the range of your remote control. If your unit is raised off of the ground, the signal strength received by your XR6 will be maximized. In general, more elevation will yield better performance. Try setting your unit on a stump, fencepost, or hang it from a tree limb, where possible.

2. Keep all antennas vertical. When setting up your XR6, be sure to raise the antenna to the vertical position, and when operating your TX5-LR, hold the transmitter with the antenna in a vertical position. Do not point the antenna toward the XR6.

3. Have a clear line of sight to the XR6. Foliage and other objects between the transmitter and the XR6 can greatly decrease the remote range.

4. While operating your TX5-LR, be sure to keep the transmitter away from your body, and also away from guns and shooting sticks. These objects can absorb energy from the transmitter and can also detune the antenna, resulting in decreased transmitter signal strength.

5. Be sure to depress the keys on the TX5-LR transmitter long enough to send a signal. When the LCD display is out on the transmitter, the first time a key is pressed, the LCD comes to life. However, the transmitter will not send a signal until after the LCD display is on. Be sure to continue to hold the button down for approximately 1 second after the LCD comes to life. Quick key presses will not send the signal to the XR6.

Failure to follow these tips will result in decreased performance of your remote control. Also, please be aware that even if all of the above tips are followed, it is possible that the performance of your remote control could be limited in certain areas due to factors beyond our control, such as proximity to noisy power lines, two way radio transmitter sites, and other areas of high RF energy.

Limited Warranty Statement

Your FOXPRO wildlife caller is warranted to be free from defects in materials and workmanship that diminish its usefulness for a period of one year from date of purchase. Return the unit prepaid and packaged securely **along with proof of purchase** to the address below. 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 it is 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.