

Always follow the local rules and regulations regarding safety when working with the system

PREPARATION FOR FIRST USE

Go to <https://www.winnercam.com/downloads/underwater-camera> and follow the instructions to install the software and connect the readers to the laptop. In case you need help with the installation, contact us at info@winnercam.com

BEFORE THE SESSION

1. Camera placement in the pool:
Place the camera in the pool at the place of choice. When you decided the perfect spot for the camera you connect it to the side of the pool by using the suction cup at the end of the camera. This can either be done by the coach from above water but most easy is a little help from a swimmer inside the pool. Make sure the end of the usb3 cable stays above water at all times.
2. Setup of the laptop for analyzing: Place the laptop at a table next to the pool. Make sure the setup is within range of the USB3 cable connected to the underwater camera. The laptop **should not** be connected to a power plug during the session. Make sure the battery is fully charged when the session starts.
3. Connect the USB 3 cable to the laptop:
In order to connect the camera to the laptop.
4. Connect the NFC readers to the laptop:
Make sure the Bluetooth (wireless) reader and USB reader are connected to the computer.
5. Internet connection:
Make sure the laptop is connected to internet.
6. Start the WinnerCam recording software:
 - Open the WinnerCam recording software and click on the Settings button.
 - Make sure that the following readers are selected:
Reader recording: 'ACS ACR125U-J1'
Reader playback: 'ACS ACR122'
 - Select the desired countdown time and recording time
 - Click on 'Save settings'
 - Click on 'Open camera'. Within a few seconds the live camera image is shown in the software.
7. Check the image:
Use the live image shown at the laptop to adjust the camera underwater position according to your desired perspective. In general, it is best to put the camera perpendicular to the desired plane.

DURING THE SESSION

1. Start recording:
Hold the bracelet against the wireless reader to start recording (in case the wireless reader is in sleep mode, push the button on the right side of the reader). You will now hear the countdown sounds. The recording will automatically end after the selected recording time expires. You will hear a double beep at the end of the recording.
2. Training with multiple swimmers:
The next swimmer can start his or her recording directly after the recording of the previous swimmer finished (after the double beep).
3. Watch back the last video:
At any time during the session a swimmer can watch back his or her latest recording at the laptop connected to the camera. Hold the bracelet against USB reader connected to the laptop to watch back the latest exercise of the swimmer. This video will appear in slow motion on the laptop directly. The order of looking back the exercises can be in any order. Each swimmer will see his or her latest recording when scanning their personal bracelet.

AFTER THE SESSION

1. Disconnect all the products:
Take both (wireless and USB) readers and switch them off. Disconnect the USB 3 cable connected to the underwater camera from the laptop
2. Take out the underwater camera:
Release the suction cup from the wall and take the camera out of the pool. It might be useful to ask a swimmer to assist you with this process. Wash off the underwater camera and USB cable (part that was submerged) with tap water. Make sure that the connector of the USB 3 cable remains dry.
3. Upload the recordings to the personal cloud of the swimmers:
After the session you can connect the laptop to power in order to upload the video's. For safety reasons make sure to connect the laptop in a safe environment. Connect your laptop to a stable internet connection. Click on 'Upload files' in the WinnerCam recording software to upload the videos to the WinnerCam cloud. The uploading process might take some time depending on the amount of recordings.

In case you have questions, you can always contact us at info@winnercam.com