



spinfire



Pro 2 Manual

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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 prior to turning the machine on. You can locate these by following the ribbons tied to the transport handle back to their locations. If there are no ribbons, then these may have been removed by the distributor on your behalf.

There is also a 3 position 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. The 3 positions are:

- 0 Off
- I Internal Battery
- II External Battery or AC Adaptor

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. If you have ordered an external battery, AC adaptor or fast charger, they may also be 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. Never bend the wire which floats above the drop hole, as this can result in ball jams. 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.

BATTERY AND CHARGING

Your machine should last between 3-8 hours, depending on the settings you are using.

The machine should arrive to you fully charged, however, if you have time, we encourage you to charge the machine before its first use.

Internal Battery

If you have an internal battery, 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. Any master switch position will work.

External Battery

If you've ordered your machine with an external battery, you have the advantage of easily charging the battery separately from the machine (your machine is also 6 kg lighter than internal battery machines). Your external battery has two plugs, one for connecting to the machine (male) and the other is for connecting to the charger (female).



Your battery should be charged at least once per month, even if it has not been used. This will maintain 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.

The charger has a red light when charging and a green light when charging is complete. If after 11 or more hours, your charger light does not turn green,

please disconnect the charger and turn on your machine. If the battery bar indicator shows 4 bars, then your machine is charged and ready to play. You do not need to worry about the light on the charger.

Optional Fast Charger

The fast charger can charge your machine in 4 hours and also has the added benefit of allowing you to charge your battery while playing with the machine 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.

The fast charger is 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. If after 4 or more hours, your charger light does not turn green, please disconnect the charger and turn on your machine. If the battery bar indicator shows 4 bars, then your machine is charged and ready to play. You do not need to worry about the light on the charger.

AC ADAPTOR

The AC Adaptor is an optional accessory, but it can be used as your primary power source (you can order a machine without any internal or external battery). Simply plug the AC Adaptor into your machine and turn the master switch to position II.

Note, if you do have an internal battery, the AC Adaptor can still be used. It will not damage the internal battery.

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 meters (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.

Due to vibrations, the screws in the control panel and on the base of the machine can become loose over time, so please check these regularly and tighten them if required. If you do need to purchase replacement control panel screws from the local hardware store, they are 304 Stainless Steel Phillips Head screws, M4 x 10mm with a 9mm head diameter. You can contact your local distributor for spares if you need them.

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. Do not store your machine in direct sunlight and always keep it upright.

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. Please make sure the machine is always kept upright. Laying it on its side can cause internal damage and void your warranty. Do not store the machine in your car when external temperatures exceed 30 degrees Celsius (86 degrees Fahrenheit). The machine weighs 24 kg (50lbs) (or 18 kg (40lbs) with an external battery) 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).

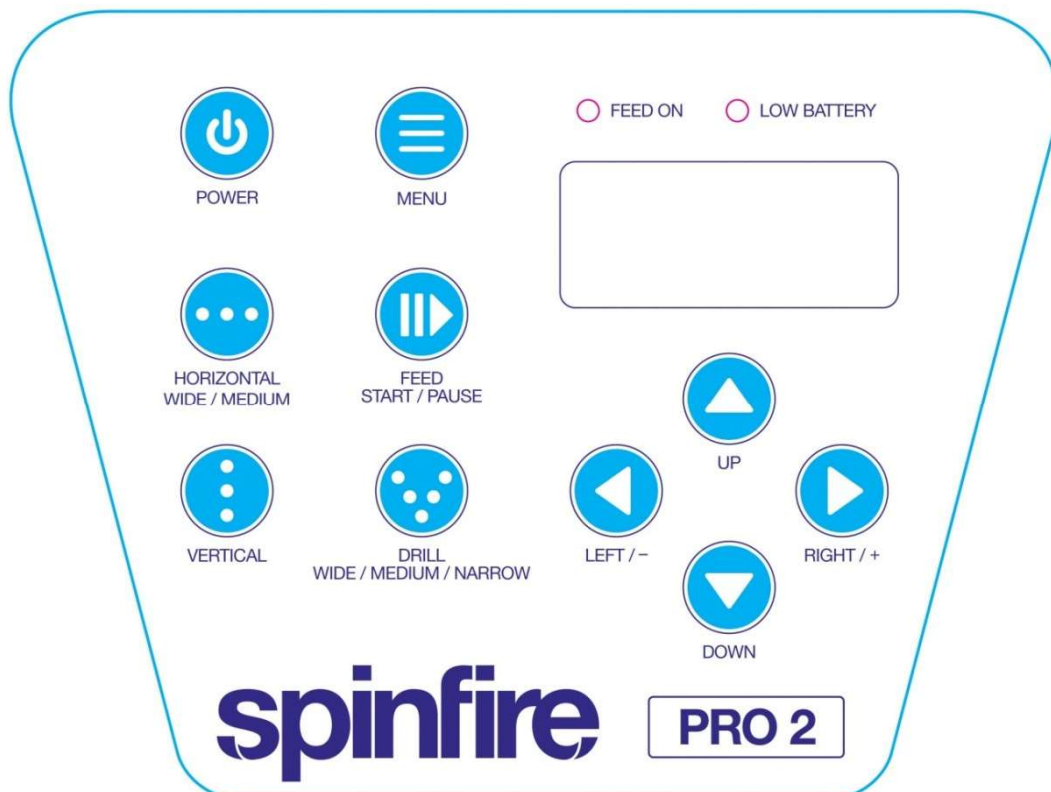
To assist with transporting your machine, you can purchase a Spinfire Carry Case which has handles and pockets for storing your charger, remote control and accessories.



USAGE

The machine should be placed on the baseline of the court, preferably in the center, 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 center). Please add the balls into the hopper before you begin, do not add them while the carousel is turning as this can cause ball jams. The maximum capacity is 200 balls. Please do not overfill the hopper as the excess weight can damage the feeder motor.

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 (I = internal battery, II = external battery or AC Adaptor). 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*.

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

Horizontal 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 center 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. This safety feature can be turned off if required, please see the troubleshooting section.

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.

REMOTE CONTROL

The remote control has been designed to be as small as possible to fit easily into your pocket.



| | |
|-------------------|--|
| FEED | Feed on/off |
| SLEEP | Sleep mode to conserve battery while collecting balls |
| UP | Elevation Up |
| DOWN | Elevation Down |
| LEFT | Swivel Left |
| RIGHT | Swivel Right |
| RESET | Cancels oscillations (horizontal, vertical & 2 line drill) |
| INTERVAL | Increase or decrease the frequency of deliveries |
| SPEED | Increase or decrease the speed of deliveries |
| SPIN | Increase or decrease the spin level |
| HORIZONTAL | Horizontal Oscillation (1 = wide, 2 = medium, 3 = off) |
| VERTICAL | Vertical Oscillation |
| DRILL | 2 line drill (1 = wide, 2 = medium, 3 = narrow, 4 = off). |

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 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.

EXAMPLE SETTINGS

When first using your machine, it can take a while to get used 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 will most likely need to adjust them slightly to suit your machine).

With your machine placed just behind the base line in the center, 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 |
| I/mediate 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 |

*Settings may vary slightly between machines, please alter accordingly.

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 recommend the use of Spinfire Juice balls or a brand thoroughly tested and recommended by your distributor (we do not recommend mixing brands).

Pressureless balls will also allow your machine to perform at its best. Each ball will have a consistent bounce allowing you to consistently hit the spots on the court that you want. Normal pressurized balls go flat quickly when used in conjunction with a ball machine.

Low Compression Balls

Our machine can handle both orange (stage 2) and green (stage 3) low compression balls. It cannot work with red (stage 1) balls due to their larger size.

HIDDEN FEATURES

Manual Mode

If you experience any alignment (eg, shooting too far to the right) or initialization (HCAL or VCAL errors) issues, it is likely you can resolve them by starting the machine in manual mode. To do this, please follow these 3 steps:

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 **center** 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.

30 Second Safety (Feeder)

By default, your feeder is designed to turn off automatically after 30 seconds if no balls are fired. This is to prevent balls firing unexpectedly at the user. However, sometimes this feature can cause the feeder to stop, even when balls are firing. The solution is to simply disable this feature, which you can do by following these steps:

1. Start with your machine off
2. Turn it on by pressing “power” and “down” simultaneously
3. You can now toggle this setting by pressing “up”.
4. Press “menu” to save the new setting.

Your machine will remember this setting for all future uses (until changed again).

Feeder Speed Calibration

Your machine should be able to fire one ball every 2 seconds at the fastest interval. If you feel that it is not calibrated correctly, you can recalibrate it by following these steps:

1. Start with the machine turned off
2. Turn it on by pressing “power” and “up” at the same time for 3-5 seconds.
3. You will see a screen showing "Interval 20" and "Feed Base 50" (settings may vary).
4. You can adjust the feed base from 20 (slower) to 120 (faster) to change the default speed when the interval is set to 20 (the ideal setting is 30 balls per minute – one carousel revolution in 10 seconds).

5. To save the new setting, simply press "menu".
6. Once saved, you can turn off the machine with the power button (then turn it back on again).

Warning, if you increase this base speed too much, the throwing wheels will not be able to recover quickly enough before a 2nd ball is fired when the interval is at 20. This can cause speed problems and also issues with your 2 line drill WIDE settings. Please only alter this setting if it is necessary and consult your dealer if you are unsure.

Slower Interval Mode

A second interval mode has been added which will allow you to achieve much longer interval settings should you wish to activate it. To do so, simply turn on the machine by pressing "power + right". You will then see a menu where you can make "Interval mode 2" the default. Once activated, the feeder will spin at a faster speed, it will recognize when balls are fired and it will pause after each ball is fired. The length of the pause will vary depending on the interval setting selected by the user. The maximum interval setting on 2 line drill wide is 17 for this 2nd interval mode.

Paddle Software

Paddle software (used in Spain and countries where Paddle Tennis is played) can now be activated by simply pressing POWER + DOWN + RIGHT when turning on the machine. Once activated, a 2nd vertical oscillation is added, ranging from 70 to 190.

TROUBLESHOOTING

Machine won't turn on

Please check that the master switch has been turned on under the machine (I = internal battery, II = external battery or AC adaptor) and that you are holding the on button for at least 5 seconds. If it still won't turn on, please try charging it for at least 1 hour before testing it again (ideally a full 11 hour charge would be desirable).

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 a sensor inside your machine. As a short term fix, please try starting your machine in "manual mode" (as described earlier in this manual under "hidden features"). You may be able to operate perfectly in manual mode.

Machine will only turn to the right

Sometimes the machine will only shoot to the right (when standing behind the machine, looking forward). It may even shoot inside the purple case.

This issue is caused by a fault with the horizontal sensor (it may simply have become unplugged through vibrations). To resolve this issue temporarily, please start your machine in “manual mode” (as described earlier in this manual under “hidden features”). You should be able to use your machine perfectly in manual mode.

Clearing 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 (never bend the wire to remove the carousel unless necessary and be sure to bend it back after you have finished) 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.

Balls are jamming too regularly

If you are finding regular jamming, please check the wire that hovers above the drop hole (the 5 fingers of the carousel pass underneath it). This wire should prevent more than one ball falling down the chute at any time. Over time, sometimes this wire bends towards the front of the machine, allowing multiple balls to drop into the hole which will cause ball jams. Simply bend this wire back towards the center of the carousel and check that it adequately prevents balls falling into the drop hole.

If this is not the issue, then please consider the tennis balls that you are using. We strongly recommend the use of Spinfire Juice which we know are trouble free. Old balls and inexpensive balls are more prone to jamming and could be the cause of your problem. Some balls can also make the throwing wheels slippery, so please check if the throwing wheels have the necessary grip to eject the balls. If you feel they are too slippery, you may need to contact your distributor for assistance (the wheels may need to be replaced).

Throwing wheels aren't spinning

Please see the heading “Clearing 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 see the "feeder speed calibration" heading earlier in this manual.

Battery does not last 3 hours

If the battery is fully charged, your machine should last a minimum of 3 hours (and can last up to 8 hours on basic settings). If you are not achieving 3 hours, it may be time to replace the battery. Please contact your local dealer for instructions on how to open the machine casing. Our batteries come with a 6 month warranty. The battery specifications are 12V, 20AH, 181.5mm (L) x 77mm (W) x 167mm (H). The weight should be approximately 6 kg and the terminal type is T3. These are a common battery and should be available locally.

The feeder keeps pausing during play

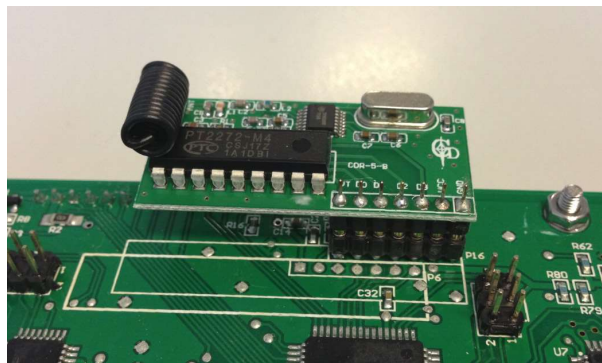
By default, your feeder is designed to turn off automatically after 30 seconds if no balls are fired. This is to prevent balls firing unexpectedly at the user. However, sometimes this feature can cause the feeder to stop, even when balls are firing. The solution is to simply disable this feature, which you can do by:

1. Start with your machine off
2. Turn it on by pressing "power" and "down" simultaneously
3. You can now toggle this setting by pressing "up".
4. Press "menu" to save the new setting.

Your machine will remember this setting for all future uses (until changed again).

The remote control does not work

Please try inserting a new battery and confirm that the remote LED is illuminating when buttons are pressed. If the machine is still not reacting to the remote, it is likely that the remote control receiver chip has fallen off the motherboard. This can happen due to vibrations over time. Please undo the 4 screws on the control panel and gently pull the control panel off the back of the machine. Check your motherboard to see if the receiver chip is still plugged in, it looks like this:



If it is not present, you may find it loose at the bottom of your machine. Please see if you can locate it and then plug it back on to the motherboard.

The two line drill will only fire to one side

In order for the two line drill to move from side to side, it needs to detect that a ball has been fired. It does this by measuring the change in electrical current. However, sometimes this current change cannot be detected. Often it is due to very slow settings or perhaps soft/flat tennis balls being used. Please try increasing the speed or using new tennis balls.

If this does not resolve the problem, please contact your local dealer and they may need to send you a replacement motherboard (which you can change yourself). Please be sure to provide your dealer with the serial number of your machine (located on the base) as they will need to make sure the software installed on the motherboard matches your machine.

Horizontal oscillation only fires to the sides, or just to one spot

Horizontal oscillation will move from side to side at a set speed. Depending on the speed/timing of the feeder, it is possible for balls to fire out in patterns (eg, one to each side, or all balls to one spot). To resolve this, simply alter the feeder speed (interval) to be faster or slower and you may find that balls fire out much more randomly.

Top or bottom wheel spins at high speed when the machine is off

If either your top or bottom wheel is spinning at high speed when your machine is turned off, you will be able to stop it by turning off the master switch under the machine. This usually happens when certain components on the motherboard have broken (can be caused by a major ball jam). The only way to repair this problem is to contact your local dealer for a replacement motherboard, or ask your local electronics expert to repair it. The components on the motherboard are Q2 (bottom) and Q3 (top) and the replacement component part number is IRFB3206.

Top or bottom wheel motor error

With the machine off and elevation at its lowest, please do the following:

- Check to see if there are any obstructions to the wheels.
- Make sure that the wheels can spin freely (try turning them by hand to see if they are rubbing on anything).
- Check the reset switch under your machine (next to the master power switch) and press it (if it doesn't click, then this was not the problem).
- Check each of the tyres on the throwing wheels to see if they are in good condition. If they get damaged, they can throw out the balance of the wheels which will cause a throwing motor error. Check to see if the tyre is coming away from the core of the wheel (see if you can pry it away on both sides).

If this does not help you, please contact your local distributor with your serial number (on the base of your machine) so that they can assist you with the repair.

Example settings in this manual don't work well for me

All of our machines are slightly different due to manufacturing tolerances and therefore the correct settings on one machine may be slightly different on another. Please try adjusting your settings a little bit until the balls are landing where you want them to.

Control panel buttons are not responding properly

Please check that your remote control is not accidentally sending signals without you knowing (try removing the battery). If this is not the case, please unscrew the 4 screws on the control panel and gently pull it outwards (wiggling it from side to side as you do). Check the flat ribbon cable to see that it is connected properly to the motherboard (try disconnecting it and blowing on it). Also check that the flat ribbon cable wasn't crimped when fixed to the machine. Carefully replace the control panel, making sure not to crimp any cables in the process. If this does not resolve your issue, please contact your local dealer for support.

The machine is not accurate or consistent enough

To achieve the most accurate results, you must use "pressureless balls" with your machine. You cannot mix brands or ball types. All balls must be identical to achieve the highest level of consistency. Factors such as wind can also reduce the accuracy.

The feeder motor is not working

The feeder motor is the motor which turns the carousel to stir the balls and feed them into the throwing wheels. The most common cause for this not working is if the cable has become unplugged from the motherboard. This can happen due to vibrations over time. Simply undo the 4 screws on your control panel and gently remove the control panel. You should find a two wire (black and red) cable hanging from the feeder motor. Please make sure it is firmly connected to the motherboard on the connector shown below:



SUBMITTING A SUPPORT REQUEST

When contacting us or any of our dealers for support, please be sure to provide us with the serial number which is located on the base of your machine.

Furthermore, any video footage you can supply showing the problem will greatly assist us in resolving your issue.

If you can hear any unusual noises, please be sure to notify us of these and where you believe they are originating from.

WARRANTY

Should any part 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 throwing wheels & battery are only 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/ 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.