

## 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 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 HITTING

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

## Calibrating the Machine for Batting Practice



- ❶ Place the machine at the place to be thrown from. Point the front of the machine towards the area of the hitter.
- ❷ From the MAIN MENU, CLICK HITTING.



- ❸ Chose the pitching distance.
- By calibrating the machine, FungoMan will allow you to chose Factory Installed Pitches that are accurate strikes when the machine is set at the proper distance.



- ❹ CLICK 'MOVE' to move machine to the calibration point.
- ❺ Wait for CALIBRATE Button to turn GREEN.
- ❻ Aim the machine towards the hitter using the 4-Way Button on the PDA.
- ❼ Press "Throw" to Test a Ball.



- ❸ Throw a ball that hits Home Plate by using the 4-Way Button on the PDA to move the machine.
- ❹ When satisfied with the calibration, Click "CALIBRATE."

The machine is ready to choose a NEW ball.

### Throwing a Pitch in Hitting Practice



**1** CLICK NEW  
A New ball will be created.



**2** CLICK Pitch Type (FB, CB, or KB)  
FB: Fastball  
CB: Curveball  
KB: Knuckleball



**3** CLICK a SPEED  
Refer to chart below for Factory Installed Pitches.



**4** CLICK DONE, Then CLICK DONE  
You will now be at the Hitting Screen.



**5** CLICK MOVE - The machine will move to selected pitch.  
**6** PRESS FIRE Button - The ball will be thrown to the selected location and ball type.  
NOTE: The machine is now ready to use in manual, step or auto mode.

### Factory Installed Pitches (MPH)

| 60.5 feet |    |    | 50 feet |    |    | 40 feet |    |    | 30 feet |    |    |
|-----------|----|----|---------|----|----|---------|----|----|---------|----|----|
| FB        | CB | KB | FB      | CB | KB | FB      | CB | KB | FB      | CB | KB |
| 30        | 35 | 30 | 30      | 35 | 30 | 30      | 35 | 30 | 30      | 35 | 30 |
| 35        | 40 | 35 | 35      | 40 | 35 | 35      | 40 | 35 | 35      | 40 | 35 |
| 40        | 45 | 40 | 40      | 45 | 40 | 40      | 45 | 40 | 40      | 45 | 40 |
| 45        | 50 | 45 | 45      | 50 | 45 | 45      | 50 | 45 | 45      |    | 45 |
| 50        | 55 | 50 | 50      | 55 | 50 | 50      | 55 | 50 | 50      |    | 50 |
| 55        | 60 | 55 | 55      | 60 | 55 | 55      | 60 | 55 |         |    |    |
| 60        | 65 | 60 | 60      | 65 | 60 | 60      |    | 60 |         |    |    |
| 65        | 70 | 65 | 65      | 70 | 65 |         |    |    |         |    |    |
| 70        | 75 | 70 | 70      |    | 70 |         |    |    |         |    |    |
| 75        | 80 |    |         |    |    |         |    |    |         |    |    |
| 80        |    |    |         |    |    |         |    |    |         |    |    |

### Adjusting a Ball in Hitting Mode



**ADJUST ELEVATION & POSITION**  
Adjust the position of the machine's throwing head by using the 4-Way Button on the PDA.

Elevation and Position can also be adjusted by touching the Strike Zone. The machine head will move when the Strike Zone is touched.



**ADJUST MACHINE WHEEL SPEED**  
Adjust the speed of the ball by using the "FASTER" and "SLOWER" Buttons on the PDA.

NOTE: 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.

**SPIN INFORMATION**  
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.