

SPINSHOT PLAYER USER MANUAL



Section-1: Before Using the Machine

Introduction

Thank you for purchasing a SPINSHOT tennis ball machine. This manual contains important information concerning the proper use and care of your ball machine. Please read your owner's manual completely before operating your machine.

Tennis Balls To Be Used

Please take note that brand new tennis balls are not recommended to be used especially during first ten hours of break-in period. The ink and waxy coating on brand new tennis balls can leave a slick coating on the new ball throwing wheels, resulting in inconsistent ball throws. It is best to use balls that are slightly used to reduce the potential for developing the slick coating on the wheels.

The consistency of ball throws will depend on the consistency of the tennis balls used. A mixture of new and old balls will produce inconsistent throws. Inconsistent ball throws may also be caused by excess dirt and ink build up on throwing wheels. Cleaning the ball throwing wheels as described in the section "Maintenance and Cleaning" will restore consistent performance.

Important Warnings

WARNING: Do not reach or look into the ball exit hole without turning the main power off and only after both wheels come to a complete stop.

WARNING: Do not stand closer than 10 meters in front of the ball machine when the power is on.

WARNING: Do not place balls or foreign objects into the ball hopper while the power is on. It could cause a jam and damage the feeder motor.

WARNING: The overloading of balls into the ball hopper may result in

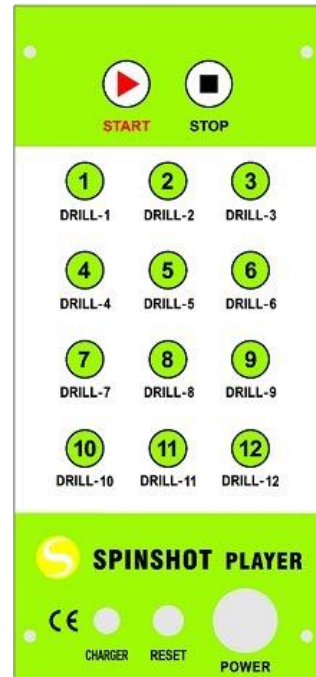
the feeder becoming jammed. It is suggested that no more than 120 balls be put inside the ball hopper.

WARNING: Do not use machine while it is raining or in water. Do not use wet tennis balls.

Section-2: Operating Machine

Control Panel

POWER: The switch is used to turn on or off the machine. After you turn on the power, both horizontal and vertical motors will perform a functional initialization for proper functioning of the device. After initialization, the machine will keep beeping. **Then the user needs to put the machine at the centre of the baseline and parallel to it** (see Q3 in section-6 for more details). Proper placement will make the machine sweep the balls evenly across the court. Then the user can press the **START** button to trigger the machine to serve the balls. Each time after powering up, the machine will **recall the last settings** for drill mode and start its operations.



If at any time the machine functions incorrectly, the user can turn off the power button to reset the device's control logic. Low battery voltage causes most of the time, the improper working of the machine.

RESET: The white reset switch protects the electronics and motors. When activated, this switch pops out approximately 6 mm. In the event the reset is activated, **turn off the central power**, press the reset switch, check any balls jammed inside machine and then turn on the main power to normal operation status. The “reset” can be caused by excessively dirty or slick ball throwing wheels, which can prevent the wheels from properly grabbing the balls. Cleaning the ball throwing wheels as described in the section “**Maintenance and Cleaning**” will restore proper performance.

CHARGER: Plug the charger into the jack and the other end into a power outlet to start the charging of your machine.

START: The button will trigger the machine to start.

STOP: The button will trigger the machine to stop. This process will only halt the feeding of the ball but not the running of central service motors. If a user wants to turn off the whole machine, it is required to use the POWER button.

DRILL: This includes the 12 buttons from D1 to D12. Pressing these buttons will make the machine work in different drill modes. All drill mode settings can be edited on your mobile phone and then downloaded to your machine and be ready for use. Please find more details in the section referred to as “**Phone Remote**”

Battery Charging (for Battery Model)

You will need to first connect the battery charger to a live electrical outlet and then insert the battery charger into the socket labeled as “CHARGER” on the control panel.

After 8 to 15 hours your battery is fully charged. The LED light on the charger pack will turn green when the machine is fully charged. If LED light stays red, the charging process is still continuing. A fully charged battery will provide approximately 2-3 hours of practice time. Higher ball speed requires more power and therefore will drain the battery faster.

It is very important to **CHARGE THE BATTERY IMMEDIATELY AFTER EACH USE.**

Battery Cage

The battery cage enables the user to easily install and replace the battery or an AC module. Remove the wheel first before opening the battery cage door. If a wheel was installed too tight, screw it down. After opening the cage, you will find 2 wires: **A red wire goes to the red terminal and a black wire to the black terminal.**



Please take extra care to ensure you put the battery terminals on the top left side when you insert the battery into the cage.

Static Electricity

It is possible that the action of the tennis balls rubbing against the throwing wheels will cause a small static electric shock when you touch the control panel. To eliminate this, connect a wire from the control panel to the court surface.

Transporting and Storage

Remove all balls and close the ball hopper before transporting your SPINSHOT ball machine. Store the machine in a clean, dry location. Never store the machine in a closed trunk where temperatures can be very high. Extreme temperatures and conditions can affect the machine's electronic board and battery. Never store the machine outside. Exposure to rain and snow will shorten the life of your machine.

Maintenance and Cleaning

It is suggested that you clean the ball throwing wheels every year or after 150 hours of use, especially when the machine is not throwing the balls consistently. Clean the ball throwing wheels only when the machine is off. Firmly rub coarse sandpaper across the throwing wheels through the ball ejection opening, to remove the dirt and ink build-up. Sand the entire circumference of each wheel and use enough pressure to rough-up the rubber surface of the wheels.

To clean the case, use a slightly damp cloth. Do not use chemicals or abrasive cleansers. Use a vacuum cleaner to clean dirt from the inside of the machine. Please do not use compressed air for cleaning.

Section-3: Phone Remote











The Player model features a phone remote control. Turn on the phone app after powering up the ball machine. The phone can then get connected with your machine via WIFI. The android phone can get such a connection automatically, and the **Apple iPhone user needs to select USR- xxx in WIFI setting before start the remote app.**

For Android user, please go to the following website for your installation code: <http://www.spinshot.co.uk/Remote.html> . Apple iPhone user can find "Drill Maker" in the apple store link of <https://itunes.apple.com/us/app/drill-maker/id923840793?mt=8>

Please review the control menu for your phone remote below. The top left corner is showing the connection status, and the top right corner is showing the drill mode or manual mode. The right bottom corner is showing the machine's power supply voltage. For normal working conditions, this voltage should be over 11 V.

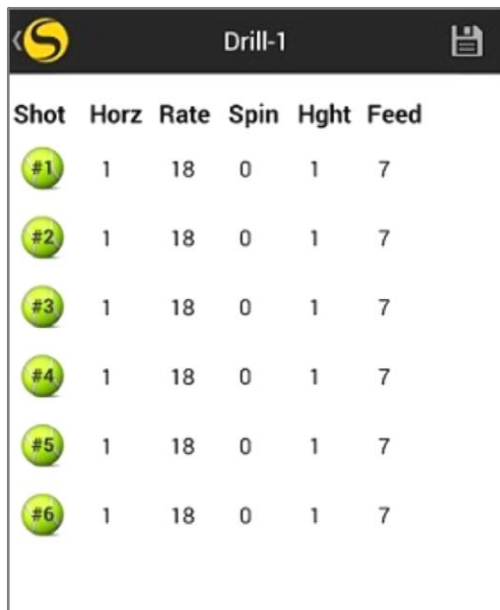


The list below will introduce each button's function.

	Press it to start the machine to feed the balls. Press again to stop the feeding of the balls.
	Pressing different D buttons will allow the machine to provide different drill modes. Long pressing will enter settings page where user can edit all parameters for each shot. In the setting page, the drill setting can be downloaded to the machine by clicking the save button. See section " Drill Setting " for more details.
	This button is effective in manual mode. Press this button first before adjusting spin level.
	This button is effective in manual mode. Press this button first before adjusting height level.
	This button is effective in manual mode. Press this button first before adjusting speed level.
	This button is effective in manual mode. Press this button first before adjusting feed rate.
	This button is effective in manual mode. Press this button after selecting the values to be changed.
	This button is effective in manual mode. Press this button after selecting the values to be changed.
	Press this button if you want to manually control the speed, spin, feed rate or position of the balls
	Press this button will show the version of the machine and also provide button introductions

Section-4: Drill Setting

All Player models work with a cellular phone app. It is very easy to set drills. Long pressing the Drill buttons on the phone will open an edit page as shown below. Each of 12 custom designed drills consisting of 6 sequential shots in a designated pattern combining ball height, ball angle, ball speed, ball spin and feed rate. Each value can be edited to create your own drills.



Shot	Horz	Rate	Spin	Hght	Feed
#1	1	18	0	1	7
#2	1	18	0	1	7
#3	1	18	0	1	7
#4	1	18	0	1	7
#5	1	18	0	1	7
#6	1	18	0	1	7

HORZ is for setting the balls horizontal angel from a value from 1 to 20. 1 would be a far right forehand and a 20 would be a far left backhand for a right handed player. **RATE** is for setting the ball speed from a value from 1 to 20 with a 20 be the maxim ball speed. **SPIN** is for setting the ball spin with 0 for flat shots, to a maximum topspin of + 9 and maximum backspin of - 9. **HGHT** is for adjusting the ball height from the lowest position of 0 to the highest position of 50. **FEED** is for changing the ball feed intervals from 10 for no interval, down to 1 with a 9-second interval.

After you program the values, press the **SAVE** button on the top right corner. The machine will save the setting on the phone and also download settings to your machine. The machine will switch directly between drill modes after the user has saved their settings.

The user needs to understand that the serving wheels can speed up faster than they can slow down. If the user wants to set quick shots followed by slow shots, it is required to set at long feed intervals, to give the machine more time to slow down, or input more speed changes. Example #1 shot set at level 19, and the customer wants to configure #2 shot at level 16. The user can set feed rate to a lower level such as 4 which will then give 6 seconds for the machine to slow down, or the user can set the #2 shot with a speed level of 1, which will then make the ball machine slow down more quickly.

Section-5: Apple Watch Supported

The iPhone app also supports the use of the iWatch to remotely control the machine during play.

Please notice the points of below for better use Apple Watch remote.



1. You need to take to the court your Apple iPhone which is installed with the DRILL MAKER app on it.

2. You need to turn on the blue tooth on the iPhone to make the Apple Watch app workable.

3. Before start the app on Apple Watch, you still need to do the wifi setting on the Apple iPhone to select USR-xxx for WIFI connection. It is also suggested to start the DrillMaker app on the iPhone before you initiate the app on Apple Watch.

4. Use the Digital Crown at the right side to select different drill modes.

5. Depress the SEND button to set the selected drill mode to the machine.

6. The Apple Watch remote control can only be used to quickly switch the machine between different drill modes, but can't be used to edit the drill modes. You still need to use your Apple iPhone to edit the drills.

Section-6: Warranty

Warranty Period

The warranty service is free for materials and workmanship for two years from the date of original purchase. Your battery has a three month warranty.

Scope of Warranty

This warranty covers all defects in material and workmanship. The following are not covered by the warranty:

- ◇ Units damaged by accident, misuse, abuse and neglect
- ◇ Units modified by unauthorized personnel
- ◇ Units damaged during shipment
- ◇ Any kind of accident to your battery

Section-7: Question and Answers

Question 1: Why does the reset button pop out and turn off the machine?

Answer: It is very possible the ball jammed inside the machine and blocks the normal operation of the service wheels. Do not use wet tennis balls which will cause a jam.

Question 2: My machine is battery powered. Can I upgrade it to support mains power?

Answer: Yes, you can change the battery to mains power module. See <http://www.spinshotsports.com/POWER-OPTION.html> for more options.

Question 3: Why does my machine always serve balls across the right side line, when I set the horizontal position to 20?

Answer: Because you did not properly place the machine in the right direction. Putting the machine slightly to the left should correct this problem.

Question 4: Why do the balls get jammed inside the top hopper?

Answer: The machine does not support to use flat balls such as the training balls for kids. It is no problem for the machine to shoot flat tennis balls but when a user puts many such balls inside the ball hopper, it can make the balls jam.

Question 5: After we have created a new drill and verified that exercise, will that be stable, next time when I use the same training drill?

Answer: Yes, you can use the practice drills you save on the phone or the machine. It is very stable if you use the same batch of balls. Please don't forget to charge the battery after each use. A flat battery can make the ball machine less powerful and impact its stability.

Question 6: I see from the website that a phone remote is an option. Will that be an optional part for the player model?

Answer: No, the phone remote feature is a standard part for the player model. It is optional only for the Plus model.

Question 7: In Manual mode, can we adjust the horizontal direction of the machine?

Answer: Yes! After you press M button to enter manual mode, if you press + or - button directly, that will make you adjust the horizontal direction of the machine.

Question 8: We understand that Lobster Elite Grand V LE provides a feature for a user to define custom drills allowing the location of the ball to be defined by the user. Why the SPINSHOT-PLAYER was not designed in the same way?

Answer: It is true that Lobster Grand V model can define the location of balls. They use calculations that rely on the ball height, ball angle and ball speed to define the ball location. The Grand V Model does not allow however to define the ball height and angle directly. When a customer tries to set the ball location, its speed setting will be very limited. The big advantage of the technology being used by The Spinshot Player model is it gives much more flexibility to set each shot of the ball while the user has access to set the height, angle and ball speed separately.

Question 9: Why can't my Apple Watch app control the machine?

Answer: Please check the points below:

- Select USR-xxx in the WIFI setting
- Is DrillMaker on your Apple iPhone working?
- Your phone needs to be in proximity to your Apple iWatch
- Is your bluetooth on the iPhone working?

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