

# 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 usage 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 the first ten hours of the machine's 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 have been slightly used in order to reduce the potential for developing this 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 the machine while it is raining or in water. Do not use wet tennis balls.

# Section-2: Operating Machine

## Control Panel

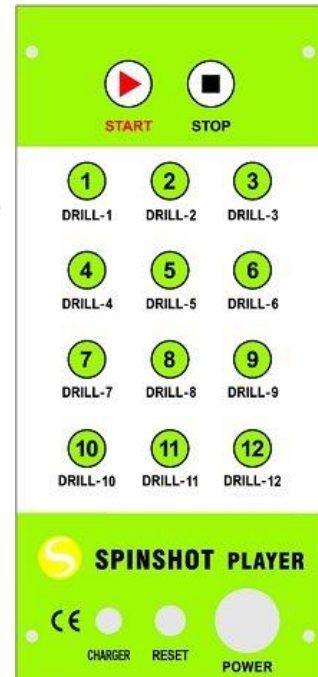
**POWER:** The power switch is used to turn the machine on or off. After you turn the power on, both horizontal and vertical motors will perform an initialization for proper functioning of the device. After initialization, the machine will keep beeping. The user must **re-position the machine** perpendicular to the baseline facing the opposite side of the court (see Q/A in section-7 for more details). Proper placement will make the machine sweep the balls evenly across the court. 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 operating.

If at any time the machine functions incorrectly, the user can turn the power button off and turn it back on after a minute to reset the device's control logic. Low battery voltage often causes the machine to work improperly.

**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**, push the reset switch back in, check any balls jammed inside machine and then turn on the main power to normal operation status. The automatic "reset" 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:** Plug the charger into the jack and the other end into a power outlet to start the charging of your machine.

**START:** The start button will trigger the machine to start.



**STOP:** The stop button will trigger the machine to pause. This process will only halt the feeding of the balls but not the running of central service motors. If a user wants to completely turn off the machine, the POWER button should be pressed. **User is not required to STOP the machine when switching between different drill modes.**

**DRILL:** This includes the 12 buttons from D1 to D12. Pressing these buttons will make the machine work in various 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)**

Connect the socket end of the battery charger cable to a live electric outlet and then insert the other end of the battery charger into the socket labeled “CHARGER” on the control panel.

After 8 to 15 hours your battery should be 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.** Keeping the charger connected to the machine will not overcharge the battery and the users don't need to fully use up the battery before charging it.

## **Battery Cage**

The battery cage enables the user to easily install and replace the battery or an AC module. Remove the wheel before opening the battery cage door. If a wheel was installed too tightly, 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 be careful to ensure that you put the battery terminals on the top left side when you insert the battery into the cage.

The user can quickly uninstall the battery and fit the AC power module to bring infinite hours of play. The hybrid module will allow you to draw energy from a main's AC socket when available, or switch instantly to a battery kit when needed. For more information about the different power configurations, please refer to <http://www.spinshotsports.com/poweroptions.html>

## **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. 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 connect with your machine via WIFI. The android phone may connect automatically, and the Apple iPhone user needs to **select USR- xxx** in WIFI setting before start the remote app.

For Android users, please download your 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 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 shows the drill mode or manual mode. The right bottom corner shows the machine's power supply voltage. For normal working conditions, this voltage should be over 11 V. The phone remote can **ONLY** work to control the machine **AFTER** the machine has finished the startup calibration and the user has PRESSED the START button. If the remote doesn't show CONNECTED status, click DRILL MAKER logo or go to WIFI setting to make the connection.





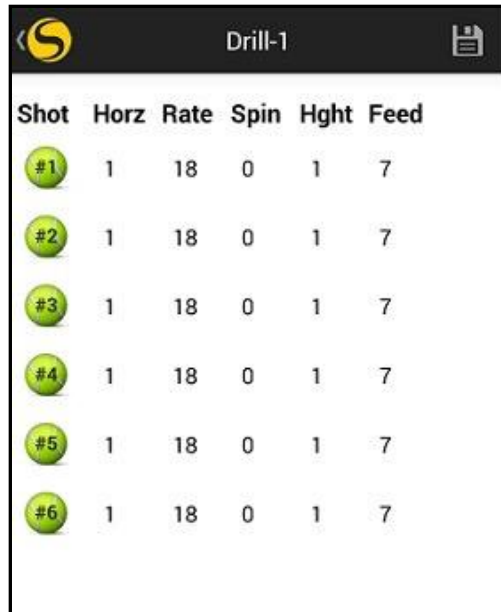
The list below will introduce each button's function.

<p><b>Drill Maker</b></p>	<p>If the Phone Remote can't be connected, press the logo at the top left corner and this will set up the WIFI connection with the ball machine. Not required to reset the machine or APP.</p>
	<p>Press it to start the machine to feed the balls. Press again to stop the feeding of the balls. It is not required to press this for switching between different drill modes.</p>
	<p>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 "<b>Drill Setting</b>" for more details.</p>
	<p>This button is effective in manual mode. Press this button first before adjusting spin level.</p>

	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. Hold the Drill buttons on the phone for a moment to open an edit page, as shown below. Each of 12 custom designed drills consists of 6 sequential shots in a designated pattern, consisting of 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 used to set the ball's horizontal angle from a value from 1 to 20, 1 being a far right forehand and a 20 being a far left backhand for a right handed player. When you set HORZ value to **0 (R)**, the machine will shoot balls in a **random horizontal** direction.

**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.

**FEED** is for changing the ball feed **intervals** from 10 for no interval, down to 1 with a 9-second interval. 10 means the **fastest** feed speed and 1 means the slowest feed speed.

**HGHT** is for adjusting the ball height from the lowest position of 1 to the highest position of 50. **If you set HGHT value to “R”, the machine will shoot balls in a random vertical angle and also random speed. FEED rate will freeze at 6.**

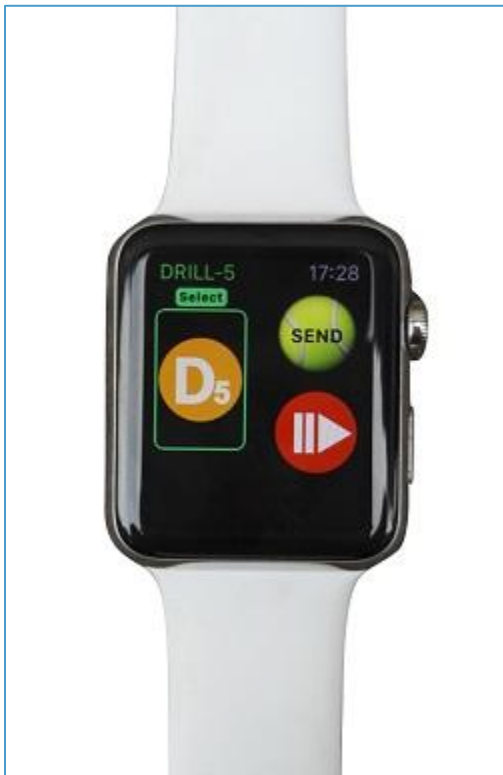
After you program the desired values, press the **SAVE** button on the top right corner of the display. The machine will save the setting on the phone and also download settings to your machine. The machine will switch directly between drill modes after the user has saved their settings.

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 user wants to configure #2 shot at level 16. The user can set feed rate to a lower level such as 4 which will then take 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 note the points below for use on an Apple Watch remote.



1. You should have your Apple iPhone on the court 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 starting the app on Apple Watch, you still need to connect the WIFI setting on the Apple iPhone to select USR-xxx for WIFI connection. It is also suggested that you 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**

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

--It is very possible that a 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.

**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.

**Why do the balls get jammed inside the top hopper?**

--The machine does not support use of 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 balls inside the ball hopper, it can make the ball jam.

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

--Yes, you can use the practice drills that you have saved 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.

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

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

**In Manual mode, can we adjust the horizontal direction?**

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

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

--It is true that Lobster Grand V model can define the location of balls. They use calculations that relies on the ball height, ball angle and ball speed to define the ball location. The Grand V Model does not allow the user, however, to define the ball height and angle directly. When a user tries to set the ball location, its speed setting will be very limited. The great advantage of the technology being used by The SPINSHOT Player model is that 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.

**Why can't my Apple Watch app control the machine?**

--Please check the points below:

- ◇ Selected USR-xxx in the WIFI setting
- ◇ DrillMaker on your Apple iPhone needs to be working
- ◇ Your phone needs to be in proximity to your Apple iWatch
- ◇ Bluetooth on the iPhone needs to be working



### **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.

SPINSHOT Sports did 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, user can find some good video resources from YouTube explaining the programming of the drills. One useful video can be found at <https://www.youtube.com/watch?v=pReQ4fUmKPE&t=41s>

**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 Android App from the SPINSHOT website?**

--Some preinstalled applications on the android phone 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.

**Why can't I connect to the machine while I can still see the WIFI signal?**

--Connect the WIFI of USR-WIFI232-T in WLAN setting. Then turn on the DrillMaker remote, or click the top left DRILLMAKER logo to connect phone remote app. If you power cycle the machine, please make sure the machine is totally stopped before turning on the machine again. Otherwise the rotating wheels will still generate power and make the WIFI module work in an unstable mode, which will cause a WIFI connection failure.

SPINSHOT-USA: [WWW.SPINSHOTSPORTS.COM](http://WWW.SPINSHOTSPORTS.COM)

SPINSHOT-UK: [WWW.SPINSHOT.CO.UK](http://WWW.SPINSHOT.CO.UK)

SPINSHOT-AUSTRALIA: [WWW.SPINSHOT-SPORTS.COM](http://WWW.SPINSHOT-SPORTS.COM)

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