Toll Free 1-800-854-3140
Phone 1-503-304-8899
www.jjamusements.com
e-mail: service@jjamusements.com

Programming Select-A-Pitch 2017

NOTE:
The ball switch of the cage that you want to program must be activated during programming.
This can be accomplished by holding down the ball count micro switch. Any cage that has the ball switch activated will have its cage number changed also.

(STEP 1) "Reprogram factory default settings"

Press "Clear "
Enter   "3" "1 "
Enter   "1" '2" "3" "4"
Enter   "2" "5" "5"
Press "Rent A"
Enter one of the following   "1" "7" "6" - For a standard coin box or a single machine with card reader.
                                                "1" "7" "7" - For a stand alone S.A.
                                                "1" "8" "1" - For a dual machine with card reader.
Press "Rent B"
Activate the ball count micro switch
Press "Send"
Deactivate the ball count micro switch
Press "#"

(STEP 2) "Program cage number"

Press "Clear"
Enter "3" "1"
Enter "1" "2" "3" "4"
Press "Clear"
Enter the cage number "1-30"
Press " * "
Activate and hold the ball count micro switch
Press "Send"
Deactivate the ball count micro switch
Press "#"

(STEP 3) "Program To Use Select-A-Pitch"

Press "Clear "
Enter "3" "1"
Enter "1" "2" "3" "4"
Enter "2" "4" "5"
Press "Rent A"
Enter one of the following "2" "1" for a **BASEBALL** ("A" side relays) Select-A-Pitch.
                                          "2" "6" for a **SOFTBALL** ("B" side relays) Select-A-Pitch.
                                          "3" "1" for a **DUAL** Select-A-Pitch.
Press "Rent B"
Activate and hold the ball count micro switch
Press "Send"
Deactivate the ball count micro switch
Press "#"

NOTE:
The ball switch of the cage that you want to program must be activated during programming.
This can be accomplished by holding down the ball count micro switch. Any cage that has the ball switch activated will have its cage number changed also.

Questions about this procedure? Give us a call at (800)854-3140 or (503)304-8899

(STEP 4) "Programming Baseball Speed"
(NOTE: If programing softball speed see page 3).

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NOTE: If this is a dual select a pitch system you must disconnect the **"SOFTBALL"** speed interface + (red wire) from the PT-8 circuit board before you start. Failure to disconnect the + (red wire) of the softball speed interface prior to programming will result in the softball speeds being reprogrammed.

40 MPH CODE	50 MPD CODE	60 MPH CODE
"Clear"		
"3" "1"		
"1" "2" "3" "4"		
"2" "1" "2"	"2" "1" "3"	"2" "1" "4"
"Rent A"	"Rent A"	"Rent A"
"2" "4" (Speed value)	"3" "6" (Speed value)	"4" "7" (Speed value)
"Rent B"	"Rent B"	"Rent B"
Hold down ball count micro switch	Hold down ball count micro switch	Hold down ball count micro switch
"Send"	"Send"	"Send"
Release ball count micro switch	Release ball count micro switch	Release ball count micro switch
Proceed to 50 MPH code	Proceed to 60 MPH code	"#" to exit programming

50 MPH CODE	60 MPD CODE	70 MPH CODE
"Clear"		
"3" "1"		
"1" "2" "3" "4"		
"2" "1" "2"	"2" "1" "3"	"2" "1" "4"
"Rent A"	"Rent A"	"Rent A"
"3" "6" (Speed value)	"4" "7" (Speed value)	"5" "9" (Speed value)
"Rent B"	"Rent B"	"Rent B"
Hold down ball count micro switch	Hold down ball count micro switch	Hold down ball count micro switch
"Send"	"Send"	"Send"
Release ball count micro switch	Release ball count micro switch	Release ball count micro switch
Proceed to 50 MPH code	Proceed to 60 MPH code	"#" to exit programming

NOTE:
You must program the ball and coin count when done with the speed configuration programming. "See step 5 on page 3"

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(STEP 4) "Programming Softball Speed"

(NOTE: if programming baseball speed see page 2).

NOTE: If this is a dual select a pitch system you must disconnect the **"BASEBALL"** speed interface + (red wire) from the PT-8 circuit board before you start. Failure to disconnect the + (red wire) of the baseball speed interface prior to programming will result in the baseball speeds being reprogrammed.

40 MPH CODE	50 MPD CODE	60 MPH CODE
"Clear"		
"3" "1"		
"1" "2" "3" "4"		
"2" "1" "2"	"2" "1" "3"	"2" "1" "4"
"Rent A"	"Rent A"	"Rent A"
"1" "6" (Speed value)	"2" "8" (Speed value)	"4" "5" (Speed value)
"Rent B"	"Rent B"	"Rent B"
Hold down ball count micro switch	Hold down ball count micro switch	Hold down ball count micro switch
"Send"	"Send"	"Send"
Release ball count micro switch	Release ball count micro switch	Release ball count micro switch
Proceed to 50 MPH code	Proceed to 60 MPH code	"#" to exit programming

NOTE:
You must program the ball and coin count when done with the speed configuration programming.

(STEP 5) "Program the ball & coin count"

Press "Clear "
Enter "3" "1"
Enter "1" "2" "3" "4"
Enter the number of coins required to start a game "1 - 100"
Press "Rent A"
Enter the number of balls per game "1 - 255"
Press "Rent B"
Press "Send"
Press "#"

Questions about this procedure? Give us a call at (800)854-3140 or (503)304-8899

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(BASEBALL)

To enter program elevation mode for a baseball machine from the display panel.

Press "Clear"
Enter "3" "1"
Enter "1" "2" "3" "4"
Enter "2" "0" "1"
Press "Rent A"
Enter "2" "0"
Enter the cage number "1 - 30"
Press "Rent B"
Press "Send"

NOTE: The light box is now in elevation programming mode. The red & yellow LED lights on the light box should be flashing. Processd to elevation programming procedure on page 5.

(SOFTBALL)

To enter program elevation mode for a softball machine from the display panel.

Press "Clear"
Enter "3" "1"
Enter "1" "2" "3" "4"
Enter "2" "0" "1"
Press "Rent A"
Enter "1" "5"
Enter the cage number "1 - 30"
Press "Rent B"
Press "Send"

NOTE: The light box is now in elevation programming mode. The red & yellow LED lights on the light box should be flashing. Processd to elevation programming procedure on page 5.

NOTE:
Use SAP SETTINGS for the actuator shaft length & motor shaft RPM speed for each speed being programmed on page 6.

This procedure must be performed when the system is first installed, if the elevation actuator is replaced, if the memory has been lost, or if the center height of pitch needs to be adjusted. After entering elevation programming mode from the computer display panel (see instructions on previous page) follow the below steps to set the center height of pitch.

1) Select the "**Speed**" you want to configure elevation for.
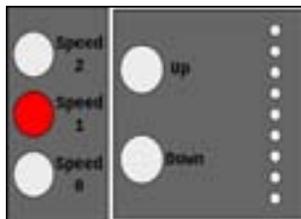
2) Press the "**Down**" button and while holding the "**Down**" button press the "**Up**" button, then release both buttons at the sane time. Elevation buttons will turn solid and the elevation height position lights will flash and pitching machine will start.
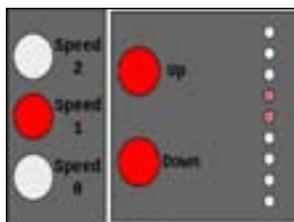
3) Wait for height indicator lights to stop moving, there may be a brief pause before the lights begin to start moving. Once the height indicator lights stop moving balls will begin to pitch. If height indicator lights do not move or flash then start over at step 1.

4) Adjust the pitching height by pressing the "**Up**" or "**Down**" button. Continue pressing the appropriate button until desired height is achieved.

NOTE: When making adjustment, disregard height indicator light position. If the height indicator light goes to the top or bottom, continue to press button until desired height is achieved. Any interruption in the adjustment process will cause the balls to stop pitching. Wait 5 seconds and balls will begin pitching again.

5) When desired height of pitch is achieved press the "**Start**" button once to save and move to next speed.

6) Repeat steps 1 through 5 for each speed you would like to calibrate, if you are done calibrating press the "**Start**" button twice to exit programming mode.

NOTE: The system will time out after 60 seconds if there's no activity from the elevation panel, if this happens press the "Start" button once and start over.

TECHNICAL DOCUMENT

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1) **Use a RPM tester to verify the correct RPM setting for each speed.**

2) **Use a tape measure to check the correct actuator shaft length for each speed.**

"See The Select-A-Pitch Setting Sheet Below"

BASEBALL SETTINGS

MPH	SPEED VALUE	MOTOR SHAFT (RPM)	ACTUATOR SHAFT (LENGTH)
35	14	2040	2 - 1/4"
40	25	2240	2 - 3/8"
45	30	2388	2 - 7/8"
50	36	2532	3"
55	41	2687	3 - 1/8"
60	47	2890	3 - 3/8"
65	53	3132	3 - 1/2"
70	59	3380	3 - 5/8"
75	63	3595	3 - 3/4"

SOFTBALL FASTPITCH SETTINGS

MPH	SPEED VALUE	MOTOR SHAFT (RPM)	ACTUATOR SHAFT (LENGTH)
35	5	1890	2"
40	16	2070	2 - 1/2
45	22	2180	2 - 3/4"
50	28	2320	3 - 1/4"
55	36	2530	3 - 1/2"
60	45	2805	3 - 1/2"
65	51	3015	3 - 1/2"
70	NOT OBTAINABLE	NOT OBTAINABLE	NOT OBTAINABLE

"To start and delete a manual game"

(Step 1) **MANUAL GAME -** "Clear" "Cage number" "Rent A" or "Rent B" "1" "1" "Send"
(NOTE: **Rent A** = Baseball machine   **Rent B** = Softball machine)

NOTE:
If the yellow light is flashing after the manual game code has been entered, procced to step 2.

(Step 2) **START INDIVIDUAL CAGE -** "Clear" "Cage number" "#" "7" "Send"

(Step 3) **DELETE INDIVIDUAL CAGE -** "Clear" "Cage number" "# " "4" "Send"

Questions about this procedure? Give us a call at (800)854-3140 or (503)304-8899