

olin

LaunchONE

Pickleball Launcher

User Manual



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Important Information

Please read and follow all instructions carefully before assembling and using the Launcher. OLIN is not responsible for any claims, injuries, or mechanical failures resulting from improper use of this equipment.

Users assume all risks associated with the use of the Launcher, including but not limited to personal injury, property damage, or damage to the equipment.

It is essential to operate the Launcher in accordance with the provided guidelines and safety instructions. Failure to do so may result in serious injury or damage to property or to the Launcher itself.

By using this product, you acknowledge and accept that OLIN is indemnified from any liability related to the unsafe, misuse or incorrect operation of the Launcher.

Furthermore, please be aware that improper use of the Launcher will void the warranty. The warranty is contingent upon the correct and safe use of the equipment as outlined in this user manual. Any damage or malfunction resulting from misuse, neglect, or unauthorized modifications will not be covered.

To ensure your warranty remains valid, always follow the recommended operating procedures and maintenance guidelines provided by OLIN.

Let's Get Started!

- Before assembling and using the Launcher, please read this user manual carefully.
- During normal use of the Launcher, please keep the surrounding area safe and keep other players or spectators away from the Launcher to avoid accidental injury.
- While the Launcher is running, **do not enter the side of the court where the Launcher is located without stopping the Launcher first.** Serious injury may be sustained if you are struck by a ball while in close proximity to the Launcher.
- Before removing a jammed ball or performing cleaning or maintenance, make sure to turn off the power switch and disconnect the battery power cable to avoid injury. See the "Troubleshooting" section for more information.
- Do not use any other power supply or power cable for the Launcher than the one provided.
- This Launcher may be used by children aged 10 years and older and persons with reduced physical, sensory or mental capability if a responsible adult person appropriately supervises them.
- Children should not load, control or touch the Launcher as they may be seriously harmed by the launched balls or by the high-speed, rotating launch wheels. Keep children away from the side of the court where the Launcher is positioned.
- Wear appropriate safety glasses to avoid eye injury if struck by a ball.
- Please follow the precautions specified in this user manual. Otherwise, any malfunction or damage due to misuse will not be covered by OLIN's warranty. Please read the Special Notes & Maintenance section for more information.
- Please keep all documents in a safe place that can be easily referenced to ensure safe and proper operation of the Launcher. If you have any questions, please contact OLIN, your local customer service center or distributor.

Launcher Parts



Install the Stirring Paddle

The stirring paddle is installed on the top of the ball guide to move the balls into the launch mechanism.

Simply install the heart-shaped stirring paddle using the included allen wrench into the top of the ball guide, using the two bolts with washers.

There are two bolts already installed (for shipping reasons) that will require removal, they may be discarded.



Control Panel

LED Light - Will light up green when switched on and there's sufficient battery power to start the Launcher

ON / OFF Switch - Main power switch for the Launcher.

DC Battery Connection - Plug the battery cable into this connection and secure the connection but screwing the locking nut clockwise onto the DC port's threaded adapter.

IMPORTANT! - Always connect the battery before turning on the Launcher.



Battery Information & Charging Guide

Although the battery will power the Launcher for 4-6 hours on a single charge. Although not recommended, you may charge the battery while using the Launcher to extend the run time.

However, **always connect the charger to the external battery before connecting the battery to the Launcher.** Otherwise, an electrical spark may occur between the charging cable and the battery charging port. **This spark may damage the battery and/or the charger and may cause an electrical shock to the user.**

IMPORTANT! - The charger is not powerful enough to power the Launcher alone, do not use the Launcher while charging when the battery is depleted or in a low state of charge as this may permanently damage the battery charger.

The Launcher includes a 25.6V 6AH high-capacity lithium-ion external battery. Make sure to fully charge the battery before first use.

IMPORTANT! - Do not use the battery before its first full charge as it may permanently reduce its capacity if you do so.

After connecting the charger to the battery, the charging indicator light on the charger will turn red and will continue to be red during the charging process. When the charging indicator light turns green, this indicates that the charging process is complete. Remove the charger from the battery promptly. Do not leave the charger attached to the battery for long periods of time.

Battery Charging Requirements

- Only use the charger provided with the Launcher. Do not use third-party or other chargers to charge the battery. Replacement chargers are available from OLIN. Using an incompatible charger may lead to overcharging which may cause the battery to overheat, swell, or even catch fire.
- Avoid charging batteries in extreme temperatures. Lithium-ion batteries should be charged at temperatures between 0°C and 45°C (32°F and 113°F). Charging outside this range can permanently degrade battery performance and capacity. Charging in extreme temperatures also significantly increases the risk of fire.
- Do not charge or leave the battery in direct sunlight for long periods of time.
- Charge the battery in a well-ventilated, fire-resistant area. Avoid charging on flammable surfaces like wooden floors or furniture. If charging indoors, use a fireproof charging safety bag or container to minimize the risk of fire spreading.
- Do not leave the charging battery unattended for an extended period of time. Overcharging can damage the battery and increase the risk of fire.

- Before connecting the battery to the charger, inspect it for any signs of damage, such as swelling, leaks, or unusual odors. Damaged batteries can be hazardous and should not be charged. Contact OLIN immediately if you suspect battery damage or are experiencing battery issues.
- Keep the battery and charger dry. Exposure to water can cause short circuits and corrosion, leading to safety hazards, including fire. Do not charge outside when it is raining.
- Store the battery in a cool, dry place away from direct sunlight and heat sources when not in use. Prolonged exposure to heat will degrade the battery's usable life faster.
- Recharge the battery after each use. Leaving the battery in a low state of charge may irreparably damage the battery or significantly reduce the battery's capacity.
- It is okay to charge the battery while the battery is in the battery bag. Note that the bag has an opening on one side to allow the battery charging cable and power cord to be attached without removing the battery from the bag. The included bag is not fireproof and should not be considered as a substitute for a fireproof charging safety bag when charging indoors.
- Ensure that the ports are covered with the rubber stopper while the battery is not in use or not being charged.

Battery Power & Charge Ports

Plug the power cable into the power cable port and the other end into the control panel of the Launcher.

Connect the battery charger to the charging port.

IMPORTANT!

Make sure to review all of the safety instructions provided in this user manual prior to charging the battery.



Battery Bag

Keep the battery in the bag while in use and while charging to protect the battery.

Ensure that the ports are covered with the rubber stopper while not in use.

The included bag may be slightly different from the one pictured.



Hanging the Battery Bag

The battery bag can be conveniently hung on the collapsible handle while in use.



Transporting the Launcher

IMPORTANT!

Under the Launcher, there is a built-in turntable that moves the Launcher from side to side during normal operation. When transporting or moving the Launcher, be sure to lean the Launcher sufficiently backwards onto the transport wheels (while firmly holding the extended, collapsible handle) **so that the turntable feet are not touching the ground when moving the Launcher**. This will prevent unnecessary wear to the turntable feet which may lead to instability of the Launcher. Care should be taken to ensure that the Launcher is not roughly handled or dropped as this will likely damage the turntable.

Do not pick up the Launcher by the ball hopper, as it will separate from the lower section. If dropped, this will likely damage the lower section of the Launcher.

Always disconnect the battery cable from the Launcher before transporting the Launcher.

Preparing the Launcher for Transport

The Launcher can be made more compact and easier to transport by removing the ball hopper.

1. Remove the ball hopper from the Launcher by pulling up gently on the hopper, separating it from the lower section of the Launcher.
2. Flip the ball hopper upside down and place it over the shell of the lower section of the Launcher, just like it arrived in the shipping box.

You may still use the collapsible handle while the ball hopper is inverted.

Using the Launcher

Step 1 - Connect the battery to the Launcher

Step 2 - Fill the ball hopper with up to 80 balls.

Step 3 - Turn on the main power supply

Step 4 - Select the program from the App or the remote.

Step 5 - Tap or press Start

If you notice inconsistencies between launches, this can be caused by a number of things:

- Different Balls - different balls will fly, well, differently. Not all balls have the same number, pattern, or size of holes. Ball weight and diameter inconsistencies will also change the way the balls are launched. These differences will likely change ball flight characteristics (e.g. how fast, high and long the ball travels). For more consistency use the same ball from the same manufacturer (like OLIN practice balls!).
- Ball Wear—New and old balls launch and fly differently due to aerodynamics and the grip the launch wheels have on the surface of the ball. If you load up the Launcher with a fresh batch of shiny new balls and half a hopper of old ones, you will notice that they will fly a little differently until the new balls are worn-in.
- Wind - Well, if you're buying a Launcher, you already know about the wind's effect on a pickleball ball ;). No need to explain that, right?

Using the Launcher with the App

1. Install the Launcher's software application on your phone or tablet (your "device") from the Apple® App Store or the Google® Play Store (scan the QR code on the back of the Launcher or the last page of this user manual to download).
2. Turn on the Launcher using the ON / OFF power switch on the Launcher's control panel.
3. Connect your device to the Launcher using Bluetooth® from your device's settings. Ensure your device shows "Connected" to the Launcher in the Bluetooth® settings.
 - a. Note: You only need to set up the Bluetooth® connection between the Launcher and your device once. The next time you start the Launcher the App will automatically detect it when the App is started.
4. Open the App on your device and it will automatically detect your Launcher after a few seconds of "Scanning" for it, tap connect to launch the control interface.

Software Application Guide

Ball Launch Options

There are three options at the bottom of the interface:

Frequency, Speed and Rotation, these parameters can be adjusted at any time to suit your training needs.

Frequency (Freq)

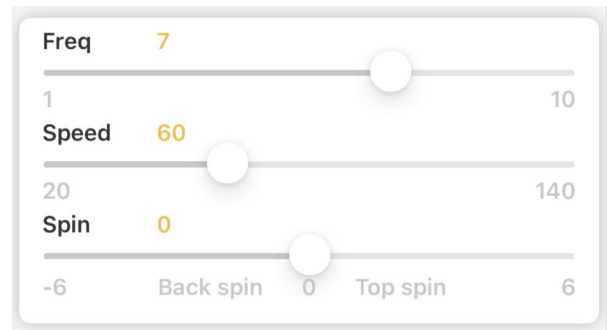
Adjust how often balls are launched. Setting 1 is the slowest (the longest period between launches) and 10 is the fastest. This setting represents approximately 6 seconds (level 1) to 1.5 seconds (level 10) between launches.

Speed

From a nice slow ball of 20 km/h (12.5 mph) to a blazing drive of 140 km/h (87.5 mph) you can easily adjust the speed to suit your training needs.

Spin

Need to train to return those tough-to-get top-spinned balls? Add topspin of 0-6 or backspin of 0-6 to to change the flight and bounce characteristics of the ball.

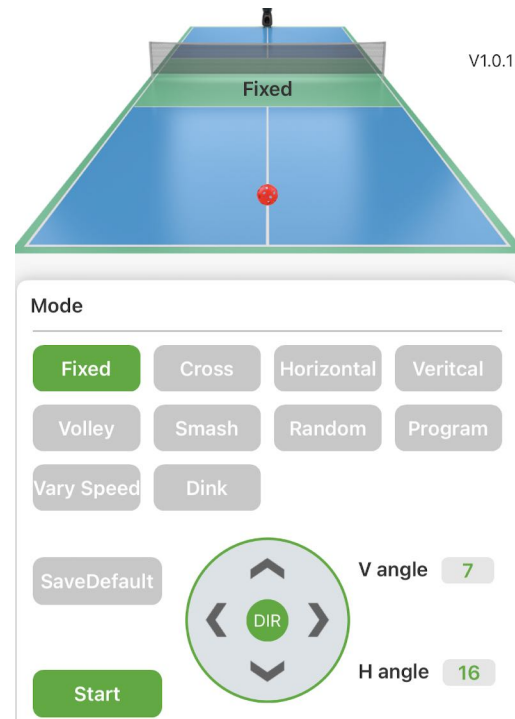


Launcher Modes

Fixed Mode

This mode will launch balls to a fixed position on the court.

The ball's flight can be adjusted horizontally by tapping ("left" and "right") H Angle buttons and vertically by tapping "up" and "down" V Angle buttons.



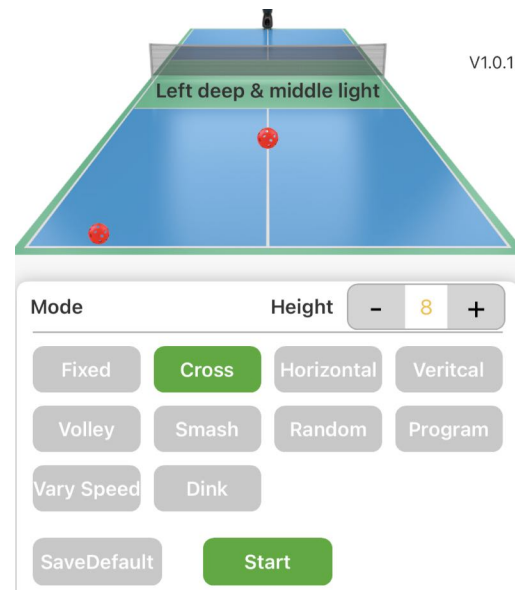
Cross Mode

This mode will launch two balls, one deep to the side of the court and a second shorter ball (light) to the middle of the court. Perfect for training powerful forehand drives and precise backhand shots.

Tap once to enter "Cross" mode, the default will launch a ball "Left deep and middle light".

Tap again to toggle to the "Right deep and middle light" launch angle

The ball's flight can be adjusted vertically by tapping "-/+ " height buttons.

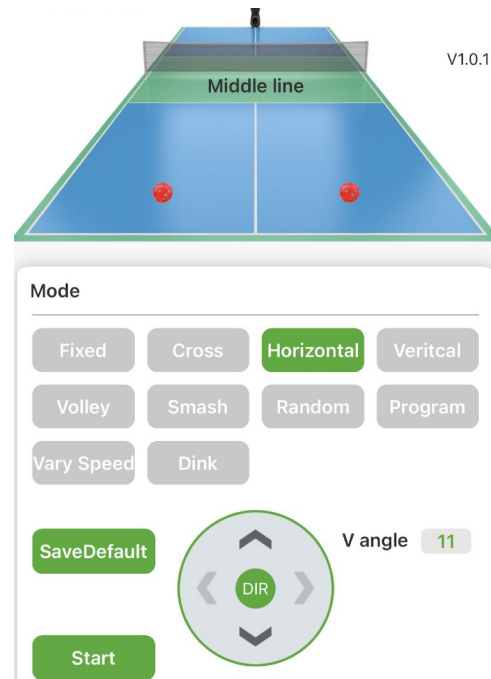


Horizontal Mode

This mode launches two balls on either side of the court. This is perfect for doubles training or to improve your quick gets and lateral movement.

Tap once to enter "Horizontal" mode.

The ball's flight can be adjusted vertically by tapping "up" and "down" V Angle buttons.

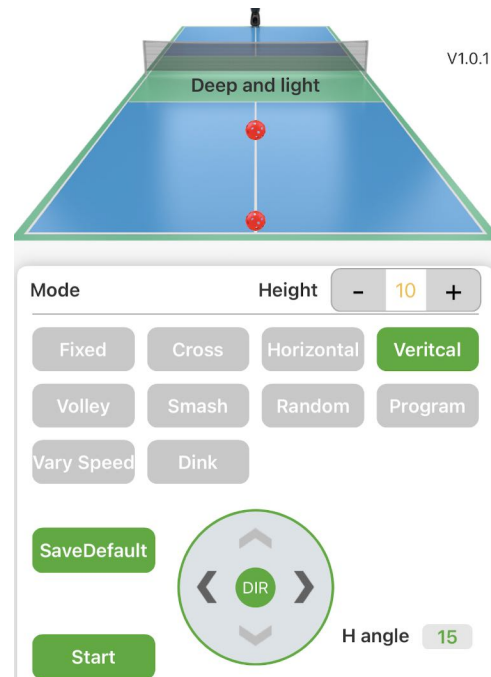


Vertical Mode

This mode helps train your front and back movement by launching two balls up the middle, one deep and one short, light ball.

Tap once to enter "Vertical" mode.

The ball's flight can be adjusted horizontally by tapping ("left" and "right") H Angle buttons.

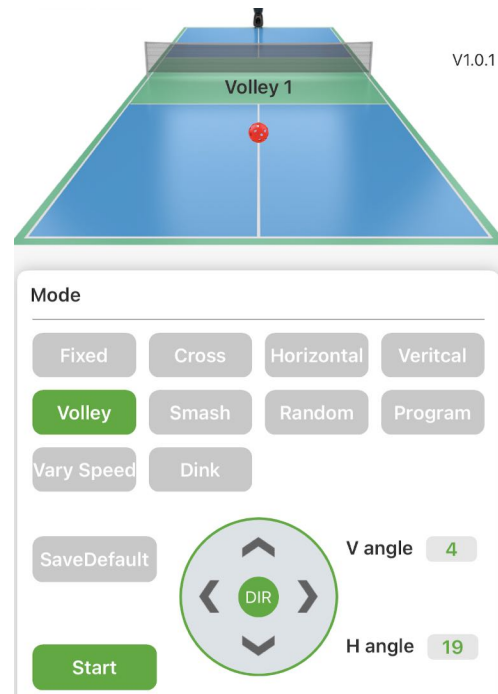


Volley Mode

Use this mode to practice your volleys at the kitchen line.

Tap once to enter the "Volley" mode.

The ball's flight can be adjusted horizontally by tapping ("left" and "right") H Angle buttons and vertically by tapping "up" and "down" V Angle buttons.

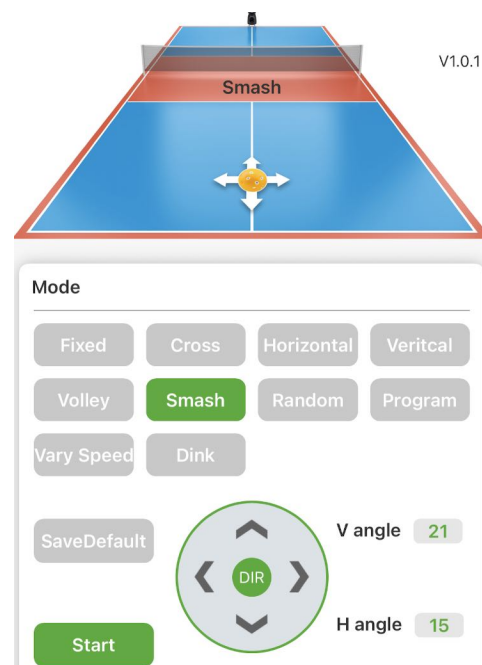


Smash Mode

There's nothing worse than missing an easy smash. Practice your smashes with a nice high ball that begging to be smacked down. Try not to hit the net—come on!

Click once to enter "Smash" mode.

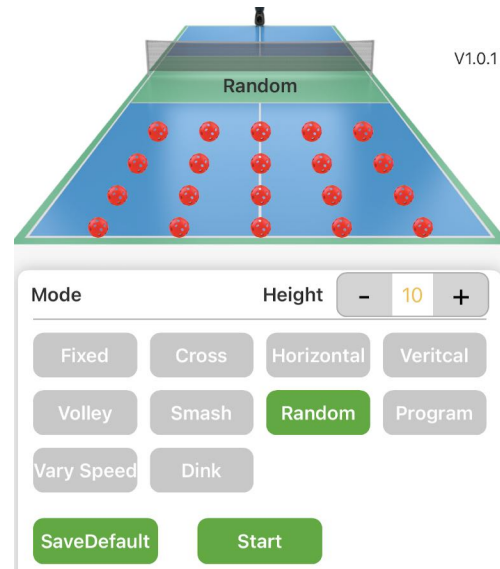
The ball's flight can be adjusted horizontally by tapping ("left" and "right") H Angle buttons and vertically by tapping "up" and "down" V Angle buttons.



Random Mode

Feeling lucky?

Enter random mode, and the Launcher will start sending balls all over the court like a 2.5 newbie.

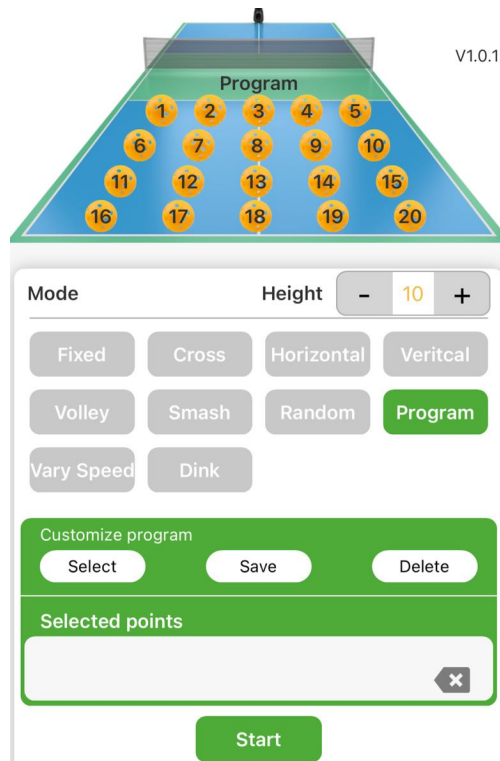


Program Mode

Up to 20 points on the court panel can be chosen to form a self-directed practice cycle. Get creative and build the training program of your dreams.

Simply select the spots on the court that you want the Launcher to hit, click save, and then start the madness.

The ball's flight can be adjusted vertically by tapping “-/ +” height buttons.

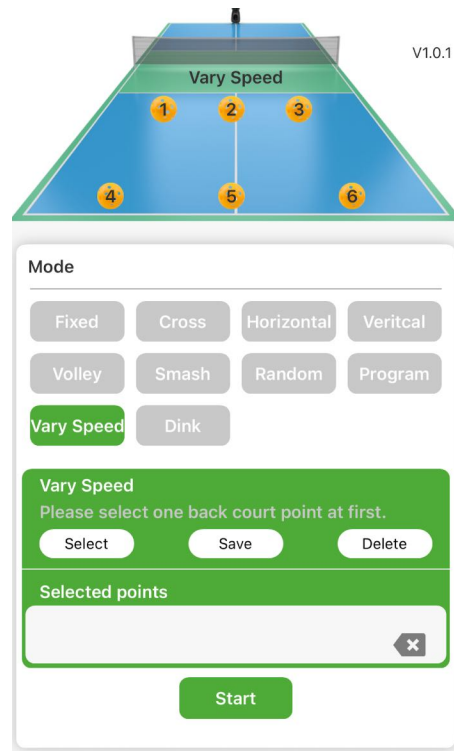


Vary Speed Mode

Okay, now we are getting technical.

Select up to 6 points on the court and then dial in the horizontal (H angle), vertical (V angle), Speed and Frequency Interval of how you want each of the 6 balls to be launched.

Save this setting for another session by clicking “Save” and then “Select” next time.

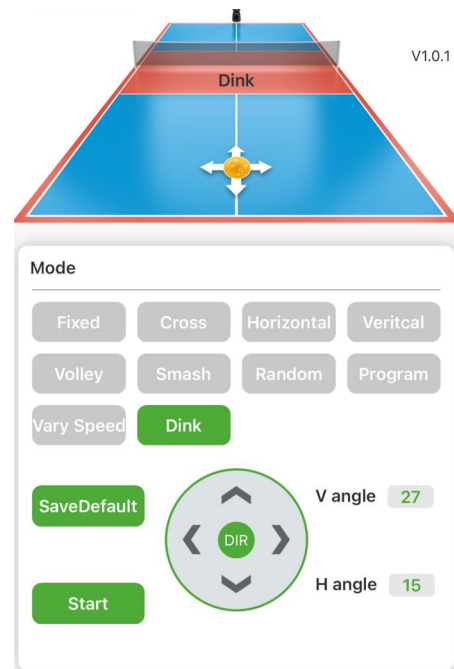


Dink Mode

Practice your dink returns with this mode.

Most of the time, you will position the Launcher at the far end of the opposite court. However, you may want to reposition the Launcher when using Dink mode to get some sweet cross-court dink action happening.

The ball's flight can be adjusted horizontally by tapping (“left” and “right”) H Angle buttons and vertically by tapping “up” and “down” V Angle buttons.



Saving Defaults

If you've got a Mode dialed-in exactly how you like it, tap the “Save Default” button to save your customization of the mode so that it loads automatically next time you select that mode.

Remote Operation

The remote is a great companion to the App, as it allows you to make quick changes to your training session on the fly.

It's unlikely that you'll find yourself out of range of the Launcher on the pickleball court, but, if your Coach is operating it from the sidelines, relaxing in the shade, extend the antenna located on the top left of the remote to extend its range.

START - Starts the Launcher

STOP - Stops the Launcher

Directional Arrows - Adjust the horizontal and vertical angles of the ball.

FIXED - Will switch to the Fixed Mode

HORI - Will switch to the Horizontal Mode

VERT - Will switch to the Vertical Mode

Speed - Increase or decrease (+/-) ball speed

Interval - Increase or decrease (+/-) the time between balls

Spin - Change (+/-) the ball's spin from -6 backspin to +6 topspin



List of Included Launcher Accessories

- LaunchONE Pickleball Launcher
- Remote control
- Battery
- Battery charger
- Battery bag
- Power cord
- User manual
- Stirring paddle with bolts & washers
- Allen wrench (to install the stirring paddle bolts)

Product Specifications

Power:	100W
Battery voltage:	25.6V DC
Battery type:	Lithium-ion
Ball frequency:	Adjustable from 1.6-6 seconds per ball
Ball capacity:	~80 balls
Product size:	32.5cm x 45cm x 43cm
Box size:	37.5cm x 49cm x 48cm
Net weight:	15 KG
Warranty:	1 year limited warranty



Special Notes & Maintenance

- Like all electronics, water and the Launcher do not mix well. Do not use the Launcher if it is raining. Also, if there is water on the court, the balls will become wet, which will likely jam the balls in the Launcher's launch wheels. See the "Troubleshooting" section for more information on how to remove jammed balls safely.
- Try not to hit the Launcher when returning a ball, especially you Bangers out there ;) However, if a ball is accidentally hit into the Launcher's launch port opening, quickly stop the Launcher via the app or the remote, turn off the power and then take the ball out. **Approach the Launcher from the side, not from the front as stuck balls may suddenly launch. Don't stick your hand into the launch area (Danger Zone) until the wheels stop rotating.** See the "Troubleshooting" section for more information on how to remove jammed balls safely.
- From time to time you may need to clean the launch wheels as dirt and plastic particles may accumulate on them. Use a cloth with a minimal amount of mild dish soap and water to clean the wheels. **Always turn off the power switch and disconnect the battery when cleaning the Launcher**, as you **will be injured** if you attempt to clean the Launcher while the launch wheels are spinning. Use a damp cloth to clean the shell of the Launcher, do not use any cleaning products on the plastic as it may damage it.
- Do not store the Launcher and battery in temperatures higher than 55°C (130°F) (in a car trunk, for example), as high temperatures may damage the battery and deform the launcher's plastic shell.

Troubleshooting

No power

- Battery is out of power, charge the battery.
- Battery is not connected to the Launcher properly, check the power cord to make sure it's connected securely.

No ball out

- The Launcher's main power is not in the "ON" position.
- Ball is jammed inside the Launcher. Remove the jammed ball(s). See the "Ball is jammed or lodged in the Launcher" section below.

Ball is launching the ball too far

- Reduce the speed of the ball, and/or, decrease the vertical angle.
- Reposition the Launcher further away from the net.

Ball is hitting the net

- Increase the speed of the ball, and/or, increase the vertical angle.
- Or, reposition the Launcher so that the apex (the high point) of the ball's flight occurs over the net.

Ball is launching too fast

- Reduce the Speed setting.

Balls are coming out too quickly

- Reduce the Frequency setting.

Launching is not consistent from ball to ball

- User balls from the same manufacturer (like OLIN Balls!)
- Ball wear will also affect the consistency of the launch. After a few cycles, the ball wear will become more consistent across all of the balls being used, improving launch consistency.

Ball is jammed or lodged in the Launcher

- If a ball is accidentally hit into the Launcher's launch port opening, or a ball becomes jammed in the Launcher, quickly stop the Launcher via the app or the remote, turn off the power, disconnect the battery cable, and then take the ball out.
- Approach the Launcher from the side, not from the front, as stuck balls may suddenly launch. Don't stick your hand into the launch area (Danger Zone) until the launch wheels have stopped rotating.

Need more help?

- Reach out to us at support@olinsports.com

Software Application Download

Scan the below QR code to download the Launcher's mobile application

Google® Play Store



Apple® App Store



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Olin Sports

www.olinpickleball.com
support@olinsports.com
v.1.1