



spinfire



Pro 2 Manual

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SAFETY WARNINGS

This tennis ball machine is designed and tested to offer safe playing conditions, provided it is operated in strict accordance with the following safety warnings. Failure to comply with the following instructions may result in serious personal injury or property damage.



WARNING!

- **Keep clear of the ejection point.** Do not stand in front or near the mouth of the machine. Balls may eject unexpectedly.
 - **Keep young children away from the machine when turned on.**
 - **Keep physically and mentally impaired persons away from the machine when turned on.**
 - **Adult supervision is recommended at all times.**
-



MOVING PARTS INSIDE!

- **Do not insert body parts or foreign objects into the mouth of the machine.** In the event of a ball jam, the operator should not put their hand or any foreign object into the machine whilst it is turned on. Injury could occur if hands or clothing are caught in the mechanisms. Always turn the machine off in the event of a jam or machine failure.
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FINGER TRAP!

- **Do not insert your fingers or hand into the carousel area when the machine is on.** The machine must be turned off when touching the carousel as it presents a finger/hair/loose clothing hazard.
- **Do not fill or re-fill the machine while it is firing tennis balls.**



**DON'T USE IN
WET WEATHER!**

- The machine should not be used in wet conditions.
- The charger(s) & AC Adaptor are only to be used indoors.



ELECTROCUTION!

- Always use and store the machine in a dry environment.
- Do not spray with water.
- If the battery charger or AC adaptor is wet, do not pick it up. If the battery charger or AC adaptor is picked up when wet, a person could be exposed to hazardous voltages.
- Disconnect the machine from any AC adaptor or battery before making any repairs.
- If any power cables are damaged, cease using them & arrange a replacement.
- Connect any charger or AC adaptor to 110 – 250V mains power outlet installed by a qualified electrical contractor with suitable protection such as an RCD.



BATTERY!

- If your machine has an internal or external battery:
- Keep sparks and flames away from the battery (i.e. no smoking).
 - Keep young children and animals away from the battery.
 - Do not use the battery if it has swollen or expanded.
 - Do not use the battery if any liquid has escaped.
 - Only use a 12V sealed lead acid battery with this machine (or alternative approved by your distributor).
 - When replacing the battery, the terminals should be wrapped with electrical tape or a heat shrink sleeve.



HEAVY!

- **Practice correct lifting techniques.** The machine weighs 24 kg / 54 lbs (2 person lift) with an internal battery or 18 kg / 40 lbs (1 person lift) with an external battery. The gross weight of the packing box is 29 kg / 64 lbs (2 person lift).



FIRE HAZARD!

- **Keep your machine clean.** Contaminants such as dust & leaves inside your machine could present a burn hazard. Please vacuum out your machine from the mouth on a regular basis.
- **A multi-purpose/dry chemical extinguisher should be used to extinguish any flames.**



**EMERGENCY
STOP!**

- **The master switch is located at the bottom of the control panel.** This switch should be used to cut off power to your machine in an emergency. Set the rocker switch to position “O” which is the middle selection.



**TENNIS AND
PADEL BALLS
ONLY!**

- **Only use tennis or padel balls with this machine.** Low compression & pressureless balls are acceptable too, as long as they are the same size as a standard tennis ball. Using other balls such as cricket balls will damage your machine and will not be covered under warranty.

BEFORE FIRST USE

When you first open your box, you may notice some cosmetic scratches on your machine, particularly in the ball carousel pit at the top of the machine. This is perfectly normal and part of the manufacturing process. You may also notice some yellow ball fluff inside your machine or on the throwing wheels. This is also normal as each machine is tested with balls as part of our quality control process (wheels are wiped down afterwards, but it's difficult to remove all traces of ball fluff).

There is also a 3 position master power switch at the bottom of the control panel which is turned off for transport. This will need to be turned on to the correct power source before you can power on the machine (please turn this off after each use). The 3 positions are:

- O Off
- LEFT Internal Battery
- RIGHT External Battery or AC Adaptor

ASSEMBLY



To assemble your machine, first simply remove it from the box. You can safely pick up the machine using the handles at the top front and top back.

You should find this manual, a charger or AC adaptor and a remote control in the box. If you have ordered an external battery, AC adaptor or fast charger, they may also be in the box.

You can attach the hopper either upright for play mode, or upside down for portability/storage. To attach the hopper, simply align it correctly and then push down on it until it locks into place.



Hopper upside down for portability/storage

Packaging

We recommend you keep your box in case you need to ship your machine back to the supplier at a future point in time.

BATTERY AND CHARGING

Your machine should last between 3-8 hours, depending on the settings you are using.

The machine should arrive to you with some charge in the battery, however, if you have time, we encourage you to charge the machine before its first use.

Internal Battery

If you have an internal battery, simply plug the charger into the charger jack on the rear of the machine and plug the other end into a wall socket. Any master switch position will work.

Your battery should be charged at least once per month, even if it has not been used. This will maintain the life of the battery.

External Battery

If you've ordered your machine with an external battery, you have the advantage of easily charging the battery separately from the machine (your machine is also 6 to 7 kg (13 – 15 lbs) lighter than internal battery machines). Your external battery has two plugs, one for connecting to the machine (male) and the other is for connecting to the charger (female). Please do not connect these together and always disconnect the battery from the machine when not in use. There is no need to remove the battery from the bag while charging.

Your battery should be charged at least once per month, even if it has not been used. This will maintain the life of the battery.



When replacing the battery, please wear protective glasses, clothes & gloves. Please also use electrical tape or similar to cover the battery terminals after installation. Do not smoke or keep the battery near a flame source. The battery is completely sealed, but in the event of damage where acid is exposed to the skin or eyes, rinse with water and visit your doctor. Avoid short circuiting the battery so as not to cause a fire.

The external battery cable includes a 32V 15A fuse built into it (note: 32V is correct for our 12V battery). If you are required to replace this, they can be purchased from local electronic stores or your Spinfire distributor.

Standard Charger

Your machine comes with a standard charger (unless you purchased an AC machine) which charges the machine safely in 11 hours. This charger is the safest charger to use for your machine and will provide the longest battery life. It is also a “smart” charger, meaning it will not damage your battery if left on for long periods of time.

The charger has a red light when charging and a green light when charging is complete. If after 11 or more hours, your charger light does not turn green, please disconnect the charger and turn on your machine. If the battery bar indicator shows 4 bars, then your machine is charged and ready to play. You can ignore the light on the charger.

If the charger’s light flashes green, this can indicate that the charger itself is faulty. However, we recommend you try charging your battery for 24 hours, leaving the green light flashing. If within this 24 hours the green light stops flashing, you will find it has restored itself and will function normally going forward.

Your charger should only be used in a dry environment. As the charger itself can get hot during charging, we recommend you position the machine and transformer away from combustible items. This charger is only suitable for sealed lead acid batteries.

Please note, this charger cannot be used to provide direct power to the machine. If you wish to run directly off AC, you need to purchase a separate AC Adaptor.

Optional Fast Charger

The fast charger can charge your machine in 4 hours (instead of 11 with the standard charger). The fast charger is a “smart” charger, meaning it will not damage your battery if left on for long periods of time. However, as a precautionary measure, we recommend you unplug the charger once charging is complete. If after 4 or more hours, your charger light does not turn green, please disconnect the charger and turn on your machine. If the battery bar indicator shows 4 bars, then your machine is charged and ready to play. You can ignore the light on the charger.

Please note, fast chargers reduce the lives of batteries slightly, so it is always recommended to use the standard charger unless you have time constraints.

Your charger should only be used in a dry environment. As the charger itself can get hot during charging, we recommend you position the machine and transformer away from combustible items. This charger is only suitable for sealed lead acid batteries.

Please note, this charger cannot be used to provide direct power to the machine. If you wish to run directly off AC, you need to purchase a separate AC Adaptor.

AC ADAPTOR

The AC Adaptor is an optional accessory, but it can be used as your primary power source (you can order a machine without any internal or external battery). Simply plug the AC Adaptor into your machine and turn the master switch to External Battery/AC.

Note, if you do have an internal battery, the AC Adaptor can still be used. It will not damage the internal battery.

Your AC Adaptor should only be used in a dry environment. The Spinfire AC Adaptor has been tested to work perfectly with our machine and we do not recommend substituting it with a compatible model. Please disconnect it from the machine when not in use. If using an extension cord, please ensure it is a good quality, thick cord, at least 16 gauge.

CUSTOMER CARE

Caution

This machine was designed to be used on a tennis court and in no other circumstances. Only tennis balls must be used, no other balls should be ejected from the machine. Never stand in front of the machine unless you are on the other side of the net (more than 7 meters (8 yards) away).

Even when the machine is paused, never stand in front of it as balls can eject at any time. Children should be supervised at all times and taught never to stand in front of the machine.

Do not use the machine in rain and avoid using wet balls. We recommend the use of pressureless balls to give your machine the best performance. Using a combination of new and old balls will give inconsistent results.

Maintenance

You can vacuum out the inside of your machine to remove ball fluff. The outside of the machine can be wiped down with a mild detergent, however, please be careful not to get water inside the machine. The throwing wheels should be wiped down after every use to prevent any buildup of residue from the balls. If you play on a porous surface like clay or en tout cas, we recommend you wipe the insides of your throwing wheels monthly (a build up of clay can cause your wheels to become unbalanced).

Due to vibrations, the screws in the control panel and on the base of the machine can become loose over time, so please check these regularly and tighten them if required. If you do need to purchase replacement control panel screws from the local hardware store, they are 304 Stainless Steel Phillips Head screws, M4 x 12mm with a 9mm head diameter. You can contact your local distributor for spares if you need them.

Storage

We recommend that your machine is stored inside/under cover in a dry environment and preferably in a Spinfire cover to protect it from debris. Do not leave your machine on court even with the protection of a cover as heavy rain may damage your machine. Do not store your machine in direct sunlight or inside a car (unless in shade) and always keep it upright. Safe storage temperatures are -15°C to $+50^{\circ}\text{C}$ (5°F to 122°F). Extreme temperatures can damage the machine circuitry and battery.

TRANSPORTATION

To transport the machine, simply slide out the handle at the front of the machine (underneath). Lift the machine by the handle until it rests on the rear wheels. Make sure that the machine is tilted enough not to drag on the bottom of the machine and never tilt it all the way back so that it stands upright (the remote control can fall out of the pocket). Simply pull the machine to your destination. Never move the machine while it is on or if balls are in the hopper.



To transport in your car, please make sure the machine is always kept upright. Laying it on its side can cause internal damage and void your warranty. Do not store the machine in your car when external temperatures exceed 30 degrees Celsius (86 degrees Fahrenheit). The machine weighs 24 kg (53lbs) (or 18 kg (40lbs) with an external battery) and should be lifted carefully with the use of the handles.

USAGE

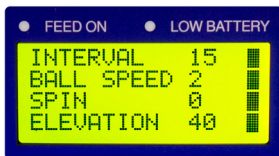
The machine should be placed on the baseline of the court, preferably in the center, however you can place it in varying locations if you wish (note features like oscillation may not work as well when the machine is not positioned in the center). Please add the balls into the hopper before you begin, do not add them while the carousel is turning as this can cause ball jams. The maximum capacity is 150 balls. Please do not overfill the hopper as the excess weight can damage the feeder motor.

CONTROL PANEL



Power:

Press and hold the POWER button to turn on or off the machine (hold it for approximately 3 seconds). Note, the master switch at the bottom of this control panel must be positioned to the correct power source before you can turn on your machine. It has 3 positions with O being off. Position it to the left if you have an internal battery and wish to power it from this source. Position it to the right if you have an external battery or AC adaptor and wish to power it from this source. This switch should be returned to the off (middle O) position when transporting or storing the machine.



Menu:

To adjust the *interval*, *ball speed*, or *spin* you need to press the MENU button. Once pressed, a menu option will begin to flash (it will stop flashing after 30 seconds if no selection is made). You can move between the 3 top menu items by using the UP and DOWN buttons. You can adjust the settings of each item by pressing the LEFT and RIGHT buttons. Note, you cannot adjust the elevation from within the menu. Once you have finished making your adjustments, press the MENU button again to complete your selection.

Interval:

This sets how often the balls are ejected from the machine. It can be adjusted from 0 – 20 with 20 being the fastest (approximately 1 ball every 2-3 seconds). The maximum interval during the *2 Line Drill - Wide* setting is 17. Note that the balls will not start ejecting from the machine until you press the FEED (start/stop) button.

- Ball Speed:** This sets the speed at which the balls are propelled. It can be set from 0 – 20 with 20 being the fastest speed (approximately 80mph or 130km/h) and 0 being the slowest (approximately 20mph or 32km/h). Note, slower speeds can be achieved by adding *spin*.
- Spin:** Using this setting, you can add topspin or slice to each ball. It can be set from -10 to +10. When set to -10 you will achieve the highest level of slice. When set to 0 you will have flat balls while +10 represents the highest level of topspin. You can also set mild levels of spin.
- Elevation:** By pressing the UP and DOWN buttons you can adjust the level of elevation. It can be set from 0 – 200 with the highest elevation being 200 (use this setting for lobs). Note, you can only adjust the elevation when the menu is not flashing.
- Horizontal Angle:** You can vary the *horizontal* angle that balls are ejected to by pressing the LEFT and RIGHT buttons. Note, you can only adjust the *horizontal* angle when the menu is not flashing.
- Feed start/stop:** This allows you to start and stop the feeding of balls from the machine. If you would like to have a 15 second delay before balls start feeding (to give you time to get to the other end of the court), simply hold the FEED button for 2 seconds when turning it on. This is useful when you don't have the remote control.
- Single Spot:** If you simply wish to fire balls to a single location repeatedly, you start by setting your desired *interval*, *speed & spin*, *horizontal angle* and also the elevation height. Then you press the FEED (start/stop) button to begin. We suggest you fire one ball to begin with

and then press FEED (start/stop) again to pause the machine. If you are happy with the first ball you fired, then you may begin practice. Otherwise, you may like to refine your settings and fire another test ball until you are happy with the result. You can then press FEED (start/stop) to start balls firing and begin play.

Vertical Random: Once pressed, the machine will randomly fire short and deep balls to two different depths. The elevation height will be adjusted by 4 degrees, randomly choosing when to shoot a higher/deeper ball and a lower/shorter ball. For example, you may get 3 deep balls followed by 2 short balls then 1 deep ball and then 3 short balls. It's totally random. Press this button again to cancel the *Vertical Random*. This setting can be turned on while using other settings such as *Horizontal Random* or the *2 Line Drill*.

Note, to use this properly, you must set your machine to fire short balls first (eg, service line), and then activate *Vertical Random*. Balls will then randomly fire deeper into the court and also at their original short position. If you try to activate this setting when balls are already firing deep into the court, you will find that the balls will fire outside the baseline.

Horizontal Random: Once pressed, the machine will move randomly from side to side in its *narrow* setting which is quite easy to begin with. Press this button a second time to enter the *medium* setting which provides the same random feature with more width (making it harder). It can be pressed a 3rd time to enter the *wide* setting which is the hardest. Press this button a 4th time to cancel the *Horizontal Random* feature and the machine will automatically return to the center position. Once you press this button, a message will

display on the LCD to let you know whether you are in *narrow, medium, wide* or *off* mode. You can also turn on *Vertical Random* at the same time to have short and deep balls while using *Horizontal Random*.

Random:

To achieve totally random deliveries of varying depths and widths, simply activate both the HORIZONTAL and VERTICAL random buttons one after the other. It does not matter which order you choose. For example, press the HORIZONTAL button and then press the VERTICAL button, so that both are active.

2 Line Drill:

By pressing this button once you will enter the *2 Line Drill - narrow* mode which will alternate between hitting you a narrow forehand then a narrow backhand. If you press it again, you will enter the *2 Line Drill - medium* mode which alternates between a medium forehand and a medium backhand (slightly more difficult). Pressing the button a 3rd time will enter the *2 Line Drill - wide* mode which alternates between a wide forehand and wide backhand (the most difficult). Press this button a 4th time to turn off the *2 Line Drill*. Note that the maximum interval setting when using the *2 Line Drill - wide* is 17, it can be set up to 20 for the *2 Line Drill - narrow* and *medium*. You can also turn on *Vertical Random* at the same time to have short and deep balls while using the *2 Line Drill*.

Feed On:

When this LED is illuminated, the machine is currently feeding balls (ie, more caution should be used when standing near the front of the machine). If no balls are fired from the machine for approximately 25 seconds (can be up to 45 seconds), the feeder will pause as a safety precaution. This safety feature can be turned off if required, please search our online support section

for instructions on how to do this.

Low Battery:

The low battery light will illuminate when the battery's charge is getting low. You will have limited time left once this illuminates and you should charge your battery. You also have the 4 bar battery indicator on the right hand side of the LCD. Note, the battery should be charged after every use.

REMOTE CONTROL

The remote control has been designed to be as small as possible to fit easily into your pocket. There is also a slot/pocket located on the back of the machine under the control panel for storing your remote. When transporting your machine, be careful not to tilt your machine all the way back into an upright position as the remote may fall out of the pocket.



FEED	Feed on/off
SLEEP	Sleep mode on/off to conserve battery while collecting balls
UP	Elevation Up*
DOWN	Elevation Down* *The elevation can only be adjusted in increments of 2-5 units, depending on how fast you press the button (use the control panel if you want finer control).
LEFT	Swivel Left
RIGHT	Swivel Right
RESET	Cancels random settings (horizontal, vertical & 2 line drill) and returns the horizontal alignment to the center. It does not affect the spin, speed, interval or elevation settings.
INTERVAL	Increase or decrease the frequency of deliveries
SPEED	Increase or decrease the speed of deliveries
SPIN	Increase or decrease the spin level
HORIZONTAL	Horizontal Random (1 = narrow, 2 = medium, 3 = wide, 4 = off). You can also turn on vertical random (both will be turned on) to achieve random depth too.
VERTICAL	Vertical Random. This can be active at the same time as horizontal random or the 2 line drill.
DRILL	2 Line Drill (1 = narrow, 2 = medium, 3 = wide, 4 = off). You can also turn on vertical random (both will be turned on) to achieve random depth too.

The remote control uses a radio frequency of 433Mhz to communicate with the machine. It has been designed to work from a range that easily extends the length of a tennis court. If you are experiencing issues with the range of your remote, please try replacing the battery (battery size is a CR 2025 3V). Replacing the battery can be done by following the instructions on this page: <https://www.spinfiresport.com/kb/the-remote-control-does-not-work/>. The main cause of range issues (other than battery) is interference from other radio frequencies in the area. If you are able to try another public court at the facility, you may find improved results.

Note, by default, your remote control will work with multiple machines (ie, one remote will control all machines in its proximity), however, it is possible to pair your remote specifically to your machine. This is useful for coaches or environments where more than one machine will be used at a time. To do this, you will need a specific “pairable”. Please contact your local distributor for more information.

TENNIS BALLS

Your machine can hold 150 balls. Whilst the hopper can possibly take a larger quantity than this, we recommend you restrict it to 150 balls, which puts less weight on the carousel motor.

We strongly recommend the use of pressureless balls, preferably from a reputable brand. Normal tennis balls are OK too, but they can have varying levels of pressure causing inconsistency, not to mention they go flat quickly and need replacing regularly, making them expensive. Balls can contain an oily coating in the felt which can cause damage to the throwing wheels rendering them useless. Please choose carefully when determining which balls to use in your machine. We recommend the use of Spinfire Juice balls or a brand thoroughly tested and recommended by your distributor (we do not recommend mixing brands).

Pressureless balls will also allow your machine to perform at its best. Each ball will have a consistent bounce allowing you to consistently hit

the spots on the court that you want. Normal pressurized balls go flat quickly when used in conjunction with a ball machine.

Low Compression Balls

Our machine can handle both orange (stage 2) and green (stage 3) low compression balls. It cannot work with red (stage 1) balls due to their larger size.

HIDDEN FEATURES

Manual Mode

If you experience any alignment (eg, shooting too far to the right) or initialization (HCAL or VCAL errors) issues, it is likely you can resolve them by starting the machine in manual mode. To do this, please follow these 3 steps:

1. Make sure your machine is turned off (you may need to use the master switch under your machine).
2. Manually move the internal mechanism of your machine to the *lowest* possible elevation and to the *center* of the opening.
3. With the master switch on, hold both the POWER and MENU buttons at the same time for 5 seconds to turn on your machine. The LCD should display a message to let you know you have entered “manual mode”.

The above steps can be seen in this video: <https://goo.gl/C6zB3J>

- Note, this video shows the process on the v1 machine, but it's the same steps for the v2. If this resolves your problem, then you can continue to use your machine this way until a permanent solution can be obtained from your Spinfire dealer. Please note that this solution relies on you performing step 2 above correctly. If you do not set the machine to the correct position before turning on the machine, you will find that the calibration may be off target. You will either need to turn the machine off to try again, or physically point your machine in a direction that will achieve the desired results.

Padel Software

Padel software (used in Spain and countries where Padel Tennis is played) can now be activated by simply pressing POWER + DOWN + RIGHT when turning on the machine. Once activated, a 2nd *Vertical Oscillation* is added, ranging from 90 to 200.

Ball Counter

The machine has a counter (similar to a car's odometer) which can tell you how many balls have been fired. This can help you understand the amount of usage your machine has had. To view the count figure, simply turn on the machine by pressing the POWER button and FEED button at the same time for 3 seconds. This data can be lost when upgrading/downgrading software or replacing a motherboard.

Sealed Lead Acid (SLA) Battery or Lithium Battery

Our machines are configured by default to work with an SLA battery. If you change to a lithium battery, you will need to configure this so that your 4 bar battery indicator on the LCD will accurately show you how much usage you have left. To do this, turn your machine on by holding the POWER and HORIZONTAL buttons at the same time for 3 seconds. We recommend you choose "Lithium2" and press MENU to save the selection.

TROUBLESHOOTING

We have many support articles & videos showing you how to troubleshoot the various issues you may face with your machine. These can be found online at <https://www.spinfiresport.com/knowledgebase>

SUBMITTING A SUPPORT REQUEST

When contacting us or any of our dealers for support, please ensure that

you inform us of all specific details about your machine including the serial number, model & software version as well as a detailed description of the fault. Any videos you can provide us are considered very helpful.

If you can hear any unusual noises, please be sure to notify us of these and where you believe they are originating from.

WARRANTY

Should any part fail due to defective workmanship or faulty materials within the warranty period, Fry Developments Pty Ltd (trading as Spinfire) or its distributor will repair or, (at distributor's option), replace the defective part free of charge. The warranty period is country specific, please contact the Spinfire distributor in your country or the place of purchase for details. The battery is only warranted for 6 months from the date of purchase.

Warranty Administration

Warranty is administered by the authorised distributor that supplied your machine. Please visit our website

<https://www.spinfiresport.com/distributors/> for the contact details of our Spinfire distributors.

Not Covered

Exposure of the ball machine to the elements should be minimized. Upon completion of play, please store the machine under cover. Damage caused to your machine from being exposed to the elements is not covered under warranty.

This warranty does not cover the purchaser or any other person for damage, malfunction or loss due to the following:

- Lack of maintenance, abuse, neglect, misuse, accident or improper usage of this appliance.
- Scratches, dents, corrosion or general wear & tear on the machine.
- Exposure to the elements, insects, weather or hail.

- Unauthorized repairs during the warranty period.
- Acts of God.
- Use on power voltages other than that specified for your machine.

Servicing of this nature is chargeable.

Under no circumstances will Fry Developments Pty Ltd (trading as Spinfire) or their authorized distributors be liable to the Customer or any other person for incidental or consequential damages of any nature, including but not limited to, damage for personal injury or damages to property.

Conditions of Warranty

1. The machine is to be delivered to the Spinfire distributor's service department or authorized service agent and freight charges both ways
2. are paid by the owner. No liability is accepted for loss or damage during transit.
3. The machine must always be operated and maintained in accordance with the instructions supplied.

- No alterations or repairs have been carried out without obtaining the distributor's prior consent. Such repair or any replacement does not extend the warranty period.
4. distributor's prior consent. Such repair or any replacement does not extend the warranty period.

- Proof of purchase must be provided to verify purchase date and
5. establish the warranty period. Only the original purchaser is covered
 6. under this warranty.

- The warranty period is calculated from the date of purchase only.
7. Where this warranty is inconsistent with any state laws, the statutory rights of the purchaser shall prevail.

Parts installed from other manufacturers' products will void this warranty.

EC DECLARATION OF CONFORMITY

We confirm that as at the 7th November 2018, the Spinfire Pro 1 and Pro 2 machines both conform with the Low Voltage Directive 2014/35/EU, Machinery Directive 2006/42/EC and the Radio Equipment Directive 2014/53/EU. All essential products test suites have been carried out by Shenzhen LCS Compliance Testing Laboratory Ltd.

Test standards

Report number

Low Voltage Directive 2014/35/EU:
EN 60335-1:2012 + A13:2017
EN 62233:2008

LCS180907024CS

Machinery Directive 2006/42/EC
EN 60204-1:2006 + A1:2009 + AC:2010
EN ISO 12100:2010

LCS180907007CS

Radio Equipment Directive 2014/53/EU
RETSI EN 301 489-1 v2.1.1 (2017-02)
ETSI EN 300 220-1 V3.1.1 (2017-02)
ETSI EN 300 220-2 V3.1.1 (2017-02)
EN 62479:2010
EN 60950-1:2006 + A1:2009 + A1:2010
+A12:2011 + A2:2013

LCS180907091AS

LCS180907090AEC

LCS180907090AEB

LCS180907090AFA

FCC & ISED RSS WARNING:

This device complies with Innovation, Science and Economic Development Canada license-exempt RSS standard(s).

Operation is subject to the following two conditions:

- (1) This device may not cause interference, and
- (2) This device must accept any interference, including interference that may cause undesired operation of the device.

Le présent appareil est conforme aux CNR d'ISED applicables aux appareils radio exempts de licence.

L'exploitation est autorisée aux dues conditions suivantes:

- (1) l'appareil ne doit pas produire de brouillage, et
- (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

RF exposure statement:

This equipment complies with ISED radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with minimum distance 20cm between the radiator & your body. This transmitter must not be co-located or operating with any other antenna or transmitter.

Le rayonnement de la classe b respecte ISED fixaient un environnement non contrôlés et mise en oeuvre de ce matériel devrait avec échangeur distance minimale entre 20 cm ton corps. Lanceurs ou ne peuvent pas coexister cette antenne ou capteurs ave d'autres.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Any Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) This device may not cause harmful interference, and
- (2) This device must accept any interference received, including interference that may cause undesired operation.

MANUFACTURER DETAILS

The Spinfire Pro series of ball machines are manufactured in Nantong, China for and on behalf of:

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