

Skyhook Quick Start Guide

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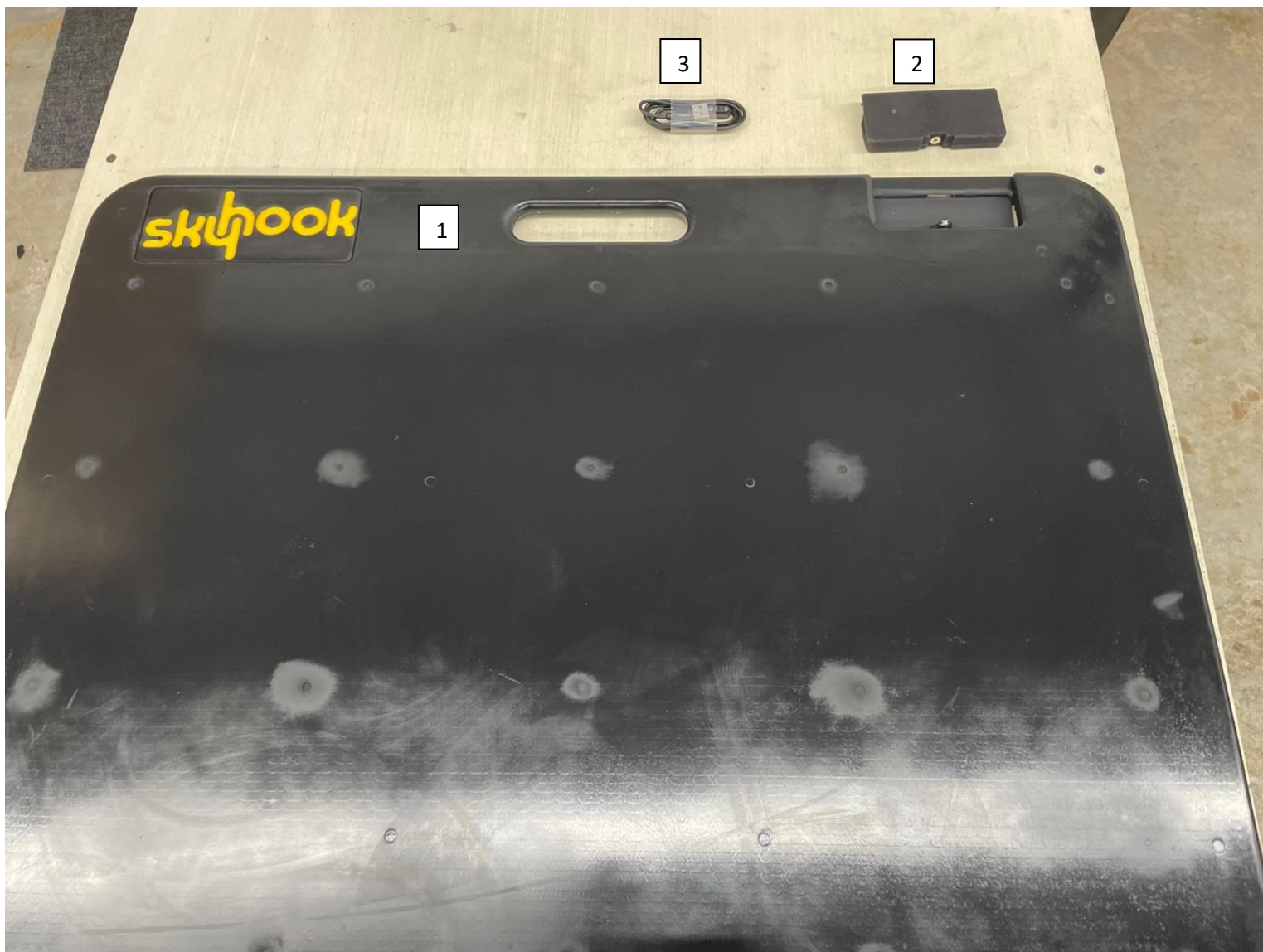
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Unboxing

Setup

After unboxing the Skyhook package, the following three items should be present.

1. Skyhook Jump Mat
2. Controller (Skyhook controller)
3. Controller charging cable



Please record the serial number from the Skyhook Jump Mat Cord and from the back of the Controller and keep them in a safe place in the event the on-product labels are damaged.

The USB Controller Charging Cord connects to the Controller magnetically as shown in the picture below. Charge the Controller with a **standard 5 volt "Power Brick"** only. Most standard power bricks will be fine to use. **The Controller is fully charged when the red charging LED indicator turns off.**



If you cannot connect to the Controller (connection process explained in software setup), gently press the reset button (R) which is located near the charging connectors on the bottom of the controller. The LED will flash alternating blue and green lights when the button is pressed. **Don't stare directly into the LEDs.**



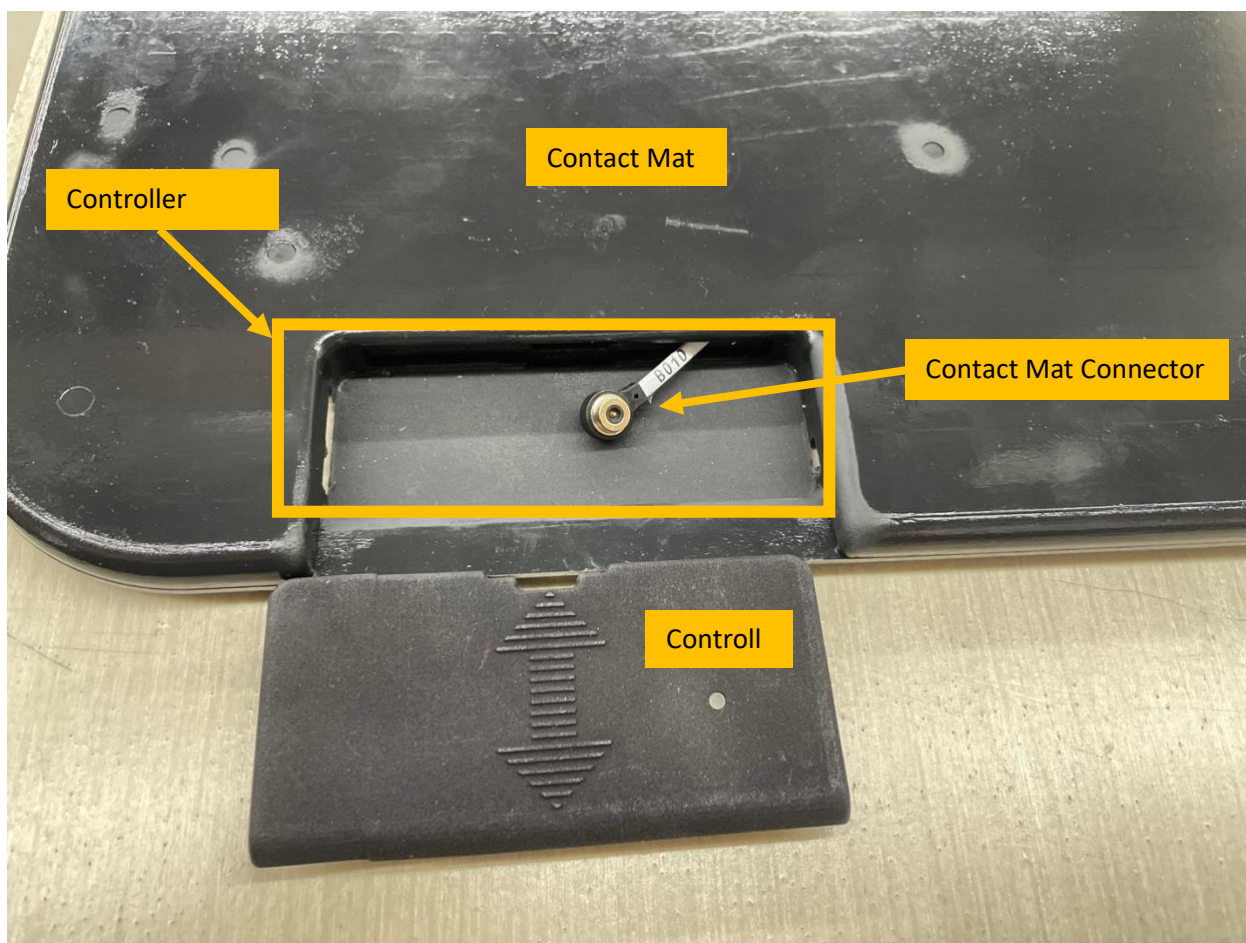
Finally, after charging the Controller, connect it to the Skyhook Jump Mat using the Magnetic Connector. After connecting the Controller, slide it into the Controller cavity in the Skyhook Jump Mat and seat it securely in place.



Connecting and disconnecting the Controller

The following procedures **must always** be used when connecting and disconnecting the Controller. Failing to follow the procedure can lead to **permanent damage**. Never handle the Controller aggressively or yank the Controller Connector.

Controller Connection Diagram



Connecting Controller

1. Gently press the Contact Mat Connector into the Controller. Make sure the Contact Mat Connector is aligned properly, **it only fits one way**. Do not put tension on the Contact Mat Connector. Bring the Controller closer to the Contact Mat Connector to avoid this.



2. Insert the Controller into the Controller Cavity. Make sure to avoid putting tension on the Contact Mat Connector when seating the Controller in its cavity.



Disconnecting Controller

1. Unseat the Controller from the from the Controller Cavity. To do this, grab the Controller from the edge. Then gently lift and pull the Controller towards the corner of the mat. Do not put tension on the Contact Mat Connector or yank the Controller.
2. Place one hand on the Controller and the other hand on the Contact Mat Connector. Make sure to grab the Contact Mat Connector **by the cord**.
3. While grabbing the Contact Mat Connector with one hand, gently remove the Controller by pulling **straight** away from the Contact Mat Connector. Make sure to keep your hand **secure on the Magnetic Connector** until the Controller is removed to avoid tension. Done!



THE SKYHOOK APP (SOFTWARE) SETUP

The Skyhook App is a vital component of the Skyhook Jump Mat Strength and Agility System. The Skyhook App may be downloaded and used by Operators/Coaches to input Athlete information and team rosters, track jump sessions, and assess performance metrics for athletes and/or entire rosters alike.

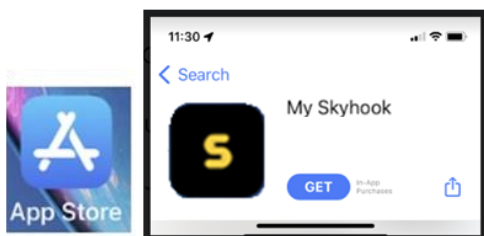
NOTE: The Skyhook App has been optimized for Apple iPhone and iPads, and is also compatible with Android phones and tablets. Please see installation details below.

For any inquiries or to provide feedback on the Skyhook Jump Mat or App, please send an email to: contact@rdminnovation.com

Install the Skyhook App

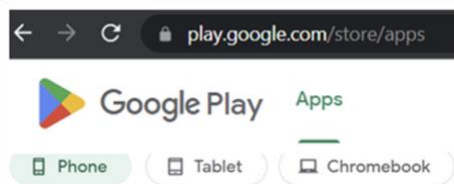
Install on Apple (iPhone, iPad) mobile devices

1. Confirm the System Requirements for your Apple device.
2. Check your device's compatibility.
3. Visit the Apple App Store; search for **"My Skyhook"** and click "Get" to download.



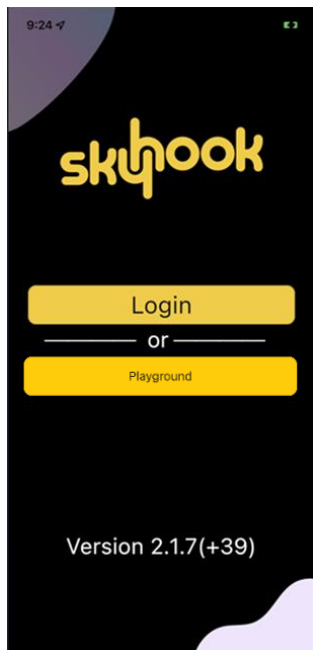
Install on Android mobile devices:

2. Confirm the System Requirements for your Android device.
3. Check your device's compatibility.
4. Visit the Google Play Store; search for **"My Skyhook"** and download.

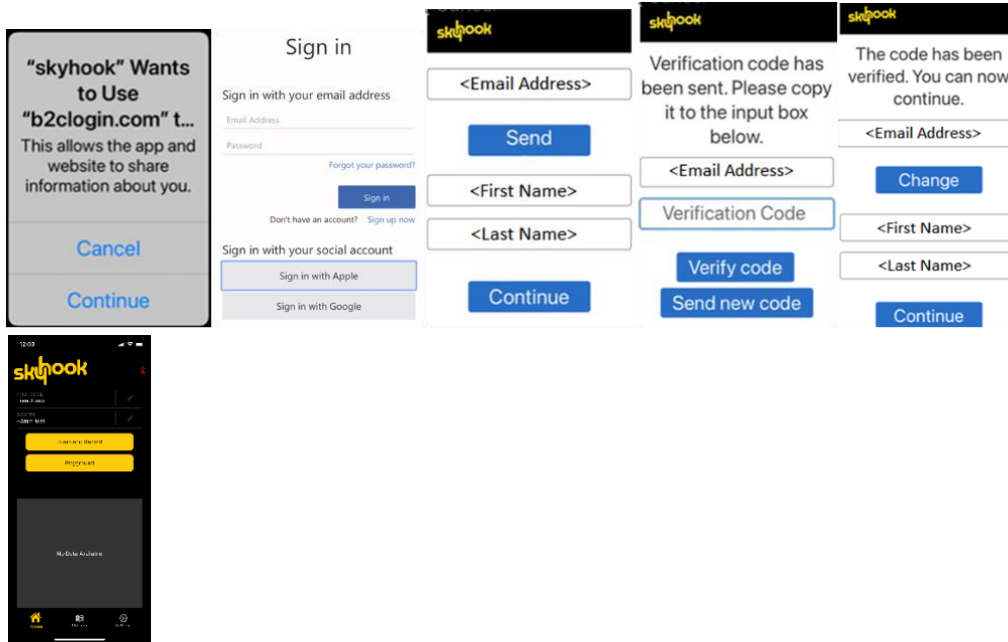


Sign Into the Skyhook App

Upon launching the Skyhook App for the first time on your mobile device, you will be presented with two preliminary Sign In options: **“Login”** or **“Playground.”**



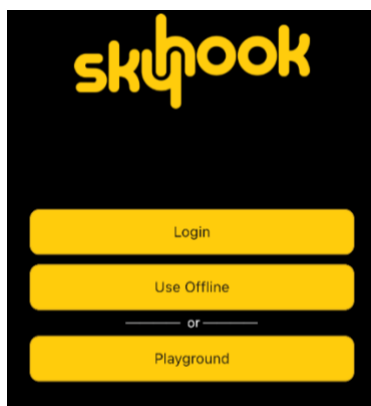
- **“Login”** will present you with an initial screen that states: [**“skyhook” Wants to Use “b2clogin.com t... This allows the app and website to share information about you”**].
 - Select “Continue,” which opens a window to Sign into an existing Skyhook account or Sign up for a new Skyhook account.
 - If it is your first time opening the Skyhook Application, select the **“Sign up now”** link underneath the blue “Sign in” button.
 - To register a new account, enter your email address **and click “Send”** to send a verification code to your email. A code will be sent to your email, and once you input the code to verify your email address, select “Verify Code” and then “Continue” to create your new Skyhook user account.



- **“Playground”** will allow you to enter a demo mode, where you or other users may freely use the mat to set up a jump protocol and view jump results (You will select to use either the Metric System or the Imperial System of measurement.)
 - **Note that when you select “Playground,” your jump session results will not be saved and cannot be exported from Playground.**

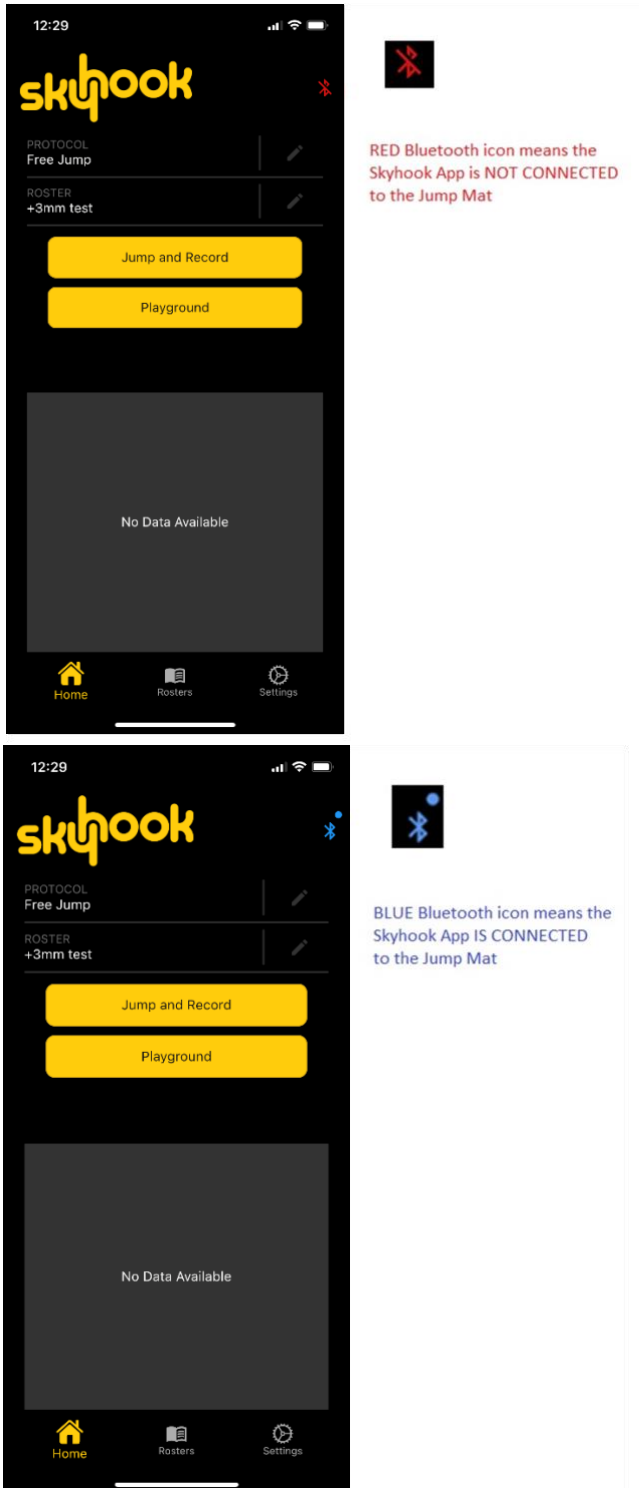
If you have already signed up for a Skyhook account and launched the app on your mobile device, the next time you login to Skyhook you may be presented with a 3rd Sign In option: “Use Offline.”

- The **“Use Offline”** option allows you to freely use the app and save jump session results locally.
 - After saving the results of an offline jump session, you may later log in and synchronize your offline session results.
 - **Note that you will be unable to synchronize your jump data to the online database until you are back online and logged into your My Skyhook account.**



Connect to Mat

When you select the “Login” or “Use Offline” Sign In options, either a RED or BLUE Bluetooth icon will appear in the upper-right corner of the screen on your Home Page. Note the Bluetooth icon is also visible on the Playground and the Jump and Record page).



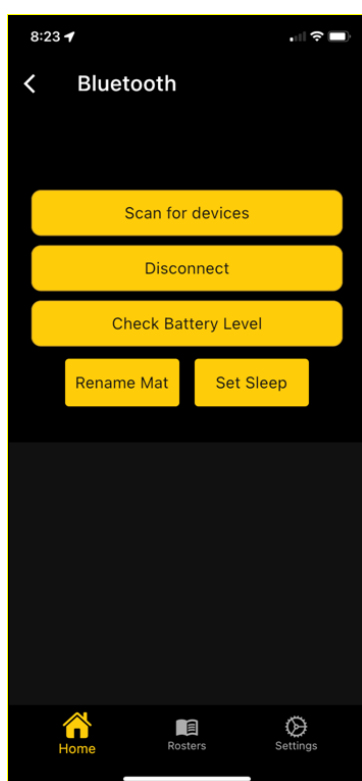
If the Bluetooth icon is RED, the Skyhook App on your device is not connected to your Skyhook Jump Mat.

If the icon is BLUE, then you are already connected and able to start adding Jumpers/Rosters via the Skyhook App.

To connect to your Skyhook Jump Mat to the Skyhook App if the Bluetooth icon is RED:

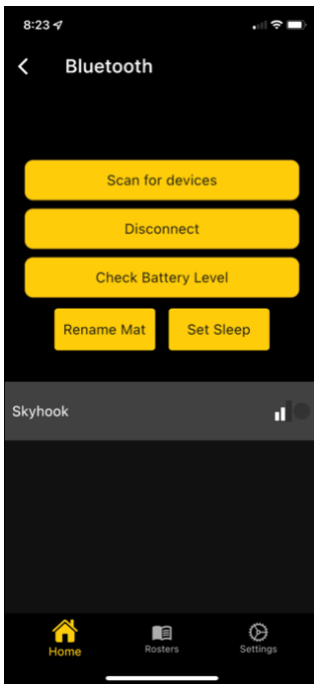
1. From the Home Page, Free Jump page, or Jump Assessment page, click on the Bluetooth icon in the upper-right corner of the screen.

The resulting Bluetooth connect screen below will allow you to scan for all Bluetooth-enabled devices, including your Skyhook Jump Mat.

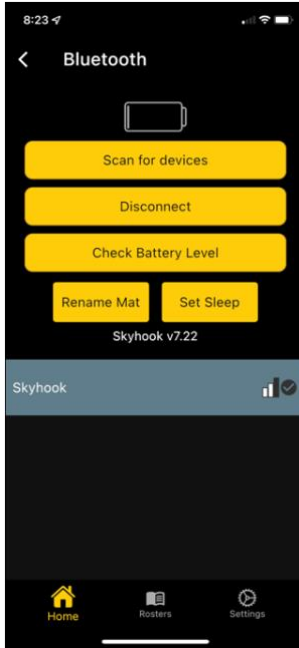


2. PRIOR to selecting the "Scan for devices" button on your Bluetooth screen, make sure that your Controller is plugged into the yellow connector on the Skyhook Jump Mat, and then gently step on the Skyhook Jump Mat itself to ensure that the mat is "awake" and active. You will know the mat is active when the brain bot flashes blue and green lights in an alternating sequence.

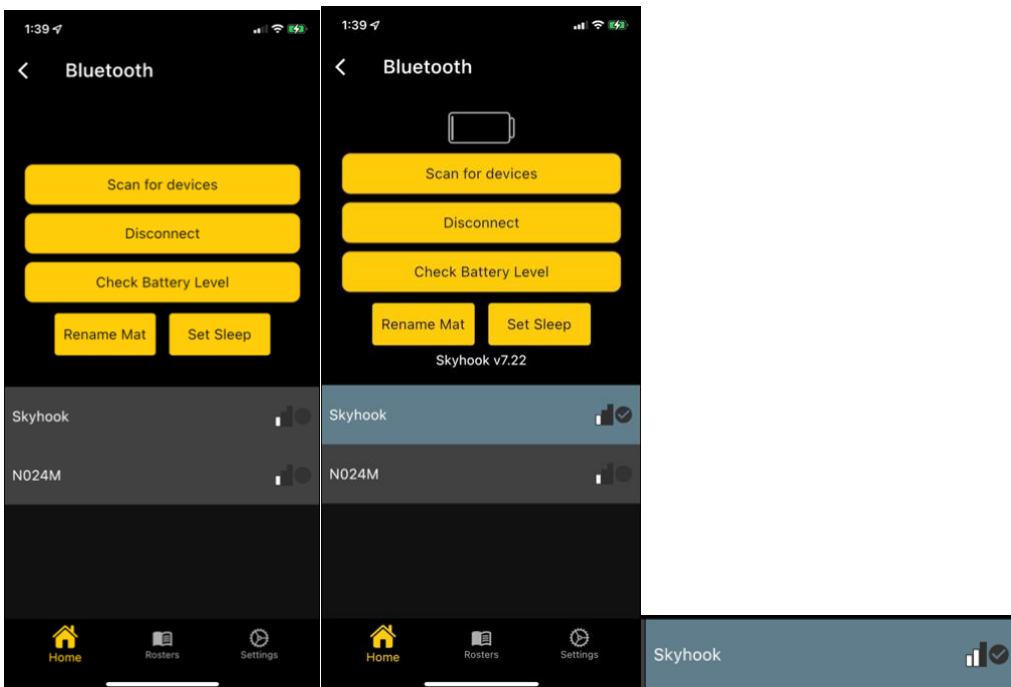
- Once the mat has been activated, in your Skyhook App click ONCE on the “Scan for devices” button, and then wait for the “Skyhook” Bluetooth device to show up in your list below. If “Skyhook” does not appear after a several seconds, try pressing scan again. If “Skyhook” still doesn't appear, try closing out the app and logging back in. If device Bluetooth permissions were just granted, some devices require the app to restart. If the device still does not appear, press the reset button, and try again. If the problem persists, contact support immediately.



- Next, click directly on the new “Skyhook” list option to have Bluetooth connect the Skyhook App to the Skyhook Jump Mat. “Skyhook” should be the first option if a Jump Mat is detected.



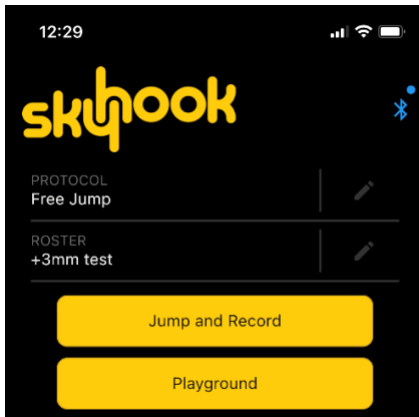
NOTE: If more than one device shows up when you click “Scan for devices,” follow the same directions as in Step #4 above to connect to your “Skyhook” device. Once the mat is connected, the “Skyhook” option in your list will be highlighted and a circle checkmark will show up to the right of the device’s name.



5. Leave the Bluetooth connection screen by clicking the Bluetooth “back arrow” at the top left of the screen:



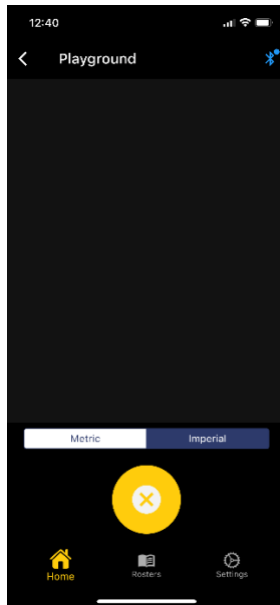
6. After closing the Bluetooth connection screen, in your Home Page window verify that the Bluetooth icon is now BLUE, indicating the Skyhook Jump Mat is now connected to the Skyhook App on your device.



Feature Overview

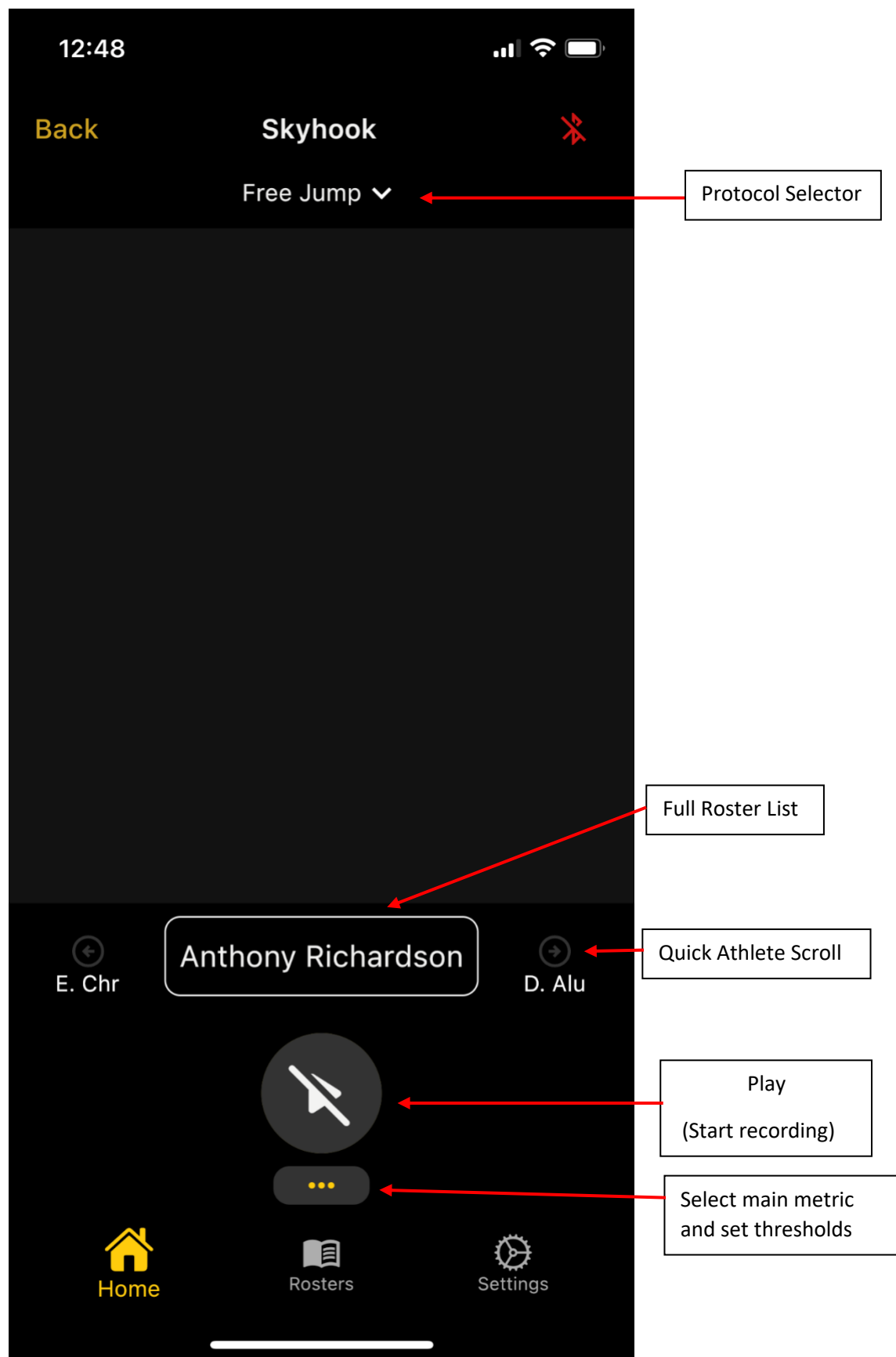
Playground

As previously mentioned, Playground will allow you to enter a demo mode where you or other users may freely use the mat to set up a jump protocol and view jump results. When there is no interest in long term data collection this mode is very useful. Both depth jumps and repeated jumps will be captured in this mode. Athletes can take several minutes between jumps and the mat will remain active. **Make sure to press the X when the session is done to preserve battery life.**



Jump and Record

When tracking long term individual athlete and roster data is desired, use the jump and record feature. This mode allows the selection of a jump protocol, a roster, and an athlete. The jump protocol and roster can be selected from the home screen. The athlete and protocol can be changed once in the jump and record screen. The following graphic breaks down the jump and record screen functionality.



Protocol Creator

From the home screen press the pencil icon next to the current protocol. Then select “Create Protocol.” This enters the Skyhook protocol creator. This will allow you to customize a jump session exactly as you like with many different possibilities. There are several default protocols available at the beginning to get you started.

Roster Creator

From the home screen press the pencil icon next to the current roster. Then select “Create Roster.” Give the roster a name and then you are taken into the roster home page. Click the large plus sign to add athletes. This can be done directly or through CSV. For CSV importation the Athletes first names must be in the left most column and the athletes last name must be in the adjacent right column. If you already have a roster in this form with extra data in further right columns, the roster can still be imported!

Trial History

On the roster screen the performance of an entire roster can be viewed graphically with several filters. Then choose an athlete on that roster to view athlete specific data. There are graphical representations of the athlete’s data and a detailed trial history for that athlete. Press the specific trial of interest to review the full trial data and to see an RSI quadrant classification of the trial.

Settings

There are several important options on the settings screen. Units and RSI formula can be selected, based on user preference. Additionally, a “Just Jump Adjustment” can be enabled. This setting will adjust the true air times measured by the Skyhook Jump Mat to Just Jump air times. This setting is also based on user preference.

Additionally, there are three data settings on this screen. Press **“Save to cloud”** to save any local jump data. This is required to save long term data. Press this button before closing the app to ensure no data is lost. Next is **“Restore Cloud Data.”** This button will load all saved cloud data onto the device, allowing you to view an athlete’s performance over years of data. **“Restore Cloud Data” will wipe any local data not saved to the cloud. If any recent data has been collected, make sure to save to cloud before restoring to avoid data loss.** Lastly is export data, which can be used to export a CSV for personal data analysis or importation into another software.

Enjoy!