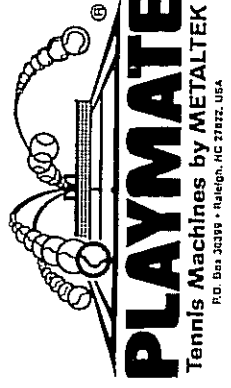


PLAYMATE GENIE PC

Owner's Manual

First Edition, December 2002



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Dear Valued Customer,

Congratulations on the purchase of your new Playmate Tennis Ball Machine. We have packed over 30 years of experience and dedication into the production of each and every ball machine to leave our high-tech facility in Raleigh, North Carolina.

It is our mission to build the most durable, dependable, and player-friendly machines. Quality is assured from the gear motors and pitching wheels, to the fully programmable control boxes and remote controls.

We hope that you enjoy your new ball machine as much as we enjoyed building it. We encourage your comments and suggestions on how we could better serve you in the future. Please feel free to contact us on our Consumer Connection Line at 1-800-776-6770.

Sincerely,

Alfred F. Yarur
President and CEO

INTRODUCTION

The best way to improve your tennis game is to practice. That may sound like simple advice, but it's advice we take very seriously here at Metaltek. We believe that the best way to practice your game is to spend some quality time on the court with a ball machine. Only by utilizing a ball machine as a constant partner will you be able to repeatedly attack all the shots that make up your range as a player, whether that means strengthening your weaknesses or perfecting your strengths. A ball machine is your best choice of practice partner when it comes to developing a well-rounded game.

In this age of technological development, we have tried to find a happy balance between technical complexity and ease of operation. We have worked hard to maintain the clean, simple appearance of our design and the utility of our controls, while generating machines that can offer full game simulation and programmability. Even if you are still having trouble programming the VCR, we hope that our machines will present themselves without difficulty. After only a short while with this manual you should be able to have your new Playmate up and running, and be practicing the shots that you want to be practicing!

IMPORTANT SAFETY INSTRUCTIONS

WARNING! To reduce the risk of electrical shock, fire, injury to persons, and other damage when using this product, please follow these basic safety precautions.

1. Read all instructions carefully before operating this machine.
2. To protect against the risk of electrical shock, never immerse any part of this machine in water or any other liquid.
3. Always use a grounded three-prong extension cord to supply power to this ball machine.
4. Close supervision is necessary when operating this machine near children.
5. Never walk in front of this machine when it is operating. Tennis balls leave the machine at high speeds and could cause serious injury.
6. Always stand to the side, or behind the machine when attempting to alter the settings of the various controls.
7. If it is necessary to free a jammed tennis ball, make sure that the machine is turned OFF and unplugged.
8. Always wear protective eyewear when attempting any repairs or adjustments on this machine.
9. Never attempt any repairs or adjustments on this machine when it is plugged in. Always turn the power switch OFF and unplug the power cord.
10. This machine is intended for pitching tennis balls only. Never attempt to use this machine with any other type of ball, or any foreign objects whatsoever.
11. Always make sure to turn this machine OFF when it is not in use.

ELECTRICAL REQUIREMENTS

A heavy-duty power cord (not included) is recommended for use with the Playmate Tennis Machine. All machines should be plugged into a 120V 50/60 Hz outlet (220V 50/60 Hz outlet for overseas machines equipped with transformers). If you are using an extension cord of 100 feet long or less, we recommend that you use a 16 gauge or heavier extension cord that is grounded. For longer distances, a 14 gauge grounded extension cord is recommended.

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GETTING STARTED

Your new Playmate should have arrived securely packed. Make sure to inspect the machine for any damages that could have occurred during shipment. If machine is damaged please save all packing and box for inspection purposes. Inside the packing box, you should have found the PLAYMATE GENIE PC owner's manual, the POCKET PC with all its warranty and operating instructions, the Playmate warranty card, and the hand held on/off remote control. If any of these are missing, please notify Metaltek immediately. Your new Playmate should be ready for use in only a few minutes by completing the following easy steps.

- 1. ASSEMBLING THE HANDLES** – The handles are reversed along the sides of the machine for compact shipment. To place them in their proper position, loosen the black triangular head screws until they are free. Swing the handles around 180 degrees until they are running parallel to each other behind the machine. Line up the holes and replace the triangular head screws, tightening until snug. DO NOT OVERTIGHTEN.
- 2. SUPPLYING POWER** – Plug an extension cord into a grounded three-prong outlet of the proper ratings (see ELECTRICAL REQUIREMENTS), and attach the other end to the power cord on the right side of the machine.
- 3. FILL THE HOPPER** – Depending on whether your machine has a large or small hopper, it will hold anywhere from 200 to 300 tennis balls. We recommend using pressureless tennis balls because they respond better for a longer period of time. Pressureless tennis balls are available from Metaltek by the gross.

- 4. SET THE CONTROLS** – Your machine is just about ready for use. The last thing you will need to do is to familiarize yourself with your POCKET PC. Make sure to carefully read the OPERATING INSTRUCTIONS before attempting to use this machine.

- 5. PLAYMATE PC SOFTWARE** - Your PC has been preloaded with the software program. The small blue card which is inserted at the top of your POCKET PC contains your software program.

NOTE: Take care not to damage this card since WITHOUT the card your system will not work.

NOTE: If possible, save the shipping box that your Playmate arrived in. Not only will it provide a safe place for long term storage, but will also provide proper protection if it is ever necessary to ship your Playmate in the future.

OPERATING INSTRUCTIONS

POWER

This switch is located on the right side of the ball machine and controls the power to the machine. When it is illuminated, power is being supplied.

REMOTE CONTROL

The hand held remote control unit activates and deactivates the ball delivery system of the Playmate tennis machine. Push the button once to activate the delivery system, and once more to deactivate it. On ACE GENIE series or any directional machines if you hold the button down for 3 seconds it will reset the machine. The remote control is only active when the POWER switch is illuminated. The REMOTE CONTROL is automatically ON depending on the drills in the BEGINNER MODE and the SMART MODE. In the CLASSIC MODE you can turn it ON/OFF by tapping or pressing on the remote check box.

There is a total of three radio antennas located in the ball hopper. Make sure these antennas are pointing upward in order to increase the range of the remote control system.

SAFETY PRECAUTION: If the machine is turned ON and the REMOTE ON/OFF switch is in the OFF position the machine will begin to pitch balls.

TURN ON THE POCKET PC

Follow the instructions on the Pocket PC to turn your unit on. The default mode for the Playmate PC software is BEGINNER MODE. Familiarize yourself with the BEGINNER MODE, SMART MODE, CLASSIC MODE and CHANGING MODES chapters.

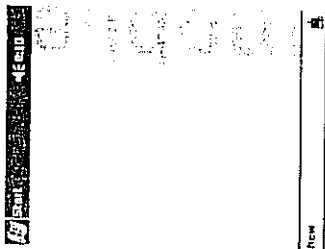
PLACEMENT OF BALL MACHINE

Place the machine at the center of the base line.

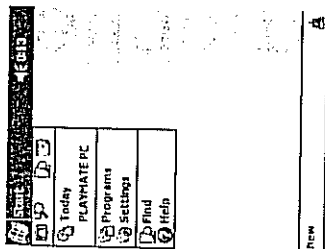
NOTE: Any control adjustments can be made while the machine is running provided the safety precautions are being followed.

BEGINNER MODE

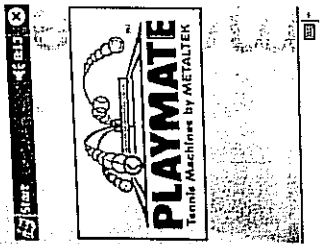
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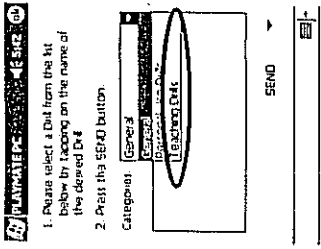
Turn on the Pocket PC. This is the desktop. Tap or press the **Start** button.



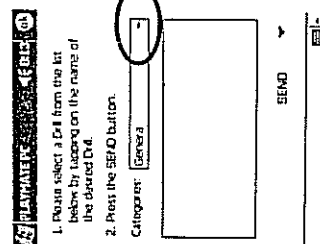
From the Start Menu, tap or press **PLAYMATE PC**.



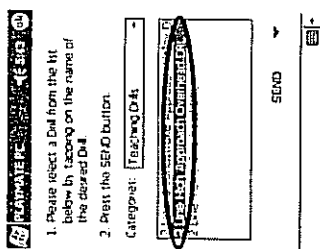
The splash screen appears. Wait until the program starts or tap or press on the logo to immediately start PLAYMATE PC.



Tap or press on a Drill Category from the drop down list. For example, tap or press Teaching Drills.



Tap or press on the down arrow in the Categories combo box to select a Drill category.



Tap or press on a Drill from the list of drills in the Drill Category. For example, tap or press 2 Line High Approach Overhead.DRL.

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PARAMETERS 4/5/13

1. Please select a Drill from the list below by tapping on the name of the desired Drill.

2. Press the SEND button.

Category:

2 Line Groundstroke Approach Volley Drill
 2 Line Volley Overhead Drill

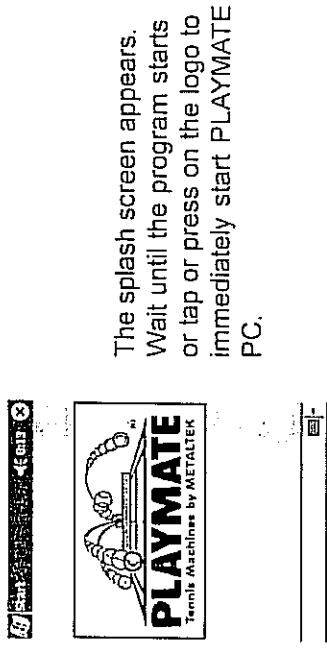
Now that you have selected a Drill, tap or press **SEND** to send the Drill to the ball machine.

NOTE: No changes can be made to the drills in the **BEGINNER MODE**. Simply choose a drill, press and send.

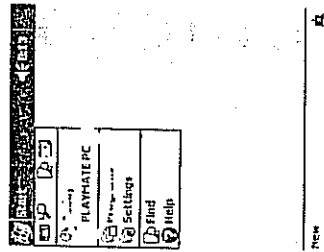
SMART MODE



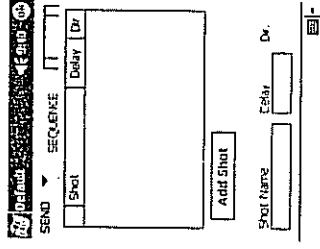
Turn on the Pocket PC. This is the desktop. Tap or press the Start button.



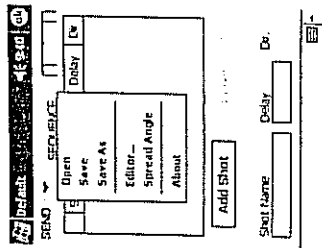
The splash screen appears. Wait until the program starts or tap or press on the logo to immediately start PLAYMATE PC.



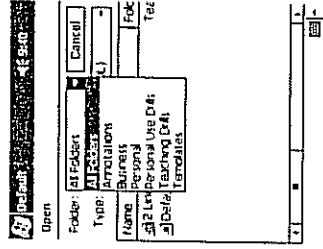
From the Start Menu, tap or press PLAYMATE PC.



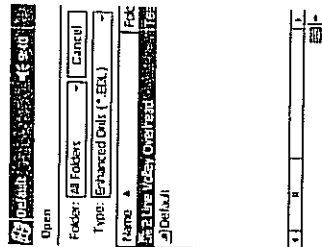
This is the main screen in the Smart Mode. Tap or Press on the down arrow.



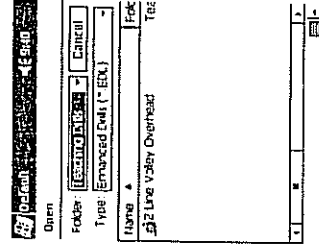
Tap or press on the Open menu item to open a stored Drill.



Select a Folder that contains Drills. For example, select Teaching Drills.



Tap or press on the Folder drop down arrow to select a Drill Folder.



Tap or press on the name of the Drill that you want to open. For example, tap or press on 2 Line Volley Overhead.

CHANGING THE DRILL

SEND **Flat Volley Overhead** **Flat Volley** **OK**

Shot	Delay	Dr
1 Flat Volley	1 1/2	2
2 Flat Volley	1 1/2	3
3 High Lob	1 1/2	5
4 High Lob	1 1/2	5

Add Shot

Shot Name: Flat Volley Delay: Dr: 5

Tap or press on the SEND button in order to send the Drill to the ball machine.

SEND **Flat Volley Overhead** **Flat Volley** **OK**

Shot	Delay	Dr
1 Flat Volley	1 1/2	3
2 Flat Volley	1 1/2	5
3 High Lob	1 1/2	5
4 High Lob	1 1/2	5

Add Shot Remove Shot

Shot Name: Flat Volley Delay: Dr: 5

The Smart Mode displays the shots in the Drill in the order that they are supposed to be fired. To change a shot, delay, or direction of a shot in the Drill, highlight the desired shot by tapping or pressing on it. For example, tap or press on the second row to highlight **Flat Volley** as shown.

SEND **Flat Volley Overhead** **Flat Volley** **OK**

Shot	Delay	Dr
1 Flat Volley	1 1/2	2
2 Flat Volley	1 1/2	5
3 High Lob	1 1/2	5
4 High Lob	1 1/2	5

Flat Volley
High Approach
High Lob
Low Approach
Offense Lob
Flat Volley

Add Shot Remove Shot

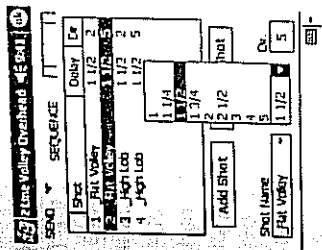
Shot Name: Flat Volley Delay: Dr: 5

After highlighting a shot, a different shot can be selected by choosing a different shot in the **Shot Name** combo box towards the bottom of the screen.

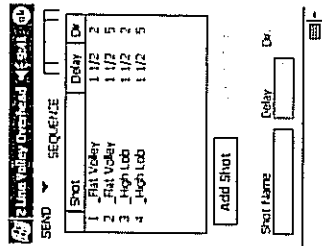
NOTE: Both Personal and Teaching Drills have been pre-programmed in your PLAYMATE PC. You may use these DRILLS, CHANGE THEM and SAVE them with another name or ADD your own.

ADDING A SHOT TO THE DRILL

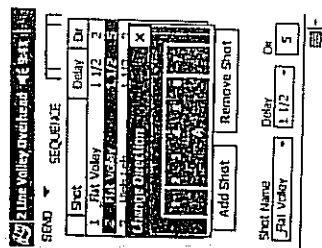
A different delay can be chosen from the **Delay** combo box. This Delay represents the amount of time before the shot is supposed to be fired in the Drill.



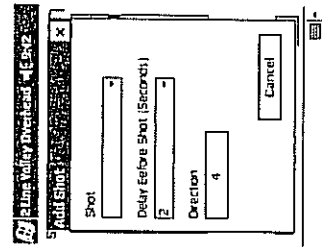
Tap or press on the **Add Shot** button in order to add a shot to the end of the Drill.

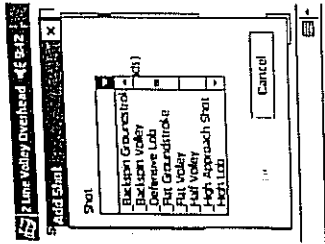


A different direction can be chosen from the **Direction** combo box.

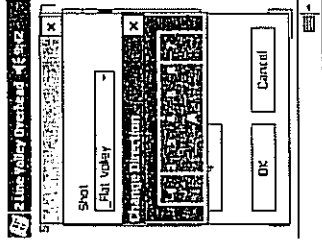


From the **Add Shot** Screen, tap or press on the **Shot drop down arrow** to select the type of Shot to add to the Drill.

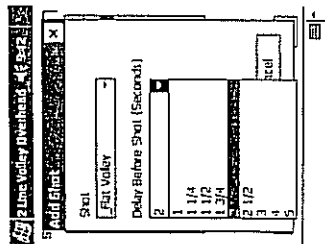




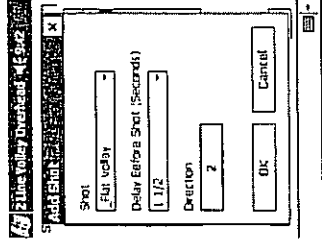
Select the name of the Shot to Add to the Drill.



Select the direction where the Shot should be fired.



Select the amount of time in seconds before this Shot should be fired in the Drill.



Once you have selected the shot, delay, and direction, tap or press on the OK button to Add the Shot to the Drill. Tap or press on Cancel button if you do not want to Add the Shot to the Drill.

REMOVING A SHOT FROM THE DRILL

Time Valley Overhead (8:44)

SEND SEQUENCE 1 1 1

Shot	Delay	Dr
1 Flat Volley	1 1/2	2
2 Flat Volley	1 1/2	5
3 High Lob	1 1/2	2
4 High Lob	1 1/2	2
5 Flat Volley	1 1/2	2

Add Shot Remove Shot

Shot Name Flat Volley Delay 1 1/2 Dr 5

As you can see, the new Shot was added to the end of the Drill.

Time Valley Overhead (8:44)

SEND SEQUENCE 1 1 1

Shot	Delay	Dr
1 Flat Volley	1 1/2	2
2 Flat Volley	1 1/2	5
3 High Lob	1 1/2	2
4 High Lob	1 1/2	5
5 Flat Volley	1 1/2	2

Add Shot Remove Shot

Shot Name Flat Volley Delay 1 1/2 Dr 2

Highlight the shot that you want to remove from the Drill by tapping or pressing on it.

Time Valley Overhead (8:44)

SEND SEQUENCE 1 1 1

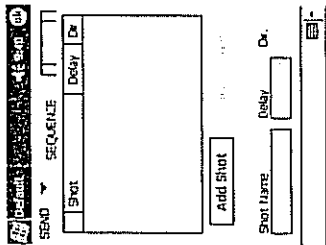
Shot	Delay	Dr
1 Flat Volley	1 1/2	2
2 Flat Volley	1 1/2	5
3 High Lob	1 1/2	2
4 High Lob	1 1/2	5
5 Flat Volley	1 1/2	2

Add Shot Remove Shot

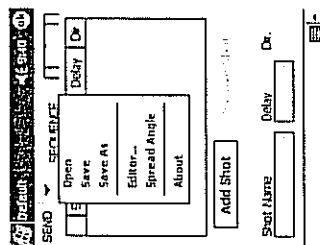
Shot Name Flat Volley Delay 1 1/2 Dr 2

Tap or press on the Remove Shot button in order to remove the highlighted shot from the Drill.

EDITING A SHOT

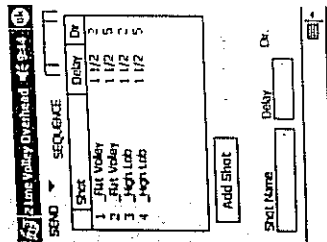


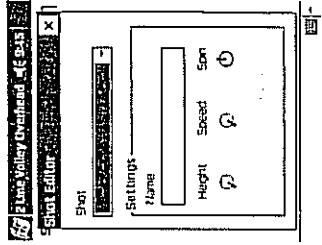
Tap or press on the down arrow in order to bring up the menu.



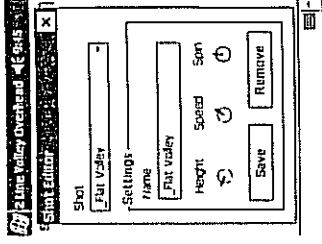
Tap or press on the Editor... menu item.

As you can see, the highlighted shot has been removed from the Drill.

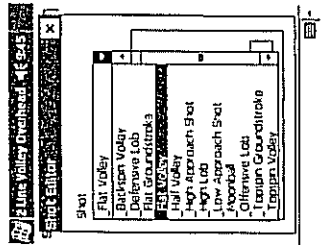




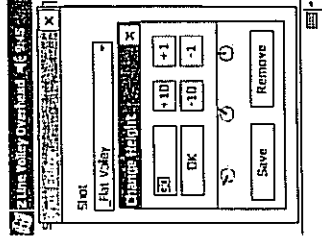
From the Editor screen, tap or press on the drop down arrow on the Shot combo box to select the shot that you want to edit.



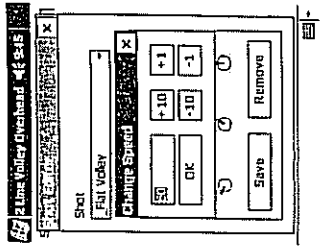
Tap or press on the Height, Speed, or Spin knob in order to modify the Shot.



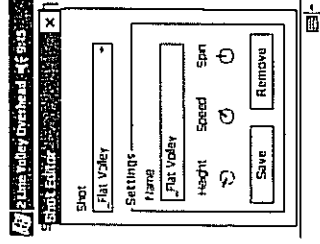
Tap or press on the name of the Shot that you want to edit. Shot that start with the character ' ' are factory default shots. They cannot be removed, but you can edit them.



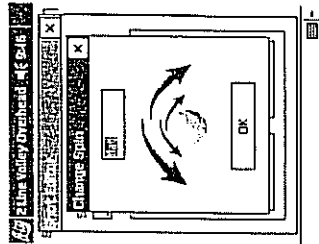
Use the buttons to change the value of the Height and then press the OK button to accept the changes or press the X in the top right hand corner to cancel the changes.



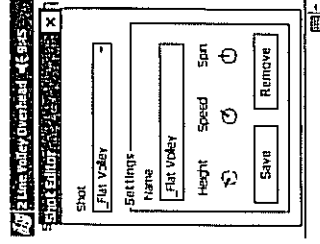
Use the buttons to change the Speed value and then press the **OK** button to accept the changes or press the **X** in the top right hand corner to cancel the changes.



Tap or press on the **Save** button in order to save the current Height, Speed, or Spin changes.



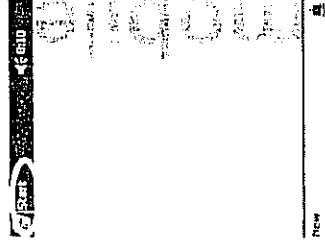
Use the buttons to change the Spin value and then press the **OK** button to accept the changes or press the **X** in the top right hand corner to cancel the changes.



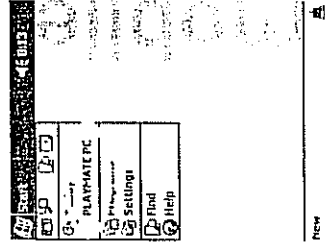
Tap or press on the **X** in the top right hand corner to exit the Editor.

CLASSIC MODE

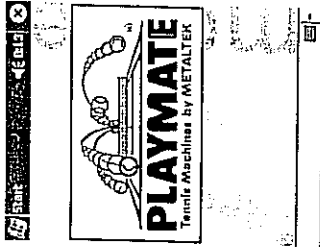
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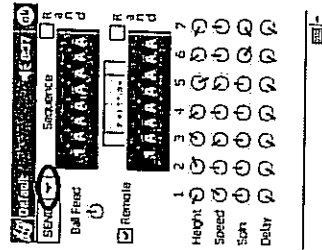
Turn on the Pocket PC. This is the desktop. Tap or press the Start button.



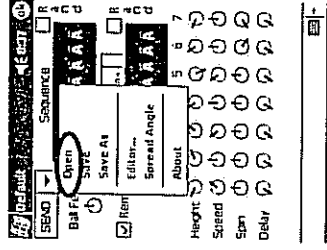
From the Start Menu, tap or press PLAYMATE PC.



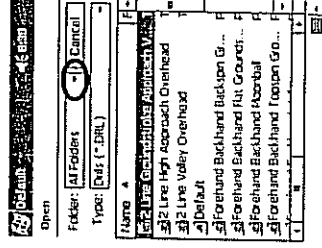
The splash screen appears. Wait until the program starts or tap or press on the logo to immediately start PLAYMATE PC.



This is the Main View when using the Classic Mode. Tap or press on the down arrow.

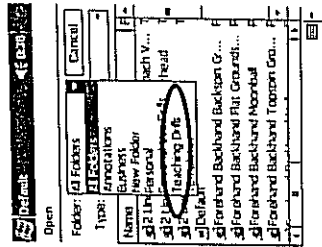


Tap or press on the Open menu item.

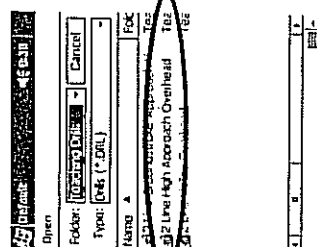


Tap or press on the drop down arrow on the Folder combo box.

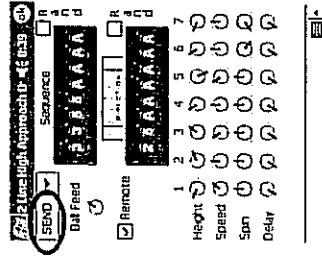
Select a folder that contains Drills. For example, tap or press on the Teaching Drills item in the drop down list.



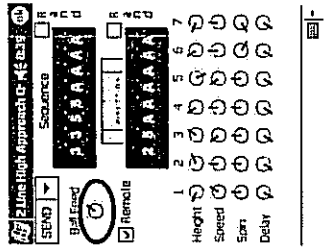
Select a Drill from the list of Drills in the file list. For example, tap or press on 2 Line High Approach Overhead in the file list.



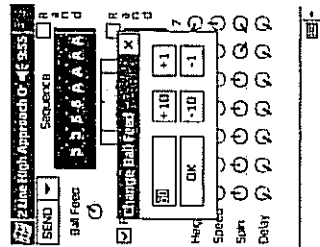
The top of the screen indicates the name of the current Drill. Tap or press on SEND to send the Drill to the ball machine.



CHANGING BALL FEED RATE

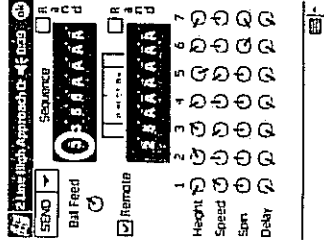


Tap or press on the Ball Feed knob to adjust how frequently the balls are pitched overall.

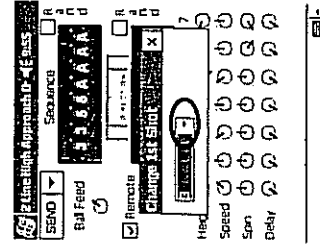


Press on the +10 button to increase the Ball Feed by 10%, -10 button to decrease the Ball Feed by 10%, +1 button to increase the Ball Feed by 1%, and -1 button to decrease the Ball Feed by 1%. Press OK when done. To make no changes, press on the X in the top right corner.

CHANGING THE SEQUENCE

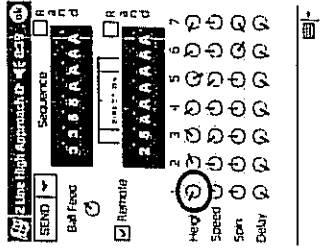


Tap or press on the Sequence Position of the Sequence Position that you want to change. For example, tap or press on Sequence Position 1 to select a different Shot to fire first in the Drill.

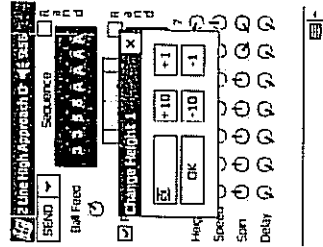


Tap or press on the drop down arrow on the combo box in order to choose a different Shot to fire first in the Drill.

CHANGING SHOT HEIGHT

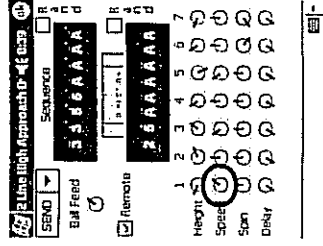


Tap or press on the Height knob to adjust how high a Shot is pitched. For example, tap or press on the Height of Shot 1.

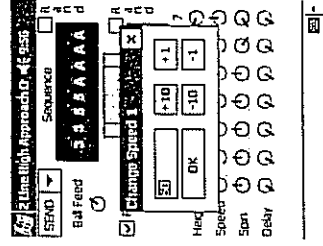


Press on the +10 button to increase the Height by 10%, -10 button to decrease the Height by 10%, +1 button to increase the Height by 1%, and -1 button to decrease the Height by 1%. Press OK when done. To make no changes, press on the X in the top right corner.

CHANGING SHOT SPEED



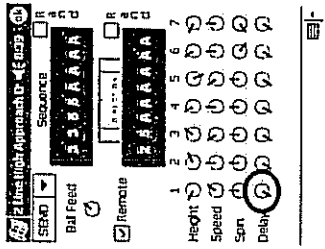
Tap or press on the Speed knob to adjust how fast a Shot is pitched. For example, tap or press on the Speed knob for Shot 1 to adjust the speed for Shot 1.



Press on the +10 button to increase the Speed by 10%, -10 button to decrease the Speed by 10%, +1 button to increase the Speed by 1%, and -1 button to decrease the Speed by 1%. Press OK when done. To make no changes, press on the X in the top right corner.

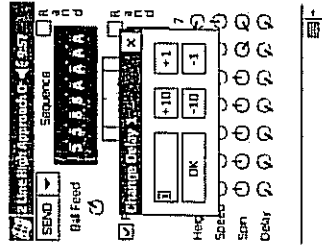
CHANGING SHOT DELAY

Tap or press on the **Spin** knob to adjust the topspin or backspin for a Shot. For example, tap or press on the Spin knob for Shot 1 to adjust the spin for Shot 1.



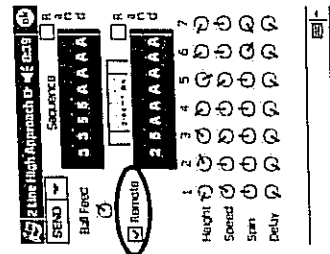
Tap or press on the **Delay** knob to slow down how soon a Shot is fired. For example, tap or press on the Delay knob for Shot 1 to delay how soon Shot 1 is fired.

Press on the **large forward** button to increase the topspin by 10%, **large reverse** button to increase the backspin by 10%, **small forward** button to increase the topspin by 1%, and **small reverse** button to increase the backspin by 1%. Press **OK** when done. To make no changes, press on the **X** in the top right corner.



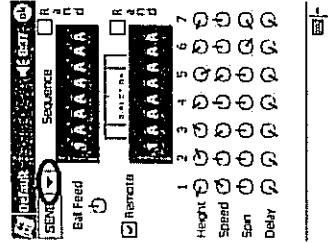
Press on the **+10** button to increase the amount of Delay by 10%, **-10** button to decrease the amount of Delay by 10%, **+1** button to increase the amount of Delay by 1%, and **-1** button to decrease the amount of Delay by 1%. Press **OK** when done. To make no changes, press on the **X** in the top right corner.

TURNING THE REMOTE ON AND OFF

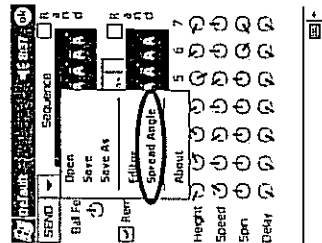


Tap or press on the Remote check box to enable or disable the ball feed remote control. For example, tap or press on the Remote check box so that there is a check in the box. This means that you will have to use the remote control to start and stop the ball feed.

CHANGING SPREAD ANGLE

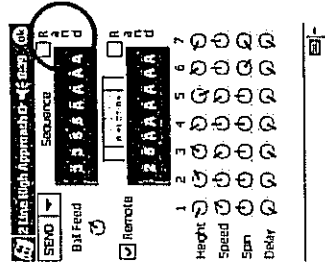


Tap or press on the down arrow.

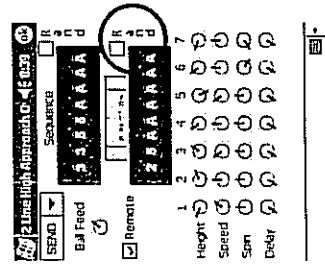


Tap or press on the Spread Angle menu item.

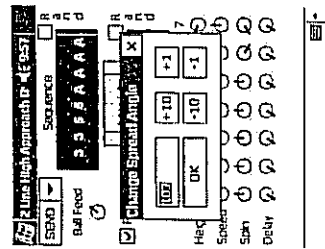
USING RANDOM



Tap or press on the Random check box to enable or disable the random feature for the Drill. For example, tap or press on the Random check box so that there is a check in the box. In this Drill, either Shot 3 or Shot 5 will be fired at Random.

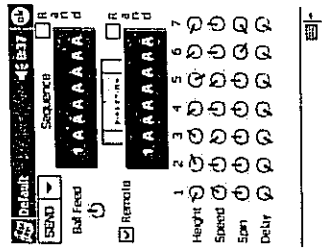


Tap or press on the Random check box to enable or disable the random direction feature for the Drill. For example, tap or press on the Random check box next to the Direction thumb wheel so that there is a check in the box. This means that the Shots in the Drill will be fired to random directions selected in the Drill. In this Drill, either Direction 2 or Direction 5 will be chosen at random.

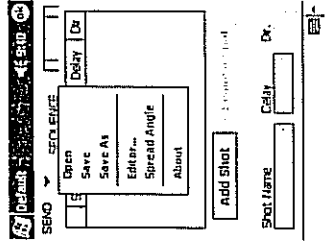


Press on the +10 button to increase the amount of Spread Angle by 10%, -10 button to decrease the amount of Spread Angle by 10%, +1 button to increase the amount of Spread Angle by 1%, and -1 button to decrease the amount of Spread Angle by 1%. Press OK when done. To make no changes, press on the X in the top right corner.

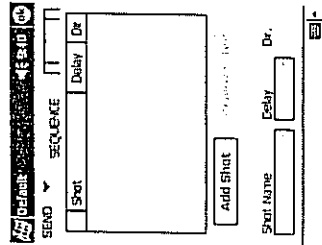
CHANGING MODES



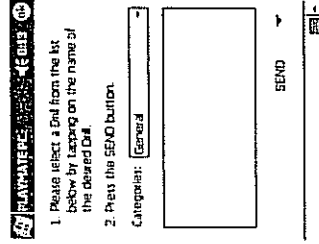
Tap or press on the **down** arrow in order to bring up the menu.



Tap or press the About menu item.

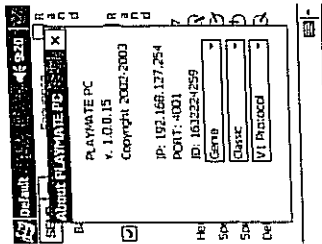


Tap or press on the **down** arrow in order to bring up the menu.

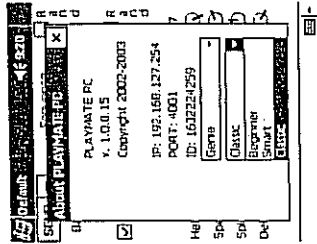


Tap or press on the **down** arrow in order to bring up the About screen.

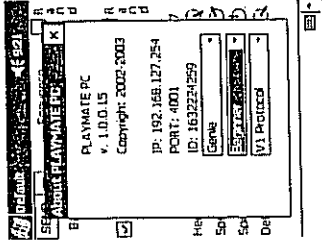
Tap or press on the User Interface Mode drop down arrow in order to change the User Interface Mode.



Select the mode that you want to use from the drop down list.



Now that you have selected a new mode, tap or press on the X in the top right hand corner. Close the PLAYMATE PC program and start it again from the Start Menu. You are now using the desired User Interface Mode.



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