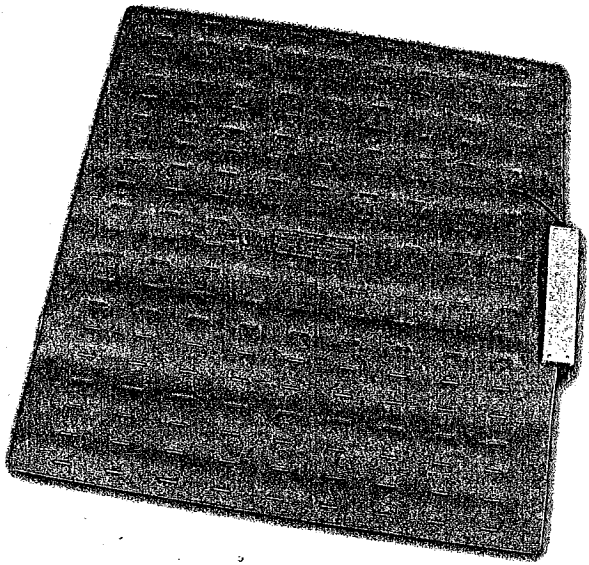


# REMOTE PAD

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## Quick Start Guide



**PLAYMATE BALL MACHINES**

455 Kitty Hawk Drive  
Morrisville, NC 27560  
USA  
(919) 544-0344  
(800) 776-6770  
www.PlaymateTennis.com



## INTRODUCTION

The **REMOTE PAD** is a simple remote control activated by a tennis player's weight. It is compatible with PLAYMATE CHAMELEON SERIES ball machines made since 2006.

## WARNINGS

- AVOID bending the REMOTE PAD.**
- DO NOT use the REMOTE PAD when it is wet.**
- ALWAYS store the REMOTE PAD indoors.**

## TURNING IT ON & OFF

To turn it on, press the power switch towards the "-" symbol.

To turn it off, press the power switch towards the "o" symbol.

When the REMOTE PAD is first turned on, a light on top blinks twice and then three times as it warms up. Do not disturb the REMOTE PAD for these first 3 seconds.

## ADJUSTING THE REACTION TIME

There's a knob on the side of the REMOTE PAD used to adjust how quickly the ball machine will react after the player leaves the REMOTE PAD. When the knob is closer to QUICK, the ball machine will react quickly to the player leaving the REMOTE PAD. As the knob is turned to higher numbers, the ball machine will give the player more time as it will take more time to react to the player leaving the REMOTE PAD.

## ACTIVATING THE REMOTE PAD

In order to use the REMOTE PAD, a player must stand with all of his weight on the green area of the REMTOE PAD for at least 2 seconds. This is done to avoid accidental activation such as if somebody simply walks across the REMOTE PAD. When the player stands with enough weight to activate the REMOTE PAD, the light on the top will turn on and stay on until that weight is removed. When the weight is removed, the light will pause the desired amount of time as set by the reaction knob next to the power switch and then blink quickly 3 times to indicate that a signal was sent to the ball machine.

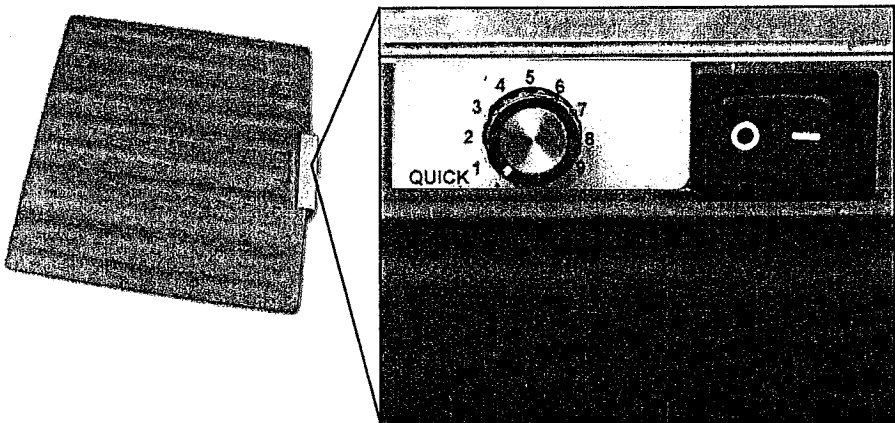
## BALL MACHINE SETUP

The ball machine must be set to REMOTE. Once activated by the REMOTE PAD, the ball machine will fire balls until the end of the program. The end of the program is designated by the first "A" in the DIRECTION or SHOT SELECTION.

## EXAMPLE SETUP

Setup the ball machine to shoot one ball; a ball that the player can hit a volley back from. Position the player on the opposite baseline in serving position as if he is going to serve to the ball machine. Place the REMOTE PAD underneath the player's feet. Tell the player to serve and run in for a volley. When the player's weight leaves the surface of the REMOTE PAD, the ball machine will be signaled to fire. If the ball from the ball machine arrives too soon, adjust the knob on the REMOTE PAD to a higher number, giving the player more time to hit the volley. If the ball is too late and the player is waiting to hit the volley too long, adjust the knob on the REMOTE PAD to a lower number so that the ball comes from the ball machine sooner.

## CONTROLS



Push the "o" for off and the "-" for on.

## **WARRANTY AND LIMITATION OF LIABILITY**

**LIMITED ONE-YEAR WARRANTY** - The PLAYMATE REMOTE PAD is warranted against defects in material and workmanship for (1) year from the date of delivery. During the warranty period, METALTEK will repair or, at its option, replace at no charge components that prove to be defective, provided the parts are returned, shipping prepaid, to METALTEK.

Improper use of the REMOTE PAD may void the warranty. This warranty does not apply to the normal wear and tear of the REMOTE PAD. Neither does the warranty apply to damaged REMOTE PADS during shipment - (all claims must be presented to the shipper within 7 days of receipt of merchandise). Nor does this warranty apply to any damage to the REMOTE PAD or to any other components caused by accident or misuse or as a result of service or modification by any persons other than those certified by METALTEK. No other express warranty is given by METALTEK.

### **METALTEK SHALL NOT BE LIABLE FOR CONSEQUENTIAL DAMAGES.**

**OBLIGATION TO MAKE CHANGES** - Products are sold on the basis of specifications applicable at the time of sale. METALTEK shall have no obligation to modify or upgrade products once sold.

METALTEK'S PLANT:  
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**REPAIR TIME** - Parts are normally repaired and returned within five (5) working days once received at METALTEK'S plant.

**SHIPPING INSTRUCTIONS** - Parts should be returned in a protective package to avoid in-transit damage. Such damage is not covered by warranty.

**SHIPPING CHARGE** - Whether the machine is in warranty or out of warranty, the customer should prepay shipment to METALTEK.

**FURTHER INFORMATION** - Service contracts are not available. Circuitry and design are proprietary to METALTEK and service manuals are not available to customers. Should other problems or questions arise regarding repairs, please call METALTEK.