

## SHOTMAKER DELUXE CONTROLS

**1) POWER:** Pushing to the '**ON**' position begins a start-up time delay period of about 10 seconds before tennis balls are thrown. When you turn the machine '**OFF**' it may take the the time delay up to 20 seconds to reset.

**2) START/STOP:** Push the '**START/STOP**' button to alternately start and stop the ball feed.

**3) ELEVATION:** Pushing the '**HIGHER**' arrow raises the ball trajectory, and pushing '**LOWER**' arrow lowers the trajectory. The elevation control automatically stops at both the highest and lowest possible trajectories.

**4) SPEED:** Push the arrow above '**FASTER**' for faster ball speeds, and the arrow below '**SLOWER**' for slower ball speeds.

**5) SPIN:** Push the arrow above '**TOPSPIN**' for more topspin, and the arrow below '**UNDERSPIN**' for more underspin. When you see two bars on the display it indicates the neutral position with no topspin or underspin.

**6) INTERVAL:** Push the arrow above '**MORE OFTEN**' for shorter time intervals between shots, and the arrow below '**LESS OFTEN**' for longer time intervals between shots.

**7) REMOTE:** Shotmaker will only accept commands from the remote transmitter when the **Remote Switch on the control panel is 'ON'**. Push the **REMOTE ON/OFF** button to alternately turn the remote on and off. The green light above the button will be lit when the remote is enabled. Shotmaker will 'beep' each time it receives a command from the remote transmitter.

### QUICK SET-UP

To use the Quick Set-up feature push the **QUICK SET-UP** button. The **BEGINNER**, **INTERMED** and **ADVANCED** buttons will flash, and no balls will be shot. Push the desired button, and the **QUICK SET-UP** feature automatically adjusts to shoot an appropriate pre-programmed shot to the middle position (D) at an suitable interval.

When you are ready, push the '**START/STOP**' button, or the '**BALL FEED**' button on the remote control. If you want something other than the pre-programmed shots, adjust the shot characteristics and/or shot positions as usual.

## DELUXE MODEL PROGRAM CONTROLS

The Deluxe model can be programmed to shoot balls in a pattern of up to six shots (**SHOT 1** thru **SHOT 6**), with each shot directed to any of five different **COURT POSITIONS (A, B, C, D, E, F, G)**, or a **RANDOM POSITION (R)**, or **OFF (- dash symbol)** .

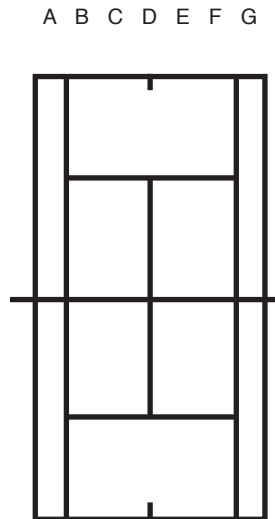
**Position A:** Deuce court out wide  
**Position B:** Deuce court center box  
**Position C:** Deuce court T-side

**Position D:** Center court

**Position E:** Ad court T-side  
**Position F:** Ad court center box  
**Position G:** Ad court out wide

**Position R:** Random

**Dash symbol (-):** Off



If a Shot Selector Switch is set to 'OFF' it will not be included in the shot pattern. It will be skipped over without causing a delay between shots. If all Shot Selector Switches are set to 'OFF', then no balls will be thrown.

If a Shot Selector Switch is set to 'RANDOM', Shotmaker will pick one of the five shot positions (A, B, C, D, E) at random.

**Example #1:** If you want Shotmaker to shoot balls only to position 'B', then set Shot 1 to 'B', and set the rest of the Shot Selector Switches to 'OFF'.

**Example #2:** If you want Shotmaker to shoot balls randomly, set Switch 'A' to 'RANDOM' and set the rest of the Shot Selector Switches to 'OFF'.

**Example #3:** If you want Shotmaker to shoot balls randomly, but you never want to move more than half the court's width between any two shots, set the switches as follows: SHOT 1 to 'RANDOM', SHOT 2 to 'C', and set the rest of the Shot Selector Switches to 'OFF'.

**Example #4:** If you want to select a four-shot pattern with the first two shots going to position 'A', the third shot to position 'E', and the fourth shot to position 'C', then set the six switches as follows: SHOT 1 to 'A', SHOT 2 to 'A', SHOT 3 to 'E', SHOT 4 to 'C', SHOT 5 to 'OFF' and SHOT 6 to 'OFF'.

**Example #5:** If you want to practice mostly wide forehand shots, but with a few random shots thrown in for variety, you might set a program as follows (if you are right-handed): Shot 1 thru Shot 4 to Position 'A', Shot 5 and Shot 6 to 'RANDOM'.

## PLAYER MODE

Set the Shotmaker at the center of the baseline. Make sure it is aligned to move evenly to both the forehand and backhand sides.

Initiate **PLAYER MODE** by pushing the **PLAYER MODE** button. The **BEGINNER**, **INTERMED** and **ADVANCED** buttons will flash, and no balls will be shot.

Push either the **BEGINNER**, **INTERMED**, or **ADVANCED** buttons, and **PLAYER MODE** automatically picks an appropriate interval, elevation, speed, and spin, then changes both the side-to-side position and the depth of shots just like you were playing someone of that ability.

Restart ball throws by pushing the **START/STOP** button or by pressing the **BALL FEED** button on the Remote Control.

The first ball thrown after pushing a **PLAYER MODE** button will be up the middle and to the deepest position. Use the first throw as a reference for making any changes you desire in the elevation, speed, or spin settings.

Any changes you make will be saved even if you turn the Shotmaker off, so the next time you practice you can resume with the same settings. Any time you press a **PLAYER MODE** button it will delete any changes and revert to the default settings.

The side-to-side position and depth of each shot are computer-programmed to simulate the shot patterns of real players.

The **BEGINNER** setting will not shoot any balls wide to the corners, but will vary the depth of shot more than will the **INTERMEDIATE** and **ADVANCED** settings.

The **INTERMEDIATE** and **ADVANCED** settings will throw balls across the entire width of the court, but more balls will be toward the center just like in a real match.

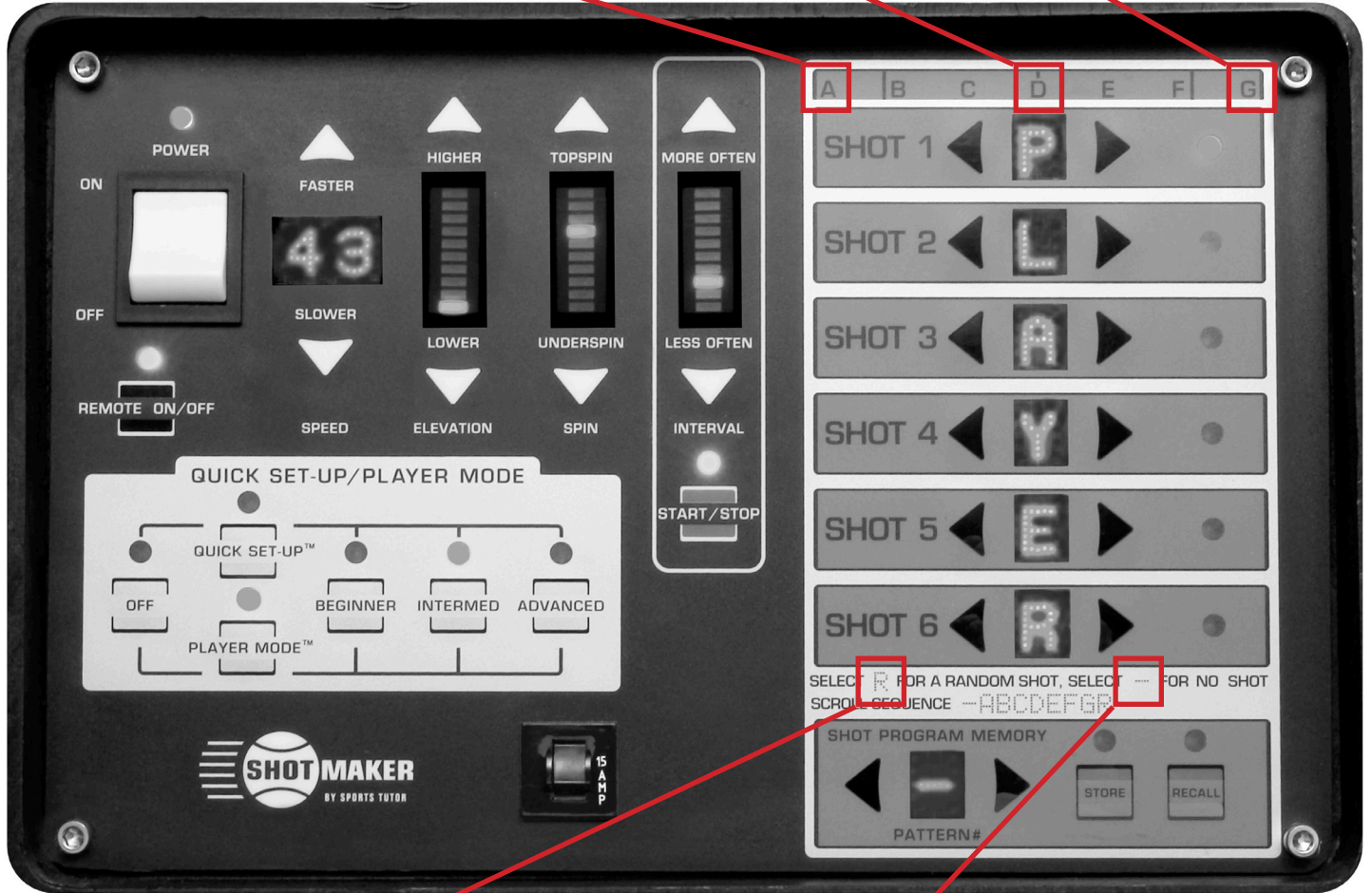
The **ADVANCED** setting has the most side-to-side variation, but the least variation in depth.

# CONTROL PANEL

A: Deuce court out wide

D: Center court

G: Ad court out wide



R: Random

- (dash symbol): No shot