PLAYMATE SMASH

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Dear Valued Customer,

Congratulations on the purchase of your new PLAYMATE Tennis Ball Machine. We have packed over 40 years of experience and dedication into the production of each and every ball machine that leaves our high-tech facility in Raleigh, North Carolina.

It is our mission to build the most durable, dependable, and player-friendly machines. Quality is assured; from the gear motors and pitching wheels, to the fully programmable control boxes and remote controls.

We hope that you enjoy your new ball machine as much as we enjoyed building it. We encourage your comments and suggestions on how we could better serve you in the future. Please feel free to contact us on our Consumer Connection Line at 1-800-776-6770.

Sincerely yours,

Alfred F. Yarur
President and CEO
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Introduction

The best way to improve your tennis game is to practice. That may sound like simple advice, but it is advice we take very seriously here at METALTEK. We believe that the best way to practice your game is to spend some quality time on the court with a ball machine. By utilizing a ball machine as a constant partner, you will be able to repeatedly attack all the shots that make up your range as a player, whether that means strengthening your weaknesses or perfecting your strengths. A ball machine is your best choice of practice partner when it comes to developing a well-rounded game.

In this age of technological development, we have tried to find a happy balance between technical complexity and ease of operation. We have worked hard to maintain the clean simple appearance of our design and the utility of our controls, while generating machines that can offer full game simulation and programmability. After only a short while with this manual you should have your new PLAYMATE up and running and be practicing the shots that you want to be practicing!
Safety Instructions

WARNING! To reduce the risk of electrical shock, fire, injury to persons, and other damage when using this product, please follow these basic safety precautions.

1. Read all instructions carefully before operating this machine.

2. To protect against the risk of electrical shock, never immerse any part of this machine in water or any other liquid.

3. Always use a grounded three-prong extension cord to supply power to this ball machine.

4. Close supervision is necessary when operating this machine near children.

5. Never walk in front of this machine when it is operating. Tennis balls leave the machine at high speeds and could cause serious injury.

6. Always stand to the side, or behind the machine when attempting to alter the settings of the various controls.

7. If it is necessary to free a jammed tennis ball, make sure that the machine is turned OFF and unplugged.

8. Always wear protective eyewear when attempting any repairs or adjustments on this machine.

9. Never attempt any repairs or adjustment on this machine when it is plugged in. Always turn the power switch OFF and unplug the power cord.

10. This machine is intended for pitching tennis balls only. Never attempt to use this machine with any other type of ball, or any foreign objects whatsoever.

11. Always make sure to turn this machine OFF when it is not in use.
Electrical Requirements

A heavy-duty grounded three-prong power cord (not included) is recommended for use with the PLAYMATE Ball Machine. All machines should be plugged into a 120V 50/60 Hz outlet (220V 50/60 Hz outlet for overseas machines equipped with transformers). If you are using an extension cord of 50 feet long or less, we recommend that you use a 16 gauge or heavier extension cord that is grounded. For longer distances, a 14 gauge grounded extension cord is recommended.
Getting Started

Your new PLAYMATE should have arrived securely packed. Make sure to inspect the machine for any damages that could have occurred during shipment. If machine is damaged please save all packing and box for inspection purposes. Inside the packing box, you should have found the owner’s manual, warranty card, and hand held remote control. If any of these are missing, please notify METALTEK immediately. Your new PLAYMATE should be ready for use in only a few minutes by completing the following easy steps.

1. **ASSEMBLING THE HANDLES** - The handles are reversed along the sides of the machine for compact shipment. To place them in their proper position, loosen the black triangular head screws until they are free. Swing the handles around 180 degrees until they are running parallel to each other behind the machine. Line up the holes and replace the triangular head screws, tightening until snug. **DO NOT OVERTIGHTEN.**

2. **SUPPLYING POWER** – Plug an extension cord into a grounded three-prong outlet of the proper ratings (see ELECTRICAL REQUIREMENTS), and attach the other end to the power cord on the left side of the machine.

3. **FILL THE HOPPER** – For consistency, we recommend that all the balls used in the machine at one time be of the same type and approximate wear. **DO NOT USE WET TENNIS BALLS.**

4. **SET THE CONTROLS** – Your machine is just about ready for use. The last thing you will need to do is set the controls to a specific program. Make sure to carefully read the OPERATING INSTRUCTIONS before attempting to use this machine.

**NOTE:** If possible, save the shipping box that your PLAYMATE arrived in. Not only will it provide a safe place for long term storage, but will also provide proper protection if it is ever necessary to ship your PLAYMATE in the future.
The SMASH control box is mounted to the back of the PLAYMATE cabinet.

**Height**
Controls overall height of the ball. Turn clockwise for a lob. Turn counterclockwise for a volley.

**Speed Control**
Sets the speed at which the balls are thrown.

**Spin**
Turn the knob clockwise for topspin. Turn the knob counterclockwise for backspin.

**Direction - Thumb Wheel and Diagram**
Work with diagram to determine placement of balls across the width of the court.

**Height**
Controls overall height of the ball. Turn clockwise for a lob. Turn counterclockwise for a volley.

**Speed Control**
Sets the speed at which the balls are thrown.

**Spin**
Turn the knob clockwise for topspin. Turn the knob counterclockwise for backspin.

**Remote/Bypass**
Toggle switch up turns the remote on; down bypasses the remote. **NOTE**: If toggle switch is down, the machine will begin to throw balls if the interval is greater than 0.

**Feed Rate**
Sets the interval at which the balls are thrown.

**Random Direction On/Off**
Toggle up - shots at random Toggle down - shots in sequence

**Direction**

**Height**

**Speed Control**

**Spin**

**Remote/Bypass**

**Feed Rate**

**Random Direction On/Off**

**NOTE**
POWER - This switch controls the power to the machine. When it is illuminated, power is being supplied.

1. FEED RATE – This knob determines how frequently the balls are pitched. Turning the knob clockwise increases the number of balls pitched to a maximum of approximately one ball per second. Turning the knob counterclockwise decreases the number of balls per minute.

2. SPEED – This knob sets the speed at which the ball is thrown. Turning this knob clockwise will increase the overall delivery speed of the ball. Turning it counterclockwise will decrease the overall speed.

3. HEIGHT - This knob controls the overall height of the ball being pitched. Turning this knob clockwise increases the height of the ball. Turning it counterclockwise decreases it.

4. DIRECTION - The direction control features seven built-in directions. The seven numbers across a base line graphically represent the direction of each of the shots from left to right on a standard double’s court. There are seven thumb wheels, labeled “1”-“7” which determine one of seven specific locations on the court. Each thumb wheel switch features any of the seven directions for your selection. To set a pattern of shots, turn each of the thumb wheel switches up or down. The letter “A” will stop the pattern and repeat the shots.

Example: To select a left and right direction only, set the first thumb wheel switch on the left to location #3, the next thumb wheel switch to location #5. Then select the letter “A” on the third thumb wheel switch in order to limit the sequence to only locations #3 and #5.

5. SPIN - This knob controls both TOP and BACKSPIN of the ball being thrown. Turning this knob clockwise will give TOPSPIN, counterclockwise BACKSPIN, if this knob is at 12:00 o’clock it will be a flat ball.

6. REMOTE – This machine is equipped with a radio remote control system. By selecting the REMOTE position toggle switch, the hand held remote becomes activated. By selecting the BYPASS position of the REMOTE toggle switch, the hand held remote becomes deactivated.

SAFETY PRECAUTION: If the machine is turned ON and the REMOTE switch is on the BYPASS position the machine will begin to throw balls.

NOTE: Any control adjustments can be made while the machine is running, provided the safety precautions are being followed.
Care and Maintenance

With proper care and maintenance, your PLAYMATE tennis ball machine should last for years and years of effortless operation. These few basic steps will help to keep your machine in great shape, and deter any future mechanical problems.

1. PERIODIC CLEANING – Over a period of use, various debris and ball fuzz will begin to build up on the interior of the ball machine cabinet. This should be cleared away periodically to avoid excessive build-up that could clog mechanical parts. Use a damp cloth to wipe down both the interior and exterior surfaces of the machine. Very gently use a dull object to help break away large clumps of debris. Never scrape at the surface of your PLAYMATE ball machine with a sharp object, or use any harsh abrasives or solvents. Loose debris can be vacuumed out of the ball machine cabinet. Never use a hose to attempt to spray debris out of the interior of the machine. Excessive water pressure can damage the sensitive electrical components, as well as increase the risk of electric shock.

   NOTE: On a regular basis, compressed air should be used to blow ball fuzz and/or debris away from the ball switch area located underneath the black feeding disk near the ball drop hole on the top of the ball machine. Ball fuzz also builds up underneath the same area which can be accessed by turning the ball machine completely upside down and blowing with compressed air. The ball feed wire that goes over and across the feeding disk should be inspected to make sure that it is perfectly straight and not bowed in any way. These maintenance steps are essential for the proper function of the ball machine as well as the safety of ball machine users.

2. STORING – When the machine is not in use, it should be stored in a proper and secure fashion. Ideally, it should be placed in a dry and clean area that offers shelter from the elements. Even though the ball machine is constructed from anti-rust aluminum, excessive exposure to wind, rain, sunlight, etc., can often interfere with the operation of the sensitive electrical components, and cause fading and/or other damage to the finish.
<table>
<thead>
<tr>
<th>PROBLEM</th>
<th>POSSIBLE CAUSE</th>
<th>APPROPRIATE ACTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Inconsistent ball speed</td>
<td>- Pitching wheels are heavily worn; the pitching surface is dirty</td>
<td>- Wheels need to be sanded and/or cleaned. Use medium grit sandpaper to restore the textured surface of the wheels.</td>
</tr>
<tr>
<td>Ball is not pitched</td>
<td>- Tennis balls and/or pitching wheels are wet</td>
<td>- Wheels and/or balls require cleaning and drying. Remove any wet balls from hopper.</td>
</tr>
<tr>
<td></td>
<td>- A ball is jammed</td>
<td>- Turn off power and remove any jammed balls.</td>
</tr>
<tr>
<td>Feeding disk does not turn</td>
<td>- Loose electrical connection</td>
<td>- Turn machine upside down; check connection of cord #3 at side of control box.</td>
</tr>
<tr>
<td></td>
<td>- Problem with the remote relay</td>
<td>- Turn REMOTE/BYPASS switch to BYPASS. If feeding disk works properly, check the remote (see remote troubleshooting below).</td>
</tr>
<tr>
<td>Balls jam repeatedly</td>
<td>- Ball feed wire is damaged or missing</td>
<td>- Inspect the position of the feed wire over the feeding disk. Make sure only one ball is allowed to enter at one time. If feed wire is missing, call METALTEK for service.</td>
</tr>
<tr>
<td>Remote does not function properly</td>
<td>- Antenna is not facing upward</td>
<td>- Reposition antenna</td>
</tr>
<tr>
<td></td>
<td>- Battery is dead</td>
<td>- Replace battery in handheld remote</td>
</tr>
<tr>
<td></td>
<td>- REMOTE/BYPASS is switched to BYPASS</td>
<td>- Set Remote switch to REMOTE (see pg.10 #2)</td>
</tr>
<tr>
<td>Pitching motors and/or Feed motor do not operate properly</td>
<td>- Loose electrical connection</td>
<td>- Turn machine upside down; check connection of cords #1 and #2 at side of control box.</td>
</tr>
</tbody>
</table>
PLAYMATE Consumer Connection

We are here during business hours to help provide technical assistance to our customers.

**Hours of Operation:** Monday - Friday
8:00am - 4:30pm (EST)

If you experience difficulty with your PLAYMATE Product, please feel free to contact us at one of the following numbers.

Toll Free (USA): 1-800-776-6770
Phone: (919) 544-0344
Fax: (919) 544-1430

Visit our website at:
www.playmatetennis.com

Or write us at:
METALTEK
455 Kitty Hawk Drive
Morrisville, NC  27560
USA

Authorized Sales & Service Center
SMASH Drill

Drill #1
Flat Groundstroke or Volley to Deuce Court then Ad Court

Set Remote Toggle Switch to REMOTE
Push Red On/Off Switch on Ball Machine to ON
Set Height Knob to 3
Set Feed Rate to 40/Ground Stroke or 50/Volley
Set Spin Knob to 0/Flat
Set Direction Thumb wheels to 3, 5, A
Set Speed Knob to 60
Set Sequence/Random Toggle to Sequence

Now walk to the other side of the court and use your remote to start your drill. When balls are depleted or you tire, turn ball feed off with remote before reloading balls.

As a variation, switch Sequence/Random to Random to receive forehand/backhand in Random.

TIP
REMEMBER TO PLACE MACHINE WHERE THE BALL WOULD COME FROM IN A MATCH. DOUBLES PLAYERS SHOULD PLACE MACHINE IN AD OR DEUCE COURT AND PLAY OPPOSITE OF MACHINE.
GOOD LUCK!
METALTEK LIMITED WARRANTY

WARRANTY COVERAGE - This warranty applies to new PLAYMATE Commercial tennis machines (ACE, SMASH, DEUCE, GENIE, GRANDSLAM, and SERVELIFT). PLAYMATE Portable Series tennis machines (VOLLEY, HALF VOLLEY) are warranted under separate warranty. This warranty covers defects in materials and workmanship for three (3) years from the date of purchase. During the warranty period, METALTEK will repair or, at its option, replace components that are determined to be defective, and shall do so at no charge. However, you must pay any applicable labor and inspection charges, and shipping charges to METALTEK. This warranty only applies to original purchasers. On PC versions of the PLAYMATE Commercial tennis machines, the handheld PC units are not warranted by METALTEK, but subject to a separate warranty by its manufacturer.

WHAT WARRANTY DOES NOT COVER - This warranty does not cover damage to the machine or any part or component thereof caused by or resulting from: misuse, abuse, accidents, acts of God (such as floods or hurricanes), normal wear and tear, failure to follow operating instructions, service or modifications by any persons other than those certified by METALTEK, and damage during shipment (all claims must be presented to the shipper within 7 days of receipt of merchandise).

TO OBTAIN SERVICE – In order to be eligible for service under this warranty, you MUST return the attached warranty registration card within ten (10) days of purchase. If something goes wrong, you can contact METALTEK directly at:

METALTEK’S PLANT:       REPAIR POLICY
455 Kitty Hawk Drive
Morrisville, NC  27560
USA
Toll Free No: (800) 776-6770

METALTEK may refer you to an Authorized Sales and Service Representative for consultation and/or inspection of the problem and to correct if possible. There may be an inspection charge for on-site inspection. You will be responsible for any labor charges and for prepayment of the costs of returning the machine or part(s) to METALTEK. Parts should be returned in a protective package to avoid in-transit damage. Such damage is not covered by this warranty.

THIS LIMITED WARRANTY IS IN LIEU OF ALL OTHER EXPRESS WARRANTIES. ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE SHALL COINCIDE IN DURATION WITH THE THREE-YEAR LIMITED WARRANTY. IN NO EVENT SHALL METALTEK BE LIABLE FOR CONSEQUENTIAL AND INCIDENTAL DAMAGES. (Note: Some states do not allow exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.) This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. No dealer has the right to modify this warranty or to make any representation or promise on behalf of METALTEK.