



spinfire



Pro 2 Manual

BEFORE FIRST USE

To protect the machine in transport, the internal pivot plate may have been secured to prevent it from moving. Please remove any cable ties or bolts prior to turning the machine on. You can locate these by following the ribbon tied to the transport handle back to its location. If there is no ribbon, then these may have been removed by the distributor on your behalf.

There is also a master power switch under the machine which is turned off for transport. This will need to be turned on before you can power on the machine.

ASSEMBLY

To assemble your machine, first simply remove it from the box. To do this, start by removing the hopper, followed by the machine. You can safely pick up the machine by placing one hand inside the mouth at the front and using the handle located at the rear of the machine above the control panel.

You should find this manual, a charger, remote and the carousel in the box. The carousel is the white 5 fingered device which stirs the balls when they are sitting in the hopper. You need to attach this to the top of the machine on the rod, noting the flat side of the rod needs to align with the hole in the carousel. If you cannot insert the carousel due to an obstruction, you may need to turn the machine on and rotate the rod to find a suitable location to attach the carousel. You can do this by pressing the **Feed Start/Pause** button. It is also possible that the carousel may already be attached when you receive your machine, so nothing will need to be done.

You can attach the hopper either upright for play mode, or upside down for portability/storage (note you can remove the carousel too if you need to). To attach the hopper, simply align it correctly and then push down on it until it locks into place.



Hopper upside down for portability/storage

Packaging

We recommend you keep your box in case you need to ship your machine back to the supplier at a future point in time.

CHARGING

The machine should arrive to you fully charged, however, if you have time, we encourage you to charge the machine before its first use. To charge the machine, simply plug the charger into the charger jack on the rear of the machine (swivel the jack cover to expose it) and plug the other end into a wall socket. There is a light on the charger which will be red when charging and green when complete. Make sure that the machine you have purchased has a charger which is suitable for your country's power voltage.

Your machine should be charged at least once per month, even if it has not been used. This will increase the life of the battery.

Standard Charger

Your machine comes with a standard charger which charges the machine safely in 11 hours. This charger is the safest charger to use for your machine and will provide the longest battery life. It is also a "smart" charger, meaning it will not damage your battery if left on for long periods of time. However, as a precautionary measure, we recommend you unplug the charger once charging is complete.

Optional Fast Charger

The fast charger can charge your machine in 4 hours and also has the added benefit of allowing you to plug the machine in while playing with it on court. This means you will have unlimited play time while using your machine and is very similar to running your machine off AC. Please note though that the battery must have at least a small amount of charge in it before plugging in the fast charger if you wish to use it while playing with the machine. The fast charger will not be able to give you extra time if plugged in when the battery is completely flat.

Whilst this charger can charge your machine much faster than the standard charger, it cannot be left on for more than 24 hours without damaging your battery. Always remove this charger once the machine is charged and never leave it on for more than 24 hours.

CUSTOMER CARE

Caution

This machine was designed to be used on a tennis court and in no other circumstances. Only tennis balls must be used, no other balls should be ejected from the machine. Never stand in front of the machine unless you are on the other side of the net (more than 7 metres (8 yards) away). Even when the machine is paused, never stand in front of it as balls can eject at any time. Children should be supervised at all times and taught never to stand in front of the machine.

Do not use the machine in rain and avoid using wet balls. We recommend the use of pressureless balls to give your machine the best performance. Using a combination of new and old balls will give inconsistent results.

Maintenance

You can vacuum out the inside of your machine to remove ball fluff. The outside of the machine can be wiped down with a mild detergent, however, please be careful not to get water inside the machine. The throwing wheels should be wiped down after every use to prevent any buildup of residue from the balls.

Storage

We recommend that your machine is stored inside/under cover and preferably in a Spinfire cover to protect it from debris. Do not leave your machine on court even with the protection of a cover as heavy rain may damage your machine.

TRANSPORTATION

To transport the machine, simply slide out the handle at the front of the machine (underneath). Lift the machine by the handle until it rests on the rear wheels. Make sure that the machine is tilted enough not to drag the bottom of the machine. Simply pull the machine to your destination. Never move the machine while it is on.



To transport in your car, you may need to remove the carousel. The machine can lie on its side, although wherever possible we recommend storing it upright.

The machine weighs 24 kg (50lbs) and should be lifted carefully with the use of the handles. We recommend removing the hopper before lifting the machine and gripping it by the top of the mouth and the handle at the rear (above the control panel).

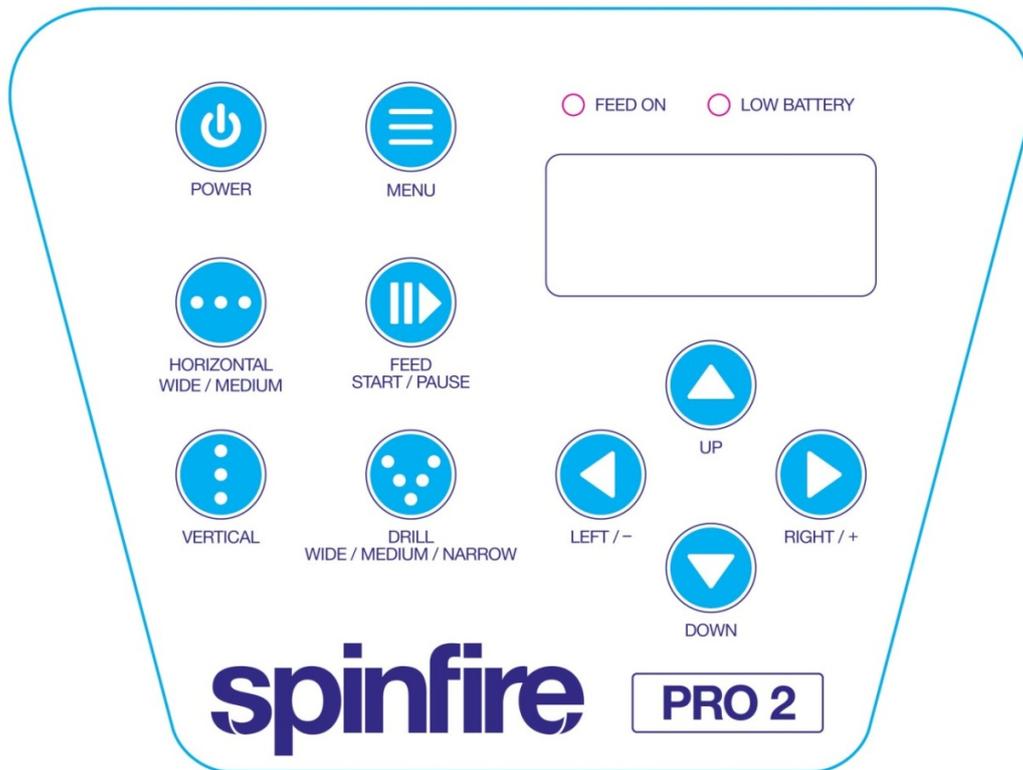
To assist with transporting your machine, you can purchase a Spinfire Carry Case which has handles and pockets for storing your charger, remote control and accessories.



USAGE

The machine should be placed on the baseline of the court, preferably in the centre, however you can place it in varying locations if you wish (note features like oscillation may not work as well when the machine is not positioned in the centre).

CONTROL PANEL



Power:

Press this button to start the machine (hold it for 3 seconds). **Please note** that there is a main power switch underneath the machine. Please make sure this is on before operating your machine. The main power switch should be switched off when transporting or storing the machine.

Menu:

To adjust the *interval*, *ball speed*, or *spin* 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 3 top menu items by using the **up** and **down** buttons. You can adjust the settings of each item by pressing the **left** and **right** buttons. Note: you cannot adjust the *elevation* from within the menu. Once you have finished making your adjustments, press the **menu** button again to complete your selection.

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 2-3 seconds). The maximum interval during the “2 line drill - wide” setting is 15. 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).

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.

Elevation:

By pressing the **up** and **down** buttons you can adjust the level of elevation. It can be set from 0 – 200 with the highest elevation being 200 (use this setting for lobs). Note: you can only adjust the *elevation* when the menu is not flashing.

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.

Vertical Oscillation:

Once pressed, the machine will internally oscillate up and down approximately 4 degrees causing the depth of each ball to vary. Press this button again to cancel the *vertical oscillation*.

Horizontal Oscillation:

Once pressed, the machine will internally oscillate from side to side in its **wide** setting, firing balls to any horizontal angle on the court randomly (within the singles lines). Press this button a second time to enter the **medium** setting which provides the same random feature with less width (making it easier). Press this button a 3rd time to cancel the *horizontal oscillation* and the machine will automatically return to the centre of the court. Once you press this button, a message will display on the LCD to let you know whether you are in **wide, medium** or **off** mode.

2 Line Drill:

By pressing this button once you will enter the *2 line drill wide* mode which will alternate between hitting you a wide forehand then a wide backhand. If you press it again, you will enter the *2 line drill medium* mode which alternates between a medium forehand

and a medium backhand (easier). Pressing the button a 3rd time will enter the *2 line drill narrow* mode which alternates between a narrow forehand and narrow backhand (easiest). Press this button a 4th time to turn off the *2 line drill*. Note that the maximum interval setting when using the “*2 line drill – wide*” is 15, it can be set up to 20 for the “*2 line drill – narrow and medium*”

Feed On:

When illuminated, the machine is currently feeding balls (ie, more caution should be used when standing in front of the machine). If no balls are fired from the machine for approximately 30 seconds, the feeder will pause as a safety precaution.

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 **every** use and if possible the battery should not be left on charge for more than 24 hours.

Charger:

Plug the charger provided into the jack on the rear of your machine (swivel the black cover to uncover the jack) and the other end into a power outlet to start the charging of your machine. Please observe the light on the charger to determine when your machine is fully charged. The light will be red when it is charging and green when charging is complete.

REMOTE CONTROL

The remote control has been designed to be as small as possible to fit easily into your pocket. To achieve this, the labels on the buttons have been abbreviated. Please use the below reference to understand the buttons:

UP	Elevation Up
DO	Elevation Down
HO	Horizontal Oscillation (1 = wide, 2 = medium, 3 = off)
VE	Vertical Oscillation
DR	2 line drill (1 = wide, 2 = medium, 3 = narrow, 4 = off).
FE	Feed on/off
L	Swivel Left
R	Swivel Right
PA	Pause – conserves battery

The remote control uses a radio frequency of 433Mhz to communicate with the machine. It has been designed to work from a range that easily extends the length of a tennis court. If you are experiencing issues with the range of your remote, please try replacing the battery. The battery size is A23. The main cause of range issues (other than battery) is interference from other radio frequencies in the area. If you are able to try another public court at the facility, you may find improved results. Please also be careful to gently extend the remote control aerial as this can easily be damaged.

EXAMPLE SETTINGS

When first using your machine, it can take a while to get use to the settings. By adjusting one setting, you may find you need to adjust others to compensate. We recommend reducing the *interval* setting while you are experimenting. You can speed it back up again once you have found the settings that you like. To help get you started, here are some example settings that you might like (please note, you may need to adjust them slightly to suit your machine).

With your machine placed just behind the base line in the centre, please enter the four settings of your choice into your control panel:

	Interval	Speed	Spin	Elevation
Beginner topspin	9	10	+2	55
Beginner flat	9	8	0	64
Beginner slice	9	9	-3	68
Beginner lob	13	6	0	150
Intermediate topspin	13	14	+4	50
Intermediate flat	13	12	0	30
Intermediate slice	13	15	-5	16
Intermediate lob	13	9	+2	200
Advanced topspin	16	18	+6	47
Advanced flat	13	18	0	10
Advanced slice	16	18	-6	47
Advanced lob	13	12	-3	200

TENNIS BALLS

Your machine can hold 200 balls. Whilst the hopper can possibly take a larger quantity than this, we recommend you restrict it to 200 balls, which puts less weight on the carousel motor.

We strongly recommend the use of pressureless balls, preferably from a reputable brand. Balls can contain an oily coating in the felt which can cause damage to the throwing wheels rendering them useless. Please choose carefully when determining which balls to use in your machine. We endorse Spinfire Juice, Tretorn Micro X & Babolat Academy balls which have been thoroughly tested with this machine.

TROUBLESHOOTING

Machine won't turn on

Please check that the master switch has been turned on under the machine and that you are holding the on button for at least 5 seconds.

Machine fails to initialize (VCAL or HCAL error)

If you experience a failure when turning on your machine, please check for a ball jam (remove if one exists) and then try pressing the “reset” switch under your machine (next to the master power switch). If you feel the reset switch “click”, then this will most likely resolve the issue. If it does not click, then there may be a problem with an infrared sensor inside your machine. As a short term fix, please try the following steps to start your machine:

1. Make sure your machine is turned off (you may need to use the master switch under your machine).
2. Manually move the internal mechanism of your machine to the **lowest** possible elevation and to the **centre** of the opening.
3. With the master switch on, hold both the **power** and **menu** buttons at the same time for 5 seconds to turn on your machine. The LCD should display a message to let you know you have entered “manual mode”.

If this resolves your problem, then you can continue to use your machine this way until a permanent solution can be obtained from your Spinfire dealer. Please note that this solution relies on you performing step 2 above correctly. If you do not set the machine to the correct position before turning on the machine, you will find that the calibration may be off target. You will either need to turn the machine off to try again, or physically point your machine in a direction that will achieve the desired results.

The solution above is only a short term fix. Whilst you can continue to use your machine indefinitely with the above solution, you may want to resolve the sensor issue. To do this, please contact your local Spinfire dealer to discuss the problem you are experiencing. If possible, please create a short video showing the problem which can be emailed to your dealer. To create the necessary video, please follow these steps:

1. Turn your machine off and empty all of the balls. Please make sure there are no balls stuck behind the throwing wheels.
2. Manually raise the elevation of your machine to approximately half way up.
3. You are now ready to start filming. While filming the **front** of the machine, please turn it on. The Spinfire Pro 2 should lower the elevation and then move to the side (if standing in front of the machine, it will move to the right). After this it will return to the centre and then raise the elevation to the level set on the control panel (if elevation is set to zero then no elevation will occur). Given that you are experiencing a problem, we

expect this sequence to fail at some point and this video will help to assist us in locating where.

4. Once you notice it fails to complete the described sequence, please walk behind the machine and film the LCD panel so that we can see the message that is displayed on the screen.

With this video, we should be able to assist you quickly with the repair of your machine. However, you may continue to use your machine in manual mode while you are waiting for us to assist you with this solution.

Ball Jams

If you find that a ball gets stuck behind the two throwing wheels, the machine may shut down to prevent damage to the circuit board. Please turn the machine off at the master switch under the machine, remove the carousel and clear the ball jam. Once the machine is clear again, please check the reset switch next to the master switch on the base of the machine. If the switch is solid, please press it, then turn on the master switch and turn your machine back on.

If you find that the throwing wheels don't turn, it is because the reset switch under the machine has not been pressed. Once pressed the wheels will start turning again.

If you are finding regular jamming, please consider the tennis balls that you are using. We strongly recommend the use of Spinfire Juice, Tretorn Micro X or Babolat Academy balls as we have found these to be the most trouble free. Old balls and less expensive balls are more prone to jamming and could be the cause of your problem.

Throwing wheels aren't spinning

Please see the heading "Ball Jams" for information on how to resolve this.

Balls inside the machine

If you find balls inside your machine, please do not attempt to retrieve them while the machine is on. Turn your machine off at the control panel and then at the master switch under the machine. Manually swivel the internal firing mechanism to either side to allow access so that you can reach inside and retrieve the ball(s).

Balls don't feed fast enough

It is possible to adjust the feed speed of this machine. If you are finding that interval "20" is not fast enough to suit your practice sessions, please contact your dealer for step by step instructions on how to adjust this.

WARRANTY

Should any part (excluding the battery) fail due to defective workmanship or faulty materials within the warranty period, Spinfire or its distributor will repair or, (at distributors option), replace the defective part free of charge. The warranty period is country specific, please contact the Spinfire distributor in your country or the place of purchase for details. The battery is warranted for 6 months from the date of purchase.

Warranty Administration

Warranty is administered by your country's authorized Spinfire distributor. Please visit our website www.spinfiresport.com/distributors.html for the contact details of your country's Spinfire distributor.

To ensure speedy processing of your warranty service claim, ensure that you inform us of all specific details about your machine including the serial number & model as well as a detailed description of the fault. Any videos you can provide us are considered very helpful.

Not Covered

Exposure of the ball machine to the elements should be minimized. Upon completion of play, please store the machine under cover. Damage caused to your machine from being exposed to the elements is not covered under warranty.

This warranty does not cover the purchaser or any other person for damage, malfunction or loss due to the following:

- Lack of maintenance, abuse, neglect, misuse, accident or improper usage of this appliance.
- Scratches, dents, corrosion or general wear & tear on the machine.
- Exposure to the elements, insects, weather or hail.
- Unauthorized repairs during the warranty period.
- Acts of God.
- Use on power voltages other than that specified for your machine.

Servicing of this nature is chargeable.

Under no circumstances will Spinfire or their authorized distributors be liable to the Customer or any other person for incidental or consequential damages of any nature, including but not limited to, damage for personal injury or damages to property.

Conditions of Warranty

1. The machine is to be delivered to the Spinfire distributor's service department or authorized service agent and freight charges both ways

- are paid by the owner. No liability is accepted for loss or damage during transit.
2. The machine must always be operated and maintained in accordance with the instructions supplied.
 3. No alterations or repairs have been carried out without obtaining the distributors prior consent. Such repair or any replacement does not extend the warranty period.
 4. Proof of purchase must be provided to verify purchase date and establish the warranty period. Only the original purchaser is covered under this warranty.
 5. The warranty period is calculated from the date of purchase only.
 6. Where this warranty is inconsistent with any state laws, the statutory rights of the purchaser shall prevail.
 7. Parts installed from other manufacturers' products will void this warranty.