



**WARNING:** May not be legal in all areas.

Check State and Federal Regulations for your area **BEFORE** you hunt with the Double Trouble System. Electronic Callers, Recorded Sounds and/or Electronic Decoys may not be legal for some game (animals and game birds) in some states. Regulations for your area can usually be found on your state wildlife agency's website – or give them a call. It's better to be safe than sorry! All hunters should acquaint themselves with the hunting regulations for the game and location they intend to hunt.

**MOJO Outdoors**  
623 Hwy 594•Monroe, LA 71203•(866) 216-6656

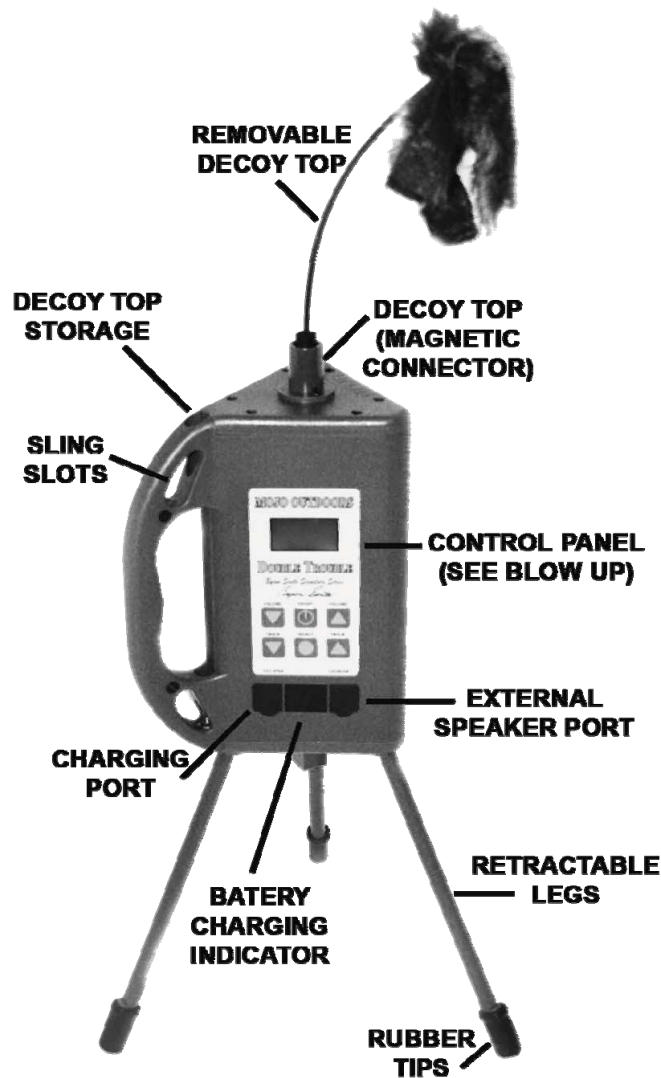


## **Double Trouble** **Digital Game Calling System** **Instruction Manual**



MOJO Outdoors• 623 Hwy 594• Monroe, LA 71203•(866) 216-6656

[www.mojoutdoors.com](http://www.mojoutdoors.com)



#### List of Supplied Products.

1. Caller
2. Remote/ Protective cover
3. Decoy top
4. USB cable
5. Smart Charger

#### FCC Compliance:

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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 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 try 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 on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Remote control. Finally press and hold the select track button on your remote for 15 seconds or until it displays “synchronizing” on the screen. Once this is complete you are ready to hunt with your new Mojo E-Calling system. Good Hunting!

For more direction and tips on using your Mojo Call Management system see our documentation online at [www.mojooutdoors.com](http://www.mojooutdoors.com)

## ► Warranty

### Limited Warranty

The MOJO Double Trouble Game Calling System is warranted to be free from defects in workmanship or materials for a period of one (1) year from the date of purchase.

If you should need the warranty provisions, return the unit properly packaged to protect it and prepaid to:

**Warranty Department**  
**MOJO Outdoors**  
**623 Hwy 594**  
**Monroe, LA 71203**

Along with proof of purchase.

Please note that the warranty is void if the product has been damaged in any way or used otherwise to its intended use or abused in any way. Batteries or damage covered incorrect batteries or incorrect charging is not covered by the warranty.



### DOUBLE TROUBLE BYRON SOUTH SIGNATURE SERIES

Congratulations: You have just purchased the most complete electronic game calling system in the world. The Double Trouble combines a state-of-the-art programmable all digital game calling system with the most popular predator decoy in the world with an added built-in tripod. ENJOY!

The Calling System is very simple and easy to use – just follow the instructions give hereafter.

***Good Luck and Good Hunting!***  
***MOJO Outdoors***

*I designed this product to give the hunter those tools I have found that led to my success.*

A handwritten signature in black ink that reads "Byron South". The signature is fluid and cursive, with the first letters of the first and last names being capitalized and prominent.

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**Clear List (Button)** - Press to clear your current E-Caller Track List.

**Transfer (Button)** - Press to Transfer New Track List from your PC to your E-Caller. Pressing this button when you e-caller track list is blank will erase all sounds from your e-caller.

**Print List (Button)** - Press to Print your current E-Caller Download List This is useful if you want a paper copy to use in the field.

**Shop Media (Button)** - Press to go to Mojo's Website to purchase new sounds or other products.

**Up Arrow (Button)** - Press to Move Selected/Highlighted Track up on the E-Caller Download List.

**X (Button)** - Press to Delete Selected/Highlighted Track from E-Caller Download List.

**Down Arrow (Button)** - Press to Move Selected/Highlighted Track down on the E-Caller Download List.

**Left Arrow (Button)** - Press to Add Selected/Highlighted Track to E-Caller Download List

**Right Arrow (Button)** - Press to Remove Selected/Highlighted Track from E-Caller Download List.

**Call Library Browse (Button)** – Press to locate and load your sounds on your computer into the call management system.

**E-Caller Browse (Button)** – Press to locate and load you e-caller and its sounds into the call management system,

After you have selected the sounds and transferred them to your E-Caller you'll need to synchronize the new track list to your E-Caller's remote. To do this you will need to disconnect your E-Caller from your PC by unplugging the USB cord from the unit. Power it on. Now power on your E-Caller's

TIP: you can use the mute button during this process to save your “Hot Buttons” track and volume level. This will allow you to go through this process in silence.

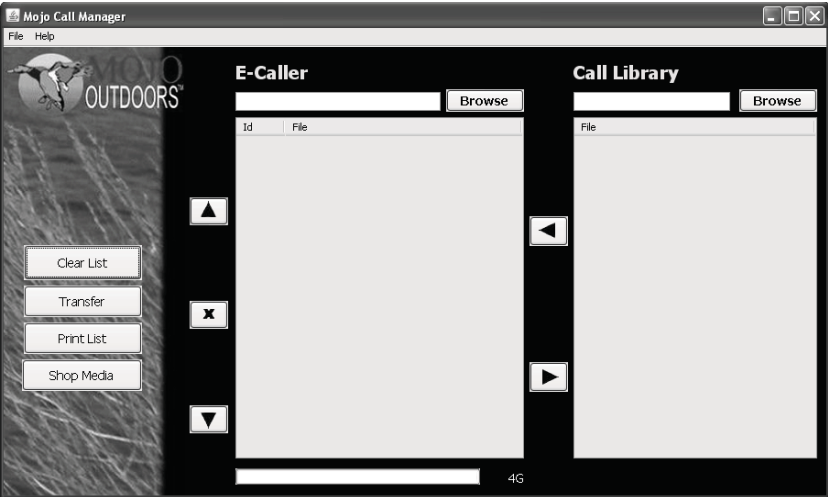
**NOTE: When loading new tracks the total amount of characters (spaces are counted, as characters used cannot exceed 19. (Example: 019 cryn kitten.moj is acceptable). If the amount of characters exceeds 19 then the track will be inaccessible and will not play.**

►Programming & Call Management System

Go to [www.mojoooutdoors.com](http://www.mojoooutdoors.com) to download and install the Mojo Call Management software.

The Mojo Call Management software requires Java to run. If you do not have java installed on your computer go to [www.java.com](http://www.java.com) to download and install.

Connect the caller to a computer using the provided USB cord and open the Mojo Call Manager Software. Below is an illustration of the software and a list of buttons and their functions.



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## Getting Started

### Battery Installation (Batteries not Included)

The caller uses 8 AA batteries (Alkaline or Rechargeable NI-MH). **CAUTION:** Never attempt to recharge non-rechargeable batteries. Doing so could damage the caller and could cause fire and/or personal injury. Remove battery door by unscrewing the thumbscrew at the top of the battery door. Insert batteries in the proper order as indicated in the battery compartment.

The remote uses 3 AA batteries (Alkaline or Rechargeable NI-MH). **CAUTION:** Never attempt to recharge non-rechargeable batteries. Doing so could damage the caller and could cause fire and/or personal injury. Remove the rubber protective cover from the remote then remove battery door. Insert batteries in the proper order as indicated in the battery compartment.

## Power On

To power on both the caller and remote, press and hold the power button for 5 seconds.

The caller was designed to be used by remote but can be used without the remote.

## Selecting a Track to Play

To use the caller without the remote simply use the track up and down buttons on the caller to scroll to the desired track number and press the select button to select. Use volume up and down buttons to select desired volume level.

**Using the remote controller.** Use the track up and down buttons on the caller to scroll to the desired track and press the select button to select. Use volume up and down buttons to select desired volume level.

**Mute Indicator:** Located on the bottom middle portion of the LCD screen on the remote. This indicates (when lit) that the caller is muted. When not lit the caller is not muted.

**Battery Level Indicator:** Located at the bottom right portion of the LCD screen on the remote. This indicates the remotes current battery level.

## ◆Synchronization of your caller and remote track list.

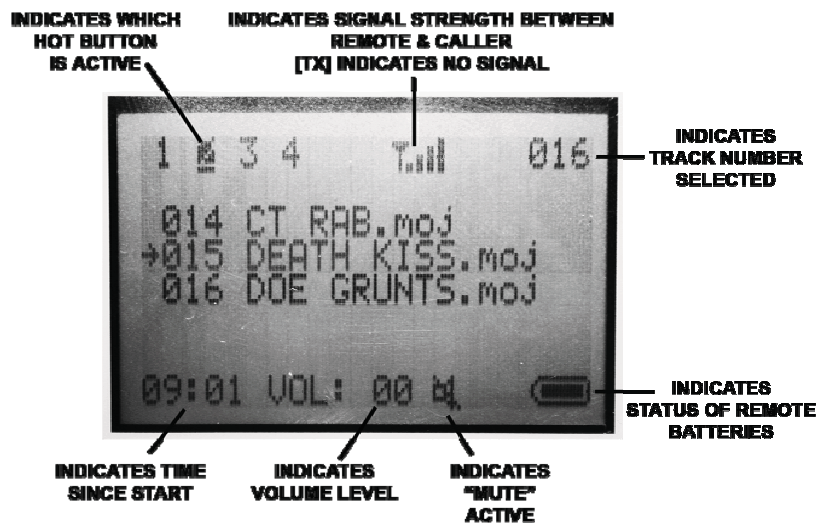
After any changes have been made to the track list or a firmware update has been completed, you must resynchronize the caller and the remote. This assures that the track list and descriptions are the same on the remote and the caller. To do this you simply perform the following steps.

1. Power on the caller
2. Power on the remote control
3. Press and hold the "Track Select" button on the remote for 15 seconds or until the remote displays "Synchronizing". **NOTE: The remote and caller must be within 10 feet of each other during this process. Re-syncing the remote erases saved "Hot Button" settings.** Once the synchronization process has completed your new track list will automatically be displayed on the remote. At this time your caller is ready for use.

## ◆Configuring "Hot Buttons" on your Remote

"Hot Buttons" store selected tracks and selected volume levels for easy quick access to your most used tracks. This is a very handy feature that keeps your most used sounds readily accessible. These "Hot Buttons" are located just below the Remote's LCD display and are numbered "1" "2" "3" and "4". To set the "Hot Buttons" perform the following steps.

1. Power on the caller
2. Power on the remote
3. Select your desired track.
4. Select your preferred level of volume.
5. Press and hold the "Hot Button" you wish to save your track and volume levels to for 5 seconds. To confirm the settings were saved look at your "Hot Buttons" Indicator at the top left hand corner of your remote's LCD screen. A successful save will be indicated by highlighting the "Hot Button" number that you set it to.
6. Repeat steps 3-5 to set each "Hot Button" to your desired track and volume level.



## ◆Screen

**Hot Button Indicator 1-4:** Located in the top left portion of the LCD screen on the remote. This indicates stored and currently selected hot track. See configuring “Hot Buttons” on page (9).

**Signal Strength Indicator:** Located in the top middle portion of the LCD screen on the remote. This displays current level of signal between caller and remote.

**Selected Track Indicator:** Located in the top right portion of the LCD screen on the remote. This displays the currently selected track.

**Track list:** Located in the middle portion the LCD screen on the remote. Constantly displays three lines of the track list. This indicates the track number as well as the audio file type.

**Stand Timer:** Located in the bottom left corner of the LCD screen on the remote. The timer begins when remote is powered on. This allows you to know how long you have been at the calling location.

**Volume Level Indicator:** Located in the bottom middle portion of the LCD screen on the remote. This indicates your currently selected volume level (0-20).

## Using the Decoy

Remove the decoy from its magnetic storage receptacle located in the callers handle, then insert the decoy connector into the receptacle on the top of the caller. **NOTE:** Align the notch on the connector of the decoy with the pin on the inside of the receptacle on the caller to ensure proper seating and function of the decoy.

To turn on/off the decoy simply press the decoy button located on the caller’s remote control.

## Using the Caller’s Tri-pod Extension Legs.

**NOTE:** The legs on the caller are designed to lock into place in both the extended and non-extended positions.

To extend the legs simply pull the legs straight down to the fully extended position and then push out to lock them into place.

To re-insert the legs back into the caller simply perform the above in the reverse order.

**NOTE:** The legs must be fully extended to lock in place – if they are not locking – you are probably not fully extending them.