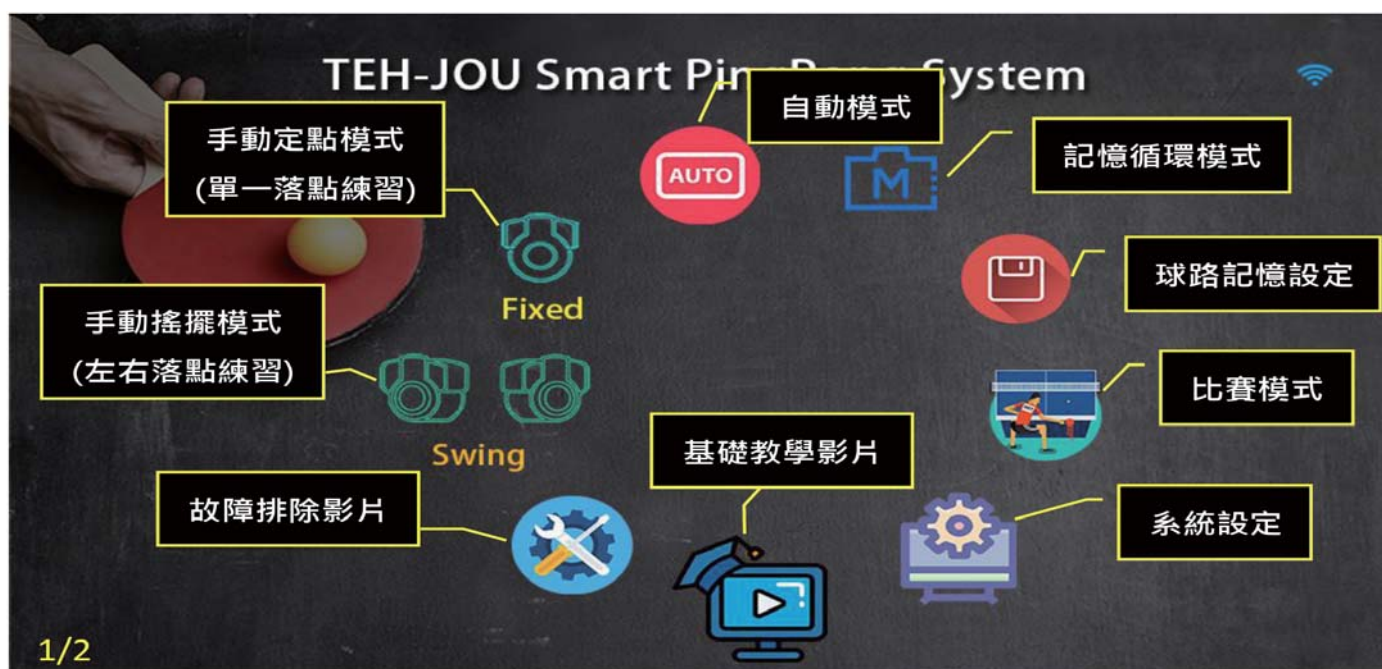




Automatic Ping Pong Server ROBOT TRAINER (Touch Screen)



Contents

About SmartPong	1
Safety Notes	2
Accessories and Specification	3
Installation and Disassembly	4
Troubleshooting	5

Main Menu

Introduction.....	9
Options	
① Single-Location (fixed) Mode.....	10
② L/R Alternating (Swing) Mode.....	12
③ AUTO Mode	14
④ Custom Mode	16
⑤ Custom setting.....	17
⑥ Game Mode	19
⑦ System Setting.....	20
⑧ Operating Videos.....	22
⑨ Troubleshooting	
Videos.....	22
Touch Screen Operation.....	23

SMARTPONG AUTOMATIC PING PONG SERVER

Model	Interface	3 Axe System	Single Location Mode	Multiple Location Mode	Auto Mode	Custom mode	Game Mode	System Setting
TJ -3000 BL Robot Trainer	7-inch Touch Screen with WIFI	O	O	O	81	81	O	O

About SmartPong

Automatic Ping Pong Server

Features :

- ✧ This system utilizes advanced computer technology to deliver stable performance and powerful functionalities.
- ✧ With a touchscreen display and step-by-step instructions, installation and operation are easy for users.
- ✧ In addition, it offers an automatic ball-collecting device and five different modes to meet the needs of general or professional users.
- ✧ The automatic mode features 81 built-in routes with varying difficulty levels and is easy to operate. A73 to A81 are random routes.
- ✧ The single location (fixed) mode allows users to manually set 3-axis coordinates (spin, elevation, and direction), parameters (frequency, velocity, time), and the number of balls.
- ✧ The L/R alternating (swing) mode is similar to the single location mode but comes with left and right limit coordinates that can be manually set. Users can specify the number of balls within the boundaries.
- ✧ The custom mode of this device offers 81 memory settings, which enable users to arrange the ball path according to their personal preferences. By doing so, they can increase the level of challenge and make the game more enjoyable. Additionally, to cater to the needs of professional users, M51-M99 can be combined with game mode level 5 for tactical training purposes.
- ✧ The game mode offers five different levels of difficulty. Users can choose from levels 1-5 and select the number of balls they would like to play with. The levels are as follows: level 1 (low difficulty), level 2 (medium difficulty), level 3 (high difficulty), level 4 (highest difficulty), and level 5 (tactics). In addition, the system will randomly select from M51-M99 in level 5. Please note that the frequency must be set to backspin with 2 bounces, bounce frequency at 12, and topspin with 2 bounces, ball frequency at 15. The ball should be released directly over the net with 1 bounce and topspin. The ball release frequency should be set at 20 and the ball release frequency

About SmartPong

at 15.

- ✧ This machine is the world's only fully automatic table tennis server with a touch screen. It has been patented in multiple countries.
Taiwan:159508; US: 6,186,132;
Japan: 3063534; Germany:
299 07 698.9; China: 378739

Safety Notes

Thank you for purchasing the SmartPong automatic ping pong server. We kindly request you read the operating instructions carefully before using it and keep this instruction manual for future reference. Please strictly follow the warnings, precautions, and the following safety rules mentioned in the manual.

1. **To prevent damage, don't insert fingers or allow objects/liquids into the unit via vents.**
2. Hold the plug when unplugging the AC cord, avoid touching the plug with wet hands, and protect the cord from damage.
3. **Be cautious when using sockets and avoid overloading them with excess plugs/cords to prevent fire.**
4. **The system only works with 40mm international standard table tennis balls. Using non-standard balls may cause the device to malfunction. Use**

Installation Location

factory-provided balls for best results.

To maintain the system's optimal performance, install it in a well-ventilated location away from sunlight, heating devices, oil fumes, and steam. High temperatures and humidity may damage the system's components, so it's crucial to avoid exposing it to such conditions.

Service

Ask service personnel to repair the machine if:

- The power cord or plug is damaged
- Objects or liquids enter the machine

About SmartPong

- Rain or moisture exposure
- Abnormalities in operation or performance
- The unit is overturned, or the casing is damaged

Do not try to repair the machine yourself.

Accessories and Specification

Accessories :

Iron frame..... 1 Set
Foot mat(1" × 2、3/4" × 2、
1/2" × 2).....1 Pack
Touchscreen 1 Piece
Touchscreen connector..... 1 Piece
Power cord 1 Piece
Ball (100 counts)1Pack
Manual 1 Piece

- * If you find that the above accessories are incomplete or damaged, please contact the relevant agent.
- * Please make sure to keep the outer box packaging materials in case they are needed later.

Specification

Telecommunications Management Act.
Equipment must tolerate interference from lawful devices.

Warning :

Certified low-power radio frequency equipment cannot have its frequency, power or design changed without approval. Its use must not affect safety or lawful communication. Interference must be stopped and resolved before continued use. Legal communication refers to radio communication complying with the

Specification

Voltage: AC 88V~240V

Number of balls per minute 1-40:

1 about 30 balls per minute and

40 about 90 balls per minute

Velocity: 1-99 (about 12 -86 KM
per hour)

Elevation angle: 1~28 (about 45°)

Direction: 1~9 之 (about 36°)

Spin: 360°

Weight: 10.5KGS

Power consumption:

(220V)1.2A~(110V)2.3A

Operating temperature: Below 28
degrees Celsius

change without prior notice.

Images and illustrations may differ
from actual product.

Communication method: Wi-Fi
Bluetooth

Touchscreen:

Panel: TFT IPS

Size: 7 inches Capacitive Touch

Voltage: 5V +-0.25V

Memory card: MicroSD 8GB Class
10(Engineering use)

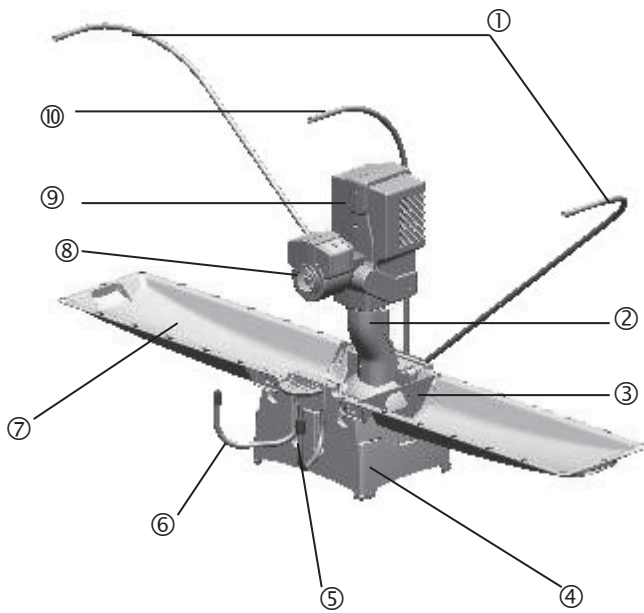
Note:

This touch screen has a power-
saving function that activates
when left untouched for a set time.

The screen returns to its original
state upon touching. The power-
saving mode can be disabled by
setting the status to 999 seconds
in the system settings.

Specifications are subject to

Installation and Disassembly



- ① L/R bends ⑥ Left bend
- ② Transparent lid ⑦ Ball path
- ③ ball-blocking plate
- ④ Base ⑨ Window
- ⑤ Right bend ⑩ Middle bend

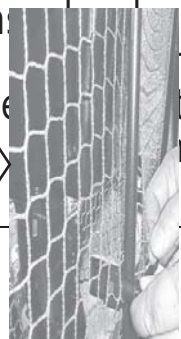
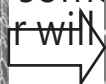
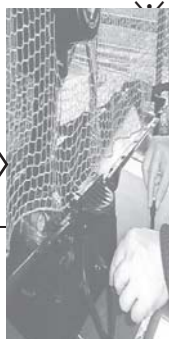
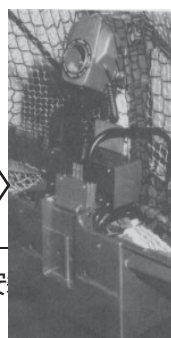
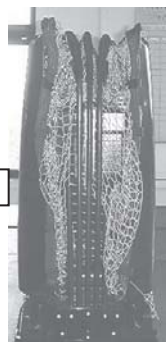
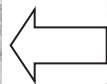
To optimize performance, follow these installation instructions: no tools needed, 5-minute install.

1. Hold the iron pipe and base with

Installation

- both hands to remove the ball server from the Styrofoam. Place it back down on the table tennis table with its back facing the installer.
2. Pull out the left and right bent pipes from the bracket and insert them into the straight iron pipes.
3. Lift both fairways and gently place them flat on each side.
4. Pull out the triangle support frame in front of the system and open the left and right elbows.
5. Choose the correct foot pads based on the thickness of the tabletop. For 1-inch thickness, use 1-inch foot pads. For 3/4-inch thickness, use 3/4-inch foot pads. For 1/2-inch thickness, use 1/2-inch foot pads. Attach the foot pads to the left and right iron pipes at the front of the table for proper installation.
6. Lock the stirring motor onto the U-shaped base.
7. To set up, lift the system, insert front iron pipe into table bottom at 45° angle, and align top of triangle of front splint with the center line of the table.
8. Plug the power cord into the system and an outlet.
9. To operate the machine, utilize the touch panel to configure numerous functions.

Note: The system has a ball path that some users may find difficult to adjust. It will be easier to adjust the ball path when the system is installed on the table.



Installation and Disassembly

the system will return to its original position. Turn off the power, remove the object, and turn on the power again.

Installation and Disassembly

Disassembling this machine

Notice

Disassembly

only takes two minutes. Follow these steps:

1. Unplug the system.
2. Lift the ball server up and pull it out.
3. Collect the balls into the base and insert the ball-blocking plates.
4. Put the ball collecting plate back in place. Repeat on the other side.
5. Insert the left and right bent pipes into the round holes on the bracket base.

Installation and Disassembly

This machine has built-in Switch Power and is compatible with 88~240V power supplies worldwide.

- Unplug the machine's AC power plug if it won't be used for a long time.
- When connected to the power supply, the ball head will rotate and position itself, indicating that it has entered standby mode.
- If the machine is not going to be used for an extended period, its AC power plug should be unplugged from the socket.
- To ensure proper installation, use the automatic module to set AUTO14 and AUTO50 frequencies to 1. If the ball falls off the table, replace the foot pads with suitable specifications or spacers.

Cleaning and maintenance

Cleaning

To clean your device, begin by wiping it with a soft cloth. For more stubborn dirt, mix a small amount of neutral detergent with water (dilute it with 5-6 parts of each), moisten a soft cloth with the mixture and gently wipe off

the dirt. Once you have removed the dirt, wipe the device dry with a soft, dry cloth. Do not use strong solvents such as alcohol, benzene or other volatile cleaners.

Remember to unplug the machine from the AC outlet before cleaning to avoid accidents.

Maintenance

Clean the balls regularly to avoid dust, hair and other contaminants that may cause machine malfunction. Remove damaged, deformed, or mismatched balls to prevent failure.

Troubleshooting

※ Note: 1. The system doesn't require any adjustments. In case of a fault, please refer to the table below to check the fault conditions and follow the troubleshooting methods accordingly. 2. When troubleshooting, always remember to turn off the power to avoid any injuries. 3. If the fault situation you're facing is not mentioned in the table below, please do not attempt to disassemble it yourself and send it to the dealer maintenance center. 4. If the ball jamming fault persists, the system will repeat the return positioning action.

Situation		Cause of issue	Solution
System	A. Unable to start	①The power does not turn on ②The ball is stuck in the ball delivery plate ④No power ⑤Touch screen malfunction	①Check if the power cord is plugged in. ② Follow Solution B. Replace the fuse or send to the dealer repair center.
	B. The system jams (buzzer sounds)	① There is an object, possibly a ball, that seems to be stuck and unable to move from its current position.	①The ball is stuck →turn off the power and remove the transparent cover to check the ball's diameter. ②A ball or any foreign object stuck in the lower gear set or the tee wheel may cause the motor to fail to start. Follow the troubleshooting video to resolve the issue.

Interface Icon Description and Operation Tips

	C. The ball is either weak, not smooth, or not coming out at all.	①The transparent cover is not closed tightly. ②The ball collection plate does not have a ball, and the balls have become stuck on the left and right fairways. ③The ball outlet is blocked by balls or foreign objects. ④ The ball diameter may be too small (40mm). ⑤The spring wire of the tube may be broken. 6. The tee wheel motor may be weak or the tee wheel may be severely worn.	①Make sure to tightly replace the transparent cover. ② Insert the balls into the ball collection plate through the left and right fairways. ③Check if there are any balls or foreign objects blocking the ball outlet and remove them if necessary. ④Remember to use only international standard table tennis balls with a diameter of 40mm. ⑤ If you encounter any issues, please send the equipment to the dealer repair center.
Remote	D. The System is responding, but the touch screen seems to be unresponsive.	The touch screen is broken. When using an unpaired touch screen, the Wi-Fi connection fails to connect.	Replace the touchscreen.
	E. The touchscreen is not functioning or is not displaying anything.	The touch screen is broken. When using an unpaired touch screen, the Wi-Fi connection fails to connect.	Replace the touchscreen.
	F. The custom mode is not operable	①Incorrect setting. ②PC board failure.	①Refer to the manual for resetting. ②Send to repair center if the issue persists.

Troubleshooting

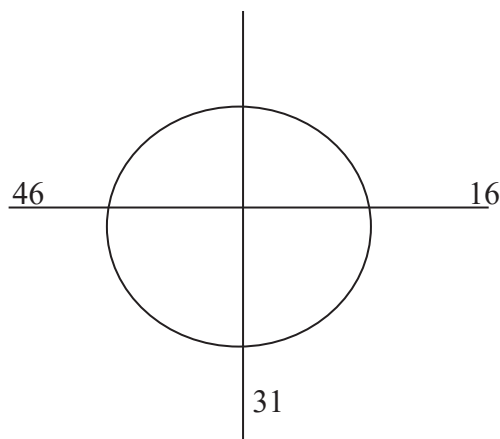
The system has five modes: auto mode, single location (fixed) mode, L/R alternating (swing) mode, custom mode, and game mode.

Note:

Whether you are using fixed mode or swing mode, it is crucial to reset the elevation angle, left and right limits, velocity, and frequency. Failing to reset these values will result in the use of default settings, which include an elevation angle of 15 degrees, left and right limits of 5, and a ball exit speed of 1. Therefore, it is essential to ensure that these values are properly adjusted to achieve the desired outcome.

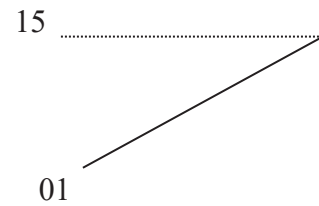
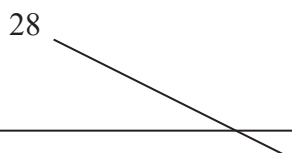
① The spinning (🌀) ranges from 01 to 59, with 01 as the default start value.

The diagram below shows the coordinates of the spin ball.



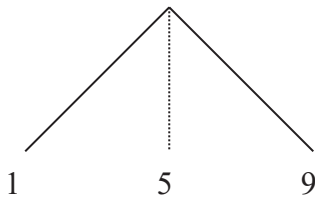
② The elevation angle (📏) ranges from 01 to 28 with a default of 15.

The diagram below shows the position.

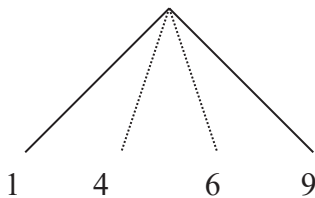


Interface Icon Description and Operation Tips

③ The direction () is dependent on the mode selected. With single location mode, the direction ranges from 1 to 9, with a default initial value of 5. Please refer to the fixed-point coordinate position diagram below.



With L/R alternating mode, the left-hand side limit ranges from 1 to 9, with the default value being 5; the right-hand side limit ranges from 1 to 9, with the default value being 6. Please refer to the diagram below.



④ Here is the relationship between the ball delivery frequency () setting value and the ball frequency:

Ball delivery frequency (01) = 30 balls/min

Ball delivery frequency (20) = 60

balls/min

Ball delivery frequency (40) = 90 balls/min

Interface Icon Description and Operation Tips

Auto mode:

Auto mode includes 81 routes with varying difficulty levels numbered from 1 to 81. Users can choose a suitable course group based on their skill level and needs.

In the auto mode, users select a route, set the ball delivery frequency (-15 to +15), and practice time (01 to 15 minutes). Pressing the start button begins the practice, and the practice starts until the time expires or the user stops by pressing the stop button.

Here's a clearer way to enter automatic mode: Press the auto mode button or, in other modes, press the home button followed by the auto mode button.

Note –

The automatic mode in the system is the easiest mode to operate, as all parameters are preset. It includes five settings that vary in difficulty and have preset parameters. Users can choose different levels for

practice. The velocity is preset, but users can still change it in the system settings, affecting the entire system, not individual balls.

Please consult the system configuration instructions for further information.

Custom Mode:

This system is equipped with a feature that allows it to automatically memorize 81 sets of 9 ball placement paths for training purposes.

In combination with game mode 5's tactical training, users can set the first few routes in the game to memorize the sets in the memory mode M51-M99. Game mode 5 will then base its settings parameters on the user's M51-M99 configuration. The computer will randomly play the ball to achieve the training objective.

Game Mode:

The game mode offers five different levels of difficulty,

Interface Icon Description and Operation Tips

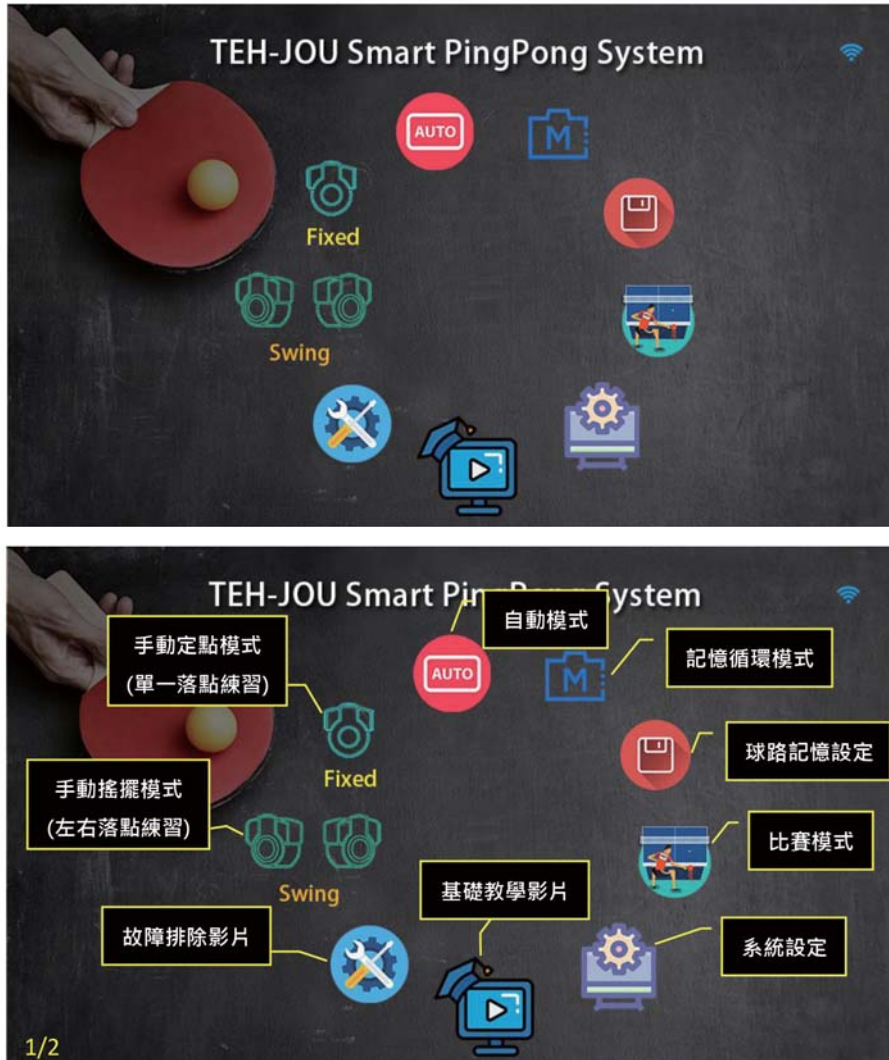
including low, middle, high, highest, and tactical training. Users can select the desired level of challenge based on their personal preferences to simulate real-life scenarios.

System settings:

The system settings menu displays usage time, number of balls, screen power-saving mode, ball intensity, and ball frequency options. Please refer to the system configuration instructions for further guidance.

Interface Icon Description and Operation Tips

Interface Icon Description and Operation Tips
To view the description, simply click on the "Appsduino" button.

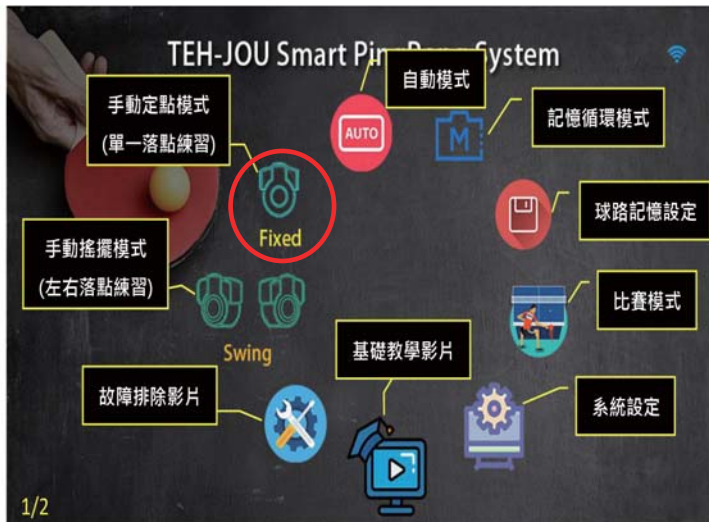


Click on the Appsduino page function description as shown in the figure, and click on the space to go to the next page



Interface Icon Description and Operation Tips

Single-location (fixed) mode



Interface Icon Description for single-location mode:



Click on the number keys to select numeric input:

To select numeric input keys, simply click on the number keys in any mode, and the input keyboard will appear, allowing you to enter numbers and press OK to complete the setting. The available input keys and their corresponding ranges are: Spinning 1-59、Direction 1-9、Elevation 1-28、Time/Number of balls 1-15 mins/30-999 balls、Velocity 1-99、Frequency 1-40 (about 30-90 balls per min). You can

Interface Icon Description and Operation Tips

adjust all parameters by sliding the slide rail, directly entering values, or using the up and down keys.

Interface Icon Description and Operation Tips

Single-location mode operation:

To operate in single-location mode, simply click on the home button from any mode to return to the main screen. Then, click on the single-location mode icon to enter it. Once you're in single-location mode, you'll be able to set five parameters, including elevation angle, direction, spinning, velocity, and frequency. After you've set these parameters, press the "single ball button," and the system will output a ball to ensure that the settings meet the requirements. To start playing, simply press the start button. You can continue playing until the time expires or until you press the stop button.

Single-location mode and L/R alternating mode are similar in operation but have the following differences:

1. The left and right direction actions are different: (a) In single-location mode, the left and right direction of the ball release position are divided into 9 positions, making the setting range of the single-location coordinates 1 to 9. When executing the ball release action, the left/right direction coordinates remain stationary. (b) In L/R alternating mode, the left and right direction coordinates are divided into left limit coordinates 1 to 9 and right limit coordinates 1 to 9. When executing the ball release action, the mechanism moves back and forth between the left limit and the right limit.
2. Different ways to execute a single shot: (a) In single-location mode, when a single shot is executed, the left and right mechanisms stop at the specified single-location coordinates and are fixed. (b) In L/R alternating mode, when executing a single ball delivery, if the current left/right direction mechanism stops at the left limit, it will automatically move to the right limit after sending out a ball. Conversely, if it stops at

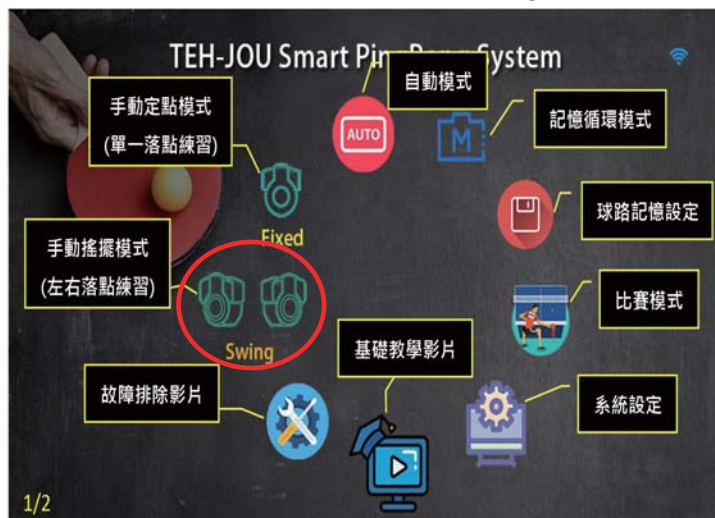
Interface Icon Description and Operation Tips

the right limit, it will send out a ball first and then automatically move to the left limit.

3. To start the continuous ball play in different ways, press the start button. There are two modes of continuous ball play: (a) In the single-location mode, the left/right direction mechanism stops at a fixed coordinate, but the ball keeps coming out until the action time expires or the number of balls ends. The user can also stop the game by pressing the stop key. (b) In the L/R alternating mode, the left/right direction mechanism swings back and forth between the left limit coordinate and the right limit coordinate, and the ball continuously comes out until the action time expires or the number of balls ends. The user can also stop the game by pressing the stop key.

Interface Icon Description and Operation Tips

L/R alternating mode



The left limit (1-9)
The right limit (1-9)
Spinning (1-59) (sliding rail, number input, addition, subtraction)
Direction (1-9) (slide rail, number input, addition, subtraction)
Elevation (1-28) (sliding rail, numeric input, addition, subtraction)
Action time (1-15) / Number of balls (1-999) (sliding rail, number input, addition, subtraction)
Velocity (1-99) (slide, number input, addition, subtraction)

addition, subtraction)

Frequency (1-40) (sliding rail, number input, addition, subtraction)
(1 about 30 balls, 20 about 60 balls, 40 about 90 balls per minute)

Numeric input keys:

Clicking on the number keys in any mode will bring up the input keyboard, allowing the user to enter numbers and press OK to complete the setting. Spin (1-59), direction (1-9), elevation (1-28), time (1-15)/number of balls (1-999), velocity (1-99), frequency (1-40 1 is about 30 balls, 20 is about 60 balls, 40 is about 90 balls)

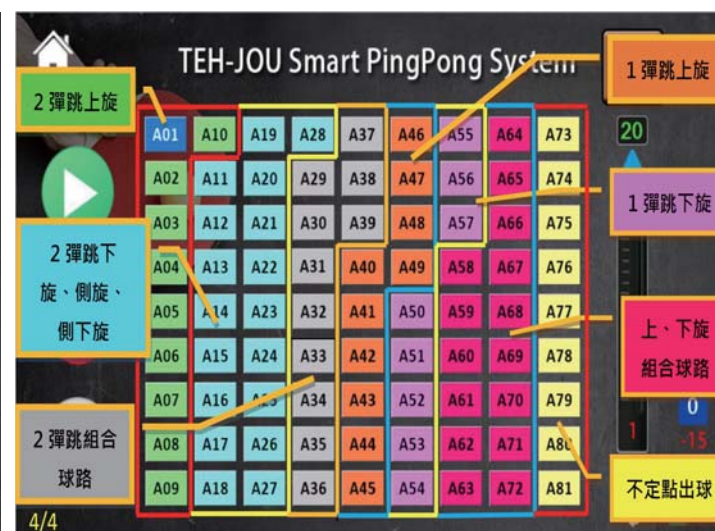
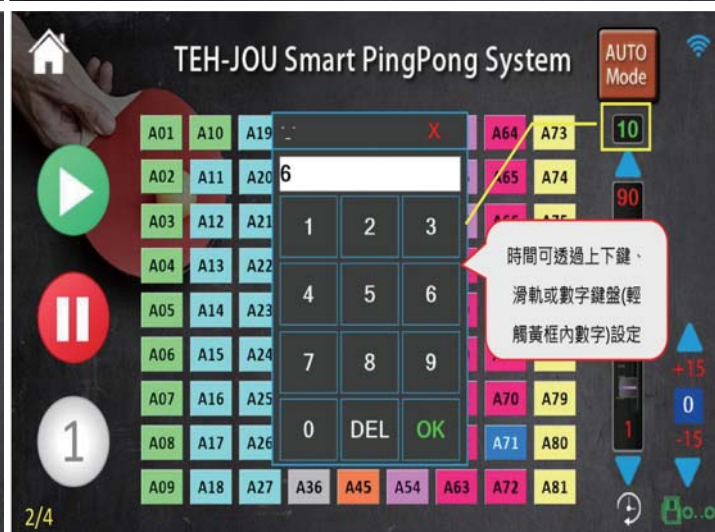
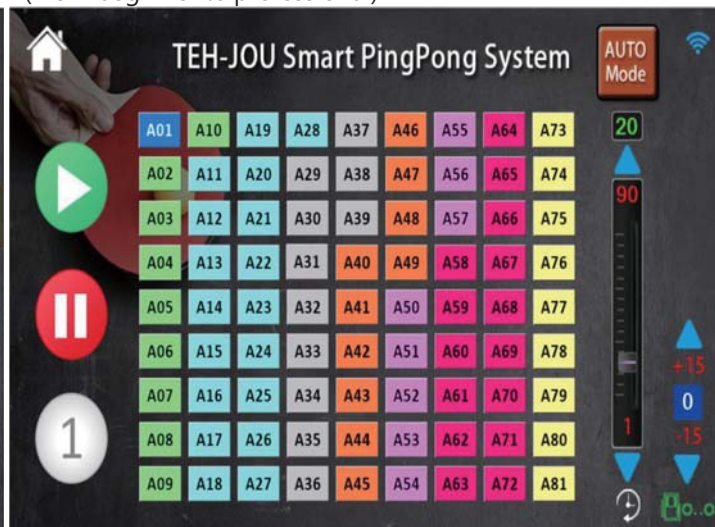
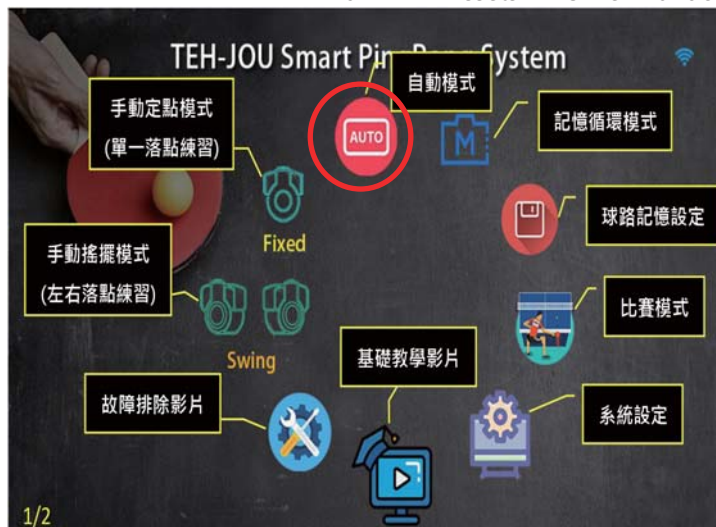
L/R alternating mode operation

To operate in L/R alternating mode, simply click on the home button from any mode to return to the main screen. Then, click on the L/R alternating mode icon to enter it. Once you're in L/R alternating mode, you'll be able to set five parameters, including elevation angle, direction, spinning, velocity, and frequency. After you've set these parameters, press the "single ball button," and the system will output a ball to ensure that the settings meet the requirements. When the left/right direction mechanism is at the left limit and it delivers a ball, it will move automatically to the right limit. Similarly, if it is parked at the right limit and delivers a ball, it will move automatically to the left limit. To start playing, simply press the start button. You can continue playing until the time expires or until you press the stop button.

Interface Icon Description and Operation Tips

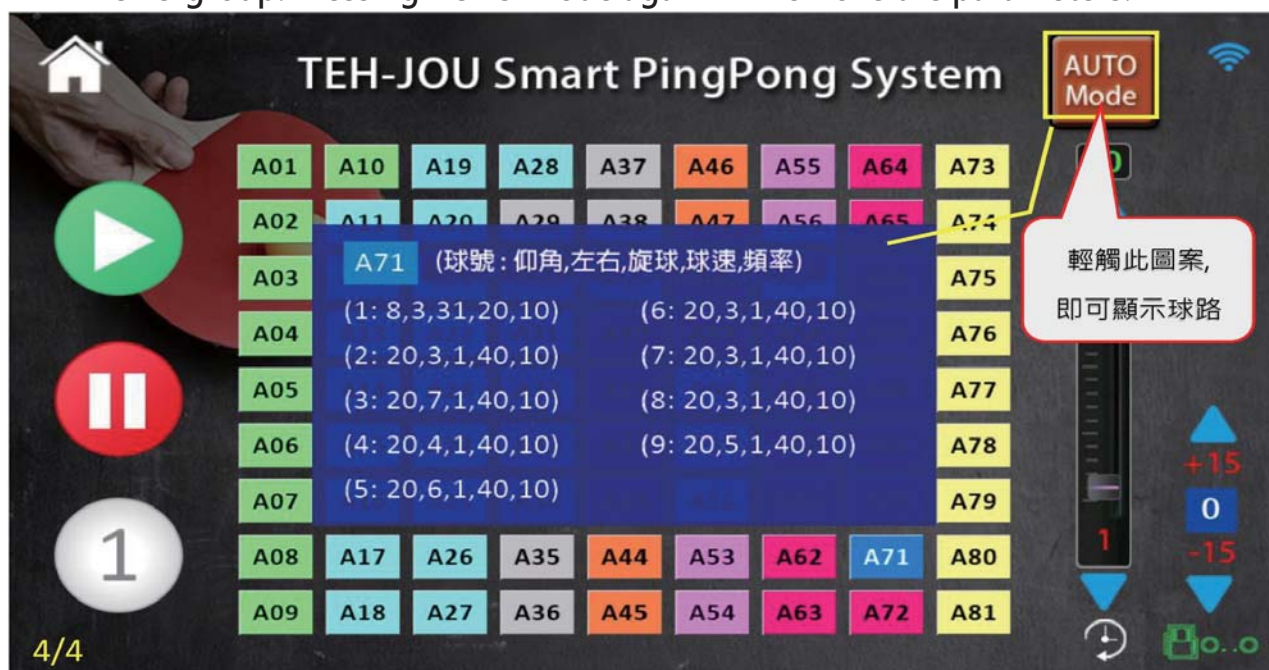
AUTO mode

Auto mode A01-A81
A01-A72 Presets A73-A81 Random (From beginner to professional)



Interface Icon Description and Operation Tips

Press AUTO Mode on the automatic mode screen to display the current parameters of the AUTO group. Pressing AUTO Mode again will remove the parameters.



Automatic mode operation:

The automatic mode has 81 routes with varying levels of difficulty. Users can choose the appropriate route (A1 to A81) based on their skills and needs.

To begin the auto mode, the user just needs to press the auto mode button. If they are in a different mode, they can press the home button and then press the auto mode button to enter the auto mode operation screen. Once in auto mode, the user only needs to select a route, set frequency (01 to 40) and time (01 to 15 minutes), and then press the start button. The system will start delivering the ball and continue until the action time expires or the user presses the stop button. To summarize, the steps to enter the auto mode are straightforward. All the user needs to do is select the route and set the time and frequency. After that, the user can press the start button to continue until the time expires or the stop button is pressed.

When the single ball button in the auto mode is pressed, the system will output only one ball based on the default parameter sequence. All parameters in the auto mode have been pre-set, including elevation, direction, spinning, velocity, and frequency, along with five other parameters. The system defaults the coordinates or parameter values, so users do not need to set them. This makes the auto mode the easiest among the five modes.

The automatic mode ball discharge frequency can be adjusted (+15 -15). The frequency has already been pre-set and can be increased (+15) or slowed down (-15) to suit the user's training needs.

The automatic mode A73-A81 is a non-fixed ball release mode consisting of a total of nine routes. A73 is the easiest, while A81 is the most difficult one. Users can choose different

Interface Icon Description and Operation Tips

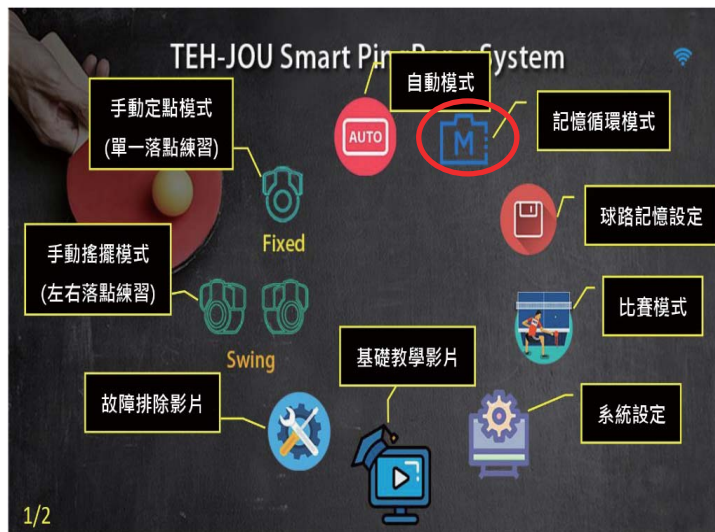
levels of practice depending on their skill level.

Although the velocity in the automatic mode is pre-set, users can still change it in the system settings. The velocity is not specific to individual ball routes but rather increases or decreases the velocity across the entire system.

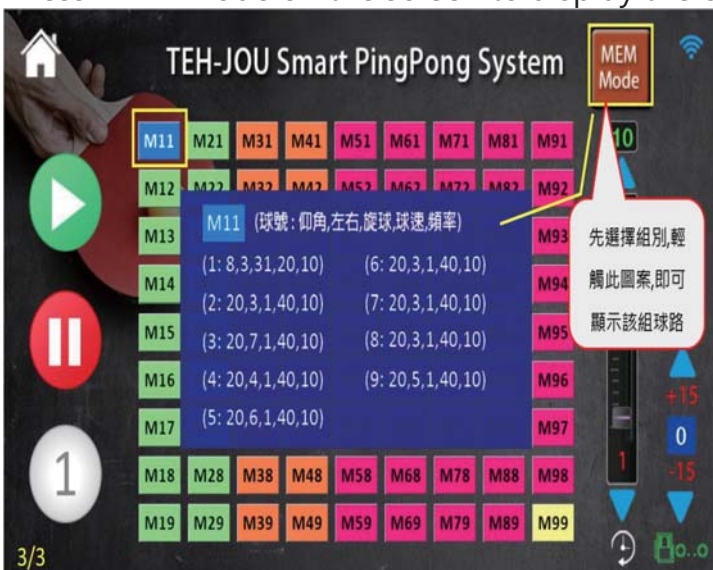
The system allows users to set the frequency (+9, -9) and velocity (+15, -15). All settings can be made according to the user's preference, and the system will adjust accordingly.

Interface Icon Description and Operation Tips

Custom mode



Press MEM Mode on the screen to display the current working parameters.



Press MEM Mode again to hide the working parameters.

Interface Icon Description and Operation Tips

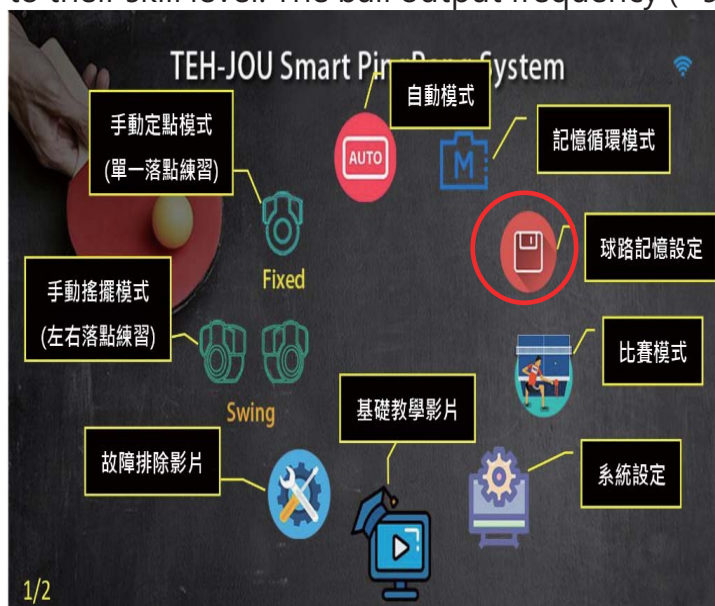
Route settings:

The system can store 81 routes, each consisting of 9 balls for training.

By using game mode 5, the user can select the first few routes, and program the system to memorize the routes in memory modes M51 to M99. It will then follow the pre-set parameters in M51 to M99 during the training session. The purpose of the training is to effectively throw the ball in a random manner and improve the user's skill.

All parameters have been pre-set, including elevation, direction, spinning, velocity, and five other parameters. These values are automatically saved as memory settings. The system also features fine-tuning of the ball output frequency, which can be increased or decreased according to the user's preference. If the frequency is too high, users can adjust it by +/- 15 without resetting, making it easy for users of all levels to train.

When in memory mode, the user can adjust the velocity and frequency of all routes according to their skill level. The ball output frequency (+9, -9) and velocity (+15, -15) are set by the system



Interface Icon Description and Operation Tips

and can be increased or decreased by the user as needed.

To operate the system in custom mode, follow these steps:

1. Select the desired route.
2. Set the duration of time you want.
3. Press the start button.

The system will output the ball until the time expires or the stop button is pressed. If you want to output a single ball, press the single ball out button, but keep in mind that it will follow the default parameter sequence.

To remember the setting pattern, click on the main screen. If you want to access the memory loop mode setting screen, navigate to the designated menu option.

Interface Icon Description and Operation Tips

Here are the steps to set the memory cycle mode on the machine:

1. Choose the route you want to use from M11 to M99.
2. Select balls 1-9 and save the parameters for each ball.
3. Adjust the parameters - elevation, direction, spinning, velocity, and frequency. Once you set these parameters, press the "single ball output button" to release a ball or press the start button to check if the setting meets your requirements.
4. Finally, press the save button to store the parameters.

To delete a ball in the route M11-M99, follow these steps:

1. Choose the route M11-M99 that you want to delete.
2. Select the specific ball you want to delete from the route.
3. Press the delete key to clear the parameters stored in the custom mode.

M51-M99 frequency setting:

In game mode 5, the system will randomly select routes within M51-M99. The frequency should be set as follows:

- 8 for backspin 2 bounce
- 10 for topspin 2 bounce

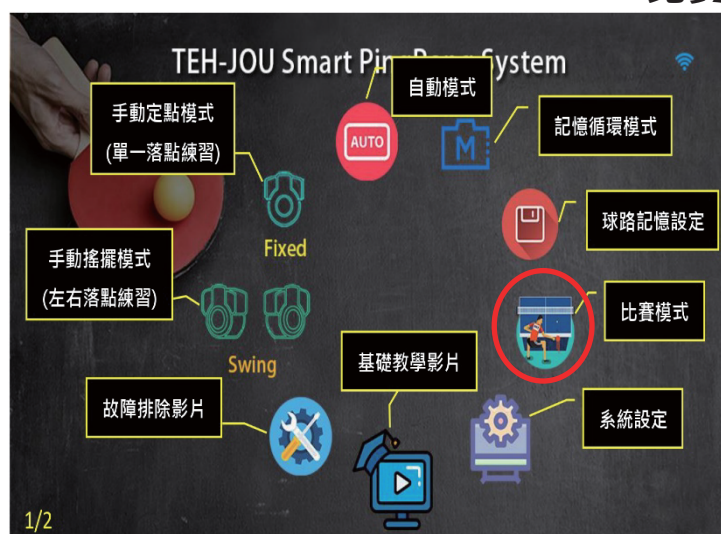
Interface Icon Description and Operation Tips

1 for direct pass the net

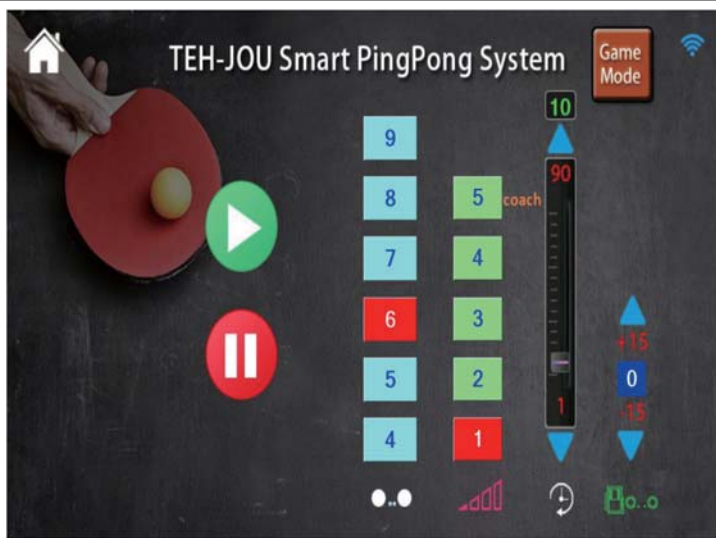
20 for upspin

15 for downspin

比賽模式



Interface Icon Description and Operation Tips



Game mode:

To enhance the user's experience, the game mode is divided into five levels: level 1 being the easiest, level 2 being intermediate, level 3 being high, level 4 being the highest, and level 5 being tactical training. The user is given the option to select the number of balls they would like to use (up to 9 balls), the time limit (between 1 and 15 minutes), as well as the frequency of routes M51-M99. This allows users to choose a preferred challenge level and simulate a real-life battle scenario.

The game mode has five preset parameters, including elevation, direction, spinning, velocity, and frequency. These parameters cannot be changed. However, to help users match their skill level, a fine-tuning feature has been added for frequency.

For instance, if the ball frequency is too high, users can decrease it by up to -15. Conversely, if they want to increase the frequency, they can do so by up to +15. This feature provides users with greater control over the game's difficulty and enhances their overall gaming experience.

At level 5 (tactical training), the coach or user is required to memorize the first few routes of the game. This includes the first two or three routes of M51-M99. When the game mode 5 is selected, the system will randomly choose a route from M51 to M99. If the ball's path is not set in the selected route,

then the ball will not appear when game mode 5 is activated.

In game mode 5, the number of balls cannot be modified. The ball's path is determined by routes M51-M99. The system matches the next few balls. If only routes M51, M52, and M53 are selected, the system will randomly output balls from M51, M52, and M53.

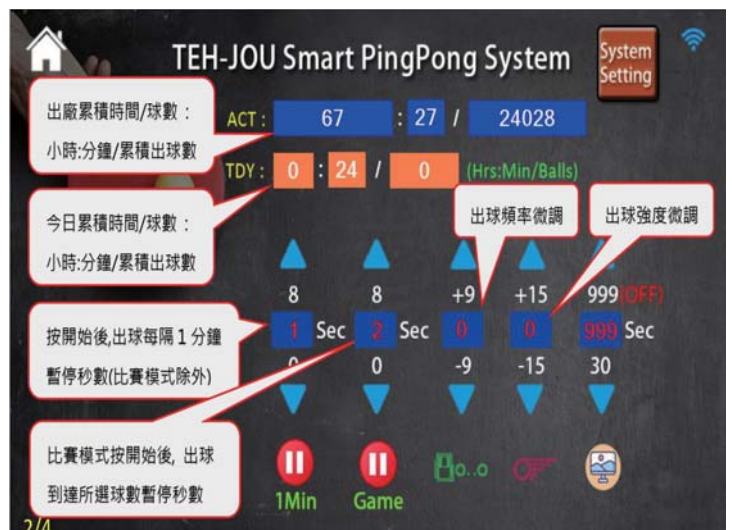
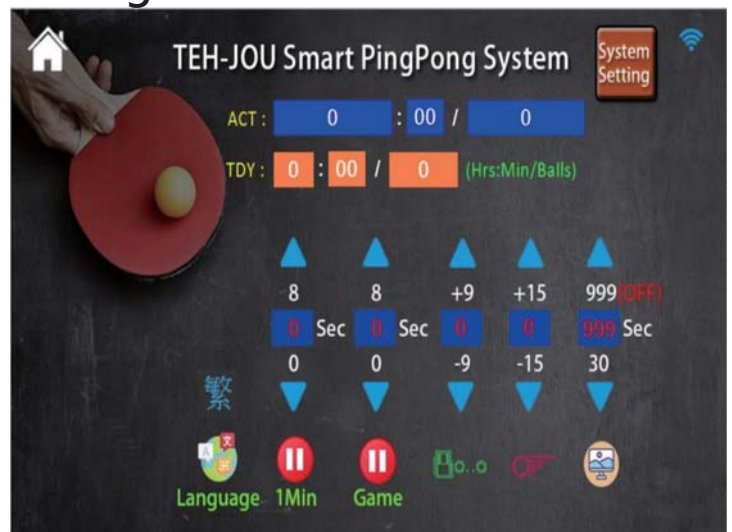
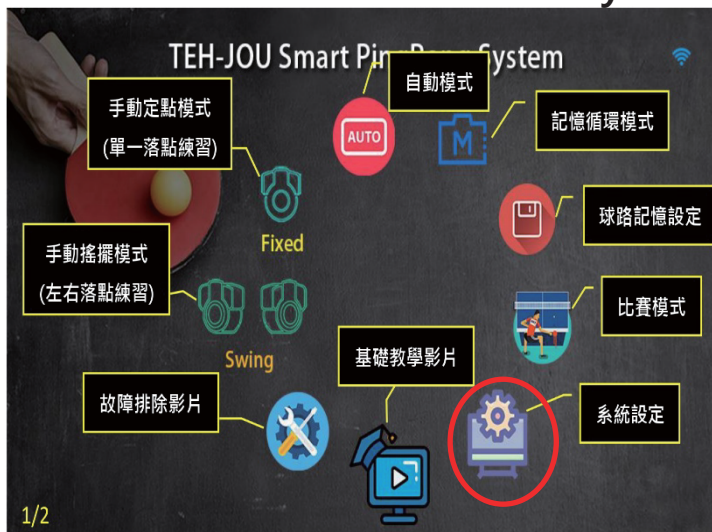
To start game mode, you need to follow these steps:

1. Select the game level between 1 and 5.
2. Select the number of balls you want to play with, which can be between 4 and 9. If you choose 6 balls, the game will pause for 3 seconds after the first 6 balls, and then continue to play the remaining balls.
3. Select the game duration, which can be between 1 and 15 minutes.
4. Press the start button to begin playing until the set time is up, or press the stop button to end the game early.



Interface Icon Description and Operation Tips

System Setting



System settings: Blue: Cumulative time, hours: minutes / cumulative number of balls played Orange: Today' s usage time: Hours: minutes / number of balls played today

Interface Icon Description and Operation Tips

Fine-tuning of frequency +9 -9

Fine-tuning of velocity +15 -15

Note: The touchscreen has a power-saving function. You can set the time by yourself. If the user does not touch any keys within the set time, the screen will automatically enter the power-saving mode. When the user touches any keys again, the screen will Restore the original setting state. The power-saving mode (30-999) will not be activated if set to 999.

After setting, press the icon for 2-3 seconds with a beep sound to complete the setting.

Language: Traditional / Simplified / English.

To set the parameters:

To set the time, you can either use the up and down keys or click on the time number keys to display the input keyboard. After entering the number, press the OK key. The entered number will then display the set time. To confirm the selected time, press the icon below the time for about 2-3 seconds. You will hear a beep, and the number will change from white to red to indicate that the setting has been successfully changed.

To adjust the velocity of the ball, you can use the up and down arrow keys or click on the number and enter a value using the on-screen keyboard that appears. Once you've entered the value, click OK to set the velocity. The chosen velocity will be displayed on the screen. To save the changes, click the icon below the time and wait for about 2-3 seconds. You will hear a beep, and the number will turn white and then red, indicating that the setting has been saved.

To set the ball frequency, press either the up or down arrow keys or click on the ball number key to bring up the input keyboard. Once the keyboard is displayed, enter the desired number and press the OK key. The entered number will now be displayed as the set frequency. To confirm the setting, press the time icon below. You will hear a beep after about 2-3 seconds, and the number will turn white and then red,

Interface Icon Description and Operation Tips

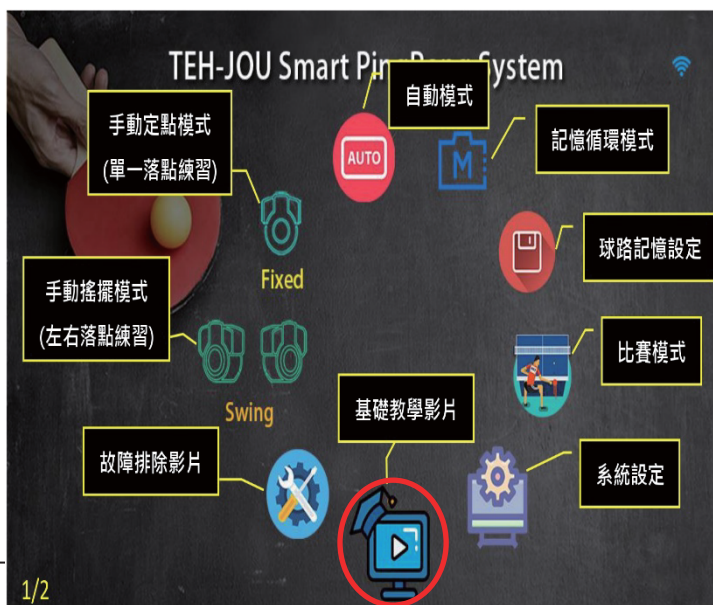
indicating that the setting change is complete.

The system settings mentioned above will modify all parameters in the system related to velocity and frequency instead of the parameters in a particular route.

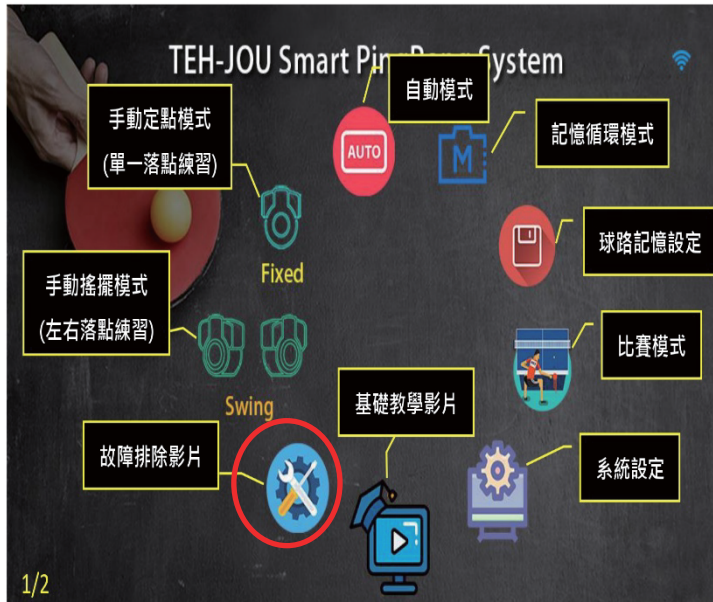
1 Min: In auto mode, there can be a pause of 0 to 8 seconds after each minute.

Game: In game mode, there can be a pause of 0 to 8 seconds after each route.

Operating Videos



Troubleshooting Videos



Interface Icon Description and Operation Tips

按鍵 圖示	按鍵名稱	功能說明
	Single-location mode (fixed)	Enter the single-location mode operation screen (single-location practice)
	L/R Alternating mode (swing)	Enter the L/R Alternating mode operation screen (L/R practice)
	Auto mode	Enter the Auto mode operation screen (A01-A81)
	Custom mode	Enter the Custom mode operation screen (M11-M99)
	Custom setting	Enter the custom setting operation screen
	Game mode	Enter the game mode operation screen (1-5)
	System settings	Language/power-saving/Total time/Today' s time
	Operating Videos	Operating Videos
	Troubleshooting Videos	Troubleshooting Videos
	HOME	Enter the home screen
	Start	Start the mode
	Single ball	Output a single ball
	Stop/pause	Stop/pause
	Time/ Number of balls	Set the time (1-90 mins)
		Set the number of balls (1~999)
	Frequency	Set the output frequency 1-40(30-90 balls per min)
	Velocity	Set the velocity of output (01-99)
	Spinning	Set the spinning (01-59)
	Elevation	Set the elevation (01-28)
	Direction	Set the direction of ball Use up and down keys to set it (1-9)
	Save	To save the parameters in the custom setting mode
	Delete	To save the parameters in the custom setting mode
	Power-saving	Power-saving (30~999, 999 to turn power-saving off)
	Pause in game mode	Pause time between routes in game mode (0~8 seconds)
	Pause time	Pause time between minutes (0~8 seconds)

Interface Icon Description and Operation Tips

	Level	The system offers 5 different difficulty levels
	Show parameters	To show the parameters including the number of ball, elevation, direction, spinning, velocity and frequency

FCC WARNING

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

To maintain compliance with FCC's RF Exposure guidelines, This equipment should be installed and operated with minimum 20cm distance between the radiator and your body: Use only the supplied antenna.