

Cabela's SL^P Game Call Powered by FOXPRO[®]



Instruction Manual

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www.gofoxpro.com

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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www.gofoxpro.com



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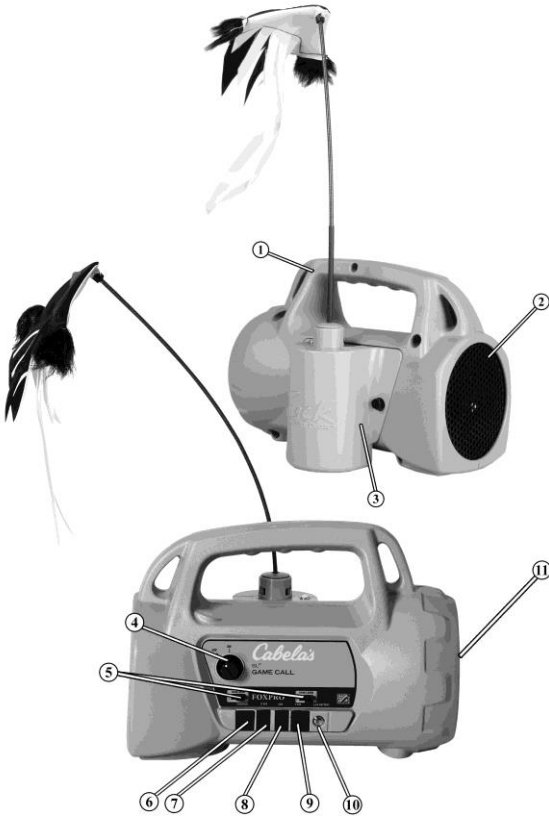
1. Getting Started

Congratulations on purchasing the Cabela's SL^P Game Call! Please take the time to read and understand all of the information in this manual. This will help to prevent damage to the device and to ensure that you receive the maximum benefit from the Cabela's SL^P Game Call.

1-1 What's in the Box?

- 1) Cabela's SL^P Game Call
- 2) TX35 remote control
- 3) FOXJACK 4 Decoy
- 4) Instruction manual

1-2 Cabela's SL^P Game Call: First Glance



ITEM	DESCRIPTION
1	Rugged ABS housing
2	Rear cone speaker
3	FOXJACK 4 Decoy
4	Power switch
5	Front/rear speaker on/off
6	Charge jack
7	Rear external speaker jack
8	Auxiliary device jack
9	Front external speaker jack
10	Pilot lamp
11	Front horn speaker

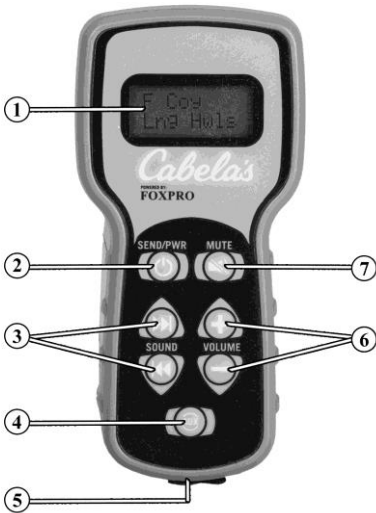
1-3 Cabela's SL^P Game Call: Requirements

The Cabela's SL^P Game Call is shipped without batteries. It requires 8 'AA' batteries. It is **recommended that you use high-quality rechargeable NiMH (nickel metal hydride) batteries for the best performance.** See chapter 5 for more information on batteries and charging.

Installing Batteries in the Cabela's SL^P Game Call:

1. Access the battery compartment by removing the FOXJACK 4 from the back of the game call. The FOXJACK 4 is secured in place by a thumbscrew. Turn the thumbscrew counterclockwise until it can be removed.
2. The FOXJACK 4 is connected to a wiring harness inside the battery compartment. You can disconnect the wire from the FOXJACK 4 while installing batteries.
3. With the FOXJACK 4 removed, locate the battery holder. The holder fits 8 AA batteries and is double-sided, providing 4 battery cavities on each side. The tray is connected to a power wire. You may unplug the power wire to fully remove the tray from the game call while installing batteries.
4. Place the 8 AA batteries into each battery cavity while observing polarity as indicated.
5. Reconnect the power cable to the tray and slide tray back into the game call.
6. Reconnect the FOXJACK 4 to the wiring harness.
7. Position the FOXJACK 4 back in place and then tighten the thumbscrew to secure it.

1-4 TX35 Remote: First Glance



ITEM	DESCRIPTION
1	Graphic display
2	Send/power
3	Sound up and down
4	Auxiliary
5	Lanyard loop
6	Volume up and down
7	Mute

1-5 TX35 Remote: Requirements

The TX35 remote control operates on a single 9V DC battery. It is recommended that you use a high-quality alkaline battery.

Installing the 9VDC Battery in the TX35 Remote

1. Access the battery compartment by removing the door from the back of the TX35 remote. The door slides down and off of the housing.
2. Attach the 9V DC battery to the power wire in the back of the remote. The battery only connects one way. Make sure that the terminals from the battery wire are properly connected to the terminals on the battery.

3. Slide the battery compartment door back on the TX35.

2. Operating Instructions

This section covers all sound playback and general operation instructions of the Cabela's SL^P Game Call, TX35 remote control, and FOXJACK 4 Decoy.

2-1 Playing Sounds

Before using the Cabela's SL^P Game Call and TX35 remote control, make sure that both devices have good batteries installed.

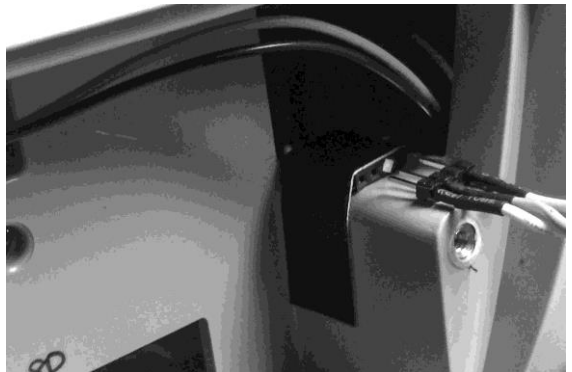
1. Turn on the game call by turning the power switch clockwise to the 'on' position. The green LED will illuminate indicating the power is turned on.
2. Verify that at least one of the speaker selector switches is in the 'on' position.
3. Turn on the TX35 remote control by pushing and holding the send/power button for 1 second. The display will activate and display "SELECT SOUND".
4. Cycle through the sound list by using the sound selector buttons. Each button press steps through the list one sound at a time. When you find a sound that you wish to play, push the send/power button a single time.
5. In order to hear the sound, you must increase the volume level. You can press the volume up button to increase the volume. The available volume level spans from 0 – 20. By default, the volume is inaudible when you first turn it on.
6. If you wish to mute the sound, push the mute button a single time. To resume playback, push mute a second time.
7. To switch sounds, repeat step number 4.
8. To turn off the game call: move the power switch to the 'off' position. To turn off the TX35: push and hold the power/send button for about 4-5 seconds and then release (a message "TURNING OFF" should briefly appear). **Turning off the TX35 remote control does not result in termination of sound playback on the game call.** You can mute the game call first (see step 6) prior to powering down, otherwise it will continue playing the sound.

2-2 Using the FOXJACK 4 Decoy

The Cabela's SL^P Game Call features the FOXJACK 4 Decoy mounted to the back side of the housing. This section explores the setup and operation of the FOXJACK 4 Decoy.

FOXJACK 4 General Setup:

1. Check that the FOXJACK 4 Decoy is properly connected to the wiring harness inside the battery compartment of the predator call by removing the FOXJACK 4 (see image to the right). The FOXJACK 4 is secured to the back of the predator call with a knurled thumbscrew. Turn the thumbscrew counterclockwise to loosen and then lift up the front of the FOXJACK 4 to gain access inside. Notice that there is a wire leading from the FOXJACK 4 and connecting to a wiring harness located inside the battery compartment. If the



wire is not connected to the harness, connect it now before attempting to use it. After it's connected, secure the FOXJACK 4 back to the predator call.

2. Connect the bird topper to the top of the support rod. The bird topper has a circular coupler which slips down over the tip of the rod.
3. Insert the base of the support rod into the coupler inside the top of the FOXJACK 4. This is a magnetic connection and you should feel it lock into position when inserted. Slide the plastic grommet into the circular opening on top of the FOXJACK 4.

Operating the FOXJACK 4 Decoy:

1. Turn on the Cabela's SL^P Game Call.
2. Turn on the TX35 remote control.
3. Set the slide-switch on the FOXJACK 4 Decoy to your desired position ("on" or "on w/ light"). For daytime operation, using the "on" position is preferred. For nighttime operation, you may opt to use "on w/light" to provide subtle illumination of the decoy to help the predators see it.
4. The FOXJACK 4 motion can be activated by a single push of the "AUX" button on the TX35 remote control. To stop the motion, simply push the "AUX" button again. Each time you push the "AUX" button, the FOXJACK 4 reverses its current state of operation.
5. To power-off the FOXJACK 4 Decoy, position the slide switch in the "off" position.

3. Auxiliary Jack Function

The Cabela's SL^P Game Call is equipped with an auxiliary jack labeled "AUX". The purpose of this jack is to allow for the connection of an approved device (such as the FOXPRO Jack Daddy and Jack Junior Decoy) and to turn it on and off with the TX35 remote control. There are some strict electrical limits involved with this jack. If these limits are exceeded, damage to your Cabela's SL^P Game Call 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 10mA. 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 a FOXPRO decoy. 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 Cabela's SL^P Game Call 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.

4. External Speakers

The Cabela's SL^P Game Call is equipped with 2 external speaker jacks which allows you to connect up to 2 additional speakers. The internal speakers perform admirably; however, you may encounter situations that require higher volume levels. By connecting a larger and more efficient external speaker(s) to the Cabela's SL^P Game Call, the volume level can be increased significantly.

4-1 Connecting External Speakers

The external speaker jacks on your Cabela's SL^P Game Call accept standard 3.5mm plugs. To prevent damage, it is recommended to select an external speaker with an impedance rating of 8-ohms (visit your local Cabela's store to find official FOXPRO external speakers). To connect an external speaker: plug the connector of the external speaker into one of the external speaker jacks. You will notice that each external speaker jack corresponds with one of the internal speakers. For example, the internal front speaker and

front external speaker are linked together. If you wish to have ONLY the external speaker(s) produce sound, you must disable the internal speakers as the internal speakers are not disabled automatically. **NOTE:** Be sure the Cabela's SL^P Game Call is turned OFF before connecting an external speaker!

4-2 Disabling Internal Speakers

Move the speaker slide switch to the "OFF" position for the desired speaker you wish to disable. To re-enable the speaker later, simply place the slide switch back to the "ON" position. By disabling the internal speaker(s) when using an external speaker(s), battery life will be extended longer than having all of the speakers operating at once.

5. Batteries and Charging

Your Cabela's SL^P Game Call operates on 8 'AA' batteries. For optimal performance and run times, we recommend the use of high-capacity 2300 mAh or greater NiMH (Nickel Metal Hydride) rechargeable batteries rather than alkaline types. When you ask the caller to play at extremely loud volume levels, the current demand on the batteries is much more than alkaline cells can deliver. Consequently, the run time of these batteries can be very short. The Zinc Carbon so-called "Heavy Duty" cells are expressly not recommended. The performance of your caller will be much better with high-capacity NiMH batteries. You can find rechargeable battery kits for your Cabela's SL^P Game Call at your local Cabela's store.

On the front of your Cabela's SL^P Game Call, locate the green LED. This is your pilot lamp/low power indicator. When this light begins blinking during operation, it is alerting you that the batteries need replaced or recharged. If the batteries drop too low to power the caller, it will shut off. Battery run time is directly related to how loud you operate the caller. Using both speakers at the same time rather than only the most appropriate one will have a negative impact on run time. With one speaker playing, expect run times of 6 – 15 hours. With both speakers playing, expect 3 – 10 hours. Remember that very loud volumes are rarely needed, as animals hear much better than we do.

WARNING

- **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.
- **DO NOT MIX BATTERY TYPES!** For example: never use NiMH rechargeable batteries in conjunction with non-rechargeable alkaline batteries.
- **NEVER CONNECT YOUR CABELA'S SL^P GAME CALL 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 CABELA'S SL^P GAME CALL!** Damages caused by plugging unapproved charging devices into your game call will not be covered by warranty.

GENERAL PRECAUTIONS FOR CHARGING

- For maximum charge efficiency, we recommend charging your Cabela's SL^P Game Call 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 Cabela's SL^P Game Call prior to charging. This includes external speakers, auxiliary devices, and USB cables.
- Follow the included instructions for the particular FOXPRO charger that you are using.
- Remember that NiMH batteries self-discharge about 1% per day.

- Do not leave charging batteries unattended.
- Remove batteries from battery holder when caller will not be used for prolonged periods to help prevent deep discharge and battery leakage.
- Recharge your batteries periodically—even when not in use—to prevent deep discharge.
- While charging your Cabela’s SL^P Game Call, the green LED will illuminate. This LED is NOT an indicator for a full charge status. This LED will remain illuminated the entire charging cycle.

6. Programming Sounds

Programming your Cabela’s SL^P Game Call can be done from home with the use of a PC or Mac computer. In order to program the Cabela’s SL^P Game Call from home, you will need the following items:

1. USB A/B printer-style cable
2. Windows based PC running Windows XP, 7, 8, 8.1, or 10. If using a Mac computer, make sure you are running Mac OS 10.7.3 or higher.

For detailed programming guides (including instructions for programming with a Mac computer), please visit the FOXPRO website: <https://www.gofoxpro.com/site/resources/programming-support>

6-1 Obtaining New Sounds

You can access FOXPRO’s website to obtain new sounds. FOXPRO offers a selection of free sounds as well as premium sounds that can be purchased. The website is located at: <http://www.gofoxpro.com>

From the website, access the “FOXPRO Sounds” option from the main menu and click on one of the sound pack options. You can purchase a single sound, 4 sounds of your choice, 8 sounds of your choice, or 16 sounds of your choice. Consult the programming link listed at the beginning of this section for more details on purchasing, downloading, and installing new sounds from the website. The Cabela’s SL^P Game Call is also capable of playing MP3, uncompressed WAV, OGG, and FLAC files obtained from other sources. The Cabela’s SL^P Game Call **must always have 35 sounds loaded**—no more, no less. If there are less than 35 sounds installed, the game call will not function properly.

6-2 Programming the Game Call (Windows PC’s)

The first step is to download and install the FOXPRO Sound Programming Utility. The installer for the FOXPRO Sound Programming Utility can be downloaded directly from our website at any time by visiting the following web address: <https://www.gofoxpro.com/site/resources/foxpro-programming-utility>

When the page is loaded, locate and click the ‘Download Now’ button to download the file. If you are prompted to save or run the file, choose run. Otherwise, after the file has been saved, run it to go through the installation process.

Launching the Utility

After installation, you can launch the utility through the start menu. Go to Start -> All Programs (or All Applications) and look for FOXPRO. You can then click on ‘FOXPRO Programmer’ to launch the utility. When the utility is open, you will see two columns on the main interface: ‘Source Sound Files’ and ‘Caller Sound Files’. The ‘Source Sound Files’ column represents the sounds available in your local source sound files folder (see Understanding File Locations & Source Sound Library below). The ‘Caller Sound Files’ column represents the sounds inside of your game call.

Connecting your Game Call to the PC

You can now connect the Cabela's SL^P Game Call to your PC. The USB port is located inside the battery compartment. You will need to obtain the appropriate USB cable (USB 2.0 printer-style cable) as one is not included with the product. **Make sure that the game call is turned off prior to connecting it to your PC.** After connecting the game call to your PC, the utility should recognize the device as being a valid product and display "Connected to..." followed by the device name. The "Caller Sound Files" column should become active and display the sounds currently installed. It will then ask you if you wish to back up your sounds. You can take this time to do so, if you wish.

Understanding File Locations & Source Sound Library

After launching the utility, it will create a folder named 'FOXPRO' inside of your Documents folder. Inside of the 'FOXPRO' folder is two additional subfolders: 'Backup' and 'Sounds'. The 'Sounds' folder is the source for the 'Source Sound Files' column in the programming utility. Always store new sound files in this 'Sounds' folder so that you can easily access them through the programming utility.

The Programming Process

1. Turn off the Cabela's SL^P Game Call.
2. Connect the Cabela's SL^P Game Call to the PC.
3. Launch the programming utility.
4. If you do not see your new sounds under the "Source Sound Files" column, use the "Browse Library" 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.
5. Select one, multiple, or all sound files in the "Source Sound Files" column.
6. Click on the position you wish to insert the sounds into on the right column and click "Insert". Or if you are replacing existing sounds, use "Overwrite".
7. When complete, click on the "Update Caller" button to save your changes. Any sounds being removed will automatically be backed-up.
8. Exit the utility and update your remote control as per the instructions in the next section.

6-3 Transferring a New Playlist to the TX35

Now that you are done programming your Cabela's SL^P Game Call, you are ready to download the new playlist to the TX35 transmitter. You will need to obtain a 3.5mm male-to-male stereo patch cable for this process.

1. Disconnect all accessories from the Cabela's SL^P Game Call (i.e. speakers or decoy).
2. Turn off the power for both the game call and the TX35.
3. Connect the 3.5mm patch cable from the sound upload jack on the TX35 to the AUX jack on the game call.
4. Turn on the TX35.
5. After powering on, the TX35 will display "TURN ON CALLER".
6. Turn on the game call.
7. The TX35 will display "TRANSFERRING DATA" as transfer occurs. When it's done, the TX35 will display, "REMOVE CABLE HOLD SEND".
8. Unplug the cable from the TX35 first, followed by the main unit. Push and hold the power/send button on the TX35 for 2-3 seconds. The screen should briefly display "TRANSFER COMPLETE" and then your sound list will appear on the screen. Cycle through the list to view your changes.

7. Troubleshooting

The most common problems are battery related. Before performing anything else, try installing fresh batteries. When your batteries get low, in either the Cabela's SL^P Game Call or the TX35 remote, unexpected operation can occur. You can experience such things as loss of audio quality, loss of remote control range, and other abnormal results.

Problem	Solution
Cabela's SL ^P Game Call will Not Turn On	Make sure that you have fresh batteries installed. If you are using rechargeable batteries, make sure they are fully charged. Inspect your battery tray and make sure the springs are not compressed or corroded as this could lead to poor battery connectivity.
Cabela's SL ^P Game Call does not produce any sound	Make sure that the speaker selector switches are both in the "on" position.
Cannot transfer sound list to TX35	This typically stems from an error in the play list on the Cabela's SL ^P Game Call. If you recently added new sounds, double-check the programming for errors such as duplicate or missing sound numbers.
TX35 remote does not turn on	Install a new 9V battery.
Having trouble with programming new sounds	Check out FOXPRO's website for detailed programming information for your Cabela's SL ^P Game Call. Solutions for many common issues can be found there.
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.

8. Maximizing Remote Range

In order to achieve the best possible remote range with your Cabela's SL^P Game Call, it is recommended that the following points be observed:

- Always use a high quality alkaline battery in the remote.
- Always maintain clear line of sight between the remote control and the game call. Any obstructions—no matter how significant or insignificant—can adversely affect the radio signal.
- Keep the remote control approximately 6 inches away from your body, gun barrel, and metal shooting sticks as these things can detune the remote control.
- Hold the remote control vertically rather than pointing it at the caller.
- Avoid operating near power lines, cellular phone towers, and radar (such as near airports or military installations).
- Elevate the caller off of the ground by approximately 3 feet. This can greatly maximize your overall remote control range.
- Avoid situations where the Cabela's SL^P Game Call is placed at a lower elevation than the remote control—the caller should always be higher.
- If you are using the Cabela's SL^P Game Call remotely from a long distance, be sure to allow enough time for device reaction before sending multiple signals. For example, if you request a sound change, consider the amount of time from radio transmission from the remote to the Cabela's SL^P Game Call until that signal is turned into a change in operation that you are able to perceive. It will not always be instantaneous and may take a second or two before a change in

operation is detected from your vantage point. Mashing down button after button can get the device into a state of confusion which could result in undesirable results.

9. FCC & IC Information

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

This device complies with Industry Canada license-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.

10. Warranty Statement

Your FOXPRO® game call is warranted to be free from defects in materials and workmanship that diminish its usefulness for a period 3 years from the date of purchase. Return the unit prepaid and packaged securely along with proof of purchase (store receipt) 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.

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