# SPINSHOT plus

# **USER MANUAL**

# Section-1: Before Using Machine

## Introduction

Thank you for purchasing a SPINSHOT Plus tennis ball machine. This manual contains important information concerning the proper use and care of your ball machine. Please read 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 being 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 jam and damage the feeder motor.

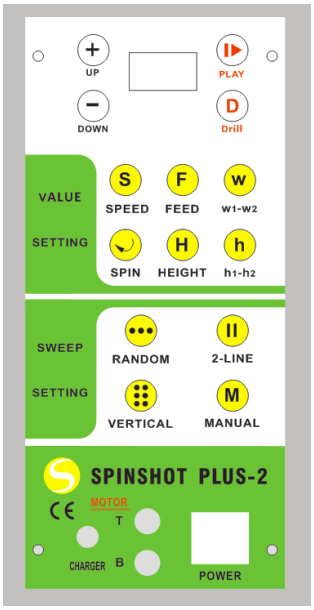
**WARNING**: The overloading of balls into the ball hopper may result in a jam of the feeder. It is suggested that no more than 120 balls be put

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 power switch is used to turn the machine on or off. When you turn on the power, the machine will show its battery voltage on the LCD. Both horizontal and vertical motors will perform a functional initialization for proper function of the machine. The user then must put the machine at the centre of the baseline and in proper direction, which will make machine sweep the balls evenly across the court.

Powering on the machine will not make machine start to propel balls. The user needs to select the settings and then push the “PLAY” button to start the shots. After switching the power on, the machine will be default to work on the last mode. By pressing again the PLAY button, the machine will be stopped.

**If anytime the machine functions improperly, the user can turn off the power button to reset machine’s control logic. Most of the time, the improper working of the machine is caused by low battery voltage.**

**MOTOR:** The **MOTOR** switch protects the electronics and motors. When activated, the switch pops out approximately 6 mm. In the event the switch is activated, **turn off the central power**, push the switch back in, check any balls jammed inside machine and then turn on the main power to normal operation status. The automatic activation 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 section “**Maintenance and Cleaning**” will restore proper performance.

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

# Manual Setting Buttons

**PLAY:** The button will trigger the machine to start or stop. Every time you press this button to start the machine, the machine will hold for 10 seconds before it propels the balls. Machine will not take any setting changes during this time. The 10 seconds hold was designed to give the player time to walk to the opposite side of the court.

**UP(+)/DOWN(-):** The **UP(+)/DOWN(-)** buttons are used to adjust the manual setting parameters. Before clicking either button, the user must choose the types of settings to be adjusted. The types of settings include ball SPEED, ball HEIGHT, FEED frequency, SPIN level, h1-h2 and w1-w2. Please find sections below for more details about various setting types.

**SPEED:** The SPEED button must be pressed first when the user adjusts the ball speed. Then the user can press the UP or DOWN buttons to adjust the speed level. Its value can be shown on LCD with maximum level at 20 and minimum level at 1. The SPEED value can be adjusted when the machine is in running mode and 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:** The FEED button must be pressed before the user adjusts the ball feed interval. Then the user can press the UP or DOWN buttons to adjust the feed rate. Its level is shown on LCD with 10 being fastest (approximately 1 ball per second at the manual setting mode).

**SPIN:** The SPIN button must be pressed first when the user adjusts the ball SPIN level. Then the user can press the UP or DOWN button to adjust the amount of spin. It can set topspin or slice levels. When SPIN is set at 0, it will be flat balls. +9 represents the highest level of topspin and -9 represents the highest level of slice. The SPIN level can be adjusted when the machine is in the running mode and will be effective immediately.

**HEIGHT:** The HEIGHT button must be pressed first when the user adjusts the ball height level. Then the user can press the UP or DOWN buttons to adjust the height value. It will control the ball height when the machine is not running in the vertical oscillation mode. The

height level can be shown on the LCD with highest level at 50 and lowest level at 1.

In the vertical oscillation modes, the user must use h1-h2 button to adjust the height oscillation range. Please see below section for h1-h2 setting.

**h1-h2:** This button is used only in the vertical oscillation modes. In the vertical oscillation modes, the machine is shooting balls at 2 height levels defined by h1 and h2. By pressing once the h1-h2 button will give access to set the h1 level. Pressing again the h1-h2 button will give access to set the h2 level. This setting is only effective when the machine is set on the vertical oscillation mode (horizontal vertical oscillation mode, 2-line vertical oscillation mode or vertical oscillation mode).

**w1-w2:** This button is used for horizontal 2-line oscillation modes, which includes 2-line oscillation and 2-line vertical oscillation. In such modes, the machine is shooting balls to a defined width. W1 stands for the horizontal position for ball-1, and W2 stand for horizontal position for ball-2. Pressing once on the w1-w2 button will allow the user to set the W1 level with a minimum level of 1 and a maxim level of 20. Pressing again on the w1-w2 button will allow the user to set the W2 level with a minimum level of 1 and a maxim level of 20. This setting is only effective when the machine is set on the 2-Line oscillation modes (2-line oscillation or 2-line vertical oscillation).

# Oscillation Mode Setting and Buttons

SPINSHOT Plus model can support various oscillation modes, or a combination of oscillation modes. Overall, it can support 5 types of oscillation:

- ➢ Type-1: RANDOM HORIZONTAL OSCILLATION;
- ➢ Type-2: 2-LINE HORIZONTAL OSCILLATION;
- ➢ Type-3: VERTICAL OSCILLATION;
- ➢ Type-4: RANDOM HORIZONTAL AND VERTICAL OSCILLATION;
- ➢ Type-5: 2-LINE HORIZONTAL AND VERTICAL OSCILLATION;

**RANDOM:** Pressing this button will set machine to horizontal

oscillation mode. In this mode, the machine will randomly shoot balls horizontally. Ball speed, height, spin and feed rate can be adjusted for the random oscillation mode.

**2-LINE:** Pressing this button will set the machine to the 2-line horizontal oscillation mode. The two-line oscillation automatically shoots to two preset locations allowing a user to practice alternating forehand and backhand shots. 2-line width can be defined by w1-w2 setting as described in section of “w1-w2”.

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

**VERTICAL:** Pressing the VERTICAL button will set the machine to a vertical oscillation mode. The vertical oscillation mode will allow a combination of high balls and low balls. The machine will shoot balls at 2 height levels defined by h1 and h2.

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.

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

# Battery Charging (for Battery Model)

Connect the battery charger to a live electrical outlet and then insert battery charger into the socket labeled “CHARGER” on the control panel.

The battery will be fully charged in 8 to 15 hours. The LED light on the charger pack will be green when the machine is fully charged. If LED 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. Disassemble the wheel first before opening the battery cage door. If wheel was installed too tightly, screw it down. After opening the cage, you will find 2 wires which should be connected to the battery terminals. The red wire should be connected to the red terminal and black wire to the black terminal. Care must be taken to 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.

# 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 the 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. The use of compressed air for cleaning is not recommended.

# Section-3: Phone Remote Control

The Plus model features a phone remote control.

Turn on the phone app after powering up the ball machine. The phone can then connect with your machine via WIFI. The android phone may connect automatically, and the Apple iPhone user must **select USR- xxx** in WIFI setting before starting the remote app.

For Android users, please download your Drill Maker app from Google Play or go to the following website for your installation code: http://www.spinshotsports.com/Remote-Player.html.

Apple iPhone users can find "Drill Maker" in the apple store. Please choose the model name as Plus before use the App.

# Section-4: Warranty

## Warranty Period

The warranty service is free for materials and workmanship for a period of 2 years from date of original purchase, except for the battery, which is with warranty for 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

**Notes:**

1. Each time the user presses the oscillation button to enter a different oscillation mode, there will be a default setting shown in the LCD. Such a setting is the Last Saved value for the corresponding oscillation mode.

2. Keep pressing the “+” or “-“ button to continuously increase or decrease the selected values.

3. By properly positioning the machine, the user can make the machine shoot balls evenly across the court during horizontal oscillation modes.

4. The serving wheels cannot slow down quickly. So in vertical oscillation mode, the feed rate can be set in low value to give more time for serving wheels to slow down.

5. The high top spin setting will slow down the balls. Therefore, when machine works with high spin setting, it is suggested that the machine be set to a high speed level of over 17. Default speed setting will be 20 for spin level higher than 7.