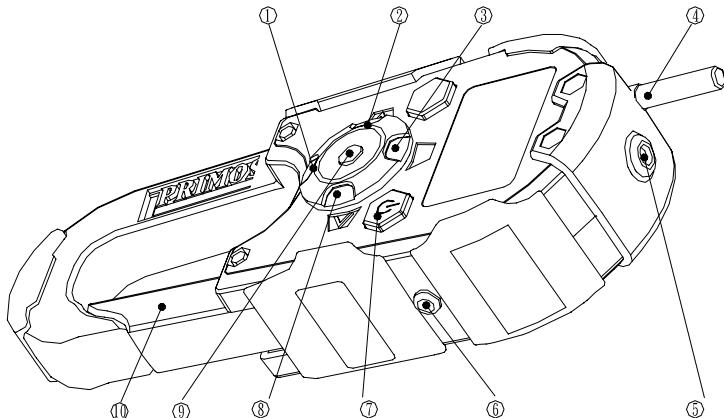


User's manual

Performance parameter:

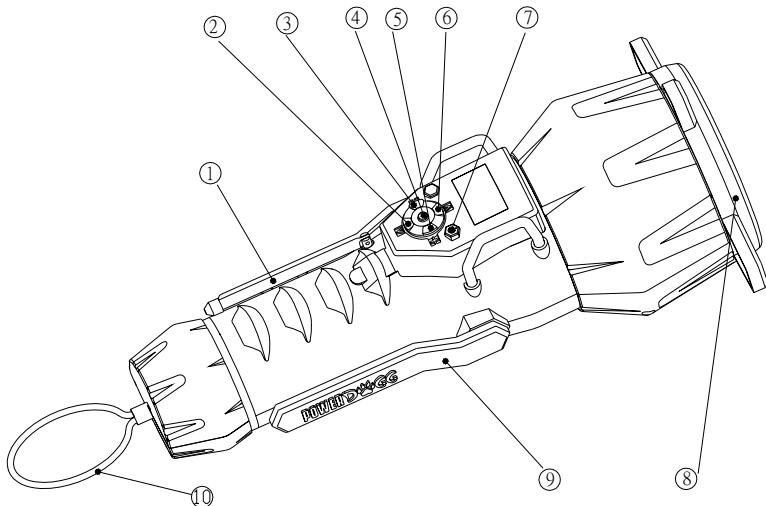
1. Operating frequency 914.5MHz.
2. **Working voltage: Launcher 4.5V (AAA AM4 1.5V Alkaline battery 3PCS)**
Receiver 6V (AA AM3 1.5V Alkaline battery 4PCS)
3. Modulate way FM frequency modulation
4. Operate the distance (noiseless in the open ground) $\geq 200m$ (act on farther to the meeting when the receiver will be put high)
5. The loudest volume (25CM is tested) $\leq 120dB$
6. Job electric current
 - 1). Launcher
 - a. Shut down electro current $\leq 50\mu A$
 - b. Turn on the flashlight (red LED is bright) job electric current $\leq 30mA$
 - c. Stand-by the electro current $\leq 100\mu A$
 - d. Operate buttons and transmit the signal job electric current $\leq 40mA$
 - 2). Receiver
 - a. Shut-down " SLEEP " state electric current $\leq 1.3mA$
 - b. Shut-down " ON " state electric current $\leq 10mA$
 - c. Stand-by electro current $\leq 10mA$
 - d. The largest electric current while sounding $\leq 550mA$

The outside drawing of the launcher and position function explaining



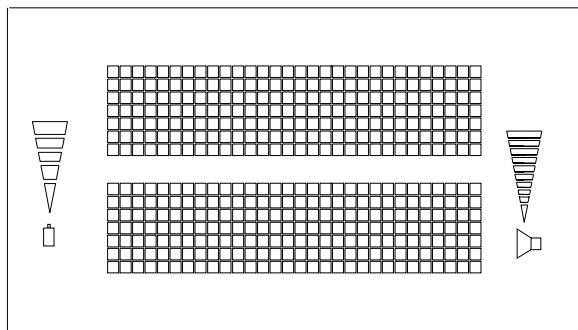
1. V Key - Enter animal's name to establish; shift down the animal's name, and keep automatically.
2. - Key - Enter volume adjustment; tune the volume down.
3. !« key - Enter animal's name to establish; shift up the animal's name, and keep automatically.
4. Aerial.
5. LED flashlight.
6. Flashlight button of LED -The flashlight illumination is controlled.
7. ON/OFF key Manual switch; remote switch.
8. + the key - Enter volume adjustment; tune the volume up.
9. ENTER key - Sound operating key , press ENTER key once " sound turn on " , press ENTER key once again "turn sound off".
 - *Loudspeaker shown on LCD when "the sound turns off" and showing that the picture type of volume glimmers.
 - *Loudspeaker shown on LCD when "the sound turn on" and showing that the picture type of volume is without glimmers.
10. the lock catch

The outside drawing of the receiver and position function explaining



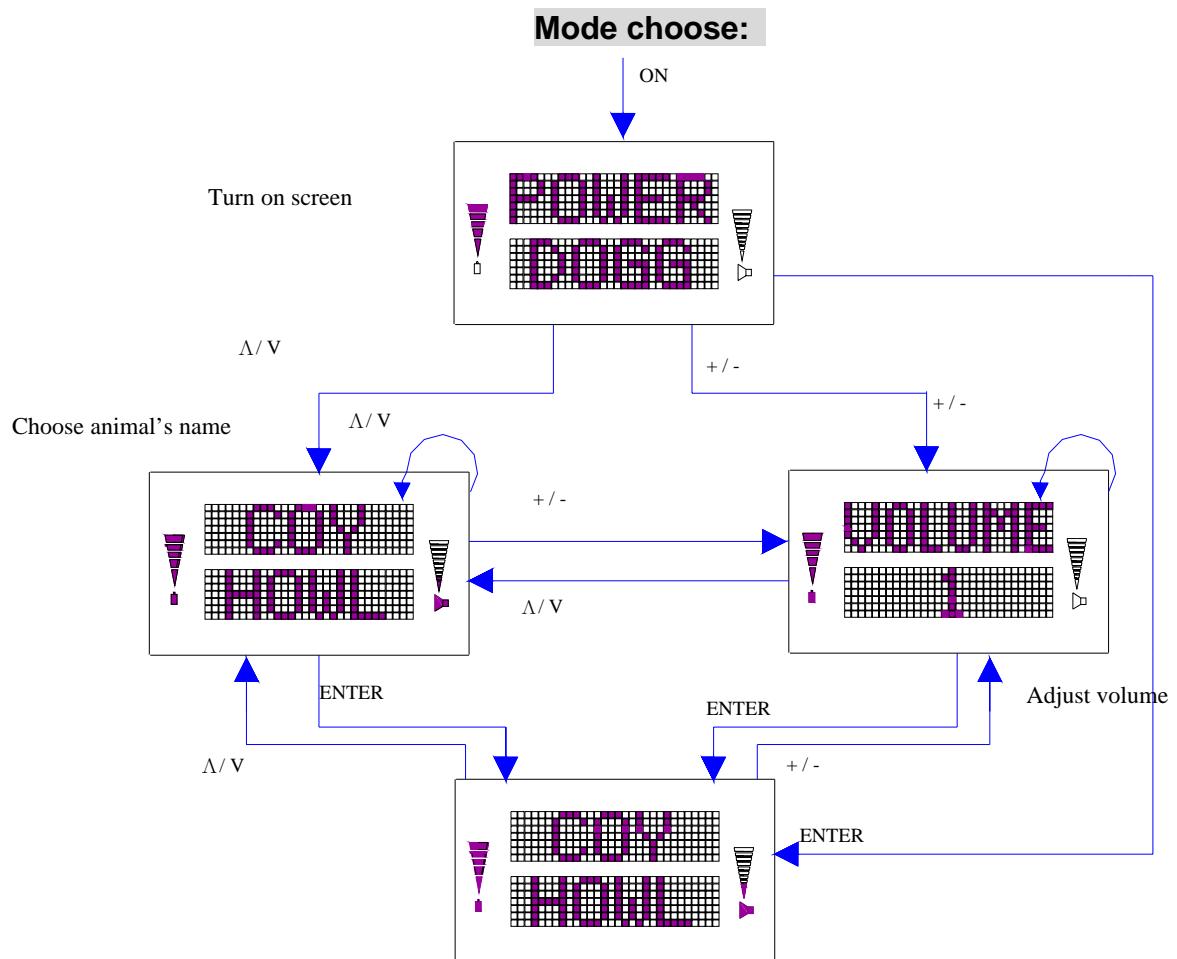
1. Aerial.
2. V Key - Enter animal's name to establish; shift down the animal's name
3. - Key - Enter volume adjustment; tune the volume down.
4. ENTER key - Sound operating key , press ENTER key once " sound turn on " , press ENTER key once again "turn sound off".
 - *Loudspeaker shown on LCD when "the sound turns off " and showing that the picture type of volume glimmers.
 - *Loudspeaker shown on LCD when "the sound turn on" and showing that the picture type of volume is without glimmers.
5. + the key - Enter volume adjustment; tune the volume up.
6. !< key - Enter animal's name to establish; shift up the animal's name, and keep automatically.
7. ON/OFF key Manual switch
8. The speaker cover.
9. foot shelf.
10. Carry rope.

LCD Display:



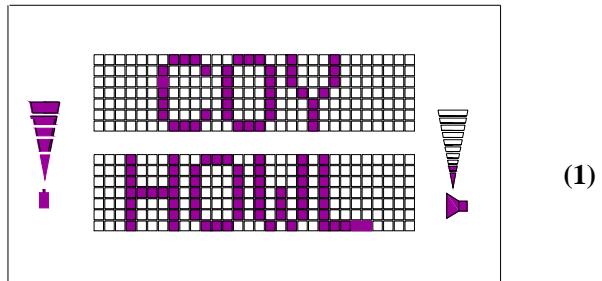
LCD backlight:

LCD will light on for 5 seconds when any button be pressed.



The capacity of the battery display:

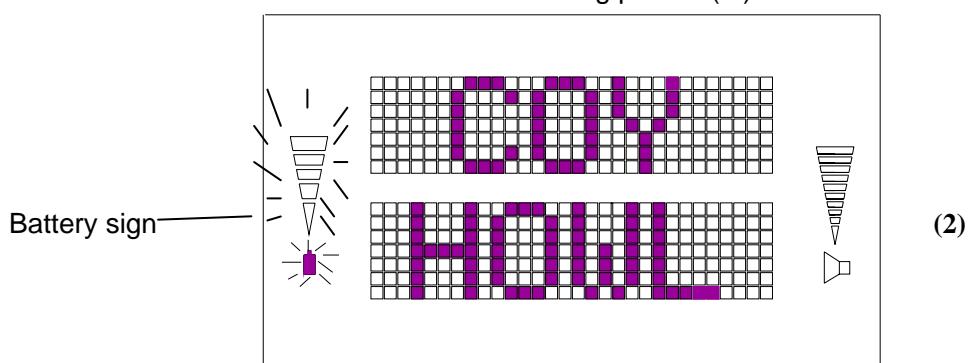
When the hunting device works normally, the capacity of the battery shows fully completely, show the following picture (1).



When the battery is not enough in capacity, the battery indicates that begins to glimmer, if the hunting device is sounding , stop sounding at this moment.

It will automatic shut-down after about 2 minutes glimmers.

Show the following picture (2).

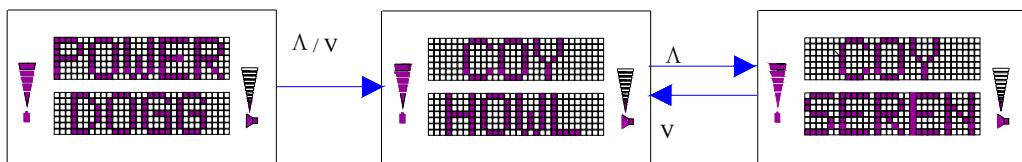


- The capacity of the battery shows that only the above two ways.

When the battery capacity is lower, receiver doesn't get data, launcher doesn't send data.

Choose Animal's name :

- 1.Press " ! " key or " V " key to enter animal's name establish after starting the machine and showing POWER-DOGG, it will show last time established animal's name or press ENTER key and show last time established animal's name (Default is first animal's name for the first time turn on).
2. Press " ! " key or " V " key and show the name that animal's name state can shift, and keep automatically.
3. When set up the volume, press the " ! " key or " V " key can enter animal's name established .
4. When set up animal's name, press " + / - " can enter volume adjustment.



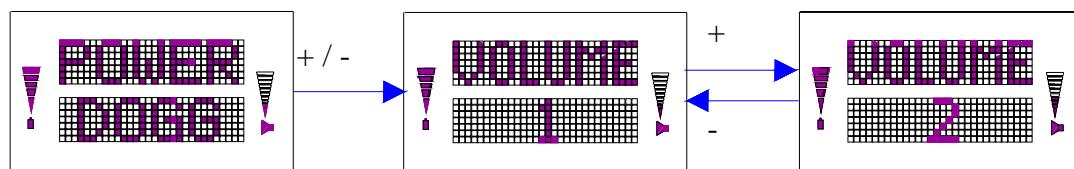
- **12 kinds of animals name:**

- 1)COY HOWL
- 2)COY SEREN
- 3)COY CHALL
- 4)FEM INVIT
- 5)COTT DIST
- 6)JACK DIST
- 7)PUP DIST
- 8)FAWN DIST
- 9)WDPCK DIST
- 10)ROD DIST
- 11)CROW FRNZY

12) SNOW GOOSE

The volume adjusts:

1. Start the machine show POWER-DOGG and then press "+ "key or " - " key enters volume adjustment, show at this moment that volume is: VOLUME 1, starts the machine each time is Silent; (the volume is silent while glimmering on LCD)
2. Press "+ "key or " - " key is set up in volume, the size of volume has 1 ---5, 5 grades.
3. When set up the volume, press the " ! " key or " V " key can enter animal's name established.
4. When set up animal's name, press " + / - " can enter volume adjustment.



Operation notice:

1. When you push transmitter keys, the function of transmitter and receiver will change at the same time, and so does POWER ON/OFF. However, if you push receiver keys, it cannot control the transmitter.
2. When the unit is power on, the volume is recognized as the first level automatically but no sounds. Only when you push the "ENTER" key, it will play sound.
3. After adjusting the volume, if you do not push any other key, the volume will keep fixed.
4. When the receiver is POWER OFF, it is in BYPASS condition. VCC is ON for 0.25sec; "SLEEP" is for 0.75sec.

5. In the ENTER model, push "A" or "V" key, it will adjust animal name directly.
6. When the transmitter is power on, whenever receiver in any condition, the receiver will recognize the latest signal and will at the same condition as the transmitter automatically. For example, when the transmitter is power off, the receiver will also be power off automatically and will in the same condition as the transmitter.

FCC NOTE:

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