

Troubleshooting

Base unit will not power on.	Start / stop button not being held down long enough.	Hold down start / stop for at least 5-7 seconds or until green light flashes
	Speaker not making contact	Check speaker jack
	Battery dead – (dim or no green light)	Recharge battery or install disposable batteries
Remote will not power on	Start / stop button not being held down long enough.	Hold down start / stop for at least 5-7 seconds or until display shows
Remote does not function or range is short	Remote batteries are loose, weak or dead	Check battery holder. Install 3 new AAA batteries
"base not found" is displayed	Base may be out of range	Move closer to base
	Base is turned off, or battery in base is dead	Check power on base, recharge battery, or replace batteries in base
	Remote is not coded to the base	Refer to coding instructions earlier in manual



COMPUCALLER III INSTRUCTION MANUAL

Burnham Brothers

P.O. Box 427

Menard, TX 76859

325-396-4572

info@burnhambrothers.com

FCC Statement This device complies with Part 15 of the FCC Rules. 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.

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

Congratulations, you have purchased the most technically advanced electronic wildlife calling system in the world! The sound quality, volume, remote control capabilities and size put COMPUCALLER III in a league of its own. While COMPUCALLER III IS NOT AN ANVIL, it is more than rugged enough to handle temperatures from below zero to over 100 degrees and the standard abuse of day to day calling. We guarantee that any hunter will call more predators with the COMPUCALLER III than any other method presently known.



Changing Soundcards

To install additional soundcards, first power the unit off, and simply line up the card in the slot (card will only fit one direction) and push the card into the slot firmly until it stops. The unit will recognize the new card when it is powered back on. To remove a soundcard, first power the unit off, and firmly grip the soundcard with the thumb and forefinger and pull straight up. Individuals with larger hands may find that prying the card up with a coin at first is helpful. Repeat the process for any other sounds you wish to replace.

Inside the box you will find:

Operating the unit from the base is as follows:

Press the start / stop button to start playing a sound. Pressing the V+ button increases the volume, pressing the V- button reduces the volume. Pressing the S+ button switches the caller to next sound, pressing the S- button switches the caller to the previous sound. You can change the volume and select the sounds while the caller is paused. The green light on the caller flashes to confirm the commands.

Operation via the remote is similar to the base except to change the sounds, press the S+ or S- to scroll through the sounds. When you find the sound you want to play, press the start / stop button to select the sound and start playing it. If the caller is already playing, the selected sound will start playing immediately.

To turn off the base and / or remote off, press and hold the start / stop button until the unit powers off.

Note: should you get the error message “base not found”, you may be out of range , base may be off, base needs to be recharged, or you may need to re-code the remote to the base by following these steps:

Make sure both the base and remote are both off. First, turn on the remote. The “base not found” message may appear. Then press and hold the S+ button down until “coding” appears in the display. Then turn on the base unit. When the green lights starts flashing, press and hold the S+ button down on the base until the remote begins vibrating and receiving commands from the base. Your remote is now coded for your base.

After an extended period of inactivity, the base and remote will power off to save batteries.



- (1) Compucaller III base unit
- (2) Hand-held remote control
- (3) Camouflage carrying bag
- (4) 110v AC wall charger
- (5) 12v DC cigarette lighter charger

Before your first use, you need to charge the base unit. To do this, plug your wall charger in the wall and plug the other end in the jack marked “CHARGER”. Your indicator light will turn red and will stay red to indicate the unit is charging. Let the unit charge for 24 hours for the initial charge. After the initial charge, the normal recharge time is 8-10 hours. NOTE: The cigarette lighter charger should only be used for short periods (30 mins-2 hrs) of time. It will not recharge a “dead” battery.

Operation

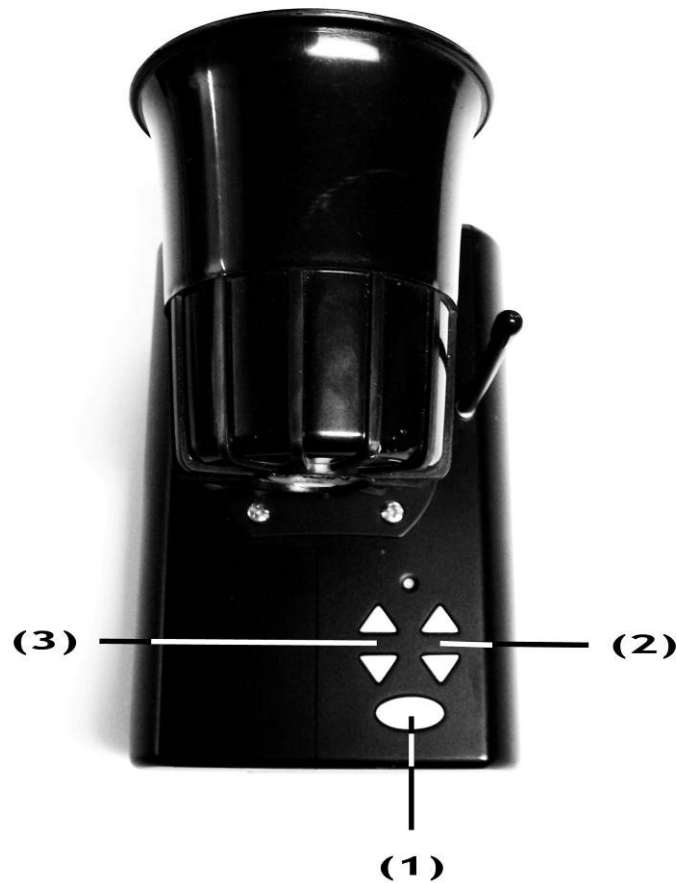
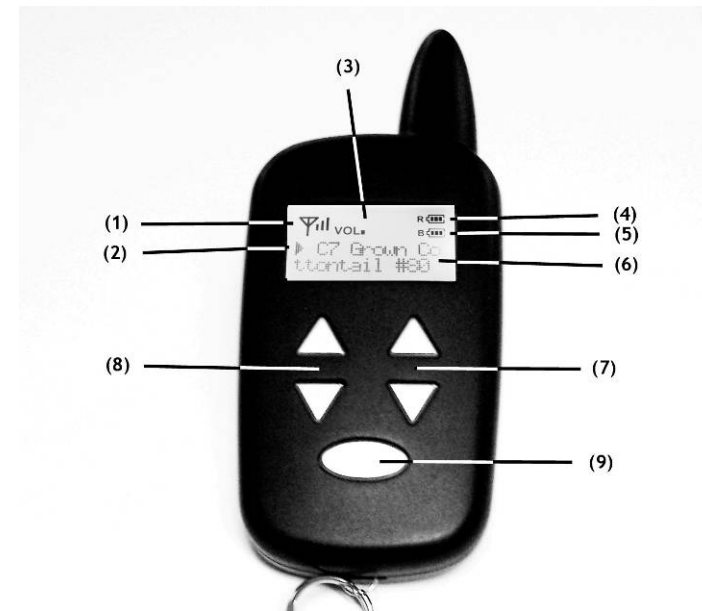


fig. 2-1

- (1) Play / Stop button
- (2) Volume up / down buttons
- (3) Sound select buttons

To operate the caller, press and hold the start/stop button on the base unit for 5-7 seconds, or until the green light begins flashing. The green light will flash quickly indicating that the caller is initializing.

- (1) Next, turn on the remote control by pressing and holding the start/stop button on the remote for 5-7 seconds. The remote will start vibrating indicating that it is receiving information from the base unit, and the green light on the base will flash quickly for a few seconds.
- (2) When the green light is steady green, or when the remote control stops vibrating, the unit is ready to receive commands.
- (3) The display on the remote shows the following:



- (1) Signal strength indicator
- (2) Playing / Stopped indicator
- (3) Volume Level indicator
- (4) Remote control battery level
- (5) Base unit battery level indicator
- (6) Name of selected sound
- (7) Volume up/down buttons
- (8) Sound selection up/down
- (9) Play/stop button