SwingTracker User Guide

Model: DKST02
User Guide

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
- Pod
- 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 rapidly. When you pair your sensor under Settings on your device, the light will flash pulsing.

Pair your Sensor
You will need to pair the SwingTracker sensor to your iOS device to collect data.
- Double tap the sensor to turn it on (a rapid blinking green light will appear)
- Go to **Settings** on your iOS device
- Select BlueTooth
- Enable Bluetooth in the Settings Menu, if it is not already on
- Select the "SwingTracker" sensor
- Look for "Connected" next to the SwingTracker

If you do not see SwingTracker in the device list
- Confirm that the sensor is on (no light means it's not on)
- Confirm that the sensor is charged. (red light means it is low on charge)
- 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 Pod
To remove sensor from pod, push down and turn the sensor counter-clockwise 1/8 turn to unlock.

Turn off your Sensor
When your sensor is on and paired, use the menu at the top left of your screen (3 stacked lines). 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
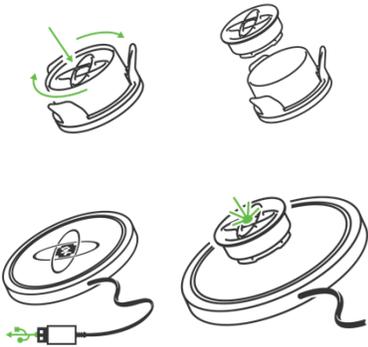
Remove the sensor from the sensor pod.

Plug the charging station into a powered USB port. The charging pad should have the logo face up. 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 menu at the top left of your screen (3 stacked lines). 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.

Coach Account

Coaches accounts in SwingTracker function as an administrator
account. With quick and easy access to your groups, you'll be
able to view your players data right away.

If you have a group that needs set up just send it to us at
rosters@diamondkinetics.com. Make sure to include first and last names and emails.

Player Account

Players accounts in SwingTracker function for the user who is taking the swing. Each
individual user will need their own account so that they can keep track of their data and
trends.

Swing Session

Start a Swing Session

If you are a Coach, to start a swing session make sure that you have a sensor
connected and then select the three stacked lines in the upper left. Then select **Swing
Now**.

If you are a Player, to start a swing session make sure that you have a sensor
connected and then select the **Swing Now** option at the bottom of your dashboard. You
will be asked to provide the bat that you are using. Once you input the bat you are set to
go!
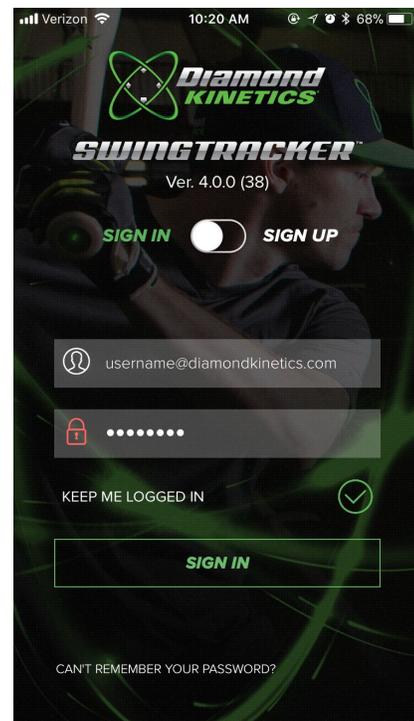
DK Tip: If you do not see your bat Model or Manufacturer listed, select other.

Personalize Your Session View

You can personalize your session view to show exactly what you want to see! In the lower right hand corner of the screen you'll see a green circle. This is your control menu. Here you can choose whether to show or hide your swings, metrics and trends. To turn on your swings select "Show Swings". To turn them off select "Hide Swings" You can do the same for metrics and trends.

You can also edit the metrics that appear at the bottom of your screen! Make sure that you have your metrics visible. Next select the pencil icon in the lower right hand corner. Here you can edit which metrics are visible during a session. To make a metric visible, make sure the switch next to it is green. Then select "Done". If you've selected more than three metrics you can view all of them by scrolling through. Touch the metrics at the bottom and then drag your finger to the left.

Your session view will be saved as it last appears. So you will start a new session with the same appearance as your last one.

Session Settings

At the top right of your session screen you should see a gear icon. This is your session settings. Here you can change the bat that was used, adjust the session type from tee to soft toss to live pitch an add session notes. Any notes you make in a session will be viewable to group members looking at your history.

Beside the gear icon you'll see 3 stacked dots. Here you can star, delete or share a swing.

Taking Swings

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 top of the swing screen you will see your view menu with three separate icons. The first is **3D View**. The second is **Video View** and the third is **Damage Potential View**.

You can switch between all of 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 the menu at the top 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 left side of the menu at the top 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 with the two bats on the left of your control menu in the center of the screen. Next select another swing to compare to. The swings will be represented at the top of your screen.

To show your swings select the green circle on the right side of your screen. Then select "Show Swings" and then the 'x' at the bottom. You should see your swings appear at the top. Each swing will be represented by a diamond with a number inside. You can always hide the swings by following the same steps and selecting "Hide Swings".

Video Capture

To access **Video Capture** select the **Camera Icon** located in the center of your view menu. **Video Capture** allows you to take a video of your swing. Video uses a set it and forget it mode. Simply press the record button at the beginning of your session and then again at the end. The video will automatically cut and save each swing so you are not stuck with a bunch of dead space in between.

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
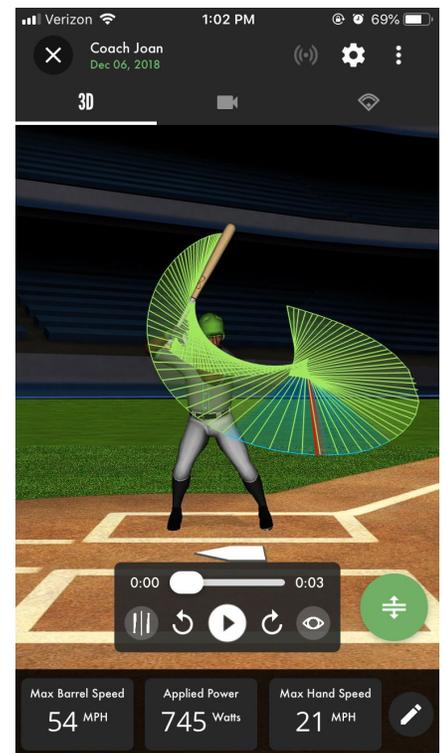
There are two types of history views in SwingTracker, calendar history and trend history.

Calendar
Calendar history allows you quick access to sessions by looking up the date. From the dashboard select the "**Sessions**" option on the bottom menu on the screen. This will take you to your calendar history.

At the top you'll see the month. To change the month swipe either direction on the calendar itself. At the bottom you'll see the different sessions for that month listed out. You will see the date and number of swings listed.

Every date on the calendar that has a green circle around it is a date a session was taken. By selecting a date on the calendar it will highlight the session that was taken on that day at the bottom. If multiple sessions were taken that day it will highlight the first one. A white star will appear next to the session if any swings in the session were starred. A white video icon will appear next to the session if any of the swings in that session have a video attached. To select a session double click the session.

Performance
Trend history allows you to track your progress as you go. From the dashboard select the "**Performance**" option on the bottom menu on the screen. This will take you to your trend history. Here you will see several different graphs. Each graph is your performance of a different metric. Each white dot represents a session. Selecting a dot will show you your average of that metric for that session chose. The date and number of swings will appear in the top left.

To edit your graphs select the pencil icon in the lower right hand corner. Every metric with a switch turned green beside it will appear on the trends page. Every metric with a switch turned white beside it will not appear on the trends page.

At the top you'll see **Competition Level**. Turn the switch next to competition level to green. When you go back to the graphs you'll be shown the top 15% for each metric for the Competition Level you designated as a bronze line. To adjust the competition level select the downward arrow that appears below the switch. Scroll to the desired competition level and then select the arrow again. Once your graphs are adjust select **Done**.

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 and go into the app. A message will pop up with three options:

Delete Swing
Delete swings will delete the swings *permanently* from the sensor. These swings cannot be recovered.

Create Session
Creating a session will start a session for you and begin to drop the swings into this session. Do not end the session until all the swings are downloaded.

Assign to a Player
You have the option to assign the swings stored on the sensor to a player. Selecting this option will take you to your groups. Select a group, then select the player in that group. This will open up a new session in their account and begin to drop the swings into the session. Do not end the session until all the swings are downloaded.

GROUPS

Groups

The groups feature in the app allows you to manage teams by recording and viewing your players data. *Each individual player on your team will need their own account in order to track their own data. Accounts cannot be set up underneath existing accounts.*


To create a group select the menu (3 stacked lines) in the top left corner of your dashboard, then select **Groups**. *For Coach accounts you can access groups here or on your dashboard.*

Now you are in your Groups page. If you don't have any connections or groups you will have nothing listed here. If you do have connections or are in groups, those will appear here. Connections are made up of all of the players your account is connected to. This is all of your group members as well as people you are connected to but are not in a group with.

Find Groups
You can search for various groups in the Diamond Kinetics database by select the green circle with the plus sign in it. Then select "Find Group". Search by using the groups name.

As a note, only "Open" groups will be viewable in search. Closed or private groups are invisible in searches.
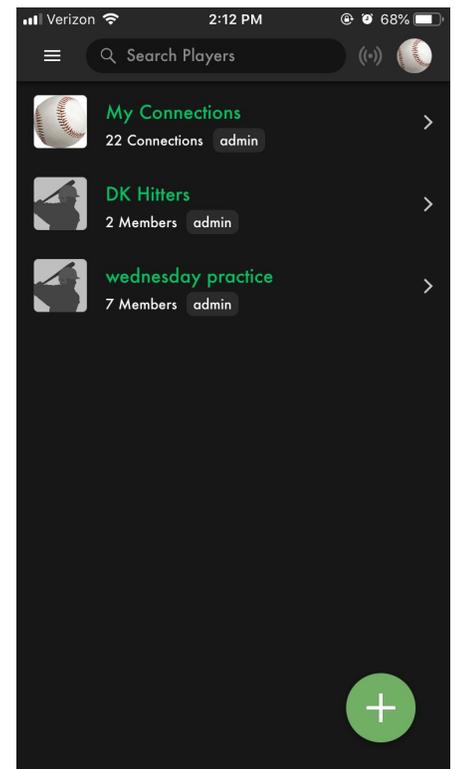
Group Creation

To create a group, select the green circle with the plus sign in it. Then select "Create Group". You'll need to give the group a name and a group type. The group type will be the privacy settings on the group. A group description is optional. Once filled out, press "Save".

Player Addition

If you are the admin of a group you can add players to it. To add players to a group select the group you'd like to add to. Then select the 3 dots in the top right corner of that group page. You can add an existing player or create a new one. To create a new player select "Create Player" and fill out the player form. To add an existing player select "Add Player". On the next page search the players name. When the player shows up below select the "Add Player" option. *If you have no previous connection to this player, they will need to accept the invitation by logging on to their account.* The player will appear in your group once the invite has been accepted.

Edit and Delete Groups

From this group page, you can also edit or delete the group. Select the three stacked lines in the upper righthand corner. The select "Edit Group". Here you can edit any of the group settings and name.

To delete the group, select "Delete Group" and then "Delete Group" again to confirm.

For more information on Groups or how to navigate, check out our Groups Tutorial Video on the Tutorial Videos page of Support.

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 and in the Settings section of your app.

Customer Support
You can contact Customer Support at 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.

On Monday- Friday from 9-5 you can also call us at (412) 223-5341 ext 1.

Return Policy and Warranty

Sensors that have been unopened and unused can be returned by contacting support@diamondkinetics.com

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.

For more information visit: *www.diamondkinetics.com/support*

Compliance and Certifications

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