FORESiGHT

SPORTS

GCes

To get started, scan the QR code
and follow the steps provided.

TABLE OF CONTENTS

GOOD THINGS REALLY DO COME IN THREES

The GC3S is the Game Changer you've been holding out for. Industry-leading performance insight and true-to-life simulation come together in our most approachable offering yet. Thanks to the advanced photometric technology inside, the GC3S remain accurate and reliable both on the range and in your home simulator. Combine it with our FSX performance and gaming suite and enjoy hundreds of world-class courses, skill-building games, and global leagues and competitions. This user manual will help you better understand the proper setup, activation of your subscription, operation, and care for your GC3S.

WHAT'S IN THE BOX:

1. GC3S Launch Monitor
2. Power Cord/A/C Power Adapter
3. USB-C Cable
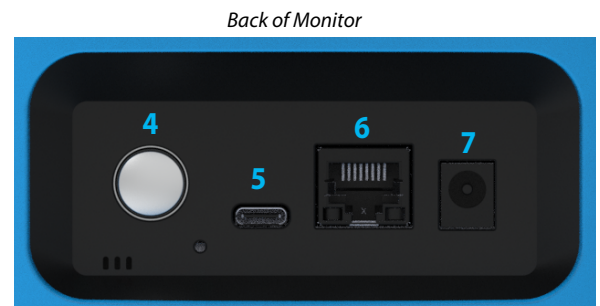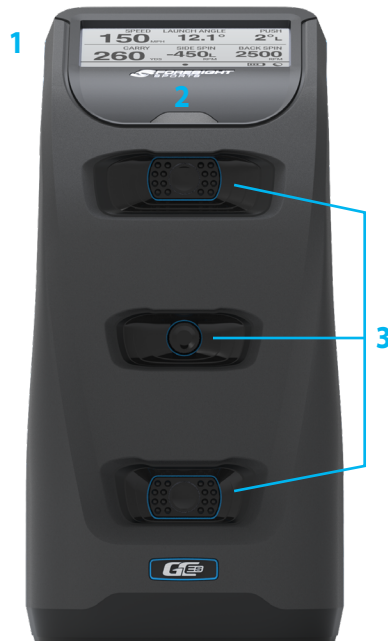4. 192pc Club Marker Pack
5. Alignment Stick
6. Ethernet Cable

GC3S MONITOR:

1. Touch Display
2. Indicator Light
3. 3 High Speed Cameras
4. Power Button
5. USB-C
6. Ethernet Port
7. Power Input

Back of Monitor

3

GETTING STARTED

PLUGGING IN & POWERING ON

You can use your GC3S stand-alone right out of the box, but **to connect with software or the Foresight App, you must activate your GC3S subscription.** It is recommended that you plug in your GC3S and allow the battery to fully charge before use.

CONNECTING THE GC3S LAUNCH MONITOR:

1. Connect the Power Cord into the A/C Power Adapter

2. Plug the end of the AC Power Adapter into the GC3S

3. Plug the end of the Power Cord into an electric plug

POWERING ON AND CONNECTING TO THE INTERNET

- To power on the GC3S, press the power button. The GC3S Indicator light will illuminate.

- The first time you power up your GC3S, you will be prompted to connect to the internet.

There are two ways to accomplish this:

1. Wi-Fi: To connect with Wi-Fi, choose your network, then enter the password.

2. Wired Ethernet Cable: Alternatively, you can connect to a PC via an Ethernet cable by connecting to your local router or switch.

3. The device can take up to 45 seconds to boot the radio (WiFi and Bluetooth broadcast). Wait the full 45 seconds before trying to connect or reboot.

Note: To use all the functions of the GC3S, a subscription is required and the device must connect to the internet at least once every 45 days. A warning will display on screen if you need to connect within five days. After 45 days or if your subscription has lapsed, the GC3S will no longer connect with any supporting apps or software, and a screen promp will direct you to connect to the internet to restore all functions.
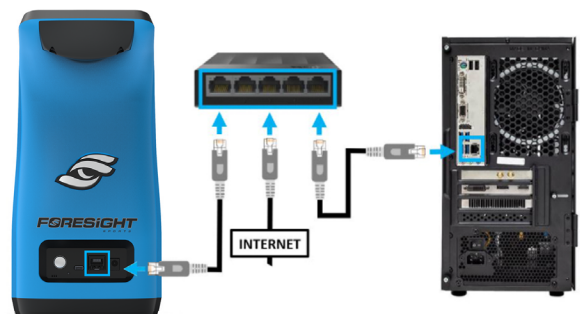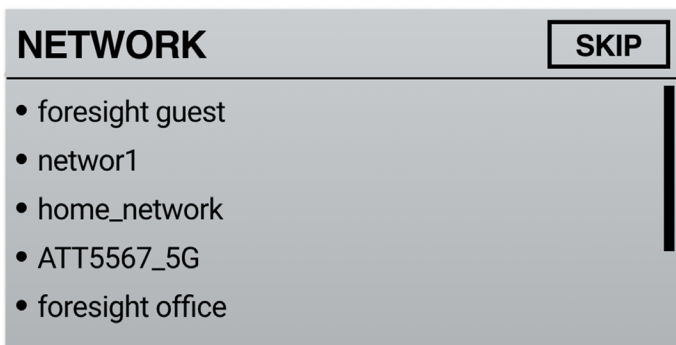
GC3S CONNECTION TYPES & RELATED APPLICATIONS

The GC3 device allows the following connection types. Each Connection type will be applicable or restricted based upon the type of application being used.

GC3S Connection Type	Enabled Applications
Wireless Network (WiFi)	Direct Internet Connection (Firmware Update/Device Validation), FSX, FSX PRO iPAD, FSX PRO STUDIO (PC), Performance Fitting App, Foresight Fairgrounds, FSX PLAY
Wired Network Cable (Ethernet/Cat Cable)	Direct Internet Connection (Firmware Update/Device Validation), FSX, FSX PRO STUDIO (PC), Foresight Fairgrounds, FSX PLAY
USB-C Cable	FSX, FSX PRO STUDIO (PC), Foresight Fairgrounds, FSX PLAY
Bluetooth/BLE	Foresight App

REGISTER THE GC3S & ACTIVATE SUBSCRIPTION

Once connected to the internet, you will see a registration QR code on the GC3S display. Scan the code with your phone or tablet and follow the prompts to establish a login, register your device, and activate a subscription.

The GC3S require online validation renewal every 45 days. If your device's validation or subscription has expired, all data channels from the GC3S (USB, Ethernet, Wi-Fi, and Bluetooth) will be blocked until validation and subscription renewal are completed. The GC3S will continue to work as a stand-alone device.

To find current registration information, swipe to access the quick settings page, tap ABOUT, then ACCOUNT. You can also find device details by pairing with the Foresight App and accessing the DEVICE SETTINGS menu. If you need to reach the registration page and cannot locate the QR code, tap the ABOUT option, then WEB DASHBOARD.

ADD A SUBSCRIPTION

If you see the ADD A SUBSCRIPTION screen, scan the QR code with your phone or tablet and follow the prompts to set up your subscription.

STATUS LIGHT SETTING

GC3s State	Status Color Bar		Status Light Behavior
Booting Up	Yellow	🟨	Steady
Looking For Ball	Blue	🟦	Blinking
Ready To Hit	Blue	🟦	Steady
Looking For Ball (Club Enabled)	Green	🟩	Blinking
Ready To Hit (Club Enabled)	Green	🟩	Steady
Error	Red	🟥	Steady

Status Light Indicator

NAVIGATING THE MENU

QUICK SETTINGS

On your GC3S display, swipe down to access the Quick Settings page.

On the Quick Settings display, you can access:

- Backlight - Turn on/off the screen backlight
- Settings
  - Turn on/off tracking mode
  - Access target alignment
  - Check firmware
  - Choose units of measure
  - Access Wi-Fi
  - Change the display
  - Access diagnostics
  - Access shot saver
- Left/Right - Handed modes - Toggle between left and right handed modes
- About - Access account information, version, patents, system infirmation, web dashboard, and counters
- Battery life
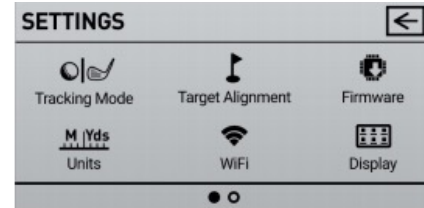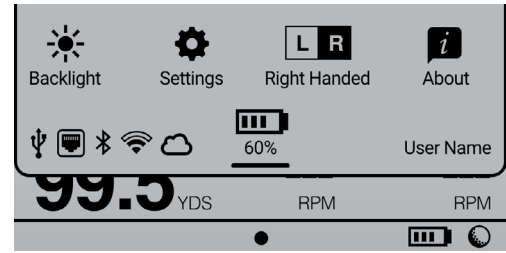
BALL PLACEMENT & HITTING

LET'S SEE WHAT YOUR GC3S CAN DO!

- To use your GC3S place it 16" to 24" away from the hitting zone. If you are using a hitting mat, make sure the GC3S is raised to the same level as the hitting surface.
- Place the ball on the ground in front of your GC3S. If the ball is outside the hitting zone, you will see the MOVE BALL INTO HITTING ZONE display. You will see the MULTIPLE BALLS DETECTED display if multiple balls are in the hitting zone.
- Once the ball is in the hitting zone, the GC3S will display the READY screen, and the LED light will change from blinking to solid.

HITTING ZONE
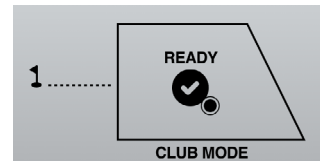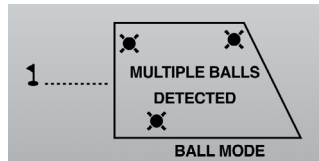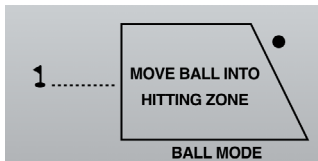
START HITTING BALLS!

When hitting the ball, the GC3S will track your ball speed, ball launch angle, ball pushes/pulls, ball spin, ball carry, club speed, club attack angle, club path, and efficiency.

Ball Data

BALL TRACKING DATA

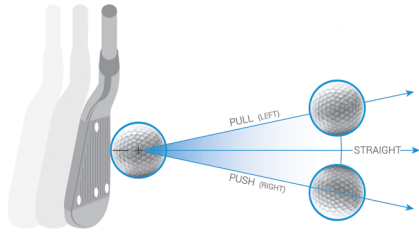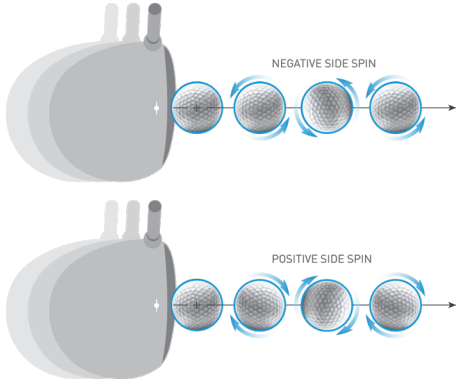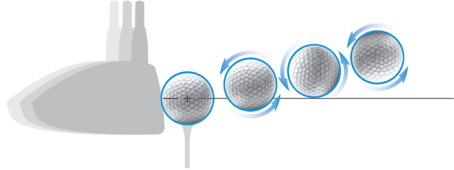| BALL SPEED	The measurement of ball speed just after impact. Ball speed is the main component in generating distance.
LAUNCH ANGLE	The initial vertical angle of ascent relative to the ground measured in degrees. The launch angle, combined with ball spin and speed, determines the ball carry and total distance.
PUSH/PULL	In right-handed mode, Push is when the horizontal direction of the ball is greater than or equal to zero. Pull is the opposite; the ball moves towards the hitter. PULL (LEFT) STRAIGHT PUSH (RIGHT)
CARRY	Total distance of ball flight.
SIDE SPIN	The degree of sideways (horizontal) spin. A component of total spin that defines ball curvature or shot shape. The more side spin, the greater the ball curvature. NEGATIVE SIDE SPIN / POSITIVE SIDE SPIN
BACK SPIN	The backwards rotation of the ball. A component of total spin that defines ball lift and trajectory. The more backspin, the greater the ball height.

CLUB TRACKING

TRACK YOUR CLUB FACE FOR MORE DATA

To turn on or off Club Tracking mode, swipe down to access the Quick Settings page, then go to SETTINGS, then TRACKING MODE.

Status Light Colors:

- Blue: Indicates that the device is in Ball Mode
- Green: Indicates that the device is in Club & Ball Tracking Mode

1 .... MOVE BALL INTO HITTING ZONE

BALL MODE

TRACKING MODE

ON / OFF — Club Tracking ON

Ball
- Speed
- Launch Angle
- Push/Pull
- Total Spin
- Spin Axis
- Carry

Club
- Speed
- Efficiency
- AoA
- Path
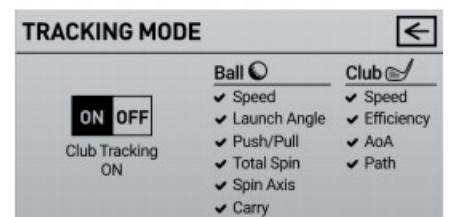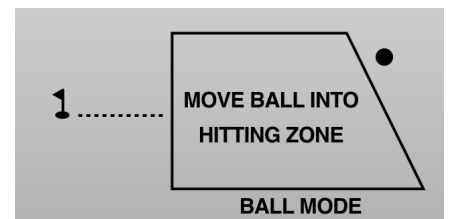
APPLYING A CLUB MARKER

The GC3S is capable of tracking both ball and club. While nothing is required on the ball to track launch, the club metrics require the application of a club marker. Club markers are included with the GC3S; follow the directions to apply the club marker to your club.

1 *Clean the clubface with an alcohol pad or water.*

2 *Place a club marker at the location, shown above, on the clubface adhesive side down.*
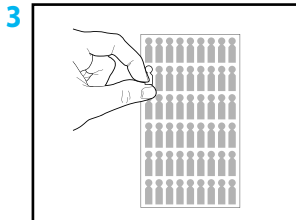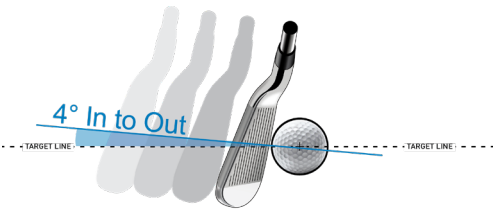
3 *Peel marker from sheet.*
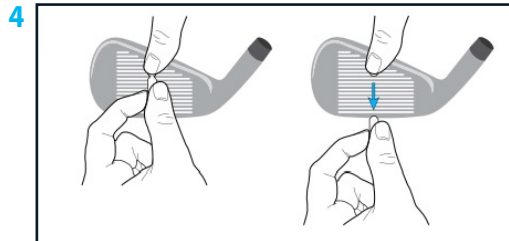
4 *Firmly apply pressure to the club marker with your finger and gently pull the tab away, leaving only the club marker on the clubface.*

CLUB TRACKING DATA

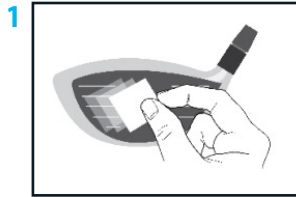|	
CLUB SPEED	The speed the club is traveling just prior to impact. A higher speed means greater potential distance.
PATH IN/PATH OUT	The direction the club head is moving at impact. A "0" path is a straight shot. A negative path means the ball moves "out to in" and a positive path means the ball moves "in to out". 4° In to Out — TARGET LINE — TARGET LINE
ANGLE OF ATTACK	The vertical angle of the club head at impact. A positive number is hitting up on the ball and a negative number is hitting down on the ball. 4.1° Downwards
EFFICIENCY	Efficiency, also known as Smash Factor, is the ratio between the club head and the golf ball velocities.

USING TARGET ALLIGNMENT

To activate target alignment, lay the provided alignment stick through the hit zone and point it at the target. The GC3S will acknowledge the new alignment with an audible indication and display the yellow light on the status indicator.

Using the Alignment Stick:

- The FSS Alignment Stick can adjust target alignment on the GC3S by up to 10 degrees.

- To adjust alignment, place the stick in the GC3S hitting zone and align it to your target. Once aligned, step away from the device to allow for calibration.

- When the new target alignment is accepted, the GC3S will show a yellow status light and the unit will give an audible tone. The new alignment angle will be shown on the LCD screen.

- Alignment can be viewed and reset anytime from the Target Alignment menu in Settings. Press the OK key to reset the alignment to the factory default on this screen. Alignment is always reset when the unit is powered off.

Alignment Stick

Go to the Settings menu to reset or check the angle of the Target Alignment.

STORAGE & MAINTENANCE

How to store the GC3S:

Before storing the GC3S, make sure the device is powered off. Store the GC3S in a cool, dry environment in its original foam-lined packaging or in a specially designed carrying case to prevent damage.

Cleaning the GC3S:

To remove dirt, wipe the device with a damp cloth and gently clean the lenses with a dry microfiber cloth to avoid scratching. You may also use an air can or compressed air to gently blow off loose debris.

TROUBLESHOOTING

Never disassemble your GC3S. Irreparable damage can result from unauthorized service attempts, voiding the warranty.

If the device is not gettng ball lock:

- Ensure the ball is between 16-24" away from the device.

- Ensure the device is set for the correct handedness (Left or Right).

- Ensure the ball is at the same surface height as the device.

- Ensure other balls, alignment stick, etc. are away from the hit zone.

If the device is not tracking the ball:

- Ensure firmware is up to date.

- Ensure the camera lens' are clean.

- Try a different ball (on occasion it can be difficult for the GC3s to see brightly colored or extremely dark colored balls)

- Ensure the device subscription is up to date.

If the device is presenting a red status light:

- Reboot device. If red light persists, navigate online to support.foresightsports.com and click the Submit Support Request.

If there is a device connection issue WiFi or Bluetooth:

- The device can take up to 45 seconds to boot the radio (WiFi and Bluetooth broadcast). Wait the full 45 seconds before trying to connect or reboot.

If there is a device connection issue Ethernet or USB:

- Reboot the device and try again.

- Ensure the cable has not been damaged.

- Ensure the cable is connected to both the device, and network/computer

If the device is not tracking club data:

- Ensure the device in in club tracking mode (green status light).

- Ensure the club has a reflective marker applied. Replace club marker to ensure the club marker is not damaged.

If the device is not booting up:

- Ensure the device battery has been charged before use.

SAFETY

- To charge your GC3S, only use the factory-supplied power adapter. Using any other power adapter or charger may damage the device and cause fire or injury.

- DO NOT disassemble, change, or attempt to repair the GC3S. This could result in electric shock and will void the manufacturer's warranty.

- DO NOT use the GC3S in environments with high humidity, smoke, or dust.

- DO NOT look directly into the GC3S cameras when the monitor is turned on.

- If foreign objects or water enter the GC3S, disconnect the device from external power and turn the power off. Continued use in this state can cause fire or electric shock.

- The GC3S has been designed to withstand ball impact. However, if the device enclosure or LCD display is damaged due to a ball impact or other reasons, turn the power off and discontinue use.

- The GC3S uses three digital cameras that are precisely calibrated. Do not drop or subject the device to any impacts.

- After use, always store the GC3S in a safe, dry, and dust-free environment

BATTERY

Caution: The battery should be replaced only by a service profesional.

- Battery Life 5-7 hours.

TECHNICAL SPECIFICATIONS

Dimensions	6" L x 6.2" W x 12" H
Weight	5 lbs (2.3kg)
Interfaces	USB-C, Ethernet, Wifi, Bluetooth
Ball Data Collected	Ball Speed, Launch Angle, Launch Direction, Total Spin, Spin Axis
Club Data Collected	Clud Speed, Smash Factor, Angle of Attack, Path in/Out
Display	Black LCD
Power Source	AC Converter 15V, 2.5 amp /rechargable internal battery

GLOSSARY

1-Dot Data: Using one club marker, a Foresight Sports launch monitor gathered the club data. This data includes club speed, club path, club angle of attack, and efficiency.

4-Dot Data: Using four club markers, the club data gathered by a Foresight Sports launch monitor. This data includes the 1-dot data plus club face to path, dynamic loft, lie angle, and impact location. 4-dot data is not offered on GC3 or GC3s.

Alignment Stick: The reflective stick provided with portable Foresight Sports launch monitors is used to identify the target direction.

Ball Data: The measured data paramaters that define ball launch. GC3 and GC3S capture and provide six different ball launch metrics on screen.

Club Data: The measured data parameters that define the golf club at impact. GC3 and GC3S provide four different club data metrics on screen.

Display: The digital screen that is used to configure the launch monitor, assist in ball placement, and display launch parameters.

Fiducials/Club Markers: The reflective stickers that the photometric launch monitors require to attain club data.

Hitting Zone: The area in which the ball must be located for the launch monitor to track impact and flight.

I/O Area: The area of the device that contains all of its inputs and outputs, including power input, ethernet, and USB.

Left-Handed/Right-Handed Mode: This is the user-defined device state, which sets the device in the proper orientation for either a right-handed or left-handed hitter. It is controlled through the display interface.

Photometric Launch Monitor: A camera-based device that collects images of the golf club and ball during the swing and launches for the purpose of measuring and analyzing data surrounding the golf ball launch.

Status Light: The light on the front of the device that displays the device's status. Various status light colors and behaviors indicate different device states.

Triscopic: The configuration of three cameras calibrated together to track objects in 3 dimensions.