GOLFJOY



Rigel 3

User Manual

Making Golf Easy & Fun

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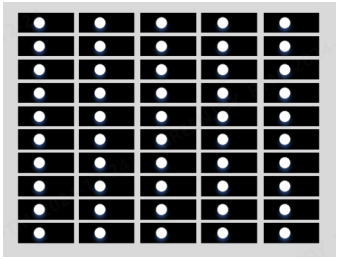
I. Product Components

- **What's in the box:**
  - Rigel 3 Launch Monitor
  - Power Adapter
  - Ethernet Cable
  - Club Stickers
- **Adapter (Standard: 1 Included)**
  - Input: 100-240 VAC, 50/60 Hz, 1.3 A
  - Output: 24V-3.75A, 90W MAX
- **Ethernet Cable (Standard: 1 Included)**
  - Cat 6A Gigabit Shielded Ethernet Cable (Length as per project design)
- **Clubhead Stickers (Standard: 5 Sheets, 100 Stickers per Sheet)**



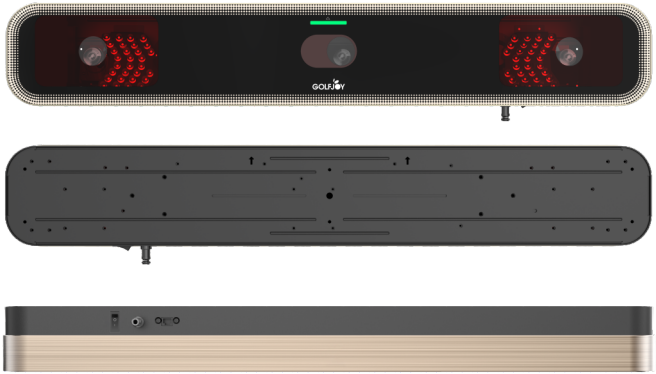


II. Launch Monitor Introduction

01 **Product Name**

- Launch Monitor Type: Triple High-Speed Camera Overhead Launch Monitor

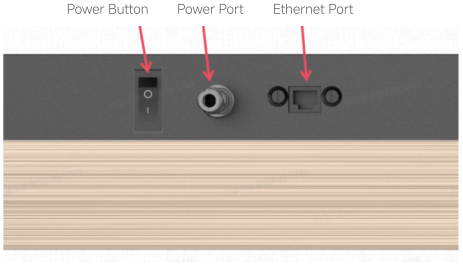
English Name: Golfjoy Rigel 3
Model Name: Rigel 3



III. Specifications

Color	Silver with black
Installation Method	Top-mounted Front Installation
Installation Height	2.753.1 meters (without dynamic hitting platform), 2.913.1 meters (with dynamic hitting platform)
Distance from TEE	110CM
Supported Balls	Any ball (including pure white balls)
Weight	6.1kg, 7.5kg (including wall mount)
Dimensions	Length 100×Width 16×Thickness (7/11.5) cm
Number of Lenses	3
Lighting System	30 LEDs × 2 sets
Measurement Area	Length 50mm × Width 70mm
Power	Input 100~240VAC/50~60 Hz 2.5AOutput 24V, 3.75A, 90W
Material	Shell made of Aluminum Alloy + TPU
Connection	Ethernet
Applicable Environment	Indoor
Operating Temperature	-10~40°C (-10°C startup test)
Humidity	20%~70%
Storage Temperature	-20~80°C

01 External Interfaces/Buttons



- **Power Button**
  - Press "0" to turn off the device.
  - Press "|" to turn it on.
- **Power Port**
  - Connect to the 24V adapter.
- **Ethernet Port**
  - Required for calibration and golfing - connect a gigabit network cable to this port.

02 Power Button

- "O" means off, "|" means on. The explanation of the power symbol is shown in the table below.

03 Power Input Port

- **DC24V**

Ethernet Interface

- To connect to the client: Connect one end of the Ethernet cable to the launch monitor's Ethernet port and the other end to your computer's network port.

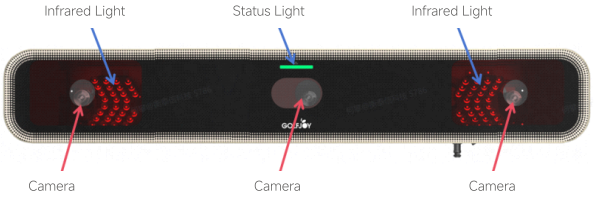
04 Status Indicator Light

The status indicator light provides visual cues about the device's operating status:

- **Startup Process:** The Rigel 3 logo flashes blue during the startup sequence.
- **Startup Complete:** Once startup is complete, the Rigel 3 logo displays a solid green light.
- **Connecting to Client/APP:** When it is connected, the Rigel 3 logo displays a solid blue light.
- **Ball Detection:** When the launch monitor detects a ball, the Rigel 3 logo changes to a solid green light.
- **No Club Data Zone:** If the launch monitor detects a ball in the no-club data zone, the Rigel 3 logo displays a solid white light.
- **Error Display:** In the event of a sensor fault, the indicator flashes red.

05 Additional Indicators

- Infrared Light
- Status Light
- Camera



IV. Function Description

- 1. Internal and External Calibration: Employs advanced internal and external calibration techniques for enhanced accuracy.
- 2. Front-mounted Design: Features a front-mounted setup that eliminates the need for lens adjustments, focus tuning, infrared light borad calibration, or additional configurations.
- 3. Enhanced Rotation Algorithm: Incorporates a new rotation algorithm optimized for pure white golf balls.
- 4. Comprehensive Club Data Support: Captures 9 key club metrics: club speed, attack angle, club path, face angle, face to path, dynamic loft, smash factor, dynamic lie, closure rate. Achieves high-precision measurements using five-point clubhead stickers.

- 5. Ambidextrous Support: Accommodates both left-handed and right-handed golfers.
- 6. Clubhead Playback: Allows for playback of clubhead data for detailed analysis.
- 7. Varied Lie Support: Capable of measuring shots from rough terrains and sand bunkers.
- 8. Dynamic Hitting Platform Compatibility: Supports integration with dynamic hitting platforms for a versatile training experience.
- 9. Enhanced Mounting System: Introduces a new mounting method that simplifies installation and enhances stability.
- 10. Reinforced Enclosure: Features a strengthened casing to prevent deformation, ensuring the stability of internal camera calibration during transit.
- 11. Compact and Aesthetic Design: Reduced thickness contributes to a more compact form factor, offering both functional and visual appeal.

V. Usage Instructions

01 Installation and Positioning

- **Utilize the snap-on design for easy installation:**
  - After setting up the base, align the launch monitor with the slot, slide it in, and release.
  - Secure with the safety screw to complete the installation.
  - This method is straightforward and suitable for users with varying experience levels.

- **Launch Monitor Orientation:** Front-mounted
- **Supported Ceiling Height Range:** 275 cm to 310 cm
- **Fixed Distance to Tee:** 110 cm

*Note: For compatibility with dynamic hitting platforms, the recommended ceiling height is between 291 cm and 310 cm.

02 Hitting Zone Size

- **Dimensions: Length: 50 cm; Width: 70 cm**

03 Product Usage Conditions

Supply Current	DC 24V/3.75A
Network	1000M（RJ45）
Working Power	48W
Working Temperature	-10°C ~ 40°C
Storage Temperature	-20°C ~ 80°C
Humidity	20% ~ 70%
Expected Use of Altitude	3000m
Adapter	Input: 100-240VAC 50/60Hz,1.3A Output: 24VDC ,3.75A 90W

VI. Calibration

The launch monitor calibration and verification process can be completed in four steps, and even users with no experience can finish it within 5 to 10 minutes

- Step 1: Automatic Network Configuration
- Step 2: Place the Calibration Board

  Place the calibration board within the green frame. It doesn't need to be precisely centered at the 110cm tee-simply ensure that the board covers the tee. Make sure the entire board is inside the frame and that the arrow on the board points in the direction of the ball strike (i.e., perpendicular to the screen).
- Step 3: Define the Area
- Step 4: Swing to Verify

VII. Clubhead Sticker Application

To achieve high-precision clubhead data, apply the provided sitckers to your clubheads using the five-point sticker method with special circular stickers.

① For Wood Clubs:

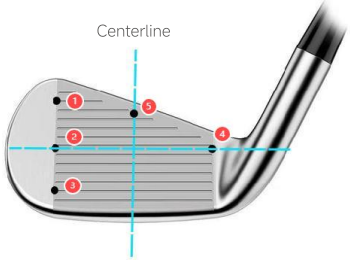
- Based on the number of score lines on the clubface (ignoring the shortest bottom line), the 2nd, 4th
- and sweet spot point should align horizontally.
- The 2nd point should be placed 5mm from the left edge and the 4th point 5mm from the right edge.
- The line connecting the 2nd and 1st points should be parallel to the centerline (between the 2nd and 4th points), with the 2nd point located 5mm from the top of the clubhead.
- The 5th point should be on the centerline, 5mm from the top.
- The 3rd point should be on the bottom score line, positioned as close as poosible to the left edge.



② For Iron Clubs:

- The 2nd , 4th , and sweet spot points must align horizontally.
- Place the 2d point at the left edge of the score line and the 4th point at the right edge.
- The 1st point should be on the left edge of the second score line (from the top), and the 3rd point on the left edge of the second score line (from the bottom).

- The 5th point should be on the centerline, 5mm from the top.
- A small margin of error in sticker placement is acceptable.



After applying the clubhead stickers, hit balls within the designated yellow detection area to record clubhead data accurately.



VIII. Usage Scenarios

- Suitable for indoor practice rooms, driving range bays, and real grass hitting areas.

IX. Compatible Balls

- Various logo balls and plain white balls are compatible.



X. Data Output Metrics

01 Ball Data

- Ball Speed
- Launch Angle
- Launch Direction
- Back Spin
- Side Spin
- Spin Axis
- Spin Rate

02 Club Data

- Club Speed
- Attack Angle
- Club Path
- Face Angle
- Face-to-Path
- Dynamic Loft
- Smash Factor
- Dynamic Lie
- Closure Rate

03 Trajectory Metrics

- Carry Distance
- Total Distance
- Roll Distance
- Gap
- Deviation
- Center Line
- Curve
- APEX
- Landing Angle
- Hang Time
- Side Carry
- TargetLine Carry
- Curve Carry
- Carry%
- Roll%
- Deviation Angle

XI. Automatic Upgrade

(Factory default IP: 192.168.1.147)

- **Automatic Upgrade:**

1. When connected to the internet, the client will prompt for upgrades.
2. Upon approval, the system will download and install the firmware automatically.

XII. Energy Saving

If no shot is detected within 5 minutes after the ball is locked, the launch monitor will enter sleep mode. The status light will change from green (ball locked) to blue (unlocked). To wake the launch monitor, simply move or cover the ball.

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