

Automated Batting Cages

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SERVICE BULLETIN

DATE 6/02/00
TO SELECT-A-PITCH OWNERS
SUBJECT NEW PROGRAMMING INSTRUCTIONS

Please find enclosed a new set of programming instructions for the Select-A-Pitch system. The complete programming sequence has been greatly simplified. We have discovered that most glitches in the system were a result over either "over" programming or improper programming. As the system evolved certain programming procedures became not only unnecessary but could cause problems. We discovered this after very lengthy and frank discussions with the manufacturer regarding the complaints we were receiving about the system.

This new procedures make the programming extremely simple and straight forward. It will also make troubleshooting problems or correcting "glitches" quite easy. The most important procedure will be the "Mechanical Initialization" followed by the "Final Programming Procedures". Once this is performed properly, any problems, other than failed components, should be corrected by simply unplugging the light box and then plugging it back in. This will cycle the elevation motor back to the "centered" position that all other programming is originated from. You may have to run through the 4 steps described in the "Final Programming Procedures" if cycling the power is ineffective.

Please have your maintenance person reprogram the Select-A-Pitch using these new directions. I apologize for any inconvenience this will cause. However, we are confident the system's operational performance will greatly improve along with the ease of correcting glitches or problems you may be experiencing. If you have any questions, please call our Customer Service Department.

Doug Spray
General Manager
ABC

IMPORTANT

PLEASE DISCARD ALL EXISTING PROGRAM DIRECTIONS AND REPLACE WITH THE ENCLOSED COPIES. ADDITIONAL COPIES ARE AVAILABLE UPON REQUEST.

SELECT-A-PITCH

MECHANICAL INITIALIZATION PROCEDURE

This procedure must be performed when the system is first installed or if a new elevation motor assembly is installed on the pitching machine.

- 1) Connect light box and Master Office Control Panel to power (115VAC).
- 2) **The mechanical initialization must be performed using the speed program that the machine will be operated at. "Slow" program (40, 50, 60 MPH) or "Fast" program (50, 60, 70 MPH). Any custom speed adjustments must be performed after step 5.**
- 3) Enter the factory speed preset. Press "**Program Switch**" 4, 5, 1 for "Slow" program or "**Program Switch**" 4, 5, 2 for "Fast" program.
- 4) Enter factory elevation preset by pressing **Program Switch 4, 5, 3** and then **Program Switch 4, 2, 6** to save.
- 5) Cycle A/C power. Unplug light box from power (115VAC) and reconnect. Elevation motor will move backwards to stops and then reverse and move forward 10 revolutions.
- 6) **OPTIONAL** : Adjust custom speeds at this stage if necessary.
- 7) Start game at coin panel and select **center** speed. LED will be at center position. Push "**Start**" button and observe pitch height. **Pitches must be at adult waist level.** If pitch is too low you must move locking collar (on elevation motor shaft) back towards motor. If pitch is too high you must move locking collar forward (away from motor). After every adjustment you must unplug the light box and then plug it back in. This allows the elevation motor to relocate itself. Continue to make locking collar adjustments until pitches are at the adult waist level.
- 8) Once the pitches are within this range press **Program Switch 4, 6, 1**, then **Program Switch 4, 6, 2**, then **Program Switch 4, 6, 3**.
- 9) Press "**Program Switch**" 5, 1
- 10) Press "**Program Switch**" 5, 3 to activate game. Select center speed and press "**Start**". Confirm that ball is being pitched at adult waist height and LED is in center position. If not, mechanical initialization procedure must be repeated.
- 11) Press "**Program Switch**" 5, 1 to stop game. Mechanical initialization is complete. You may now proceed to the Final Programming Procedure.

SELECT-A-PITCH

FINAL PROGRAMMING PROCEDURE

These programming steps are to be performed after the mechanical initialization is complete. You will also use these simple programming steps to correct minor errors or glitches that may occur during normal operation of the Select-A-Pitch System. See Select-A-Pitch Troubleshooting section for assistance.

- 1) Press "***Program Switch***" 5, 3 to activate game. Select "**Slow**" speed and push "**Start**". Adjust height of pitch to adult waist level by using "**Up/Down**" buttons only. **Do not adjust height in program mode.**
- 2) Press "***Program Switch***" 4, 6. Using "**Up/Down**" buttons, move LED to center position. Press switch # 1 to save.
- 3) Press "***Program Switch***" 5, 3 to activate game. Select "**Fast**" speed and push "**Start**". Adjust height of pitch to adult waist level by using "**Up/Down**" buttons only. **Do not adjust height in program mode.**
- 4) Press "***Program Switch***" 4, 6. Using "**Up/Down**" buttons, move LED to center position. Press switch # 3 to save.

MECHANICAL INITIALIZATION AND FINAL PROGRAMMING ABBREVIATED

Please refer to complete instructions for detailed explanation of mechanical initialization procedure.

- 1) Connect light box and Master Office Control Panel to power (115VAC)
- 2) Enter speed program (Choose one): **Pgm. 451** (40, 50, 60 MPH)
Pgm. 452 (50, 60, 70 MPH)
- 3) Enter elevation preset: **Pgm. 453** and then **Pgm. 426** to save.
- 4) Unplug light box from A/C power and reconnect.
- 5) Start game, select *center* speed. *Pitches to be at adult waist level*. If not, stop game, adjust locking collars in appropriate direction until waist height pitch is achieved. *Cycle A/C power at light box after every collar adjustment*.
- 6) Enter **Pgm. 461, Pgm. 462, Pgm. 463**
- 7) Enter **Pgm. 51**
- 8) Enter **Pgm. 53** to activate game. Select center speed and push “**Start**”. Verify that balls are pitching at adult waist height.
- 9) Enter **Pgm. 51** to stop game.
- 10) Enter **Pgm. 53** to activate game.
- 11) Select “**Slow**” speed and push “**Start**”. Using “**Up/Down**” buttons only, adjust pitches to waist level. Do not use program button or mode to raise or lower.
- 12) Enter **Pgm. 46**. Use “**Up/Down**” buttons to move LED to center position. Press 1 to save.
- 13) Enter **Pgm. 53** to activate game.
- 14) Select “**Fast Speed**” and push “**Start**”. Using “**Up/Down**” buttons only, adjust pitches to waist level. Do not use program button or mode to raise or lower.
- 15) Enter **Pgm. 46**. Use “**Up/Down**” buttons to move LED to center position. Press 3 to save.