



FOXPRO *SPITFIRE*[™]

Digital Game Caller Instruction Manual



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www.gofoxpro.com

FOXPRO
SPITFIRE[™]

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Important Information

FOXPRO®'s goal is to provide our customers with the highest quality products in the industry. We take great pride in manufacturing our products in the USA. Please do not hesitate to contact us for assistance, comments or questions.

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Stay up to date with the latest sounds by visiting our online sound library. Watch for new products and upgrades from FOXPRO®. Visit us online:

www.gofoxpro.com



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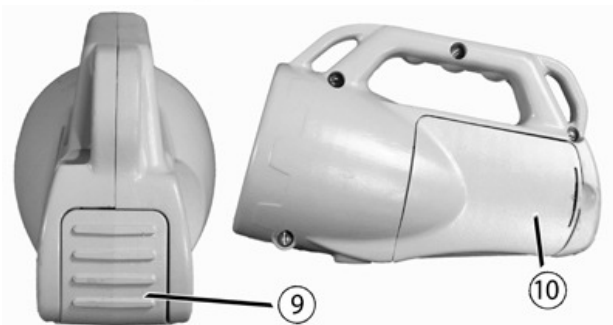
Using the FOXPRO® SPITFIRE Digital Game Call

Congratulations on the purchase of your FOXPRO® SPITFIRE digital wildlife caller! The SPITFIRE is an easy to use unit and has the features you need to call in wildlife.

Please take this time to read and understand the information in this instruction manual to ensure the best possible experience with your new FOXPRO® SPITFIRE.

Features Overview

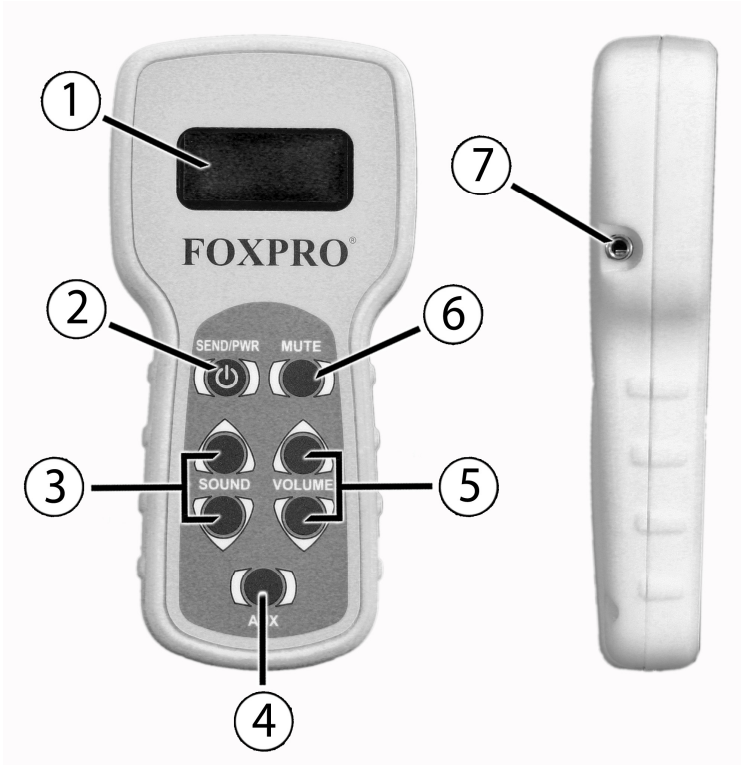
- 1) Rugged ABS Injection Molded Housing
- 2) Horn Speaker
- 3) Power ON/OFF Slide Switch
- 4) Speaker ON/OFF Slide Switch
- 5) Auxiliary Device Jack
- 6) External Speaker Jack
- 7) Pilot Lamp/Low Battery Indicator
- 8) Tripod Mount
- 9) Memory Card Access Door
- 10) Battery Compartment



TX-24 Features Overview

- 1) LCD Panel
- 2) Send/Power Button
- 3) Sound Up/Down
- 4) Auxiliary
- 5) Volume Up/Down
- 6) Mute
- 7) Sound Upload Jack

The TX-24 transmitter operates on a single "9V" battery. **Please use a high quality alkaline battery.**



1.0 OPERATING GUIDE

This manual will explain all features of your new FOXPRO® SPITFIRE in depth to help ensure the best overall experience. The **Operating Guide** will provide you the steps on how to get started.

It is strongly recommended that to fully understand the features and abilities of your FOXPRO® SPITFIRE, that you read this manual in its entirety.

1.1 INSTALLING BATTERIES IN YOUR SPITFIRE

Since your SPITFIRE is shipped from the factory with no batteries installed, the first step is to install batteries. The SPITFIRE requires 4 “AA” batteries. Alkaline batteries are recommended for the best performance. You can expect to achieve runtimes in excess of 20 hours on one set of batteries. You can use rechargeable NiMH batteries, but they must be charged externally as the SPITFIRE does not have a charge jack.

- 1) Remove the battery door. *The battery door is located on the side of the caller.*
- 2) Orient the batteries as per the directions shown in each cavity within the holder. *Note that the battery polarity alternates.*
- 3) Replace the battery door after the batteries are installed.

1.2 INSTALLING BATTERIES IN YOUR TX-24

The TX-24 transmitter operates from one “9V” battery. Please use a high quality alkaline battery.

- 1) Remove the battery compartment cover located on the rear of the transmitter.
- 2) Connect the “9V” battery to the battery wire.
- 3) Replace the battery compartment cover after the battery is installed.

1.3 OPERATING THE SPITFIRE WITH TX-24 REMOTE CONTROL

- 1) **Turn on the SPITFIRE by moving the power switch to the “ON” position.** The green LED pilot lamp will illuminate and stay illuminated the entire time the unit is turned on. The LED also serves as a low battery indicator which will blink when the batteries get low.
- 2) **Turn on the TX-24 transmitter by pressing down and holding the**



“SEND/PWR” button for about one second. The screen will display “FOXPRO® TX-24” and it will show the remote version number. After the remote has finished the power-on cycle, the screen will display “Select Sound”.

- 3) Select the sound you wish to play by pressing the sound up or down arrow buttons until you reach the desired sound.
- 4) Once the desired sound is displayed on the screen, press the “SEND/PWR” button to begin playing that sound. The screen will display that sound name until you send a new sound to the SPITFIRE.
- 5) Now that you have selected the sound to be played, simply bring the volume up to desired level by depressing the volume up arrow button. As you depress the volume up arrow, note that the volume indicator will increase from 1 – 5.

Muting the Sound

To mute the sound, simply press the mute button. The mute also serves as a pause feature, meaning that when you un-mute the sound, it will start playing where you muted the sound instead of starting over again.

Changing the Sound

To change the sound, simply use the sound up or down arrow button to cycle through the available sounds. When you land upon the sound you wish to play, press the “SEND/PWR” button. Your sound will instantly change and the display on the TX-24 will show your new sound.

1.4 POWERING DOWN

Be sure to power down both the SPITFIRE and TX-24 after use to help prolong the battery life.

Powering Down the TX-24

Push and hold the “SEND/PWR” button for about 4 seconds until the screen displays “POWER DOWN”. Should you forget to turn off the transmitter when you are finished, it will automatically shut down after one hour of non-use.

Powering Down the SPITFIRE

Turn off the SPITFIRE by moving the power slide switch to the “OFF” position.

2.0 “AUX” JACK FUNCTION

The SPITFIRE 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 or other approved devices, and to be able to turn these on and off with the TX-24 remote control transmitter. However, there are some strict electrical limits involved with this jack. If these limits are exceeded, damage to your SPITFIRE will result. This damage is not covered by 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 100 milliamperes. 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 SPITFIRE caused by improper use of the “AUX” jack is not covered by the warranty, nor will FOXPRO[®] be liable for damage to any devices connected to this jack.

3.0 USING AN EXTERNAL SPEAKER

The SPITFIRE is equipped with an External Speaker Jack, which allows you to connect an additional speaker.

3.1 CONNECTING AN EXTERNAL SPEAKER

The external speaker jack on your SPITFIRE accepts standard 3.5mm plugs. When choosing an external speaker, it is recommended to use one with an impedance rating of 8-ohms.

NOTE: Be sure the SPITFIRE 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. If you wish to have ONLY the external speaker produce sound, you must disable the internal speaker with the “SPKR” slide switch on the SPITFIRE, as the internal speakers are not disabled automatically.

3.2 DISABLING INTERNAL SPEAKER

Move the speaker slide switch to the left or “off” position to disable the internal speaker. To re-enable the speaker later, simply place the slide switch back to

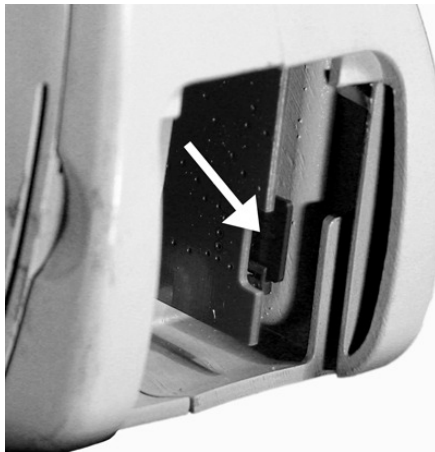
the right or “on” position. By disabling the internal speaker when using an external speaker, battery life will be extended longer than having both of the speakers operating at once.

4.0 REPROGRAMMING SOUNDS ON YOUR SPITFIRE

You can locate an extensive guide to programming your SPITFIRE on the FOXPRO® website at:

<http://www.gofoxpro.com/program.php>

The SPITFIRE sounds are stored on a removable Micro-SD memory card. This card is accessible by removing the compartment door on the back (see image below). You can remove the card from its push-pull socket. Once removed, the card can be interfaced by using a Micro-SD card reader that interfaces to your home computer.



After the card reader is attached to your PC with the memory card installed, you can then use the FOXPRO® programming utility to reprogram the sounds.

4.1 DOWNLOADING THE FOXPRO® PROGRAMMING UTILITY

We have developed a utility that simplifies the reprogramming of sounds on your SPITFIRE. You can download the utility from our website.

To download and install the Programming Utility from the website

1) Using your web browser, navigate to: <http://www.gofoxpro.com>

- 2) Click on “Programs/Utilities” from the main menu
- 3) Locate and click on “FOXPRO[®] Programming Utility”
- 4) Click on “Download Now”
- 5) Click on the Save button to save the executable file to your hard drive for installation. If you choose to save the file to your hard drive, we recommend saving it to your desktop.

NOTE: When saving the file, the name of the file on your Desktop (if you choose your desktop as the location to save) will be labelutil.exe.
- 6) Double click the labelutil.exe icon, and select Run. The installation process will now begin.
- 7) At the next screen, select OK.
- 8) Click on the button where prompted (the button is the one that resembles a computer).
- 9) Click on the continue button. This should complete the setup of the FOXPRO[®] Programming Utility

NOTE: The icon on your desktop is only an .exe file used to install the programming utility to your computer. Once you have completed the installation of the program, this icon can be deleted. The actual program will be in your program files on your computer, and is called FOXPRO[®] Programmer.

4.2 PROGRAMMING WITH THE UTILITY

Programming Process

- 1) Double click the folder on your desktop or go to your programs folder and open the FOXPRO[®] Programmer. You will be prompted to make a backup of your sounds.
- 2) Select OK, you will then be taken to the programming utility.
- 3) Select the proper USB drive for the SPITFIRE. This is marked as Select Device, located in the upper right portion of the programming utility.

NOTE: This drive varies on different computers. Once you have selected the drive, the list of sounds currently on your SPITFIRE appears 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 “Backup”. This is also a good folder to use to add new sounds prior to adding sounds, or reprogramming your SPITFIRE. 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 SPITFIRE.

- 4) Select 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.
- 5) 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.
- 6) 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 SPITFIRE. For example, if you would like to add the Jackrabbit Distress to your SPITFIRE, highlight the sound in the left side column.

NOTE: If this sound does not have a three 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 three 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 either truncated or ignored, by not selecting this box.

- 7) Select the position in the right column where you would like to add the sound. If you want to overwrite 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.

NOTE: The sound that was located in that position will be deleted. If you choose to 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 type the position number that you would like to move it to in the “Move To” box (located below the right side column). This will move 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, click on the Clear/Reset List button located on the right side of the screen. This will reset the list to its initial sounds.

- 8) Click on the “Copy to Caller” button located on the right side of the screen. Your sounds will now be programmed to your SPITFIRE.

IMPORTANT NOTE: Your SPITFIRE will play .FXP, .mp3 and .wav files. Other file types are not supported. 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® caller.

4.3 DOWNLOADING NEW PLAYLIST TO TX-24

Program your sounds into the SPITFIRE as outlined in the instruction manual. Make certain that you do not use the same number for more than one sound! Note that the transmitter can only display 21 characters per line. The first 3 characters must be the sound number, from “000” through “023”. Place a space between the sound number and the sound name. 17 characters remain for the sound name. Although the sound name can have more characters, the TX-24 will only display the first 17 characters. Any additional ones will not be displayed.

NOTE: You must have 24 sounds labeled 000 – 023 programmed into the Spitfire before you can download a playlist. You will also need to obtain a 3.5mm male-to-male stereo patch cable for this process.

- 1) Disconnect all accessories from the SPITFIRE (i.e. speakers or decoy)
- 2) Turn the power off on both the SPITFIRE and the TX-24.
- 3) Connect patch cable from the sound upload jack on the TX-24 to the AUX jack on the SPITFIRE.
- 4) Turn on the TX-24
- 5) After being powered on, the TX-24 display will say “Turn On Caller”
- 6) Power on the SPITFIRE

- 7) The display on the TX-24 will display "Transfer". When it's done, the display will say "Unplug Cable Press Send".
- 8) Unplug the cable from the TX-24 first, followed by the main unit.
NOTE: Always unplug the cable from the TX-24 before the main unit. If you unplug the main unit end first, this could result in the TX-24 needing to be manually reset by momentarily disconnecting the battery.
- 9) Press and hold the send button for several seconds. The playlist has been transferred.

NOTE: This process may take a few seconds. DO NOT turn off the TX-24 or SPITFIRE during this process.

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 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

Operation is subject to the following two conditions:

This device may not cause harmful interference and

This device must accept any interference received, including interference that may cause undesired operation.

NOTES:

NOTES:

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 the date of purchase. Return the unit prepaid and packaged securely **along with proof of purchase** to the address shown 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 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.

Please record the serial number for your SPITFIRE

(Located on a sticker in the battery compartment)

Serial Number:



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