

Automating a Routine



- ❶ CLICK LOOP ROUTINE: Enter Number of times the routine will run.
- ❷ Choose POSITION TIME: Seconds between switching from one ball to the next.
- ❸ Choose REPEAT BALL TIME: The number of seconds between throwing a repeated ball.
- ❹ CLICK PLAY to start routine. Routine will start at ball #1.
- ❺ CLICK PAUSE to pause the routine. CLICK PLAY ❹ to Resume the routine.
- ❻ CLICK STOP Button to end the routine and return to the fielding screen.
- ❼ PRESS PARK Button at any time to place the machine in a safe position.

QuickStart Guide FIELDING

FUNGOMAN® Version 3.1.x Software Fielding Mode Guide Rev II

Throwing a Ball in Fielding Mode



- ❶ CLICK NEW Button
- ❷ Choose desired speed: (S-Soft M-Medium H-Hard)
- ❸ Choose desired ball type: (G-Ground ball L-Line drive F-Fly ball)
- ❹ Choose a position: (P C 1B 2B 3B SS LF CF RF)
- ❺ CLICK the MOVE button.
- ❻ Press the FIRE Button to launch the ball.

Adjusting a Ball in Fielding Mode



ADJUST ELEVATION & POSITION

Adjust the position of the machine's throwing head by using the 4-Way Button on the PDA.



ADJUST MACHINE WHEEL SPEED

Adjust the speed of the ball by using the "FASTER" and "SLOWER" Buttons on the PDA.

NOTE: MACHINE SPEED is equal to the BOTTOM WHEEL SPEED.

Machine speed is NOT equal to MPH. Spin will change the MACHINE SPEED of Top and Bottom Wheels resulting in differing MPH.



ADJUST TOP SPIN/BACK SPIN

CLICK the spin button. Enter a number, then press ENTER.

NOTE: SPIN is a ratio of the top wheel to the bottom wheel speed.

Top Spin - Greater than 1 (1.5)

Knuckle Ball - 1

Back Spin - Between 0 and 1 (.75)

NOTE: Machine speed will change when spin is changed.

NOTE: FUNGOMAN FEATURES "REAL TIME" MOVEMENT. EACH ADJUSTMENT WILL MOVE THE MACHINE'S THROWING HEAD IMMEDIATELY AFTER PRESSING THE ADJUSTMENT BUTTONS.

Running a Factory Installed Routine



OPEN ROUTINES FOLDERS

From the Fielding Screen, CLICK ROUTINES Button.

This will allow access to over 40 Factory Installed Routines Pre-Loaded at the FungoMan Factory.

See the FACTORY INSTALLED ROUTINES book for print-outs of each routine.



LOAD FACTORY ROUTINE

- 1 CLICK the + next to the Factory Routines folder
- 2 CLICK the + next to the FF TEAM folder
- 3 CLICK the desired routine in the TEAM folder
- 4 CLICK the LOAD ROUTINE Button



RUN FACTORY ROUTINE

The Factory Routine is ready to executed either in manual or auto mode.

MANUAL

- 1 Select the desired ball, 2 CLICK MOVE, 3 CLICK FIRE.

AUTO MODE

- 4 CLICK AUTO and follow the "Automating a Routine" instructions.