

User Manual

Racketclub Powershot 2



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1. First use of machine

When you use the machine for the first time “new out of the box”, there are some items to think of. First you should install some new parts in the machine and there are some subjects to think of when using the machine:

- First you find some fuses. You should install one fuse in the round fuseholder at the machine panel. Install this after you are sure that no high power (110/220V) cable is connected to the machine! First turn (left) the fuse holder from the machine panel, then put the fuse in the holder and turn the holder inside the machine panel again.
- The remote control (RC) works by 2x 1.5V batteries. These should first installed into the RC. Open the battery space of the RC and put the batteries in the right way. Then close the RC again.
- When you want to use the machine with the internal battery and you don't use the machine at 220V with the power cable, you should assure that the internal battery is fully charged. To do this, you should connect the round charger cable to the machine panel and the other connector to the 110/220V. The machine could be turned off by doing this (AC/DC button in middle). When the battery of the machine is still charging, the led on the charger is red, it will turn into green when the battery is charged. You also hear the cooling in the charger turning when it is still charging.
- When the remote control is turned “ON”, the batteries will slowly be empty after some time, even when the RC isn't used during that period. When you finished using the ball machine, turn off the RC by pressing the “Power button” for about 3 seconds.
- When you use the ball machine with the internal battery, you need to put the “Power button” on the machine panel on “DC”. When using the machine on 220V, you need to switch the machine on “AC”. After usage, turn of the machine by turning the Power switch to the middle.
- When using the machine with the battery power, you should switch the “Power button” to “DC”. When using the machine at 220V, the 220V cable should be connected to a 220V socket at the tenniscourt, the “Power button” should then be switched to “AC”. After using the machine, you should turn off the machine again by putting the Power button to the middle position. The machine show a light when turning on the machine, either on DC or AC.
- The ball bucket could easily be put upside down on the machine by moving the handle through the rectangle hole of the ball bucket.
- When the Power has been set the right way and the power lamp is lighting, the Remote Control (RC) could be turned on (press about 3 secs the power button on the RC), the RC then show some values in blocks at the speed, frequency and some settings on the display of the RC. Don't stand before the machine (the side where the balls will be shot out of the machine) when the power has been turned on. When pressing the “>/||” button of the RC, the

shooting wheels will start turning and the machine automatically will start shooting after about 3 seconds. Press again the “>/||” button to stop the machine.

- The 2 front feet, at the bottom of the machine, will be responsible for the right angle of the machine. Even though it is not right to change the feet many times and the factory set the best angle already in the factory, it is possible to make small changes in the angle of the machine by turning the 2 feet some. The right angle is dependant from the preferable speed of the balls and the type of balls. You can do this by holding the screw at the inside of the machine with a wrench (nr 17, through the shooting hole) while turning the foot. For example high level players like to shoot the balls at high speed and then it is preferable to shoot just close over the net so the ball is shot inside the lines. More lower level players might want to shoot at lower speed some higher over the net. The angle could easily be changed by using the “lob-foot” which is in the middle under the machine, in-between the 2 front feet.
- You can turn on the remote control before turning on the machine. When you press a button on the RC, all the settings are sent from the RC to the ball machine. This makes it easy to first set the right setting on the RC and then turn on shooting on the machine, the machine has then immediately the right location(s), the speed and the frequency for the balls.

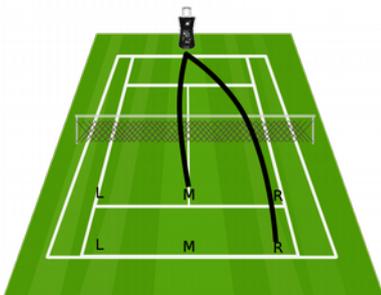
2. The different functions of the machine

The machine has several functions for shooting the balls in different ways:

- The spin (topspin of slice)
- At different speed
- At different positions on the tenniscourt:
 1. Fixed position, the horizontal (3 positions) and vertical positions (2 positions) could be set preferable.
 2. At 2 different depths (“high/low”).
 3. Horizontal at 2-line or 3-line (2 or 3 fixed positions) or vertical at 2 positions or horizontal and vertical together.



4. Random, at 3 horizontal and 2 vertical positions.
5. Cross, where 2 balls are shot at 2 cross positions. Always one ball is shot short and one ball is shot deep, both at different horizontal positions. There are 6 combinations of the 2 balls.



1. Fixed position

The ball could be shot at one position (Horizontal: Left, Middle, Right). This position could be set with the “<” and “>” buttons on the Remote Control. The vertical position could be set short or deep (by pressing “^” (deep) and “v” (short) buttons) but you can also set the position much higher (lobs) but this is a bit more difficult:

1. Set the machine on a Fixed Deep position (“F” and then “^”), the display of the RC display a “.” on the deep location.
2. Press the “High/Low” button, the display of the RC displays the “:”. The machine moves now from short to deep position and at both locations a ball will be shot. Then the shooting system (2 wheels) move to the highest (lob) position but don't shoot a ball there. Even though, you can lock the preferred height when pressing “F” during the movement.
3. After you locked the height, you can move the horizontal position with the “<” and “>” buttons.

2. Depths

The machine can shoot at 2 different depths on the court (“High/low”). The horizontal position (Left, Middle or Right) stay the same then. To let the machine also vary with the horizontal position, you should use the “random function”.

To let the machine shoot at 2 different depths, you do:

1. Press the “High/low” button, the machine shoot balls to the left side (for right-handed people: backhand) at 2 depths.
2. Press again “High/low” to shoot in the middle at 2 depths.
3. Press again “High/low” to shoot at the right side (for right-handed people: forehand).
4. Press again “High/low” to shoot at the left side again.

To stop shooting at 2 depths, press “F” again.

3. 2-line and 3-line

The machine can shoot the ball at 2 or 3 horizontal positions. The 2-line could be used for 2 (groups of) players to alternately get a ball at exact the same positions of the groups. When the player of the left group hit the ball, the machine move to the right group and shoot the ball. The player at the left group could then be ready for the next ball or move to the end of the queue again and the next player can make ready to hit the next ball.

When using 3-line, the ball will be shot Left, Middle, Right, Middle, Left, etc. This means that the Middle position gets more balls than the other positions, which is normally not the purpose. Therefore the 3-line is more useful for 1 player that get the ball at 3 positions over the whole width of the court.

With both functions (2-line and 3-line), you can choose if the balls should be shot short or deep.

Push the “Horizontal” button (see below for how many times) for the next functions:

1. 3-line short
2. 3-line deep
3. 2-line short
4. 2-line deep

Press “F” to stop the 2-line/3-line.

4. Random balls

The machine can shoot the balls at random horizontal positions at the court or at 2 vertical positions (2 depths) as well.

1. To let the machine shoot random horizontally and vertically, press the “Random” button once. The display shows 6 points at the display.
2. To let the machine shoot random only horizontally, press “Random” again (after nr 1). The display now show 6 blinking points. Attention, because you let the vertical movement now stop to shoot at only one vertical position, it's important at which moment you press “Random”. If the machine shoot at one of the 2 vertical positions/distances, the machine will keep on shooting at this vertical position and only vary the horizontal position. When varying in vertical positions, the shooting wheel moves first to the highest (lob) position before moving to the shortest position. When you press on the “Random” button during this movement, the machine will stop shooting. Normally this is not the purpose. When you only want to move randomly horizontal, you should press the “Random” button when the vertical position is one of the 2 distances (short or deep). If you pressed the wrong moment, you should start at (1) “Random” again.

5. Cross balls

The machine could shoot 2 cross balls at 2 different positions (skew). There are 6 different combinations of playing the 2 balls, the number of pressing “Cross” gives a different combination:

1. Right short, Left deep
2. Left short, Middle deep
3. Middle short, Right deep
4. Right short, Middle deep
5. Middle short, Left deep
6. Left short, Right deep

To stop the cross balls, press “F” button.

3. Speed, Frequency, Topspin and Slice balls

All trainings, which could be set on the ball machine, can be changed for the speed. Also, just like a tennis player, the ball machine can hit the balls with less/more speed or with topspin/underspin(slice). The spin has a fixed speed, less topspin let the ball hit the ground more deep and more topsin let the ball hit the ground more close to the net. The speed and topspin/underspin couldn't be mixed together. When changing the speed, during topspin/underspin, the topspin/underspin will be stopped.

4. Commands on the tenniscourt

^ Higher

< F > Left/Fixed//Right

v Lower

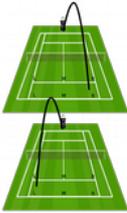
VERT = High/Low (Vertical) button

HOR = Horizontal button

RAN = Random button

CROSS = Cross button

Press button →	1	2	3	4	5	6	
Trainings v							
1 fixed position (3 positions: L, M, R)	F						
To the Right		>					
To the Left		<					
Deep		^					
To the Right		>					
To the Left		<					

Short		v					
Set the height		^	High/low	F (when at the right height)			
Set Hor. Position during the already set height					> or <		
3-line short	HOR						
3-line deep		HOR					
2-line short			HOR				
2-line deep				HOR			
Hor. Random Vert. 2 pos.	RAN						

Hor: random Vert: short		RAN (when ball is played short)					
Hor: random Vert: deep		RAN (when ball is played deep)					
2 cross balls (seen from player)							
1 right short 2 left deep	CROSS						
1 left short 2 middle deep		CROSS					
1 middle short 2 right deep			CROSS				
1 right short 2 middle deep				CROSS			
1 middle short 2 left deep					CROSS		
1 left short 2 right deep						CROSS	