



OldMate Simulator (Rut8 or OM)*

This program is designed for coaches, professional players and sophisticated users. It gives the user the ultimate flexibility to customize each and every stroke according to their specific requirements.

It can do anything that an analogue machine can do, such as PlayMate, MatchMate, (OldMates) you name it, plus about two orders of magnitude more. Every shot can be a different kind and can land anywhere on the court, plus the programmer can fine tune each stroke, such as speed, SPIN, elevation (trajectory), location and repetition time.

Eight (8) of these programs can be saved at program locations Pr1-Pr8, which is independent and addition to the normal 28 program locations.

Concepts

The programming here is the same as during normal programming. You select the stroke TYPE and its landing on the court normally. If you decide that you want to adjust a particular stroke you can do so by pushing, maybe repeatedly, the UP, DOWN (change ball trajectory), FASTER, SLOWER (change ball speed) and/or SPIN and LEFT, RIGHT buttons for fine horizontal adjustment.

The OldMate simulator has four (4) basic modes:

- **Idle State** (Step 1)
- Programming Mode (Steps 2 through 9)
- Playing Mode (Steps 10 through 15)
- ModifyAdjust Mode (Steps 16 through 19)

This is rather self evident, but if you push the UP button, the ball will land farther away, which you can compensate for by pushing the SLOWER button to slow the wheels down. In reverse, if you pushed FASTER for a particular shot, you will need to decrease the angle, that is, push the DOWN button to end up at the same place on the court.

Note: *The LEVEL, which is selected before programming begins will determine the initial ball parameters, but since every stroke can be customised, they will lose their meaning after repeated parameter adjustments. For example, LEVEL 9 will start with fast, right above the NET strokes until you change them.*

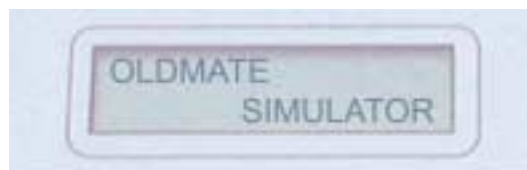
*Depending on the Control Panel version



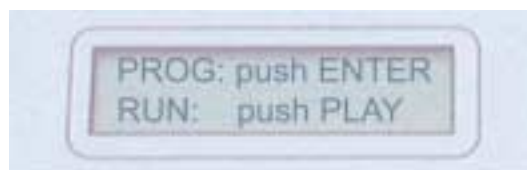
Step 1. You enter this program by selecting RECALL / Rut8/OM /



A message will appear for a few seconds, telling you that you are entering the



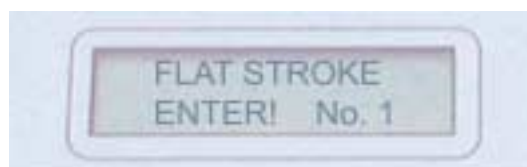
programming mode. This becomes the Idle State, and the display is:



Programming Mode

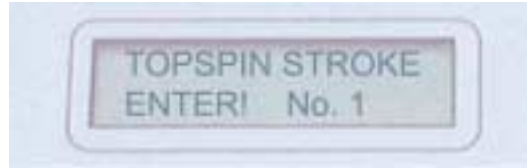
Step 2. If you push ENTER you are starting a NEW program. Follow steps 3 to 9 below. If you push PLAY, go Step 10.

Then immediately the display changes to:





Step 3. Select ball TYPE (FLAT is default), but let say you change it to TOPSPIN. The display changes to:

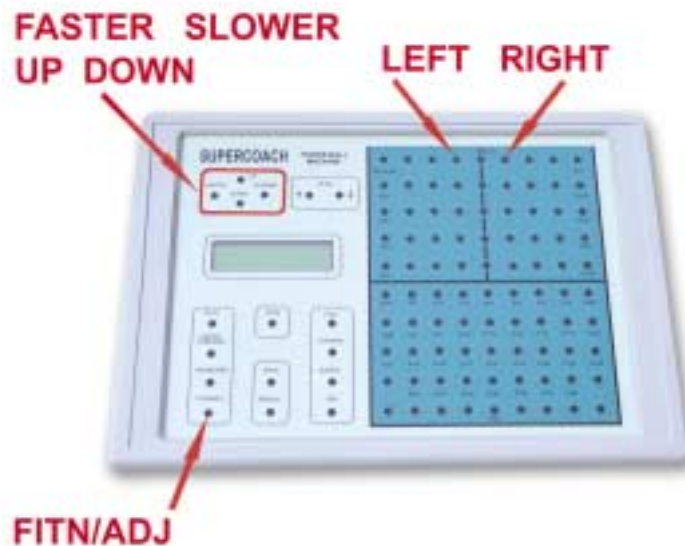


Step 4. Select impact location

Step 5. Push PLAY to see if this is what you want. The display will let you know that a BALL... is being played.



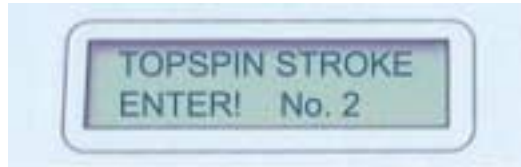
Step 6. ADJUST ball speed and/or SPIN (FASTER, SLOWER), trajectory (UP, DOWN), or even location by fine adjusting with the LEFT, RIGHT buttons. (Selecting a new location will erase your FASTER/SLOWER and UP/DOWN adjustments). The LEFT and RIGHT buttons are located off center at the NET line.



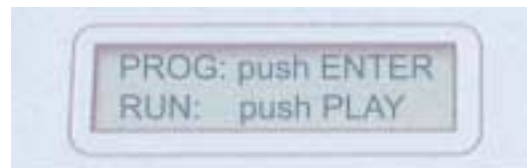
Step 7. Push PLAY again to check your selection. You can continue steps 6 and 7 until you are satisfied.



Step 8. To program the next stroke push ENTER. The display shows:



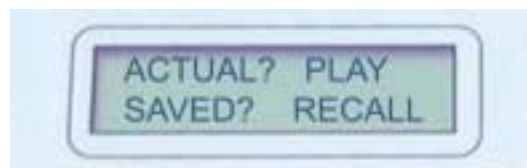
Step 9. You can repeat steps 3-8 up to 16 times. When you are done with programming push STOP. (If you have reached stroke # 16 and you want to enter one more, the display will tell you that the "program is full!"). Then the display returns to the **Idle State**.



Now you can play your new program.

Playing Mode

Step 10. Push PLAY. The following display appears:

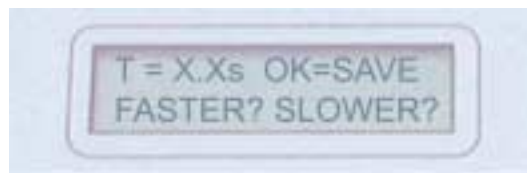


ACTUAL means a program you just entered or already played. If you just turned on the machine no program exists in the memory yet, so the display briefly flashes an EMPTY! message, and the the machine returns to the **Idle State**. Now you should enter a new program (**GO TO Step 2**) or after pushing PLAY again you can recall an existing one from Pr1-Pr8 as below.

SAVED means one of the program locations in Pr1-Pr8, so push RECALL / PRx /. (If any of them does not have a program in it the display will flash an "EMPTY!" message.)



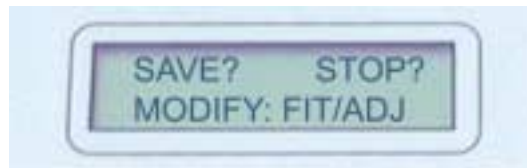
Step 11. Push play again to run a new, an existing, or a recalled program. Now the display will ask you how often do you want to play a ball, that is, what is the ball repetition time. You can select anywhere from 1.5 sec to 5.8 sec by pushing the FASTER or SLOWER buttons. The display will show you the changes.



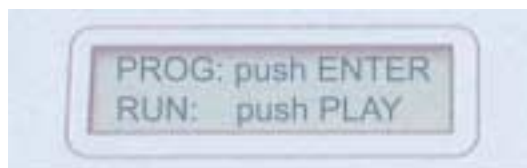
Step 12. When you like what you see push SAVE.

Step 13. The program automatically will start to play. Too fast, too slow? Push STOP.

Step 14. First the computer will ask you if you want to save this previously running program:



Step 15. If you want to SAVE it the computer will ask you which location to use (Pr1 through Pr8). Pushing SAVE and the desired Pr# (Pr1-Pr8) the display will tell you that the "Program saved as Prx" and the machine will return to the **Idle State**.



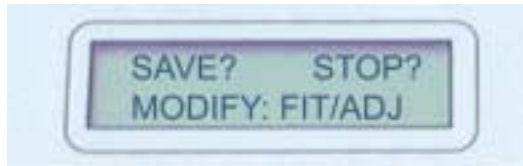
Pushing PLAY again will put you back to Step 10 and you can change the repetition time (see step 11)



Modify/Adjust Mode

This mode is used when you are playing your existing program, and you would like to modify a few strokes, but do not want to reenter the entire program.

Step 16. When you are running a program, push STOP. The display changes to ask you for the next action. This time push FIT/ADJ to enter the modify/adjust mode.

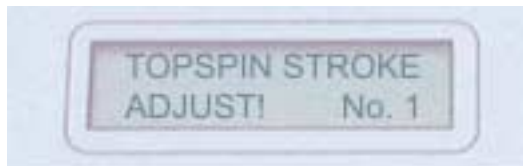


The new display will show you the stroke type and number:



Step 17. If you want to modify **this** stroke push FITN/ADJ again. (If **this** stroke is OK, just push ENTER to advance to the next one.)

The display will change telling you that you are in an Adjust Mode. Now you can select a different ball type (SLICE, LOB, FLAT), change the impact point, the ball speed/SPIN and the trajectory just as in Steps 3 through 8. Push PLAY to check the results of your adjustments.



Step 18. If this stroke is OK just push ENTER to move to the next stroke.

Step 19. Repeat Steps 18 and 19 until the computer tells you



and it will send you back to the Idle State. Now enjoy your super duper special program brought to you by SuperCoach.