

## RevFire Users Manual

### 2 MODES OF OPERATION

The RevFire handheld monitor has two modes of operation, **AUTO** and **BUTTON**. Auto mode is for use by a catcher. It displays the spin rate and speed for every pitch without requiring button presses. Button mode is performed by observing coaches and requires the user to hold the ON button down during a pitch. Once the mode is set, the mode will be maintained until the batteries are changed or the user changes the mode as described in the section entitled "TO CHANGE MODE OF OPERATION".

The appearance of a circular dot as shown below indicates that the monitor is ready to track pitches and display the Revolutions Per Second (RPS) and Miles Per Hour (MPH). Each loss detected by the monitor will result in a beep and the display of RPS and MPH data. A good knuckleball can not be detected by the RevFire system.

A coach holding the monitor should stand within 40 feet of the catcher. The monitor may be set next to the catcher as well. When the monitor is set next to the catcher, Auto mode must be used. The monitor will turn off automatically if no pitch is detected or button pressed for 2 minutes.



### AUTO MODE

(For use by catcher)

To monitor pitches, press the ON button. After pressing the ON button there is no need for any further button presses. In Auto mode, both pitcher-to-catcher and catcher-to-pitcher losses will be monitored. Auto mode is required if the monitor is set down next to the catcher. In Auto mode the pitch must be caught. If throwing against a tarp or net, use Button mode.

### BUTTON MODE

(Preferred by coaches)

In Button mode the monitor will display pitch data only for those pitches thrown while the ON button is pressed. ON must be released and appear only while the ON button is pressed. ON must be released and pressed again for the next pitch. Do not use this mode when the monitor is set next to the catcher. Button mode is best for coaches and is required if the pitcher is throwing against a tarp or net. With Button mode, the pitcher's pitch data is not overwritten by the catcher's return toss to the pitcher or by balls dropped by the catcher. Also, the pitcher's pitch count is accurate. The RevFire monitor will revert to Auto mode when the batteries are changed.

### TO DISPLAY MAX RPS AND MAX MPH

The monitor keeps track of the greatest spin rate and speed detected. To display these statistics, press the STATS button until the words "MAX RPS" and "MAX MPH" are displayed as shown below. The "MAX RPS" and "MAX MPH" did not necessarily occur on the same pitch.



Press **STATS** for maximums. Hold to zero maximums.

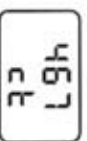
To return to tracking pitches, press the ON button.

### TO RESET MAX RPS AND MPH TO ZERO

With MAX RPS or MAX MPH displayed, press and hold the STATS button until cleared to zeroes. Both RPS and MPH will be cleared.

### TO DISPLAY PITCH COUNT

The RevFire monitor will count the number of ball losses it detects. To display the loss count, press the STAT button once or twice until the count is displayed as shown in the example below:



Press **STATS** again for pitch count. Hold to zero count.

In Auto mode, if the monitor is positioned such that it detects tosses by both the pitcher and the catcher, the actual pitch count would be half the value displayed. In Button mode, the count increases only when a pitch is detected while the ON button is pressed.

### TO RESET PITCH COUNT TO ZERO

With the loss count displayed, press and hold the STATS button until the count is cleared to zeroes.

### TO CHANGE PITCHING DISTANCE

The distance from the pitching rubber to the pointed tip of home plate must be set in the monitor to get a correct speed reading. To display the current distance press the STAT button until the distance is shown in "FT". To change the distance setting, press and hold the STAT button until the distance number changes. Release at the proper setting. The monitor can be set to 35, 40, 43, 46, 48, 50, 54, or 60.5 feet. 35, 40, 43, and 46 are for fastpitch softball. 40, 46, 50, 54, and 60.5 are for baseball. For best speed accuracy, the catcher should place his/her feet 3 feet behind the point of home plate. Or, if throwing against a tarp or net, place it 2 feet behind the point of home plate.

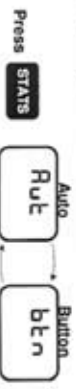


Press **STATS** again for distance. Press and hold to change pitching rubber to plate distance.

• 35 • 40 • 43 • 46 • 50 • 54 • 60.5

### TO CHANGE MODE OF OPERATION (AUTO vs BUTTON)

Press the STAT button until either "Aut" or "But" appears. This is the current mode of operation. To change, hold the STAT button. The display will toggle between "Aut" and "But". Release at desired mode.



again to see current mode. Hold to change mode.

### USING MULTIPLE REVFIRE BALLS

The RevFire monitor will track only one ball at a time. If multiple RevFire balls are being used nearby, you can select the ball you wish to track. The monitor will lock onto the first RevFire ball thrown after the user presses STAT and then ON and will IGNORE ALL OTHER REVFIRE BALLS. To change balls, simply press STAT, then before the ball of interest is thrown, press ON.

### LOW BATTERY INDICATOR

The AA batteries should be replaced with new Alkaline batteries at least once a season or when the low battery indicator is displayed. After changing the batteries, the pitching distance will be 60.5 FT and the mode will be Auto.

### SPIN AND SPEED ACCURACY

The spin rate is accurate within +/- 0.25 RPS regardless of how far or fast the ball is thrown. The speed is based on the ball's flight time and is typically within +/- 2 MPH of a "peak" detection radar gun. If the catcher places his/her feet 3' feet behind home plate and if the correct distance setting is used, The location or position of the monitor does not affect spin or speed accuracy. If the pitch hits the ground before crossing the plate, the speed is not accurate.

### THINGS TO REMEMBER

If the RevFire does not appear to be working, review the following:

1. The RevFire monitor tracks only one ball at a time. To switch to a new ball review "USING MULTIPLE REVFIRE BALLS".
2. For correct speed calculation, the distance setting must be correct and the catcher must place his/her feet 3' behind the plate.
3. Pitches thrown at the ground may not measure accurately.
4. Good knuckleballs can not be detected with the RevFire.
5. Verify that the mode of operation (Auto vs. But) is as expected.
6. The first two tosses of a RevFire ball after it has been idle for 2 or more minutes will not be detected by the monitor.
7. The monitor should be positioned 40 feet or closer to the catcher.
8. There may be audio interference (cordless phones, wireless baby monitors, wireless video transmitters) in the area. Try using the ball away from homes or offices, or by turning off these devices.
9. A small rattling sound inside RevFire balls is normal.