Game
Proofer™

QUICK START GUIDE

MODEL: DGT4G

CHARGING THE GAMEPROOFER™ TAG

Please note that center point of charging in the smart tag is not exactly in the middle of the tag, but at the point of the marking on left hand side picture. This is the point, where the center of the wireless charger should be aligned with.

Wireless charging supports the most common QI-compatible mobile phone chargers. Smart watch chargers are typically not working as the charging coil is too small.

List of compatible chargers can be found at : shop.gameproofer.com/pages/documents

GAMEPROOFER™ APP

Download the GameProofer™ mobile application from Google Play Store (Android) or Apple App Store (iOS).

NOTE: The application needs first two permissions to work properly:
- Nearby device should be set to "Allowed"
- The location should be set at least to "Allow only during use"
- It is also highly recommended to allow "Notifications" for Find-My-Disc info
- You also need a working internet connection to use the application and to pair the tags

PAIRING THE GAMEPROOFER™ TAG

To pair the GameProofer™ tag, ensure Bluetooth and location are turned on on your mobile device. Ensure GameProofer™ smart tag is turned on.
Tags can be paired when installing the app first time or going into My Discs menu in Settings

UPDATING THE GAMEPROOFER™ TAG

GameProofer™ smart tag firmware can be updated in the GameProofer app, My-Discs section. You will see a notification if there is an update available

START/REBOOT THE GAMEPROOFER™ TAG

GameProofer™ smart tag is turned ON and rebooted by hovering the GameProofer™ magnet on top of the tag.

Arm Speed   Flighth Speed   Speed Ratio   Distance

THROWING MODES

FIELD

Default throw mode for outdoor use, GPS enabled. This mode is used for measuring throws in the open field. All sensors of the tag are utilized, providing maximum amount of throw data.

RANGE

Throw mode for limited distance throwing to the net (indoor/outdoor), GPS disabled. This mode requires setting the distance from the tee to the net, e.g. 6m / 30ft as we measure the flight speed after release from hand. We recommend to use a minimum distance of 6m/30ft in the Range mode.

THROWING

When throwing the disc, a minimum of 300RPM spin is required to start recording the throw. During the throw, tag's LED will light up in GameProofer™ color. After the flight, when disc has landed and stopped moving, a green LED light will indicate a successful throw.

After the throw, you will see data such as Distance, Arm Speed, Flight Speed, Spin, Wobble, and Speed ratio in "Your latest chuck" section. In Field mode, you will also see the location of the thrower and the disc on the map.

In the "Previous chucks" view, you can review all the past throws measured with the GameProofer™ tag

It's recommended to Power off the GameProofer™ tag after practise.

KEY ICONS EXPLANED

(LATEST JUNK SECTION)

R-Fore
Disco FD Demo L2 - Range (8.0 m)
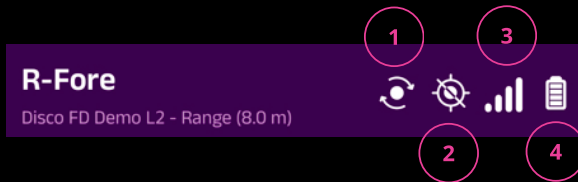
1. Shows, when the selected disc is moving
2. GPS connectivity icon
3. Bluetooth signal strength
4. Battery charge status

ENJOY PRACTICE!!

Spin   Wobble   Nose Angle   Tilt

GameProofer™

For support, feedback, suggestions or any questions, send us email to:

feedback@gameproofer.com

For more information of the product, FAQ or warranty,
check out our Knowledge Base by scanning the QR-code below

or visit shop.gameproofer.com