

playermaker 2.0

Quick start guide

Welcome to Playermaker 2.0!

Follow the instructions in this guide to learn how to charge your sensors, conduct an activity, sync your data onto the app and more!

1 CHARGING SENSORS AND LIGHTS STATUS

- Use the provided cable to charge your sensors before every activity
- Charge your sensors by plugging the charging cable into the bottom of the case and into a power outlet
- When your sensors are charging, status lights will shine and display the relevant battery state



Green lights

You are ready to play



Orange lights

Low level battery - You have up to two hours of recording time



Red lights

Cannot start an activity - Sensors require charging

- When your sensors are not charging, status lights will shut off and your sensors will go into rest mode
- Check your sensors' battery level by opening the app with your phone nearby

Important: The case charges the sensors only when connected to a power outlet

2 SIGN UP

- Download the "Playermaker 2.0" app from



Download on the App Store



Download from the Android app

- Create your **profile**

- Pair your sensors

3 KIT UP AND HIT THE PITCH!

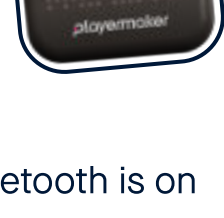
- Start your session by removing your sensors from the case
- Your sensor lights will blink **blue** indicating your session is actively being recorded
- Insert your sensors into the straps and place the straps on your boots
- Start playing!

Watch the video to learn how to strap the sensors correctly



4 END THE SESSION AND SYNC THE DATA WITH THE APP

- End your session by placing the sensors back inside the case. Your sensor lights will blink white indicating your data is ready to be synced onto your phone.



- To sync your data, make sure your bluetooth is on and your sensors are nearby. Open the app and follow the on-screen instructions to explore your performance.

Important: Keep your sensors inside their case when you are not recording the activity

Your data is almost here



Syncing activity...



Don't take the sensors out of the kit during the syncing.

For more information, [contact support](mailto:support@playermaker.com)

www.playermaker.com