

Always recharge the battery promptly AFTER EVERY USE, even if it is only partially discharged.

Important Safety Information

Read all instructions before operating the Zooka Sports Pitching Machine. These instructions were written to ensure your safety and to protect the equipment.

DANGER: To reduce the risk of electrical shock, always unplug the unit from its power source before cleaning or performing any maintenance tasks.

WARNING: To reduce the risk of injury to persons, take the following precautions:

 Never leave the pitching machine unattended. The pitching machine is specifically designed to throw baseballs at high speed. It should be used with appropriate care.

- Prevent unauthorized use. Do not reveal the ACCESS CODE to children or permit them or other unauthorized persons to operate the machine.
- Always turn the machine OFF when leaving it unattended or before performing maintenance tasks.
- Before loading a ball, check that the line-of-fire is clear.
- Never reach into the machine or put your face in front of the barrel when the unit is turned ON.

DANGER:

You can be seriously injured if you are struck by a ball at high speed!



- Make sure that batters always wear batting helmets.
- Use only the approved pitching balls. (See page 13.)
- Never put foreign objects into the barrel or serious injury to the operator or bystanders can result.
- Use the pitching machine for its intended use as described in this manual. Do not use accessory equipment that is not recommended by the manufacturer—such attachments may cause injuries.
- Important control points (for example, ON/OFF button, pitch/ pan knobs) are colored orange.
- Do not try to recharge the unit if it has a damaged cord or plug.
 If the unit has been damaged, return it to a service center for repair.

	Important Safety Information	2
	Essential Maintenance	4 4 4
0	Unpack	5
2	Charge the Battery	6
3	Setup in the Field	7
	Safety Requirements	7
	Setting Up the Tripod	7
	Attaching the Machine	8
	Determining the Pitch Angle	9
_	Adjusting the Pan Angle	9
4	Pitching	. 10
	Turning the Machine ON	10
	Entering your Access Code	10
	Setting the Power Level	11
	Emergency Shutdown	11
	Load and Throw the Ball	12
	Selecting the Ball Type	13
	Checking Battery Status	13

5	Throwing Changeups Speed Spread Settings Adjusting the Spread Setting Pitching with Speed Spread	14 14 14
6	Practice Drills	16
7	Storing the Machine	17 17 17
8	Changing the Access Code	18
9	Avoiding Problems Error Codes Troubleshooting	19 20 21
10	Maintenance Cleaning the Machine Replacing the Battery Disposing of the Battery Battery Charger Power Cord Replacing the Throwing Cup Optional Accessories Obtaining Service	25 26 29 29 30 30 30
	Zooka Warranty incido back co	

Essential Maintenance

These simple maintenance procedures will greatly extend the lifetime of your machine and assure optimum performance.

You must recharge the battery promptly after every use or its life will be severely shortened.

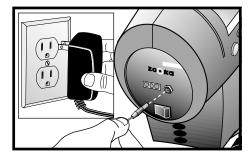
Charging the Battery

To prevent shortening the life of the battery, keep it fully charged by consistently:

- recharging the battery promptly after each use as described on page 6.
- storing the pitching machine in a cool, dry place (preferably below 72°F)

Even if it's only partially discharged, always recharge the battery to its full capacity.

DIAGRAM 1 CHARGING THE BATTERY



During long-term storage, the battery should remain permanently connected to the charger and the charger plugged into a power source. A microprocessor, inside the machine, monitors the battery and maintains a full charge.

Cleaning the Barrel

Grit transferred from the balls into the barrel will shorten the life of the cup and barrel.

Clean the cup and barrel after each use as described on page 25.

Help keep the machine clean by knocking excess dirt and debris off balls before loading them into the machine.

Cleaning the Optical Sensors

Optical sensors detect the ball and measure its speed. The sensors are located on either side of the barrel just inside the ball scoop.

Clean them with a moist cotton swab after every few practice sessions, as described on page 26.



0

Unpack

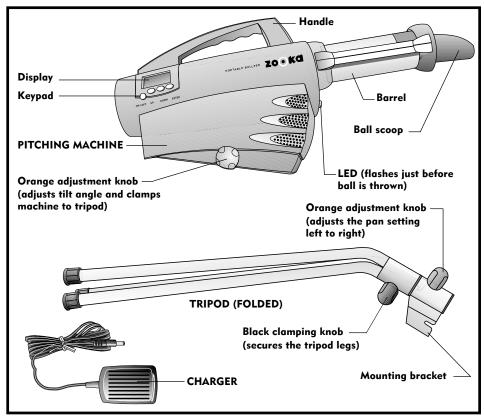
The Zooka Sports Pitching Machine is inspected before shipment so that it will arrive in good operating condition. It is shipped with the following parts:

- Zooka Sports Pitching Machine
- Tripod
- Battery charger
- Owner's Manual

Check the contents of your package upon receipt. Refer to the Diagram 2. If any items are missing or the unit has been damaged during shipment, please contact Zooka Sports Customer Service at 425.861.0111 or visit our web site at www.zooka.com.

NOTE: Save the shipping container.

DIAGRAM 2 ZOOKA SPORTS PITCHING MACHINE AND CONTENTS



zooka



Charge the Battery

Charge the battery prior to using the machine.

Always charge the battery promptly after each use, even if it is only partially discharged.

Proper charging is extremely important for long battery life. The high-capacity battery that powers your machine is a sealed lead acid battery. If properly maintained, the battery will last 5 to 10 years. If stored in a discharged condition for an extended period, it can fail in less than a month.

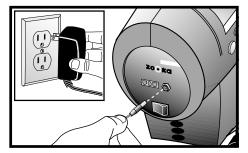
While in storage, the charger can be connected to the machine without overcharging the battery.

Use the charger provided by Zooka Sports. Other chargers may damage the unit and void the limited warranty. IMPORTANT: Always charge the battery in an area at room temperature or cooler. Do not charge or store the battery where temperatures exceed 100°F.

To charge the INTERNAL battery:

- 1. Turn the machine OFF.
- Make sure that the rear panel switch is depressed toward the INTERNAL battery position.

DIAGRAM 5 CONNECTING THE CHARGER



- Plug the end of the charger cable into the rear panel. See Diagram 5.
- 4. Plug the charger into a 100 to 130 VAC outlet. The machine will turn

- on and begin charging. Initially '--' will appear on the display for 5 minutes while the battery condition is analyzed.
- 5. After the battery condition is determined, the percent of battery charge appears on the display along with the word CHARGING. As the charging progresses, the display indicates the degree of charge in 5% increments.
- 6. The battery recharges to 100% within 12 to 24 hours. When the battery is fully charged, the charger enters a monitoring mode and the word CHARGING turns off. If the charge drops below 75%, a new charge cycle begins and restores the battery to a full charge.

NOTE: During the charge cycle, it is normal for the battery to remain at 95% for a few hours. The machine can be used prior to reaching 100%, but periodically it should be fully charged to ensure maximum battery life.





Setup in the Field

This section describes how to set up the tripod in the field and attach the pitching machine. Safety requirements, that you need to follow, are also provided.

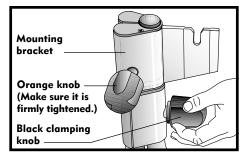
Safety Requirements

- Never leave the pitching machine unattended unless it is turned OFF.
- Make sure that batters wear batting helmets.
- Keep the area in front of the pitching machine clear.
- Always be aware of safety. Adult supervision is required to set up and use the pitching machine.
- Check the tripod for stability and verify that all adjustment knobs are secure.
- With the machine assembled, throw test pitches to check the aim and speed of the pitch before pitching to a batter.

Setting Up the Tripod

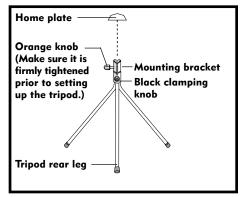
- Pick up the tripod by its legs.
 Check that the mounting bracket is in-line with the top of the lower bracket. Tighten its orange knob securely. See Diagram 6.
- 2. Loosen the black knob that clamps the tripod's legs. Turn the knob counterclockwise.

DIAGRAM 6 SETTING UP THE TRIPOD



- Grasp an individual leg of the tripod and spread the other legs fully (into a triangular pattern).
- 4. Secure the legs by tightening the black knob clockwise.

DIAGRAM 7 POSITIONING THE TRIPOD



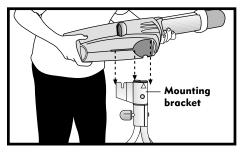
Set the tripod upright. If the legs wobble, loosen the black knob and reset the legs. Firmly tighten the black knob until the legs are secured.

NOTE: When the tripod is set up in the pitching area, the tripod should be positioned with two legs forward and the rear leg pointing toward second base. See Diagram 7. To ensure stability, press tripod legs into the ground.

Attaching the Machine

Look at the bottom of the pitching machine to understand how the machine and tripod fit together. See Diagram 8. The large cutout on the underside of the case fits over the top of the tripod. The clamping bolt on the machine slides into the slotted tab on the tripod.

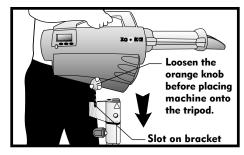
DIAGRAM 8 VIEWING THE CUTOUT



Take the following steps to assemble the machine onto the tripod:

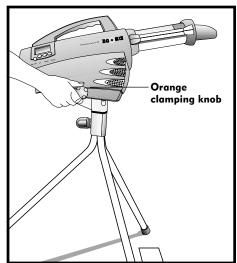
 Check that the tripod mounting bracket is aligned as shown in Diagram 6 and that both tripod knobs are securely tightened.

DIAGRAM 9 ATTACHING THE MACHINE



- 2. Loosen the orange knob on the machine so that it is easy to mount the machine onto the bracket.
- 3. With the barrel of the machine fairly level, place the front edge of the cutout against the front of the tripod's mounting bracket. Lower the machine into place. See Diagram 9.

DIAGRAM 10 TIGHTENING THE CLAMPING KNOB



NOTE: It may help to wiggle the machine slightly to seat the clamping bolt in the slot on the tripod's mounting bracket.

4. Tighten the orange clamping knob clockwise to secure the machine onto the tripod's mounting bracket. See Diagram 10.

Determining the Pitch Angle

The power level setting (which affects speed) and pitching angle determine the height at which the pitch crosses the plate. If you increase the speed of the pitch, you'll need to flatten the pitching angle of the machine.

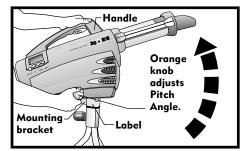
A flat angle on the machine affects how well the ball seats itself into the throwing cup, so greater care may be needed when loading the ball.

IMPORTANT: At speeds above 55 mph, it may be helpful to move the machine 10 to 15 feet further away from home plate so that you can increase the pitching angle.

To help identify the appropriate pitch angle, locate the label on the tripod's mounting bracket. See Diagram 11. To change the pitch angle, take the following steps:

1. Hold the machine's handle while loosening the orange knob on the right side of the case one full turn.

DIAGRAM 11 CHANGING THE PITCH ANGLE



- 2. To move the unit up or down, apply pressure to the back of the handle.
- 3. Align the base of the housing to the appropriate pitch angle on the label.

The MPH marks on the left approximate the pitch angle for various speeds (30 - 60 MPH) so that the ball passes within the strike zone.

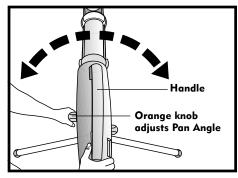
If the machine is placed between 46 and 60 feet from home plate, each tick mark on the right side of the label approximates a 1 foot change in the "arrival height" at the plate.

4. Tighten the orange knob securely.

Adjusting the Pan Angle

The orange knob on the tripod's mounting bracket adjusts the left-right "pan" movement. To change the pan angle, take the following steps:

DIAGRAM 12 ADJUSTING THE PAN ANGLE



- Hold the machine's handle while loosening the orange knob on the tripod's mounting bracket one full turn. See Diagram 12.
- 2. Move the machine left or right to the desired position.
- 3. Retighten the orange knob securely.





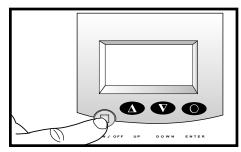
Pitching

Turning the Machine On

Once the pitching machine is set up, make sure that the battery selector switch on the rear panel is set to INTERNAL. Press and hold the ON button until you hear a beep. Then, release the button.

The machine turns ON and ACCESS CODE 1 appears in the display.

DIAGRAM 13 TURNING THE MACHINE ON



NOTE: To turn the machine OFF, press the ON/OFF button. The machine beeps twice and turns OFF.

Entering Your Access Code

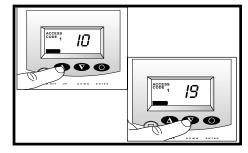
A 4-digit number must be entered to activate the pitching mechanism. Entry of this code must begin within a few seconds of turning the machine ON or it will shut down. The ACCESS CODE helps prevent unauthorized use of the pitching machine.

IMPORTANT: Once you enter the access code, the machine will throw a pitch whenever a ball is loaded. To assure safety, do not reveal your Access Code to anyone except responsible adults. Always turn the machine OFF before leaving it unattended.

Your pitching machine is shipped with the ACCESS CODE preset to 1919. It is strongly recommended that you change the code to a 4-digit number that you can easily remember. Refer to "Changing the Access Code" on page 18.

After turning the machine ON, the display prompts you for the first two digits of the ACCESS CODE.

DIAGRAM 14 ENTERING THE ACCESS CODE



- Press the ▲ key to change the first digit. See Diagram 14.
- Use the ▼ key to adjust the second digit.
- 3. When the two digits of the code are shown correctly, press ENTER.

The display prompts you for the last 2 digits of your code. Repeat steps 1 - 3 above for the last two digits.

If you entered a correct ACCESS CODE, the display advances to PITCH mode. Otherwise, the unit displays "Error 14" and turns OFF.

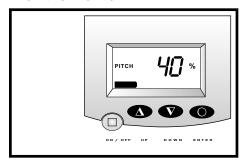
Setting the Power Level

The power level directly affects the speed of the pitch. The higher the power level setting, the faster the pitch.

The power level setting appears on the display when the machine is ready to pitch. The default power setting is 40%, which will throw real baseballs at approximately 35 mph.

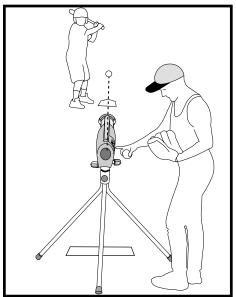
Use the ▲▼ buttons to adjust the power level setting from 1% to 100%.

DIAGRAM 15 PITCH MODE



IMPORTANT: Changes to the power level settings can only occur when the compressor is not running. Pressing any button when the compressor is running, activates an emergency shut down.

DIAGRAM 16 ADJUSTING THE POWER LEVEL



To adjust the pitch height in the strike zone, slightly increase or decrease the power level. If the power level is changed significantly, you will need to adjust the pitch angle (elevation). Refer to "Determining the Pitch Angle" on page 9.

NOTE: First-time users should start at a low power level to get used to the pitching machine. Pitch a few balls, and then gradually increase the power level as needed.

Emergency Shutdown

In an emergency, you can stop a pitch by pushing any button on the keypad while a ball is in the barrel. Every time you use the pitching machine, set aside time to practice aborting pitches so that you will be comfortable doing it if an emergency arises.

Load and Throw the Ball

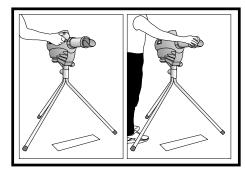
CAUTION: Be Safe! Batters must wear helmets. Keep children away from the pitching machine. Turn the machine off before leaving it unattended. You can be seriously injured if you are struck by a ball thrown from the pitching machine.

Loading the ball initiates a throw. The machine pumps up to pressure and throws the ball. Pitch speed in miles per hour (MPH) is displayed after each pitch. The machine repeatedly throws pitches at the same speed until you change the power level setting.

The pitching machine can use a number of different types of balls. Typically, balls of different weight or rebound characteristics will be thrown at different speeds and therefore arrive at the plate at different heights. Approved ball types are described on page 13.

CAUTION: Always remember to throw a few test pitches to check the aim point and speed of the ball before pitching to the batter.

DIAGRAM 17 LOADING THE BALL



To load a ball, take the following steps:

- Use an approved ball as described in the section titled, "Selecting the Type of Ball" on page 13.
- Always load the ball while standing to the side of the machine. See Diagram 17.
- 3. Check that the line-of-fire is clear.
- 4. Cup a ball in your hand and gently roll it into the barrel. As the ball passes the optical sensors, the compressor is activated and runs for a few seconds (depending upon the power level).

The machine provides an audible and visual countdown, throws the pitch, and displays the speed in miles per hour (MPH).

If you block the optics while loading a ball, the machine will turn OFF. Avoid placing fingers inside the barrel while feeding a ball.

- NOTE: When the ball is rolled in at the proper speed, it seats itself in the cup. A roll that is too fast or too slow may cause the ball to bounce out of the cup. If the ball is not seated in the cup, the pitch is thrown at a slow speed with a hollow sound. Most duds result from rolling the ball in too quickly.
- 5. To adjust the power level setting for the next pitch, press the ▲▼ buttons.
- Load another ball to initiate the next pitch.

Selecting the Type of Ball

To optimize consistency from pitch to pitch, do not mix different ball types in a single pitching sequence. Discard lopsided, oversized, or damaged balls.



Machine pitch dimple balls produce the tightest pitching pattern because of their uniformity and symmetry.

They are ideal for practice requiring pinpoint placement, such as learning to hit a pitch on the low outside corner, working on batting mechanics, or learning to time faster pitching.



They are also very durable.

Real baseballs tend to scatter about more in the strike zone because of their seams and non-uniformity.

This results in more game-realistic pitching, because the hitter doesn't know in advance where the pitch will be placed. Low quality baseballs should not be used as they tend to become lopsided and inaccurate with use.



Franklin Sponge Rubber
baseballs are soft and work
well with the machine.
These rubber baseballs are

somewhat lighter than real baseballs, but are heavy enough for fielding practice and game play.



Tennis balls make good practice balls, especially for younger players. They are inexpensive, safer because they are lighter and softer,

and produce a tight scatter pattern. The pressureless type, such as those made by Tretorn™, are highly recommended because they are more durable and do not lose their bounce.

Safety soft-core balls are produced by several companies. Some brands are accurate in our machine and some are not. Generally, those which deform uniformly when squeezed and which give a true bounce when dropped onto a flat surface are likely to perform better.

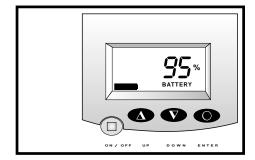
Visit our website at www.zooka.com for more information on types of balls.

Checking Battery Status

The battery icon on the display shows the approximate remaining battery capacity.

For a more precise measurement, press the ENTER key after any pitch. The display will show the remaining capacity of the battery in 5% increments. The machine automatically reverts to pitching mode after 2 seconds or when a ball is loaded.

DIAGRAM 16 VIEWING BATTERY STATUS





Throwing Changeups

The Model ZS740 pitching machine can randomly mix changeups, midspeed pitches, and fastballs. These changes in pitch speed vary the location of the pitch in the strike zone. This provides more game-realistic pitching for advanced batters, requiring them to adjust to changes in pitch speed and location. The changeups at higher power settings are awesome!

This feature should be used only with more advanced hitters. It is most effective with real baseballs or dimple balls at power settings between 65% and 93%. (Speeds from 45 to 65 mph.)

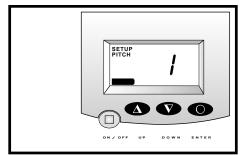
The changeup feature is also useful for a variety of advanced fielding drills to teach fielders to judge and move to line drives and fly balls.

Speed Spread Settings

The user can adjust the speed spread, and thus the vertical spread of pitches in the strike zone, by setting a spread from 0 to 5. Setting 0 (no spread) is the normal pitching mode. For safety, the machine defaults to setting 0 on power-up.

Setting 5 (maximum spread) corresponds to approximately 4 feet of vertical spread at a pitching distance of 60.5 feet, or approximately 2 feet of vertical spread at a pitching distance of 46 feet.

DIAGRAM 19 ADJUSTING THE SPREAD SETTING



Adjusting the Spread Setting

Starting from pitching mode, to adjust the spread setting:

- Press the ENTER key twice within 2 seconds to enter the pitch setup menu. The display will show the present spread setting.
- 2. Adjust the setting shown on the display using the ▲▼ buttons.
- 3. If no buttons are pushed for 3 seconds, or if the user presses ENTER or loads a ball, the machine advances to pitching mode with the new spread setting in effect.

The spread setting may be adjusted at any time between pitches.

Pitching with Speed Spread

CAUTION: For safety reasons, always change the speed spread back to setting = 0 before adjusting the aim point. When you are satisfied with the aim point, then increase the spread setting to the desired value. Always throw several test pitches before pitching to a batter.

Speed spread is intended for advanced batting and fielding practice.

Operation of the machine when speed spread is active is exactly the same as with spread = 0, except that while the compressor is running, the display shows 1 (low changeup), 2 (mid-speed), or 3 (high fastball) to advise the operator of the type of pitch which will be thrown.

Adjusting the power level, emergency shut-down, speed readout, and all other features operate exactly the same as in the normal pitching mode.



Practice Drills

Easy set up and battery operation make the Zooka Sports Pitching Machine ideal for a wide variety of batting and fielding practice drills. Its accuracy helps players improve their skills quickly through repetition.

CAUTION: Be Safe! Batters must wear helmets. Keep children away from the pitching machine. Turn the machine off before leaving it unattended. You or other people can be killed or seriously injured if struck by a ball thrown from the pitching machine.

Tips for Batting Practice

- For young players, use tennis balls.
 Tennis balls are inexpensive, softer and quite accurate.
- For pinpoint accuracy, use machine pitch dimple balls.
- For beginners, send the pitch right down the middle. Work with players on watching the ball and making contact with it. Synchronize a throwing motion with each pitch, to help with timing.
- Have skilled players practice hitting more difficult pitches on the low outside corner or up and in tight.
- For more scatter around the strike zone, use real baseballs rather than dimple balls.
- Practice bunting.
- Practice "pulling" the ball.
- Practice hitting outside pitches to the opposite field.
- For advanced players, practice hitting changeups. Refer to page 14.

Tips for Outfield Practice

- Adjust the pitch angle and power level setting to throw high fly balls or line drives.
- Practice "catch on the run" drills. Line the players up on the right field sideline. When the ball is launched, have the first fielder run into right field to make the catch. Launch the next ball and have the next fielder run the same drill. As the players gain skill, increase the distance to be run. Practice variations of this drill having players catch balls while running to the right, left, in, or out.

Tips for Infield Practice

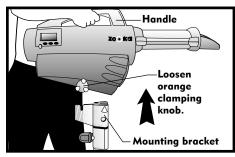
- Have fielders practice judging and catching pop-ups and line drives.
 Keep the pitch speed low until the players gain skill.
- Practice catching line drives to the left and right.
- Practice catching short overhead pop-ups.



Storing the Machine

IMPORTANT: Before removing the pitching machine from its tripod, check that the orange knobs are tight. Loose knobs, especially the orange knob on the tripod's mounting bracket, can make it difficult to remove the machine and may cause injury to yourself or the equipment.

DIAGRAM 20 LIFTING MACHINE OFF THE TRIPOD



Taking the Machine Off the Tripod

To remove the machine from the tripod:

- Check that both orange knobs (one on the mounting bracket, one on the machine) are tight.
- 2. Make certain that the machine is turned OFF.
- Hold the handle on the top of the machine while loosening the orange knob on the right side of the machine one full turn. See Diagram 20.
- 4. Lift the machine off the tripod.
- 5. Recharge the battery, even if it is only partially discharged.

You must recharge the battery promptly after every use or its life will be severely shortened.

Batteries which are stored in a discharged condition will fail in less than one month.

Long Term Storage

Store the machine in a cool, dry location. To store the machine for over 4 months, the best way to maintain the battery charge is to keep the machine connected to the charger and have it plugged into a power source.

The following provides the recommended storage procedures.

- 1. Clean the barrel, cup and optics as described on page 25.
- 2. Store the pitching machine in a cool, dry place where temperatures are between -30° to +75°F.
- Make sure that the rear panel switch is set at the INTERNAL battery position.
- Attach the charger to the pitching machine and plug it into a power source. Charge the battery (preferably overnight) before using it again.

NOTE: If you decide not to leave the pitching machine continuously plugged into a power source, you will need to recharge the battery fully every 4 months.

zooka



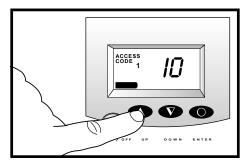
The preset code 1919 should be changed to a number that you can remember easily. Any number between 0001 and 9999 is allowed.

To change the ACCESS CODE, take the following steps:

- 1. Turn the pitching machine OFF.
- 2. Simultaneously press and hold the ON and the ENTER buttons until the unit beeps.
- Immediately after the beep sounds, press and hold both ▲▼ buttons for about 6 seconds while the display runs through a short diagnostic test. Hold the ▲▼ buttons until the machine beeps twice.

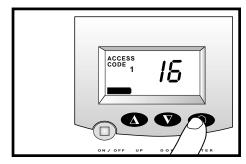
NOTE: If you do not hear two beeps, you will have to start over by turning the machine OFF.

DIAGRAM 21 CHANGING THE LEFT DIGIT



- 4. A prompt for the first 2 digits of your new ACCESS CODE appears on the display. Use the ▲▼ buttons to change the numbers. Entry of the new code must begin within a few seconds or the machine will shut down and you will need to begin again.
- Press the ▲ key to change the left digit. See Diagram 21.
- 6. Use the ▼ key to change the right digit.

DIAGRAM 22 ENTERING THE FIRST 2 DIGITS



- 7. When the two digits of the code are displayed, press ENTER.
- 8. The display prompts you to enter ACCESS CODE 2, the second set of 2 digits. Follow steps 5–7 above.

The machine beeps twice which confirms the entry of your new ACCESS CODE. The code appears briefly on the display and then the display advances to PITCH mode.

9. Write down your new ACCESS CODE.



Avoiding Problems

A few easy steps can be taken before you need to call Customer Service regarding ERROR codes or pitching problems. Write ERROR codes down and follow the instructions given below.

One of the first things to do is verify

One of the first things to do is verify whether a problem exists with the charger or the battery.

Charger

The charger is operating properly if the machine turns ON when the charger is connected to the machine and plugged into a power source. If the machine remains OFF, then you need to:

- check that the rear panel battery selector switch is depressed toward the INTERNAL battery position.
- use a volt meter to check whether the charger is defective. Note that most electronic supply stores will do this for you.

Battery

If the battery is suspect, then you need to:

- check that the rear panel battery selector switch is depressed toward the INTERNAL battery position.
- press the ON button, hold it for a few seconds and then release it after you hear a beep. If the machine does not turn ON, it is most likely a dead or deeply discharged battery. Charge the battery for a full 24 hours. Refer to "Charging the Battery." If the machine still does not turn ON, the battery may need replacement.
- check that the internal battery cables have not become disconnected. This requires opening the machine. Refer to the instructions found in "Replacing the Battery."



Error Codes

If an error occurs, the machine displays:

Error Code	Description	Solution
10	Program memory error	Call service department at 425.861.0111.
11	Low battery voltage	Charge battery. (see Section 2)
12	Sunlight on optics	Reposition machine or shade optics.
13	Blocked optics	Clear or clean optics. (see Section 10) Push cup back a few inches if it is near the front of the barrel.
14	Incorrect access code	Enter correct access code or change code. (see Section 8)
20	Optics blocked while pitching	Clear or clean optics. Avoid placing fingers into barrel while feeding ball. Feed ball faster.
21	Manual emergency shutdown	Restart machine.
22	Battery completely discharged while pitching	Charge battery.
30	Incorrect or defective charger	Use correct charger—Zooka Part No. 14001.
31	No battery or very low battery	Set rear panel switch to 'INTERNAL' position or charge battery. (see Section 2)
32	Battery did not charge fully	Disconnect then reconnect charger, this will initiate a new charge cycle. If error continues, replace battery. (see Section 10)

If other error codes appear, check with Customer Service at 425.861.0111.