

Table-Tennis-Tables.co.uk
TABLE TENNIS ROBOT
INSTRUCTION MANUAL
PP80

**Intelligent, programmable and multifunctional
table tennis robot with voice prompts**



Please read this manual before operation

Trouble shooting

Failure	Cause	Solution
Machine doesn't work	<ul style="list-style-type: none">• The number in ball counter has reached 0 and the robot is in standby mode• The plug has poor contact with the socket• The key on the control box doesn't work due to excessive shaking	<ul style="list-style-type: none">• Press the <input type="checkbox"/>start<input type="checkbox"/> key• Check the electric socket• Press the switch until the number displays• Replace the control box
Machine works, but does not release the balls	<ul style="list-style-type: none">• The poke bar in ball container is loose• The ball duct is jammed by foreign objects• There are not enough balls in the container• It takes time to transport the balls from container to shooting head	<ul style="list-style-type: none">• Fasten the poke bar• Clear away the foreign objects (see pg ??)• The amount should be 50-100 balls• Wait for a while
Pressed key failure	<ul style="list-style-type: none">• The robot doesn't work due to the improper operation of the control box• The cable connecting to the motor is loose• The thin-film switch of the control box has been broken	<ul style="list-style-type: none">• Start up again after shut-off for 3 seconds• Connect it using the original method• Replace the thin-film switch on the surface of control box
Landing spot is unstable	<ul style="list-style-type: none">• There would be dirt and wear on the top-wheel and bottom-wheel after a long time in operation• The long and short ball sequence mode is selected• The shooting head is deflected by an external force	<ul style="list-style-type: none">• Clean or replace the friction wheel• Cancel the long and short ball sequence mode• Cancel the irregular rotation mode• Restart the robot

Safety issues and regulations

1. Please read the instruction manual carefully before using the robot, and follow the instructions to operate the robot.
2. Instructive advice should be given when machine is used by children.
3. Avoid using outdoors in windy or rainy conditions.
4. Be careful when connecting and disconnecting the ball collecting net.
5. When the robot is operating, please do not open the movable door, and don't touch the shooting head or poke bar.
6. When the robot is operating, please keep away from the shooting head to avoid harm.
7. When the robot is operating, if you observe something abnormal, such as smoke coming from the machine, please stop the robot and unplug it immediately. Repair or service must be performed by a qualified repair person.
8. Some parts of the robot will heat up during the operation. Please pay attention to avoid burning yourself.
9. Please turn off and unplug the robot after use.

The company has the right to amend the description of products in this manual without and notice in advance.

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INTRODUCTION TO FUNCTIONS OF THE ROBOT

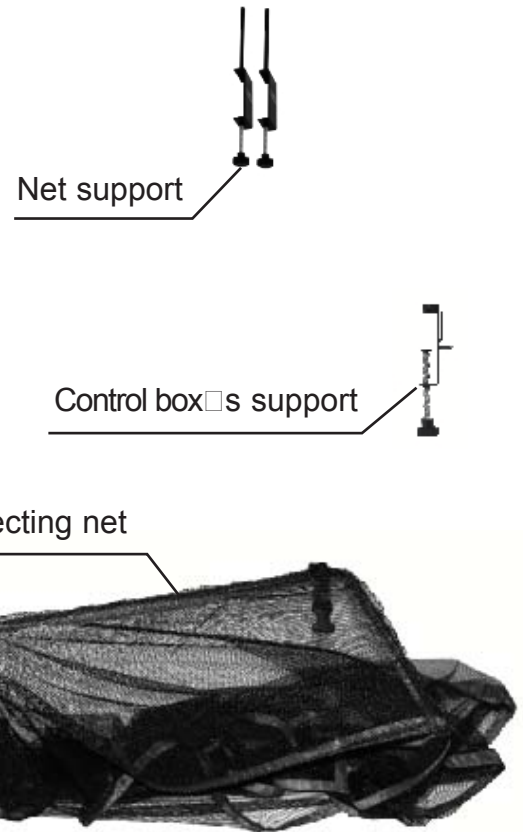
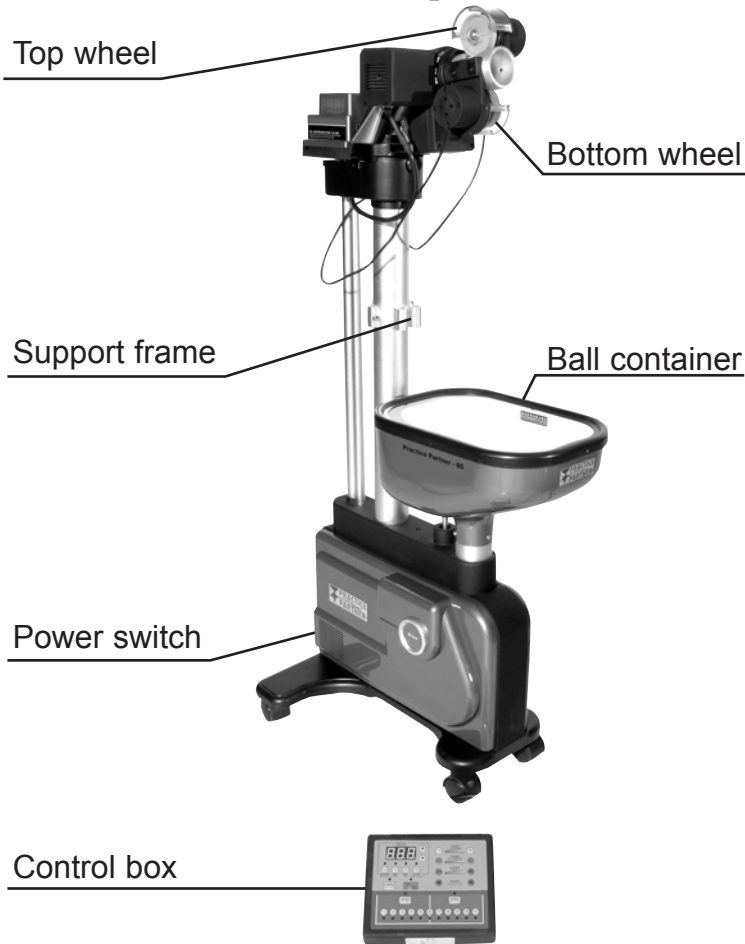
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Robot components and ball collecting net



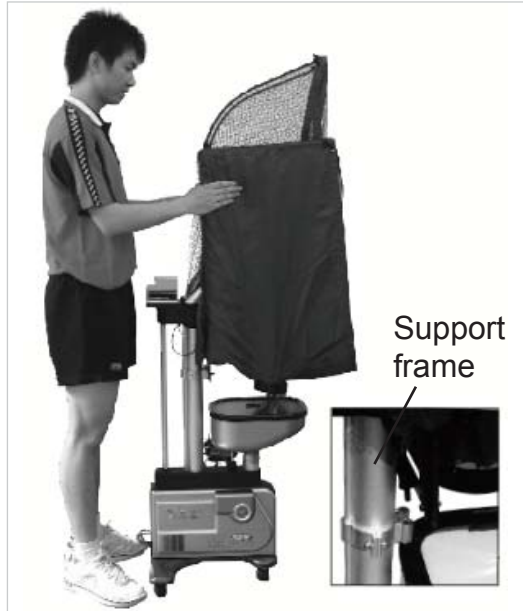
How to assemble the ball collecting net



1. First, open the lock buckles of the ball collecting net.



3. Spread out the ball collecting net with both sides.



2. Partially unfold the ball collecting net and place the square opening over the robot head. Insert the pin from the ball collecting net into the support frame of the robot.

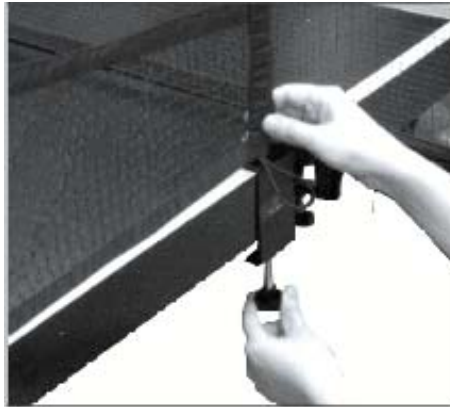


4. Put the table tennis robot close to the edge of the table. Open the wheel lock when moving the robot.

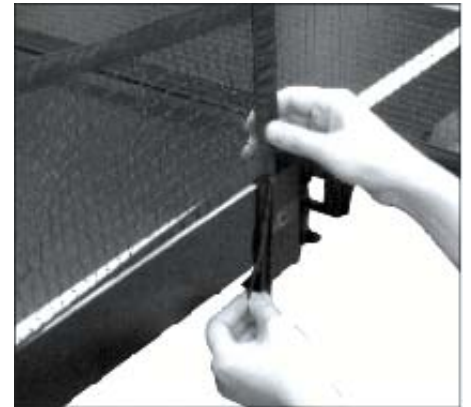
How to position the table tennis robot



5. Put both end sleeves of the ball collecting net on the net supports.



6. Clamp the net support onto both sides of the table (close to the net).



7. Pull the rubber band over the bottom of net support.



8. After training, fold back the ball collecting net in a reverse order to the original process, lock the buckles, and store it in a suitable place.



A picture of a fully installed robot.

What power supply to use



The connection between plug and socket should be perfect. Unplug the robot after finishing the exercise.



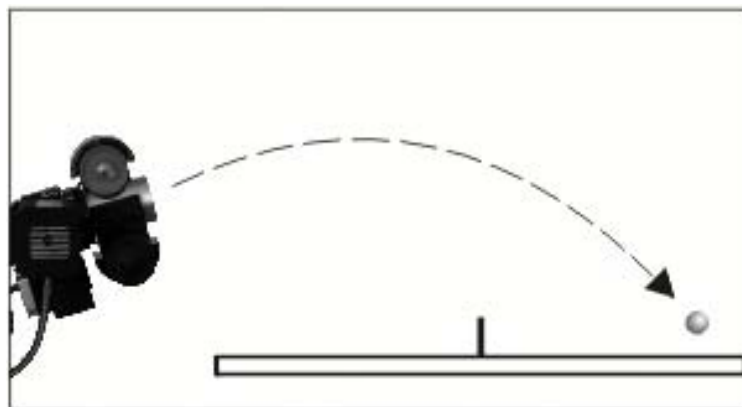
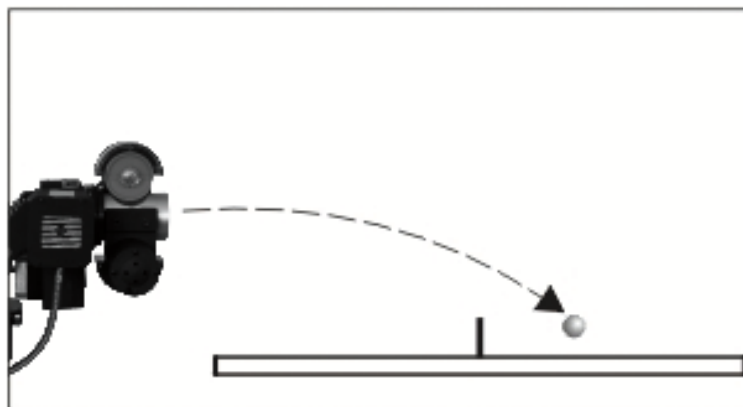
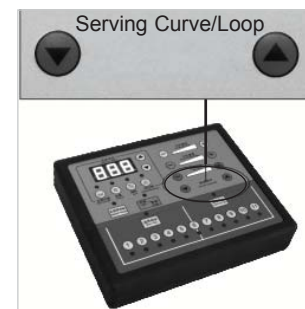
The power switch is located at the back side of the machine body. Turn the switch ☐on☐ before using the robot and turn the switch ☐off☐ after use.

Loop modulation

The level of the shooting head is related to the landing spot in left/right and front/back directions. (Under ☐various serving sequence☐ mode, the adjustment can be done after pausing the machine).

Press ☐down arrow☐ to lower the shooting head. The landing spot becomes shorter (close to the net).

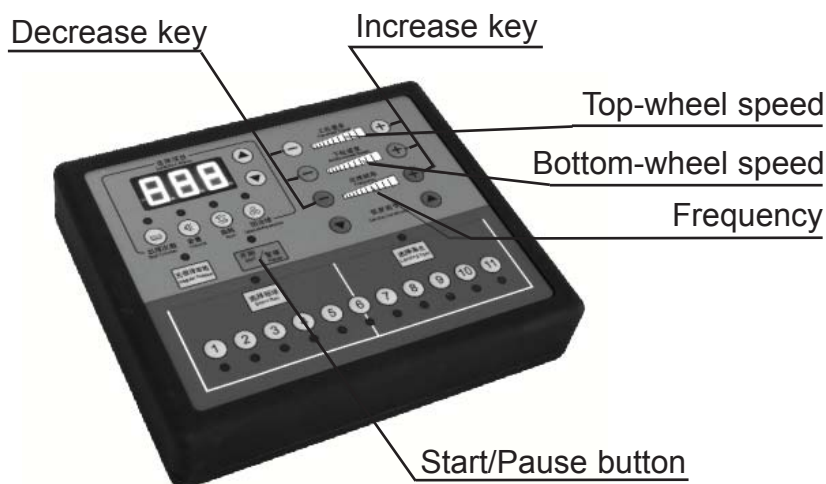
Press ☐up arrow☐ to raise the shooting head. The landing spot becomes longer (further from the net).



Speed modulation

Ball speed can be adjusted in ☐Working☐ or ☐Stand by☐ mode. The stage-level light on the control box will flash when the power is on.





If the stage doesn't need to be changed, press the start key directly to play. Otherwise, adjust the stage level by pressing the ☐Increase☐ or ☐Decrease☐ key. There are a total of 10 stages from the lowest to highest level. The top wheel and bottom wheel can work at the same time or work independently. The higher the stage being selected, the faster the ball speed will become. Basically the speed of the ball is proportional to the strength of the spin. If the stages of the two wheels are close enough, the ball would barely be spinning. The control box also has a memory function that memorises the current setting, making it capable to play with the same setting as the next time you start. Under ☐various serving sequence☐ mode, the speed keys of the top and bottom wheels are locked. You can't adjust the speed at this point.

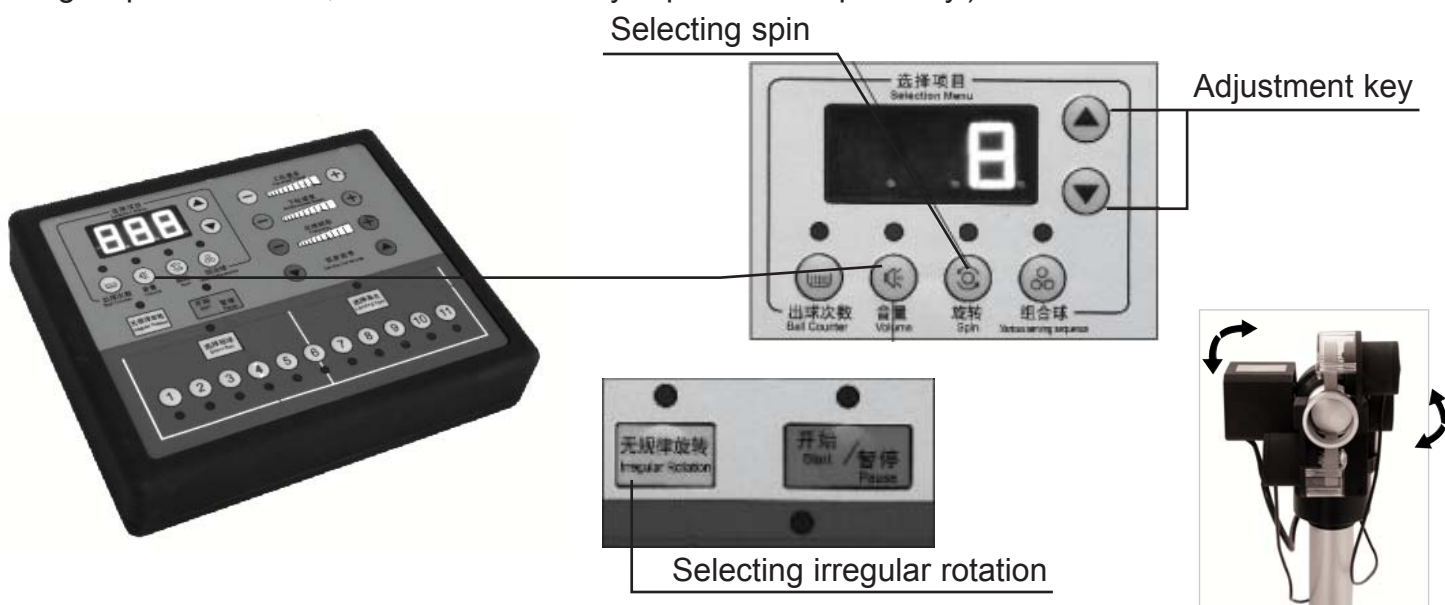


Frequency modulation





With the same modulation method as the speed, the frequency can also be adjusted by pressing the ☐Increase☐ or ☐Decrease☐ key with a total of 10 levels. The lowest stage of frequency is about 25 balls per minute and the highest stage is about 95 balls per minute.

Selecting regular spin











Press  spin button, then using the up and down arrow buttons to choose one from 9 different spins; top spin, under spin, no spin, left side spin, right side spin, left-side top spin, left-side under spin, right-side top spin and right-side under spin. The strength of spin relates to the speed of the ball. The landing spot may be affected by the curve of the shooting head and unstable voltage level, you may need to adjust the top or bottom wheel speed and curve of shooting head. (Under  irregular rotation and  various serving sequence mode, there is no effect if you press the  Spin key.)




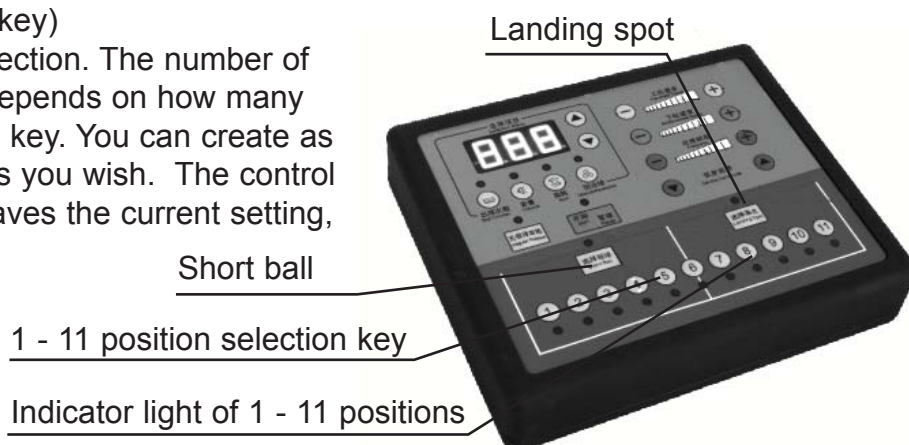
Selecting irregular rotation

Press the  irregular rotation key, the shooting head starts to rotate automatically 180° clockwise or counter clockwise and the spin of serve becomes various. (The  spin key and  various serving sequence key are locked temporarily, press the  irregular rotation key again to unlock.)

Selecting the landing spot

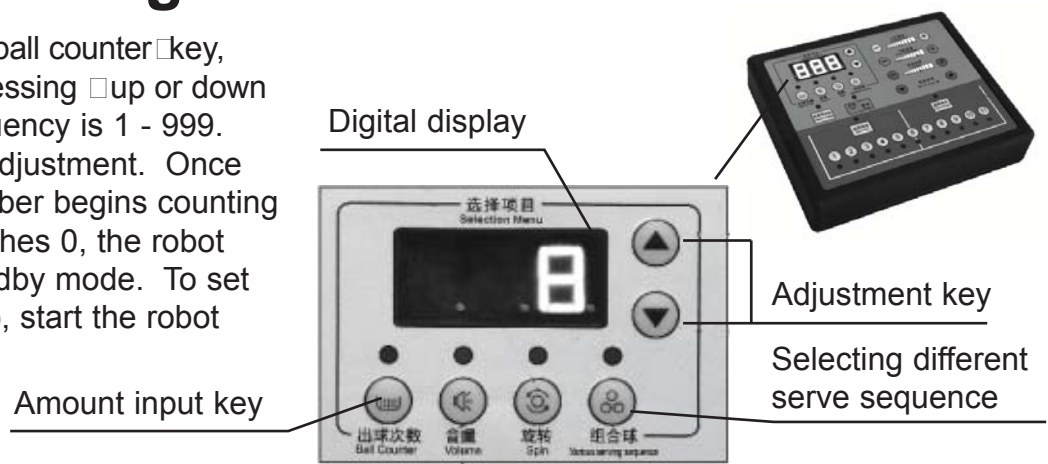
The landing spot can be selected in  standby mode. The robot can perform many different kinds of serve style, such as fixed course, alternative course in left/right direction, random course and long or short ball sequence and so on. There are 11 digit keys located at the bottom portion of control box. Those keys indicate the 11 positions of the table. The blue area indicates the whole table area from the player side. To select the landing spot, first of all press the  Landing spot key, all indicator lights of 1-11 position are turned off at this point. Now you can press either one of the spots, the light of that corresponding spot will be turned on. Press the  short ball key to make the ball shorter. Otherwise, the default serve will be long. Press the  Start key to start the robot after finishing the selection. For example, to select a fixed course with the landing spot at the #9 position, you only need to press the  9 key then start the robot. To select an alternative course that serves at the #11 position with three long balls and at the #1 position with two short balls, you can follow the above procedures, press the digit  11 key three times, then press the digit  1 key once, followed by the  short ball key, repeat this move once more (press the  1 key, followed by the  short ball key)

Press  Start after finishing this selection. The number of balls that land on the same spot depends on how many times you press the same position key. You can create as many different serve sequences as you wish. The control box has a memory function that saves the current setting, which you can use for next time.



Selecting number of balls

In **standby** mode, press the **ball counter** key, then change the number by pressing **up** or **down arrow** key. The range of frequency is 1 - 999. Hold the key for fast forward adjustment. Once the robot has started, the number begins counting down. When the number reaches 0, the robot stops and goes back into standby mode. To set the **infinite** amount (unlimited), start the robot without setting any number.

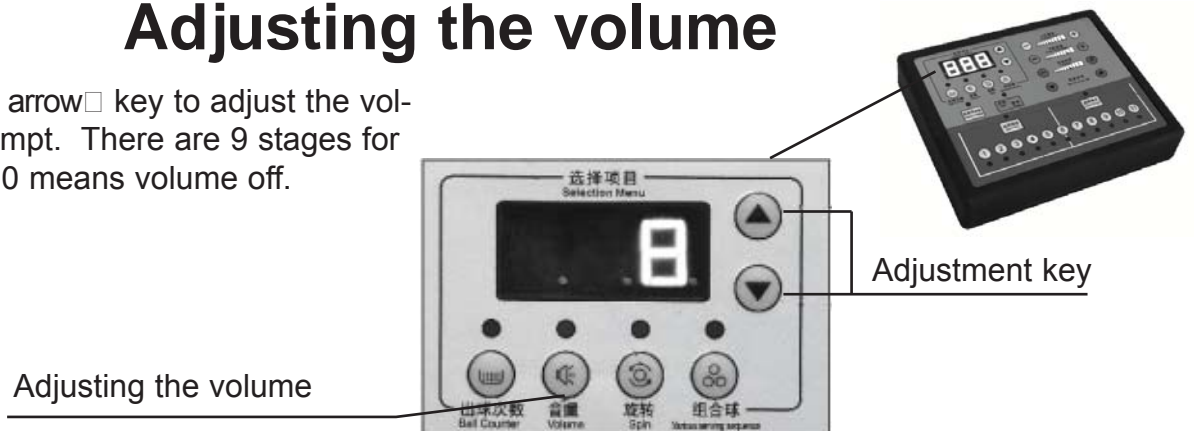


Selecting different serve sequences

In **standby** mode, press the **various serving sequence** key, then press the up or down arrow to choose one from the 30 sets of serve sequences. Press the **start** key and the robot will begin to serve automatically according to the selected sequence. In this mode, **Spin** key, **Up** and **Down** key, **Selecting landing spot** key and **Irregular rotation** key are locked temporarily. You can press the **Pause** key and select the landing spot to unlock this mode (the landing spot may be unstable due to the motor speed and the curve level of the shooting head. In this case, adjust the serve loop/curve by pressing the **serving curve/loop** key).

Adjusting the volume

Press the **up or down arrow** key to adjust the volume for the voice prompt. There are 9 stages for the volume level and 0 means volume off.



Capacity of the ball container

The ball container may contain 100 balls in 40mm size. The level of the balls in the ball container should not be higher than the label (yellow line) positioned inside. Any items other than table tennis balls should not be put into ball container. Otherwise its parts may be damaged, affecting normal operation of the robot.

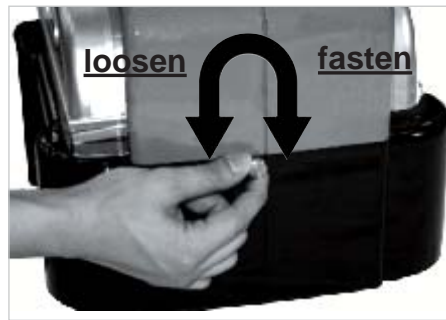


How to maintain the table tennis robot

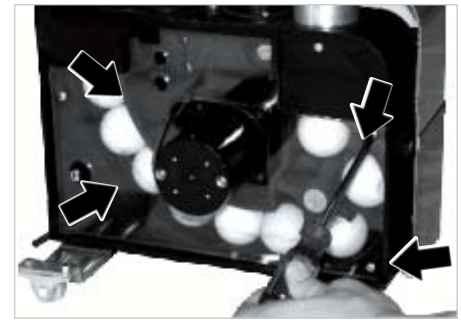
Electric component: The electric component in this product consists mainly of the base machine's circuit boards and the control box, which is the command centre of the robot. Therefore, any jolts or shakes should be avoided. The control box must be inserted into the support at the side of the table to avoid dropping and breaking. Never allow any liquid on to its surface, in order to prevent electrical leakage and/or damage to its electronic units.

Mechanical component: The mechanical component in the table tennis robot is concentrated mainly on the mechanisms for ball service and delivery. Special attention should be paid so that any foreign objects are not put into the ball container, except for the balls.

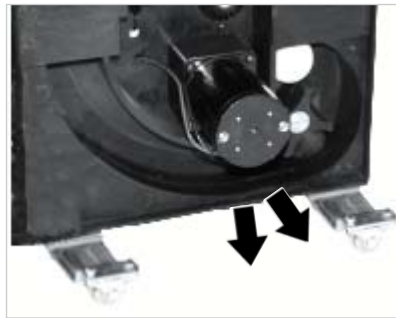
Otherwise, they would block the delivery wheel in the robot and would result in no ball delivery and may even damage the robot. There is a view window fixed at the underside of the moveable door. You can turn off the power, open the moveable door, remove the transparent guard plate, and take out any foreign objects if such things have entered, thus returning the robot to its normal operation. When the poke bar inside the ball container has been in use for a long time, it should be checked for loose screws and/or cracks, so as to prevent any trouble which would lead to poor delivery of the balls.



Loosen screws at the robots base



Loosen four screws



Take out the misplaced items



Poking bar



Under normal operation, the top and bottom wheels (friction wheels) are able to work for 5000 hours or longer. The friction wheels need to be replaced after a long time in use. When replacing the wheels, power off the robot, remove the protective cover and take out the screw from the friction wheel with a screwdriver. After replacing a new one, screw back everything properly.



Please keep the robot clean. The top and bottom wheels (friction wheels) may get dirty after long use. To ensure a quality serve, please clean the wheels regularly with a wet towel. Turn off the power before cleaning the robot. Take care when moving the shooting head, so as to prevent damage to the internal parts. During an operation or transportation, protect the robot against any strong impact or shakes.



Unplug and power off the robot after finishing your exercise.