

FOXPRO®

High Performance Game Calls



KRAKATOA II

Instruction Manual

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1. Getting Started

Congratulations on your purchase of the FOXPRO Krakatoa II digital game call! To get the full advantage of the Krakatoa II and its features, please read and understand the operating instructions in full.



WARNING: To avoid personal injury and product damage, read all operating instructions and safety precautions in this guide before using the FOXPRO Krakatoa II digital game call system. A digital copy of this file can be downloaded from:

http://www.gofoxpro.com/resources/manuals/Krakatoa_2.pdf

1-1 What's in the Box?

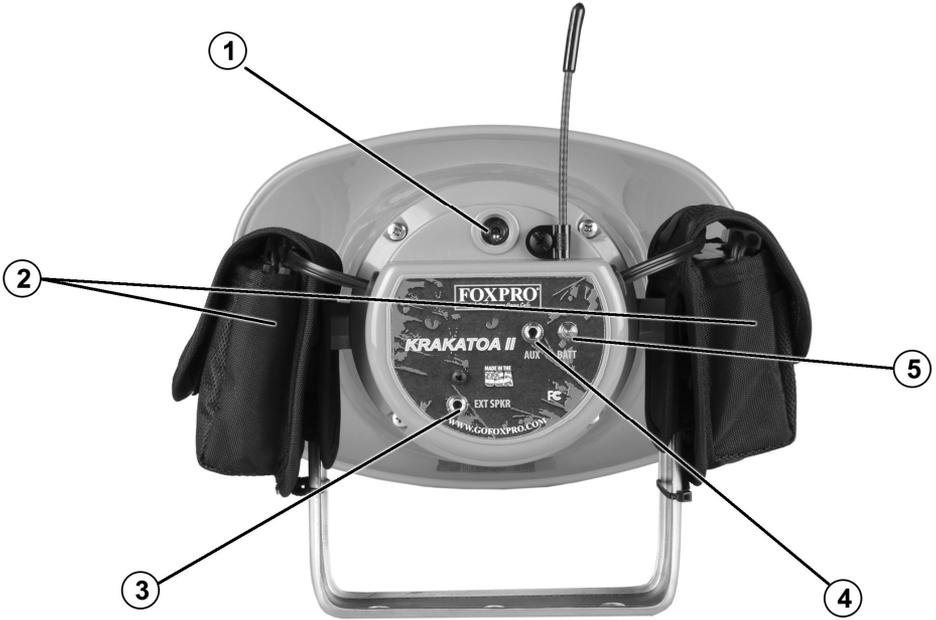
Included with the box you should find the following items:

- 1) Krakatoa II digital game call
- 2) Krakatoa II remote control
- 3) Operators manual
- 4) Warranty registration card
- 5) USB cord
- 6) 2 rechargeable NiMH battery packs
- 7) Fast charger

1-2 Krakatoa II: First Glance

The following chart corresponds to a graphic on the next page.

Number	Description
1	Power on/off switch
2	Battery pouches
3	Auxiliary device jack
4	External speaker jack
5	Pilot lamp / low power LED



1-3 Krakatoa II: Requirements

The Krakatoa II is shipped from the factory with two sealed rechargeable NiMH battery packs. The packs may have some charge, but it is recommended to perform a charging cycle prior to any field use. To install the battery packs:

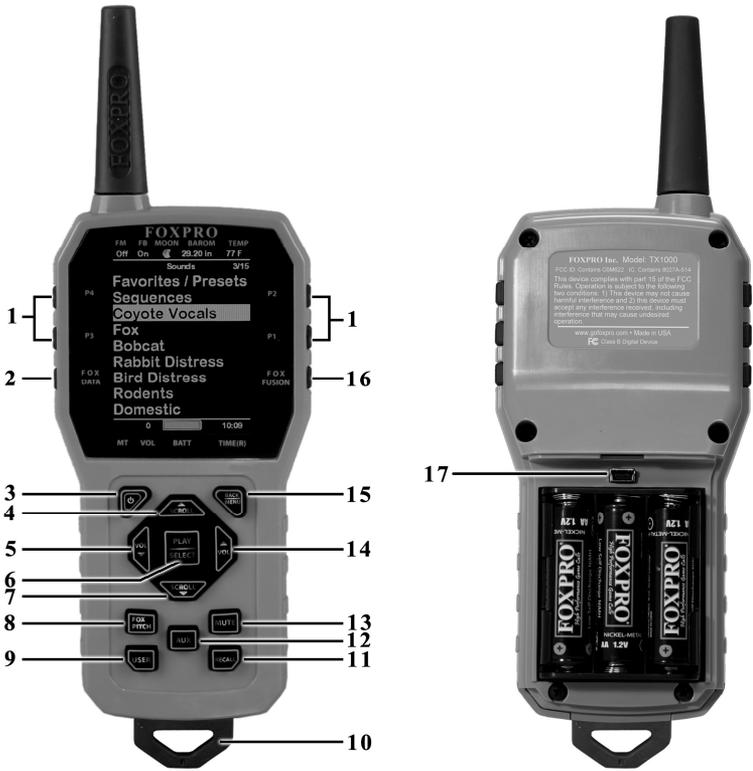
1. Open the cover to one of the battery pouches (one located on either side).
2. Locate the power cable. The cable has a white connector on the end. That end connects to the power cable found on the battery pack itself.
3. Connect the battery pack to the battery cable.
4. Place the battery into the pouch and secure the cover.



1-4 Krakatoa II Remote: First Glance

The following chart corresponds to a graphic below that depicts the Krakatoa II remote. Certain aspects of the Krakatoa II remote will be marked with a number which corresponds to the chart defining that particular element.

Number	Description	Number	Description
1	Quick access preset buttons	11	Recall button
2	FOXDATA button	12	Auxiliary button
3	Power on/off button	13	Mute button
4	Scroll up button	14	Volume up button
5	Volume down button	15	Back / menu button
6	Play / select button	16	FOX FUSION button (<i>unused</i>)
7	Scroll down button	17	Mini USB Port
8	FOXPITCH (<i>unused</i>)		
9	USER button		
10	Lanyard loop		



1-5 Krakatoa II Remote: Requirements

The Krakatoa II remote control operates on 3 'AA' batteries. It is recommended that you use high quality lithium or alkaline batteries for the best performance.

Installing Batteries in the Krakatoa II Remote

1. Access the battery compartment by removing the door from the back of the remote. The door slides down and off of the remote.
2. Place the batteries into each battery cavity while observing polarity as indicated.
3. Slide the battery compartment door back on the remote.

2. Quick Start Guide

The following Quick Start Guide provides a very brief overview of basic operations such as playing sounds, adjusting volume, and using presets. While this may be enough to get you started, it is strongly recommended that you read the manual in its entirety to fully understand all of the capabilities and get the most out of the product.

2-1 Powering On the Krakatoa II

The Krakatoa II is powered-on by moving the power switch to the on position. When powered-on, the orange LED pilot lamp will blink rapidly several times and then illuminates solidly, signaling that it is ready to be operated from the remote control.

2-2 KRAKATOA II Remote Setup

After installing batteries or changing batteries in the KRAKATOA II remote, it is recommended that you make it a routine to take a moment to setup the date and time settings. This section will explain these setup configurations.

Setting the Clock:

1. Access the Date/Time(r) menu and select "Time"
2. Use the scroll buttons to set the current time.
3. Push "Play/Select" to lock it in.

The clock can be displayed in either the standard 12 hour format or 24 hour format (military time).

Configuring Time Format:

1. Access the Date/Time(r) menu and select "Time Format"
2. Use the scroll buttons to select either 12 or 24 hour time format.
3. Push "Play/Select" to lock in the setting.

The bottom status line of the KRAKATOA II display can show either the current time or the stand timer. The stand timer will only be displayed if it is turned on—otherwise, the clock will show the current time.



IMPORTANT NOTE

The KRAKATOA II remote control features a moon phase indicator. In order to display the correct moon phase, it is imperative that you enter the correct date. Otherwise, the displayed information may not be correct.

Setting the Date:

1. Access the Date/Time(r) menu and select “Date”
2. By default, the first option is the month. Use the scroll buttons to select the current month and then push the “Play/Select” button.
3. Next you set the day using the same method described above, and then push “Play/Select”.
4. Finally, set the year and push “Play/Select” to lock it in.

There are three different date formats that you can choose from depending upon your personal preference. They are month/day/year, year-month-day, and day.month.year.

Configuring Date Format:

1. Access the Date/Time(r) menu and select “Date Format”
2. Use the scroll buttons to cycle through the options.

When your desired date format is shown, push “Play/Select” to lock it in.

2-3 Playing Sounds

Make sure that you have properly installed batteries in both the KRAKATOA II and KRAKATOA II remote as described in Chapter 1.

1. Turn on the KRAKATOA II by placing the power switch in the “on” position.
2. Turn on the KRAKATOA II Remote by pushing and holding down the power button for approximately 2-3 seconds. The remote will default to Category View Mode, meaning that the sounds are listed and grouped in categories. If no categories are defined, you will see ‘Sound List’ instead.
3. Use the scroll buttons on the remote to highlight the category you wish to pick a sound from and then push the “Play/Select” button. The sounds assigned to that category will be displayed.
4. Use the scroll buttons on the remote to highlight the individual sound from that category that you wish to play, and then push the “Play/Select” button to start playback.
5. Use the volume up button to raise the volume level to a point where you can hear it.

6. To mute (or pause) the sound, simply push the mute button. To resume playback, push the mute button again.
7. To switch sounds, simply go through the sound list or switch categories to find a different sound and then just push the “Play/Select” button. To go back to the previous sound, push the “Recall” button.

2-4 Using Presets/Favorites

The KRAKATOA II remote is capable of storing up to 50 unique presets or favorites. A preset is a shortcut to a particular sound which has a defined volume level. The KRAKATOA II remote has 4 quick access preset buttons located on the top left and right (see image on page 9).

By default, your KRAKATOA II remote will have no presets established. The following instructions will describe how to setup a preset:

To Create a Preset/Favorite:

1. From the main screen, select the “Favorites/Presets” menu item.
2. Select one of the 50 preset slots. Notice that the screen will indicate “Preset Recording”. The first step is to select the sound.
3. Use the scroll buttons to highlight the sound you want to establish for this preset and then push the “Play/Select” button.
4. The last step is setting the volume level. Use the volume buttons to dial-in the desired volume level you wish to assign to this preset and then push “Play/Select” to lock it in.
5. Your preset is now setup.

You can assign the P1, P2, P3, and P4 buttons in the following manner:

1. Highlight the sound that you wish to have established in one of the four positions.
2. From the main sounds or category screen, press and hold the P1, P2, P3, or P4 button for approximately 3-4 seconds.
3. Set the volume level and then push the “Play/Select” button to lock in that preset.

To initiate playback of a presets 1-4, make sure that both the KRAKATOA II and KRAKATOA II remote are turned on, and then push the corresponding preset button (P1 – P4) on the top sides of the remote. The KRAKATOA II will then instantly switch to that sound and volume level.

To initiate playback of any preset, simply select the “Favorites/Presets” menu on the main screen, browse through the available presets, and then use the “Play/Select” button, just as if you were picking a sound for normal playback.

Presets can also be managed by editing a specific file located within the KRAKATOA II remote. For the advanced information on this process, please view Chapter 10.

3. KRAKATOA II Detailed Overview

This chapter provides a more detailed oriented overview of the KRAKATOA II.

3-1 External Speaker Jack Information

The Krakatoa II features an external speaker jack. This jack is a standard 3.5mm female jack that can accept a 3.5mm male plug. When selecting an external speaker to use with the Krakatoa II, note that FOXPRO recommends the use of a 25W speaker with 8Ω Impedance.

FOXPRO carries a variety of external speakers for purchase that can be used with the Krakatoa II. You can view the line of speakers online by visiting www.gofoxpro.com

Connect an external speaker to Your Krakatoa II:

1. Make sure that the Krakatoa II is powered-off before connecting an external speaker.
2. Connect the plug from the external speaker to the external speaker jack.
3. Turn on the Krakatoa II and begin playing a sound to hear the external speaker in action.

3-2 Auxiliary Device Jack

The KRAKATOA II is equipped with an auxiliary jack labeled "AUX". This jack is located on the back of the KRAKATOA II. The purpose of this jack is to allow for the connection of certain external devices (such as Jack Predator Decoys) for triggering their action on and off by using the KRAKATOA II remote control.

While you may be able to connect other devices to the auxiliary jack beyond Jack Predator Decoys, there are strict electrical limits involved with this jack. If these limits are exceeded, damage to your KRAKATOA II will result. That damage is not covered by warranty.

The electrically inclined will want to know that the jack is connected to the drain of an internal FET with a maximum current rating of 10mA. The tip polarity of the 3.5mm jack is positive, the sleeve is negative. If the external device is connected with reverse polarity, an internal production diode within the FET will conduct causing the device to stay on constantly. The maximum voltage applied to this jack cannot exceed 15VDC.

Instructions for connecting various devices to the auxiliary jack are beyond the scope of this manual. You are urged to seek help from a knowledgeable professional before connecting any unapproved devices to the jack. Keep in mind that any damage to the KRAKATOA II as a result of improper use of the auxiliary jack is not covered by the warranty, nor will FOXPRO be liable for damage to any connected devices

3-3 Batteries and Charging

The KRAKATOA II is equipped with dual rechargeable NiMH battery packs and a smart fast charger (see image below). During operation, if the pilot lamp begins blinking, this is indicating that the batteries are starting to get low and need recharged.



To Charge the Batteries

1. Disconnect one of the sealed battery packs from the Krakatoa II and remove it from the battery pouch.
2. Connect the power cable from the sealed battery pack to the connector on the charger.
3. Plug the wall adapter into a 110VAC wall outlet.
4. The charger has an LED which glows red while charging and switches to green when the charge is complete.
5. When one pack is finished charging, place it back into its pouch and repeat these steps for the second pack.



WARNING

Never attempt to charge batteries that are not intended to be recharged! The resulting damage can be serious and will not be covered by the warranty. For maximum charge efficiency, we recommend charging your KRAKATOA II in temperatures ranging from 40°F to 85°F (5°C to 30°C).



WARNING

Never connect your KRAKATOA II 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.

CHARGING RECOMMENDATIONS

- Do not leave charging batteries unattended.
- Remove batteries from the device when caller will not be used for prolonged periods.
- Recharge your batteries periodically—even when not in use—to prevent deep discharge.

3-4 USB Port

The KRAKATOA II is equipped with a standard USB 2.0 port which is located inside of the speaker cap. In order to gain access to the USB port, you must remove the four screws that secure the cap to the back of the speaker.

To Connect the KRAKATOA II to a Computer

1. Make sure that the KRAKATOA II is turned off.
2. Connect one end of your USB cable to the USB port in the KRAKATOA II.
3. Connect the other end of the USB cable to a USB port on your computer.
4. On most major operating systems, you will hear an alert as well as see visual notification on the screen that a new device has been attached.

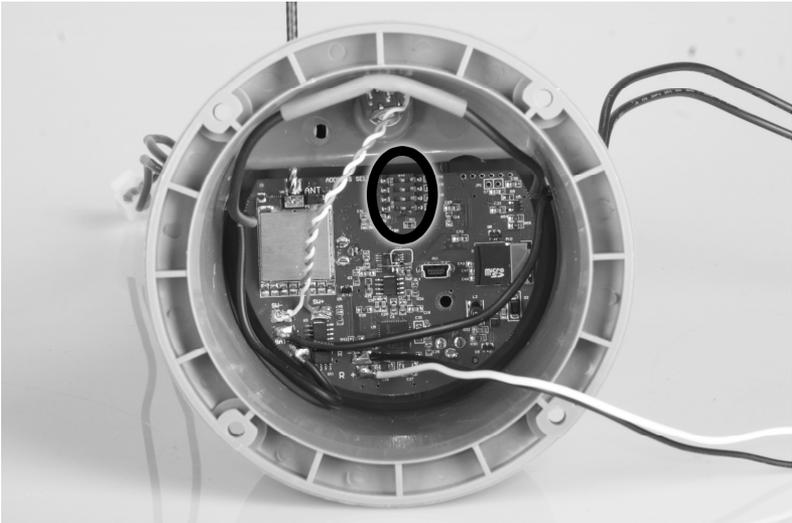
After connecting the KRAKATOA II to your computer, there are a number of things you can do. To work on sound programming, please go to Chapter 11. To learn about changing the channel of operation, please proceed to section 3-5.

3-5 Setting the Channel of Operation

Changing the channel of operation requires that you remove the speaker cap from the back of the KRAKATOA II and modify the values of a DIP switch located inside. There are 8 channels of operation available (0 – 7). The default channel of operation set at the factory is 6.

Changing the Channel of Operation

1. Locate and remove the 4 screws that connect the speaker cap to the main speaker bell of the caller.
2. Turn the speaker cap around and look inside. Locate the DIP switch (see image below).



- The DIP switch has 4 individual slide switches. Each switch has two positions. For the purposes of changing the channel, however, you will only modify switches 1 – 3. The two positions are referred to as “on” and “off”. The “on” position is selected by moving the switch to the right (towards the USB port). The “off” position is selected by moving the switch to the left (away from the USB port). Use the tip of a pen or pencil to change the position of the switches. The following chart shows the possible switch positions for the various channels.

CH	1	2	3
0	OFF	OFF	OFF
1	ON	OFF	OFF
2	OFF	ON	OFF
3	ON	ON	OFF
4	OFF	OFF	ON
5	ON	OFF	ON
6	OFF	ON	ON
7	ON	ON	ON

- Remember, if you change the channel of operation of the KRAKATOA II, you must also change the channel of operation for the TX1000. See chapter 9, section 1 for more information.

3-6 Setting the Battery Chemistry

For the best results, you must select the appropriate battery chemistry for the types of batteries you are using in the device. To select the battery chemistry type, you have to remove the

speaker cap from the back of the KRAKATOA II and modify the values of a DIP switch located inside.

Changing Battery Chemistry

1. Locate and remove the 4 screws that connect the speaker cap to the main speaker bell of the caller.
2. Turn the speaker cap around and look inside. Locate the DIP switch (see image in section 3-5).
3. The last switch on the right acts to define what type of battery is being used. To select NiMH batteries, place the switch in the “off” position. To select LiON batteries, place the switch in the “on” position.
4. Reattach the cap to the speaker and secure it with the screws after selecting the appropriate battery type.

4. KRAKATOA II Remote Control Detailed Overview

This chapter provides a more detailed oriented overview of the KRAKATOA II remote. The model number for the KRAKATOA II Remote is “TX1000”. In this manual, we tend to refer to the remote as “KRAKATOA II Remote”, but you will encounter “TX1000” later on as it referenced in specific menu options.

4-1 What are FOX FEATURES?

Throughout this section, you will encounter various features referred to as “Fox Features”. This group of features includes: FOXBANG, FOXCAST, FOXMOTION, FOXGRIP, and FOXDATA. These features are explained thoroughly in this section.

4-2 Turning on the KRAKATOA II Remote

After installing batteries as indicated in Chapter 1, you can turn on the KRAKATOA II remote by pushing and holding the power button for approximately 1-2 seconds. An initial startup screen will appear displaying the FOXPRO logo and remote version information. After the initial startup sequence is complete, the main sound selections screen will appear.

4-3 Navigating the KRAKATOA II Remote

The KRAKATOA II Remote has a scroll up and scroll down button for cycling through the on-screen display. A selected menu item is highlighted by a horizontal bar, and by pressing the scroll up or down arrow button, the horizontal bar will move up or down through the menu list. To select a menu item, push the “Play/Select” button. The “Back/Menu” button allows you to access the KRAKATOA II Remote configuration options as well as navigate back one level in the menu system.

4-4 Understanding the KRAKATOA II Remote Display

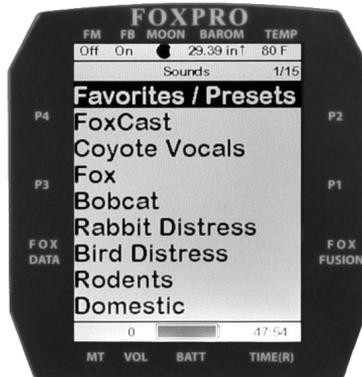
The KRAKATOA II Remote display can be viewed as three main segments: top status line, primary display area, and bottom status line. The top and bottom status lines are static—meaning, they will always be present. The primary display area is dynamic and will change upon what operation you are performing.

Top Status Line Overview



Name	Details
FM	FOXMOTION status indicator. Displays either On or Off.
FB	FOXBANG status indicator / FOXGRIP status indicator. Displays “FB” if FOXBANG is activated. Displays “FG” if FOXGRIP is activated. Displays “FB/FG” if both FOXBANG and FOXGRIP are activated.
MOON	Moon phase indicator. Displays an icon depicting the current moon phase. Correct moon phase display requires proper date and time configuration.
BAROM	Barometer. Displays the barometric pressure in either inches or millimeters depending upon configuration. When enough measurements have been taken, an arrow showing trend (up/down) will appear. When elevation is set correctly, this value is automatically corrected.
TEMP	Thermometer. Displays the current temperature in either C or F depending upon configuration.

Primary Display Area Overview



Details

The image above shows the primary display area for the KRAKATOA II remote with default settings using the day theme. Above the menu items you will see “Categories” which is the title

of this particular screen. When you enter other menu sections, the title will change accordingly. The two main items on the screen “Favorites/Presets” and “FoxCast” options are always available on this screen (in both Category and Sound List mode). Directly beneath “FoxCast” begins the category listings. If using sound list mode, you will then see “Sound List” as the third option.

Bottom Status Line Overview



Name	Details
MT	Mute status indicator. When the sound is muted, a letter M will appear. .
VOL	Volume level indicator. Ranges 0 – 40.
BATT	Battery level indicator.
TIME(R)	Displays either stand timer or real-time clock. When an alarm is indicated, the background will blink red.

4-5 Access the KRAKATOA II Remote Configuration Menu

From the main sounds screen, push the “Back/Menu” button a single time. This will allow you to access the configurations screen. There are a total of five elements that appear on this menu: FOX FEATURES, Sound Settings, Display/Power, Date/Time(r), and TX1000 settings. Each of these items and all possible values are displayed below.

FOX FEATURES Menu

This menu item provides access to turning FOX FEATURES on or off and their respective configurations.

Menu Item	Description	Values
FoxBang	Turns FOXBANG on or off.	Off, Mute, Aux, Preset 5, Preset 4, Preset 3, Preset 2, Preset 1, FOXDATA
FoxBang Sen.	Sets FOXBANG sensitivity.	Low, Med, High
FOXMOTION	Turns FOXMOTION on or off.	Off, On
Rate	Sets the desired rate for speed of FOXMOTION.	1,2,3,4 and 5
Auto Volume	Turns auto volume on or off	Off, on

USER	Allows for assigning a function to the USER button.	Theme, FOXBANG, Preset 5, FOXMOTION, Auto Volume, Time(r) Toggle, Timer Reset, Backlight
FoxGrip	Turn FoxGrip on or off.	Off, On
Button 1	Assign FoxGrip button 1 Feature.	Preset 1, Preset 2, Preset 3, Preset 4, Preset 5, Aux, Mute, FOXDATA
Button 2	Assign FoxGrip button 2 Feature.	Preset 1, Preset 2, Preset 3, Preset 4, Preset 5, Aux, Mute, FOXDATA
FoxGrip Unit ID	Displays the FoxGrip unit identification number.	
Erase FOXDATA	Enables you to erase the FOXDATA file.	N/A

Sound Settings Menu

This menu item provides access to various playback configurations, speaker configurations, and more.

Menu Item	Description	Values
Volume Step	Allows you to set the volume stepping value	1, 2, 3 and 5
Pri. Mode	Set the play mode for the primary sound.	Repeat, Juke, Single
Spkr Mode	Sets the speaker mode.	Stereo, Mono
Main Speaker	Turns main speaker on and off.	Off, On
Ext. Speaker	Turns external speaker on and off.	Off, On
Preset Mt. O/R	Preset mute override. If the sound is muted and this is set to on, the remote will un-mute the caller and start playing the preset.	Off, on

Display/Power Menu

This menu item provides access to on-screen display controls such as brightness, theme, and automatic shut off settings.

Menu Item	Description	Values
Brightness	Screen brightness control	5% - 100%
Keypad	Brightness of keypad backlight	Off – 100%
Theme	Sets the remote display theme.	FOXPRO, Day, Night
Disp Timeout	Sets the screen timeout delay.	5 seconds, 15 seconds, 30 seconds, 1 minute, 2

		minutes, 5 minutes
Auto Off	Set the time delay before the remote shuts off	30 minutes, 45 minutes, 1 hour, 2 hours, 4 hours

Date / Time(r) Menu

This menu item provides access to date, time, alarm, and associated format configurations.

Menu Item	Description	Values
Stand Timer	Turns the stand timer on or off.	Off, on
Timer Reset	Resets the stand timer to 0:00	
Alarm (min)	Set the duration for the alarm.	1 minute – 60 minutes
Time	Set the current time	Hours/Minutes
Date	Set the current date	Month/Day/Year
Time Format	Set 12 or 24 hour time formats	12 Hr, 24 Hr
Date Format	Set the desired date format	m/d/y d.m.y y-m-d

TX1000 Settings Menu

This menu item provides access to other remote configurations, radio channel settings, and sound display modes.

Menu Item	Description	Values
Radio Channel	Sets the channel of radio operation. Must be the same channel as the KRAKATOA II digital game call	0 – 7
Download List	Invokes wireless transmission of sound list	N/A
AUX	Configure auxiliary function. FOXPRO's Jack Predator Decoys require Momentary.	Momentary, Latched
View	Sets the sound view mode.	Categories, Sound List
Temp. Units	Configure the temperature units of measurement	F, C
Barom. Units	Configure the barometer units of measurement	In, mm
Elevation	Set your elevation above sea level.	0 – 19,717 ft.
About Info	Displays system information	N/A
Restore Defaults	KRAKATOA II remote factory reset	N/A

4-6 Playing Sounds with the KRAKATOA II Remote

The first operation that most users want to perform is playing sounds. There are multiple methods in which you can initiate sound playback. Before attempting to play sounds, be sure that the KRAKATOA II and KRAKATOA II remote both have fresh batteries installed and that both devices are powered-on.

There are two sound view mode options within the KRAKATOA II remote; Sound List and Categories. This is configured through the TX1000 Settings item in the main menu. The method of playing a sound is identical for both modes; the way the sounds are displayed on the screen is the only difference. By default, the KRAKATOA II remote is setup to display the sounds by categories.

To change how the sounds are displayed, access the TX1000 Settings menu and locate the menu item titled "View". Highlight "View" and then push the "Play/Select" button a single time. Use the scroll buttons to cycle through either "Sound List" or "Categories". When you decide which option you would prefer to use, push the "Play/Select" button to lock it in.

Default: Categories View

When the KRAKATOA II remote is turned on, the main screen will be displayed. The first item is "Favorites/Presets" followed by "FOXCAST". The next menu item marks the beginning of the category listings. In category list mode, your sounds will not be displayed as one long list, but rather as elements of defined categories. You can have up to 50 unique categories. Use the Scroll Buttons to browse through the available categories. Highlight the category you wish to browse and push the "Play/Select" button to enter the category. All sounds associated with that category will be displayed. Find the sound you wish to play, and then push the "Play/Select" button to begin playback of the sound. Unless you changed the volume prior to pushing "Play/Select", the volume will start off at level 0, so you will need to increase the volume using the volume up button in order to hear it play.

Optional: Sound List Mode

When selected, this option allows you to scroll through all available sounds in a single list. The main screen will display "Favorites/Presets" and "FoxCast", like normal, but a third option titled "Sound List" will be present. To browse the sound list, select "Sound List" from the main screen. You will then see a page that displays the first 9 sounds (000 – 008) loaded in the list. You can use the Scroll Buttons to cycle through the sounds. Once you get to the end of the current page, the proceeding lines will advance one-by-one. After highlighting the name of the sound you wish to play, you can then push the "Play/Select" button a single time to start playback of your primary sound. Unless you changed the volume prior to pushing "Play/Select", the volume will start off at level 0, so you will need to increase the volume using the volume up button in order to hear it play.

4-7 Volume & Mute Control

The volume can be adjusted by using the “Volume Up” and “Volume Down” buttons on the keypad mid-operation, prior to selecting a sound, or even while the caller is muted. Volume ranges from 0 through 40 and the volume is increased in steps. These steps are configured through the main menu under Sound Settings. The available stepping values are 1, 2, 3, and 5. By default, the KRAKATOA II remote is set for a volume stepping value of 2. Volume can be controlled automatically by a feature called Auto Volume.

4-8 Presets / Favorites

You can store up to 50 favorites or presets in your remote control. A favorite or preset is, essentially, a shortcut to a specific sound number and volume level. These can be set through the remote control itself or authored in a text file stored in your remote control. For more information on setting up presets, see chapter 10.

From the main screen, select the Favorites/Presets option. This will display all presets available in the remote. They are listed by preset identification number, name, and volume level. Highlight the one you wish to play and then push the Play/Select button to activate. The KRAKATOA II will immediately begin playing the established sound at the predetermined volume level.

The remote also features 4 quick-access preset buttons providing one button access to a particular sound/volume combination. These are located on the top left and right sides of your remote control marked with “P1”, “P2”, “P3” and “P4”. If the KRAKATOA II is muted when selecting a preset, it will remain muted. You can change this configuration with the Preset Mute Override within the menu. Preset 5 can be assigned to the User button (please see chapter 5 for setting up the User button).

Favorites/Presets can be setup two different ways; through your PC or manually. To review the instructions for creating presets via your home computer, see chapter 10. To review the instructions for creating presets manually, just using the KRAKATOA II remote, see Chapter 2.

5. FOX FEATURES

This chapter explores all of the Fox Features in-depth to help you understand how to use them and get the most out of your calling experience. While reading this section, keep in mind the following point: some Fox Features are not compatible with other Fox Features, and some remote operations will override Fox Features when called upon. There may be times when you try to perform an operational change with KRAKATOA II Remote that results in a pop-up message asking you if you wish to cancel the currently engaged Fox Feature to carry out the desired operation.



IMPORTANT NOTE

No matter what FOX FEATURE you have engaged, if you change the primary sound from one sound to another, it will automatically disengage the active FOX FEATURE. FOX FEATURES will work with some other modes of operation such as Jukebox Mode and FOXCAST, but as soon as it is switched to a different sound, that feature will be turned off.

5-1 FOXMOTION

FOXMOTION is a unique feature that allows you to “move” the sound between the internal speaker and an external speaker at varying rates to portray an effect of the sound (animal) moving. There are 5 different rates or speeds at which you can have FOXMOTION operate. The lower the setting, the more gradual the transition from one speaker to the other will be.

Activating FOXMOTION:

1. Turn on the KRAKATOA II and KRAKATOA II remote.
2. Begin sound playback like normal.
3. Access the KRAKATOA II remote main menu and select the FOX FEATURES item.
4. Select FOXMOTION and change it to on. Then select the Rate item directly beneath it to adjust the speed that FOXMOTION operates at.

5-2 FOXBANG

When activated, FOXBANG reacts to the report of a firearm by automatically switching to an assigned function established within the KRAKATOA II remote. There are 8 different settings for FOXBANG. The available functions you can link to FOXBANG activation include: FOXDATA, mute (toggles mute on/off), auxiliary (toggles auxiliary device on/off), preset 1, preset 2, preset 3, preset 4, and preset 5. When FOXBANG is triggered, it will create a new record within your FOXDATA in addition to performing the specified action.

To Activate FOXBANG and Assign a Function:

1. Access the FOX FEATURES menu on the KRAKATOA II remote and locate FOXBANG.
2. Cycle through the available options from “Off” to the desired function you would like FOXBANG to be linked to.
3. When the desired function is selected, push the “Play/Select” button to lock it in.

As the remote control has an internal sensor that senses when your firearm has been discharged, it is important to make sure that you have the correct sensitivity level set for your particular firearm. There are 3 sensitivity levels that you can choose from: Low, Medium, and High. The lower sensitivity setting should be used with higher caliber firearms such as a .30 and higher. High sensitivity should be used for smaller calibers such as .17 to .22. Everything else should work fine with the medium setting.

Setting the Sensitivity:

1. Access the FOX FEATURES menu on the KRAKATOA II remote and locate FOXBANG.
2. Select FOXBANG Sen. and use the scroll buttons to cycle through the available sensitivity options.
3. When the sensitivity level has been set, push “Play/Select” to lock it in.

Tip from FOXPRO

The FOXBANG sensor is located inside of the KRAKATOA II remote. In order for it to detect the gunshot, the remote needs to be relatively close to the firearm. It is assumed that most hunters will have the remote on a lanyard around their neck.

An unintended and unavoidable consequence of adjusting the FOXBANG sensitivity to the highest level is that handling noises, such as the banging of the transmitter case on your firearm stock, may cause unexpected activation of FOXBANG. For this reason, you should choose the lowest sensitivity that affords reliable activation from the muzzle blast. FOXBANG is intended to work when the transmitter is located within about 5 feet of the firearm muzzle.

Tip from FOXPRO

Before using FOXBANG in the field, head out to your local shooting range and test the different sensitivity levels to find the one best suited to your firearm.

5-3 AUTO VOLUME

Different hunters like to deploy different tactics in the field. For example, some may get setup and start playing their favorite sound at a specific volume level until an animal shows up. Others prefer to have their volume level change frequently. While both methods have been proven successful, Auto Volume takes care of your volume manipulation so that you can keep focusing on the action in the field. When activated, auto volume begins playing your sound at the lowest volume setting. Over the course of a few minutes, your volume level will slowly begin to rise. Once it reaches a certain point, the volume will then begin to modulate up and down automatically.

Activating AUTO VOLUME:

1. Access the FOX FEATURES menu on the KRAKATOA II remote and locate AUTO VOLUME.
2. Change the value from off to on.
3. After changing to on, push “Play/Select” to lock it in.

When you are operating with Auto Volume engaged, you can still adjust the volume, but the adjustment that you make is relative only to the maximum volume that Auto Volume will climb to during its operational cycle. If you change sounds while AUTO VOLUME is turned on, it will be automatically turned off.

5-4 User Button

The User button is located on the bottom left side of your KRAKATOA II remote keypad. This button can be assigned a function of your choice for quick one button access. You can choose from preset 5, theme change, FOXBANG, FOXMOTION, Auto Volume, time(r) toggle, timer reset, or backlight.

Programming the User Button:

1. Access the FOX FEATURES menu on the KRAKATOA II remote and locate USER.
2. Select USER and use the scroll buttons to cycle through the available options.
3. When the desired option has been set, push "Play/Select" to lock it in.

If you selected FOXMOTION as your USER button feature, please be aware that it will actually toggle the state of FOXMOTION. For example, if FOXMOTION is turned off when you push the USER button, it will automatically turn on FOXMOTION and take you straight to the configuration screen. If you have FOXMOTION on already, it will turn it off. If you change sounds, FOXMOTION will be turned off.

5-5 FOXDATA

If you enjoy keeping records of your hunts and studying the records frequently to detect trends or patterns, then FOXDATA will become an important feature for you. FOXDATA is a digital-journal, of sorts, that allows you to track details from any hunt with the intent of archiving those details for future study. At the push of a button, FOXDATA creates a new log entry documenting the current state of the remote control including: current playing sound, volume level changes, usage, temperature, barometric pressure, date, time, moon phase, and timer.

The recorded data is stored in a CSV file within the remote control. You can access this file by connecting the KRAKATOA II remote to a PC (see chapter 10). CSV files can be opened with popular software titles such as Microsoft Excel.

As an extension to FOXDATA, FOXPRO has developed an online extension that you can use to store your data. This online application will track your information for you to plot out trends, averages, and all other details. You can quickly import your FOXDATA file directly into your own account to turn the data into useful onscreen information with charts and graphs. Determine your hunt/harvest ratio, time spent in the field, and even download reports in PDF format. Visit the website below for more information on the FOXDATA online extension:

<http://www.gofoxpro.com/foxdata/>

Tip from FOXPRO

In order to make sure that your collected data is organized in a structured, per-stand basis, it is important that you remember to start and end the FOXDATA tracking feature at the start and end of each stand. Otherwise, the data set will not be closed and you may end up with multiple stands featured as a single data set. FOXDATA will automatically record FOXBANG

and FOXGRIP activations only. All other records are generated by pushing the FOXDATA button a single time.

Using FOXDATA:

1. At the beginning of a hunt, before you start calling, push and hold the FOXDATA button for 1-2 seconds. This button is located on the side of the KRAKATOA II remote.
2. Select "Hunt Started". After selecting this option, FOXDATA recording begins. To check whether other not FOXDATA is actively recording, access the FOXDATA menu screen. The title bar will display "(R) FoxData – Comment" where the (R) is the active recording indicator.
3. Optionally, select the current weather conditions to further notate this hunt. The options are listed in a chart below.
4. Proceed forward with your hunt and use the caller just like you normally would. Each time you wish to create a log entry, push the FOXDATA button a single time and the current state will be recorded.
5. After you have completed the hunt, push the FOXDATA button for 1-2 seconds and select one of the shown options to close the session with a specific comment reflecting the outcome of the hunt.

The options for ending a hunt are outlined in the table below:

Ending Name	Description
Successful Call	Successfully called in animal, no kill-shot provided
Successful Call/Kill	Successfully called in and killed animal.
Shots Fired / Miss	Successfully called in, took shot, missed.
Camera Shot	Successfully called in, shot with camera
Nothing Seen	Nothing called in
Hunt Ended	Generic end.
Premature Ending	Interrupted (weather, human, other)

The options for weather conditions are outlined in the table below:

Weather	Description
Weather Clear	Clear skies or mostly clear
Weather Cloudy	Cloudy skies or mostly cloudy
Weather Overcast	Overcast conditions
Weather Rain	Rainy conditions
Weather Snow	Snowy conditions

Weather conditions may change while in the field. As a result, you can update the weather notation throughout the hunt to best reflect your observations while in the field.



IMPORTANT NOTE

A quick press and release of the FOXDATA button results in a FOXDATA record being created without prompting you for a comment. When FOXBANG and/or FOXGRIP are active and triggered, a FOXDATA record is made.



IMPORTANT NOTE

Even though FOXDATA provides weather condition selections including rain and snow, be aware that the KRAKATOA II and KRAKATOA II remote are not weather proof or weather resistant. Proactive measures should be taken prior to using the devices in adverse weather conditions. Placing the caller in a protective container or case rather than leaving it out in the elements will help prevent damages that are not covered under the warranty terms.



IMPORTANT NOTE

If you are performing a factory reset on the KRAKATOA II remote, be aware that it will erase your FOXDATA file. In order to preserve the data for future use, make sure that you back up the file prior to doing a factory reset.

5-6 FOXGRIP

This allows you to pair a FOXPRO Fox Grip or Fox Grip 2 with the KRAKATOA II Remote control. Detailed instructions for using each Fox Grip model can be found on our website. The following provides general instructions for basic setup.

Pairing the FOXGRIP to your KRAKATOA II Remote:

1. Make sure that your FOXGRIP has a fresh battery installed.
2. Access the FOX FEATURES menu and locate the FOXGRIP Unit ID menu option.
3. Push the “Play/Select” button a single time. A message will appear stating “Activate FOXGRIP to pair now.”
4. Push the button on your FOXGRIP. The KRAKATOA II remote will detect the signal and then display the FOXGRIP Unit ID to the right of the menu item.

After the FOXGRIP device is paired with your KRAKATOA II remote, the next step is to determine what particular feature you would like to assign to FOXGRIP. The following options are available: FOXDATA, mute, auxiliary, preset 5, preset 4, preset 3, preset 2, and preset 1. To disable FOXGRIP, set this to off.

Assigning a feature to FOXGRIP:

1. Access the FOX FEATURES menu and locate the FOXGRIP menu item.
2. Push the “Play/Select” button and then use the scroll buttons to cycle through the available options. If using a Fox Grip 1, you will only adjust Button 1. If using a Fox Grip 2, you have the ability to adjust the setting for both buttons.
3. After locating the desired option, push the “Play/Select” button to lock it in.

6. Sound Settings

This chapter explores the sound settings menu and all associated options.

6-1 Volume Step

The KRAKATOA II remote has a range of volumes from 0 – 40. Increasing the volume in the field by increments of 1 may be too slow for some and therefore this stepping value is configurable. You can choose from 1, 2, 3, and 5. The factory default setting is 2.

Changing the Volume Step Value:

1. Access the Sound Settings menu and select “Volume Step”.
2. Use the scroll buttons to adjust the value up or down.
3. When the desired value is set, push the “Play/Select” button to lock it in.

6-2 Pri. Mode

Allows you to specify how the sounds are played back. The default value is repeat, where the sound will play continuously when the end of the sound has been reached by starting over. Single mode will result in each sound being played a single time. Juke represents ‘jukebox mode’ where after a sound has played, it will automatically move on to the next sound in the list.

6-3 Spk Mode (Speaker Mode)

There are three speaker modes available for you to select from. These modes affect how sounds are played through the speakers. The modes are: Stereo, Reverse Stereo, and Mono.

By default, the device will be setup for stereo speaker mode. As the KRAKATOA II has a single speaker setup a stereo audio file will be split so that the left channels play through the internal speaker while the right channel plays through the external speaker. Reverse stereo flip-flops the left and right audio channels. Mono mode results in left/right channels being condensed so that the same sounds play through all speakers at the same time.

6-4 Main Speaker

Provides you access to turn the internal speaker on and off.

6-5 Ext. Speaker

Provides you access to turn the external speaker on and off.

6-6 Preset Mute Override

During normal operation, if the KRAKATOA II is muted and you play a preset, the preset is queued for playback, but it cannot be heard until the caller is un-muted. Preset mute override

will take care of this and eliminate the need for un-muting the call upon preset activation. It works by initially checking to see if mute is active and, if it is, un-mute the unit while playing the preset sound. This is especially important for FOXBANG operation. By having preset mute override turned on, FOXBANG activation will result in the KRAKATOA II being un-muted if it is muted when the activation occurs.

Turning on Preset Mute Override:

1. Access the Sound Settings menu and select "Preset Mt. O/R".
2. Use the scroll buttons to cycle between on or off.
3. When set, push the "Play/Select" button to lock it in.

7. Display / Power

The Display/Power menu allows for control of on-screen display options such as backlight, screen timeout, and operational theme.

7-1 Brightness

This controls the brightness of the display. You can adjust the screen brightness from 10% (minimum) and 100% (maximum) brightness in increments of 10%.

Adjusting the Brightness:

1. Access the Display/Power menu and select "Brightness"
2. Use the scroll buttons to increase or decrease the value
3. When set to the desired brightness, push "Play/Select" to lock it in.

7-2 Keypad

This controls the intensity of the keypad back light. You can adjust the intensity from 0% - 100%.

Adjusting the Keypad Intensity:

1. Access the Display/Power menu and select "Keypad"
2. Use the scroll buttons to increase or decrease the value.
3. When set to the desired intensity, push "Play/Select" to lock it in.

Tip from FOXPRO

Night hunters should select the lowest possible setting for screen and keypad brightness for the best possible results. You may want to experiment with the various settings prior to a hunt to familiarize yourself with it and what to expect.

7-3 Theme

The KRAKATOA II remote has three operational themes built in. These themes are designed to help optimize the appearance of the on-screen display based upon factors such as time of day.

The two main themes to address this are: night and day. These themes provide the basic framework for the visual look, but you are not limited to the themes default setting. You can still adjust screen brightness to fine-tune it to your specific needs. Also included is the FOXPRO theme which is built with FOXPRO company colors (orange/black). This theme is very good for night hunting.

Changing Themes:

1. Access the Display/Power menu and select "Theme"
2. Use the scroll buttons to cycle through the available themes.
3. When set to the desired theme, push "Play/Select" to lock it in.

7-4 Display Timeout

After being idle for an established period of time, the on-screen display will go blank. The KRAKATOA II remote will not power off completely during display timeout (see Auto Off) and is still completely usable. When the screen completes a timeout cycle, the screen can be reactivated by pushing any button on the keypad (please see important note below). There are five different time settings that you can use for configuring the display timeout: 5 seconds, 15 seconds, 30 seconds, 1 minute, 2 minutes, and 5 minutes.

This feature is also useful in helping to preserve and maximize your battery life. By having the screen shutoff when idle, the load on the batteries is reduced, which equates to improved run times of your batteries.

Configuring Display Timeout:

1. Access the Display/Power menu and select "Disp Timeout"
2. Use the scroll buttons to cycle through the available time spans.
3. When set to the desired time, push "Play/Select" to lock it in.



IMPORTANT NOTE

When your display times-out, you can push the power button a single time to wake it back up to ensure that no functions are initiated. For example, if you were to use a preset button or mute button in attempt to wake the remote up, you will be performing the function of that button at the same time. A single press of the power button will wake it up without causing any changes in operation.

7-5 Auto Off

After being idle for an established period of time, the KRAKATOA II remote control will completely power down. When this happens, the remote must be powered back on like normal. There are five different time settings that you can use for configuring the auto power off: 30 minutes, 45 minutes, 1 hour, 2 hours, and 4 hours.

Configuring Auto Off:

1. Access the Display/Power menu and select "Auto Off"
2. Use the scroll buttons to cycle through the available time spans.
3. When set to the desired time, push "Play/Select" to lock it in.

8. Date / Time(r)

The Date / Time(r) menu provides access to the date and time configuration, stand timer configuration, and the stand alarm.

8-1 Stand Timer & Timer Reset

When activated, the far right indicator on the bottom status line will begin keeping time that has elapsed since the KRAKATOA II remote has been powered on. The timer displays as: "MMM:SS" ("M" stands for minutes and "S" for seconds). The stand timer begins tracking time as soon as the KRAKATOA II remote is turned on.

Turning on the Stand Timer:

1. Access the Date/Time(r) menu and select "Stand Timer"
2. Use the scroll buttons to change between off and on.
3. When set to the desired position, push "Play/Select" to lock it in.

Resetting the Stand Timer:

1. Access the Date/Time(r) menu and select "Timer Reset"
2. Push "Play/Select" to reset the timer.

To get the clock back on the display, simply set the stand timer to off.

8-2 Alarm

The KRAKATOA II 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 – 60. When the alarm is set and the configured time span passes, the stand timer (or clock if set to display the clock) will begin to flash alerting you.



IMPORTANT NOTE

The alarm is based upon the stand timer only, not the real time clock. Keep in mind that the stand timer begins tracking time as soon as the KRAKATOA II remote is turned on. Make sure that you select the **Stand Timer Reset** option (described earlier on this page) when setting up the alarm. For example, if you turn on the KRAKATOA II remote and 10 minutes have passed while getting setup, and then you set the alarm for 30 minutes, it's going to go off 20 minutes later unless you use the Stand Timer Reset prior after setting the alarm. Also, if the screen timeout occurs prior to the alarm going off, it will turn back on when the alarm goes off.

Setting the Alarm:

1. Access the Date/Time(r) menu and select “Alarm”
2. Use the scroll buttons to select the desired amount of time in minutes. To shut off the alarm, simply change the value to off.
3. Push “Play/Select” to set the alarm.

8-3 Time

The KRAKATOA II remote has a real time clock. This clock must be set when you first install or change batteries.

Setting the Clock:

1. Access the Date/Time(r) menu and select “Time”
2. Use the scroll buttons to set the current time.
3. Push “Play/Select” to lock it in.

The clock can be displayed in either the standard 12 hour format or 24 hour format (military time).

Configuring Time Format:

1. Access the Date/Time(r) menu and select “Time Format”
2. Use the scroll buttons to select either 12 or 24 hour time format.
3. Push “Play/Select” to lock in the setting.

The bottom status line of the KRAKATOA II display can show either the current time or the stand timer. The stand timer will only be displayed if it is turned on—otherwise, the clock will show the current time.

8-4 Date & Date Format

The KRAKATOA II remote will keep track of the current date in order to proper render moon phases. This needs be setup when you first start using the KRAKATOA II remote.



IMPORTANT NOTE

The KRAKATOA II remote control features a moon phase indicator. In order to display the correct moon phase, it is imperative that you enter the correct date. Otherwise, the displayed information may not be correct.

Setting the Date:

1. Access the Date/Time(r) menu and select “Date”

2. By default, the first option is the month. Use the scroll buttons to select the current month and then push the “Play/Select” button.
3. Next you set the day using the same method described above, and then push “Play/Select”.
4. Finally, set the year and push “Play/Select” to lock it in.

There are three different date formats that you can choose from depending upon your personal preference. They are month/day/year, year-month-day, and day.month.year.

Configuring Date Format:

1. Access the Date/Time(r) menu and select “Date Format”
2. Use the scroll buttons to cycle through the options.
3. When your desired date format is shown, push “Play/Select” to lock it in.

9. TX1000 Settings

The TX1000 Settings menu allows you to change the radio channel, download the sound list, and configure other options.

9-1 Radio Channel

The KRAKATOA II remote can be configured to operate on one of 8 different radio channels (0-7). If you change the radio channel for the KRAKATOA II remote, you must also change the radio channel for the KRAKATOA II digital game call—otherwise the two devices will not be able to communicate.

Changing the Radio Channel:

1. Access the TX1000 Settings menu and select “Radio Channel”
2. Cycle through the available channels using the scroll buttons.
3. When the proper channel is set, push the “Play/Select” button to lock it in.



IMPORTANT NOTE

Do not change the radio channel on the remote control without also changing it on the KRAKATOA II. Doing this will result in a loss of communication. To change the channel on the KRAKATOA II, please see Chapter 3 Section 3-5.

9-2 AUX

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

Configuring the Auxiliary Setting:

1. Access the TX1000 Settings menu and select “AUX”.
2. Cycle through the two options using the scroll buttons.

3. When the appropriate setting is selected, push the “Play/Select” button to lock it in.



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.

9-3 View

The KRAKATOA II remote control can display your sounds either by general listing or by category listing. Sound categories are the best route to go if you have a large number of sounds.

Configuring Sounds View:

1. Access the TX1000 Settings menu and select “View”.
2. Cycle through the two options using the scroll buttons.

When the appropriate setting is selected, push the “Play/Select” button to lock it in.

9-4 Temperature Units

The integrated thermometer can display temperature in either Celsius or Fahrenheit based upon your preference.

Configuring the Temperature Units:

1. Access the TX1000 Settings menu and select “Temp Units”.
2. Cycle through the two options using the scroll buttons.
3. When the appropriate setting is selected, push the “Play/Select” button to lock it in.

9-5 Barometer Measurement Units

The KRAKATOA II remote can display barometric pressure readings in either inches or millimeters depending upon your preference.

Configuring the Barometer Measurement Units:

1. Access the TX1000 Settings menu and select “Barom Units”.
2. Cycle through the two options using the scroll buttons.
3. When the appropriate setting is selected, push the “Play/Select” button to lock it in.

9-6 Elevation

Barometric pressure is the reading provided by a barometer in measuring atmospheric air pressure. The pressure is not constant, but changes depending upon altitude and weather conditions. In order to get the most accurate measurement with your KRAKATOA II remote, it is recommended that you set the elevation value for your location. Atmospheric pressure is the

greatest at sea level as compared to higher altitudes. To get the best calculation, knowing your approximate elevation will greatly increase the accuracy.

Setting the Elevation:

1. Access the TX1000 Settings menu and select “Elevation”.
2. Cycle through the options until you find the closest match for your location.
3. When the appropriate value is displayed, push the “Play/Select” button to lock it in.

There are many online resources that can assist you in determining your elevation above sea level. Performing an online search will provide you with ample results featuring maps or other tools to determine the elevation for your particular area.

9-7 About Info

The About Info screen displays a variety of information pertaining to version number, number of sounds loaded, number of FOXCAST sequences loaded, number of categories loaded, and the number of presets.

9-8 Restore Defaults

To reset your KRAKATOA II remote control back to factory defaults, use this option. Please be aware that restoring factory defaults will result in loss of your presets/favorites, sound list, categories, and all FOXDATA information.

Restoring Factory Defaults:

1. Access the TX1000 Settings menu and select “Restore Defaults”.
2. A confirmation screen is displayed asking you if you are sure. To proceed, select “Yes”, otherwise, “No” will return you to the menu.
3. Once the reset is complete, the remote will be back to factory default conditions.

10. KRAKATOA II Remote USB Operation

The KRAKATOA II remote control features a mini USB port located inside the speaker cap compartment. In order to connect the remote to a computer, you will need to obtain a mini USB type A/B cable (provided with the KRAKATOA II).



IMPORTANT NOTE

Before connecting the KRAKATOA II remote to a computer, be sure that the remote has fresh batteries installed. The KRAKATOA II remote must be powered on while connected to a computer. If the remote loses power while it is connected to a computer during a write-mode, there is a possibility of corruption of the file system. **Make sure the batteries are fresh** to prevent any damage from occurring.

Connecting the KRAKATOA II Remote to a Computer:

1. Connect the USB cable from the jack on the KRAKATOA II remote to a USB port in the computer.
2. Power on the KRAKATOA II remote. The screen should activate and show “USB Active” instead of the sound screen.
3. Your operating system will then detect the device and take the necessary steps to make it accessible for you. Windows users will see a new drive letter appear named “TX1000”. Mac users will see a new icon appear on their desktop called “TX1000”.



IMPORTANT NOTE

Depending upon your computer setup and operating system, the exact details of what will happen when you connect the device may vary slightly. In general, the operating system will detect that a piece of hardware has been detected. From there, you should receive some sort of visual or audible notification that something has been plugged in.

When the KRAKATOA II remote is connected to a computer, you can browse through the device just as you would any other USB storage device. Inside of the file system, you should encounter two files. These files are:

File Name	Description
foxdata.csv	Contains the harvested FOXDATA data.
presets.txt	Contains the list of presets.

Each of these files can be viewed on most operating systems through the standard plaintext editor such as notepad. With the exception of the FOXDATA file, the other files can be modified for your specific configurations.

10-1 Editing the Presets File

While you can create and edit your presets through this file, it is recommended that presets be created through the KRAKATOA II remote as described in chapter 2. Open the file titled ‘presets.txt’ to view the contents. The file should look something similar to the following:

Example ‘presets.txt’ File
007,31
086,23
090,40
007,07
001,40
066,28
003,23

Each line in this file is referencing a specific sound number and a volume level separated by a comma. The first line of the example shown above indicates sound number 007 established for playback at volume level 31. You can add more presets to the file manually by editing it through your computer. Once you have it edited to your liking, save the file and close it.

10-2 Viewing the FOXDATA File

The FOXDATA file is in what is called CSV format or comma separated values. In a CSV file, the first row defines the variable (field) names each separated by a comma and subsequent rows contain relative data for those defined fields. At first glance, the file may seem confusing and not very useful. FOXPRO has developed an online FOXDATA extension that allows you to create an account on our website, upload your 'foxdata.csv' file and have that file turned into easy-to-read charts, graphs, and table.

Let's say you have 3 months of hunts recorded in your KRAKATOA II remote through FOXDATA. You can login to your account, upload the file, and then the system will take care of the rest. You can then erase the current FOXDATA file from the KRAKATOA II remote to start recording again. 3 months later you can upload another copy of the file to track the next batch.

The CSV file can be opened for viewing through a program such as Microsoft Excel. The field titles will be displayed and the relative data will be displayed in rows beneath that. While Excel can provide you with a quick glance at the information, turning it into something useful is where the FOXDATA online extension comes into play.

Be sure to check out the FOXDATA online extension online at:
<http://www.gofoxpro.com/foxdata>

11. Programming the KRAKATOA II

The FOXPRO KRAKATOA II digital game call can be completely programmed from home with the use of a computer. It is possible to reprogram a KRAKATOA II from a Windows based PC as well as a Mac. Both subjects will be covered in this section.

The KRAKATOA II can play a number of different audio file types. This includes FOXPRO's proprietary FXP and 24B files, MP3 files, uncompressed WAV files, and FLAC files. If you are using your own audio files, make sure it is an MP3, uncompressed WAV, or FLAC file, otherwise it will not work.

11-1 Requirements

The KRAKATOA II digital game call features a mini USB port located inside of the speaker cap. You will need to obtain an appropriate mini USB type A/B cable. The same cable can be used to connect your KRAKATOA II remote to your computer as well.

You will need a computer with an available USB port to connect to. It is not recommended that you connect to a USB hub, but rather to a USB port directly on your computer.

You will need an online connection. FOXPRO sounds and software are distributed online from the FOXPRO website. In order to access the sounds and software, an online connection is required.

11-2 Connecting to a Computer

1. Make sure the KRAKATOA II is turned off.
2. Locate the USB port inside of the speaker cap of the KRAKATOA II and connect one end of the USB cable to this jack.
3. Connect the other end of the USB cable to a jack on the computer.
4. Your computer may provide an audible or visual alert that a new device has been connected.

Windows Users

After the KRAKATOA II has been connected to your computer, there are a number of things that can happen. First, Windows users may see a “Found New Hardware” notification or even hear an audible tone indicating a USB device has been connected. The first thing to determine is what drive letter the KRAKATOA II is being assigned to. To do this, you can click on the Windows start button and then click on ‘Computer’. The next screen will show all of the available drives on this computer, locate the icon for the KRAKATOA II. Beneath this icon is a letter in parenthesis—make a note of this letter as this is what drive letter the KRAKATOA II is on. Double-click on this icon to view the files.

Mac Users

After the KRAKATOA II has been connected to your computer, you may hear an audible tone or even get a visual alert indicating that a device has been connected. Once detection is complete, you should see a new icon appear on the desktop. Double-click on this icon to view the files.

11-3 Manual Programming Process

Manually programming the KRAKATOA II is a very simple process. You can perform the process from a Windows PC or a Mac without any special software. The only requirements are that you have the appropriate USB cable and a USB port on your computer.

To begin, connect the KRAKATOA II to your computer as described earlier in this chapter. Once it is connected, browse to the KRAKATOA II and open it to view the contents. You should notice a folder inside the KRAKATOA II titled “Sounds”. This folder is the location in which all of the sounds, sequence files, and category files must be stored. If you wish to add new sounds, simply place the sound files directly inside of the “Sounds” folder. Sounds can be removed by either

deleting them from the “Sounds” folder or moving them to a folder on your hard drive for later use.

It is not required that you rename the sound files in any way to correlate with a specific position within the sound list, but doing so can help make the task of creating sequences and category files much simpler. The next section of the manual discusses file indexing. The files are sorted based upon the individual names of the sound files. For example, a sound file labeled “Aggressive Bobcat” would appear before a sound labeled “Bobcat in Heat”.

After placing the sound files into the KRAKATOA II “Sounds” folder, you must disconnect the KRAKATOA II from your computer and then synchronize the KRAKATOA II remote control with the KRAKATOA II to update the sound list. Instructions on updating the KRAKATOA II remote sound list are featured later in this chapter.

11-4 Indexing the Files

Files stored in the KRAKATOA II and KRAKATOA II remote are sorted based upon the names of the files. For example, a sound titled “000 My Sound” will appear in the list before a sound titled “123 Lightning Jack”. While you can simply copy and paste sounds directly into the KRAKATOA II’s sound folder, the ultimate order in which those sounds will appear in is based upon the names of those files. This is important to understand when considering the implications upon other features such as FOXCAST.

The KRAKATOA II can hold up to 1,000 sounds in total. Proper indexing values for all file names range from 000 through 999. If you download a 4 sound pack from FOXPRO, you will see the files in a format similar to:

Example 4 Sound Pack File List
B00 Raspy Woodpecker B51 Raven Duet C26 Coyote Pair N02 Raccoon Fight

Each one of those files contains the FOXPRO sound library identification number as the first part of the file name. Obviously, the sound library identification number does not fall within the 000 through 999 indexing values. This means that if you wish to assign a specific position for any of those files, those numbers must be replaced by a proper index value. Using your computer, you can easily rename those files to become something similar to:

Example 4 Sound Pack File List
100 Raspy Woodpecker 101 Raven Duet 102 Coyote Pair

By renaming the files, they will now have an index value to assign their individual positions within the sound list. When building a FOXCAST sequence, for example, referencing sound "100" will link to "Raspy Woodpecker". While indexing is not required, it can certainly be useful in many occasions.

11-5 Using the FOXPRO Programming Utility

The FOXPRO Sound Programming Utility for Windows based PC's can be downloaded from our website at the following link:

<http://www.gofoxpro.com/programming/>

Locate the "Software Links" heading and select the "FOXPRO Programming Utility" link. When the page is loaded, locate the "Product Information" box. This box displays current version number, publication date, and MD5 and SHA1 information for validating the installation file as being genuine. The last item in the box contains the official download link. To begin the download, click on the "Download" button.

If you are upgrading from a previous version of the FOXPRO Programming Utility, there is no need to uninstall the original version before launching the new installer as it will automatically upgrade for you. Your original sound library storage folder will remain unchanged.

Depending upon what internet browser you are using, you may be prompted to "Open", "Run", or "Save" the file that is being requested. Some browsers may not prompt you for action and just save the file to your default Download folder. If you are presented the option, we recommend selecting either "Open" or "Run"—in doing this, the installer will automatically launch when the file has been downloaded. Otherwise, you will need to browse your Download folder for the install file which is titled: "foxpro-programming-utility-installer.exe". You will then need to open the file to launch the installer. The installation is very brief and straightforward. When the installation is complete, a message of success will display on the screen.

Launching the Utility

The installer creates a shortcut to launch the programming utility through your programs menu under the Windows start button. The location is: Start Button -> All Programs -> FOXPRO -> FOXPRO Programmer Click on the "FOXPRO Programmer" icon to launch the utility. Upon successful launch, you will be presented with the main interface.

Connecting your KRAKATOA II to the PC

Connect the KRAKATOA II to your PC as outlined in section 11-2.

After connecting your FOXPRO 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.

File Locations / Sound Library

If you had the previous version of the utility installed, your default sound library storage point is located at "C:\FOXPRO\Sounds". By clicking on the "Browse Library" button you can browse the sound files stored at that location.

If this is a fresh install with no previous versions, your default sound library storage point is located under your Documents (or My Documents) folder\FOXPRO\Sounds. By clicking on the "Browse Library" button, you can browse the sounds stored at that location.

Your sound library will probably be empty by default. You need to obtain sounds and place them into your library folder in order to install them into your FOXPRO game call.

1. Connect your FOXPRO device to your PC
2. Launch the programming utility
3. 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.
4. Select one, multiple, or all sound files in the "Source Sound Files" column. Click on the position you wish to load the sounds into and click "Insert". Or if you are replacing existing sounds, use "Overwrite".
5. When complete, click on the "Update Caller" button to save your changes. Any sounds being removed will automatically be backed-up.
6. Exit the utility and update the TX1000 as per the instructions in the next section.

11-6 Editing the Categories Manually

KRAKATOA II sound categories are maintained and defined through a text file that is located in the KRAKATOA II. To begin working with the categories, open the file titled 'categories.txt' (located inside of the "Sounds" folder). The file should look something similar to the following:

Example 'categories.txt' File
Coyote Vocals
000
001
002
003
004
Fox Vocals
023
024
025
026
Whitetail Sounds
078
079

The above example shows the category layout for three categories: Coyote Vocals, Fox Vocals,

and Whitetail Sounds. The sounds listed beneath each category name are the sounds that comprise that category.

Through simple editing of this file, you can easily build your own category names and associated sound lists. The best way to go about doing this is to have your KRAKATOA II remote control next to you. Turn it on and access the sound list. Next to each one of the sounds is a three digit number. This number is prefixed to the sound name by the KRAKATOA II remote. Let's say you want to create a raccoon category. Look through your sound list and find your raccoon sounds. For this example, let's say that you encounter 5 raccoon sounds in your sound list on sounds 090 – 094. Open the 'categories.txt' file and add the following:

Example 'categories.txt' File
Raccoon Sounds
090
091
092
093
094

Save the file and exit. You have now successfully created your very first sound category. As you can see, the process is very simple to do. The first line is the name of the category which appears in plaintext. Beneath that category name you list the sounds numerically based upon their assignment within the KRAKATOA II remote control.

Any time you modify the category file in the KRAKATOA II, you must download the playlist to the KRAKATOA II remote control.

11-7 Editing the Categories with FOXPRO Utility

Make sure that you have installed the FOXPRO Sound Programming Utility as described in section 11-5. When working with the KRAKATOA II and the utility, you will notice the "Edit Categories" button above the "Caller Sound Files" column. Click on this button to launch the category editor.

The screen provides a split-screen view. The left pane shows all of the sounds installed in your KRAKATOA II. The right pane shows all of the categories (or no categories if none have been defined). To create a new category, click on the "New Category" button, type in the desired name, then click "OK". The new category will appear on the right.

To move sounds into a specific category, click and drag the desired sound from the list on the left into the category on the right. Note that when you are dragging the sound, the mouse pointer will turn into a speaker. When you are finished assigning sounds into categories, click on the "Save/Done" button to exit. Be sure to update the playlist on the remote control as described in section 11-8.

11-8 Updating the Remote Playlist

The process of updating the playlist on the remote control requires using the FOXPRO Sound Programming Utility. There are two versions of this utility available; the regular Windows version and a Java version that is compatible with Windows and Mac. In order to update the KRAKATOA II remote, you must use one of the two versions of the utility.

Any time you modify the sound list, sequences, or categories on the KRAKATOA II, the remote control must be updated to reflect those changes. Before carrying out the steps listed below, make sure that you have fresh batteries in your KRAKATOA II remote control. It is important to note that these steps should not be followed until you have successfully reprogrammed the KRAKATOA II.

1. Connect the KRAKATOA II remote to your computer as described in Chapter 10.
2. Open the FOXPRO Sound Programming Utility. The utility will automatically detect the KRAKATOA II remote. If there is an update pending from recently reprogramming the KRAKATOA II, a message will appear prompt you to apply the update.
3. After the update is installed, exit the utility and disconnect the KRAKATOA II remote from your computer. After disconnecting the remote from your computer, it will display the normal main screen and you can immediately observe the changes.

12. Creating FOXCAST Sequence Files

This section will provide you with detailed information on creating and installing FOXCAST sequence files in your KRAKATOA II digital game caller.

12-1 Creating FOXCAST Sequences Manually

This process requires some basic computer operations experience. If you are not very experienced with computers, it is recommended that you seek help prior to performing any of the following steps.

A FOXCAST sequence file is a simple text based file that contains unique instructions to guide your KRAKATOA II 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 various command possibilities:

Instruction	Value	Description
S	0 – 999	Denotes numerical value of sound on unit
V	0 – 40	Denotes numerical value of volume level
P	1 - 99999	Denotes pause value in seconds (approx.)
M	0 – 4	FOXMOTION and speed parameter
D	1 or 0	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

A typical FOXCAST sequence file may look something similar to the following example:

Example FOXCAST Sequence File Layout
V 20
S 15 4
D 1
P 90
V 35
D 0
S 22
V 30
S 20 3
Q

The previous example is interpreted as follows:

Set volume to level 20. Play sound number 15 a total of 4 times. Activate the decoy. Pause for 90 seconds. Adjust volume to level 35. Deactivate the decoy. Play sound number 22. Adjust volume to level 30. Play sound number 20 a total of 3 times. Quit.

Notice that you can specify how many times you wish a particular sound to be played. By entering your instruction as "S 20 3", you are thereby instructing the unit to play sound 20 a total of three times.

A FOXCAST sequence must always begin with a volume or pause. Without defining a volume level, the caller will default to volume level 0. A FOXCAST 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 FOXCAST sequence. "Q" represents quit. Once the sequence has played entirely, the KRAKATOA II will go silent. "R" represents repeat. Once the sequence has played entirely, the KRAKATOA II will play that sequence again until it is interrupted by the operator.

The KRAKATOA II can accept up to 20 FOXCAST sequence files. These files will need to be in a format such as:

Example FOXCAST Sequence File Names
S00 My Coyote Sequence 1.seq
S01 My Bobcat Sequence.seq
S02 Mountain Lion Calls.seq

Each file can be broken down into two parts. The first part, "My Coyote Sequence", describes the title or name of this particular sequence. The second part, ".seq", is the file extension that defines this file as a FOXCAST 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 with FOXCAST. A FOXCAST sequence file may appear as an unknown file type and display on your computer as "unknown" or "unassociated" icon.

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.



IMPORTANT NOTE

FOXCAST sequence files are expected to run for long durations. It may be necessary to turn off the Auto Shutdown feature on the KRAKATOA II to prevent any interruptions.

12-2 Enabling File Extensions in Windows

The Windows operating system may hide file extensions preventing you from making changes to them. For example, instead of seeing “My Coyote Sequence1.seq”, the file may read as “My Coyote Sequence1”. In order to change the file extension, you may need to configure your operating system to display file extensions. Specific details on this process go beyond the scope of this manual. You can perform an online search or consult a local computer technician for assistance with this.

12-3 Placing Sequences in the KRAKATOA II

The KRAKATOA II expects to find FOXCAST sequence files inside of the “Sounds” folder in the KRAKATOA II. If you are loading the sequence files manually, the first step is to connect the KRAKATOA II to your computer. Browse to the KRAKATOA II and open it up. Locate the “Sounds” folder. Copy your sequence files from wherever they are stored on your hard drive, into this folder (drag and drop). If you are using the online FOXCAST file generator, you can save the file directly from the website right into the “Sounds” folder in the KRAKATOA II.

12-4 Creating FOXCAST Sequences Online

A second, simpler option for creating sequences can be found on the FOXPRO website. The following address will direct you to the FOXPRO Online FOXCAST Sequence File Generator:

<http://www.gofoxpro.com/foxcast>

This easy to use site allows you to quickly assemble and download FOXCAST sequence files to your computer or directly to your FOXPRO game call. The site has plenty of instructions to help get you started. Just remember to save the sequence files into the “Sounds” folder in the KRAKATOA II.

12-5 Synchronizing the KRAKATOA II Remote

Before you can access your FOXCAST sequence files on the KRAKATOA II remote, you must download a new copy of the sound list. To perform this, please see chapter 11-8.

13. Firmware Updates

The KRAKATOA II remote features the ability to have firmware updates installed from home. It is crucial to determine which version of game call and remote you have prior to performing any of the update procedures.

13-1 KRAKATOA II TX1000 Remote

The Krakatoa II TX1000 remote features a mini USB port. Make sure you have the appropriate mini USB type A/B cable for connecting the remote to your PC.

The update software is only compatible with PC's running Microsoft Windows XP and newer.

You can download the installation program from the following link:

<http://www.gofoxpro.com/fwupdate>

Ample instructions are present on the website to aid you in the update process. You are welcome to contact FOXPRO technical support for assistance in this matter.

Begin by verifying the batteries in your FOXPRO TX1000 remote are fresh or fully charged. It is crucial that the batteries are fresh or fully charged prior to starting this process. If the batteries are weak and cause the device to lose power during the update process, the device could be damaged to an extent where it is no longer usable. Again, **make sure your batteries are fresh or fully charged** and then follow the instructions below:

1. Turn off the TX1000.
2. Open the update utility software.
3. Push and hold the user button on the bottom left of the remote. While holding in the user button, turn the remote on. You will observe a screen displaying: "FOXPRO TX1000 FIRMWARE UPGRADE CONNECT USB CABLE START UPGRADE UTILITY".
4. Connect the USB cable from the TX1000 to the computer.
5. Push the 'Connect' button on the utility to start the update.
6. When complete, disconnect the TX1000 from the computer and turn it on. You should now see the new firmware version number.

14. Product Care & Maintenance

In order to help get years of trouble free service with your FOXPRO game call, it is strongly recommended that you read and understand the following points. Many of these are considered proactive or preventative.

Avoid exposure to all precipitation and moisture. Whether you are storing your FOXPRO game call or decoy away for the summer or just having some down time from calling, it is highly recommended that you thoroughly inspect the unit for any signs of moisture. Moisture

(perhaps from rain, snow, condensation, or other) can potentially enter the unit or the battery compartment and cause some serious problems. Proper care should be taken to mitigate the introduction of (or potential for 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 possibly render the unit damaged and out of warranty. This type of damage is preventable. For example, if you are operating in rainy, wet conditions, it is recommended that you place the unit inside of a large plastic freezer 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 not susceptible to drawing moisture.

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 remote controls prior to storage or periods of inactivity. Batteries that are left inside of electronic devices can leak over time as the chemicals start to break down. Damages caused by this can be very 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 a warranty issue.

Periodically charge your rechargeable batteries when not in use! Rechargeable batteries will not last forever. To help maximize the overall life of your rechargeable batteries, we recommend that you periodically charge them up, perhaps once a month or once every other month, to keep them fresh. Batteries that are left uncharged can enter into a state of deep discharge. Batteries in this state can, at times, no longer accept a charge and result in unexpected operation or complete failure in the field. It is also recommended that you replace rechargeable batteries about once a year just to keep them fresh.

Keep it clean! Our products are designed to be used outdoors and as a result, they can get dirty from time to time. While the dirt may add a bit of character and show that you use it frequently and hard, it is recommended that you spend a few moments after each hunt or at the end of the season prior to storage to clean it up a bit. Total disassembly won't be required, just remove any debris, sticks, leaves, dirt, or anything else that shouldn't be there. If dirt or foreign objects make their way into the machine, it can cause problems down the road.

Store in a dry location! If you are planning on storing the unit away for the summer, it is recommended to keep the unit in a dry location that is not prone to drawing moisture. It is also recommended to remove all batteries prior to removal.

Check it out before heading into the field! If you are getting your caller out for the first time this season, take it out back and check it out before you head out on a hunt. Check your remote range, fidelity, high volume, low volume, battery life, etc. Being prepared and ensuring proper functionality before heading out on a trip can help you decide if you need new batteries, if it needs service, or if everything is working well. This can help prevent cancellation of trips and potential disappointment.

15. Troubleshooting

This section covers the troubleshooting aspects for the KRAKATOA II and KRAKATOA II remote control. The most common problems are battery related. Before performing anything else, try installing fresh batteries. When your batteries get low, in either the KRAKATOA II or the KRAKATOA II 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
KRAKATOA II will Not Turn On	Make sure the batteries are fully charged. Inspect the battery connector wires and make sure they connected and not corroded. Make sure the battery terminals show no signs of corrosion.
KRAKATOA II does not produce any sound	Check that the speakers are not turned off in the KRAKATOA II remote control. Try connecting the KRAKATOA II to a computer and inspecting the sound files for missing files or signs of corruption.
KRAKATOA II remote not controlling KRAKATOA II	Make sure that the remote and caller are set to the same channel of operation. Then turn off the caller and remote, wait a few moments, turn them back on and try operating again.
KRAKATOA II remote does not turn on	Try replacing the batteries.
KRAKATOA II remote stuck on start-up screen	Try replacing the batteries.
Cannot control external decoy	If you are using a FOXPRO Jack Predator Decoy, make sure that the AUX configuration is set to momentary and not latched. If you are using a third party decoy, try using the latched setting instead of momentary.
Having trouble with programming new sounds	Check out FOXPRO's website for detailed programming information for your KRAKATOA II. 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.
KRAKATOA II remote will not turn on after firmware update	Contact FOXPRO technical support.
KRAKATOA II will not turn on after firmware update	Contact FOXPRO technical support.
Cannot control volume on KRAKATOA II	Check your KRAKATOA II remote configuration to see if Auto Volume is activated. If it is, it would seem like you have no volume control ability.

16. 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 KRAKATOA II digital game call system, it is recommended that the following points be observed:

- Always use high quality alkaline or lithium cell batteries in the remote.
- Always maintain clear line of sight between the remote control and the KRAKATOA II. Any obstructions—no matter how significant or insignificant—can adversely affect the radio signal.
- Try to keep the remote control approximately 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.
- 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 KRAKATOA II is placed at a lower elevation than the remote control—the caller should always be higher.
- If you are using the KRAKATOA II 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 KRAKATOA II 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.
- If you are operating around another KRAKATOA II user, make sure that you are both on different channels to prevent any interference.

17. 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 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.

RF Exposure Safety Notice

The TX1000 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.

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.

18. 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 five 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 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.

Online Warranty Registration

You can register your KRAKATOA II digital game call online at the following address):

<http://www.gofoxpro.com/warranty>

Make sure that you retain a hard copy of your proof of purchase (i.e. store receipt) for any future warranty claims.