

Statement

1. Please read this manual carefully before you start operation of the machine.
2. If you encounter problems, contact your supplier or our Product Support Department.
3. The company is not liable to any legal responsibility for any failure or damage due to improper use or handling of the machine.
4. The warranty does not cover any failure or damage due to improper operation, disassembling, or remodeling of the machine.
5. The manual cannot be copied and downloaded without our permission.
6. We reserve the rights to make any change of or modify the machine as well as the attachments without further notice.
7. Only 40-mm /44-mm table tennis balls with international standard of one star or above should be used for the robot.

Warnings

- ★ Make sure the adapter input voltage is: AC100V~240V,50/60Hz .
- ★ Do not plug in with wet hands as device may short circuit.
- ★ The power plug should be properly grounded to ensure the safety in operation.
- ★ Please disconnect the power supply when robot is not in use .
- ★ If abnormal conditions occur, please disconnect power supply and unplug the power socket of the robot. Contact Customer Service to rectify the problem before the robot restarts.

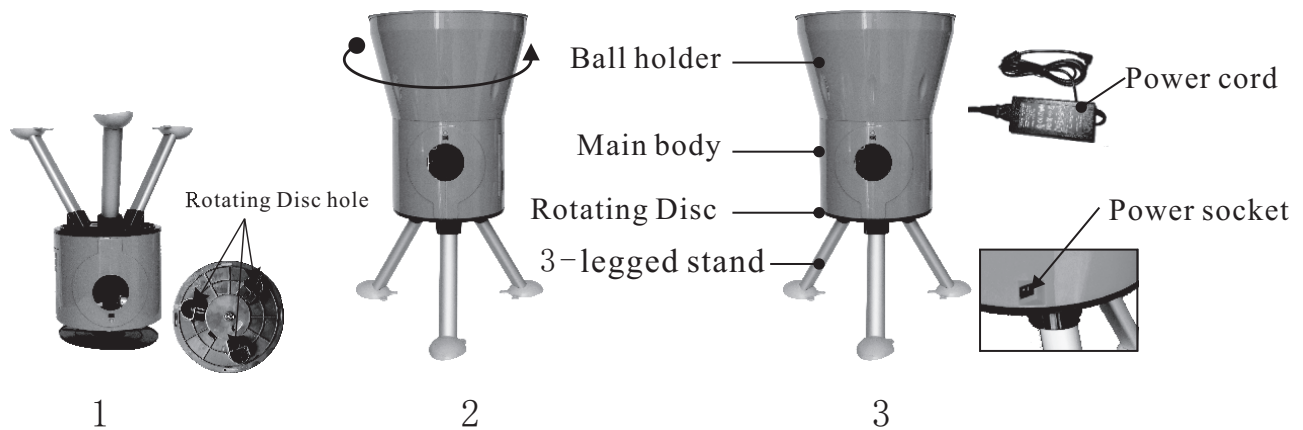
Reminder: Please read the manual carefully prior to any operation to ensure the robot is operated safely, accurately and efficiently.

I.TW-2700-E1A Basic Features And Functions of The Robot

- Double Spin Technology ensures different degrees of speed, curve and spin are served. The technology can set top spin, under spin and no spin serves.
- Equipped with a remote control, making operation of the robot much easier.
- Equipped with an auto-protection system to protect the robot from overload when there are damaged balls or other items causing a ball jam.
- Serving frequency is 35-70 serves/minute suitable for different levels of table tennis players.
- The robot can continuously be operated for a long period of time as the material for all parts does not generate and absorb heat.
- Fixed Mode allows serves to land at one point to be chosen from 1-3 points.
- Random Mode provides realistic simulation of a table tennis rally, making the practice and training more effective.
- Free Mode allows balls to land freely on any random point on the entire width of the table.

II .Robot Parts and Setup

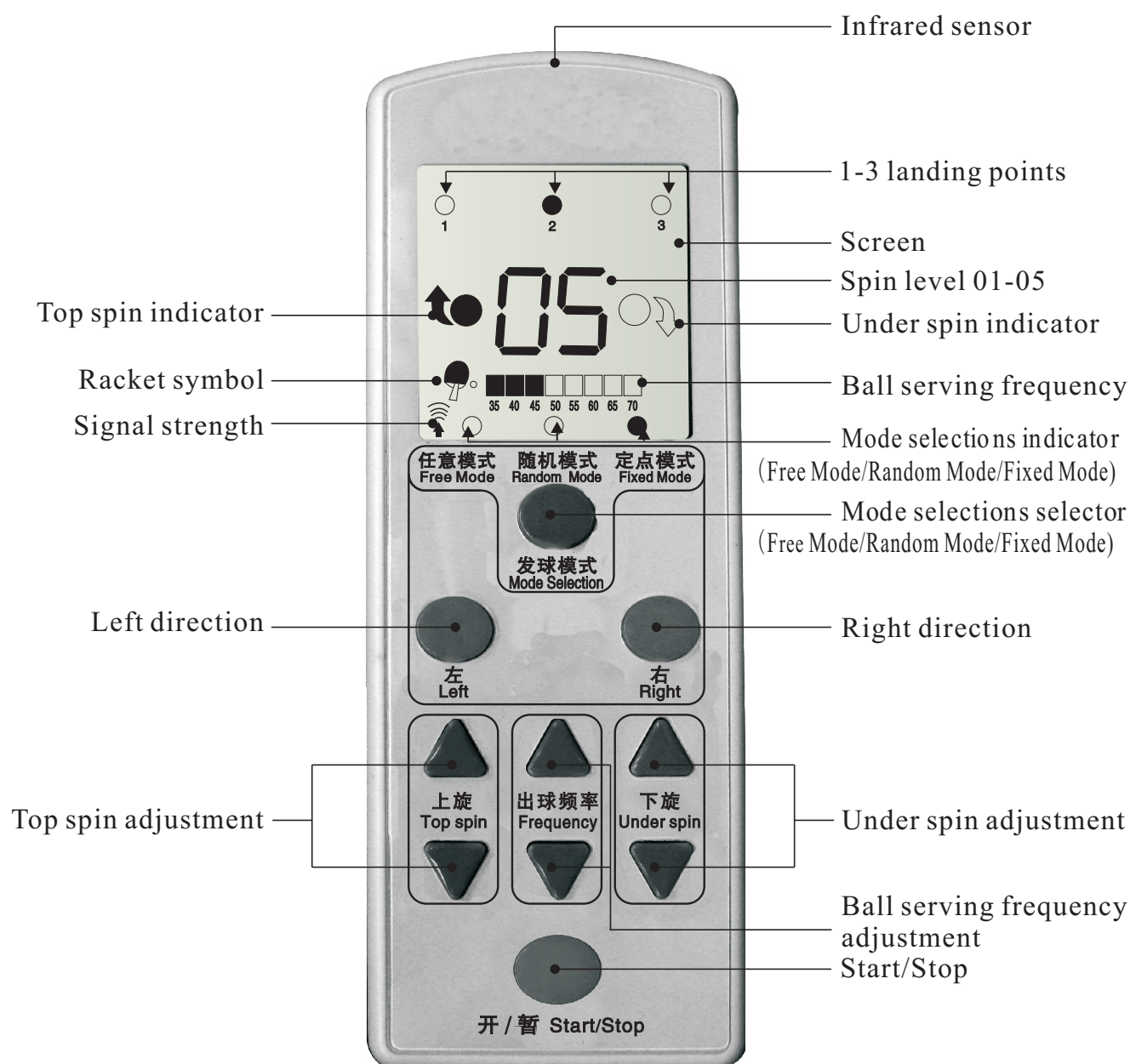
1. Insert the 3 legs individually into the holes of the rotating disk at the bottom of the main body.
2. Insert the latches of the ball holder into the holes on the top of the main body and turn counter-clockwise to lock.
3. Insert the power cord into the power socket.



III.Features and Parameters

1. Serving spin: Top spin, under spin and no spin
2. Top spin level: 01-05
3. Under spin level: 01-05
4. Serving frequency: 35-70 balls/min
5. Landing point: 1-3 landing points on the entire width of the table for the Fixed Mode and Random Mode.
Multiple landing points on the entire width of the table for the Free Mode.
6. Adapter: 12VDC 3.0A
7. Rated power: 36W
8. Dimensions: 31 X 31 X 31CM
9. Net weight: 3.65 KG
10. Gross weight: 4 KG

IV. Remote Control Functions





V. Robot Operation

(1) Start/Stop

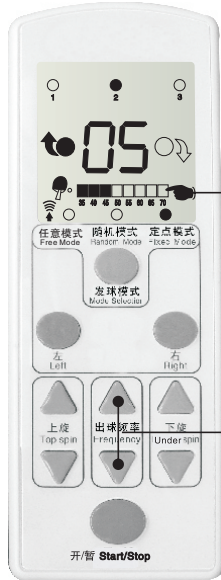


Start/Stop

Press **Start/Stop** and the robot is in operation. The robot will make a 'beep' sound. The symbol, , is displayed at the bottom left of the screen and the power indication light on the robot will turn blue.

Press **Start/Stop** again and the robot will power down. The symbol, , disappears and the power indication light on the robot will turn red.




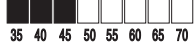
(2) Serving Frequency



Frequency level

Frequency adjustment ▲ ▼

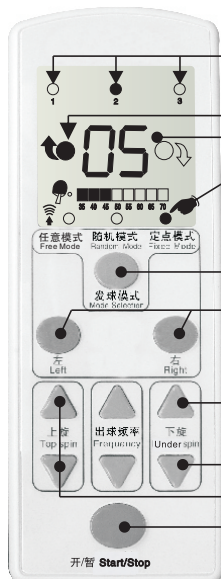
Press ▲ or ▼ of Frequency once,

Condition	Key is pressed	Level indicated	Frequency Result
Low Frequency	Press ▲ once		5 more serves/min
	Press ▲ twice		Additional 5 more/min
High Frequency	Press ▼ once		5 fewer serves/min
	Press ▼ twice		Another 5 fewer/min

Hints

1. Range of frequency is 35-70 serves/min.
2. Frequency can be adjusted whenever the robot is in operation.

(3) Fixed Mode



1-3 landing points

Top spin

Level of spin

Black circle for Fixed Mode
When the 'Mode Selection' key is pressed, a mode is shifted to the other in the order as follows:

Free Mode ← Random Mode ← Fixed Mode ←

Hints : For the first use, select the landing point, number 2 and press **Start/Stop** to get the serves landing on the middle of the table. Move the robot to left or right a little bit to make sure the balls served land on the middle line.

- 1 Press **Mode Selection** until the black circle moves to the position for Fixed Mode.
- 2 Press **left** ◀ or **right** ▶ to select the landing point desired. A black circle will appear on the screen in one of three positions, from left to right, indicating the landing point chosen.
- 3 Press **Top spin** ▲ ▼ or **Under spin** ▼ ▲ to adjust the level of the spin. The level of spin is displayed on the screen; the higher the number, the stronger the spin.
- 4 Press **Start/Stop** to run Fixed mode. Balls will continuously land on the point you have selected above.

Note: There is a 'beep' sound from the robot indicating when the robot has received a signal from the remote control.

(4) Random Mode



Black circle for Random Mode
When the 'Mode Selection' key is pressed,
a mode is shifted to the other in the order
as follows:

Free Mode ← Random Mode ← Fixed Mode ←

- ① Press **Mode Selection** until the black circle moves to the position for Random Mode.
- ② Press **Start/Stop** to run Random Mode. Balls are served randomly at one of three points on the entire table.

Hints

Change of mode selections or adjustment of serving parameters can be made whenever the robot is in operation.

(5) Free Mode



Black circle for Free Mode
When the 'Mode Selection' key is pressed,
a mode is shifted to the other in the order
as follows:

Free Mode ← Random Mode ← Fixed Mode ←

- ① Press **Mode Selection** until the black circle moves to the position for Free Mode.
- ② Press **Start/Stop** to run Free Mode. Serves will land freely on any random point on the entire width of the table.

VI. Fixing a Jam

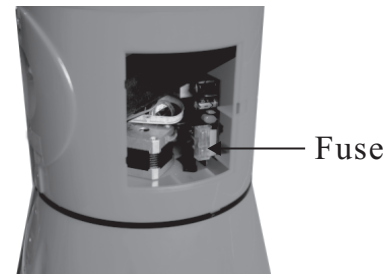
A ball getting stuck is mainly attributable to damaged balls or other items that may be blocking the entrance of the balls. If the problem occurs, the robot will automatically stop and make a ticking sound. Disconnect the power supply and follow the procedures as below to correct:

- 1.Remove all the balls in the ball holder.
- 2.Take away the stuck ball or other object from the ball holder.
- 3.Reconnect the power supply, place balls in the ball holder and start the robot again.

VII. Fuse Replacement

If the power indication light is not lit and the robot is not in operation, replacement of the fuse may be required. Procedures for the replacement are as follows:

- 1.Disconnect the power supply and open the cover at the side of the main body.
- 2.Pull out the fuse cover from the main board and replace the bad fuse with a qualified one of the same standard (3.15A).
- 3.Replace the fuse cover and the cover of the main body.



VIII. Maintenance

1. The robot and the remote control should be protected from strong vibrations and getting wet. Failure to do so may cause a short circuit resulting in damage to the electrical components.
2. After use for 1 to 2 months dust and dirt may gather in the ball running track. Clean the ball running track with a wet cloth.
3. When the robot is not in use for a long period of time please disconnect the power supply and cover the robot with cloth or a plastic bag.