

# Using the FOXPRO Digital Callers



MODELS  
48, 416, and 532

***“THE CALLER OF THE WILD”***



MADE IN USA

FOXPRO Systems  
609 West Fourth Street  
Lewistown, PA 17044  
(717) 248-2507  
[WWW.GOFOXPRO.COM](http://WWW.GOFOXPRO.COM)

Congratulations on your purchase of the FOXPRO digital wildlife caller. You have chosen a product engineered with the outdoorsman in mind. We are proud to bring to you the best digital game call available anywhere. And, as with all of our units, has been manufactured in the USA. We at FOXPRO would like to take this time to say Thank You for your purchase.

## **OPERATION**

To turn your unit on, simply turn the knob at the front part of the handle. You will notice that the green LED will blink once or twice. This knob also controls the volume of your FOXPRO digital game call. To increase volume, turn the knob clockwise to your desired setting. To decrease volume, turn the knob counter-clockwise. **Remember that maximum volume is seldom needed.** To select your sound, simply turn the knob located on the back of the unit to the desired number. Each number corresponds to a sound, which is identified on the sound label located on the side of the unit. On the model 532, there are two banks of 16 sounds, Bank A and Bank B. To switch from Bank A to Bank B, simply move the toggle switch on the back of the unit from A to B. The model 532 has two sound labels, one on each side of the unit. You can easily and instantly select sounds.

## **EXTERNAL SPEAKER JACK**

Your FOXPRO digital game call comes equipped with an external speaker jack. This jack is located on the left side of your unit, and is labeled “EXT SPKR.” This jack allows you to plug in an external speaker with up to 75 feet of wire. The main reason for using an external speaker is to get the source of the sound away from your location. The internal speaker will be shut off when the external speaker is connected (unless prior arrangements have been made with us to allow both speakers to play at the same time). Be very careful of any spliced connections to avoid shorted wires. This could cause damage to your FOXPRO caller.

## **EXTERNAL AUDIO JACK**

Your FOXPRO digital game call also comes equipped with an external audio jack. This jack is located on the right side of your unit, and is labeled “EXT AUDIO.” This jack allows you to connect an external audio device, such as a cassette, CD or MP3 player, to the caller. The sound will play through the caller's speaker. With an external audio source connected, the internal sounds will be muted.

## **TIMER SWITCH** (Non-remote units only)

On the model 48 and 416, this switch is located near the front part of the handle, opposite the charge jack and LED. To activate the timer on these models, the switch must be placed to the UP position. On the model 532, the switch is located on the rear panel, labeled "L" & "R." To activate the timer on this model, the switch must be in the "R" position. When the timer is active, the sound will be silenced for about 60 seconds after being turned on before it begins to play. This allows you to set the caller away from you and get set up before your FOXPRO digital game call begins to play. Be sure to set the volume to your desired setting. You may disable this feature by sliding the timer switch to the down, or "L" position.

## **BATTERIES**

Your FOXPRO caller operates on 4 "AA" batteries. These may be alkaline or rechargeable NiCAD or NiMH types. For extreme cold weather operation (below 0 degrees F), lithium batteries are recommended. DO NOT mix types. Alkaline batteries will last 20 to 25 hours of continuous use at a high volume. NiMH batteries will last between 15 to 20 hours of continuous use at the same volume. Battery life is directly dependent on the volume used. To gain access to the battery tray, unscrew the front speaker ring, taking care not to stress the speaker wire. Observe polarity when replacing batteries. Re-assemble in the reverse order. When the batteries are weak, the green LED at the front part of the handle will blink continuously. Replace the batteries, or recharge if you are using rechargeable batteries. **Never attempt to charge standard batteries!** Serious damage will result, not covered by the warranty. Charge the optional rechargeable batteries for 12 to 15 hours. **Always turn the caller off before charging.** Use only the charger available from FOXPRO. Plug the charger into the jack below the green LED at the front part of the handle. The green LED will come on to indicate charge current.

## **REPROGRAMMING**

The sounds contained in your FOXPRO digital game caller can be factory reprogrammed at any time. Choose from our library of over 160 high quality sounds. The cost for this service is just \$20.00, plus return freight. This price includes changing one or all of your sounds. You can also record your own sounds into your FOXPRO caller without the need to return it to us. This requires the optional PG-1A adapter, sold separately. Contact FOXPRO for more details.

## ACCESSORIES

The following accessories are available from FOXPRO Systems:

- TX-5LR Remote Control\*
- Custom Carry Case
- PG-1/PG-1A Recording Adapter
- NiMH Batteries and Charger
- External Speaker
- 50 ft External Speaker Cable
- Audio Patch Cable (Used to connect an outside audio source to the external audio jack. Comes standard with PG-1A adapter)

For more information, contact FOXPRO Systems.

\* Your unit must be returned to FOXPRO to add the TX-5LR remote control.

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**The True Leader.**

### **Limited Warranty Statement**

Your FOXPRO Systems wildlife caller is warranted to be free from defects in materials and workmanship that diminish its usefulness for a period of five years from date of purchase. Return the unit prepaid and packaged securely along with proof of purchase to the address above. 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 is damage caused by attempts to charge batteries not intended to be recharged.