

## **Safety first:**

**DO NOT LOOK INTO THE Knight Trainer Pro WHEN THE POWER IS ON.**

**WEAR EYEGUARDS:**

- To protect eyes from shuttles being shot out of the KTP.
- To protect eyes from shuttles hit back by the player(s) using the machine.

Eye guards are strongly recommended for anyone using or moving around the Knight Trainer Pro (KTP), especially juniors. If you need to look into or reach into the Knight Trainer Pro, save your drill on the tablet or laptop, and turn off the KTP's power switch.

**USE ONLY AS INTENDED:** Only use the KTP to feed and eject regulation badminton shuttlecocks, whether nylon or feather.

**WATCH YOUR STEP:** Make sure that the area around the KTP is clear, to avoid tripping. Use an extension cord long enough to lie flat on the ground.

## **To get started, you will just do this:**

- First time only, screw the wheels into the legs of the stand using the provided wrench.
- Open the stand by spreading out the 3 legs.
- Place the Knight Trainer Pro on the stand (for some this may be easier with 2 people).
  - *Optionally, lock the wheels so the stand won't be able to roll.*
  - *At the bottom of the Knight Trainer Pro, there is a yellow cylinder. This will slide onto the stand.*
  - *With one hand, hold the KTP by the handle and with the other hand hold it on the underside of the yellow disk. There are 2 gripping ridges under the yellow disk so rotate the KTP until one is in the right place for you. Do not grasp the KTP by the wheel support or wheel cover*
- Plug your extension cord into an electrical outlet
- Plug the provided power cable into your extension cord and into the 3-pronged outlet on the Knight Trainer Pro.
- Turn on the KTP power switch (it will light up when on)
- Turn on the carousel's motor (the switch is on one side just below the top plate)
- Connect the KTP to the laptop (USB cable) and turn on the laptop. The password is KTP1
- Open the Trainer application
- Run drills and enjoy



**NEVER rotate the carousel or the carousel's pyramid shaped support by hand - it will damage the carousel motor.** If you need to rotate the pyramid:

- power up the KTP and the carousel motor
- remove carousel if necessary
- press down on the contact switch near the opening on top of the machine. This activates the carousel motor and will rotate the carousel for as long as the switch is depressed.

Manual options for motorized parts of the KTP:



-The yellow mandible that supports the wheel motors and wheels **can only be moved manually with the power Off** (Turn off the illuminated power button). If you need to move the mandible, save your drill but leave the software open. **Then turn off the power switch.** When finished, turn the power back on and resume working with the drill.



- The finger that feeds the shuttles through the wheels can safely be rotated manually.
- The entire machine above the yellow disk can safely be rotated clockwise or counter-clockwise.
- Never turn the carousel manually. See above to find out how to rotate the carousel

## Shuttles

- The tubes should be locked into the carousel by barbs on the funnels. You can see this when looking at the bottom of the carousel.
- If the carousel does not settle down completely onto the top plate, a shuttle is probably out of position. Just fix that shuttle.
- The active tube should be centered above the feeding zone. If it is not, lift the carousel and press down briefly on the contact switch to rotate the pyramid a bit. Replace the carousel and it should then move into the right position.

## On the computer

The shuttle icon launches the software, called Trainer. In the Trainer app, in the "Open" window, you will be able to browse to the drill(s) you want to use. Similarly, you can use "Save As" to change the name or location of a drill or choose New to create a new drill

### Shortcuts:

- Several function keys at the top of the keyboard are useful shortcuts to Trainer functions.
- F5 – runs the open drill according to the Playlist
- Ctrl+F5 – runs all the shots in the Playlist randomly
- F7 – pauses and also resumes the drill if it has been paused
- F8 – ends the drill
- Alternatively, there are also buttons on screen to the right of the menu for all the necessary functions

Right click, left click: creating shots and building drills

- Left click on the court to place a new shot
- Right click on the cork for options such as adjusting the shot and placing it in the playlist.

For more details, please refer to the full manual and to the drill guide.