

Remote Controlled Decoy Timer V2.

The Remote Controller Decoy Timer is among the most versatile and capable on the market. Engineered for reliability, simplicity, and long-range performance, it gives operators unmatched control over decoy behavior in the field.

Dual Programmable Sequences

The timer features two fully programmable activation sequences, allowing you to tailor decoy motion to your exact needs. Whether you prefer short bursts, long pauses, or complex patterns, each sequence can be customized to suit the specific hunting environment.

300-Foot Remote Control Range

Designed for dependable long-distance operation, the timer works seamlessly with compatible RF remotes up to 300 feet away. This extended range allows you to manage decoys from concealed positions or central blinds without sacrificing responsiveness.

Flexible Remote Linking & Group Control

The system allows for easy, flexible pairing to one or multiple remote controls.

- Remotes can be set to flip-flop mode or have dedicated On and Off buttons for precise control.
- Decoys can be grouped together so that pressing one button activates or deactivates the entire group, which is perfect for managing multi-decoy setups.

Simple Connectivity & One-Button Programming

Connecting a decoy is easy thanks to the timer's clear wiring and user-friendly interface. Programming is just as simple: one button manages linking, sequence selection, and setup, making installation quick and straightforward.

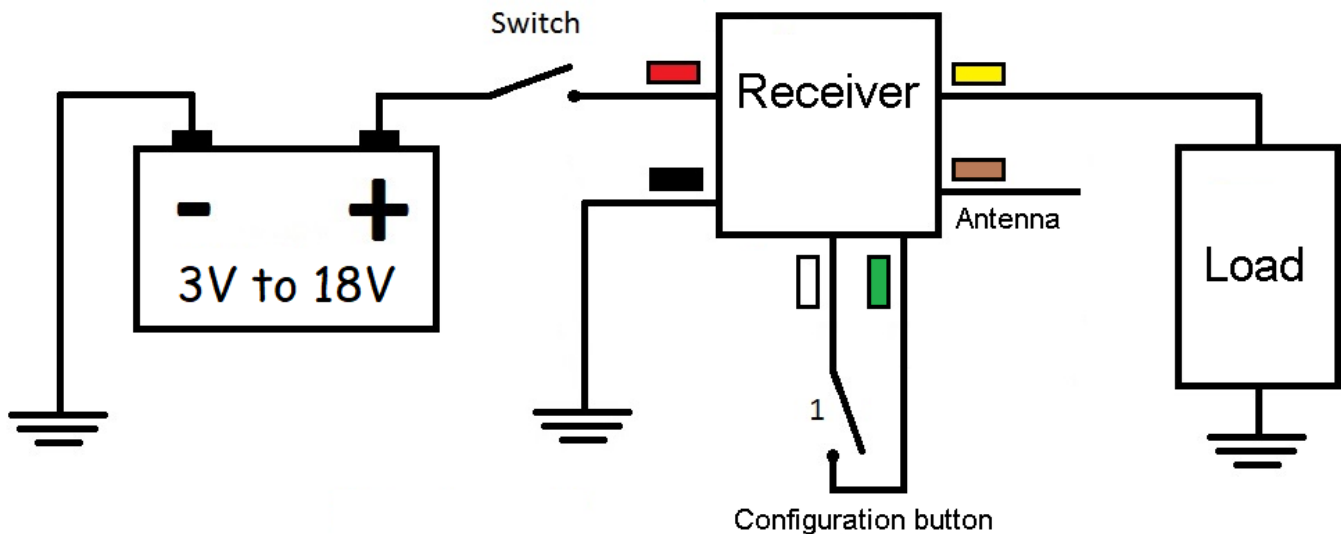
Compact, Rugged, and Weather-Resistant

Built for real-world outdoor environments, the timer features a compact form factor that withstands moisture, dust, and rough handling. Its weather-resistant construction ensures reliable performance throughout the season.

The Remote-Controlled Decoy Timer connects to any motorized decoy operating between 3 V and 18 V, adding more realistic, lifelike motion to your setup. The timer supports a maximum load current of 10 amps.

*** For up-to-date installation instructions and videos, visit <http://doc2.us>
Watch YouTube: <https://www.youtube.com/watch?v=ZSZRJhyriOA>

Please read the entire manual before connecting and configuring Decoy Timer.



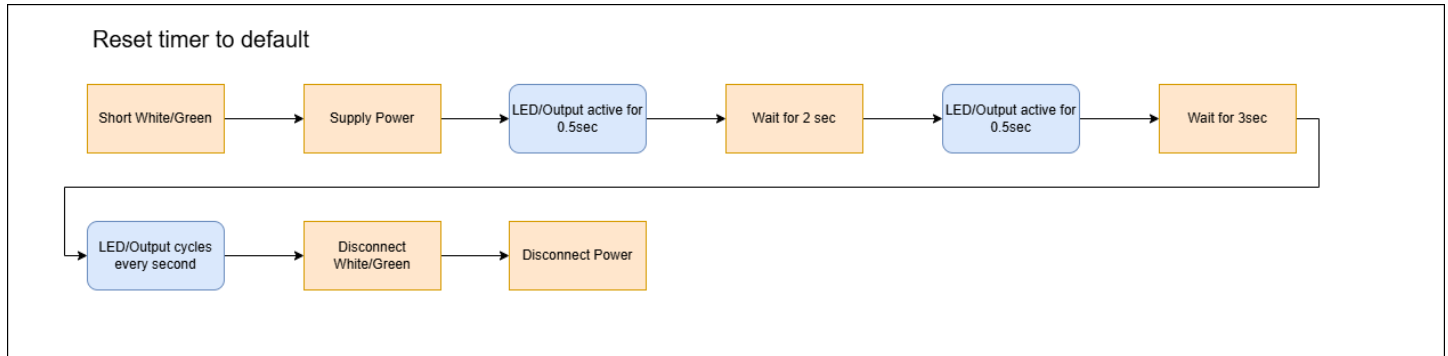
Connect the remote-controlled decoy timer as shown in the diagram.

- Red - Power**
- Black - Ground**
- White/Green - Configuration button**
- Yellow - Output**
- Brown - Antenna**

Install the button and connect it to the Green/White wires using the provided bullet connectors.

Reset to factory settings procedure.

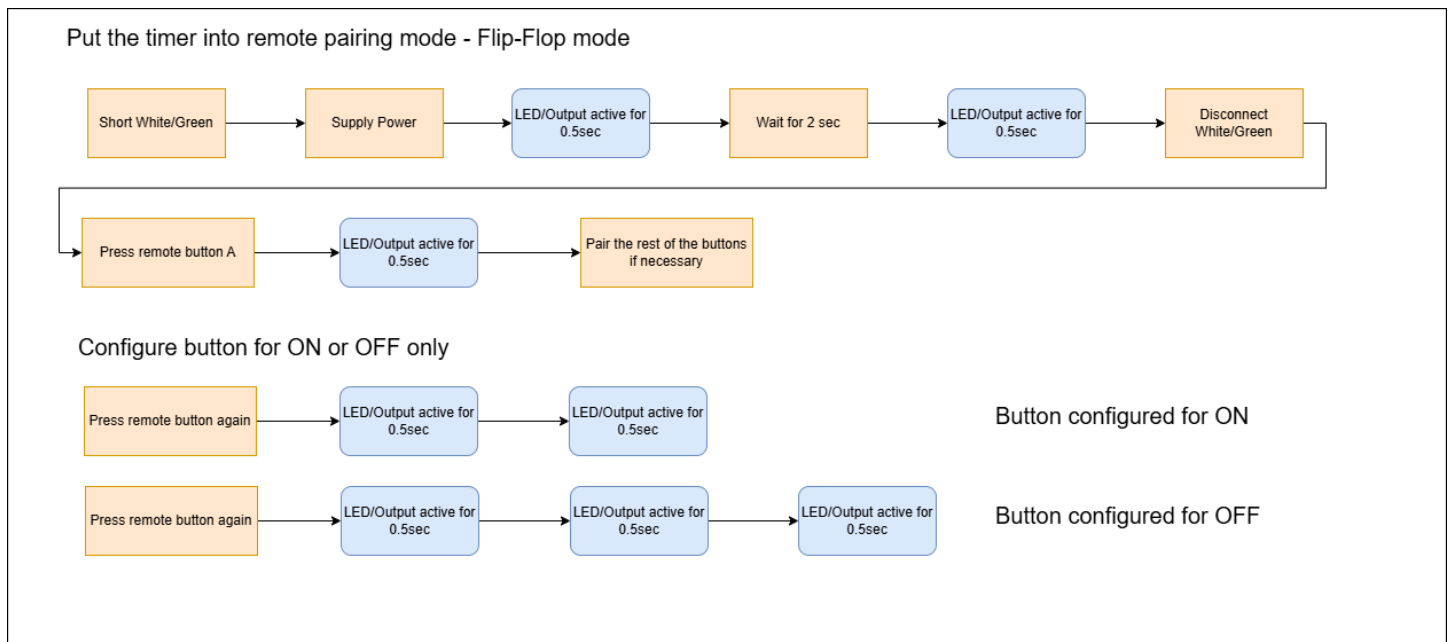
A decoy timer can be easily reset to factory settings.



1. Push and hold the configuration button.
2. And then supply power to the timer.
3. Wait until the output starts flashing, then disconnect the power.

To pair the remote with the timer:

Each decoy needs to be paired with one or more remote buttons. Buttons can be linked in flip-flop mode, where pressing the button turns ON the decoy, and pressing it again turns it OFF. Or in dedicated ON-OFF operation, where one button is configured to turn the decoy ON and another to turn it OFF.



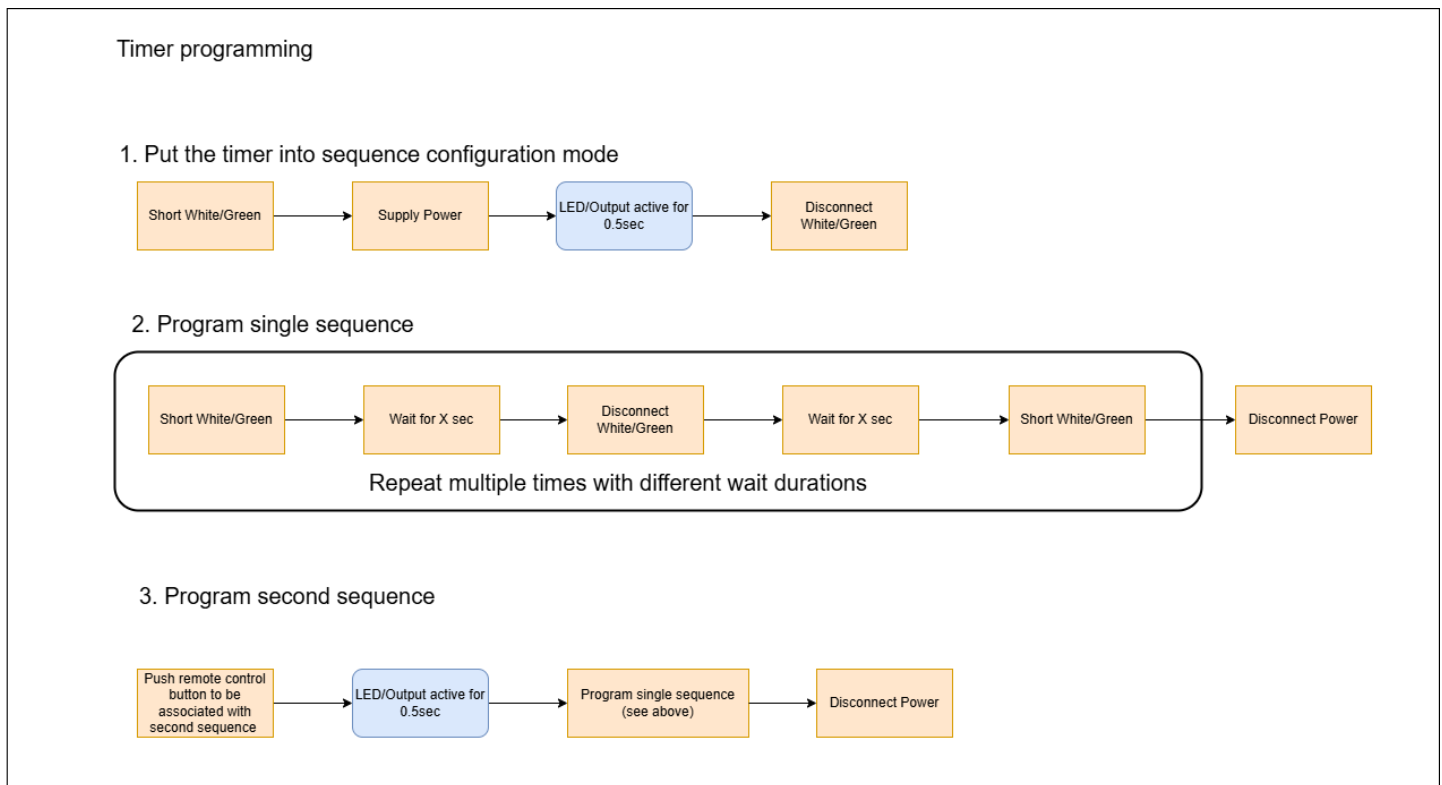
1. Push and hold the configuration button.
2. And then supply power to the receiver.
3. The motor will be supplied with power for a moment. Wait for about 2 seconds, the motor will spin again, then release the button. The receiver is ready to be paired with the remote.
4. Push the selected button on the remote to pair with the receiver. The output will become active to confirm successful pairing. Up to 10 buttons can be paired with the decoy timer. The button is

configured for flip-flop operation. To configure the button to ON only, press it again during programming. The output will turn on twice. To configure OFF-only operation, press the same button a third time. The output will turn ON three times.

5. Configure any other buttons if needed and turn off the power.

To configure the timer sequence:

The timer can be configured with either one or two sequences. The second sequence is optional. Both sequences need to be programmed during the same programming session. First, configure the first sequence, then select buttons to control the second sequence and program the secondary sequence.



Program a single or double sequence.

1. Push and hold the configuration button.
2. And then supply power to the timer.
3. Power to the decoy will be supplied for a moment. Release the button immediately. Decoy is now in programming mode.
4. Now program the sequence. Push and release the configuration button multiple times to configure the timer. For example, if you want the decoy to run 3sec-ON, 6sec-OFF, 1sec-ON, and 10sec-OFF: press the button for 3 seconds, release, wait for 6 seconds, push for 1 second, release for 10 seconds, push the button again, and disconnect power.
5. To program the second sequence, do not disconnect power in step #4. Instead, push the remote buttons to be associated with the second sequence. Then, perform the sequence programming and disconnect the power.

Remote button pairing options.

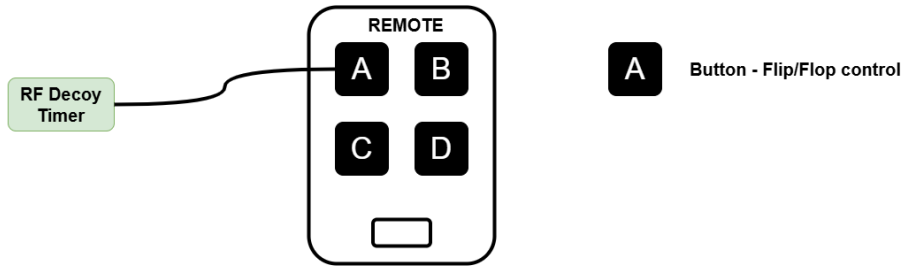
One decoy timer can be linked to up to 10 remote control buttons. There is no limit to the number of decoy timers that can be controlled by a single remote button. The remote is a transmitter, and there could be an unlimited number of receivers (decoy timers) listening to the transmission.

Remote is a 'dumb' transmitter and does not store any configuration. All the configuration and pairing information is stored in the decoy timer.

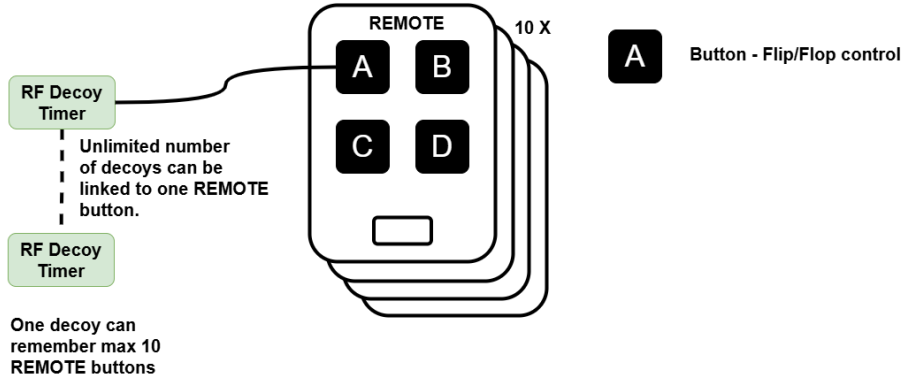
The remote button can be paired with a decoy timer in flip-flop mode: the first push activates the timer, and a secondary click deactivates it. When the number of decoys is paired with the same remote button, they can go out of sync during the operation. Pressing the button will activate some decoys but deactivate the others. There will be no way to turn all decoys OFF at the same time. In setups where multiple decoys are linked to the same button, it is advisable to configure the buttons for dedicated ON and OFF operations.

Below are several methods for pairing the remote with multiple decoys. Select the option that works with your configuration.

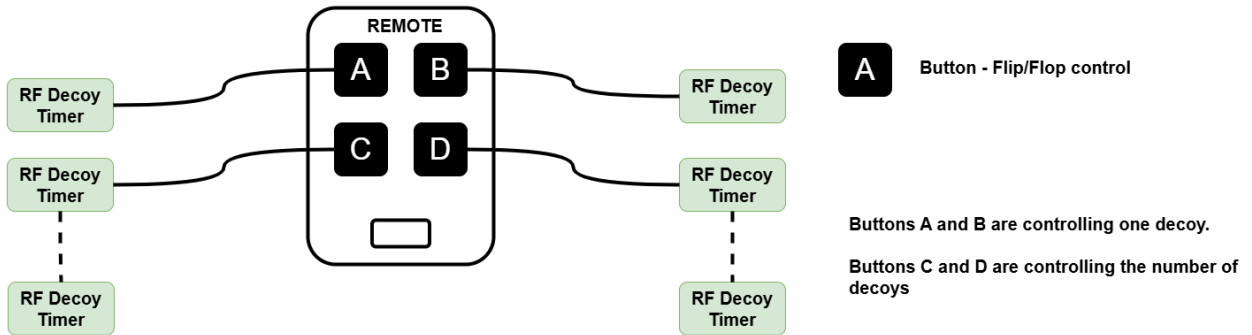
One decoy to one remote button



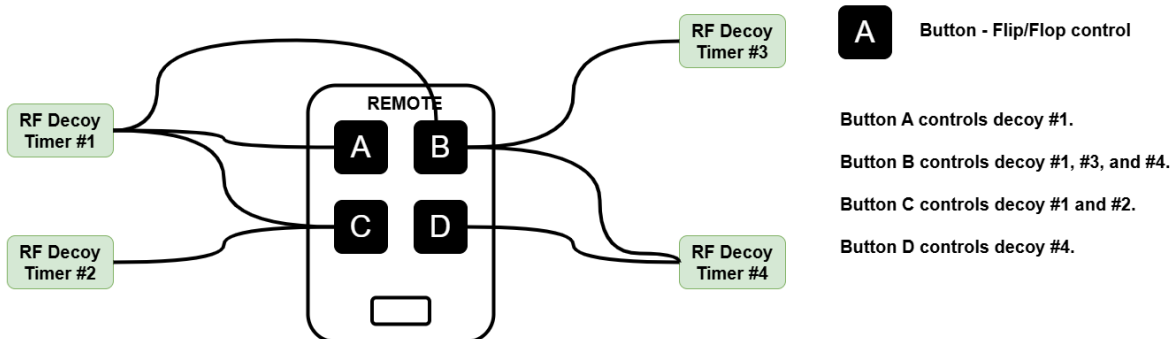
One decoy to max 10 x remote buttons



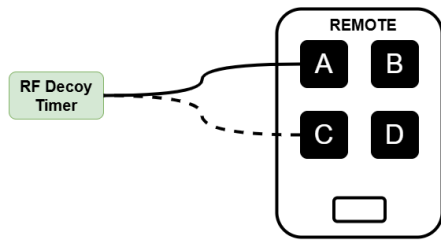
Each REMOTE button can control set of decoy timers



Each REMOTE button can control set of decoy timers



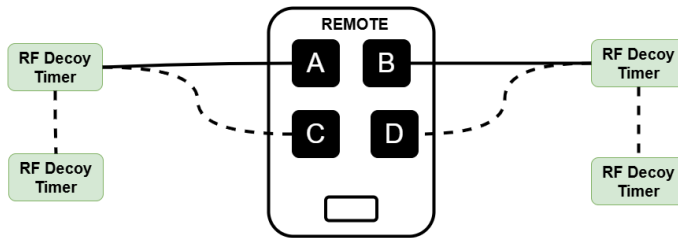
ON and OFF remote control



- A** Button - ON control
- C** Button - OFF control

Button A is configured ONLY to turn the decoy ON
 Button B is configured ONLY to turn the decoy OFF

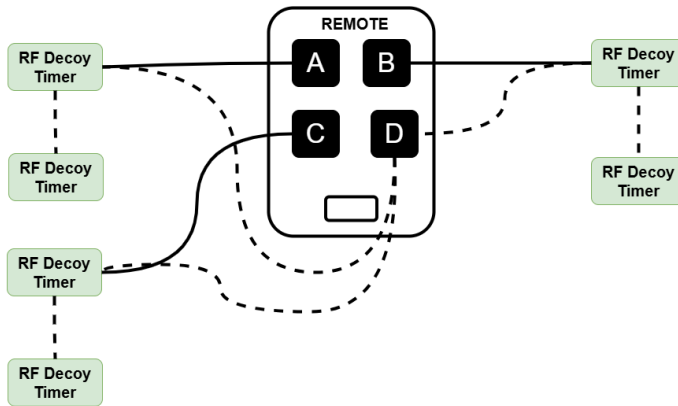
ON and OFF control of decoy groups



- A B** Button - ON control
- C D** Button - OFF control

Buttons A and B are configured ONLY to turn the decoy ON
 Buttons C and D are configured ONLY to turn the decoy OFF

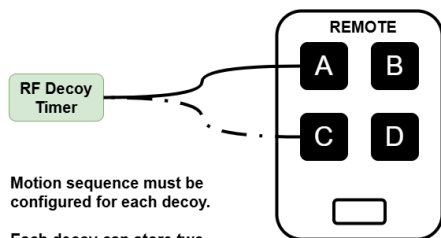
ON and OFF control of decoy groups



- A B C** Button - ON control
- D** Button - OFF control

Button A is configured ONLY to turn the decoy ON.
 Button B is configured ONLY to turn the decoy OFF

Two motion sequences per decoy

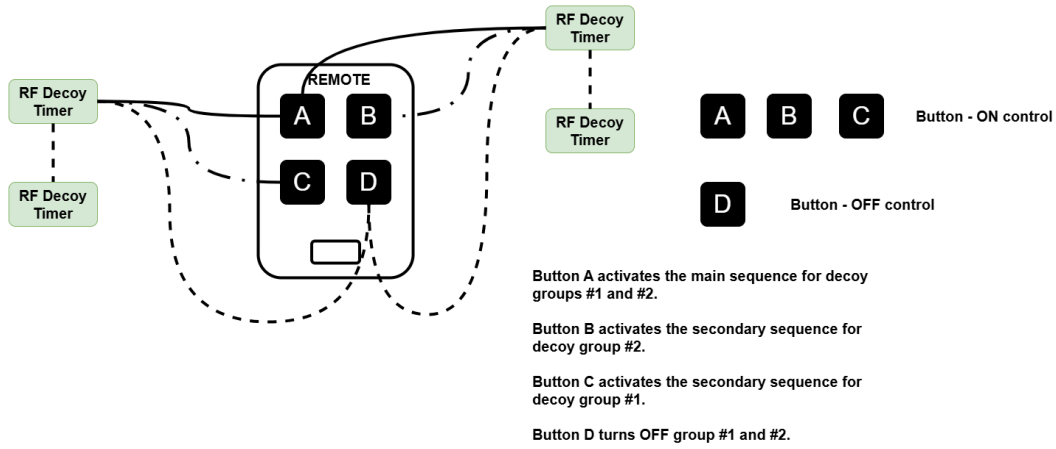


Motion sequence must be configured for each decoy.
 Each decoy can store two separate sequences and be activated by separate REMOTE buttons.

- A** Button - Flip/Flop control
- C** Button - Flip/Flop control

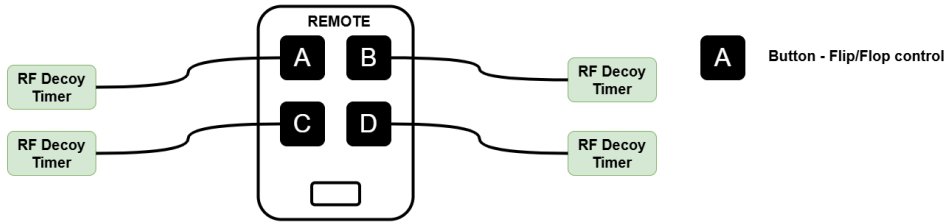
Button A is activates the main sequence.
 Button B activates the secondary sequence

Two motion sequences per decoy group on dedicated OFF button

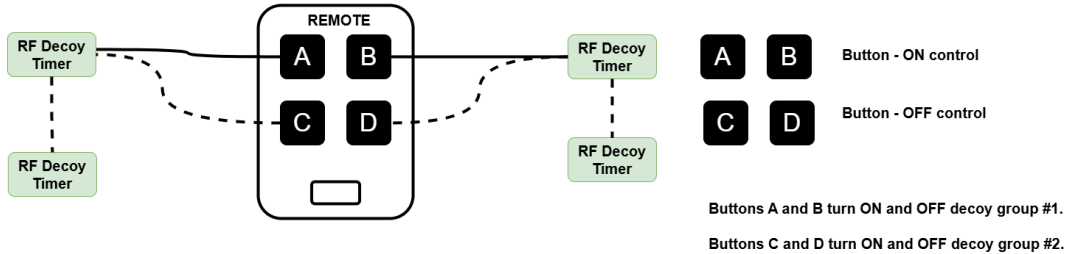


Most common scenarious

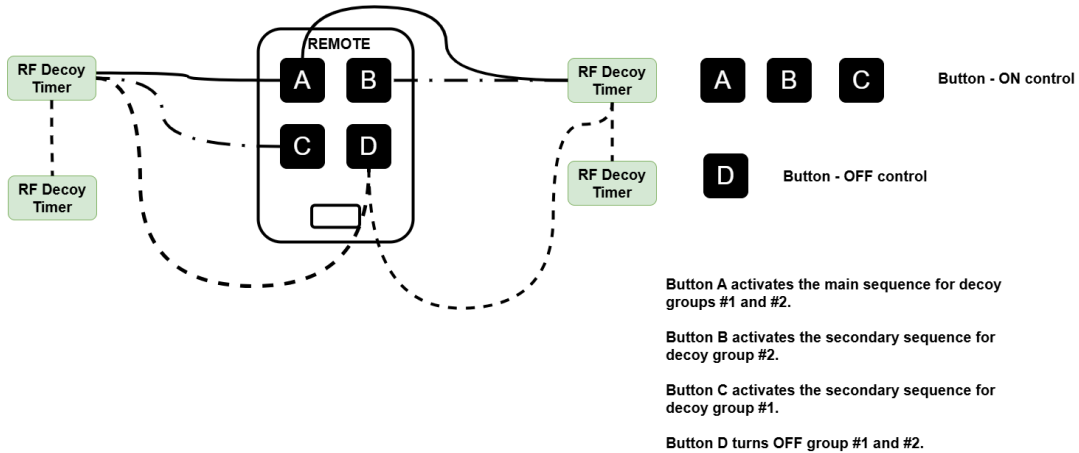
One button one decoy, one sequence.



Two decoy groups. One button ON and one button OFF

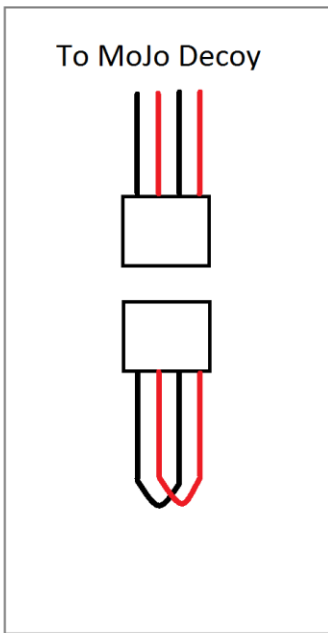


Two decoy groups with two sequences.



***Mojo decoys usually come with the four-wire plug. Connect the RF receiver to the plug as shown in the diagram below.

Original configuration



Modified. RF receiver attached

