

# HIT TRAINER STARTING GUIDE



# INDEX

- Before starting	page 3
- Using the machine wired	page 4
- Using the machine with the battery	page 5
- The remote, basic information	page 6
- The fixed program. Changing parameters	page 7
- Other programs:	
- Vertical	page 8
- Horizontal	page 9
- Cross	page 10
- Random	page 11
- Custom program	page 12
- Top Spin and Back Spin	page 13
- Troubleshooting guide	page 14



# BEFORE STARTING

Please use only standard size balls (yellow single or double dot balls); some beginners balls are bigger than the standard size (like the blue and red dot in the picture attached). This could cause the balls to get stuck in the machine mechanisms.



## USING THE MACHINE WIRED

To use the machine wired, simply connect the wire to the power supply and set the switch to “II” position.

The machine will turn on and start heating up the balls. Balls will be heated up after 5-10 minutes.

Then you will need to turn the remote on by keeping the On/Off button pressed and you will be able to set a program.



# USING THE MACHINE WITH THE BATTERY

Before using the machine unwired, you will need to load the battery. To do so, connect the DC plug to the socket and to the machine and set the switch to “O” position. Once the battery is fully loaded (takes about 12 hours when fully empty), the light on the current transformer will turn from red to green.



Once the battery is loaded, simply disconnect the DC wire and set the switch to “I” position.

# THE REMOTE: BASIC INFO

## THE DISPLAY

- The upper part shows the ball speed of the feeding, with numbers going from 20 to 140.
- The medium part shows the program:
  - If a single dot is in the middle, the machine is in Fixed mode and the balls will be fed to the same direction.
  - If there are 2, 3 or 7 dots in the same horizontal line, it is in Horizontal Mode.
  - If there are 2 or 4 dots in the same vertical line, the machine is in Vertical Mode.
- The Lower part shows:
  - The first number is for the width of the feeding.
  - The second is for the height.
  - The third is for the frequency of feeding (1 slow – 9 fast).
  - When there is a ball shown in the fourth square, the machine is feeding.



## FIXED PROGRAM. PARAMETERS

When using the Fixed Mode Feeding, the ball is directed towards the same height, width and speed.

- Push the F button; a small dot will appear in the middle of the screen.
- Change the height and width with the arrows.
- Change the speed and frequency using the “+” and “-” buttons on the Speed and Frequency buttons.

The Fixed mode is great to practice precision shots:

- Volley drops.
- Drops.
- Drive / Crosscourt.
- Lobs.
- Return of Serve.



# VERTICAL PROGRAMS

There are two different Vertical Programs:

- One with two different heights feeding
- One with four different heights feeding.

Choose the right width, frequency and speed to adjust the feeding to your needs.

Vertical Programs are great to change from low drives to volley drives.





# HORIZONTAL PROGRAMS

There are a few Horizontal Programs:

- One with seven different widths feeding.
- One with three different widths feeding.
- Three with two different widths feeding.

Choose the right height, frequency and speed to adjust the feeding to your needs.

Horizontal Feeding is great to practice footwork along with ball precision.



# CROSS PROGRAMS

There are six different Cross Programs, where the machine changes heights and widths of a straight and a crosscourt ball sequence.

The different widths and heights are shown on the display.

Height and width are automatically selected with the cross modes, but frequency and speed can be customized.

Cross programs are great to practice a sequence of a precision shot and a shot where you need to go to the ball.



# RANDOM FEEDING

There is only one Random Program. Only Speed and Frequency can be customized.

Random Feeding is great to practice reflexes and coordination as well as fast footwork.



# CUSTOMIZED PROGRAMS

You can programme up to 28 positions.

To start programming push the Program On button for 3 seconds; the black dot in the screen will start to blink. Then press the arrows keys to select the feeding point. Press the Program On button to set that point and repeat the process.

Next time you click on Start, the machine will reproduce the Programmed situations.

To delete the points, enter the Self Program again, find the programmed points and delete them by pressing the Program Off button.



## Top Spin / Back Spin

Add Top Spin and Back Spin to your feeding by simply clicking on Top Spin and Back Spin buttons.

This will add some real features to the feeding.



# Troubleshooting guide (I)

The Hit Trainer is a very well manufactured machine. However, an eventual failure could happen as in any technological equipment.

Please take a look at this shortguide before calling your sales representative:

<b>PROBLEM</b>	<b>CAUSE – SOLUTION</b>
When using the machine with the battery (switch in I position), it does not work.	Empty battery – Check that you are loading the battery correctly and that the wires and charger work correctly.
The machine only works unwired. It does not work with the AC wire.	AC wire failure – Check the AC wire by using the wire from the DC charger to the socket.
The machine does not work; it does not charge, nor responds to any switch positions.	Fuse broken - Please change the fuse by unscrewing the fuse box and replace it.

## Troubleshooting guide (II)

<b>PROBLEM</b>	<b>CAUSE – SOLUTION</b>
The battery is not charging and there is no light green or red in the DC charger.	DC transformer failure – Make sure you are setting the switch to the “O” position while charging. Then check the wire going to the socket by replacing it with the AC wire. If it still does not work, replace the DC charger.
The machine does turn on but does not throw any balls.	Ball stuck in the wheels – Turn of the machine and spin the wheels manually in the direction that helps the ball to go from the interior of the wheels.
The machine does turn on but does not throw any balls.	Ball stuck in the ball deposit – Turn of the machine, remove all balls from the deposit and try to unblock the main ball passage.
The machine only works in the Fixed Program and no other direction parameters respond.	Sensor problem – Replace the sensor (you will receive full instructions from your sales representative)
The machine turns on but does not respond to any controls in the remote.	Mother board problem – Replace the mother board using the instructions you will get from your sales representative.

## Troubleshooting guide (III)

<b>PROBLEM</b>	<b>CAUSE – SOLUTION</b>
The machine turns on and wheels rotate, but makes a double beep and does not respond to the remote control.	Mother board problem – Replace the mother board using the instructions you will get from your sales representative.
The machine turns on and wheels rotate, but the turntable also rotates (it should only rotate after pressing “Play” on the remote.	Mother board problem – Replace the mother board using the instructions you will get from your sales representative.
The machine turns on but wheels do not rotate.	Check that the engines are working fine. If they do, mother board needs to be replaced.
The machine only works in AC mode.	Check that the battery is charging with the DC charger. The light should turn to green at some point.