

OWNERS MANUAL



Spinshot Plus-2

SPINSHOT
REVOLUTION FOR TENNIS TRAINING

Free Warranty Extension or Tennis Balls Offer

Thank you for choosing Spinshot. We love hearing and seeing our tennis ball machines in action so if you would like to share with us your review or video we can offer a free warranty extension or free bag of tennis balls.

Please email us for more information and terms and conditions:
contact@spinshotsports.com



Contents

Section 1: Before Using Your Tennis Ball Machine	1
Section 2: Operating Your Tennis Ball Machine	2
Section 3: Drill Maker App	9
Section 4: Warranty	13
Section 5: Additional Information	14
Section 6: FAQs	15

Section 1: Before Using Your Tennis Ball Machine

Thank you for purchasing a SPINSHOT Plus-2 tennis ball machine. This manual contains important information concerning the proper use and care of your ball machine. Please read the owners manual completely before operating your machine.

What Tennis Balls to Use

Normal pressurized tennis balls or pressureless balls can be used in your Spinshot tennis ball machine. Pressureless balls are recommended for their longer life and more consistent bounce compared to pressurized balls.

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

Important Warnings

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.

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

Do not place balls or foreign objects into the ball hopper while the feeder tray is moving. It could cause jam and damage the feeder motor.

Overloading of balls into the ball hopper may result in a jam of the feeder. No more than 120 balls should be put inside the ball hopper.

Do not use your machine while it is raining. Do not use wet tennis balls.

Section 2: Operating Your Tennis Ball Machine

Your tennis ball machine can be operated via the Control Panel situated on the side of the machine, the Drill Maker App on your phone, the Spinshot Remote Watch (sold separately).

Control Panel

POWER SWITCH

The power switch is used to turn the machine on and off. After the machine is powered on, both horizontal and vertical motors will perform a functional initialization for proper function of the machine. The current battery voltage will be displayed on the LCD screen.

After the power up sequence is completed, reposition the machine so it is aligned to the centre of the court. This will ensure balls are delivered the full width of the court.

The machine will default to the last mode set. To start the ball feed, press the PLAY button and then press the button of the chosen program. To stop the ball feed press the PLAY button.

If at anytime the machine malfunctions, turn off the power switch to reset the machine's control logic. In most circumstances, the improper working of the machine is caused by low battery voltage. In this case, please recharge your battery to resume normal operation.

CHARGER JACK

To charge your machine plug the charger cable into the charging jack and the other end into a power outlet.

Please read the Battery Charging section for full instructions on charging your machine.



MOTOR T and B TRIP SWITCHES

The MOTOR switches protect the electronics and motors. When activated, the switch pops out approximately 6 mm. In the event the switch is activated, turn off the power and push the switch back in. Once the throwing wheels have stopped moving, check for any balls jammed inside the machine and remove them. Turn the power back on to resume normal operation.

The activation of the motor switch can be caused by excessively dirty or slick ball throwing wheels, which can prevent the wheels from properly gripping the balls. Cleaning the ball throwing wheels as described in the Maintenance and Cleaning section will restore proper performance.

PLAY / PAUSE BUTTON

The PLAY / PAUSE button will set the machine to start or stop. Every time you switch the machine power ON, and once the initialization is completed, you need to press the PLAY button to start the machine. Your machine will not accept any setting changes after powering it on until you have pressed the PLAY button.

DRILL BUTTON

The DRILL button is used to select the machine's preprogrammed drills. You can either use the factory set programmed drills, or customize new drills using the Drill Maker App on your phone. Please refer to the Drill Maker App section for how to use the App. After pressing the Drill button, press + or - to choose the drill number to play. Press the PLAY button to start the ball feed.

UP [+] and DOWN [-] BUTTON

The UP and DOWN buttons are used to adjust the manual setting parameters, or select the Drill number. Before clicking either button, select the setting to be adjusted. The manual settings include ball SPEED, ball HEIGHT, FEED frequency, SPIN level, h1-h2 and w1-w2. Please read the Manual Settings section for more details about these setting types.

Manual Settings

SPEED BUTTON

To adjust the speed of the ball, press the SPEED button then press the UP or DOWN buttons to adjust the speed level. The speed setting will be displayed on the LCD screen. Speed ranges between 1 - 20.

It is possible to adjust the SPEED value while the machine is playing and it will take effect immediately.

In all vertical oscillation modes, clicking the SPEED button a second time will set the speed level for the second height level (h2 level).

FEED BUTTON

To adjust the feed rate of the ball, press the FEED button then press the UP or DOWN buttons to adjust the feed rate. The feed setting will be displayed on the LCD screen. Feed rate ranges between 1 - 10. At the rate of 10 a ball will be fed at a rate of one ball per second.

SPIN BUTTON

To adjust the spin of the ball, press the SPIN button then press the UP or DOWN buttons to adjust the spin level.

Select a negative value to produce backspin or slice, or a positive value to create topspin. A setting of 0 will serve a flat shot. Spin ranges from -9 (max backspin) to 9 (max topspin).

A high level of either topspin or backspin will slow the ball speed. To increase ball speed reduce the amount of spin on the ball.

It is possible to adjust the SPIN value while the machine is playing and it will take effect immediately.

HEIGHT BUTTON

To adjust the height (trajectory) of the ball, press the HEIGHT button then press the UP or DOWN buttons to adjust the height level.

The height setting will control the ball height when the machine is not running in the vertical oscillation mode. The height setting will be displayed on the LCD screen. The highest level is 50 and lowest level is 1.

In the vertical oscillation modes use the h1-h2 button to adjust the height oscillation range. Please see the h1-h2 section for adjusting this setting.

h1-h2 BUTTON

This button is used only in the vertical oscillation modes. In the vertical oscillation modes, the machine is serving balls at two height levels defined by the h1 and h2 settings.

Press the h1-h2 button once to set the h1 level. Press the h1-h2 button again to set the h2 level. This setting is only effective when the machine is set on a vertical oscillation mode (horizontal vertical oscillation mode, 2-line vertical oscillation mode or vertical oscillation mode).

w1-w2 BUTTON

This button is only used for horizontal 2-line oscillation modes (2-line oscillation and 2-line vertical oscillation). In the horizontal 2-line oscillation modes, the machine is serving balls at two widths defined by the w1 and w2 settings.

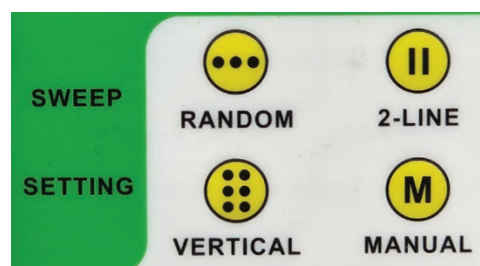
Press the w1-w2 button once to set the w1 placement. Press the w1-w2 button again to set the w2 placement.

The width ranges between 1 (far right of the court) and 20 (far left of the court).

Oscillation Modes

Besides the programmable drills, the plus-2 model can support various oscillation modes, or the combination of oscillation modes. Overall there are five types of oscillation:

- 1: Random Horizontal Oscillation
- 2: 2-Line Oscillation
- 3: Vertical Oscillation
- 4: Random Horizontal and Vertical Oscillation
- 5: 2-Line Horizontal and Vertical Oscillation



RANDOM = Random Horizontal Oscillation

In this mode the machine serves balls randomly across the width of the court. Ball speed, height, spin and feed rate can be adjusted for the random oscillation mode.

2-LINE = 2-Line Oscillation

The 2-Line oscillation setting serves balls to two preset locations on the court allowing a user to practice alternating forehand and backhand shots. Placement of these alternating shots can be defined by using the w1-w2 setting as described in the w1-w2 button section.

After the machine has been set to the 2-line oscillation mode, the user can press VERTICAL to make the machine set to a 2-LINE HORIZONTAL AND VERTICAL OSCILLATION.

VERTICAL = Vertical Oscillation

The vertical oscillation mode serves a combination of high balls and low balls. The machine will serve balls at two height levels defined by the h1 and h2 settings.

If machine has been in the random horizontal oscillation mode, pressing this button will set the machine to RANDOM HORIZONTAL AND VERTICAL OSCILLATION mode. If the machine has been in 2-line oscillation mode, pressing this button will set the machine to a 2-LINE HORIZONTAL AND VERTICAL OSCILLATION mode.

In all vertical oscillation modes, pressing the SPEED button a second time will set the speed level for the second height level (h2).

MANUAL = Manual Mode

Pressing the MANUAL button will set machine back to manual mode without oscillations.

Spinshot Remote Watch

The remote watch can be used to start and stop the ball feed and select drills. A long click (over two seconds) will start and stop the ball feed. A short click of the button selects the drill number equivalent to the number of clicks. ie, 2 clicks = Drill #2, 12 clicks = Drill #12.

The remote watch will enter sleep mode after 30 seconds of inactivity. When the machine power is on, pressing the remote watch button to wake it up. If the LED is not lit up on the remote please move closer to the machine and check again.

Battery Charging

To extend the life of your battery please follow these guidelines.

- **Charge the battery immediately after each use. Don't leave your battery in a flat state for extended periods.**
- **Don't leave the battery plugged into the charger too long after it is fully charged.**

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

Battery Model

Plug the battery charger into a electrical outlet and then insert battery charger cable into the socket labeled CHARGER on the control panel of your machine.

Hybrid Power / Battery Model

Plug the battery charger into an electrical outlet and then connect the battery charger cable to the battery cable port (as pictured).



Installing or Replacing the Battery

If you need to install or replace your battery you can do so by opening the battery cage. To access the battery cage please follow these steps:

1. Remove wheel that covers the access panel to the battery cage.
2. Unscrew the four screws of the access panel.
3. Connect the battery to the terminals inside the battery cage - connect the red wire to the red terminal and the black wire to the black terminal
4. Insert the battery into the battery cage. Ensure you put the battery terminals to 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. Some machines have been fitted with a small chain on the underside of the base to 'ground' the machine and eliminate this issue.

Transporting and Storage

Remove all balls and close the ball hopper flaps before transporting your tennis ball machine. Store the machine in a clean, dry location. Never store the machine in a vehicle 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 the machine.

Maintenance and Cleaning

Use a vacuum cleaner to clean dirt and debris from the inside of the machine and in and around the black hopper tray. The build up of debris in the hopper can cause excess wear on the feeder motor which powers the spinning of the hopper tray. Shake off excess sand and dirt from the tennis balls before putting them into the hopper.

To clean the exterior case, use a damp cloth. Do not use chemicals or abrasive cleansers.

The use of compressed air for cleaning is not recommended.

Annual Maintenance

We recommend cleaning 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 powered 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.

Section 3: Drill Maker App

The Plus-2 can be controlled via the Drill Maker app on Android and iPhones.

Android Phones

Download the Drill Maker app from Google Play.

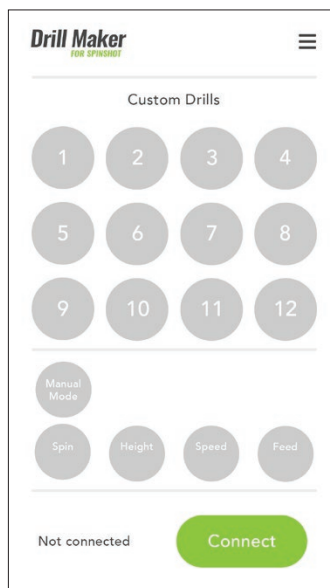
iPhones

Download the Drill Maker app from the App Store and choose the model Plus-2.

Using the Drill Maker App

Power on your machine and open the Drill Maker app on your phone. Connect your phone to your machine's WiFi network. Select and connect to USR- xxx in WiFi settings before using the remote app.

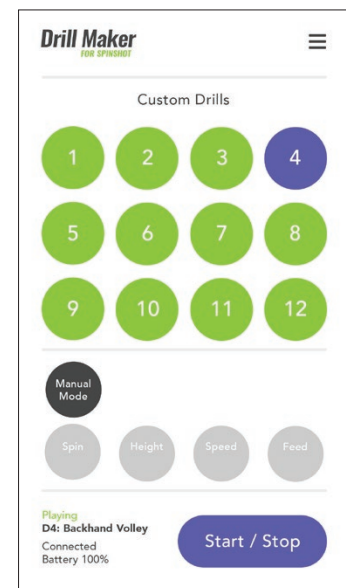
Before you can use the Drill Maker you need to wait for the machine to finish the start up calibration, and then press the PLAY button on your machine's control panel to start the machine. You can now press the CONNECT button on the Drill Maker App.



Power on machine and press PLAY on control panel before pressing Connect on app.



Machine connected and ready for Drill selection.

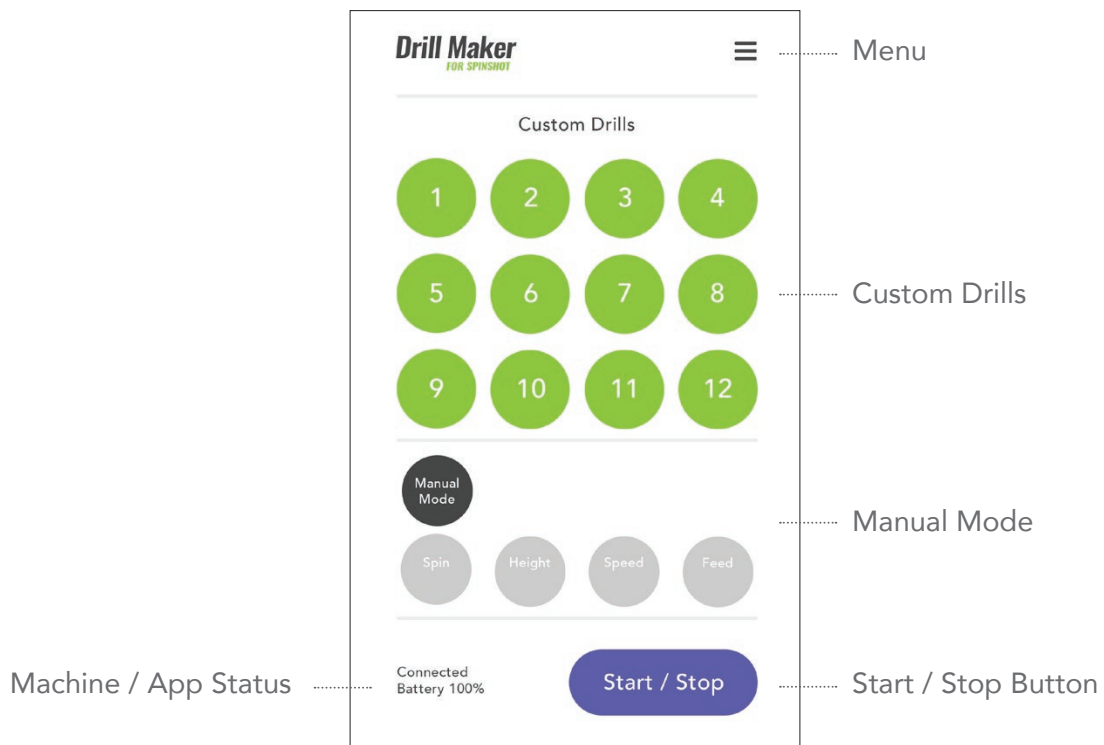


Drill 4 (Backhand Volley) selected. Press Start to begin ball feed.

Once you are connected you can start using the app to control your machine.

At the bottom of the screen the selected drill, connection status and battery voltage are displayed.

If you lose WiFi connection to the machine you should check that you are still connected to the machines WiFi network in your phone settings. Press the Connect button to re-establish your connection.



Custom Drills

There are 12 drills available. You can use the factory settings or customize each drill with your own preferred settings and drill name.

To select a drill press the Drill number and then press Start.

To edit a drill's settings or name, long press on the drill number. This will open the drill edit screen where you can change the drill settings. Please read the Editing Custom Drills section for more details.

The factory drill settings are:

1. Flat
2. Top Spin
3. Back Spin
4. Backhand
5. Forehand
6. Narrow 2-Line
7. Wide 2-Line
8. Lob
9. Net to Baseline
10. Random Horizontal
11. Random Height
12. Full Random

Editing Custom Drills

To edit a custom drill long press on the drill number you want to edit. The drill edit screen will open and the settings for the corresponding drill will be displayed.

You can edit the name (i.e Backhand Volley) at the top of the screen.

The custom drills play six sequential shots which you can adjust the settings for horizontal placement, speed, spin, height and feed rate.

Horz

Set the ball's horizontal angle from 1 to 20, 1 being a far left backhand and a 20 being a far right forehand for a right handed player. When you set Horz value to 'R', the machine will throw balls in a random horizontal direction.

Spin

Set a negative value to produce backspin or slice, or a positive value to create topspin. A setting of 0 will serve a flat shot. Spin ranges from -9 (max backspin) to 9 (max topspin).

A high level of either topspin or backspin will slow the ball speed. To increase ball speed reduce the amount of spin on the ball.

The screenshot shows the 'Edit Drill 4' screen with a green header bar containing a back arrow, a menu icon, the text 'Edit Drill 4', and a 'Save' button. Below the header, the drill name 'D4: Backhand Volley' is displayed. A table lists settings for six sequential shots (labeled 1 to 6) and an 'ALL' row. The columns are Ball, Horz, Speed, Spin, Hght, and Feed.

Ball	Horz	Speed	Spin	Hght	Feed
1	13	18	0	0	7
2	15	18	3	3	7
3	14	18	-3	5	7
4	16	18	0	1	7
5	13	18	5	5	7
6	13	18	-4	4	7
ALL		18			7

This screenshot is identical to the one above, but with a numeric keypad overlay on the 'Spin' column. The keypad shows values 16, 17, 18, 19, and 20. The value 18 is highlighted in green, indicating it is the selected value for the 'Spin' setting of the second shot.

Ball	Horz	Speed	Spin	Hght	Feed
1	13	18	0	0	7
2	15	18	3	3	7
3	14	18	-3	5	7
4	16	18	0	1	7
5	13	18	5	5	7
6	13	18	-4	4	7
ALL		18			7

Height

Set the ball height from the lowest position of 1 to the highest position of 50. If you set Height value to "R", the machine will throw balls in a random vertical angle and also random speed. The Feed rate will be set at 6.

Speed

Set the ball speed value from 1 to 20.

Feed

Feed rate ranges from 1 to 10. At the rate of 10 a ball will be fed at a rate of one ball per second.

Save

After selecting the desired values, press the Save button on the top right corner of the display. The machine will save the settings on the phone and also download settings to the connected machine. The machine will switch to the new saved settings directly after the user has pressed the Save button.

Restore Default Settings

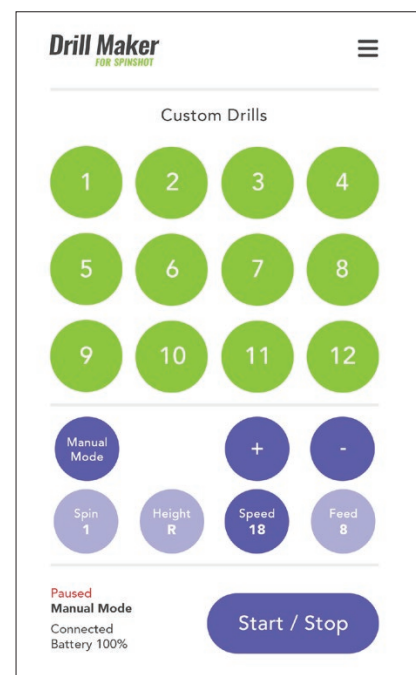
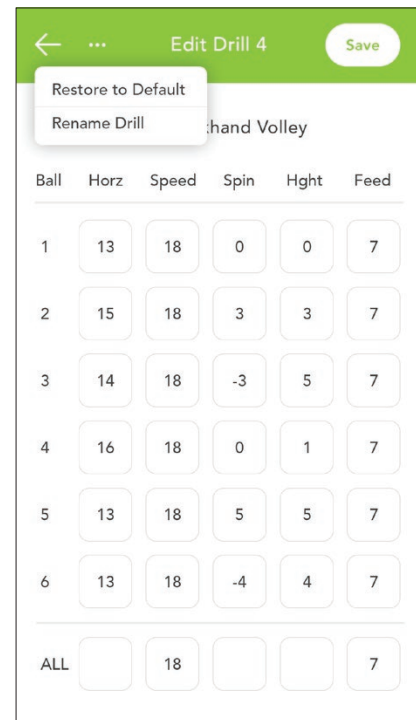
To restore a custom drill back to factory default settings, go to the drill edit screen and select Restore to Default Settings from the drop down menu.

Manual Mode

Press the Manual Mode button to manually control the horizontal placement, spin, height, speed and feed rate of the balls.

Once Manual Mode is selected the values can be edited using the respective buttons.

For full details on settings for Horz, Spin Height, Speed and Feed - see Editing Custom Drills section above.



Warranty Period

The warranty service is free for materials and workmanship for a period of two years from date of original purchase, except for the battery warranty which is three months.

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, neglect
- Units modified by unauthorized personnel
- Units damaged during shipment
- Battery damage

Ball Speed

Topspin and Backspin

A high level of either topspin or backspin will slow the ball speed. To increase ball speed reduce the amount of spin on the ball. A default speed setting of 20 will be set for spin levels higher than 7.

Alternating Fast and Slow Shots

The serving wheels can speed up faster than they can slow down. If you want to set quick shots followed by slow shots, please set long feed intervals between shots to give the machine time to slow down, or add a mid speed shot in between.

For example, if you want

Ball #1 speed = 19 (fast)

Ball #2 speed = 12 (medium)

Then set feed rate to around 4 which will take 6 seconds for the machine to slow down and allow for slower second ball.

Or set ball #2 to speed = 1, which will then make the ball machine slow down quicker.

Dirt and Ink Build Up on Throwing Wheels

Excess dirt and ink on the throwing wheels can cause slow and inconsistent ball throws. See the Maintenance and Cleaning section for more details.

Ball Placement During Oscillation

Position the machine on the baseline to adjust the angle if the machine is favoring one side more than the other. If there is a strong cross wind over the court you may have to face the machine facing more towards the wind direction to allow for strong wind affecting ball direction. Making these adjustments will make the machine throw balls evenly across the court during horizontal oscillation modes.

Section 6: FAQs

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

A ball jammed maybe inside the machine and is blocking the normal operation of the service wheels. Do not use wet, or very soft tennis balls as these will cause a jam.

My machine is battery powered. Can I upgrade it to support main's power?

Yes, you can change the battery to main's power module. See <http://www.spinshotsports.com/power.html> for more options.

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

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

After creating a new drill, will it be exactly the same next time I use the same drill?

Yes, every time you use the drill you will get a consistent result 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 the consistency of balls thrown.

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

No, the phone remote feature is a standard part for the player model.

In Manual mode, can I adjust the horizontal direction?

Yes. After you press the Manual Mode button on the Drill Maker App, select the Horz button to adjust the horizontal direction of the machine.

How can I adjust the setting to slow down the ball shots when I apply random height settings?

When user set the HGHT level to R or 0, the machine will shoot balls in random height angle, and the ball speed is not controllable by the user. The only way user can adjust the ball speed is by adjusting the ball SPIN. The higher spin level will make ball slower.

Why does the machine move on the court in use?

This could happen on some slippery courts when the external battery option is used. When the battery is taken out of the machine, the machine may be too light to be stable. It could move a little bit due to recoil when the machine shoots out the balls. To keep it stable, it is suggested the user either puts a weight in the battery cage, or hangs the battery or other weight on towing handle to increase its weight.

What about the pre-programmed drills for the machine?

The SPINSHOT player machine comes with all drill buttons programmed in the factory. The setting values are similar to the default values shown in the phone remote app.

We do not publish the detailed setting values for default drills, as it is strongly suggested that the user edit the drill settings and download them to the ball machines to try out, and then create their own preferences. This is most the important feature that the player machine has. Once the favorite drill is created, the user can save it on the machine or on the phone for future use.

Is there any resource that explains the drill programming?

Yes, you can find some good video resources on YouTube explaining the programming of the drills. Please visit the Product Support - Videos section of our website for links to these vidoes.

Can two phones set up different drills to be used on the same machine?

Yes, the user can edit and save favorite drills on different mobile phones and download them to the SPINSHOT player machine when using the machine. The machine will save the downloaded drill data to its memory and shoot the balls accordingly. The user needs to manually download each drill as required.

Why can't I download and install the Drill Maker app for Android from the SPINSHOT website?

Some preinstalled applications on Android phones may block the installation of the app for safety reasons. Please temporarily disable such apps like "LOOKOUT" to allow the installation of the drill maker app.