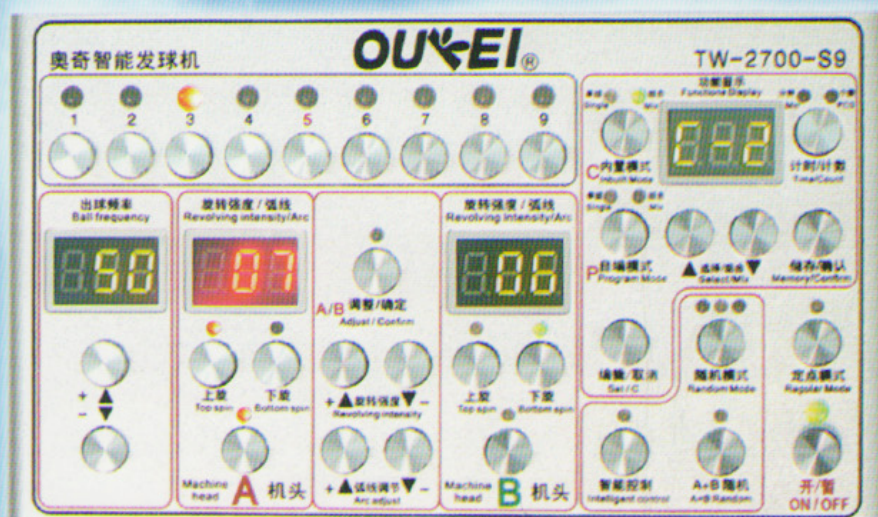


乒乓球发球机使用手册

Serving Robot For Table Tennis Instruction Manual

OUKEI®

奥奇 TW2700-S9



使用前请阅读此手册

Please read this manual before operation

Six Functions

1. Top spin and bottom spin

Set top spin for Machine Head A and bottom spin for Machine Head B and services of top spin and bottom spin can be generated accordingly.

2. Self program (compound serving)

According to personal training needs, it is possible to edit a program which defines topspin, bottom spin, revolving intensity, delivery sequence and landing points of Machine Head A and B. The program can be stored for future use.

3. Long and short ranges

The ball curves from Machine Head A and B can be adjusted to decide the different ranges.

4. Memory function

Top spin, bottom spin, revolving intensity, ball curves, landing point and other functional data can be automatically memorized and stored before shut down.

5. Timing/Counting function

The user can decide and set time and number data, which are digitally displayed. The robot automatically stops when the set time or count is reached.

6. Factory reset

All the parameters from the factory can be restored.

18 landing points

Landing point 1~9 for Machine Head A

Landing point 1~9 for Machine Head B

9 spin modes

Top spin, bottom spin, left-side spin, left-side topspin, left-side bottom spin, right-side spin, right-side top spin, right-side bottom spin and without spin (straight ball).

Basic features & Functions of TW-2700-S9 Table Tennis Serving Robot

The robot is of double machine heads and double spinning structures. It is of powerful functions and advanced program-controlled system, capable of services of top spin and bottom spin, self-program function, serving modes of single or compound programs as well as intelligent control serving modes.

Eight serving modes:

1. Regular mode

Machine Head A or B can be chosen to delivery the ball to one of the 9 horizontally sequenced landing points.

2. Random serving mode

- a. Random serving from Machine Head A or B to the 9 horizontally sequenced landing points on the entire court;
- b. Random serving from Machine Head A or B to the 5 horizontally sequenced landing points on the left-half court;
- c. Random serving from Machine Head A or B to the 5 horizontally sequenced landing points on the right-half court;

3. A+B random serving mode

- a. Random serving from Machine Head A and B to the 9 horizontally sequenced landing points on the entire court;
- b. Random serving from Machine Head A and B to the 5 horizontally sequenced landing points on the left-half court;
- c. Random serving from Machine Head A and B to the 5 horizontally sequenced landing points on the right-half court;

Note: under this serving mode, different spins and curves have been pre-set for both Machine Head A and B, which enables landing points on both right and left side, long and short ranges and different intensities of spins.

4. Intelligent control serving mode

The random changes of all parameters of this intelligent control enables a choice of Machine Head A or B, top spin or bottom spin, the intensity of spins (ball intensity), ball curves (long or short ranges), ball frequencies and landing points (the entire court/left-side court/right-side court).

5. Inbuilt single program serving mode

One of the five inbuilt programs can be chosen to deliver the balls.

6. Inbuilt compound program serving mode

Two to five inbuilt programs can be chosen to deliver the balls.

7. Single self program serving mode

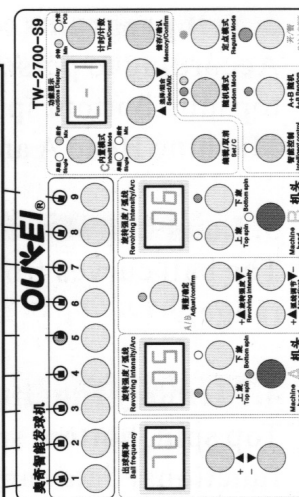
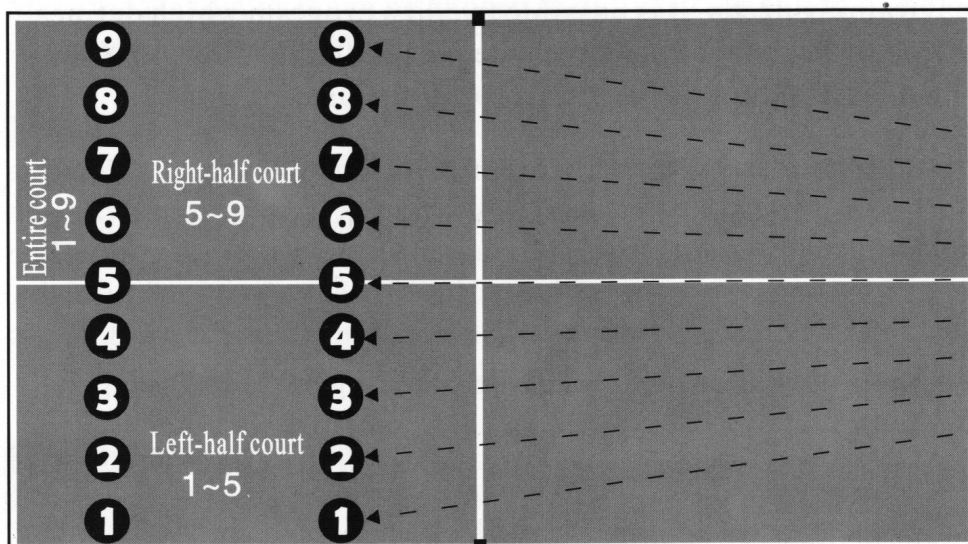
One of the five self programs can be chosen to deliver balls.

8. Compound self program serving mode

Two to five of the five self programs can be chosen to deliver the balls.

Settings of top spin, bottom spin and landing points for A+ B heads

1. It is recommended to set top spin for Machine Head A and bottom spin for Machine Head B, in order to avoid inaccuracy of landing points caused by the shifts of serving modes or programs.
2. Long and short ranges can be achieved by adjusting the different curves of Machine Head A and B.



Control pane

(Landing point) ← Machine Head A → ← Machine Head B → (Landing point)

Top spin

Bottom spin

Table tennis court

Factory Reset/Recommended Parameters

Spin modes		Machine Head A (Top spin) Revolving Intensity	Machine Head B (Bottom Spin) Revolving Intensity	Ball Frequency	Arc
Factory Reset		6	6	45	16~20
Recommended Parameters	Straight	5	/	45~70	16~20
	Top spin	6~11	/	45~70	18~22
	Bottom Spin	/	6~9	40~55	28~33
	A+B Random	6~11	6~9	45~60	
	Intelligent Control	6~11	6~9	45~60	
	Left- and right-side Top spin	5~11	/	45~70	
	Left- and right-side Bottom spin	/	6~9	40~55	

Notice: please set the operational parameters according to *Factory Reset* before initial start-up. Press the *ON/OFF* button to power on and practice. The user can adjust revolving intensity, curve and ball frequency according to his skill levels .

— Name of the parts



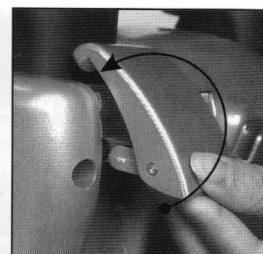
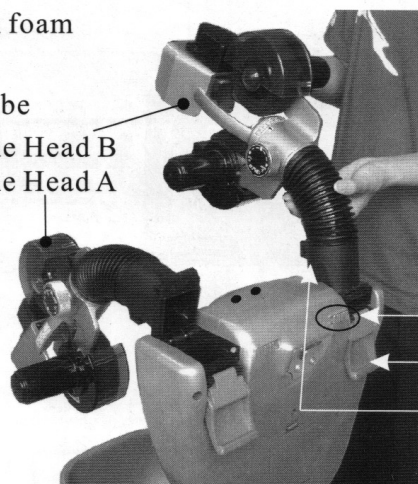
二. Installation



Anti-collision foam

Mount of the connection tube

Machine Head B
Machine Head A



Safety pin switch

Buckle

Connection tube

1. Unwrap the carton, remove the cushioning foam and place the robot gently on the ground. Take out the transparent plastic bag, anti-collision foam and mount of the connection tube.

2. Hold up Machine Head B to its installation location, where the safety pin automatically locks with a sound (Withdraw slowly and make sure it is properly locked). Then press the lock against the connection tube and have the machine head fastened.



3. Please refer to the installation of Machine Head B above for A.



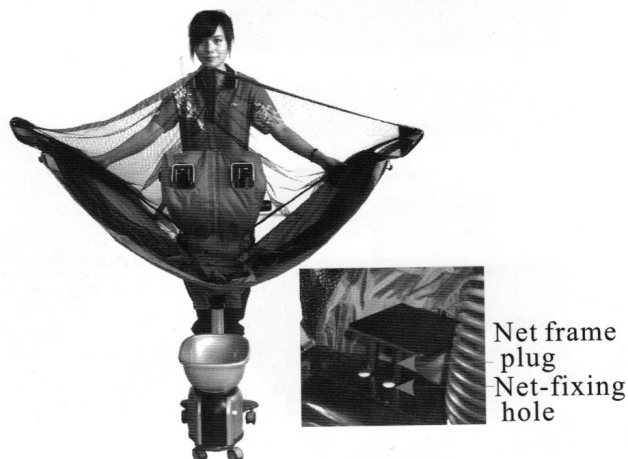
Protective foam of the guide board

4. Take the two protection plates of the guide boards out and the installation is finished.

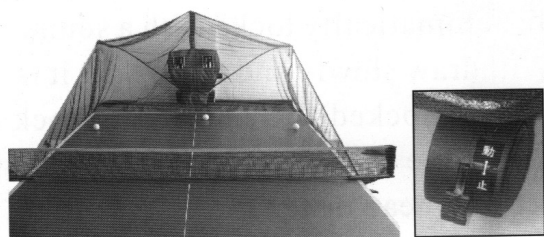
三. How to use the collection net



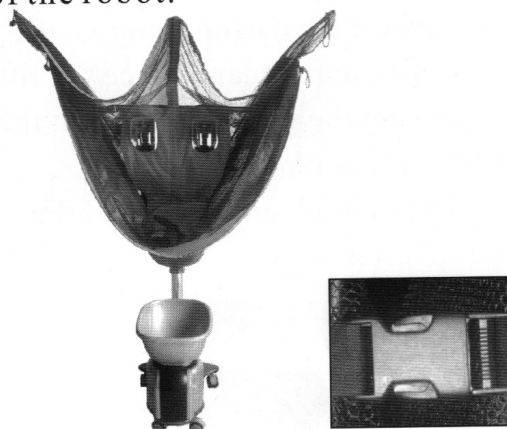
1. Unfasten the buckle of the collection net.



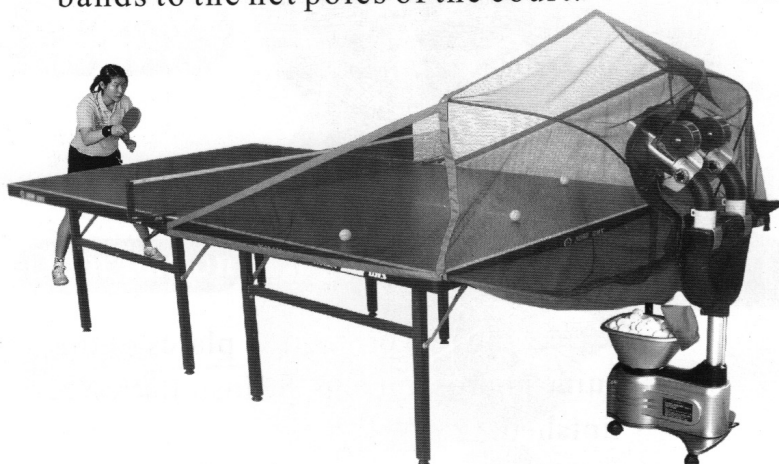
2. Unfold the collection net slightly. Insert the robot machine heads into the two holes of the net and then insert the collection net into the jack of the robot.



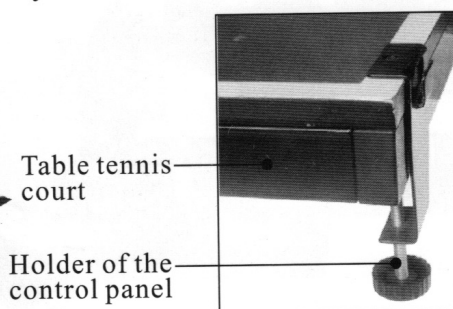
3. Move and place the robot to the court edge properly, turn off the lock of the casters and fasten the rubber bands to the net poles of the court.



4. Soon as the training is finished, fold the collection net conversely, lock the buckle properly and put it away.

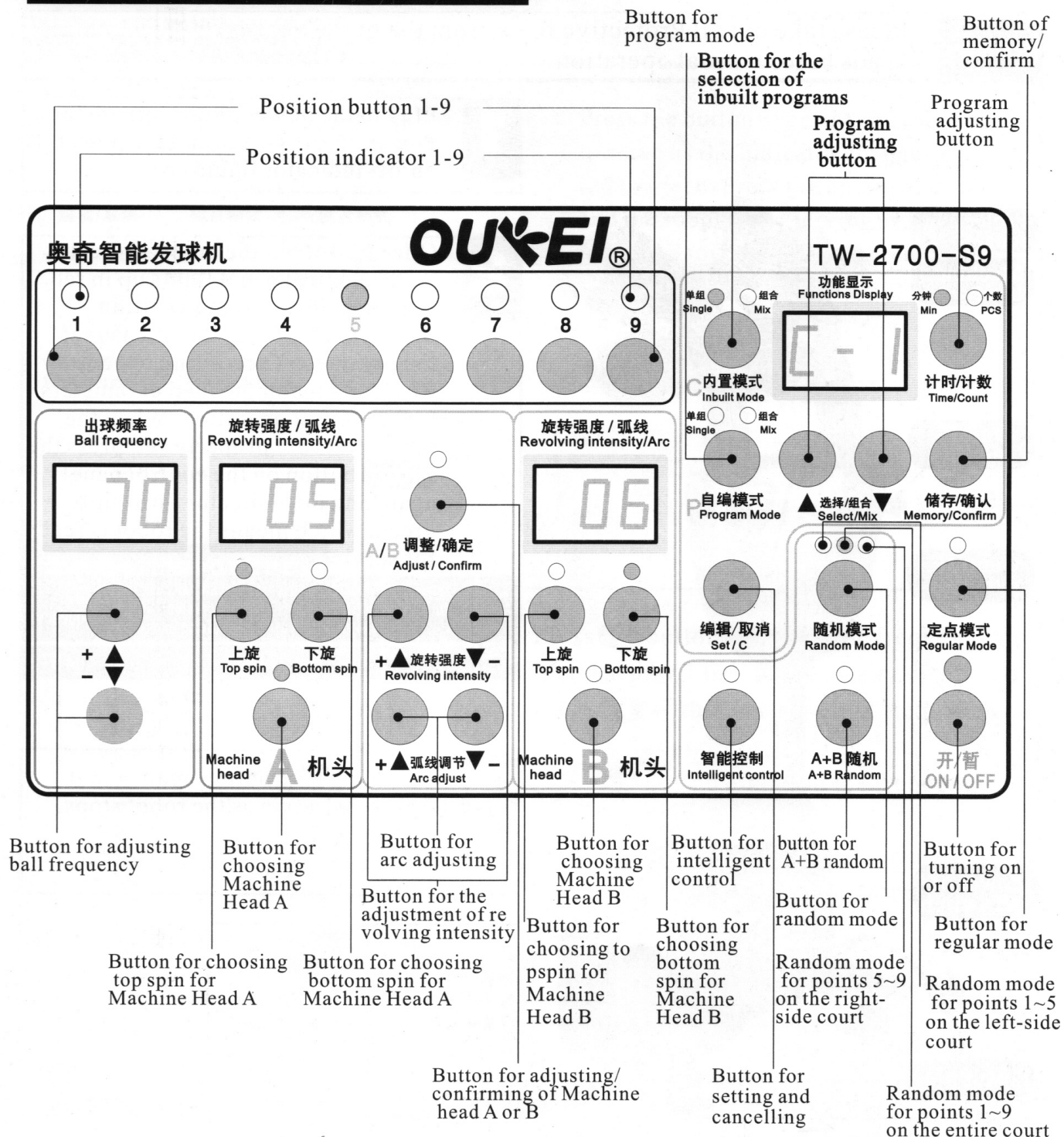


Installed representation

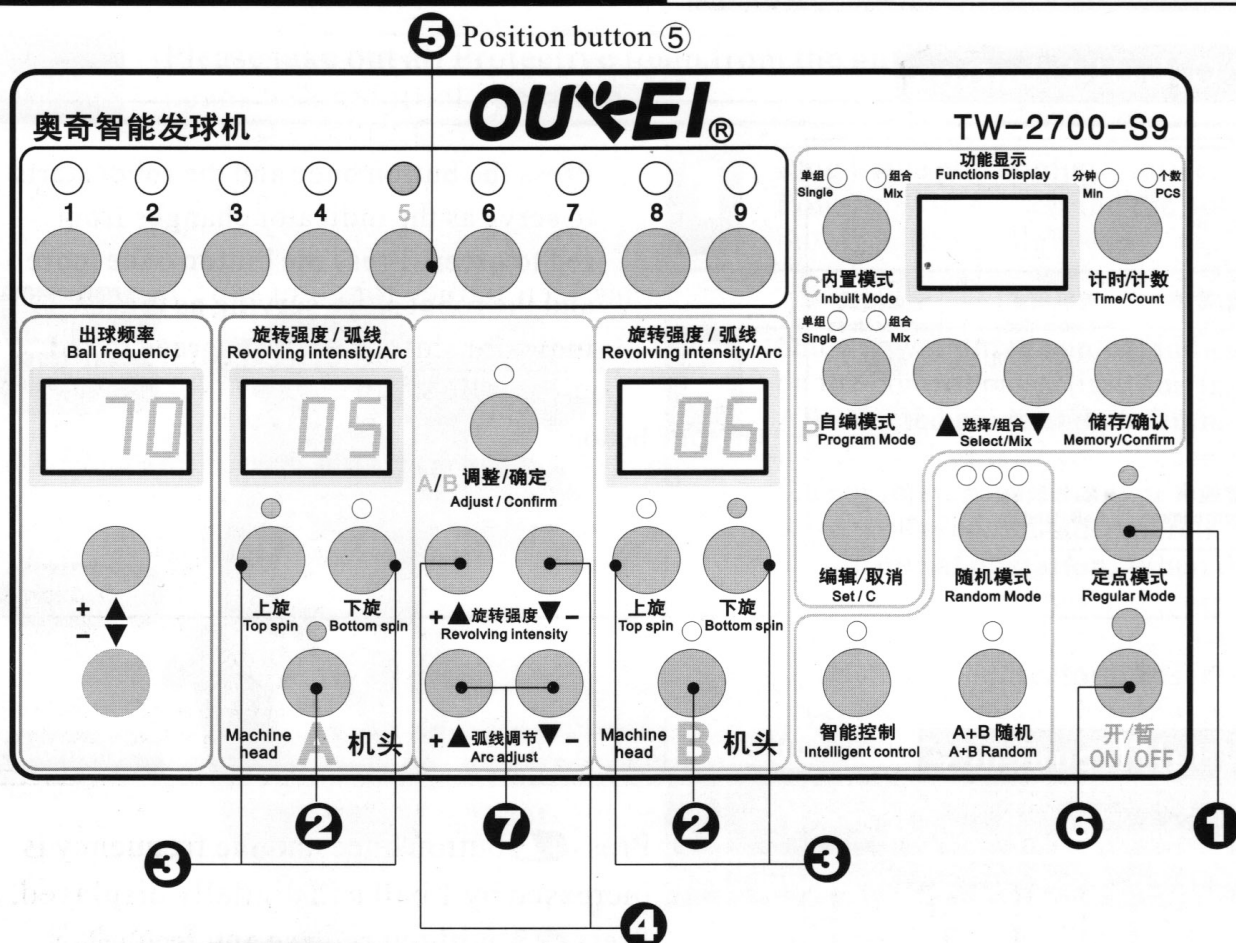


★ The holder of the control panel can be at any position along the court edge. It is easier to operate when the control panel is mounted on the holder.

四. Functions of the control panel



(3) Procedure for Serving Modes



- ① Press **Regular mode** button and its indicator lights up.
- ② Press **A** or **B** and the corresponding indicator lights up.
- ③ Press **Top spin** or **Bottom spin** to choose spin modes and the corresponding indicator lights up, red for A and Green for B. The revolving intensity is display on the digital screen.
- ④ Press Revolving Intensity **+**▲ or ▼**-** button to adjust the revolving intensity. Revolving intensity can increase from 01 to 15. For each press, the intensity is increased or decreased by 1 score.
- ⑤ Press **Position 5** to choose landing point and the corresponding indicator lights up.
- ⑥ Press **ON/OFF** button and the robot start to serve. Watch the arcs and landing points.
- ⑦ Press **Arc Adjust** **+**▲ or ▼**-** button to adjust ball curve and landing points. The arc can increase from 0 to 50. For one press, the number increases or decreases by 1 score. Press without release and the adjustment speeds up. (As the arc increases in number, the landing point moves outwardly along the court.)

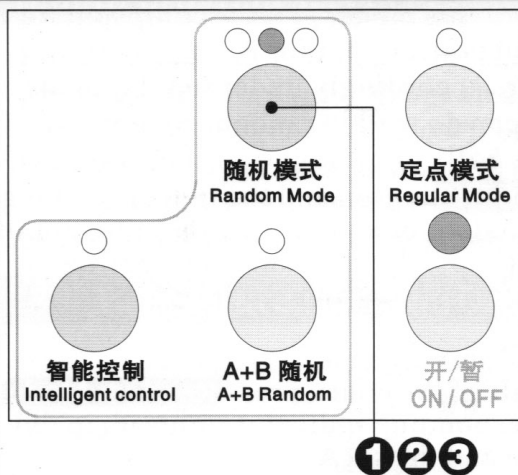
It is advised to set the revolving intensity before arc because the revolving intensity impacts on ball curve.

Up to now, the setting and adjusting of spins, revolving intensity and arc has been finished for one machine head. Repeat the steps of ②, ③, ④, ⑤, ⑥ and ⑦ for the other.

Reminder

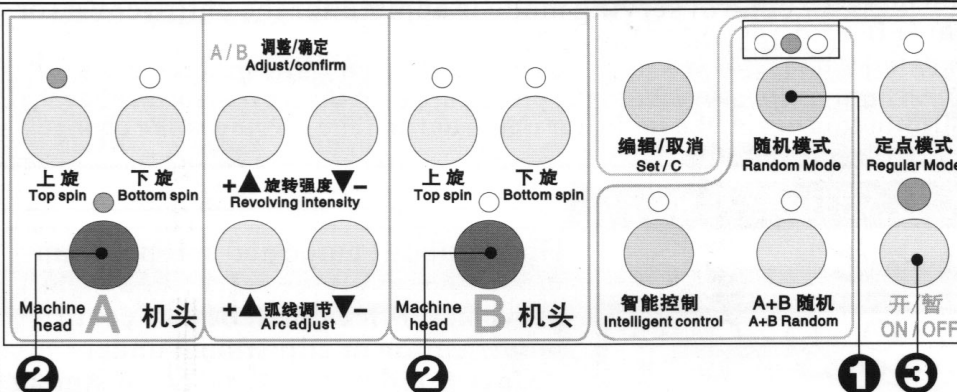
It is recommended to set top spin for Machine Head A and bottom spin for Machine Head B, in order to avoid inaccuracy first round inaccuracy of landing points caused by the shifts of serving modes or programs.

(4) Procedure for random serving mode

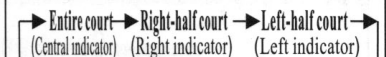


Please set top spin, bottom spin, revolving intensity and ball arc accordingly before use.
4-1 Use of Random Mode button (recycling display)

- 1 Press **Random Mode** button and the central indicator turns in green, which means random mode has been applied for Point 1 to 9 on the entire court.
- 2 Press **Random Mode** button again and the right indicator lights up in red, which means random mode has been applied for Point 5 to 9 on right-half court.
- 3 Press **Random Mode** button for the third time and the left indicator lights up in red, which means random mode has been applied for Point 1 to 5 on left-half court.



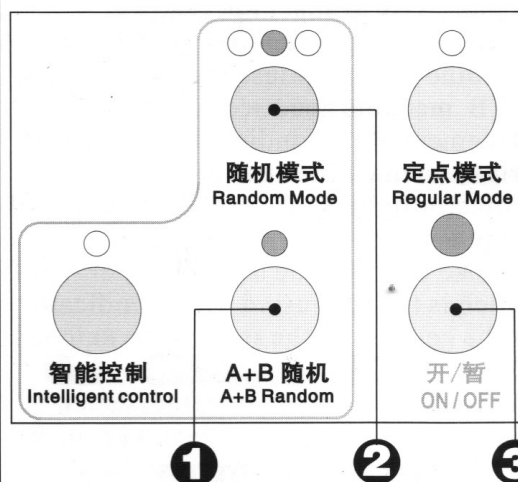
Random mode indicators
 Each time the **Random Mode** button is pressed, the indicators shift in a sequence as below:



4-2. Procedure for A/B random serving mode

- 1 Press **Random Mode** button and choose the landing scopes of Entire court, Right-half court or Left-half court and the corresponding indicator lights up.
- 2 Press **Machine Head A** or **Machine Head B** to select Machine Head And the corresponding indicator lights up.
- 3 Press **ON/OFF** button and random serving mode is applied for Machine Head A or B in the chosen landing scope of either Entire court, Right-half court or Left-half court.

(5) Procedure for A+B random serving mode



Before this mode is applied, please set top spin for Machine Head A and bottom spin for B, revolving intensity and ball arc accordingly under regular mode so that there can be of different landing points, ranges, top spin and bottom spin.

- 1 Press **A+B Random** button and the corresponding indicator lights up. The central indicator of random mode turns in green, which means A+B random serving mode has been applied for point 1 to 9 on the entire court.
- 2 If A+B random serving mode is required on the right-half or left-half of the court, press **Random Mode** button and the corresponding indicator lights up in red.
- 3 Press **ON/OFF** button and the set A+B random serving mode is applied for the entire court (or right-half/left-half court).

Reminder

1. Press **A+B Random** button, the indicator will be off and the *serving mode* changes to *random mode*.
2. In case of need, the revolving intensity or ball curve can be adjusted while in services by pressing **Adjust/Confirm** button. (Please refer to the procedure of *Adjust/Confirm* on page 9.)