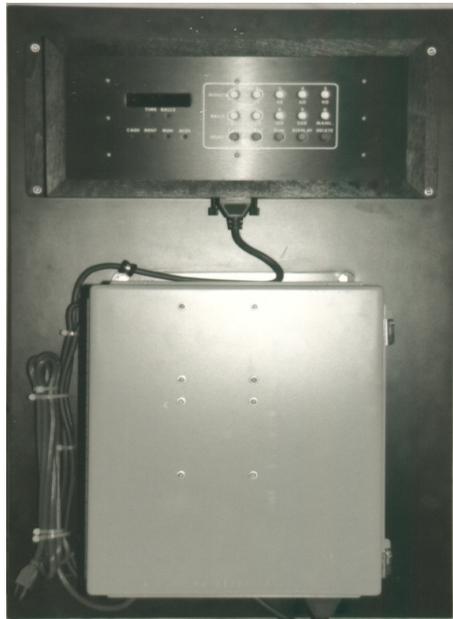**BATTING CAGE PROCESSOR
AND
DISPLAY PANEL
OPERATION MANUAL**

(Pages 13 thru 20)

THE WARRANTY ON THIS PRODUCT IS NOT VALID UNTIL
THIS OPERATION MANUAL HAS BEEN READ

PROCESSOR MANUAL

PROCESSOR FEATURES

The Batting Cage Controller is a solid state microcomputer device designed to control one to ten Batting Cages. Specifically, the Batting Cage Controller is designed to:

1) Provide a control and auditing system which cannot be circumvented or altered by employees.
2) Permit programmable control of the number of balls to be pitched.
3) Permit programmable control of the number of coins required to start a game.
4) Provide individual user rental time consisting of 15, 30, 45, 60, or 90 minutes or various ball quantities.
5) Allow monitoring of the time remaining or the number of balls left to be pitched in any cage at any time.
6) Allow auditing of the "RENT", "DELETE" and "MANUAL" switches to determine the number of times each switch has been pressed.
7) Allow auditing of the number of coins collected in each cage.

PROGRAMMING 8 OR 10 CAGE OPERATION
(NOTE: This programming requires the new 102C and 103C card.)
If you have any other version than the "C" cards please refer to page 58 for 101 Card Usage Instructions.

1. Set **"PROGRAM"** switch to **"ON"**.
2. Press **"RUN"** to display cage select.
3. Press **"8"** to select 8 cage program or **"0"** for 10 cage program.
   4. Set **"PROGRAM"** switch to **"OFF"** and you are finished.

10108 Will be displayed for 8 cage program.

10110 Will be displayed for 10 cage program.

PROCESSOR MANUAL

WIRING INSTRUCTIONS

A. Wiring of Pitching Motors

1)   Using a 3-conductor shielded cable, the ball counter microswitches are connected to the appropriate inputs in the control box. (See Appendix A for a complete wire list.) The common of the microswitch is connected to the common line. Shield of cable must not be connected to case ground at machine, but must be connected to common or ground at the control box.
2)   The outputs in the control box are connected to the "A" or "B" inputs of the light box controller.
3)   The common of the cable MUST NOT be grounded at the machine, but at the common of the control box.

NOTE: COMMON IS NOT GROUND EXCEPT IN THE CONTROL BOX

B. Wiring of the Coin Mechanism

1)   Using a 2-conductor shielded cable, the normally open contacts of the microswitches on the coin mechanisms are connected to the coin inputs of the control box. (See Appendix A for a complete wire list.) The common of the microswitch is connected to the common line.

PROGRAMMING BALL AND COIN COUNTS

The Batting Cage Controller is designed so that changes can easily be made in either the ball count or the coin count, or in both of these counts if desired. To change the ball or coin count follow these steps:

1)   Flip "PROGRAM" switch in the control box to "ON".
2)   Press "RENT" to display existing ball count, or "CAGE" to display existing coin count.
3)   If desired count is less than the existing count, press switch #4 to clear counter. Then press switches 1, 2, and 3 in the proper order as described below. (see note)

4)   If desired count is greater than existing count, use switches 1, 2, and 3 as described below (see note)
6)   When finished, flip "PROGRAM" switch to "OFF".

NOTE: Switches 1, 2, 3, and 4 are used to change the ball and coin counts stored in the memory of the controller.

1)   Switch #1 increases the count by one.
2)   Switch #2 increases the count by five.
3)   Switch #3 increases the count by ten.
4)   Switch #4 clears the counter completely.

The maximum ball or coin count is 255. Ant attempt to program the count to exceed this maximum will cause the counter to clear completely.

Although the "RENTAL TIME" and "RENTAL BALLS" cannot be changed with the above method, the Phenix Company can change these amounts if desired and provide a new front panel.

OPERATING INSTRUCTIONS

After the ball and coin counts have been programmed, you're ready to operate.

1) Press the "RUN" switch. This puts the panel in the normal run mode.
2) Press the "CAGE" switch, followed by the switch for the cage you wish to operate. (cage numbers are above switches.)
3) Press the "RENT" switch, followed by the switch for the amount of time or number of balls desired. (Numbers below switches).

The machine will now operate. Should you want to stop the operation of any machine, just press the switch for that particular cage, followed by the "DELETE" switch.

OPERATION OF MANUAL SWITCH

The "MANL" switch can turn on any batting cage. To operate a batting cage of your choice, follow these steps:

1) Press the switch for the cage you want to operate.
2) Press the "RENT" switch, then "MANL".

The quantity displayed on the counter will decrease as each ball is pitched, and the machine will stop pitching after the set number of balls. You may also stop the machine by pressing the "DELETE" switch.
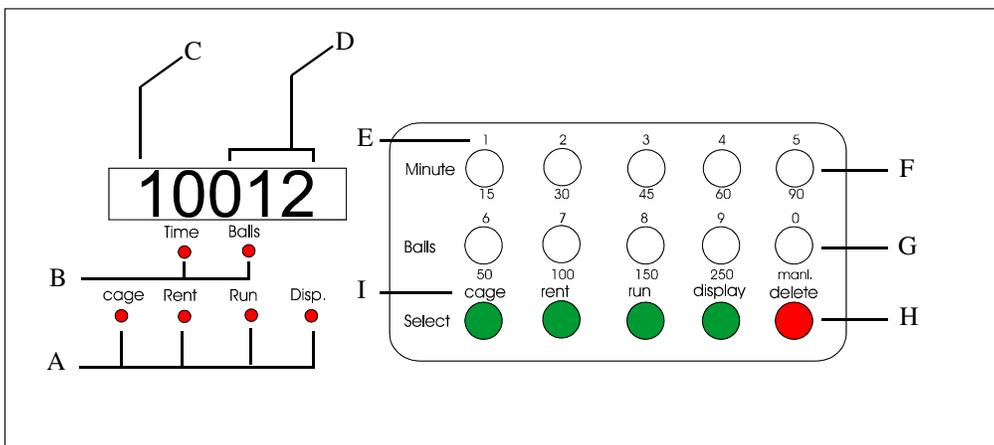
A = Mode Indicators
B = Display Indicators
C = Cage
D = Balls or Time
E = Cage Number
F = Time Rent Switches
G = Ball Rent Switches
H = Delete Switch
I = Mode Switches

PROCESSOR MANUAL

TO DISPLAY AMOUNTS IN COUNTERS

The Batting Cage Controller is designed to allow you to audit the following functions.

1) The number of coins collected in each cage.
2) The number of times each quantity of rental time or balls has been activated.
3) The number of times the "DELETE" and "MANUAL" switches have been pressed.

In order to audit the functions described above, follow these steps:

A. To Display Individual Cage Operations
1) Press "DISPLAY". This puts the panel in the display mode.
2) To audit the number of coins collected in a particular cage, press "CAGE", followed by the switch for the cage you want to check.
3) To audit the number of rentals, press "RENT", followed by the switch for the amount of rental time or balls you want to check.

EXAMPLE: 10009

In the amount displayed above, the 1 represents the number of the cage being audited. The 9 represents the number of coins collected in cage number 1.

4) Press "RUN" to exit the display mode.

B. To Display Manual Switch Operations
1) Press "DISPLAY" switch, followed by "RENT", and then "MANL".
2) Press "RUN" to exit the display mode.

C. To Display Delete Switch Operations
1) Press "DISPLAY". This puts the panel in the display mode.
2) Press "DELETE".
3) Press "RUN" to exit the display mode.

AUDITING USAGE

The Batting Cage Controller is designed to allow you to audit the following functions:

1. The number of coins collected in each cage.
2. The number of times each quantity of rental time or balls has been activated
3. The number of times the "DELETE" switch has been pressed.
4. The number of times the "MANUAL" switch has been pressed.

In order to audit the functions described above, follow these steps:

1. COIN COUNT:

*   Press "DISPLAY" button, this puts the panel in the display mode.
*   To audit the number of coins collected in a particular cage, press the "CAGE" button, followed by the switch for the cage you want to check. EXAMPLE: To display the number of coins collected in cage #1.

> Press "DISPLAY"
> Press "CAGE"
> Press "1"
> Press "RUN" to exit the display mode.

2. RENT & BALL COUNTS:

*   Press "RENT" button, followed by the switch for the amount of rental time or balls you want to check. EXAMPLE: To display the number of times the 45min switch has been pressed.

> Press "DISPLAY"
> Press "RENT"
> Press "45"
> Press "RUN" to exit the display mode.

3. DELETE COUNT:

*   Press "DISPLAY" button, this puts the panel in the display mode.
*   Press "DELETE".
*   Press "RUN" to exit the display mode.

4. MANUAL COUNT:

*   Press "DISPLAY" button, this puts the panel in the display mode.
*   Press "MANUAL".
*   Press "RUN" to exit the display mode.