

Paddle Palace

H2W TOUCH PRO ROBOT



User Manual

paddlepalace.com | 800-547-5891 | 503-777-2266

Paddle Palace

H2W TOUCH PRO ROBOT

The Paddle Palace H2W Touch Pro Robot is a very versatile and user-friendly high-tech robot. The new LCD Touch Screen makes operation and programming of all functions of the robot very easy! Get started in seconds using one of the 30 built-in ball sequences with just a few touches on the screen. Making your own custom sequences is also simple, as the Touch Screen walks you step by step through the setup. You can save up to nine of your own favorite custom sequences, and you can easily modify the 30 built-in sequences. Whether you use built-in sequences or your own custom sequences, start-up is easy every time you play.

Spin Indicator!

The new Spin Indicator Panel located just below the shooting head on the robot shows you the spin for each ball before it shoots. This makes playing with the robot more like playing with a human partner, as you can visually anticipate the spins on the upcoming balls.

The H2W Touch Pro Robot has two throw wheels with independently programmed motors, allowing a great variety and degree of spins, including topspin, underspin, sidespin, and no-spin. Plus the robot can seamlessly shoot consecutive shots with different spins.

There are 22 possible landing spots on the table including short and long balls, making possible any combination of spins and landing spots you choose. The H2W Touch Pro Robot is designed for the player who wants a high-quality long-lasting robot that is easy to use, yet offers the sophisticated technology for practicing the ideal training patterns to take your game to the next level.



LCD Touch Screen!



H2W Touch Pro Robot includes:

- Net Collection and Ball Recycling System
- Free 120 Nittaku/Paddle Palace poly training balls
- Free Shipping to contiguous USA
- 30-day money-back Guarantee
- One year limited Warranty

User Manual

Table of Contents

4	Robot Components / Features
4	Capacity of the Ball Container
5	How to Assemble the Ball Collection Net
6	How to Position the Table Tennis Robot
6	What Power Supply to Use
7	Main Menu Functions Description
8	Landing Spots / Functions
8	Landing Spots / Functions (Spin and Top/Bottom Wheel Speed)
8	Landing Spots / Functions (Serve Count)
9	Frequency
9	Total Ball Counts / Timer
9	Custom Sequences
10	Built-In Sequences
10	General Settings
10	Reset Default
11	Robot Maintenance
12	Touchscreen Use and Maintenance
12	General Warning/Safety Issues
13	Troubleshooting
14	List of 30 Built-In Sequences



User Manual

PADDLE PALACE H2W TOUCH PRO ROBOT

Robot Components / Features

This manual has been written to help you enjoy and get the most out of your new Paddle Palace Robot. Take time to read these pages thoroughly and keep it handy for reference when using your robot.



User Manual

How to Assemble the Ball Collection Net



1. Open the lock buckles of the ball collection net.



2. Partially unfold the ball collection net and carefully slip it over the robot head. Insert the double pin into the net support connector, located on the robot frame.



Net Support Connector



3. Spread out the ball collection net.



4. Insert the Spin Indicator Panel into the slot of the net. If you need to disassemble the net, remove the Spin Indicator Panel first.



5. Always unlock the robot wheels before moving the robot. Roll the robot to the table.



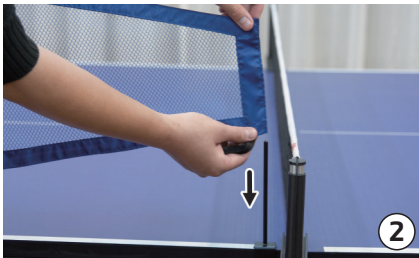
Wheel Lock

User Manual

How To Position the Table Tennis Robot



1. Clamp the net supports to both sides of the table near the net.



2. Put both end sleeves of the ball collection net on the net supports.



3. Buckle the rubber rings are to the outsides of the net support.



4. Clamp the LCD Panel support to the edge of the table and insert the Touchscreen LCD Panel into the support. Remove the protective film before operating the panel.



The Power Supply



The robot is powered by standard US home current (120V). Make sure the power cord is securely plugged in. On/Off switch is located on the backside of the robot. Turn off and unplug the robot when not in use.



5. Picture of a completed installation.
6. After training, fold back the ball collection net in a reverse order of the original process, lock the buckles, and store in any suitable place.

User Manual

H2W Touchscreen LCD Panel

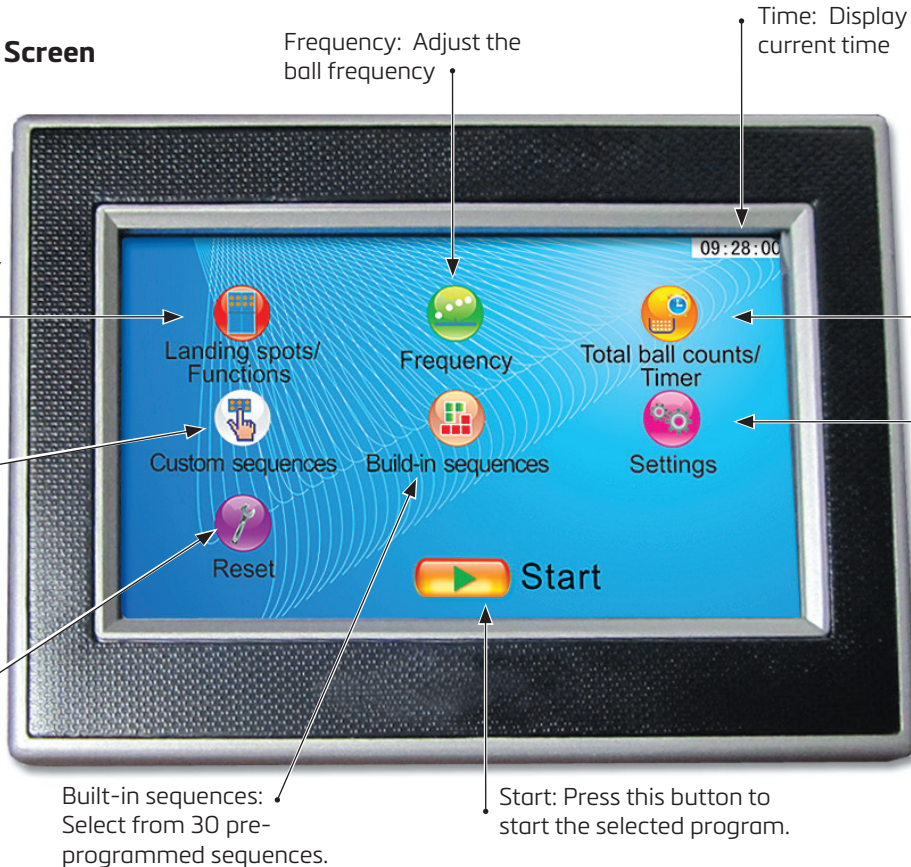
Main Menu Screen

▼ Picture 1

Landing spots/
Functions: Adjust the
number of balls served,
the landing spots, the
type and amount of
spin, and the speed
of each shot.

Custom sequences:
Program your own
sequences. The
robot will recall and
run up to 9 of your
sequences with
one touch.

Reset: reset all
settings to default.



Frequency: Adjust the
ball frequency

Time: Display the
current time

Total ball counts/Timer:
Set the number of balls
to receive, or
running time.

Settings: Adjust
the Volume,
Display brightness,
Language, and Time

Built-in sequences:
Select from 30 pre-
programmed sequences.

Start: Press this button to
start the selected program.









Welcome Screen

▼ Picture 2



A few seconds after turning on
the robot, a welcome screen will
appear on the control panel (see
picture 2). Press "Enter" to go to
the Main menu (picture 1).

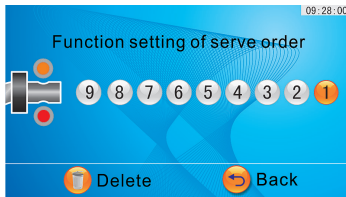
Main menu functions

-  Landing spots/Functions: adjust all the function of each ball.
-  Frequency: adjust the ball frequency.
-  Total ball counts/Timer: set the number of balls to receive/working time.
-  Custom sequences: program your own multifunctional sequence.
-  Build-in sequences: select the pre-programmed sequence.
-  Setting: adjust the Volume, Display brightness, Language, and Time.
-  Reset: reset all settings to default.
-  Start: press this button to start the machine after setting the functions.

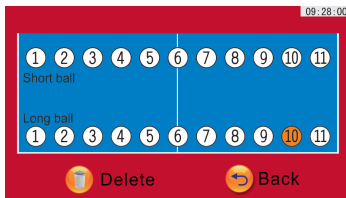
09:28:00 Time: display the current time

User Manual

Setting Serve Order and Landing Spots



▲ Picture 3: **Landing Spot/Function**



▲ Picture 4: **Landing Spot Screen**

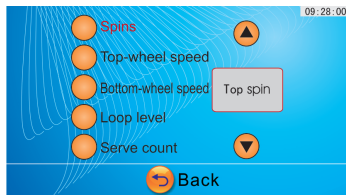
Setting the Serve Order

Press the **Landing spots/Function** button on the main menu. The functions setting screen will appear (picture 3). The number of balls served, landing spots, type and amount of spin, and the speed of each shot are programmed, starting with this screen. You can program up to 9 different serving sets (shot configurations). The serving sets are played in order 1-9, then repeats until the robot is turned off.

To program the first serving set, press button #1 on the Function setting of serve order screen (picture 3). The orange color indicates the set selected. The landing spot screen will appear (picture 4).

Setting Landing Spots

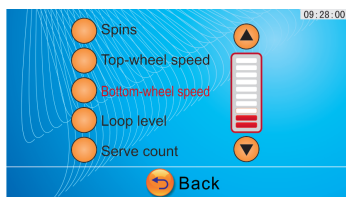
Choose a landing spot location from the 11 short and 11 long location buttons. You can choose only one spot for each serving set (press **Delete** to reselect a spot). After pressing a landing spot button, the Spins and Top/Bottom wheel speed screen will appear (picture 5).



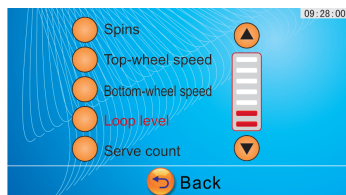
▲ Picture 5: **Spins**



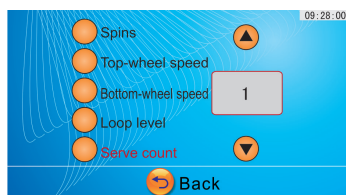
▲ Picture 6: **Top Wheel Speed**



▲ Picture 7: **Bottom Wheel Speed**



▲ Picture 8: **Loop Level**



▲ Picture 9: **Serve Count**

Spins and Top/Bottom Wheel Speed (4 steps)

1. Setting the spin

Press the **Spins** button (picture 5). Press the **UP** or **DOWN** button to choose the type of spin. There are 9 types of spin to choose from. Top spin, under spin, no spin (dead ball), left or right side spin, left or right side spin/top spin, and left or right side spin/under spin.

2. Setting the Top and Bottom wheel speed

Press the **Top-Wheel Speed** button (picture 6) to adjust the top throw wheel speed. Press the **Bottom-Wheel Speed** button (picture 7) to adjust the bottom throw wheel speed. Each wheel has 10 stages to choose from. The combined top and bottom wheel speed settings determine the overall spin of the ball as follows.

Top wheel speed is higher than bottom wheel speed = top spin. Bottom wheel speed is higher than top wheel speed = under spin. Top and bottom wheels set close to each other = less or no spin.

3. Setting the Loop (Arc)

Press the **Loop Level** button (picture 8). You set the angle of the shooting head from here. There are 7 stages to choose from. The higher the loop level stage is set, the higher the shooting head will point. This creates a bigger arc and, in most cases, an easier shot to return.

4. Setting the serve count

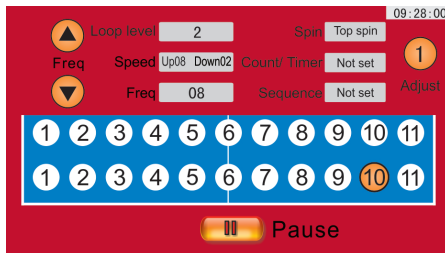
Press the **Serve Count** button (picture 9) and then press the **UP** or **DOWN** buttons to select how many balls will be played in a serving set (up to 9). If "0" is selected, the system will skip this serving set.

You can make adjustments on some or all of the settings controlled using the buttons on this screen before continuing on to the next serving sets in the sequence. If no adjustment is made, then it will show the default setting.

After making all settings for #1 serving set, press **BACK** button to save the current settings for that set. The functions setting of serving order screen will re-appear (picture 3). You can use the previous 4 steps to set the second through ninth serving sets. Press **BACK** to return to the main menu.

User Manual

Setting the Frequency / Total Ball Counts / Timer / Custom Sequences



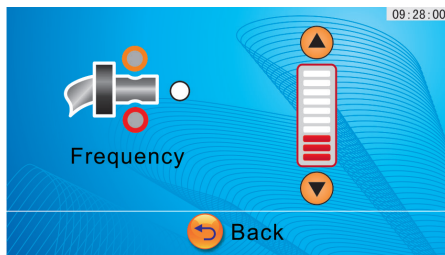
▲ Picture 10: Working Interface Screen

Press **START** on the main menu (picture 1). The robot will begin to serve balls and the Working Interface screen will appear on the control panel (picture 10). The Working Interface shows the current settings.

Setting the frequency

The ball frequency can be set or changed before or during play. Press the **Frequency** button on the main menu while the robot is in standby mode. The Frequency screen will appear (picture 11). Press **UP** or **DOWN** buttons to increase or decrease the ball frequency. The ball frequency for this robot is between 28 and 95 balls per minute. There are 10 stages to choose from. After setting the frequency, press **BACK** to save the setting and return to the main menu.

Press **START** button on the main menu (picture 1). The robot begins to serve balls. To adjust the ball frequency without interrupting play press the **Frequency UP** or **DOWN** buttons from the Working Interface screen.



▲ Picture 11: Frequency

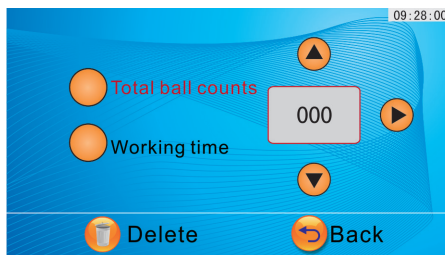
Setting the Total ball count

In this menu you have two options to choose from: Total balls count or working time. **NOTE:** You cannot make both selections at the same time.

Press the **Total Ball Counts/Timer** button on the main menu. The total ball counts/timer screen will appear (picture 12). The default setting for Total ball counts is 000 ("Infinite" serve/ball). Press **UP** or **DOWN** arrow to adjust the total ball counts (from 001-999). Press the **RIGHT ARROW** to move from units to tens and hundreds.

To select Working time, press the **Working Time** button (picture 12). Use the **UP** or **DOWN** button to set the timer from 1-180 minutes. **NOTE:** the units are in minutes ("001" sets the time to one minute). "000" means "Unlimited" time.

After setting the ball counts or timer, press **BACK** to save the current setting and return to the main menu. Press **START** on the main menu, the robot serves balls until the Total ball counts/Timer reaches 0. When the counter hits 0, the robot will interrupt play, "beeps" and returns you to the main menu. You can repeat the setting according the above procedure. If you do not want to set the Total ball count, press **START** and the robot will revert back to the default setting of infinite balls or time.

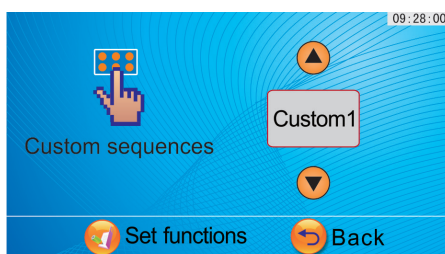


▲ Picture 12: Total Ball Count / Timer

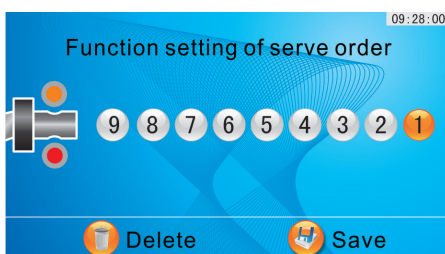
Custom Sequences

Press the **Custom Sequences** button on the main menu. The Custom Sequence screen will appear (picture 13). Here you can program and save up to 9 different sequences for later use. Press **UP** or **DOWN** to choose from custom sequences 1-9, or select **OFF** for no setting. Start with Custom 1.

Press **Set Function**. The Function Setting of Serve Order screen will appear (picture 14). Set the serving set, landing spot, spin, top and bottom wheel speeds, loop level and serve count. After setting the function of the first serving set, press the **BACK** button to return to the function screen (picture 14). Set the functions for serving set 2-9 if needed. Press the **SAVE** button to save the current settings and return to the main menu. Press the **START** button in the main menu to start the routine. To recall and play any of your custom sequences at a later date, press the **Custom Sequences** button from the main menu. Choose the **Custom Number** of the program you wish to use. Press the **BACK** button to return to the main menu then press **START**.



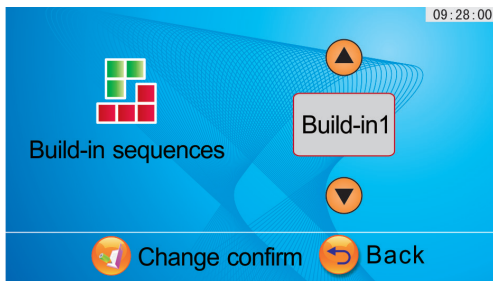
▲ Picture 13: Custom Sequence Screen



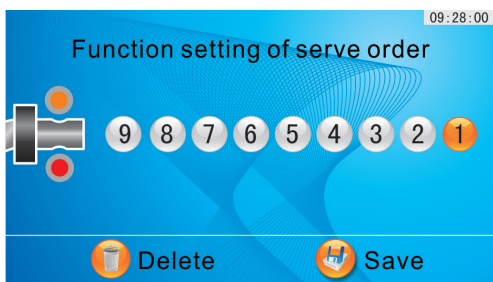
▲ Picture 14: Function Setting of Serve Order

User Manual

Custom Sequences / Built-In Sequences



▲ Picture 15: **Built-In Sequences**



▲ Picture 16: **Function Setting of Serve Order**

Built-In Sequences

Press the **Built-In Sequences** button on the main menu.

The Built-In sequence selection screen will appear (picture 15). There are a total of 30 numbered sets of pre-programmed sequences. Sequences 1-10 are the easiest; 11-20 are harder; and 21-30 are for the more advanced player. **Off** means no setting will be applied.

Built-in sequences all have default settings and the landing spot, spin, long/short ball, and serve count are pre-set. If you need to modify the Built-in sequence, press the **Change Confirm** button to load that sequence to the Function setting screen (Picture 16). You can now make changes on each function.

There is a possibility that one or more shots of a built-in sequence might be errant. During play, when that shot occurs, hit the adjust button (Picture 10 on page 9) and alter settings (wheel speed and loop level), to make the shot perform properly.

The modified Built-In sequences can only be used temporarily. When you exit the sequence or press the **RESET** button, the modified setting will be erased and the settings will revert to the factory default settings.

See page 14 of this manual for the 30 **Built-In Sequence** configurations.

General Settings



▲ Pictures 17-20: **Volume, Brightness, Language, Time**



General Settings

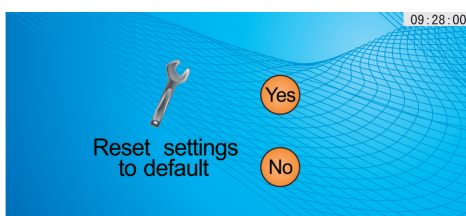
Press the **Settings** button on the main menu.

The Setting screens will appear (pictures 17, 18, 19, 20). From this menu you can adjust the:

- **Volume** (this model does not have Volume control function)
- Screen brightness
- Language (English, Simplified Chinese, or Traditional Chinese)
- Time

All changes will be applied when you press the **BACK** button and return to the main menu.

Reset Default



▲ Picture 21: **Reset Screen**

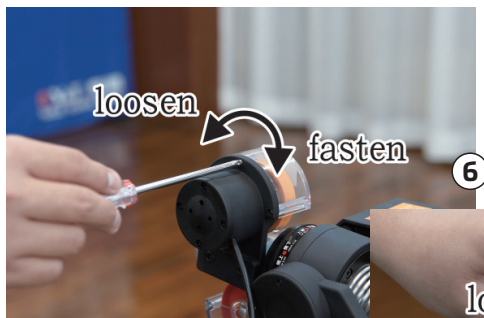
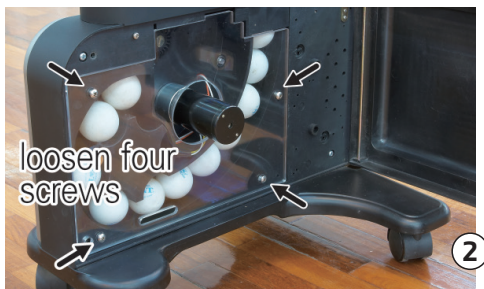
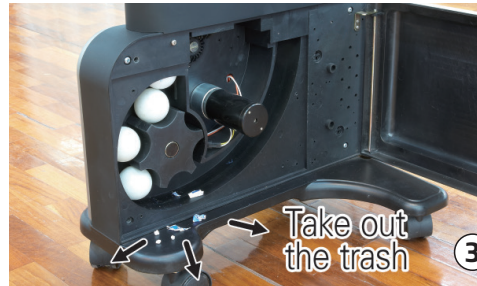
Reset Default

Press the **RESET** button on the Main Menu. The reset screen will appear (Picture 21). Press **YES** button to restore all settings to the factory default.

WARNING: when you press the **YES** button, all settings in the Custom sequence, modified Built-In sequence, and Landing Spots/Functions will be cleared. The robot beeps several times when it has finished the process of resetting.

User Manual

Robot Maintenance



● **ELECTRONICS:** The robot's electric components are located in the machine's circuit board and the control box. Therefore, you should be careful to avoid dropping either component or avoid any activity that would cause damage to the internal electronic units of one or both of these components. Keep liquids away from its surface, in order to prevent damage to internal electronic units.

● **MECHANICS:** The robot's mechanical components are located in the mechanisms that produce the ball service and delivery. Special attention should

be paid so that no foreign objects are put into the ball container. Foreign objects will block the robot's delivery wheel and result in damage to the robot.

● **REMOVING FOREIGN OBJECTS:** There is a view window fixed under the removable door. You can open the removable door (picture 1), remove the transparent guard plate (picture 2), and take out any foreign objects (picture 3) that have entered, thus returning the robot to its normal operation.

● **POKE BAR:** When the poke bar inside the ball container (picture 4) has worked for a long time, it should be checked for loose screws so as to prevent any trouble that would lead to an irregular ball delivery.

● **CLEANING THE ROBOT:** Keep the table tennis robot clean. The top and bottom friction wheels may become dirty after long use. To ensure a quality serve, please clean the wheels often with a damp towel (picture 5). Always turn off the robot's power before cleaning. Under normal conditions, the top and bottom friction wheels are able to work for 5000 hours or longer before they need to be replaced. When performing the replacement, power off the robot, remove the protective cover (picture 6) and remove the screws from the friction wheel with a screwdriver (clockwise to tighten, counter-clockwise to loosen) (picture 7).

Do not use force to adjust the direction of the shooting head, so as to prevent damage to the internal parts.

During an operation and/or transportation, protect the robot against any strong impact or oscillation. Turn off the power and unplug the robot after you finish using the robot.

User Manual

Touchscreen Use and Maintenance

1. The touchscreen panel is a precise device that requires careful operation. And the touchscreen is fragile, so any strong impact or oscillation may damage the touchscreen. Do not press too hard on the display area of the touchscreen. When using or storing the panel, please avoid any scratches caused by the hard objects on the surface of touchscreen.
2. Please use and store the touchscreen panel within the acceptable temperature range. The normal operating temperature of the touchscreen panel is from 10°C to 60°C. The relative humidity for storing and transporting is 20% to 80%. If the touchscreen panel is used or stored below the acceptable temperature/relative humidity, the surface may crystallize, leading to unrecoverable damage. If the touchscreen panel is used or stored above the acceptable temperature/relative humidity, the liquid crystal on the touchscreen may liquefy, leading to unrecoverable damage.
3. Do not open, disassemble, and reconfigure the panel. This may damage the touchscreen, and cause malfunction of the control panel.
4. Keep the surface of touchscreen clean. The surface may change color or have spot/blot if water has been spilled and sits on the surface for a long time. If the touchscreen has a spot or becomes dirty, please clean it with a pure cotton or soft cloth. Do not use gasoline, alcohol or any chemical to wipe the surface.
5. If any reason that you need to store the touchscreen panel for a long period, we suggest you to do the following:
 - Place it in a dark area, keep away from the strong light.
 - Do not put anything on the surface of the panel.
 - Do not store it in an area that exceeds the acceptable temperature/relative humidity.



Do NOT mix celluloid and poly balls together in the machine. This will cause inconsistent operation.



Warning

To prevent the danger of fire, electric shock, personal injury and product damage, children should be supervised while operating the robot:

- Instructive advice should be given when machine is used by children.
- Avoid windy and/or rainy days when using outdoors.
- Use care when connecting and disconnecting the ball collecting net.
- When robot is operating, please keep away from the shooting head to avoid being hit with a ball.
- When robot is operating, if you observe something abnormal, such as smoke coming out of the robot, stop the robot and unplug it immediately. Repair must be performed by a qualified repair person.
- Do not remove the housing/cover of the robot without authorization.
- Some places on the robot will heat up during operation. Please be careful and pay attention so as to avoid burning yourself.
- Turn the power switch off and unplug the robot after use.

If any damage or loss is incurred due to the fact that safety instructions and regulation were not followed, or the robot was not properly used as instructed in this manual, our company will not take any responsibility.

User Manual

Troubleshooting

FAILURE	CAUSE	SOLUTION
Robot doesn't work	Did not press Start button on the Main Menu to start	Press ENTER or START
	The plug is not connected properly to the electrical outlet	Check the plug connected to the electrical outlet
	Number in total ball count/timer has reached "0".	Press START
	Malfunction on Touchscreen due to impact or oscillation	Replace Touchscreen Panel
Robot works but does not release the balls	The poke bar in ball container is loose	Fasten the poke bar
	The ball duct is jammed by foreign object	Clear away the foreign object (see page 11)
	The amount of balls in the container are not enough	The amount should be 50 to 100 balls
	It takes time to transport the balls from container to shooting head	Wait for a while
Pressed key failure	Did not remove the protective film from Touchscreen Panel	Remove protective film
	The cable connecting to motor is loose	Connect it with the original method
	Touchscreen has spot or has become dirty	Clean it with a soft cloth
Landing spot is unstable	Dirt and wear on the top and bottom wheels after a period of time in operation	Clean or replace the friction wheel
	The long and short ball sequence mode is selected.	Cancel the long and short ball sequence mode
	The shooting head is deflected by external force	Restart the robot

User Manual

List of Built-In Sequences

See page 10 for instructions for Built-In Sequences

Easy (Set 1-10)

1. 2 short underspins to #10 spot; 2 long topspins to #2 spot
2. 2 short underspins to #1 spot; 3 long topspins to #9 spot
3. 2 short right-side topspins to #10 spot; 3 long topspins to #2 spot
4. 2 short right-side underspins to #5 spot; 2 long topspins to #1 spot
5. 2 short right-side topspins to #2 spot; 2 long topspins to #11 spot
6. 2 short right-side underspins to #4 spot; 2 long topspins to #10 spot
7. 2 short left-side topspins to #10 spot; 3 long topspins to #2 spot
8. 2 short left-side underspins to #10 spot; 2 long topspins to #1 spot
9. 2 short left-side topspins to #2 spot; 3 long topspins to #10 spot
10. 2 short left-side underspins to #2 spot; 2 long topspins to #1 spot

Intermediate (Set 11-20)

11. 2 short underspins to #11 spot; 1 long underspin to #2 spot; 2 long topspins to #1 spot
12. 1 short underspin to #9 spot; 1 long underspin to #1 spot; 2 long topspins to #10 spot
13. 2 short underspins to #10 spot; 1 long topspin to #2 spot; 1 long topspin to #11 spot
14. 1 short underspin to #11 spot; 2 long underspins to #1 spot; 2 long topspins to #6 spot
15. 1 long underspin to #6 spot; 1 short underspin to #11 spot; 3 long topspins to #2 spot
16. 2 short right-side topspins to #10 spot; 1 long topspin to #11 spot; 2 long topspins to #1 spot
17. 2 short left-side underspins to #2 spot; 2 long topspins to #11 spot; 1 long topspin to #2 spot
18. 2 short left-side topspins to #10 spot; 3 long topspins to #2 spot; 1 long topspin to #11 spot
19. 1 short right-side underspin to #2 spot; 1 long underspin to #10 spot; 2 long topspins to #11 spot
20. 1 long right-side underspin to #2 spot; 1 long underspin to #11 spot; 2 long topspins to #3 spot

Advanced (Set 21-30)

21. 1 short underspin to #10 spot; 1 long underspin to #1 spot; 1 long topspin to #5 spot
22. 1 short underspin to #1 spot; 1 long underspin to #11 spot; 1 long topspin to #1 spot; 1 long topspin to #10 spot
23. 1 short underspin to #11 spot; 1 short underspin to #7 spot; 1 long underspin to #1 spot; 2 long topspins to #9 spot
24. 2 short underspins to #2 spot; 1 long underspin to #10 spot; 1 long topspin to #11 spot; 1 long topspin to #5 spot; 1 long topspin to #1 spot; 2 long topspins to #9 spot
25. 2 short underspins to #11 spot; 1 long underspin to #2 spot; 2 long topspins to #1 spot; 1 long topspin to #6 spot; 1 long topspin to #11 spot
26. 1 short right-side topspin to #10 spot; 1 long underspin to #2 spot; 2 long topspins to #10 spot; 1 long topspin to #6 spot
27. 1 short right-side topspin to #2 spot; 1 long underspin to #3 spot; 1 long topspin to #8 spot; 2 long topspins to #11 spot
28. 1 short underspin to #1 spot; 1 short underspin to #11 spot; 1 long topspin to #2 spot; 1 long topspin to #10 spot
29. 1 short underspin to #1 spot; 1 short underspin to #9 spot; 1 long underspin to #2 spot; 1 long topspin to #3 spot; 1 long topspin to #10 spot
30. 2 short right-side underspins to #10 spot; 2 short underspins to #1 spot; 1 long underspin to #9 spot; 1 long topspin to #11 spot; 1 long topspin to #2 spot