

## THE CONTROL PANEL OF THE QUEST

### POWER BUTTON

Power is turned ON and OFF by pressing the button in the upper right hand corner. The red light above the button stays on as long as the machine is on. The height adjustment goes through a calibration procedure every time the machine is turned on. Wait a few seconds until the "height lights" stop flashing before using the machine.

### PAUSE

The pause button controls ball feed. When the machine is turned on, the feed automatically goes into pause. This is reflected by the slow flashing of the light located above the button. To start feed, press the pause button once. If you wish to delay the start of the feed by 15 seconds, press the pause button continuously for two seconds until it starts flashing rapidly. This will allow you to get to the other side of the court.

### BATTERY LEVEL INDICATOR

Three lights indicate the level of charge of the battery. Three lights indicate a full battery, while no lights indicate that it is time to stop playing. The machine must be turned OFF to check the battery. For best accuracy, wait a few minutes before taking the reading.

### HEIGHT CONTROL

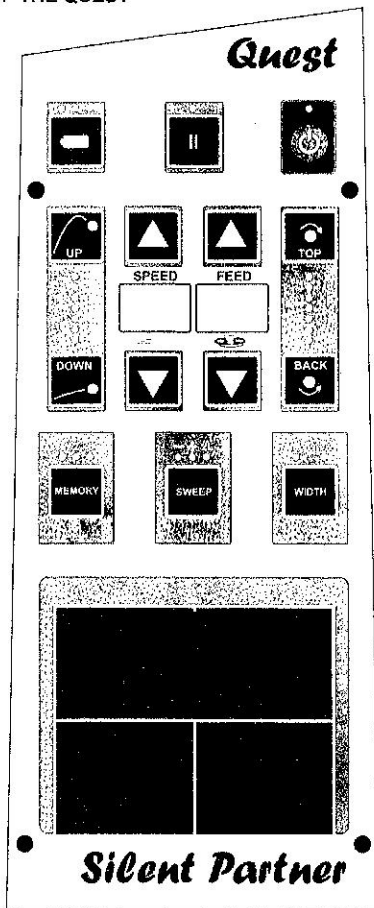
Pressing the UP button causes the ball to be ejected increasingly high, while pressing the DOWN button lowers the trajectory. The elevation control stops at each end of the travel. The seven lights between the two buttons provide a reference for the height adjustment. These lights flash during height calibration every time the machine is turned on.

### SPEED CONTROL

Ball ejection speed can be adjusted from a soft toss to a challenging drive. Press the UP ARROW to increase speed, and the DOWN ARROW to reduce it. Speed is shown in the window between the two buttons.

### FEED RATE

The interval at which balls are ejected can be adjusted from a full stop to a rapid fire rate. Pressing the upper key increases the feed rate while pressing the lower key reduces it. The Feed rate is shown in the window between the two buttons on a scale of 0 (full stop) to 10 (maximum).



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### SPIN CONTROL

Spin is generated by the relative speed of the two propulsion wheels. The seven lights between the two buttons light up in sequence to show how much TOP spin or BACK spin is placed on the ball. The middle light indicates that the ball is thrown "flat". Press the TOP or BACK buttons to obtain the desired amount of spin.

### MEMORY

You can place the current HEIGHT, SPEED, FEED RATE and SPIN settings in memory and retrieve them at a later time. Press the MEMORY button repeatedly until the light indicating the number of the desired memory lights up. Now press the button continuously for 2 seconds to enter the settings in memory. To retrieve the settings from a memory location, press the memory button quickly until the desired memory number lights up. The machine will now run at these settings. Three memories can be set.

### SWEEP (see pages 6 and 7)

This button allows you to select three forms of oscillation:

1. **Random, horizontal.** This will allow you to practice your baseline game.
2. **Random all-court.** This advanced feature will feed balls randomly horizontally and vertically, for all-court coverage. The vertical oscillation is ADAPTIVE – the computer provides the right amount of vertical oscillation for the SPEED and SPIN that you have selected. Adaptiveness works up to a speed setting of 70, with flat throws and with top spin, but not with backspin. To set the all-court oscillator, begin with the oscillator OFF and the machine at the center of the baseline. Select the desired SPEED and SPIN, and shoot balls over the center of the net. Adjust HEIGHT until balls clear the net by 3" (8cm). Now turn the all-court oscillation on.
3. **2-Line, horizontal.** This setting delivers a ball at each of two locations (e.g., to two lines of trainees). The machine alternates between these two locations.

The oscillator of the Quest will self-park in the center position when turned off.

### WIDTH

The angle of delivery for each of the SWEEP settings (above) can be set to wide (sideline to sideline) or to narrow (half-way to each side line). To achieve symmetrical court coverage, ensure that the lower platter of the machine is aligned with the court. Alignment fins are provided to make this easy (see page 10)

## RIVAL AND QUEST

All functions, except the battery level indicator, can be adjusted from the remote control. You will find it more comfortable to adjust the machine by standing in the back of it a few feet away.

**Throw Consistency:** The main reason for inconsistency in ball throws is that dead balls are not thrown as fast as new balls. Avoid mixing balls of different firmness.