# Control Panel



**Power**

Press and hold the POWER button to turn on or off the machine (hold it for approximately 3 seconds). Note, the master switch at the bottom of this control panel must be positioned to the correct power source before you can turn on your machine. It has 3 positions with O being off. Position it to the left if you have an internal battery and wish to power it from this source. Position it to the right if you have an external battery or AC adaptor and wish to power it from this source. This switch should be returned to the off (middle O) position when transporting or storing the machine.
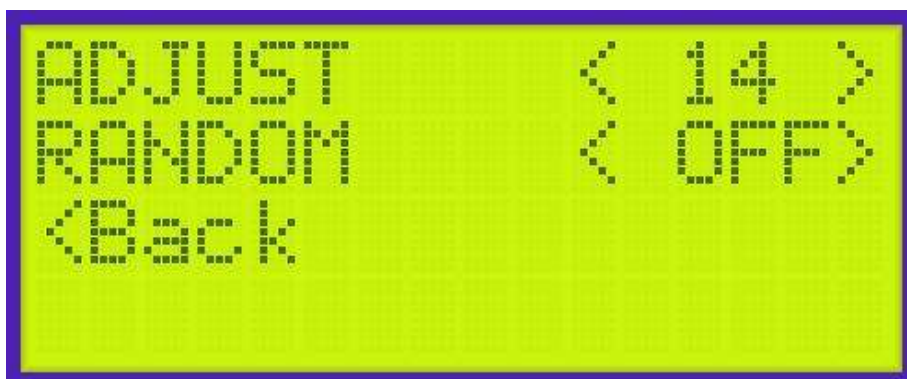
**Menu**

To adjust the *interval, ball speed, spin* & *elevation* you need to press the MENU button. Once pressed, a menu option will begin to flash (it will stop flashing after 30 seconds if no selection is made). You can move between the menu items by using the UP and DOWN buttons. You can quickly adjust the settings of each item by pressing the LEFT and RIGHT buttons.

```
INTERVAL      15
BALL SPEED    14
SPIN          +3
ELEVATION     35    ⌄
```

Alternatively, you can press the FEED button to select and edit the value and also add or remove randomness. In the example above, by pressing the FEED button on the BALL SPEED row, you will see this screen:

```
ADJUST       < 14 >
RANDOM       < OFF>
<Back
```

You can then adjust the speed by pressing LEFT or RIGHT on the flashing ADJUST row. To turn on random, simply press DOWN to make the RANDOM row flash, then press LEFT or RIGHT to change the value to ON. Here we have increased the speed to 15 and turned random on:

```
ADJUST       < 15 >
RANDOM       < ON  >
<Back
```

Now we can move down to the <Back row and press FEED to return to the main screen. You'll note that BALL SPEED now has an R next to the value to indicate that random is on.



Once you have finished making your adjustments, press the MENU button again to complete your selection.

You can also scroll down below ELEVATION to access further options, as indicated by the arrows on the side. Here you can see an UP and DOWN arrow in the top right and bottom right corners to indicate you can scroll up and down.



**Interval**

This sets how often the balls are ejected from the machine. It can be adjusted from 0 – 20 with 20 being the fastest (approximately 1 ball every 2 seconds). You can randomly vary this setting by +/- 0.5s by turning on random (an "R" will appear next to the value to confirm it is activated). The maximum interval during the *2 Line Drill - wide* setting is 17 and for the *2 Line Drill - medium* it's 19. Note that the balls will not start ejecting from the machine until you press the FEED (start/stop) button.

**Ball Speed**

This sets the speed at which the balls are propelled. It can be set from 0 – 20 with 20 being the fastest speed (approximately 80mph or 130km/h) and 0 being the slowest (approximately 20mph or 32km/h). You can randomly vary the speed by +/- 1 value by turning on random (an "R" will appear next to the value to confirm it is activated). Note, slower speeds can be achieved by adding *spin*.

**Spin**

Using this setting, you can add topspin or slice to each ball. It can be set from -10 to +10. When set to -10 you will achieve the highest level of slice. When set to 0 you will have flat balls while +10 represents the

highest level of topspin. You can also set mild levels of spin. You can randomly vary the spin level by +/- 1 value by turning on random (an "R" will appear next to the value to confirm it is activated).

**Elevation**

By pressing the UP and DOWN buttons you can adjust the level of elevation, or you can do it via the menu as described above. It can be set from 0 – 200 with the highest elevation being 200 (use this setting for lobs). You can set the elevation to vary randomly (see "Vertical Random" below) by turning on random (an "R" will appear next to the value to confirm it is activated).

**Horizontal Angle**

You can vary the *horizontal* angle that balls are ejected to by pressing the LEFT and RIGHT buttons. Note, you can only adjust the *horizontal* angle when the menu is not flashing.

**Feed start / stop**

This allows you to start and stop the feeding of balls from the machine. If you would like to have a 15, 30, 45 or 60 second delay before balls start feeding (to give you time to get to the other end of the court), simply hold the FEED button when turning it on. It will display a list of delay options for you to choose from. This is useful when you don't have the remote control.

**Single Spot**

If you simply wish to fire balls to a single location repeatedly, you start by setting your desired *interval, speed* & *spin*, *horizontal angle* and also the elevation height. Then you press the FEED (start/stop) button to begin. We suggest you fire one ball to begin with and then press FEED (start/stop) again to pause the machine. If you are happy with the first ball you fired, then you may begin practice. Otherwise, you may like to refine your settings and fire another test ball until you are happy with the result. You can then press FEED (start/stop) to start balls firing and begin play.

**Vertical Random**

Once pressed, the machine will randomly fire short and deep balls to two different depths. The elevation height will be adjusted by 4 degrees, randomly choosing when to shoot a higher/deeper ball and a lower/shorter ball. For example, you may get 3 deep balls followed by 2 short balls then 1 deep ball and then 3 short balls. It's totally random. Press this button again to cancel the *Vertical Random*. This setting can be turned on while using other settings such as *Horizontal Random* or the *2 Line Drill*.

Note, to use this properly, you must set your machine to fire short balls first (eg, service line), and then activate *Vertical Random*. Balls will then randomly fire deeper into the court and also at their original short position. If you try to activate this setting when balls are already firing deep into the court, you will find that the balls will fire outside the baseline.

**Horizontal Random**

Once pressed, you will enter a menu where you can select *narrow*, *medium*, *wide*, *off* or *back*. Press FEED to make your selection and this will be confirmed by the word ON next to your selection. This random setting fires balls randomly within the horizontal width you choose, where *narrow* is the easiest (a short step side to side) and *wide* is the most difficult (full width of the singles court). You can also combine this with other random settings for more challenging practice. You can turn off this random setting by pressing *off* or activating a competing setting such as the *2 line drill* or moving *left* or *right*. To exit

this menu, press FEED on *back* or press the menu button.

**Random Drill**  To achieve totally random deliveries of varying depths and widths, simply activate both the HORIZONTAL and VERTICAL random settings one after the other. It does not matter which order you choose.  You can also randomize speed, spin and interval as described above (an "R" will appear next to the value to confirm it is active).

**2 Line Drill**  Once pressed, you will enter a menu where you can select *narrow*, *medium*, *wide*, *off* or *back*. Press FEED to make your selection and this will be confirmed by the word ON next to your selection. This setting fires balls alternately to the forehand and backhand at the set width chosen. *Narrow* is the easiest (a short step side to side) and *wide* is the most difficult (full width of the singles court). You can also combine this with other random settings for more challenging practice. You can turn off this setting by pressing *off* or activating a competing setting such as the *horizontal random* or moving *left* or *right*. To exit this menu, press FEED on *back* or press the menu button.

**Reset to Center**  This cancels any random or drill settings and returns the machine the horizontal center.

**Settings**  Please review the settings section in this manual for more information on how to adjust these settings.

**Feed On**  When this LED is illuminated, the machine is currently feeding balls (ie, more caution should be used when standing near the front of the machine). If no balls are fired from the machine for approximately 25 seconds (can be up to 45 seconds), the feeder will pause as a safety precaution. This safety feature can be turned off if required, please see the settings section of this manual for more information.

**Low Battery**  The low battery light will illuminate when the battery's charge is getting low. You will have limited time left once this illuminates and you should charge your battery. You also have the 4 bar battery indicator on the right hand side of the LCD. Note, the battery should be charged after <u>every</u> use.

# Remote Control

The remote control has been designed to be as small as possible to fit easily into your pocket. There is also a slot/pocket located on the back of the machine under the control panel for storing your remote. When transporting your machine, be careful not to tilt your machine all the way back into an upright position as the remote may fall out of the pocket. Your remote should sit in the pocket in landscape position rather than portrait.

By default, your remote control will control your machine and any other Spinfire ball machine in its proximity. If this is an issue, you can pair your remote to only control your machine and no other. For instructions on how to do this, please visit
https://www.spinfiresport.com/kb/using-a- pairing-remote-control/.

| Feed | Feed on/off |
|------|-------------|
| Sleep | Sleep mode on/off to conserve battery while collecting balls. You will hear a 1 second beep when the machine enters sleep mode, a fast double beep when exiting and a beep every 30 seconds while it's sleeping. You may also press the feed button to exit sleep mode. You can replace the sleep function with the Single Ball Fire (SBF) function if you prefer (see below for more details). |
| Up | Elevation Up* |
| Down | Elevation Down*<br>*The elevation can only be adjusted in increments of 2-5 units, depending on how fast you press the button (use the control panel if you want finer control). |
| Left | Swivel Left |
| Right | Swivel Right |
| Reset | Cancels random settings<br>(horizontal, vertical, 2 line drill & random speed, spin & interval) and returns the horizontal alignment to the center. |
| Interval | Increase or decrease the frequency of deliveries |
| Speed | Increase or decrease the speed of deliveries |
| Spin | Increase or decrease the spin level |
| Horizontal | Horizontal Random<br>(1 = narrow, 2 = medium, 3 = wide, 4 = off).<br>You can also turn on vertical random (both will be turned on) to achieve random depth too. |
| Vertical | Vertical Random. This can be active at the same time as horizontal random or the 2 line drill. |
| Drill | 2 Line Drill<br>(1 = narrow, 2 = medium, 3 = wide, 4 = off).<br>You can also turn on vertical random (both will be turned on) to achieve random depth too. |