

Repeated-drill assisting device

onigoe



Manual

Ver. 1.1

Repeated-drill assisting device **onigoe**

Thank you for buying this product

Repeated-drill assisting device “ONIGOE” is built to improve player's response, endurance and focus. It also improves one's footwork skill.

This manual will guide you to use this product safely. Please read all the instruction carefully before using this device.

The specification and manual of this product can be change without notice.

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.Precaution

Power source

- Please use AA battery
- Insert the battery according to the positive(+) or negative(-) at backside of control box.

Handling

- Do not drop, shock or vibrate the device.
It may damage device.

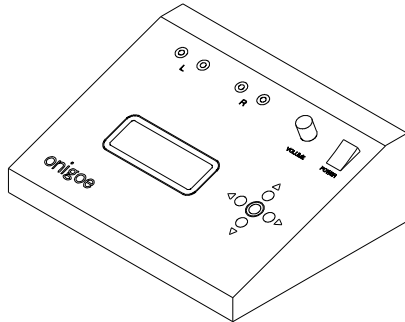
Dismantling

- Do not dismantle the product. We will not be responsible on damage caused by dismantling the product.



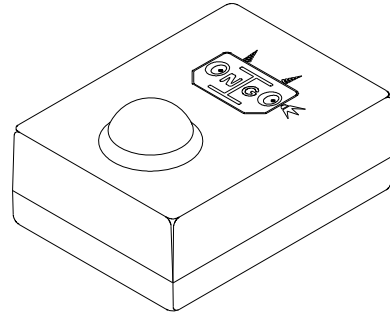
. Content of the box

Control box 1



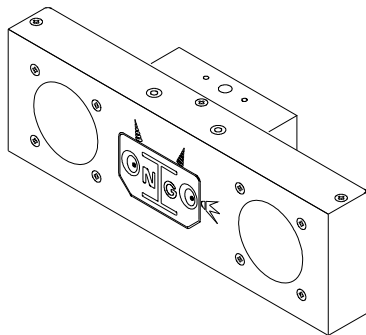
Touch switch button interval and light frequency setting box.

Touch switch button 2



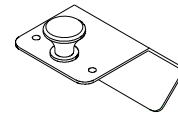
Light is turn-off after user touch this button.

Indicator lamp 1



Instruct the moving direction of user.

Lamp holder/stand 1



Lamp stand is user when the indecator lamp is placed on floor.

Cable 7m 4

User manual 1

AA battery for trial of the device 4

* The provided AA battery is only for testing of the device.

The battery may self-discharge by time.

Optional part

Extention cable (3m)

. Preparation

(1) Connecting the parts

Connect cable to jack of “L” terminal at the control box(there are 2 terminal available, either one can be used).



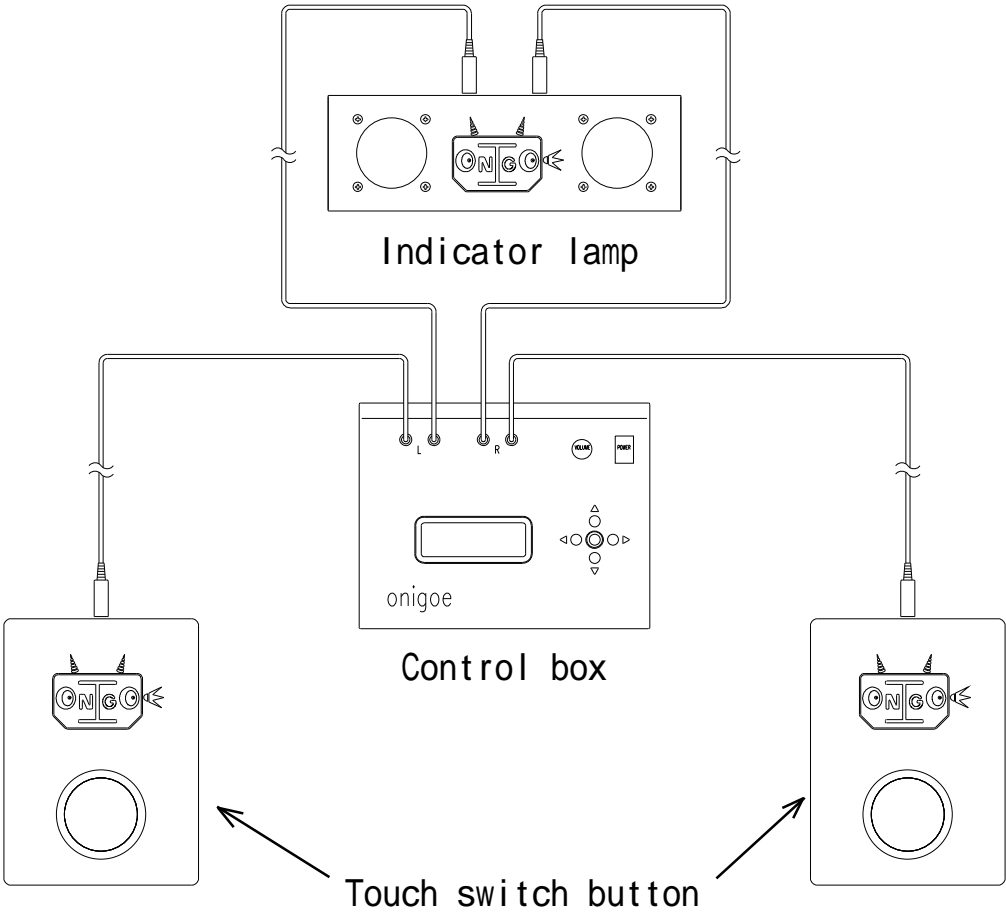
1 cable jack is for indicator lamp and the other one is for touch switch button.



Similarly connect the cable to “R” terminal



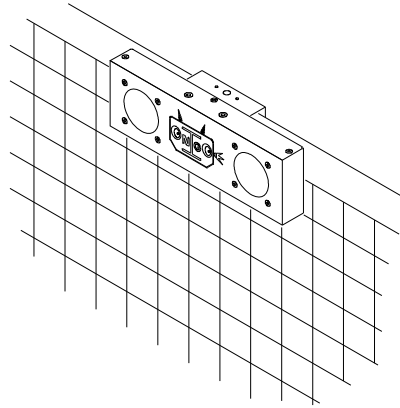
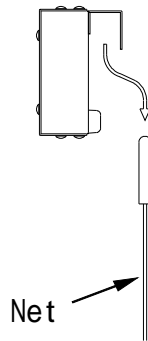
Touch switch button connected to “L” terminal is placed at user ’ s left side
Touch switch button connected to “R” terminal is placed at user ’ s right side.



(2) Indicator lamp positioning

Indicator lamp positioning method is as follows:
(1)place on the net (2)place on the floor

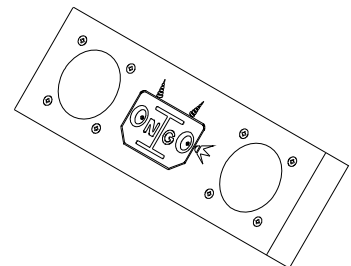
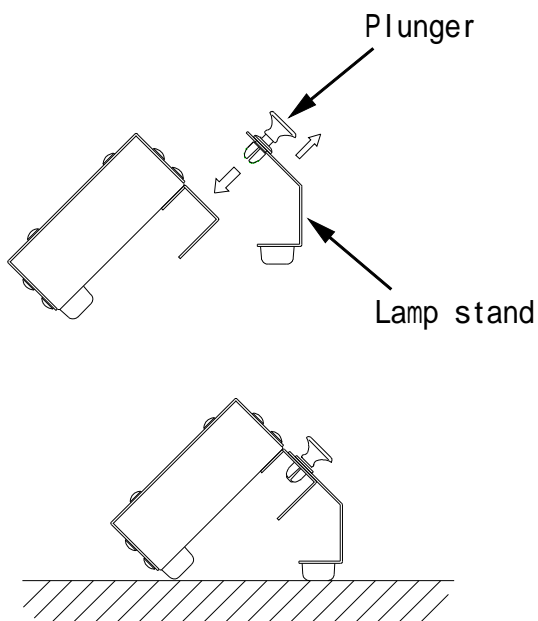
(1)place on the net



Please be caution when removing the net.

(2)place on the floor

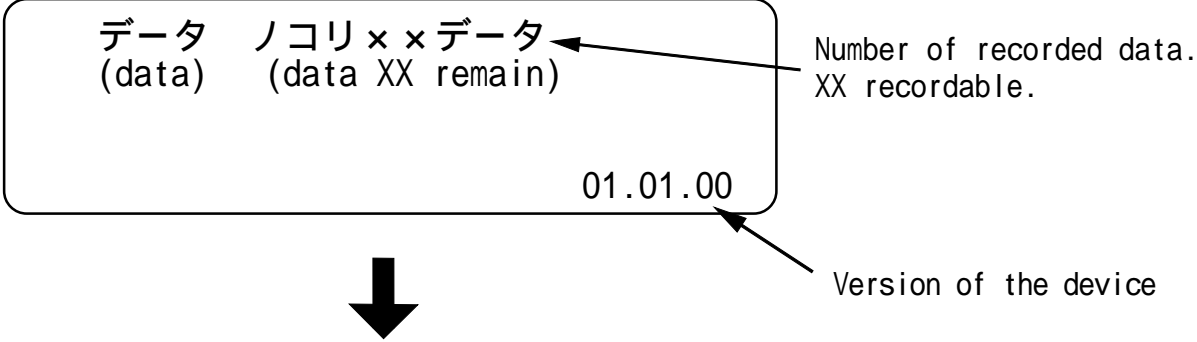
Use the lamp stand when placing the indicator lamp on the floor.
Insert the indicator lamp while pulling the plunger. After inserting the lamp, push back the plunger.



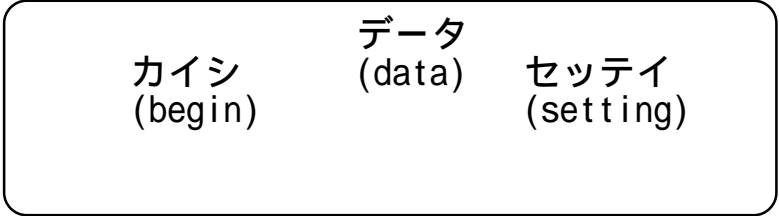
. How to use

(1) Switch on

When the switch of control box is turned-on, the display will show indication as follows.

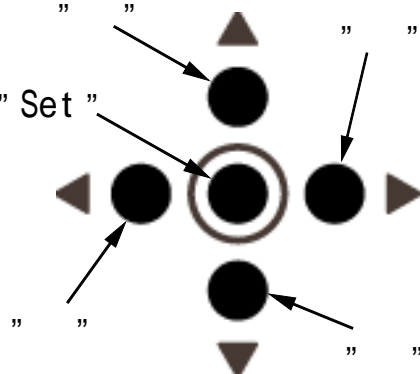


A few second after the above indication, the display will show as follows.



“ Switch on ” process ends here.

Using the button



- ” ” ” ” : select setting
- ” ” ” ” : select setting number
- ” ” : set(Enter)

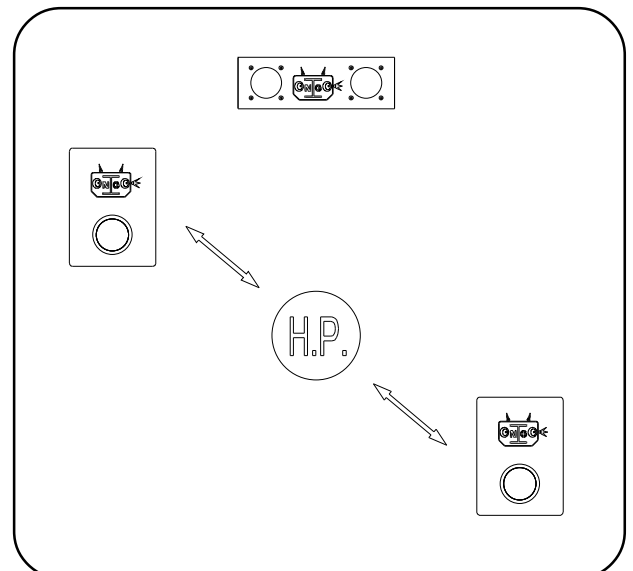
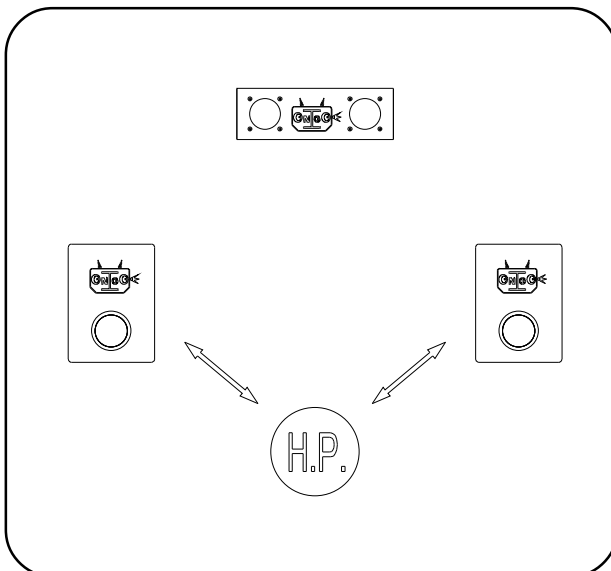
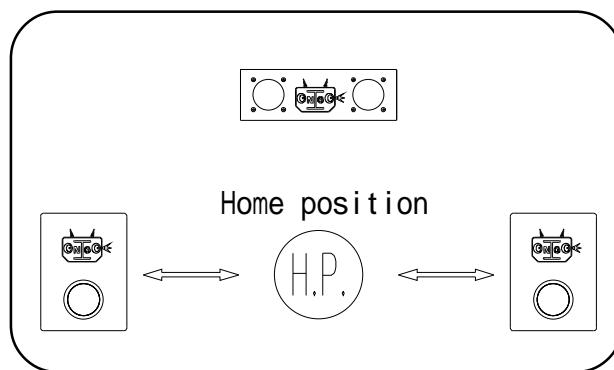
(2)Setting

Several variation can be set in tranining mode. 1: In MODE, 3 types of setting are available; left-right, front or combined.

<モード(MODE) = サユウ(left-right) > setting

1 : モード(MODE) = サユウ (left-right)

In MODE=left-right, trainer need to press the button by himself. This mode is optimized for side-footwork continuously between 2 point. Trainer need to move between the touch switch button and touch them to turn it off.



2 : カイスウ(Number of times) = 5、10、15、20、25

Setting number of times of turn on 'time' of the touch switch button. Training increase with increase of the setting number.

3 : ジカン(Duration) = 0.1s、0.2s ~ 10.0s [0.1s interval]

To set the interval between the turn-on time.

To train “quick movement” to the trainer, set the time to lower value.

4 : Fジカン(Diuration) = ナシ(null)、10%、20%、30%、40%

Setting feint time.

Feint function is functioning for “3:Duration = above0.7s”

In feint function, a very short duration of turn-on time of the lamp will take place before the set duration in “3:Duration = ” takes place. The light will turn on randomly in the duration set in “3:Duration = ”, for duration % length in “4:F Duration = ”

5 : クリカエシスウ(Number of repeating times) = 1x、2x ~ 30x

Repeating the setting in 2,3,4 for a number of times.

6 : インターバル(Interval) = 0s、1s、2s、 ~ 59s [every 1 second]

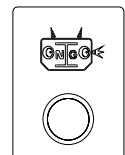
To set rest time setting 2,3,4.

Provide trainer with recovery time.

<モード(MODE) = マエ(front) > setting

1 : モード(MODE) = マエ(front)

In MODE=front, trainer will touch the button by himself. This setting is optimized for front-rear footwork training. The trainer need to move between the touch switch button and touch them to turn it off.



2 : カイスウ(Number of times) = 5、 10、 15、 20、 25

Setting number of time of the touch switch button.

Training increase with increase of the setting number.

3 : ジカン(Duration) = 0.1s、 0.2s ~ 10.0s [0.1s interval]

To set the interval between the turn-on time.

To train “quick movement“ to the trainer, set the time to lower value.



Feint function is not available for MODE=front.

5 : クリカエシスウ(Number of repeating) = 1x,2x, ~ 30x

Repeating the setting in 2,3,4 for a number of times.

6 : インターバル (Interval) = 0s、 1s、 2s、 ~ 59s [every 1 second]

To set rest time setting 2,3,4.

Provide trainer with recovery time.

< モード(MODE) = コウゴ(Combine)(JF) > setting

1 : モード(MODE) = コウゴ(Combine)(JF): Judge Function

In MODE=Combine(JF), trainer will use 2 touch switch button. This mode is optimized for side-footwork between 2 point continuously. Trainer need to move between the touch switch button while the lamp turn-on alternately and touch them to turn it off.

2 : カイスウ(Number of times) = 5、 10、 15、 20、 25

Setting number of time of turn on ‘time’ of the touch switch button.

Training increase with increase of the setting number.

In MODE=Combine(JF), "3:Duration=", "4=" setting are not available.

5 : クリカエシスウ(Number of repeating) = 1x、 2x ~ 30x

Repeating the setting in 2 for a number of times.

Number of train increase with the increase of the setting number.

6 : インターバル(Interval) = 0s、 1s、 2s、 ~ 59s [every 1 second]

To set rest time setting 2.

Provide trainer with recovery time.

(3)Begin practice

カイシ (begin)	データ (data)	セッテイ (setting)
----------------	---------------	-------------------

Push this " ". All indicator lights will turn-on, touch 1 of the touch switch button to begin. Training begin after 3 sec.

In mode=combine(JF), the training will begin from the first button that is touched.

Delete/Refer data

カイシ (begin)	データ (data)	セッテイ (setting)
----------------	---------------	-------------------

Press " "

シヨウキヨ (Delete)	サンシヨウ (Refer)
-------------------	------------------

To delete, press " "

To refer, press " "

WARNING : The unit only able to save up to 64 data. Please delete the data regularly before it reach 64.

Example

(1) Setting

Professional (set by Malaysia National Badminton Team)

< distance between touch switch button:4.0m >

- | | |
|---------------------------------------|----------------------------|
| 1:モード(MODE)=サユウ(left-right) | 2:カイスウ(Number of times)=20 |
| 3:ジカン(Duration)=0.7s | 4:Fジカン(F duration)=10% |
| 5:クリカエシスウ(Number of repeating time)=2 | 6:インターバル(Interval)=5s |
- [AVERAGE TIME:0.87s] (fastest time recorded in May 2011)

< distance between touch switch button:5.5m >

- | | |
|---------------------------------------|----------------------------|
| 1:モード(MODE)=サユウ(left-right) | 2:カイスウ(Number of times)=10 |
| 3:ジカン(Duration)=0.7s | 4:Fジカン(F duration)=10% |
| 5:クリカエシスウ(Number of repeating time)=3 | 6:インターバル(Interval)=5s |
- [AVERAGE TIME:1.06s] (fastest time recorded in May 2011)

General

< distance between touch switch button:4.0m >

- | | |
|---------------------------------------|-------------------------------|
| 1:モード(MODE)=サユウ(left-right) | 2:カイスウ(Number of times)=10 |
| 3:ジカン(Duration)=1.0s | 4:Fジカン(F duration)=30%(or40%) |
| 5:クリカエシスウ(Number of repeating time)=2 | 6:インターバル(Interval)=10s |
- [AVERAGE TIME:1.21s] (fastest time recorded in May 2011)

Beginner

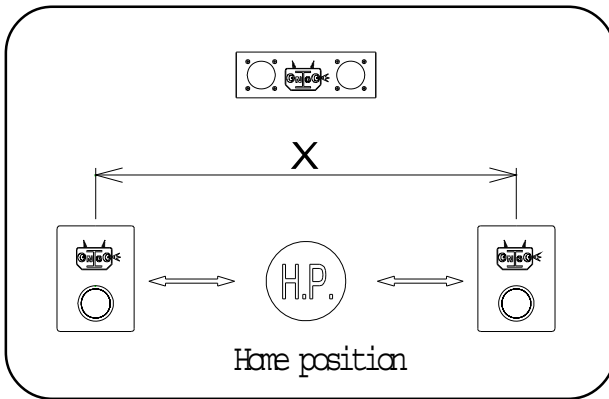
< distance between touch switch button:4.0m >

- | | |
|---------------------------------------|-------------------------------|
| 1:モード(MODE)=サユウ(left-right) | 2:カイスウ(Number of times)=10 |
| 3:ジカン(Duration)=1.2s | 4:Fジカン(F duration)=30%(or40%) |
| 5:クリカエシスウ(Number of repeating time)=2 | 6:インターバル(Interval)=10s |
- [AVERAGE TIME:1.40s] (fastest time recorded in May 2011)

< Distance travelled >

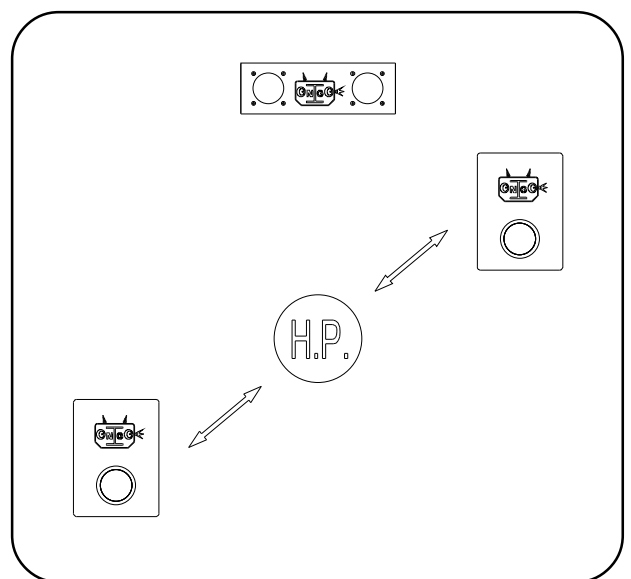
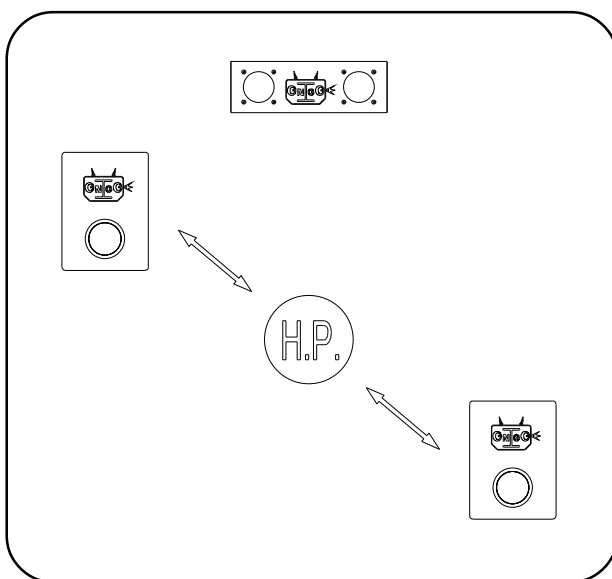
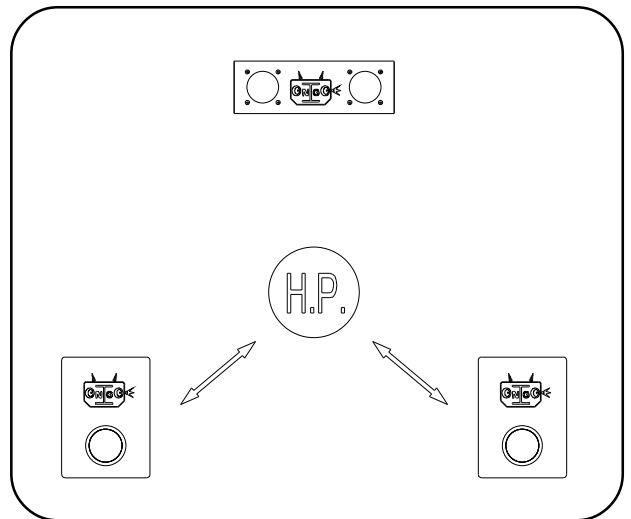
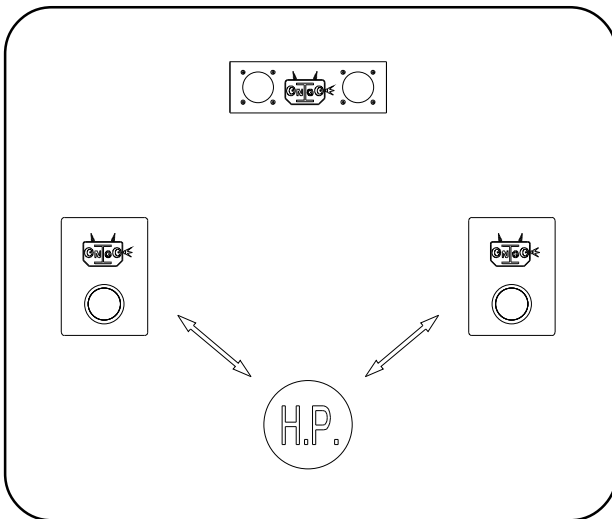
- | | |
|---------------------------------------|----------------------------|
| 1:モード(MODE)=マエ(front) | 2:カイスウ(Number of times)=10 |
| 3:ジカン(Duration)=1.0s | |
| 5:クリカエシスウ(Number of repeating time)=2 | 6:インターバル(Interval)=5s |
- [AVERAGE TIME:1.30s] (fastest time recorded in May 2011)

(2) Touch-switch button positioning example



Alter the distance "X" to fit trainer stamina and ability.

Then, positioning of the touch switch button (front, rear, left, right) determines the footwork pattern to be work on.



Please set the distance between touch switch button according to level of the trainer.

. Specification

Power source

- 4 AA size battery

Dimension

- Control box
approx. 206mm x 92mm x 162mm
- Indicator lamp
approx. 250mm x 86mm x 56mm
- Touch switch button
approx. 138mm x 102mm x 190mm

Weight

- Control box without battery approx.1120g
- Indicator lamp approx.320g
- Touch switch button approx.370g

. Guarantee and after service

Guarantee

- Fill in the guarantee form and keep it property.
- The guarantee is valid for 1 year.

After service

- Please contact us (as stated below) regarding operate and repair of the device.

Hamanaka Racket Shop Niihama

TEL&FAX : 0897-34-9191

E-Mail : akira_hamanaka@yahoo.co.jp

URL : <http://www.dokidoki.ne.jp/home2/racket/onigoe.htm>



Seller : Racket Shop Hamanaka

Niihama : 〒 792-0025

Niihama-shi Ichinomiya-cho 2-2-43

TEL&FAX (0897) 34-9191

E-Mail : akira_hamanaka@yahoo.co.jp

Matsuyama : 〒 790-0805

Matsuyama-shi Nishi Ichiman-cho 8-9

TEL (089) 933-2366

FAX (089) 932-2241

E-Mail : racket@msb.biglobe.ne.jp

URL: <http://www.dokidoki.ne.jp/home2/racket/>