



## ***SwingTracker User Guide***

Model: DKST02  
User Guide

## **PACKAGE CONTENTS**

What Comes in the Box

## **USING YOUR SWINGTRACKER SENSOR**

Attach SwingTracker Sensor to your Bat

Turn On your Sensor

Pair your Sensor

Remove your Sensor from the Charging Mount

Turn Off your Sensor

Charge your Sensor

Check Battery Life and Power

## **SWINGTRACKER APP**

Download the Mobile App

Create an Account

## **SWING SESSION**

Start a Swing Session

Damage Potential

3D View

Video Capture

End Session

History

Bluetooth

## **CONNECTIONS AND GROUPS**

Connections

Groups

## **SWINGTRACKER SWING MEASURES**

### **SENSOR CARE INSTRUCTIONS**

Moisture

Storage

Temperature Sensitivity and Storage

Technical Specifications

### **SUPPORT**

Customer Support

Return Policy and Warranty

### **Compliance and Certifications**

Symbol Definitions

Disposal and Recycling Information

Compliance Statement

## IMPORTANT PLEASE READ CAREFULLY BEFORE USING YOUR SWINGTRACKER™ SENSOR

This User Guide contains important safety, handling and warranty information, as well software license information for your SwingTracker sensor. Please read carefully before using your sensor.

Failure to follow these safety instructions could result in fire, electric shock or other personal injury and/or damage to your SwingTracker sensor or other property.

- When you perform a repetitive activity, such as swinging a bat, you may experience occasional discomfort or fatigue. Consult a physician if issues persist.
- Your SwingTracker sensor contains sensitive electronic components. Do not attempt to modify or repair your SwingTracker sensor yourself. Disassembling your sensor will void the manufacturer's warranty.
- The SwingTracker sensor contains small parts and is a choking hazard. It is not appropriate for children under the age of three.
- Your SwingTracker sensor is splash proof. However, do not use your sensor in rain or submerge under water.
- Do not overstretch the sensor strap. It is only intended for use with the SwingTracker sensor.
- Unplug the USB power cable and discontinue use if it has become damaged or has been exposed to rain, liquid or excessive moisture.

# PACKAGE CONTENTS

## What comes in the Box

- Sensor
- Sensor Mount
- Sensor Strap
- Charging Station with USB connection
- Storage Pouch

Works with the free SwingTracker iOS App

# USING YOUR SWINGTRACKER SENSOR

## Attach SwingTracker Sensor to your Bat



Place the end of your bat on a firm surface with the knob pointing upward. Stretch the round hole in the center of the sensor strap over the knob. Position the sensor mount on top of the bat knob. Hold the sensor mount in place with one hand.



Pull one of the strap ends over a sensor mount wing, using the top hole in the strap. Pull each of remaining two strap ends on the respective sensor mount wing.

Confirm that the sensor is firmly secured by nudging it. If the sensor mount is loose, you can secure the mount using the second hole at the top of the strap.

*Your SwingTracker sensor should be attached to your bat on the knob end only using a SwingTracker strap. Do not use any other mechanism to attach your sensor to your bat; doing so will void the manufacturer's warranty.*

## Turn On your Sensor

With the sensor attached, tap the bottom of bat on the ground twice to turn on the sensor. The light will begin to flash quickly. When you pair your sensor under Settings on your device, the light will flash slowly.

## Pair your Sensor

You will need to pair the SwingTracker sensor to your iOS device to collect data.

- Go to Settings > Bluetooth
- Enable Bluetooth in the Settings Menu, if it is not already on.
- Select the "SwingTracker" sensor.

If you do not see SwingTracker in the device list

- Confirm that the sensor is on
- Confirm that the sensor is charged.
- Check that it is not connected to another nearby iOS device.
- Confirm SwingTracker is close to the iOS device and try again.

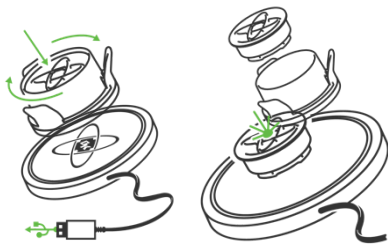
## Remove your Sensor from the Charging Mount

To remove sensor from mount, push down and turn the sensor counter-clockwise 1/8 turn to unlock. Remove internal sensor from sensor mount. Sensor light will change from a blinking red to a solid green light when fully charged.

## Turn off your Sensor

When your sensor is on and paired, use the **Settings** menu at the bottom left of your screen (3 bars stacked on top of each other). Select **Sensor** and then **Sensor Off**. You will then see a red light on your SwingTracker sensor to signal the sensor shutting off. The sensor will turn off automatically if the sensor does not move for 15 minutes.

## Charge your Sensor



Remove the sensor from the sensor mount.

Plug the charging station into a powered USB port. Place the SwingTracker in the center of the charging station. The sensor light will change from a blinking red to a solid green light when fully charged.

When charging your sensor, you are not able to transfer swings to your device that you have taken while in Disconnected Mode. To transfer swings from a Disconnected Mode session, remove your sensor from the charger and use the SwingTracker app to begin to transfer swing data.

**Never force a charge cable into the USB port of your SwingTracker charging station. If the charge contact does not easily fit, confirm that they are properly aligned before attempting to insert again.**

**ONLY** use the USB charging cable provided to charge your SwingTracker sensor. Diamond Kinetics is not responsible for the operation of third-party accessories.

## Check Battery Life and Power

Determine Battery Charge: To determine the battery level of your sensor, use the **Settings** menu at the bottom left of your screen (3 bars stacked on top of each other). Select **Sensor**. Here you will be able to see all of the information of your sensor including, **Sensor Battery Level**. The sensor will blink red and app will alert you when the battery is low.

Sleep Mode: The sensor will go into sleep mode and the light will stop blinking if you stop using it for five minutes. It will automatically wake up and the green power light will turn on once the sensor is picked up.

The battery will last up to 7 hours with continuous use.

## SWINGTRACKER APP

### Download the Mobile App

Download and install the SwingTracker Baseball or SwingTracker Softball app from the iOS App Store.

### Create an Account

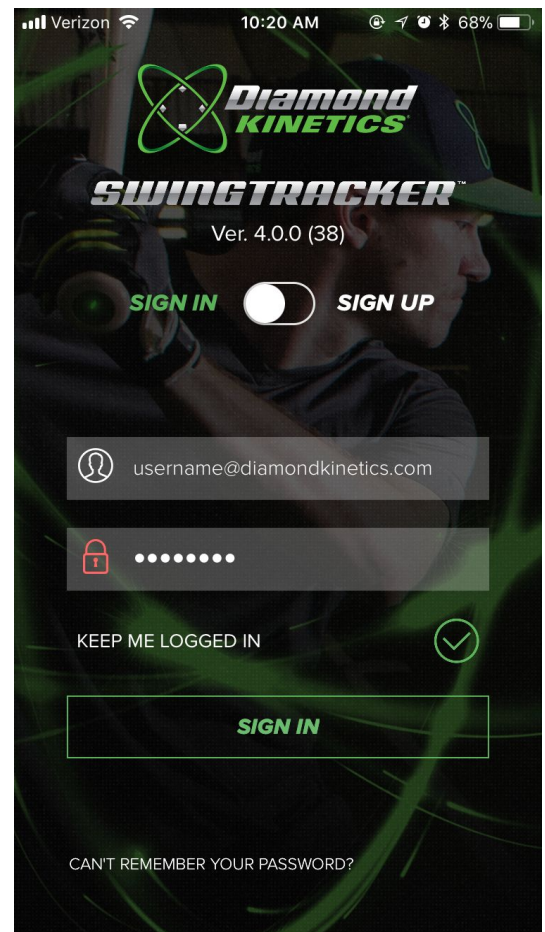
Open the SwingTracker App. Select **SIGN UP**, choose **COACH** or **PLAYER** and your skill level. Once you select continue, you can enter your profile information to customize your SwingTracker experience.

## Swing Session

### Start a Swing Session

To start your first swing session, select **Swing Now!** on the bottom left of the screen.

You will then be asked to provide the details of your



current swing session. You must select a batters stance, bat, session type and Load Position to take swings. The SwingTracker app will guide you to set your **Load Position**.

We recommend setting your usual Load Position. This will enhance the accuracy of your data. You should periodically reset your Load Position to get the most accurate analysis.

***DK Tip: Here are a few tips to capture the best data:***

- ***Get to your natural load point***
- ***Pause the bat for a second or two before taking a swing***
- ***Do not move the bat excessively when capturing swings***

When selecting your bat, you can select an existing bat or **Add A Bat**. Once you select all of the details of your new bat, select **Save** to use the bat in future batting sessions. If you are using a 'smart' bat make sure to set that as your bat and that you are using an embedded sensor.

***DK Tip: If you do not see your bat Model or Manufacturer listed, select other.***

If you see **Sensor Not Connected**, double check your Bluetooth that your sensor is paired to your phone. If you see a **Video Unavailable** message go into the settings on your phone and allow SwingTracker access to your video.

Additional details are provided in the **Advanced Settings** option listen in the session setup.

Once entering all of the Session Setting information, select **CONTINUE** at the bottom of the Session Settings screen.

You can now Swing Away!

When taking swings your swings will automatically appear in the swing session. You will have several different views in which you can see your current swings in. At the bottom right-hand corner of the screen you should see four icons stacked on top of each other.. The top icon (Field) is **Damage Potential**. The second icon is **3D View**.

You can switch between these views while either in your current session or later in history.

## Damage Potential

To access **Damage Potential** select the **Field Icon** located on the right side of your swing session screen. **Damage Potential** measures the *potential* exit velocity and the *potential* carry distance of the ball.

## 3D View

To access **3D View** select the **3D Icon** located on the right side of your swing session screen. **3D View** will give you a 3D rendering of your swing. You're able to compare the 3D views and videos of different swings. To do this select the circle on the left of your screen with two bats. diamonds at the top of your screen and then the icon that looks like a diamond over another diamond to the right of that pull down menu.

## Video Capture

To access **Video Capture** select the **Camera Icon** located on the right side of your swing session screen. **Video Capture** allows you to take a video of your swing.

**DK Tip: Make sure that the person taking video is at a safe distance from the hitter during the batting session.**

## End of Session

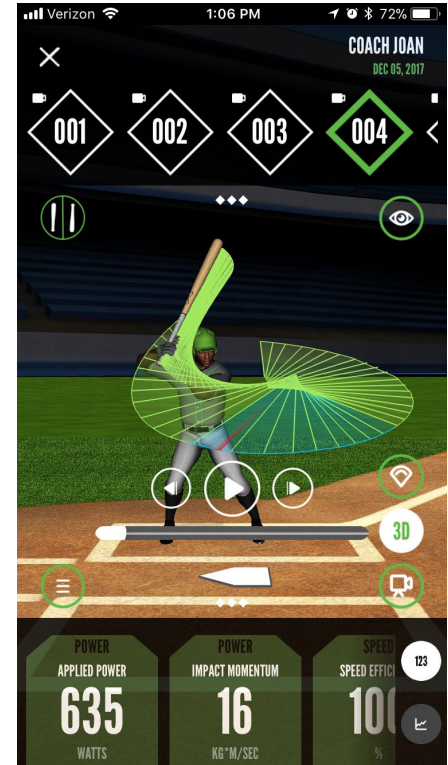
To end your current swing session select the 'X' in the top left-hand corner of your swing session screen.

## History View

To view history select the **Calendar Icon** on the right side of the menu at the bottom of the home screen.

By selecting the **History** you will be taken to a screen with a calendar on it. Days that have a circle around them represent days that a swing session was taken. When you select a day, it will list below the calendar all the sessions taken on that day. Double click on a specific session to look at that sessions history.

To view your performance select the **Graph Icon** at the top right of the screen. This view allows you to track your performance in different metrics and see the trends between them over time.





## **Disconnected Mode**

Disconnected mode allows you to take swings with your sensor when not connected via Bluetooth to your phone. In disconnected mode your sensor will hold up to 128 swings. To create a swing session from these swings you will need to connect your sensor via Bluetooth, go into the app and when prompted select "Create Session". If you select the swings will permanently be deleted.

# **CONNECTIONS AND GROUPS**

## **Connections**

PitchTracker allows you to connect with your teammates and friends. To add a connection select the **Settings** menu in the bottom left corner of your dashboard. Select **Groups**. At the top of this screen you should see a rectangle that says **Groups** and a rectangle that says **Connections**. Select **Connections**. At the top right of this screen you should see a menu icon. By selecting that you will be able to manage your connections by adding or deleting them.

Once you add a connection an invitation will be sent to them to accept. To manage and check your invitations login to the web app at <http://app.diamondkinetics.com/#/performance>.

When you connect with other users you will be able to view their history and data and they will be able to view yours.

## **Groups**

The groups feature in the app allows you to manage teams and lots of connections. To create a group select the **Settings** menu in the bottom left corner of your dashboard. Select **Groups**. At the top of this screen you should see a rectangle that says **Groups** and a rectangle that says **Connections**. Select **Groups**. At the top right of this screen you should see a menu icon. By selecting that you will be able to manage your groups; you can create, join or delete groups.

When creating a group you have a choice to make it open for anyone to join, open for players to request to join or closed, invitation only. The user who creates the group will be set-up as the administrator of the group. The administrator is able to view everyone's data and history that is in the group. Members of the group will be able to view each others

You are able to view and manage groups when logged into the web app at: <http://app.diamondkinetics.com/#/performance>.

## **SWINGTRACKER SWING MEASURES**

Your SwingTracker system measures over 10 different metrics related to your swing. These metrics are sorted into four categories: *Speed, Power, Quickness and Control.*

For more information on SwingTracker metrics please visit the SwingTracker Science section of our website.

## **SENSOR CARE INSTRUCTIONS**

### **Moisture**

The SwingTracker sensor is splash-proof, however significant exposure to water may cause damage to your sensor.

- Do not use your sensor in the rain.
- Do not spill any food or liquid on your sensor.

If your sensor gets wet, dry it thoroughly before using or charging. Do not attempt to dry it with an external heat source, such as a microwave, oven or hair dryer.

SwingTracker sensors that are damaged as a result of exposure to liquids are not serviceable and are not covered by the Manufacturer's Warranty.

### **Storage**

Store your SwingTracker sensor in a cool, dry place at room temperature using the small storage bag provided with your order.

### **Temperature Sensitivity and Storage**

Avoid exposing your SwingTracker sensor to extreme temperatures. Operate your sensor between 32° and 95° F (0° and 35° C).

Avoid dramatic changes in temperature or humidity when using your SwingTracker sensor, as condensation may form within the sensitive electronic components of your sensor.

## **Technical Specifications**

SwingTracker Baseball and SwingTracker Softball are only compatible with iOS devices. For a full list please visit the Device Compatibility section in Support.

Online data can be viewed on both PCs and Macs using the following supported browsers: Internet Explorer (10 and above), Google Chrome, Firefox, Safari.

## **SUPPORT**

Videos, FAQs, troubleshooting and other support is available at [diamondkinetics.com/support](http://diamondkinetics.com/support) and in the Settings section of your app.

### **Customer Support**

You can contact Customer Support at [support@diamondkinetics.com](mailto:support@diamondkinetics.com) or by using the in-app Chat feature found in the **Support** section of the **Settings** menu located in the bottom left corner of your screen.

### **Warranty**

Diamond Kinetics provides a 1 year warranty that begins at the time of purchase. The warranty covers all manufacturing defects.

This warranty is limited and not applicable to:

- Sensors that have been abused, misused, altered in any way or mistreated
- Sensors that have been submerged in or exposed to water
- Sensors that have not been stored improperly

In order to receive replacement, original package must be returned with all contents.

In no event will Diamond Kinetics be responsible for any injury caused from using the sensor.

Diamond Kinetics provides a 1-year manufacturer's warranty. For more information visit: [www.diamondkinetics.com/support](http://www.diamondkinetics.com/support)

**FC** **Compliance and**  
**Certifications**

**IC** **Symbol Definitions**

Federal Communications Commission  
Model: DKST02  
FCC ID: 2ABWR-DKST02

Industry Canada Model:  
DKST02  
IC: 12312A-DKST02

## **Disposal and Recycling Information**

Your SwingTracker sensor should be disposed of separately from household waste. Take the sensor to a collection point designated by local authorities that accept batteries and other similar waste. Not all collection points accept products for free. The separate collection and recycling of your product at the time of disposal will help conserve natural resources and ensure that it is recycled in a manner that protects human health and the environment.

## **Compliance Statement**

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

(1) L'appareil ne doit pas produire de brouillage; (2) L'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

*Note:* This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment to an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician to help.

U.S. Patents: 7,021,140 and 7,234,351