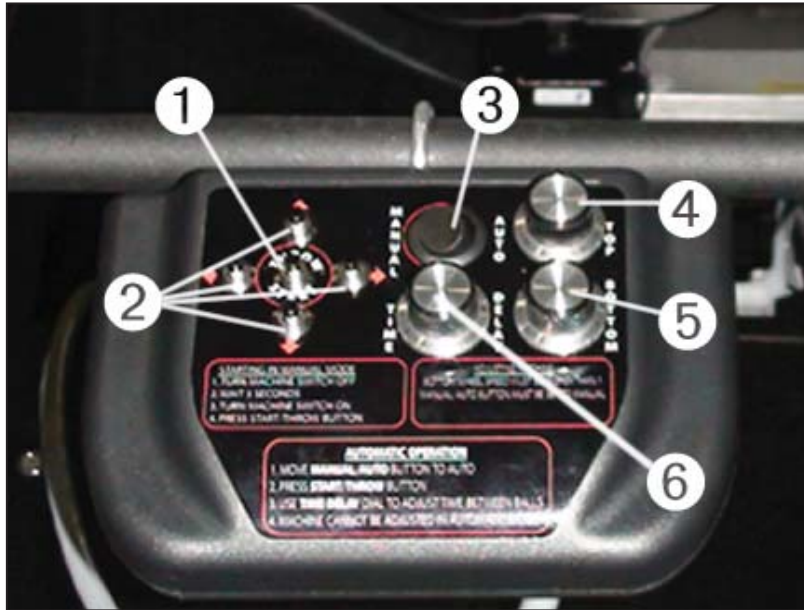


Using the Manual Controller

The Manual Controller can pinpoint a balls location, elevation, speed, and spin using the controls described below. While in AUTO mode, the Manual Controller will throw balls at a time described by the TIME DELAY dial.

STARTING THE MANUAL CONTROLLER:

- 1 Power the machine on
- 2 Press the THROW/START button. The machine will self initialize and move to the PARK Position.
- 3 Confirm that the MANUAL/AUTO Button is in the MANUAL position.
- 4 Use the controls to position the head of the machine and set the speed of the ball to be thrown.



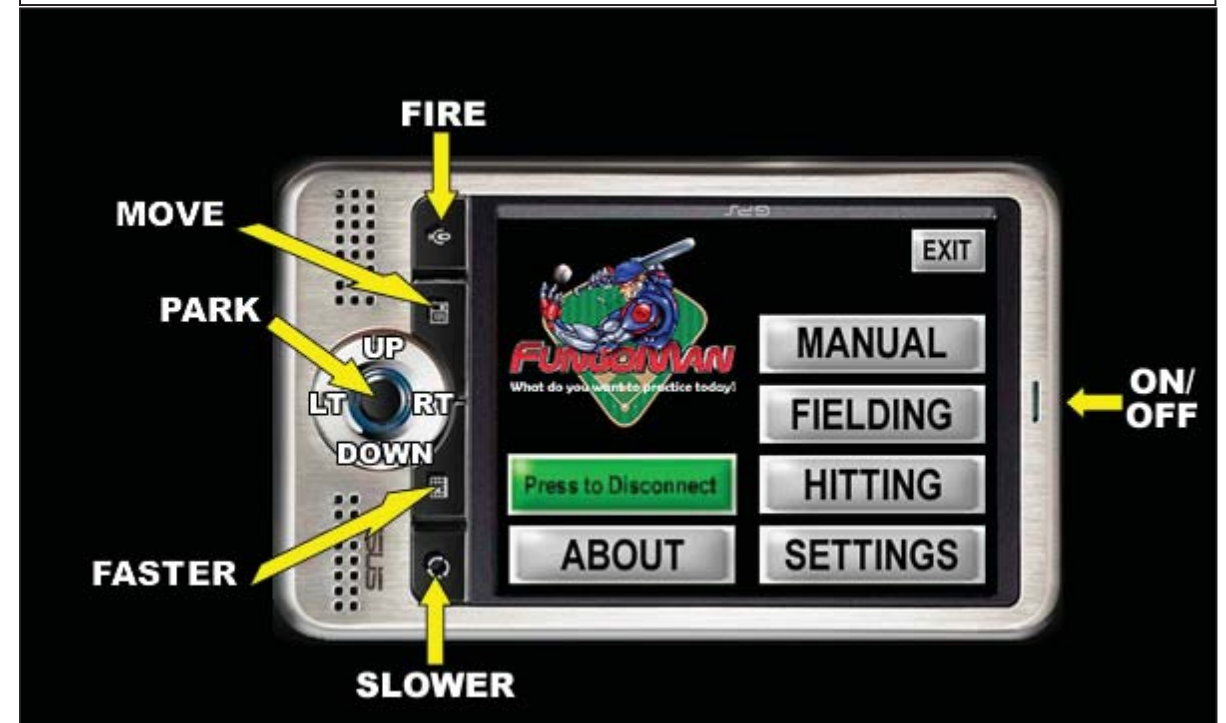
- ❶ THROW/START BUTTON: In MANUAL, this button fires the ball. In AUTO, this button Starts the automated firing of balls.
- ❷ POSITION/ELEVATION BUTTONS: In MANUAL, these buttons control the machine head up, down, left, and right. These button will not operate in AUTO Mode.
- ❸ MANUAL/AUTO Toggle Switch: In AUTO mode, only the Time Delay button can be adjusted.
- ❹ TOP Wheel Speed Dial: Sets the Speed of the TOP Wheel
- ❺ BOTTOM Wheel Speed Dial: Sets the Speed of the BOTTOM Wheel
- ❻ TIME DELAY BUTTON: Sets the time delay between balls thrown in AUTO Mode.

QuickStart Guide MACHINE SETUP

FUNGOMAN® Machine Setup Guide Rev II

- ❶ Plug the provided power cord into the Power Cord Connection.
- ❷ Put baseballs in the ball bin.
- ❸ Power on machine.
- ❹ Refer to the “Using the Wireless Remote PDA” or “Using the Manual Controller”

PDA BUTTON REFERENCE GUIDE





BACK PANEL REFERENCE GUIDE

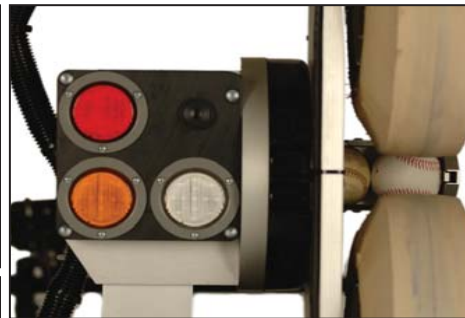
- ❶ CIRCUIT BREAKERS ❷ ON/OFF SWITCH
- ❸ VOLTAGE METER ❹ POWER CORD CONNECTION

STARTING FUNGOMAN

- STEP 1:** Plug the provided power cord into the POWER CORD CONNECTION ❹
- STEP 2:** Power up the machine using the ON/OFF SWITCH ❷
- STEP 3:** Start the FungoMan Program on Wireless Remote, or Press THROW/START Button on MANUAL CONTROLLER

LIGHTS MANUAL MODE (FIELDING or HITTING)

- RED:** Red light does NOT illuminate in MANUAL MODE
- YELLOW:** 1st light in launch sequence (Yellow, White, Throw)
- WHITE:** 2nd light in launch sequence (Yellow, White, Throw)



LIGHTS AUTO MODE (FIELDING or HITTING)

- RED:** Red light illuminates in Routines in AUTO MODE
- YELLOW:** 1st light in launch sequence (Yellow, White, Throw)
- WHITE:** 2nd light in launch sequence (Yellow, White, Throw)

HOPPER EMPTY OR BALL JAM
RED, YELLOW, WHITE: After 3 attempts at feeding a ball, all three lights will BLINK. After 6 attempts, all three lights will be illuminated and machine will PARK.



PARK POSITION:
 Wheels will be pointing straight up and slow to 2 mph. The machine will put itself into the PARK POSITION on command using the PARK BUTTON, When returning to the MAIN MENU, or when automated routines are complete.

HOMING MACHINE:
 When the machine "HOMES" or calibrates, it will move left and right to establish the limits, then rest at the PARK POSITION.

Using the Wireless PDA Controller

STARTING THE MACHINE USING THE WIRELESS PDA:

The Wireless PDA Controller can control the machine in either Fielding or Hitting mode (See Fielding and Hitting QuickStart Guides).



❷ Soft Reset

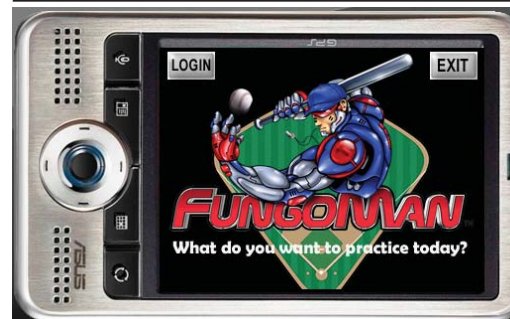
- ❶ Power the machine on
- ❷ Perform a Soft Reboot using the stylus to press the small hole on the bottom of the PDA
- ❸ Start the FungoMan Version 3.x software by pressing START/PROGRAMS/FUNGOMAN 3.0



❹ Press PRESS TO CONNECT Button.



❺ Press LOGIN Button.



❻ The PRESS TO DISCONNECT Button will be green confirming that the PDA has connected to the machine.

