



Slinger® Slingshot T-One Launcher & Oscillator
USER MANUAL

Slinger.®

**Designed and Developed by Slinger®.
Patent Pending.**

Covered by International Patent Applications

2709 S. Rolling Road Suite 138 Windsor Mill 21244 MD USA

I am Joe. Founder of Slinger®.

Like you I love to workout playing Tennis each day. However, I constantly found myself challenged to find a playing partner.

So I decided to try the club ball machine. Ugh! Having taken me 30 minutes to drag it to the court and locate cables and power, even more time was wasted figuring out how it actually worked! Frustrated I gave up. This experience led to my idea to create a ball machine built into a regular sized roller trolley bag. Eureka! Slinger® was born! A lightweight, transportable, versatile and affordable Tennis Ball Launcher. All my tennis gear in one place together with a Ball Launcher that can be set up anywhere within a few minutes. My 24-7 Tennis Partner!

Thank you for being on this journey with me.



Joe Kalfa
Founder

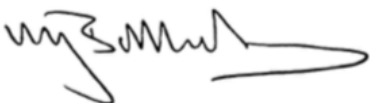
I am Mike. CEO of Slinger®.

I have been involved in tennis all my life, playing, coaching and running tennis businesses. I know the challenge our sport has in both retaining current players and attracting new players. Of tennis players who left Tennis in the past 12 months, 34% did so due to the lack of a partner to play with.

Slinger® helps to solve this problem. Re-Inventing Tennis, making it accessible to all.

Following thousands of hours of design, prototyping and both on and off court testing, we have taken Joe's idea and transformed Slinger® into a performance piece of tennis equipment. Slinger® a tennis innovation for players of all ages and abilities.

Thank you for supporting Slinger®. Designed by Players for Players.



Mike Ballardie
CEO

LIMITED WARRANTY REGISTRATION

Your Slinger® Slingshot T-One Launcher comes with a standard Limited **1 year warranty** (Limited 2 Year Warranty as standard in EU member markets) covering any manufacturing defects.

Please visit www.slingerbag.com/warranty and register your Slingshot T-One Launcher and its unique serial number. Registration will automatically extend your Limited Warranty cover period by an additional 2 years (an additional 1 year in EU member markets). Please note this extended warranty does not apply in Australia.

The serial number can be found **here:**



CAUTION CONSUMER SAFETY INFORMATION

Please note that Slinger Slingshot T-One Launcher operates through a 6.6V Lithium battery and by definition is an electrically operated machine.

Please ensure that the power is switched to “OFF” and unplugged from any electrical connection before attempting any activity which involves reaching into the launcher mechanism for any reason including for maintenance or cleaning.

Important Notice:

Please note that the Slingshot T-One Launcher cannot operate without the remote control for safety reasons. Please make sure that you do not misplace the remote control and when not in use keep it securely attached to the inside of the side pocket using the key fob.

AT ALL TIMES THE USER MUST NOT UNDER ANY CIRCUMSTANCES:

- Reach into the ball launching exit chute when the power is “ON”
- Look into the ball launching exit chute when the power is “ON”
- Stand directly in front of the ball launching exit chute at any time when the power is “ON”
- Insert any foreign objects of any kind into the ball hopper while the power is “ON”
- Use the Launcher in wet conditions or when rain is on courts or where water has collected.

PLEASE READ ALL USER INSTRUCTIONS BEFORE USE





WARNING



To reduce the risk of electrical shock, fire, injury to persons, and other damage when using this product, please follow these basic safety precautions.

1. Read all instructions carefully before operating this launcher.

2. To protect against the risk of electrical shock, never immerse any part of this launcher in water or any other liquid.
3. Close supervision is necessary when operating this launcher near children.
4. Never walk in front of this launcher when it is operating. Tennis balls leave the launcher at high speeds and could cause serious injury.
5. Always stand to the side, or behind the launcher when attempting to alter the settings of the various controls.
6. If it is necessary to free a jammed tennis ball, make sure that the launcher is turned "OFF".
7. Always wear protective eye-wear when attempting any repairs or adjustments on this Launcher.
8. Never attempt any repairs or adjustments on this launcher when it is plugged in. Always turn the power switch OFF and make sure the charger is not connected to any wall socket.
9. This launcher is intended for launching tennis balls only. Never attempt to use this launcher with any other type of ball or any foreign object whatsoever.
10. Always make sure that the launcher is turned off on the control panel when not in use and when the battery is being charged.
11. Never place your hands or any other part of your body near moving parts, especially the ball feeder plate and the launching wheel. Please be aware that the launching wheel continues to spin at high speed for several minutes after the launcher is switched off and can cause injury or burns if coming in contact with your hands.

THE GLOBAL COMPLIANCE



Europe

CB

CE



Category	Product	Certification	Certification Standards
Launcher	10Ah Battery	CB	•IEC 62133:2012
	2A Power Charger	CB	•IEC 61558-1:2005+A1 •IEC 61558-2-16:2009+A1
		CE-EMC & CE-LVD	•EN 55014-1:2006+A1:2009+A2:2011 •EN 61000-3-2:2014 •EN 61000-3-3:2013 •EN 55014-2:1997+A1:2001+A2:2008 •EN 61558-1:2005+A1:2009 •EN 61558-2-16:2009+A1:2013
		RoHS	European Council Directive 2011/65/EU on the Restriction of the Use of Certain Hazardous Substances in Electrical and Electronic Equipment
		GS	•EN 61558-1:2005+A1 •EN 61558-2-16:2009+A1 •AfPS GS 2014:01 Par.3.1
	6300RPM Big Motor	CE	•EN 55014-1:2006/A2:2011 •EN 55014-2:1997/A2:2008
		RoHS	2011/65/EU Restriction of Hazardous Substances
	Launcher Gear Motor	CE	•EN 61000-6-3:2007+A1:2011 •EN 61000-6-1:2007 (IEC 61000-4-2 ; IEC 61000-4-3)
RoHS		RoHS Directive 2011/65/EU and amendment Commission Delegated Directive (EU) 2015/863 with effective from 22 July 2019	



Europe



REACH

CE

Category	Product	Certification	Certification Standards
Launcher	PCB	RoHS (for LF HASL)	•RoHS Directive (EU) 2015/863 amending Annex II to Directive 2011/65/EU •IEC 62321-4:2013+A1:2017 •IEC62321-5:2013 •IEC62321-7-2:2017 •IEC62321-6:2015 •IEC62321-8:2017 •Analyzed ICP-OES, UV-Vis, and GC-MS
		REACH (for SVHC)	•SGS In-House method- GZTC CHEM-TOP-092-01, GZTC CHEM-TOP-092-02 •Analyzed by ICP-OES, UV-VIS, GC-MS, HPLC-DAD/MS and Colorimetric
	433MHz Remote Control	CE Red	•EN 62479:2010 •EN 50663:2017 •Final draft EN 301 489-1 V2.2.2(2019-09) •EN 301 489-3 V2.1.1(2019-03) •EN 300 200-1 V3.1.1 (2017-02) •EN 300 220-2 V3.1.1 (2017-02)
Oscillator	Oscillator Gear Motor	CE	•EN 61000-6-3:2007+A1:2011 •EN 61000-6-1:2007 (IEC 61000-4-2 ; IEC 61000-4-3)
		RoHS	RoHS Directive 2011/65/EU and amendment Commission Delegated Directive (EU) 2015/863 with effective from 22 July 2019
Ball Tube		CE	•EN 71-1:2014+A1:2018 •EN 71-2:2011+A1:2014 •EN 71-3:2013+A3:2018

THE GLOBAL COMPLIANCE

Category	Product	Certification	Certification Standards
Launcher	10Ah Battery	UN38.3	<ul style="list-style-type: none"> ST/SG/AC.10/11/Rev.6/Amend.1/Section 38.3
		Material Safety Data Sheet (MSDS)	<ul style="list-style-type: none"> EEC Directive 93/112/EC UN Recommendation on the Transport of Dangerous Goods
		Identification and Classification Report for Air Transport of Goods	<ul style="list-style-type: none"> ATA Dangerous Goods Regulations
		Identification and Classification Report for Transport of Goods (By Sea)	

This product complies with applicable requirements for performance, construction, labelling and information.

EUROPEAN COMPLIANCE



As indicated by this symbol, disposal of this product is governed by Directive 2012/19/EU of the European Parliament and of the Council on waste electrical and electronic equipment (WEEE). WEEE could potentially prove harmful to the environment and as such the Directive requires that the battery in this product must not be disposed of as unsorted municipal waste, but rather collected separately and disposed of in accordance with local WEEE ordinances and guidelines.

ENERGY CONSUMPTION

In accordance with Directive 2009/125/EC this device is equipped with a power switch. The following energy consumption figures apply (measured with a watt meter at the outlet) Switch in OFF position = 0.0 watts
Switch in ON position = 120 watts

The SLINGSHOT T-ONE LAUNCHER operates to its optimum level when using **Slinger Tennis Balls**. Please avoid using either old or soft tennis balls as this will reduce performance of the Launcher.

The SLINGSHOT T-ONE LAUNCHER is designed for use by tennis players of all ages and abilities.

The SLINGSHOT T-ONE LAUNCHER weighs 15kg or 33 lbs (excluding tennis balls). It is one of the lightest performance ball launchers of its kind on the market. The trolley bag is versatile and functional and can carry all your tennis equipment. The launcher can be set up and ready to use in minutes.

The SLINGSHOT T-ONE LAUNCHER ball speeds ranges from the Ball Boy low speed of 10mph/16kmph to an advanced player speed of 45mph / 73kmph ball with tournament level topspin.

The SLINGSHOT T-ONE LAUNCHER features include:

- Smart-enabled tennis trolley bag with a variety of functional pockets.
- Variable ball feed rate between 2 and 7 seconds.
- Variable ball speed between 10mph/ 16kmh and 45mph/ 73kmh. Note the higher the speed the greater the topspin effect.
- 144 tennis ball capacity ball hopper: Note: Slinger recommends using 72 balls for optimum performance.
- Lithium Ion battery. Note: Battery Life depends on usage. If used on medium settings including Oscillation then the battery life is up to 3 hours and this reduces to 1.5hrs when used at maximum speed, feed and oscillation including cell phone charging.
- A multi-country, smart, fast charger. When the battery is fully charged the power is reduced to an occasional ‘pulse’ to protect the life span of the battery.
- Integrated USB charger for mobile/cell phone charging.
- A remote control to operate both the Launcher and the Oscillator remotely with “On” and “Off” control.
- An elevation bar offers between 10 and 40 degrees of ball elevation.
- The Slinger Oscillator (Oscillator is sold separately or in a bundle) is designed to house the Slingshot T-One Launcher on top of it and provides side-to-side oscillation.

SLINGSHOT T-ONE LAUNCHER AT A GLANCE



SLINGSHOT T-ONE LAUNCHER AT A GLANCE



1. EXTENDABLE TROLLEY HANDLE



2. CLIP ON CAMERA HOLDER



3. TELESCOPIC BALL PICK-UP TUBE HOLDER CLIP*



4. USB PHONE CHARGING PORT (LOCATED INSIDE POCKET)



5. SIDE POCKET TO STORE REMOTE



6. SIDE CARRY STRAPS (FOR LIFTING YOUR SLINGER INTO THE TRUNK)



7. BALL ELEVATION KNOB POCKET



8. LAUNCHER SERIAL NUMBER (LOCATED ABOVE ELEVATION KNOB)



9. BALL LAUNCHER CONTROL PANEL



10. SMART POWER CABLE CHARGER WITH 4 SOCKET ADAPTERS



11. LAUNCHER GRAB HANDLE (TO ASSIST IN LIFTING LAUNCHER INTO CAR TRUNK)



12. LITHIUM ION BATTERY DRAWER



13. BALL LAUNCHER PROTECTIVE COVER



14. BALL HOPPER POCKET (OPEN TO STORE TENNIS BALLS)



15. BALL FEEDER / STORAGE COMPARTMENT



16. BALL FEEDER PLATE (INSIDE FEEDER POCKET)



17. LARGE STORAGE POCKET (RACQUETS, EQUIPMENT, GEAR)



18. TELESCOPE BALL TUBE*



19. SLINGER OSCILLATOR*



20. SLINGER REMOTE CONTROL

GETTING STARTED

The Slinger® Slingshot T-One Launcher battery is shipped at a maximum 30% charge in accordance with federal requirements for shipment of Lithium Batteries.

ASSEMBLING THE CHARGER CABLE

The following are actions will ensure optimum battery life and performance:

- Please select the correct plug socket adaptor for your region.
- Please ensure that the plug socket is correctly fitted to the main charger body and that it has “clicked “into place.
- Connect the power cable to a wall power outlet. Please note a GREEN light will now appear on the charger plug.
- Connect the charger cable to the power outlet on the Launcher control panel. Please ensure that the cable is ‘pushed’ into the socket for a tight connection.
- If the battery is less than full power then the indicator light on the charger plug will turn RED. If it remains GREEN this means that the battery is already fully charged.
- When the Battery becomes fully charged the RED light will turn GREEN.
- Disconnect the charger cable from both the Launcher control panel and the wall outlet.
- Please NOTE: The Launcher CANNOT be used when connected to the power outlet. This will irreparably damage the battery.

BATTERY

Before using the Launcher for the first time please make sure that the battery is left to charge overnight in order to optimize the battery life.

MAXIMIZE THE LIFE OF THE BATTERY

The following are actions will ensure optimum battery life and performance:

- Charge the battery fully overnight before first use
- Recharge battery immediately after use.
- Do not store battery in discharged state.
- Do not store for more than 30 days without recharging.
- Do not store the machine in a closed trunk where temperatures can reach over 40 degrees centigrade

BATTERY CHARGING INSTRUCTIONS

Follow these steps to charge the battery using the smart cable charger.

- Connect the battery to an electrical wall socket using the correct socket adapter provided as part of the charger cable pack.
- Insert the battery charger cable to the charging port on the control panel or if you have removed the battery from the Launcher, insert battery charger into the back port on the battery box.
- Charging time is approximately 5 to 6 hours.
- The battery must be fully charged before the first use.
- There is a light on the charger. When the charger is correctly plugged in, the light will turn RED during charging and GREEN when the battery is fully charged.
- If a battery is left uncharged for an extended period of time then there is a risk that the battery life will start to diminish.

HOW TO CHANGE YOUR BATTERY PACK

WARNING: Please Switch Off Slinger T-One Launcher first.



Battery Drawer

Step 1: Unscrew 4 screws that fix battery drawer by hand.



Launcher Connector

Step 2: To avoid losing screws, screw them back into their holes or store 4 screws at left/ right pockets of bag.

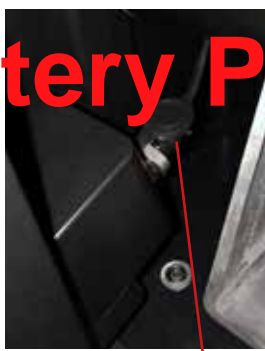


FTC Members will NOT need to change the Battery Pack



Battery Drawer

Step 3: Take out battery drawer slightly.



Step 4: Do connect battery wire from the "launcher connector"

FTC Members will NOT



Charger Connector

Step 5: Remove battery drawer. Open cover of "charger connector".



Step 6: Plug power charger into "charger connector".

- LED on Power Charger in Red: Battery is charging
- LED on Power Charger in Green: Battery is full charge

HOW TO CHANGE YOUR BATTERY PACK



FTC Members will NOT need to change the Battery Pack

Launcher Connector

Battery Drawer

Step 7: After battery is fully charged, disconnect charger wire. Open cover of “launcher connector”. Unscrew 4 screws from battery drawer by hand. Place battery drawer into launcher structure slightly and connect battery wire.

Step 8: Place battery drawer into launcher structure completely. Screw these with battery drawer well.

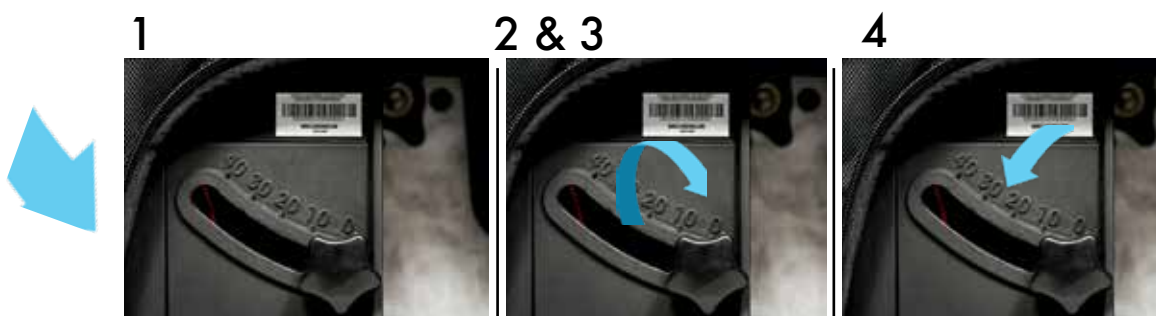
FOR MORE INFORMATION AND INSTRUCTIONAL VIDEO PLEASE VISIT WWW.SLINGERBAG.COM/SUPPORT

ELEVATION BAR

The elevation bar gives the user an option to change the launching angle of the ball – the launching angle ranges between 10 and 40 degrees.

1. Open the side pocket
2. Rotate the knob clockwise to release the bar
3. Adjust the desired angle
4. Rotate the knob counter clockwise to lock the bar

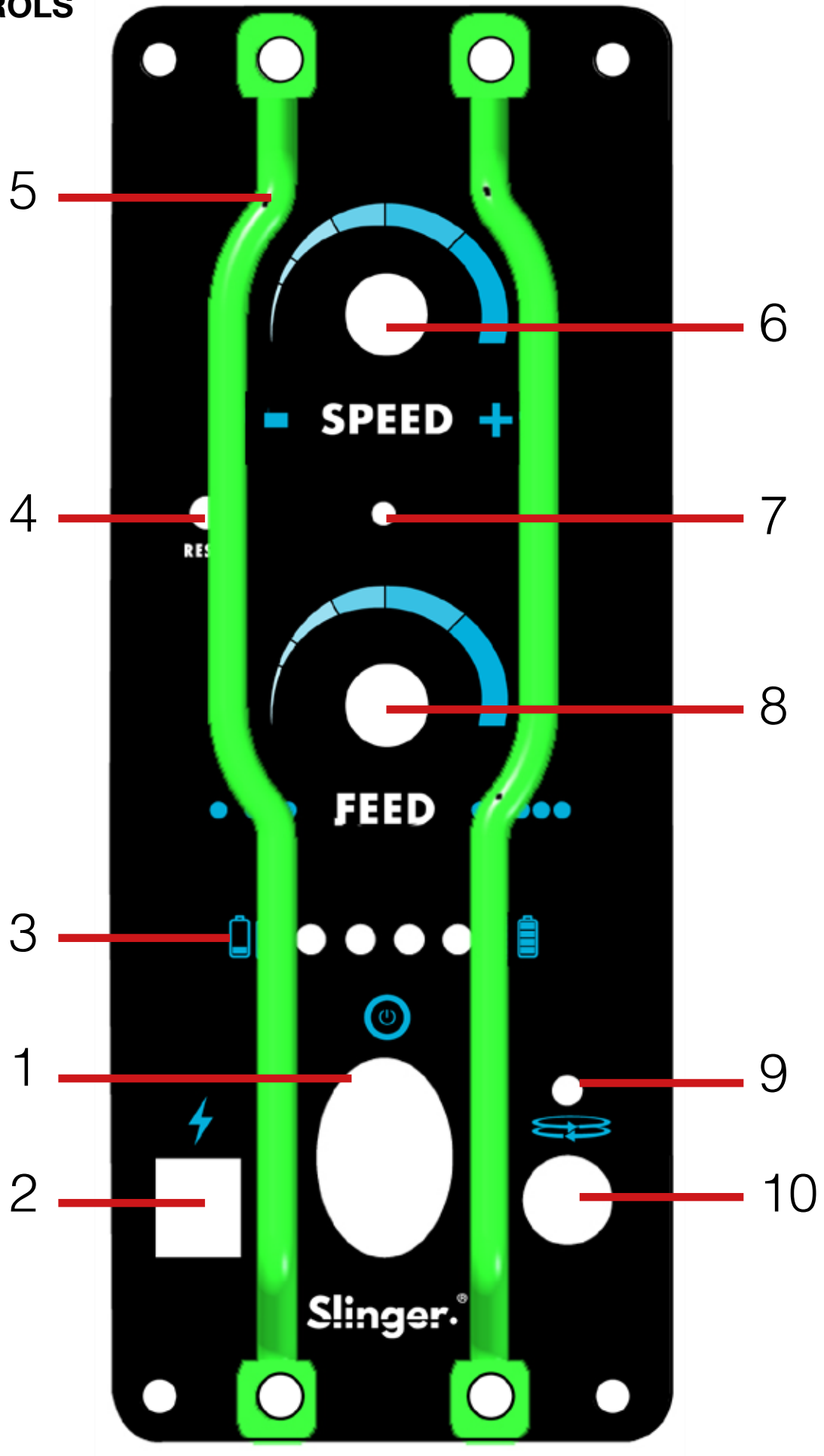
IMPORTANT: lock the bar tight in order to avoid vibration and noise



SLINGER LAUNCHER CONTROLS

1. **POWER:** The power switch turns the Launcher to “ON”. The Remote Control DOES NOT turn the Power On or OFF. The Remote Control only works once the Power Switch on the front panel has been turned ON..
2. **CHARGER:** The battery charger plugs into the charger socket on the control panel. Charging time for a fully drained battery back to maximum charge is around 6 hours. Please charge the battery for a minimum of 12 hours (overnight) for the first charge before using. Be SURE that the charger plug is fully inserted into the charger socket. There is a slick “click” felt or heard when the Charger plug is fully inserted into the Charger Socket.
3. **BATTERY INDICATOR LIGHTS:** The battery is fully charged when all 4 L.E.D’s lights are red, yellow, green, green. During use, the Launcher L.E.D. lights blink continuously. The LED lights will go out as power is drained from the battery. Each GREEN or YELLOW light represents about 1/3 of the total battery life, so if only the RED light is lit, the T-ONE Launcher will soon be out of power.
4. **REMOTE CONTROL RESET:** For resetting or replacing the remote control - see “remote control instructions” on page 17.
5. **GUARD BARS:** Protection for the control panel to avoid damage if hit by returning balls. We recommend that these are not removed. Change to: “Removing these bars will invalidate the warranty on the T-One Launcher.”
6. **BALL SPEED DIAL:** Controls the speed of the balls being fired. The speed ranges from the Ball Boy low speed of 10mph/16kmph to an advanced player speed of 45mph / 73kmph ball with tournament level topspin.
7. **SPEAKER:** A beep sounds when operating the launcher as follows:
 - Short Beep: When turning the Slingshot T-One Launcher on.
 - Short Beep: When pressing the remote On / Off.
 - Long Beep: 15 seconds after pressing the on switch to ‘ON’ position indicating that the feeder has started rotating.
 - Short Beep: When pressing the off button to ‘OFF’
8. **FEED RATE DIAL:** Controls the feed rate of the balls. Range is between 2-7 seconds.
9. **OSCILLATOR* LED:** Indicates when the Oscillator is ‘On’ after pressing the Oscillator remote button
10. **OSCILLATOR* CONNECTOR:** Magnetic Plug to connect to the Oscillator cable.

CONTROLS



QUICK START SLINGSHOT T-ONE LAUNCHER ONLY

Only after the battery has been fully charged (as per above) can the Slingshot T-One Launcher be used on the court.

Please then follow these quick start operations:

1. Position Slingshot T-One Launcher on the court in your desired launching position. See suggested positions based on level of play (below).
2. Open the lower front panel to display the ball launcher and hook the panel with the clip on the left rear side as you look at the launcher.
3. Open the top ball feeder panel. Make sure that nothing is obstructing the ball feeder. If all is clear load up to a maximum of our recommended 144 Slinger Trinité tennis balls.
Please note that optimum operation is achieved with 72 tennis balls.
4. On the control panel adjust the control knobs to set the desired 'ball speed' and 'ball feed rate'. See suggested positions based on level of play.
5. On the right bottom side of the launcher (as you look at it) open the zipper to display the elevation control knob. Adjust the elevation control knob to your desired launching angle between 10 and 40 degrees. See suggested positions based on level of play.
6. Now turn 'On' the Launcher power switch.
7. With the controls set up, take the remote control and proceed to your playing position.
8. Point the remote control at the launcher and press the top "On/Off" button, tennis ball icon once to activate the ball feeder mechanism. You will hear a single "beep" to signal that the launcher wheel has started. After 15 seconds you will hear a second "beep" signalling that the feeder plate is rotating and the balls will commence launching.
9. The first ball may take 10 seconds to fire.
10. Start playing.

QUICK START SLINGSHOT T-ONE LAUNCHER WITH OSCILLATOR

Only after the battery has been fully charged (as per above) can the Slingshot T-One Launcher be used on the court.

Please follow these quick start operations:

1. Position the Oscillator on the court in your desired launching position. See suggested positions based on level of play.
2. Make sure that the Slinger® logo on the top of the Oscillator is facing forwards to the net and the wheel location slots are at the rear.
3. Position Slingshot T-One Launcher onto the top of the Oscillator making sure that the wheels are correctly located into the slots provided on the Oscillator.
4. Open the lower front panel to display the ball launcher and hook the panel with the clip on the left side as you look at the Launcher.
5. Connect the Oscillator cable via the magnetic connector to the corresponding position on the Launcher control panel. You will hear a “beep” and see a green LED lit up on above the oscillator connector socket.
6. Open the top ball feeder panel. Make sure that nothing is obstructing the ball feeder. If all is clear load up to a maximum of our recommended 144 Slinger Triniti tennis balls. Please note that optimum operation is achieved with 72 tennis balls.
7. On the control panel adjust the control knobs to set the desired ‘ball speed’ and ‘ball feed rate’ See suggested positions based on level of play.
8. On the right side of the Launcher (as you look at it) open the zipper to display the elevation control knob. Adjust the elevation control knob to your desired launching angle between 10 and 40 degrees. See suggested positions based on level of play.
Please note that after adjusting the elevation Knob please ensure that it is fully tightened before starting the Launcher.
9. Now turn ‘on’ the Launcher power switch.
10. With the controls set up, take the remote control and proceed to you playing position.

11. Point the remote control at the Launcher and press the top Launcher 'On / Off', (tennis ball icon). You will hear a single “beep” to signal that the launcher wheel has started.

12. Pointing the remote control at the Launcher and press the bottom Oscillator 'On / Off' button ONCE (oscillator icon) to activate the Oscillator. The Oscillator may take 10 seconds to start oscillating.

13. After 15 seconds you will hear a second “beep” signaling that the feeder plate is rotating and the balls will commence launching.

14. Please note that the LED lights will blink continuously during operation.

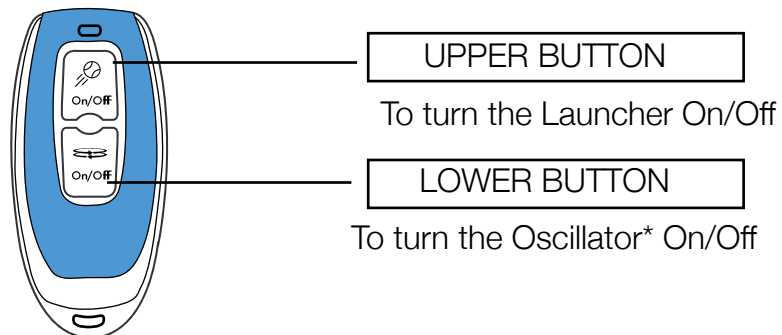
15. The first ball may take 10 seconds to fire.

16. Start playing.

REMOTE CONTROL INSTRUCTIONS

IMPORTANT: Your Slingshot T-One Launcher cannot operate without the remote control for safety reasons. Please DO NOT misplace the remote.

The remote has 2 buttons:



HOW TO CHANGE THE REMOTE

In the event the remote control needs to be replaced for any reason please follow these instructions to sync your new remote to your launcher.

- Make sure there are no balls inside the bag.
- Switch the launcher on.
- Using a small pin, push the reset button 8 times (reset button #4 on the control panel).
- Wait 3-5 sec. then push reset button one more time to complete the syncing.
- Press the top button on the remote to hear a beep which indicates successful connection.

BATTERY L.E.D. INDICATORS

Battery L.E.D. lights will illuminate to indicate level of battery power as follows (looking at the control panel):

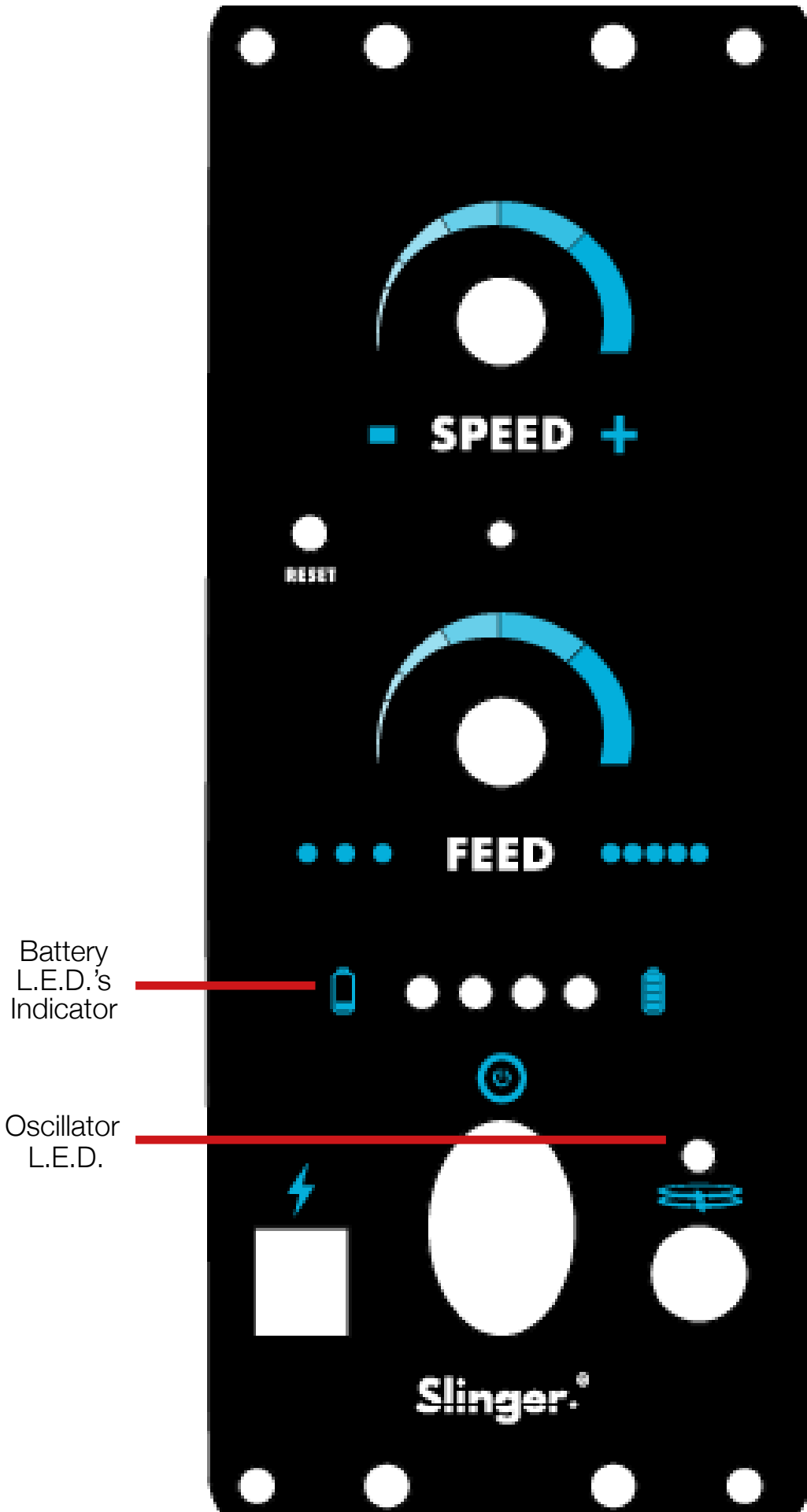
- Red indicates low power
- Yellow indicates medium power.
- Red, yellow, green, green indicates medium to full power

To ensure proper performance of the battery:

- Charge battery immediately after use.
- Do not store battery in a discharged state.
- Do not store for more than 30 days without recharging.
- Do not store the machine in a closed trunk where temperatures can reach over 40 degrees centigrade or 104F.

OSCILLATOR L.E.D.

Illuminates to indicate when the Oscillator is switched on after pressing the Oscillator button on the remote control.



COURT PLACEMENT

The Slingshot T-One Launcher court placement depends mainly on the ball speed settings and the launching angle of the ball.

NOTE: Poor quality or condition of the tennis balls used and the outdoor weather conditions will also affect the need to adjust the court placement.

The illustrations below can be used as a reference for locating the Slingshot T-One on the court for ground strokes drills / practice.

A. BALL BOY (Used to practice serving)

Court Placement: Place Slingshot T-One Launcher near a side line on the same side of the court as the player.

Elevation Angle: Place the elevation bar to the 40 degree elevation mark.

Ball Speed: Set to BEGINNER.

Ball Feed: Set to BEGINNER

B. BEGINNER (Hitting practice)

Court Placement: Place Slingshot T-One Launcher on the service line on the opposite side of the net to the player

Elevation Angle: Place the elevation bar to 30 degrees

Ball Speed: Set to BEGINNER

Ball Feed: Set to BEGINNER .

C. INTERMEDIATE

Court Placement: Place Slingshot T-One Launcher near the base line.

Elevation Angle: Place the elevation bar to 20 degrees

Ball Speed: Set to INTERMEDIATE

Ball Feed: Set to INTERMEDIATE

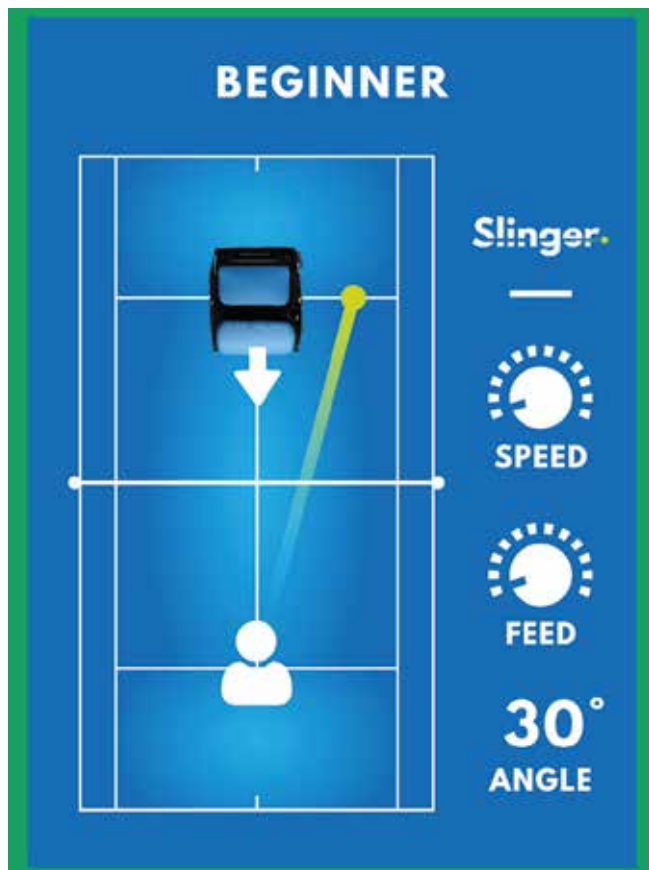
D. ADVANCED

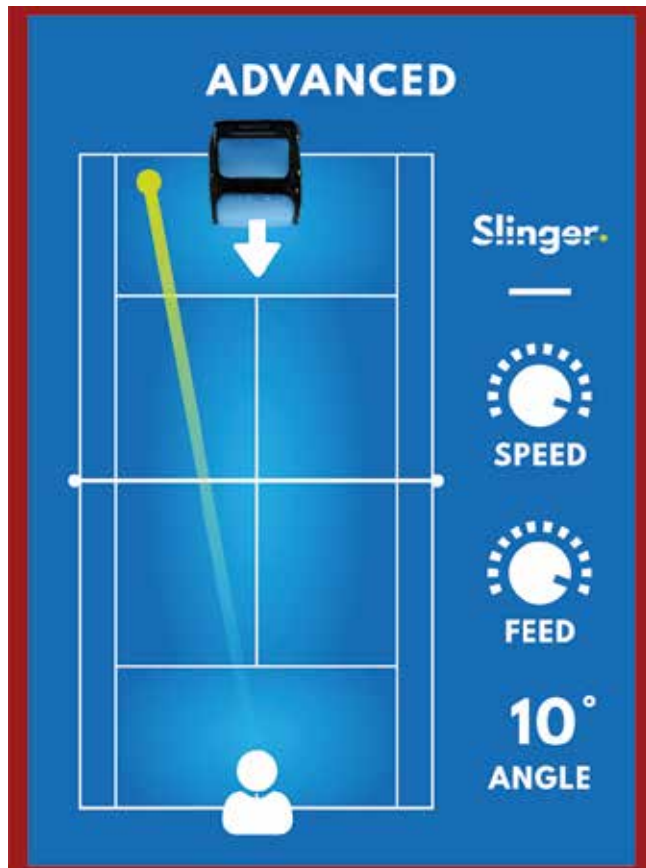
Court Placement: Place Slingshot T-One Launcher near the baseline.

Elevation Angle: Place the elevation bar to 10 degrees

Ball Speed: Set to ADVANCED

Ball Feed: Set to ADVANCED

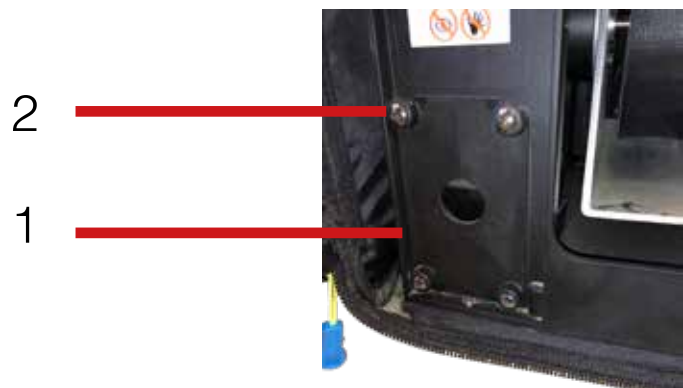




REPLACING THE BATTERY

- Please visit www.slingerbag.com/FAQ
- Open 4 (hand screws) screws of the battery compartment (on the left side of the launcher).
- Pull the drawer a little up and out of the launcher.
- Carefully disconnect the electrical connector.
- Reconnect the new battery cable to the electrical connector.
- Slide the battery case back into the battery slot and tighten the four hand screws. Close the drawer and screw tight the 4 battery draw screws.

- | |
|--------------------------|
| 1 – Battery drawer |
| 2 – Four screws |
| 3 – Reusable straps |
| 4 – Electrical Connector |



TROUBLESHOOTING & CARE

MAINTENANCE

After use, ball fuzz or court dust can typically build up on the fascia of the launcher. This is best removed using readily available pressurized air canisters, or by using a damp cloth.

- For General cleaning, when possible please use a pressurized air canister to clear.
- Use a damp cloth to wipe down the exterior surfaces of the machine.
- Never scrape at the surface of your Launcher with a sharp object, or use any harsh abrasives or solvents.
- Loose debris can be vacuumed out of the Launcher.
- Never use a water hose to attempt to remove debris out of the interior of the machine. Water pressure will damage the sensitive electrical components, as well as increase the risk of electric shock.

STORAGE

The following are actions will ensure optimum battery life and performance:

- When the Launcher is not in use, it should be stored in a dry and clean area.
- Excessive exposure to wind, rain, sunlight, etc. can often interfere with the operation of the sensitive electrical components and cause fading and/or other damage to Slingshot T-One Launcher exterior.

FACTORY TESTING

Follow these steps to charge the battery using the smart cable charger.

- Before shipping, every Slingshot T-One Launcher is fully QC tested. As a result, there could be some residual ball fuzz inside or on your Launcher and/or other marks as a result of this testing.

TROUBLESHOOTING

For more information visit: www.slingerbag.com/FAQ

WARNING: PLEASE MAKE SURE THAT THE LAUNCHER POWER IS IN ‘OFF’ POSITION BEFORE INVESTIGATING ANY ISSUES

For additional or specific help please email support@slingerbag.com

PROBLEM	CAUSE	ACTION TO REQUIRED
Ball is not launched	A ball is jammed	TURN OFF POWER and remove any jammed balls from the feeder plate. Also check that no ball is stuck in the Launcher chute
Ball is not launched	Tennis balls and/or pitching wheels are wet	Wheels and/or balls require cleaning and drying. Remove any wet balls from hopper
Feeding plate does not turn	A ball is jammed / too many balls in the hopper	TURN OFF POWER and remove any jammed balls / from the hopper
Feeding plate does not turn	Remote “On” not activated No battery power	Standing to the front and side of the Launcher, press top button on remote once to start feeder plate rotation.
Feeding plate does not turn	If above fails to activate the feeder	Return for warranty

PROBLEM	CAUSE	ACTION TO REQUIRED
Loud noise and / or vibration	Loose elevation bar knob	Tighten the elevation knob
Battery Not Charging and has no light when connected to a power outlet	Charger cable is not fully inserted in control panel	Check all connections. Check power socket adapter is correctly selected and connected.
Oscillator not operating	Magnetic Cable attachment needs cleaning	Ensure that both ends of the magnetic connector are free from debris, dust etc.
Oscillator not operating	Remote control button not activated	With the Launcher “ON” press lower button on remote control to activate launcher. When Oscillator is connected there is a green LED illuminated above the magnetic connector socket.
Oscillator not operating	If the above have been checked and still no operation	Return for warranty
Ball Tube issues: Ball stuck inside Blue end cap damaged	Known issue	Email support@slingerbag.com for a replacement tube