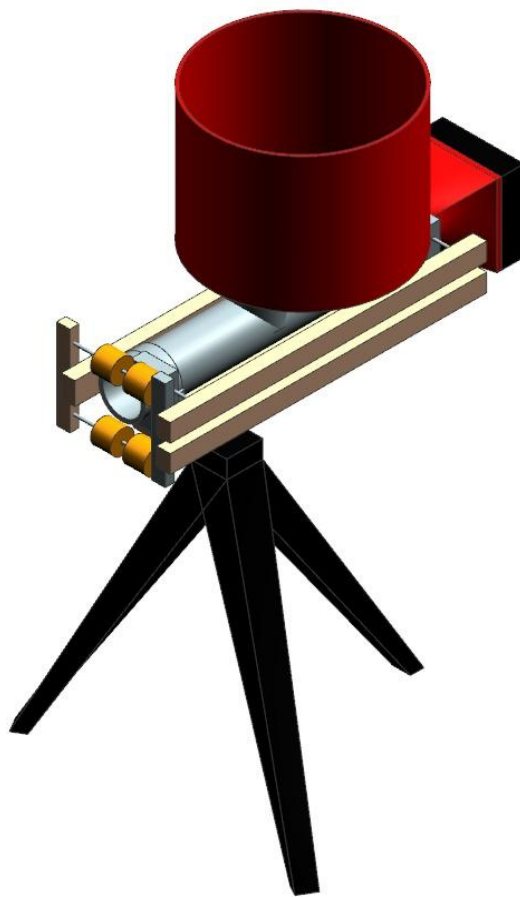




*Ankara  
Instruments*

# *Ping Launcher 400V*



User's Manual

## **Warning**

Our machine consists of fast rotating parts, electrical equipment and launches light projectiles with low speeds.

- If your hair is long, tie your hair before approaching the device.
- Do not be near the machine when it is in action.
- Do not leave the device unattended when it is powered on (even in sleep mode)
- Avoid contact of the device with water.
- Do not try to move or levitate the device when it is powered on.
- Disconnect the power in case of damage or smoke.
- If the supply cord is damaged, it must be replaced by Ankara Instruments, its service agent or similarly qualified persons in order to avoid a hazard.
- Only connect the appliance to an earthed wall socket. Always make sure that the plug is inserted into the wall socket properly.

This appliance can be used by children aged from 6 years and above and people with reduced physical, sensory or mental capabilities or lack of experience and knowledge if they have been given supervision or instruction concerning use of the appliance in a safe way and understand the hazards involved. Cleaning and user maintenance shall not be made by children unless they are older than 8 and supervised.

- Keep the mains cord away from hot surfaces.
- Do not place anything on top of the appliance.
- Keep the appliance and its cord out of the reach of children less than 6 years.
- Check if the voltage indicated on the appliance corresponds to the local mains voltage before you connect the appliance.

## Contents

Contents.....	3
Introduction.....	4
Device Capabilities.....	4
Placing.....	5
Powering On.....	5
GUI Control.....	6
Setting up the device for play.....	6
Setting up the game mode.....	7
Setting up the period.....	8
Setting up the pitch angle.....	9
Setting up the yaw angle.....	10
Setting up the speed.....	11
Setting up the spin.....	12
Waking up the device.....	13
Suspending the device.....	14
Playing memes.....	15
Displaying results.....	15
Voice Control.....	15
Voice control lock.....	15
Signaling phase.....	16
General principle of voice control.....	16

## Introduction

Congratulations on your purchase and welcome to Ankara Instruments! You may visit <https://ankarainstruments.medogan.com/manuals/pingLauncher400V.pdf> to download the digital and latest version of this manual.

Visit <https://ankarainstruments.medogan.com/downloads/sakura.zip> to download the Sakura® Software.

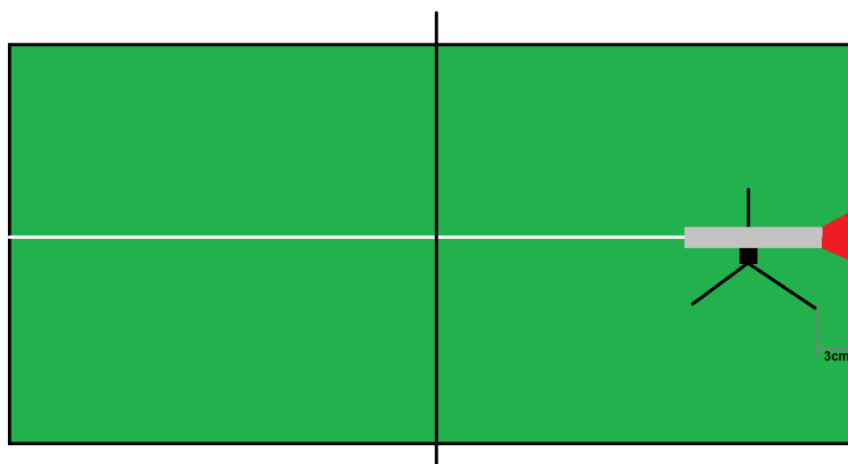
## Device Capabilities

This device provides a wide range of game modes, speed, spin, interval and angles, which are as described as below.

parameter	Levels				
levels of speed	slow(0)		moderate(1)		fast(2)
levels of spin	heavy backspin(-2)	light backspin(-1)	no spin(0)	light topspin (-1)	heavy topspin(-2)
intervals	2s(0)	3s(1)	5s(2)	7s(3)	10s(4)
yaw angles	LEFT		MID		RIGHT
pitch angles	BOTTOM(BTM)		MID		FLOOR(FLR)
game modes	Fixed Repetition	Fixed Sequential	Random Repetition	Random Sequential	Exercise

## Placing

Place the device on the table at the location shown in figure below. The barrel should be placed on top of the middle line of the table so that the barrel lies in the middle. The distance between the closest leg and the edge of the table should be 3cm as shown.



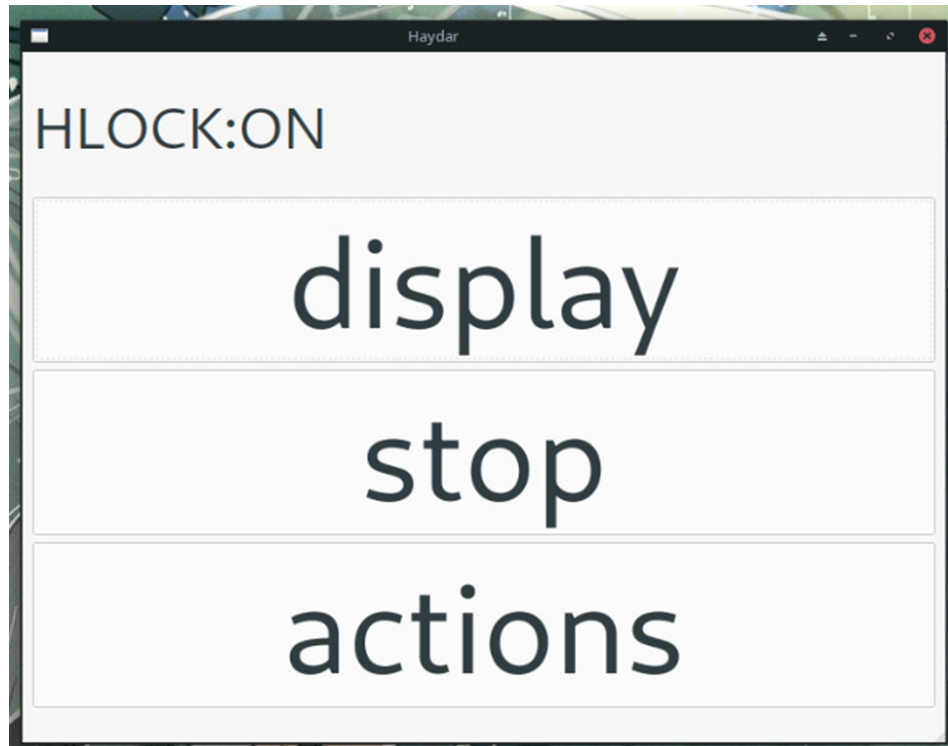
## Powering On

Insert the adapter to a wall outlet then connect the device connector to the adapter connector. Once the device is powered, it will be automatically booted on. Make sure your router is on. If you change your router SSID or password, visit technical service to register your router to the device.

**⚠️ Disclaimer:** Use only the original power adapter given with the product. Visit authorized technical service for the repair of the device and its accessories. Never try to fix it by yourself.

## GUI Control

The device has a minimalistic GUI, which consists of an information label and 2 to 3 buttons as shown in the bottom figure.

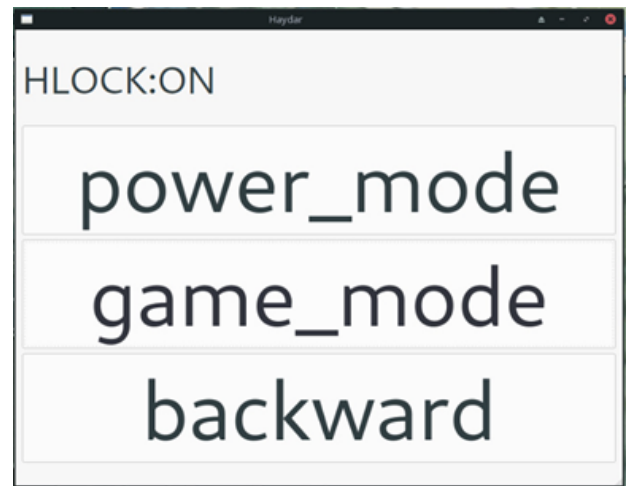
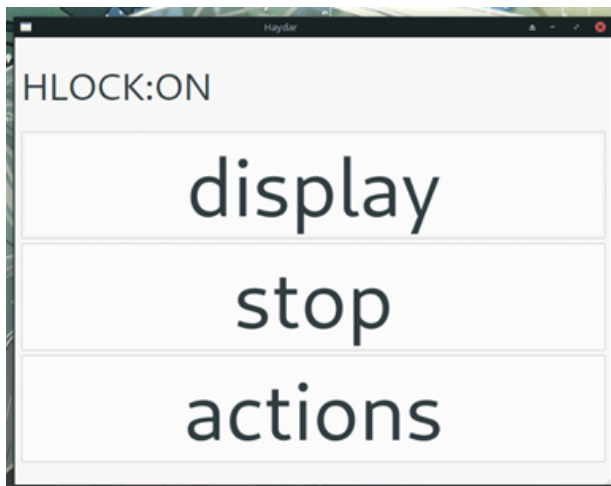


Users can click a button directly with the computer's cursor or with the help of Voice control.

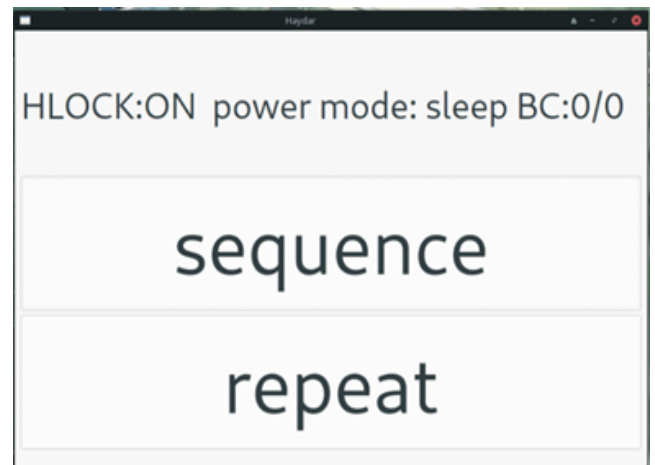
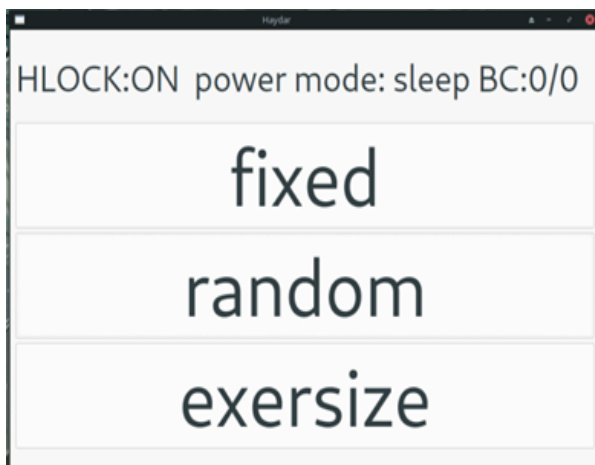
### Setting up the device for play

1. Set the game mode of your preference(**Setting up the game mode**)
2. Set the period of your preference(**Setting up the period**)
3. Set the pitch angle of your preference(**Setting up the pitch angle**)
4. Set the yaw angle of your preference(**Setting up the yaw angle**)
5. If you are not using a repetition mode skip to step 8
6. Set the speed of your preference(**Setting up the speed**)
7. Set the spin of your preference(**Setting up the spin**)
8. Wake up the device(**Waking up the device**)

## Setting up the game mode



From the main menu click the "stop" button and in the next menu click the "game\_mode" menu to enter the game mode selection menu.



To select "exersize" game mode:

- Click on the "exersize" button from the "game\_mode" menu.

To select "fixed repetition" game mode:

- Click on the "fixed" button from the "game\_mode" menu.
- Click on the "repeat" button from the next menu.

To select "fixed sequential" game mode:

- Click on the "fixed" button from the "game\_mode" menu.
- Click on the "sequence" button from the next menu.

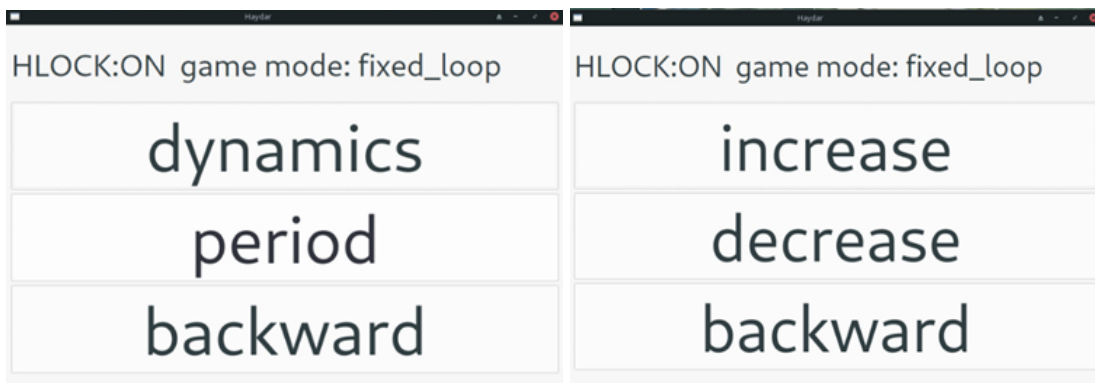
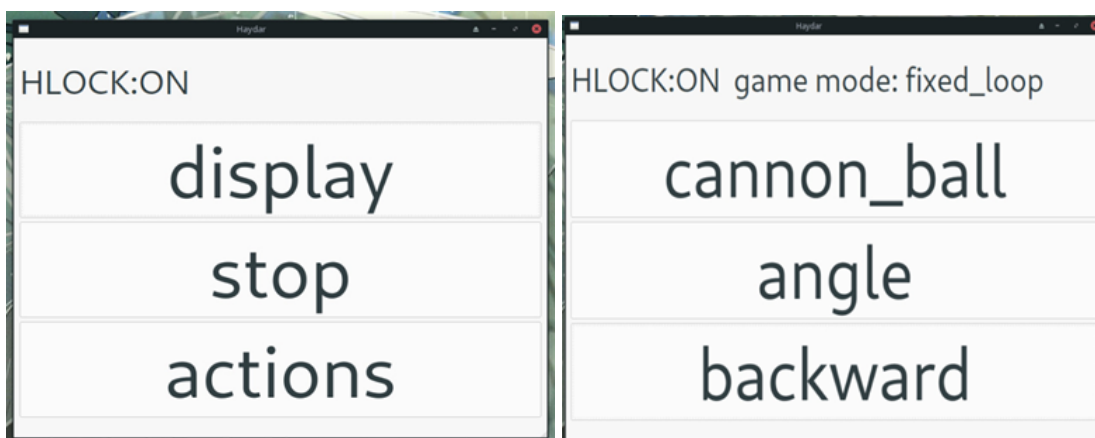
To select "random repetition" game mode:

- Click on the "random" button from the "game\_mode" menu.
- Click on the "repeat" button from the next menu.

To select "random sequential" game mode:

- Click on the "random" button from the "game\_mode" menu.
- Click on the "sequential" button from the next menu.

## Setting up the period

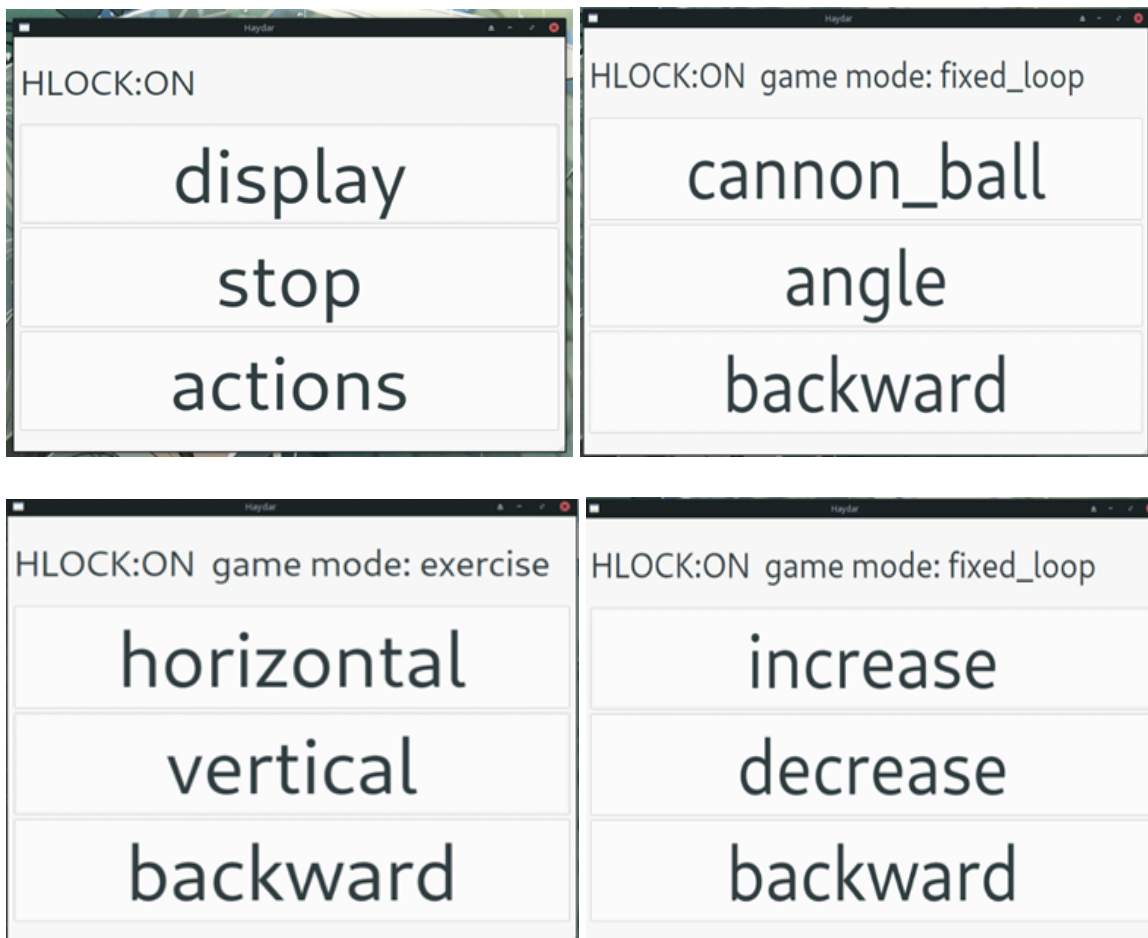


- From the main menu click on "actions" button
- From the actions menu click on "cannon\_ball" button
- From the cannon\_ball menu click on "period" button
- From the next menu increase or decrease the period as you prefer

Note: Altered parameters will be updated at the next interval and it may take up to 10 seconds in a 10 second period.



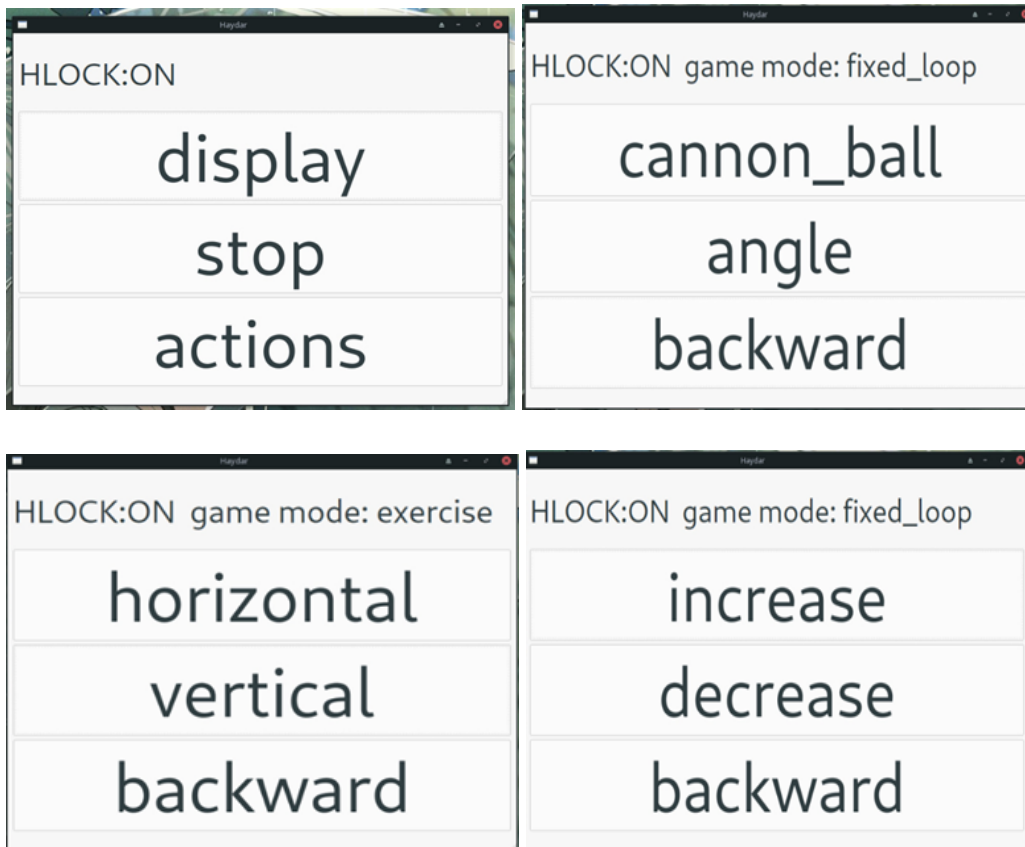
## Setting up the pitch angle



- From the main menu click on "actions" button
- From the actions menu click on "angle" button
- From the angle menu click on "vertical" button
- From the next menu increase or decrease the pitch angle as you prefer

Note: Altered parameters will be updated at the next interval and it may take up to 10 seconds in a 10 second period.

## Setting up the yaw angle



- From the main menu click on "actions" button
- From the actions menu click on "angle" button
- From the angle menu click on "horizontal" button
- From the next menu increase or decrease the yaw angle as you prefer(increase the angle to turn the device more right if possible)

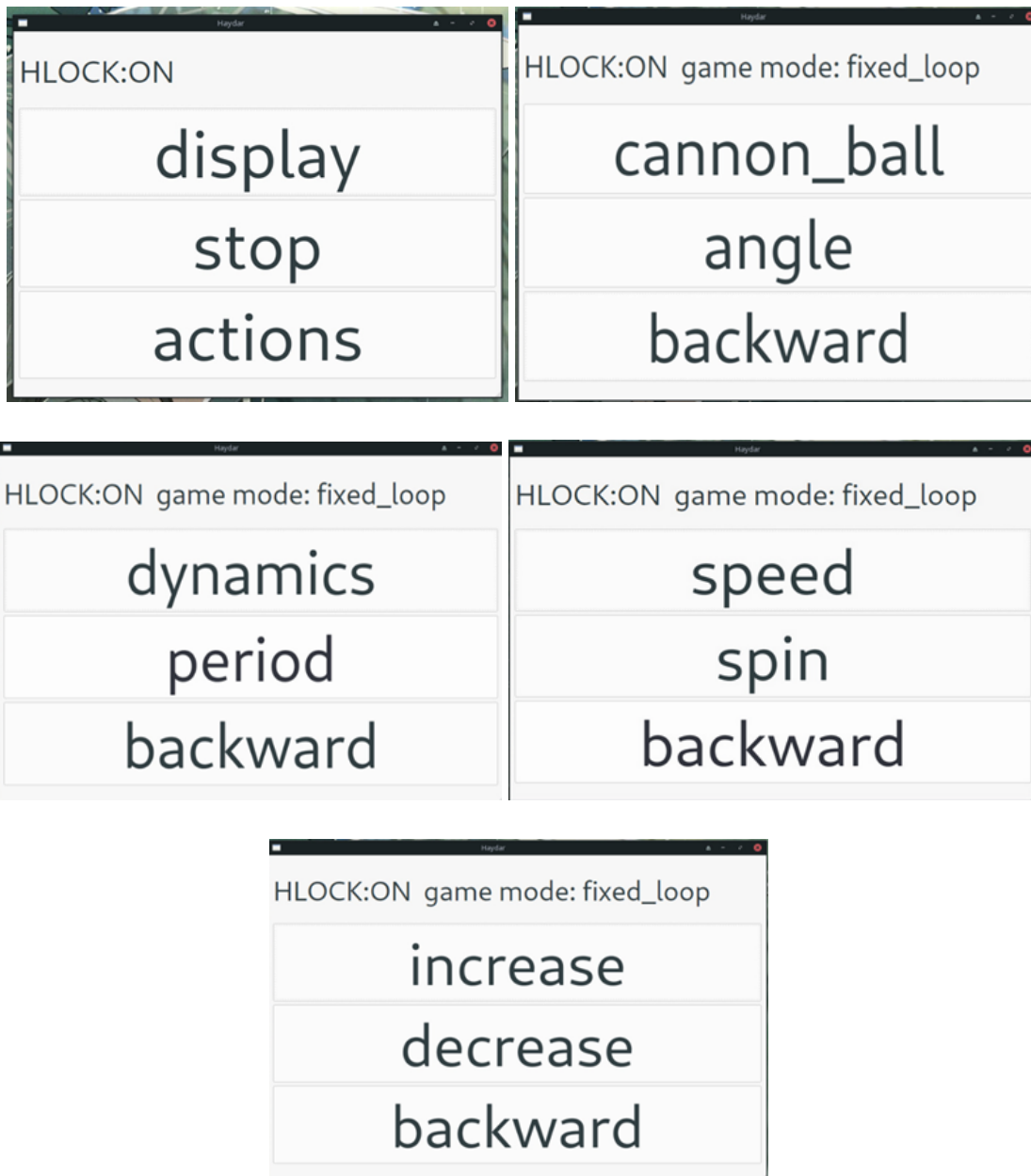
Note: Altered parameters will be updated at the next interval and it may take up to 10 seconds in a 10 second period.

## Setting up the speed



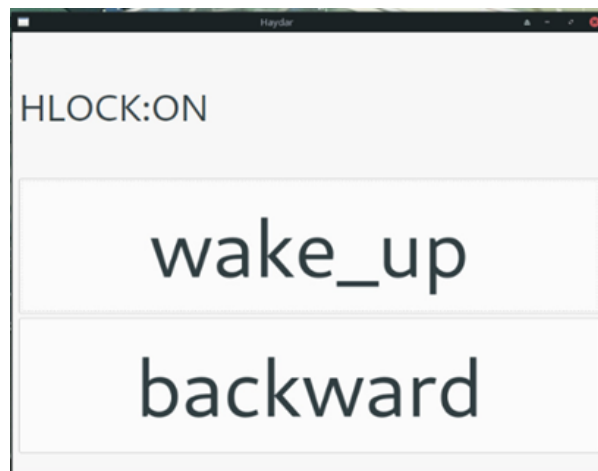
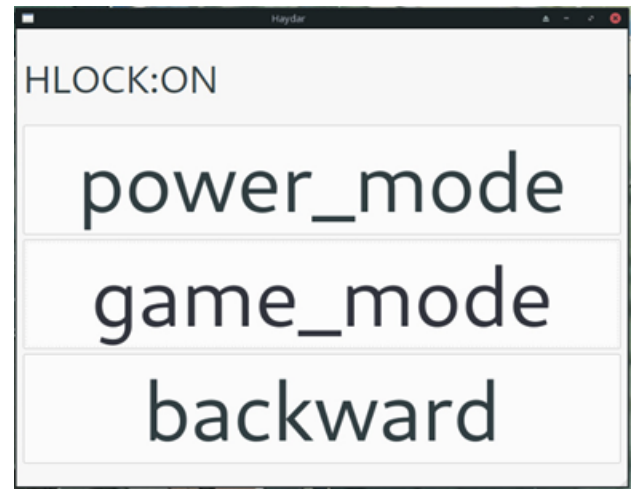
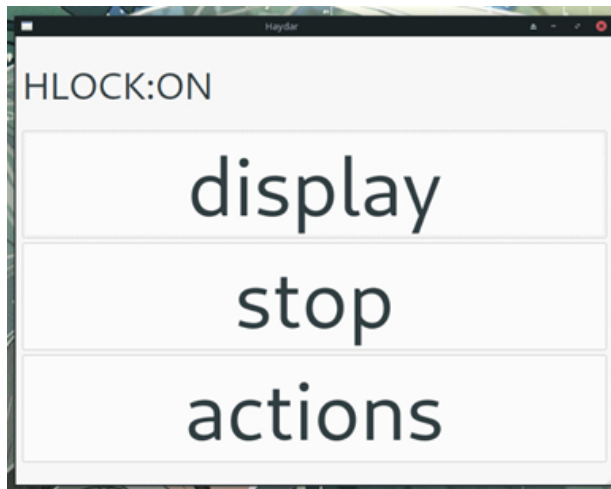
- From the main menu click on "actions" button
- From the actions menu click on "cannon\_ball" button
- From the cannon\_ball menu click on "dynamics" button
- From the dynamics menu click on "speed" button
- From the next menu increase or decrease the speed as you prefer

## Setting up the spin



- From the main menu click on "actions" button
- From the actions menu click on "cannon\_ball" button
- From the cannon\_ball menu click on "dynamics" button
- From the dynamics menu click on "spin" button
- From the next menu increase or decrease the spin as you prefer

## Waking up the device



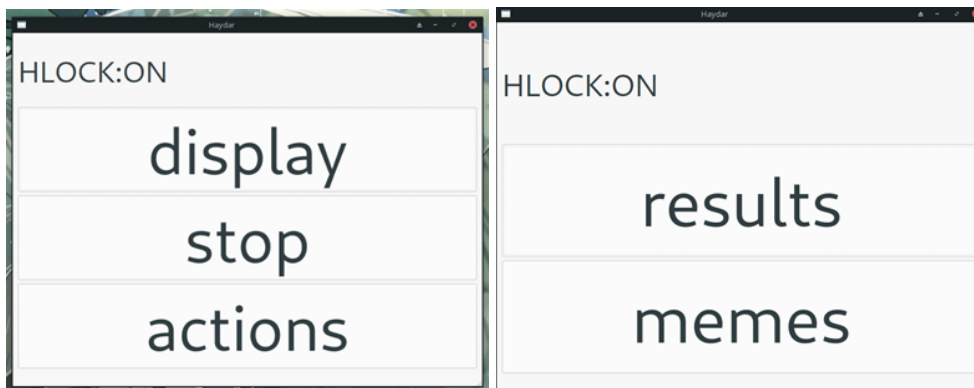
- From the main menu click on "stop" button
- From the stop menu click on "power\_mode" button
- From the power\_mode menu click on "wake\_up" button

## Suspending the device



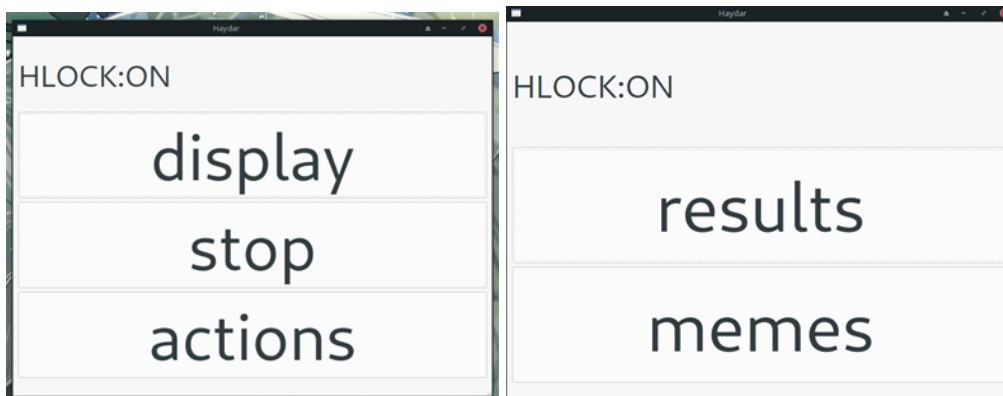
- From the main menu click on "stop" button
- From the stop menu click on "power\_mode" button
- From the power\_mode menu click on "sleep" button

## Playing memes



- From the main menu click on "display" button
- From the display menu click on "memes" button

## Displaying results



- From the main menu click on "display" button
- From the display menu click on "results" button

## Voice Control

This device as commercialized users can use voice control option to interface with the device. There is no difference in the system response between GUI clicked buttons and voice control clicking. There are however some key points that should be considered when using this control option.

### Voice control lock

The device has a lock mechanism that only affects the voice control mechanism, not the GUI. This lock mechanism is used to lock voice control mechanisms in case of a timeout, in order to decrease false positive cases.

Nevertheless, in order to unlock the lock, the user should say "Sakura". The status of this lock is displayed left top of the menu all the time. When the lock is on it writes "HLOCK:ON" and when the lock is off it prints "HLOCK:OFF". Additionally 30 seconds after the last voice command (including "Sakura") the system locks itself automatically.

## **Signaling phase**

The system records 3 seconds of audio for key recognition periodically. Before capturing any audio, the system plays an informative audio record that signals the incoming capturing period in order to increase the voice recognition accuracy. Users should wait for the informative audio record to end before starting to speak.

## **General principle of voice control**

Without loss of generality, the main essence of voice control is differentiating 2 to 3 key words apart from each other. In other words, when the voice control lock is off and the system is in recording, users should read button names that they intend to click.