

# USER MANUAL

*Creative Golf® and Golfisimo*

ver. 2.11.



For  
Skytrak



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## Introduction

**Creative Golf®** software is a golf game developed by the Datacrea company for very realistic golf game simulation. User experience is enhanced by integration of golf launch systems created by **Skytrak**. The game provides real-to-life playing experience on golf courses and various training facilities, including driving ranges, as well as light-hearted games such as target golf or demolition golf, designed for the whole family.

A separate section is Golfisimo, which consists of several fun games to improve your golf skills. Golfisimo can be buy and used independently but can be integrated into the program Creative Golf.

## Hardware requirements

The Creative Golf® game is designed for Windows Vista, 7, 8, 10 and 11 operating systems. We recommend playing the game on a computer with Intel Core i3 processor or higher, 2GB RAM minimum and dedicated graphics card with at least 1GB video RAM with pixel shader 3.0 or higher.

We recommend running **Performance test** for suitability of the game on your computer and setting optimal graphics mode (**Low/Medium/High**). The Performance Test software can be downloaded from our web page or is available after installation in the Setup part.

It is advisable to have a computer with Internet access, otherwise, the installation will be more complicated and the use of the program will be limited. See also Appendix B. „*When it is necessary to have an internet connection*“.

## Installation and activation

Installation process consists of installation of

**a) Creative Golf®** main game with basic set of golf courses (15 courses) and games, driving ranges and all golf functionality.

**b) Additional golf courses - Course Library** (optional) with more than one hundred additional courses.

**c) Golfisimo** (optional) – funny golf games.

Note: **Golfisimo** can also be used as an independent program. The installation is done in the same way as the installation of the **Creative Golf®**, which is not necessary to buy. In this case, install only the *Golfisimo* program.

### Installation

Each product is installed by running the appropriate **Setup...exe** installation program (see below), which contains all the necessary components.

An internet connection is not required during installation process via Setup....exe file.

**Activation** takes place by writing the mark of licensed software directly to the Skytrak device. To do this, the original Skytrak software is used, which verifies the license for the given product and marks its validity directly in the device..

**The activation process** takes place automatically (online) and then internet access is required.



## 1. Preparation before installation and activation

**A. Before installation**, you must have prepared **all necessary Setup files** ready on your computer, or on a USB memory stick, etc. You can obtain the installation files from your dealer or download them from web site <https://www.creativegolf.com/skytrak-setups> or from launch monitor vendor's site or you will be inform by mail about link to download.

- **Main software Creative Golf Setup file:**  
**SetupCreativeGolf\_Skytrak.exe** (2.9 GB)

Note: For **update** current version only ( if main program have been installed before) you can use smaller setup file:  
**SetupCreativeGolf\_Skytrak\_newest\_version\_update.exe**

- **Courses Setup files** (optional):

If You have purchased access to all courses ( Course Library), prepare all related setups file to courses You want install:

**SetupCreativeGolf\_Skytrak\_CourseLibrary.exe** (1 GB)

**SetupCreativeGolf\_Skytrak\_CourseLibrary.7z** (18,4 GB)

To install Course Library, both setup files (Setup...exe and Setup.7z) **must be in the same directory**.

Note: Individual courses from the Course Library, or the entire course library can also be installed **directly from the Creative Golf program (without the need for Setup files)**, but internet access is required. The installation time of all courses can exceed a few minutes to several hours, depending on the speed of your internet connection. Setup files that you can download on another place with faster access, you can install all Courses Library courses at once.

*See also Attachment A. How to install a new course or the entire Course Library*

- **Golfisimo Setup file:**  
**SetupGolfisimo\_Skytrak.exe** (3 GB)

**B. Before activation** you have to prepare:

- **Connect Skytrak** device via USB cable (recommended) or via Wi-Fi.
- **Install** original **Skytrak software** with Your account ( Name, password):



## 2. Installation

The installation of the respective product (*CreativeGolf3D main program, Golfisimo, Course Library*) takes place after starting the respective **Setup... exe** program.

Installation from the installation file is the same in all three cases, you just run the file Setup...exe and follow the on-screen instructions to complete the installation.

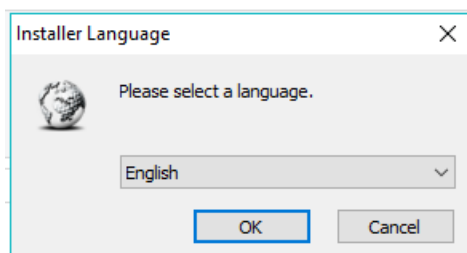
Note: If you have the main program **Creative Golf®** already installed, **Golfisimo** will be installed **inside this program** to the section Games and expand it with new games.

For more information, installation step by step, please see the next chapter.

### Installation details

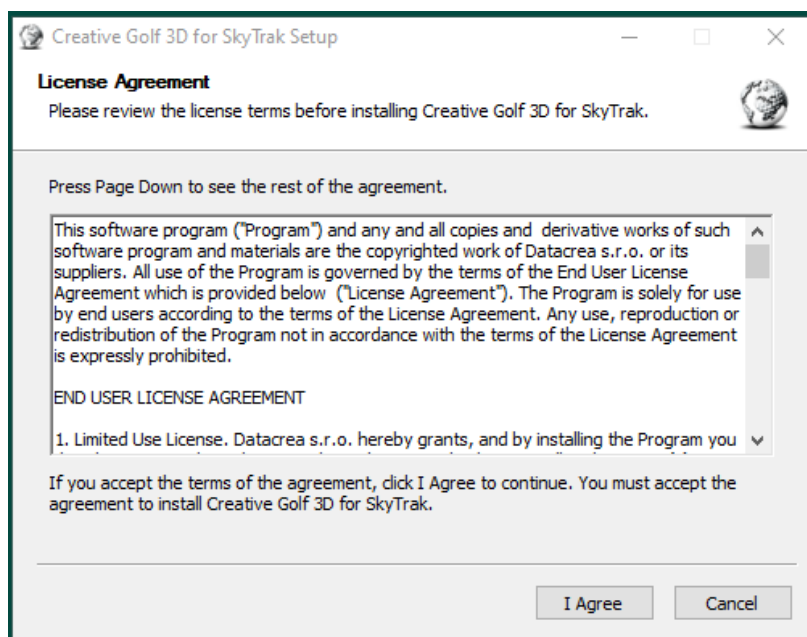
Here are more details about installation steps:

1. Select language of installation.

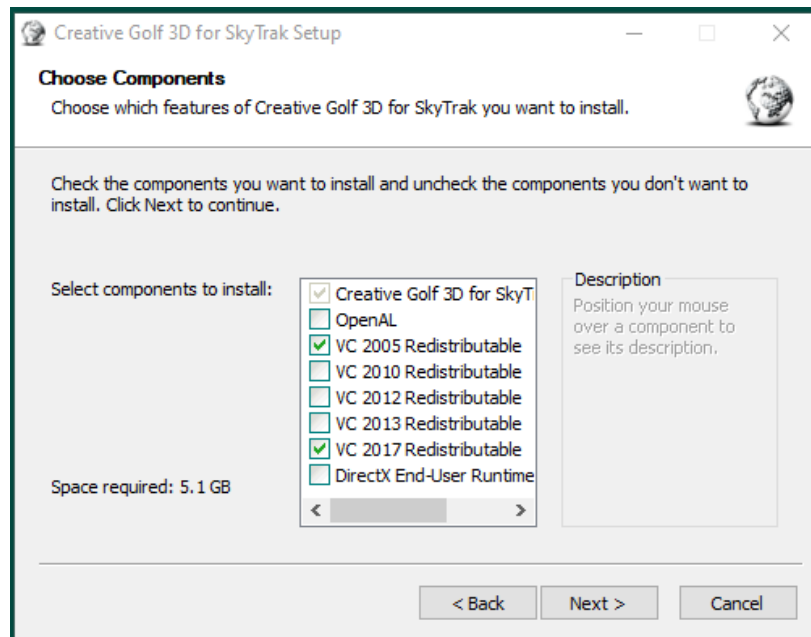


This language will be default for installed software too.

2. Read and agree to the License Agreement:

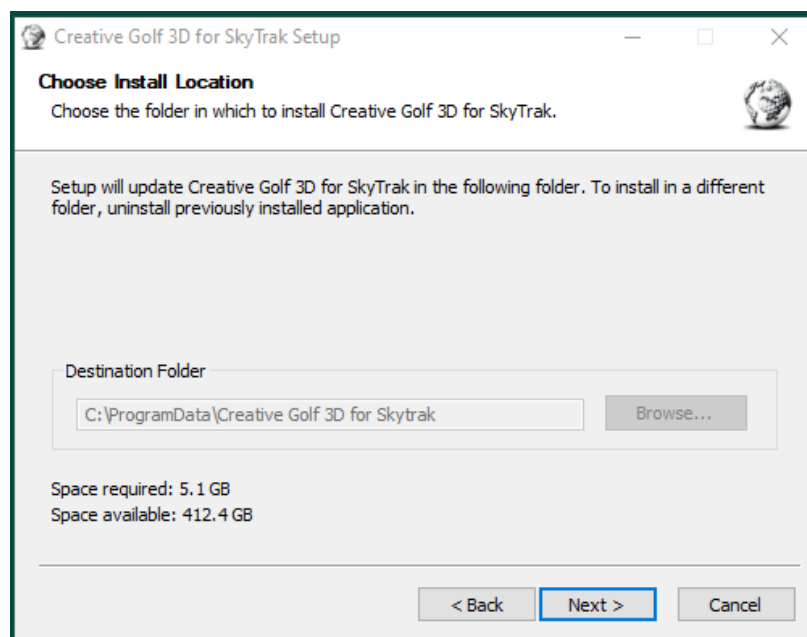


### 3. Choose Components.

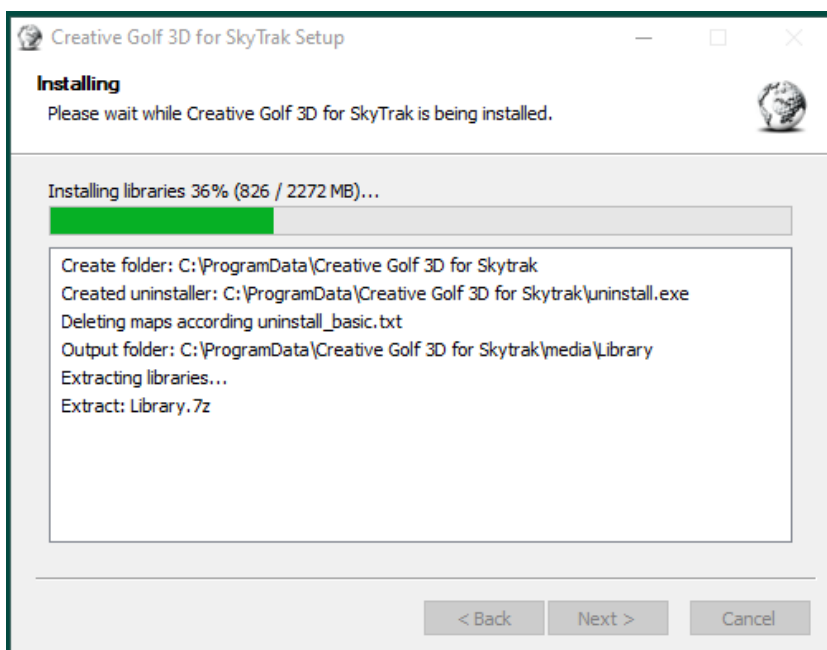


Setup checks your computer and recommends installation of needed software parts. Do not deselect these files from the list. These components can be uninstalled later after uninstallation of CG3D. We recommend you continue by clicking **Next**.

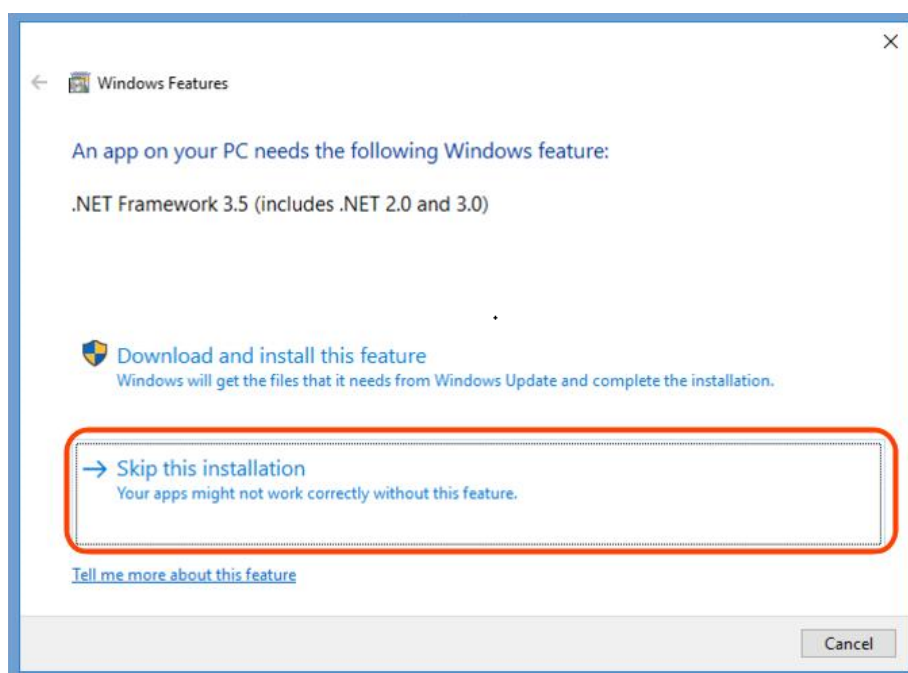
### 4. Choose Install Location and Start Menu Folder. We recommend you confirm default settings and continue by clicking **Next** and **Install**.



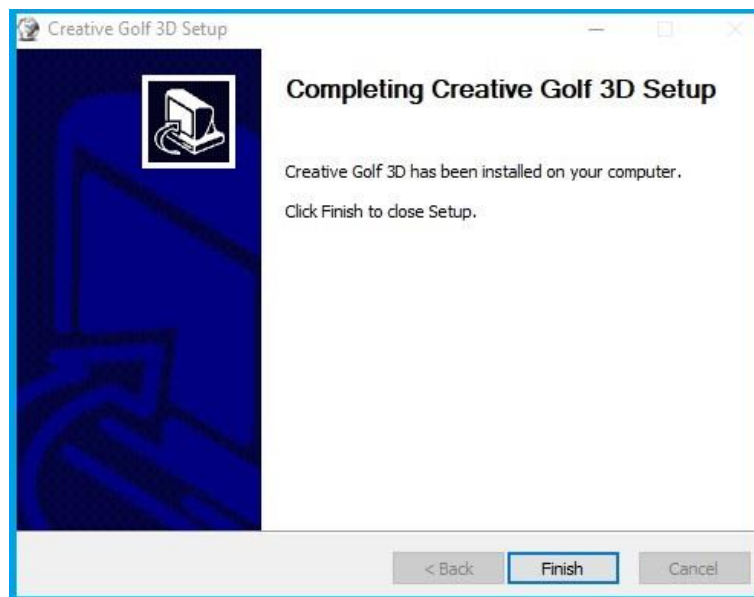
*Note: Folder 'Program Files' and 'Program Files (x86)' are forbidden.*



5. In case that dialog "An app on your PC needs the following Windows feature: **.NET Framework 3.5** (include .NET 2.0 and 3.0)" appears, choose **"Skip this installation"**.



6. Wait until all necessary files are installed. After the completion, click **Finish**.



7. Finish. Now it is necessary to activate installed software.

### 3. Activation

Activation is required for licensing of the main program *Creative Golf 3D (CG3D)*, Course Library access or *Golfisimo*.

The purchased software for the Skytrak must be authorized for that Skytrak, which consists of two procedures:

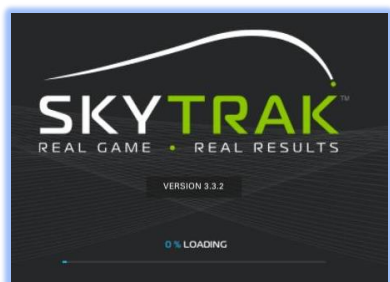
1. Download licenses from Skytrak server to your computer (iPod). An internet connection is required for this.
2. Check and write licenses from PC to Skytrak. To do this, you need to connect Skytrak device to your PC (iPod). No internet is needed.


**Both procedures are performed automatically using the original Skytrak software.**

Manual adding of the license is not needed.

### Steps to transfer license to Skytrak unit:

1. Open the Skytrak app on your computer (iPod) while connected to the internet.

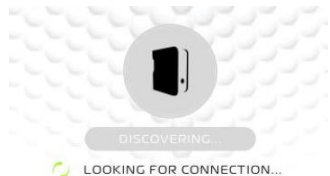


2. Login via your Skytrak account, look in the Profile  and wait for data synchronization to display 'DATA SYNCED". Wait 15-30 seconds to give it enough time to download your license files from the server.



From this point, the internet connection is no longer needed. You can use Wi-Fi channel use for device connection (in Direct or Network mode).

3. Connect your Skytrak to your PC (iPod) as usual. Using a USB cable is recommended. Wait for the device to be connected (LOOKING FOR CONECTION...)



and licenses checked and transferred to Skytrak.



At this point, your unit is prepared for using a new Creative Golf software or courses. When the CG3D program first times starts, it takes about 30 seconds to get the Skytrak contacted and get license. Then you should be able CG3D software or newly activated golf courses to run in full mode.

If there is still a problem, you can connect the unit again to the Skytrak app and go to Profile > ABOUT > Send Logs > Send Current Logs and send the log file to Skytrak support.



**One-year license subscription (Course Library access)**

After the expiration of the one-year license subscription, another one-year subscription needs to be bought if you wish to continue using the product which is licensed only with a license subscription. A new purchase provides a new license, new authorization (steps above) is required. The subscription is valid from the time of activation. We suggest buying the next subscription within a few days or weeks prior to the expiration of the previous subscription.

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**Check of license validity**

You can check the status of activated licenses registered to the Skytrak device in the section: SETTINGS -> SKYTRAK INFO.



**SKYTRAK INFO**

NAME	VALUE
ESN	REE [redacted] 0E
FIRMWARE VERSION	1.7
SDK VERSION	0.991
MEMBER NAME	Alexar [redacted] ko
CUSTOMER ID	151 [redacted] 36
LICENSE TYPE	STSW_VALIDATION_MMS_VALID
LICENSE TEXT	Your License is Valid. Everything is up to date.
FLAG Module_CoursePlay	1
FLAG CG3D_Basic_OneTimeFee	1
FLAG CG3D_Basic_AnnualFee	0
FLAG CG3D_Golfisimo_OneTimeFee	1
FLAG CG3D_Golfisimo_AnnualFee	0

## First run of software

### 1. Language, Video and Graphics setting

If you have activated all product keys, the program will first require you to set which mode you will use the program in.

During first launch, initial setup window will appear:



The game is based on Ogre engine, which requires initial video settings for scene rendering. The settings are predefined, so it is not necessary to change anything. The settings which might be of interest to you:

- **Language:** Choose language of game
- **Tracking device:** Skytrak. This setup is in this time for Skytrak device only
- **Units:** Display units in meters / yards.

**Metric** - Distance: meters, velocity: km/s

**Imperial** - Distance: Yards, feet, velocity: mph

**EU** - Distance: meters, velocity: mph

- **Graphics details:** The game provides 3 modes of graphics settings to allow for playing also on lower hardware configurations.

**High quality** - displays scene with all details

**Medium quality** - some details are not rendered e.g. reflections on lakes, dynamic shadows of ball and pin, trees are rendered as billboards at short distance

**Low quality** - all textures are smaller, trees are displayed as billboards at even shorter distance; scene is rendered only up to 500 m of distance

- **Run performance test:** Run to test your hardware and set optimal graphic details
- **Resolution:** Change screen resolution to render the scene in higher or lower resolution; this can also impact the performance of the game; the predefined value is mostly optimal
- **Anti-Aliasing:** Type of anti-aliasing used for scene rendering; this setting influences the quality of rendered edges versus performance
- **V-sync:** Set the limit of fps (frames per second)

Vertical synchronization is synchronizing of rendering on graphics card with refresh rate on the display. Two scenarios are possible:

- **graphics card renders faster** (bigger FPS) than display refresh rate. In this case, it is good to **set the V-sync to Interval 1** to limit FPS to display refresh rate. It prevents from screen tearing
- **graphics card renders with smaller FPS** than display refresh rate. In this case, it is good to **switch the V-sync (Disabled) off** to minimize display lag (time measured between user action and reaction visible on screen)

These parameters can be set after start of CG3D, too - *See also Chapter Game setup, Graphics, Setting V-Sync, Anti-Aliasing - page 92.* To determine whether your computer is powerful enough to use V-sync Interval 1, run **Performance test**.

- **Windows mode:** You can to play in **Full screen** mode (recommended for simulators), **Borderless Window**, Or **Windowed** (standard MS Window). If you want to switch between Creative Golf and other programs (via Alt+Tab) choose Windowed mode. It is usable f.e. to use simultaneously Creative Golf and other measuring software.

## 2. Device connection

After launching the **Creative Golf 3D®** software, you are asked about connection of the launch monitor:



Choose the same type of connection (Wi-Fi or USB cable) that you used for connection of the original Skytrak software from launch monitor producer. Next connections can be provided automatically.

During play you will be informed of the connected device via the icon on right hand side of the picture:



### Internet Access



Skytrak allows following device connections: USB cable, Wi-Fi Network Mode, Wi-Fi Direct Mode. If a Wi-Fi channel (Wi-Fi adapter in PC) is used to connect the PC to the device (Direct Mode) and therefore the internet is not available, it is not possible to login players with account. Saving games to cloud server and Online tournaments are also inaccessible.



### **Second TCP (Wi-Fi, Eth) channel for Internet access**

If you want to use Wi-Fi channel both for device connection and internet access, you can:

- a) use the "**Network Mode**" connection (see Skytrak manual and original software for Skytrak) for using one Wi-Fi channel simultaneously in "Network mode", or
- b) create a new Internet connection way as an Ethernet cable or other Wi-Fi adapter.

*Note: If you already connected the device via Wi-Fi, and you want to connect it in different Wi-Fi mode, you need to reset the device (name and password of network):*

[http://clubsg.skygolf.com/content/faq/skytrak/troubleshooting/6-6275-SkyTrak\\_Wifi\\_Connection\\_Reset\\_Instructions.html](http://clubsg.skygolf.com/content/faq/skytrak/troubleshooting/6-6275-SkyTrak_Wifi_Connection_Reset_Instructions.html)

*For more information about connecting the Skytrak, see Skytrak Manual.*



**Recommendation:** Do not connect a device via Wi-Fi, if there is a busy, disturbed or overloaded network, there is a risk of frequent PC and device connection failure. It is better to connect Skytrak device via a USB cable or use for internet connection Ethernet cable.

For a long USB connection use an **active prolong USB cable**.



**Reconnect:** Click to Icon "NOT CONNECTED!" to open connections dialog and reconnect device.



## Main Menu

The **Creative Golf®** software provides following main features:



Icons below Main Menu:



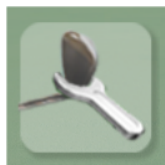
### ABOUT

Read information about the software developer and 3rd parties used for its development



### RESUME GAME

Continue playing the saved game



### SETTINGS

Default settings of games, for more details see Chapter Settings, *page 87*.



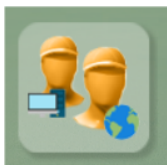
### EXIT

Exit *Creative Golf* software



## Select Active Players

Before playing golf or fun games, it is advisable to create a list of potential players.



Click the icon in the bottom right corner to select players for the List of Active players. From this list, you can choose players for your current game.



These Players can play as "**Guests**", or "**CG3D Members**" with personal Accounts.

**Guests** can play only on a local computer, they can't store their data on the cloud, only on the computer. When playing an Online Tournament (together with a member), their results will not be recorded on the Leaderboard on the cloud tournament server.

**CG3D Members** have an account on Creative Golf Server and can login by their nickname and password on any computer with **Creative Golf®**. They can play Online Tournaments, save open unfinished tournaments and games on cloud server, and continue playing anywhere.

## Add Guest to Active Players list



In case you want to play only on a local computer, and you do not wish to use cloud services (storing games, online tournaments), it is good to login as a Guest. It is necessary to enter the Name, Dexterity, Preferred Tee, or handicap.



### NAME

Type name of player for all following game

### DEXTERITY

Choose if player is left-handed or right-handed.

### TEE

Choose a Tee to play from

### HCP

Type player's precise handicap in case you want to play the Nett game, where handicaps are considered

### SEX

Female/Male.

If this field is not filled, Playing HCP (for nett games - with HCP) for a "Ladies" tee will be calculated as for a lady and on the other tees as for a man.



If "Remember Players" option (Default setting / Game Option 2) is set to Enabled, you can check the "REMEMBER ME" option, and the player will log in automatically after the restart of **Creative Golf®**.

For private use of **Creative Golf®**, it is advisable to allow the program to remember players' names, but for public use (indoor center), this setting is not recommended.

## Login Player with Account

To login with a personal account, you need to enter your name and password. Further details are added automatically from the player's account.



Internet access is required. Otherwise, you can play only local games, similarly to a 'Guest' login. In this case, it is also not possible to play on-line tournaments and save open games on the cloud server.

If the 'Remember Players' option (Default setting / Game Option 2) is set to Enabled, you can check the 'STAY LOGGED IN' option and the player will log in automatically after the restart of **Creative Golf®**.



### SEND ME NEW PASSWORD

If you forget your password, a new password will be sent to you to the email address listed in your account. Nickname is required.



### CREATE NEW ACCOUNT

To create a New Account, you need to enter (at least) a nickname, an email address and a password.



**CREATE NEW ACCOUNT**

**NICKNAME** Patrick1 \* **EMAIL** Patrick@gmail.com \*

**PASSWORD** \*\*\*\* \* **CONFIRM NEW PASSWORD** \*\*\*\* \*

**HCP** 12.6 **DEXTERITY** Right-handed ▾

**PREFERRED TEE** Gentlemen ▾

**OPTIONAL**

**FIRST NAME** Patrick **LAST NAME** Smart

**DATE OF BIRTH** 2 ▾ 3 ▾ 1998 ▾ **COUNTRY** USA ▾

**SEX** Man ▾

I agree with recording and processing of my personal data. **READ**




\* required items

### NICKNAME

Type name of player for all following games and tournaments

### DEXTERITY

Choose if player is left-handed or right-handed.

### PREFERRED TEE

Choose a preferred Tee to play from

### HCP

Type player's handicap in case you want to play the Nett game, where handicaps are considered

### SEX

Female/Male.

If this field is not filled, Playing HCP (for nett games - with HCP) for a "Ladies" tee will be calculated as for a women and on the other tees as for a man.



**To activate** the Account, it is necessary to confirm the activation by click on the link in the email you will receive from Creative Golf Server.



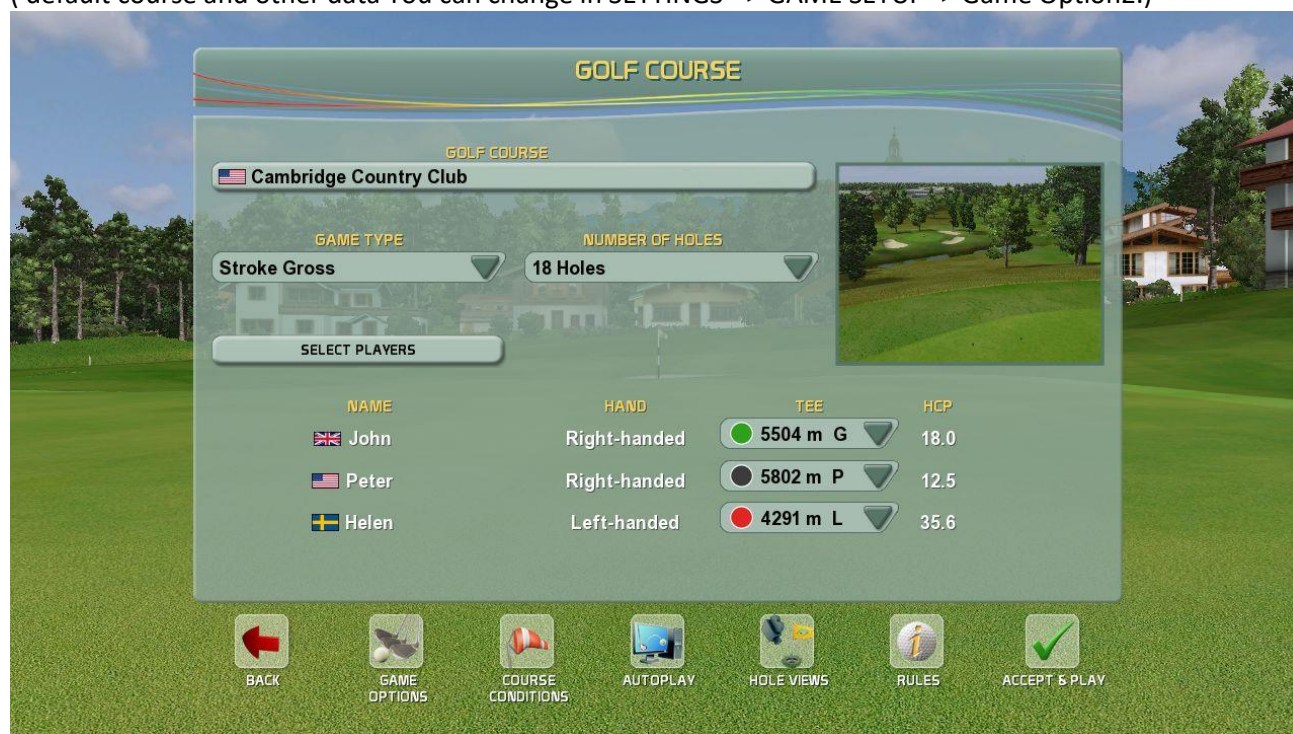
## A. GOLF COURSE – Playing Golf



This part of software is designed for playing standard golf games on an existing real golf course of your choice.

### Start Game – Initial Dialog

Choose the golf course, the type of game and other data, or you can play with default parameters. ( default course and other data You can change in SETTINGS -> GAME SETUP -> Game Option2.)



#### GOLF COURSE

Choose a golf course you would like to play. Click to GOLF COURSE button and choose golf course. See options below: [GOLF COURSE - Selection the course.](#)

#### GAME TYPE

Choose the type of a golf game. **Creative Golf®** currently supports these types of standard golf games:

**Stroke** – standard golf game where score is calculated according to the number of shots per hole. The player with the smallest number of shots wins.

**Stableford** – score is calculated from points. The points on each hole are derived from the number of shots by formula:  $Points\ hole = 2 - num.\ of\ shots + hole\ par.$

The “hole par” for nett games is calculated for the each hole from the golfer “playing HCP”. Points on 1 hole: Bogey=1 point, Par=2 points, Birdie=3 points, etc.

The player with maximum number of points from whole course wins.

**Match Play** – game exactly for 2 Players. Score is calculated from the number of won holes. The best player has the highest number of won holes.

**Best Ball Stroke** – team game where score of the best player is assigned to whole team at the end of each hole.

**Texas Scramble** – team game where score calculation is the same as in the Stroke game, but all players from the team always play each shot on course from one selected (best) position. Players from one team take turns on the tee.

**Nett / Gross:** Generally, the score is calculated from the number of shots used to get the ball into the hole. The game which also takes player's handicap into consideration is called **Nett**. Playing HCP for the current course is calculated from the players "Precise HCP" and from difficulties of course (CR, SR, and PAR) according to golf HCP formula:

$$\text{Playing\_HCP} = \text{Precise\_HCP} / 113 * \text{SR} + \text{CR} - \text{PAR}$$

The player has a designated "Player Par" on each hole, i.e. a few extra strokes according to his Playing HCP.

If no handicap is considered, only the number of achieved shots, the game is called **Gross**. The player with the smallest number of shots is the winner.

## NUMBER OF HOLES

Choose value from this box to play all 18 holes, front 9, back 9 holes, or select custom holes.

## SELECT PLAYERS

Select the players and their rank from the Active Players list.



**Order:** The winner of a hole starts first on the next tee. Then, during play on the hole, the order of players is based on the distance from the pin (the farthest player goes first). Order on the first TEE you can choose in section SELECT PLAYER.

## Team

Chose the number of player's team - for team games such as Best Ball or Texas Scramble.



**GOLF COURSE** - Selection the course



ZX

Select the course which you would like to play and confirm it in the bottom right corner.

When choosing, we recommend that you choose appropriately by displaying or filtering the courses according to your requirements.

The list of displayed courses can be

- modified according to availability and popularity (COURSES)
- filtered by course parameters (FILTER)
- search golf course according string
- chosen according to how the course is displayed (VIEW)



**A. COURSES**



a) **FAVORITE COURSES** - a list of your favorite golf courses.  
 These are the courses which you like to play the most and most often.

b) **PC COURSES** - all courses installed on your PC.  
 From the list, you are able to select/deselect your favorite courses by pressing the star on the selected course.



c) **ALL COURSES** - all the courses available on the PC and on the server (in a Course Library) regardless of the purchase of a license.


The installed courses with a purchased license are displayed in full color.  
 Courses that are not installed or do not have a valid license to play are grayed out.

If you have a license (Course Library Access, or the appropriate Set of courses), you can download the course by clicking on the Download Course icon.  
 Alternatively you can purchase a license in the e-shop or through your Creative Golf dealer.



The course is installed in the PC

The course is available for download

 When downloading, you can choose to download all the available courses at once.  
 However, it must be taken into account that it may take a long time, several minutes to hours, depending on the speed of your Internet connection.



**Note:** Adding to the Favorites list, as well as downloading new courses and deleting from a PC, can be restricted in setting "COURSES MANGEMENT" in SETTINGS -> GAME SETTINGS -> GAME OPTION2 -> **COURSE MANAGEMENT**> **Not allowed**. See also: *Game Option 2, page 90*.

### B. FILTER



- a) according to the country where the golf course is located
- b) according to difficulty
- c) according to the appearance of the course: type (parkland / links), terrain (hilly / undulating / flat) and the scenery around the course:
- d) delete all filters



Note: Use icon "ALL" to general select/deselect:

- All Countries
- All Difficulties
- All Type & Terrain & Scenery

### C. SEARCH



Search for a course by part of the name. Enter at least three letters from the name. Another search will find next course with the given string in the name.

### D. VIEW





There are three ways to display the courses on offer:

**a) Small cards** - 12 courses cards on 1 page:

In this view, only basic information is given and the name of the course is in an abbreviated, simplified form.



The displayed course parameters at the top are only for the selected card, where **par** is a PAR of the golf course from men's tees (Gentleman)

b) Listing – clear table display – 12 courses on 1 page:



COURSE	COUNTRY	PAR	HOLES	LENGTH	DIFFICULTY	TYPE
Hermitage	Ireland	71	18	6069 m	●●●●○	PARK
Innsbruck, Igls - Lans	Austria	66	2x9	4538 m	●●●●○	PARK
Island	Ireland	71	18	6729 m	●●●●○	LINKS
Jefferson	United States	72	18	6509 m	●●●●○	PARK
Kingdom	United Kingdom	62	18	3621 m	●●●●○	LINKS
Kingsville - Gold/Red	Canada	72	18/27	6080 m	●●●●○	PARK
Kingsville - Red/White	Canada	72	18/27	5900 m	●●●●○	PARK
Kingsville - White/Gold	Canada	72	18/27	5890 m	●●●●○	PARK
Kitzbühel - Eichenheim	Austria	71	18	6092 m	●●●●○	PARK
Lake Karrinyup - Champion. C.	Australia	72	18	6531 m	●●●●○	PARK
Lee Valley	Ireland	72	18	6202 m	●●●●○	PARK
Mergentheim	Germany	64	2x9	3842 m	●●●●○	PARK

In this view, all the main parameters of the course important for the game are listed.

**COURSE** - abbreviated name of the course

**PAR** - a PAR course from men's tees (Gentleman)

**LENGTH** - the length of men's tees (Gentleman)

**DIFFICULTY** - is the difficulty of the field based on the results of the players' game.

**TYPE** includes the main characteristics:

Design: parkland / links

Terrain: hilly / undulating / flat

Scenery: mountains / hills / forest / desert / seaside / countryside ...

c) **Full** - All basic information about the course, including photos and flights over the course.



**ICONS:**



Flying over the course on individual holes.



In this view, it is possible to delete the course from your computer to free up disk space.

Icons in all three views:



Download - if the course is licensed but not installed



Update - if the course is licensed but there is a newer version



Buy it -there is no valid license for this course, it is necessary to purchase access to the Course Library (or the corresponding Set of courses)





More information is on the “Details” tab after clicking on the “i” icon of the selected course.

**DETAILS:** In each of these three types of views, it is possible to view more details by clicking on the “i - more details...” button, where you will also find a complete description of the course and parameters of each TEE according to the player’s gender. As well as a few more details.

## DETAILS

★

### Hammock Bay Golf & Country Club

The Hammock Bay Course can be found on the west coast of Florida about 20 km south of Naples right next to the Marco Island Executive Airport. Hammock Bay - owned by the Marco Island Marriott Hotel - is a typically beautiful Florida golf course with undulating, mostly wide fairways, large sand bunkers and water almost everywhere. Nice, but not very easy to play. Recommendable!

country: United States

holes: 18

no. par3/4/5: 4/10/4

difficulty: ●●●●●

type: parkland

terrain: flat

scenery: lakes

altitude: 11 m

TEE	LENGTH	Man			Woman			TEE LABELING
		PAR	CR	SR	PAR	CR	SR	
●	6320 m	72	73.9	143	-	-	-	Champ
●	5945 m	72	72.0	136	72	73.0	138	Gentlemen
●	5489 m	72	71.6	120	72	72.3	130	Junior
●	4964 m	-	-	-	72	72.0	124	Ladies
●	4486 m	72	70.4	115	72	71.5	116	Beginner

X

**No. par3/4/5** is the number of holes PAR3, PAR4, PAR5 on the course.

**PAR, CR, SR** is designed for each tee, which is playable on the course according to the gender of the player. From these parameters, the “Playing HCP” for the nett game on this course is calculated.

Note: For the unassigned gender, it is taken parameters on the tee of Ladies as for women, everywhere else as for men.

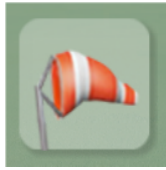
**TEE LABELING** is a TEE LABELING is a consolidated tee marking in Creative Golf software for all courses, namely: Champion, Pro, Gentleman, Junior, Lady, Beginner.

**Note:** Every player can play from any TEE.

If the selected tee is unavailalable to play, the player will be assigned the next suitable TEE.

If CR, SR is not assigned for a given gender and tee, an adequate CR, SR will be determined, according to the difficulty.

### Icons in Golf Course Menu



#### Game Options and Course Conditions

You can override Game Options or Course Conditions for current game. Default values for each new game are defined in Main Menu \ Service \ Game Setup dialog.



#### Autoplay

This option is intended for presentation of golf course and game on the course. It allows to replay any game you saved. Choose the course, saved game and number of holes to play. The installation package already contains some demo games to show playing on the course. During replay, you can control the game: skip to previous, next hole, exit, skip to previous/next shot using down/up arrows.



#### Hole Views

The option is also intended for presentation of golf course. It provides hole views of all course holes, one after other in a loop. During the hole view, click on the scene to skip between holes or finish the presentation.

### Playing Scene


The sheet in the left top corner displays the score, ball position surface, distance to pin, and shot length for each player. The shot length consists of 2 numbers; first one being the distance of ball flight (carry), second one complete ball travel (flight and rolling). Players who already finished the hole are marked by a small pin picture. Players in the sheet are sorted according to their distance from the pin. The yellow one (see image below) is on stroke.


Golf- & Countryclub Dachstein Tauern

PLAYER	SHOT	PLAYING PAR	TO PIN	BALL POSITION	SCORE	LAST SHOT
John	3rd	5	17.3 m	Rough	6	164/197 m
Peter	4th	5	2.12 m	Green	5	23.8/29.6 m
Helen	3	5	0 cm	In Hole	8	0/13.7 m

PLAYER	SHOT	PLAYING PAR	TO PIN	BALL POSITION	SCORE	LAST SHOT
John	3rd	5	17.3 m	Rough	6	164/197 m
Peter	4th	5	2.12 m	Green	5	23.8/29.6 m
Helen	3	5	0 cm	In Hole	8	0/13.7 m

12 PAR 5  
17.3 m +43 cm  
Rough

  
MENU

  
Rough

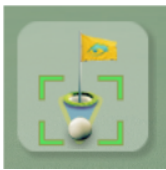


## Aiming and handling of game

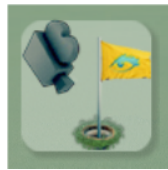
### Direction to play / Rotation

Default direction (scene view) of the shot on the tee is set to the flag (on PAR3 holes) or to the middle of fairway by optimal drive (PAR4, PAR5). In another position on course, the view and playing direction is set directly to the flag. You can change this direction by rotating view direction. Touch the screen to point in the desired direction by mouse click or touching the screen; the scene will rotate in this direction.

For finding out the flag position, you can use **following features from MENU:**



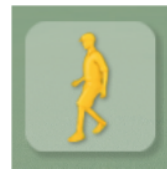
**Default View**



**Hole View**



**Show me Flag**



**Explore**

For more information - see Chapter [Menu and icons during playing](#), page 38.

### Top View

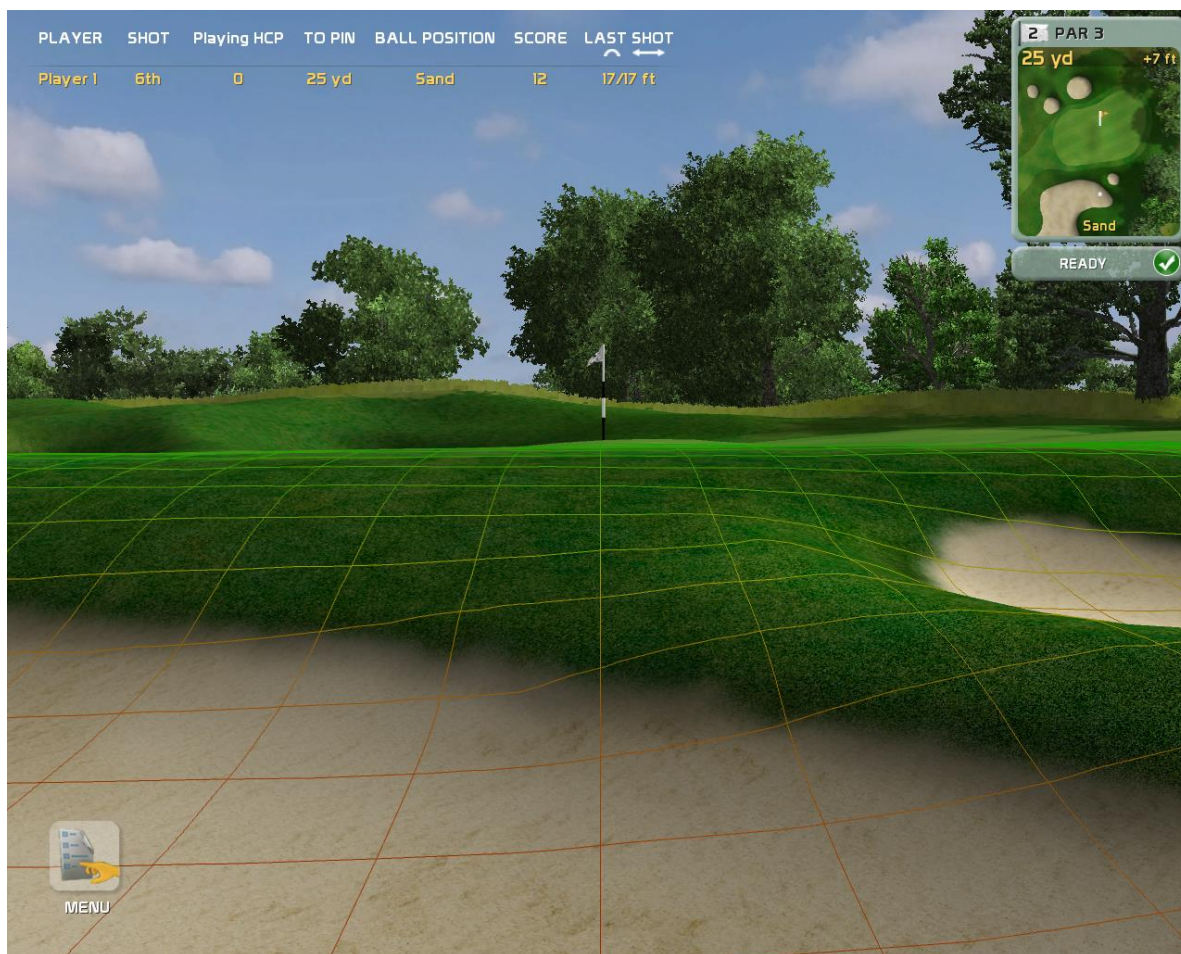
Panel in top right corner of the scene provides information about the surface current player is playing from, distance from the pin and elevation between current position and the pin. Click on the panel to maximize Top View. Explore the map of played hole. Click anywhere on Top View to measure distances in the scene and/or change player view direction. This is another way to change the view and playing direction.

#### TOP VIEW Window:



## Using the Grid

In **Game Option**, you can set the visible GRID - to show better plasticity of the terrain:



The maximum size of the Grid is **20x40m**. The standard square size is **1x1m**.

The size of the Grid changes dynamically as needed, in the case of a smaller distance to the flag, the size is smaller for a better color representation of the highest and lowest point of grid. At the same time, if the distance to the flag is less than 8m, the grid changes to **0.5x0.5m**.

If "ALWAYS" grid display is selected, the maximum grid is displayed from the ball position. When the distance between the ball and the flag is less than 30m, the grid is already displayed on the green.

The color gradient is used for 3D grid:



**LOWEST**

**HIGHEST**

Red hues are used for the lowest positions in the area, green hues are used for the highest positions.

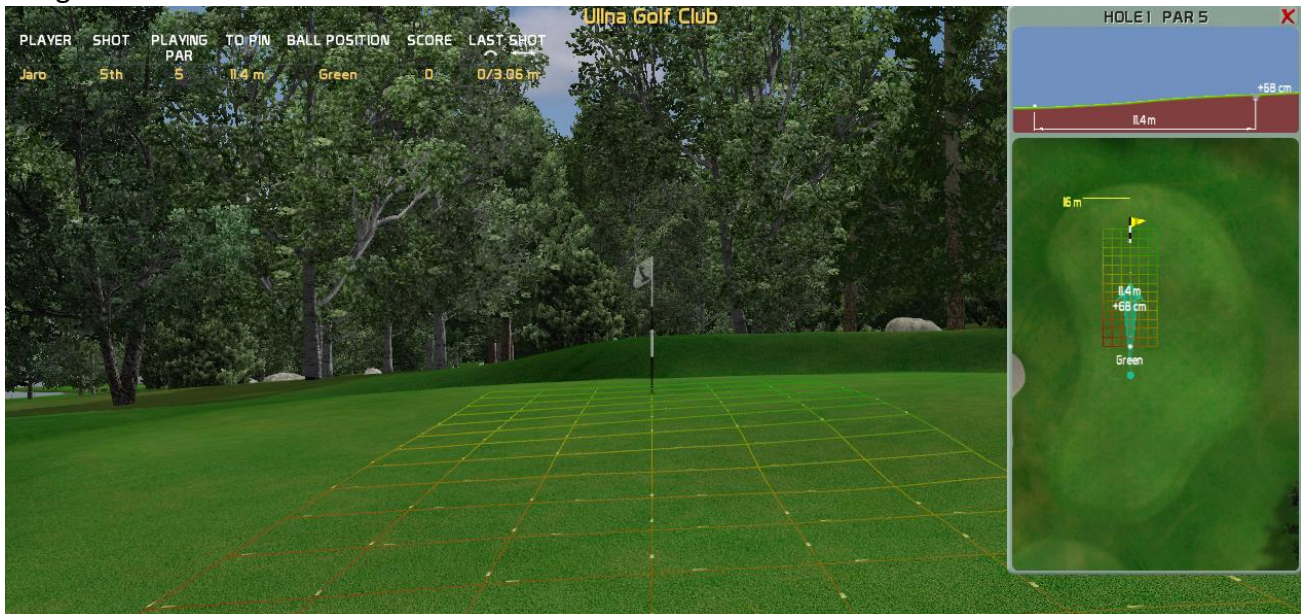
Color gradient changing from red to green means uphill.

Color gradient changing from green to red means downhill.



## Using Slope Animation – „Floating Grid“

In **Game Option**, you can set visible GRID + Slope Animation - to show better plasticity and slope on the green:



When the distance ball to the hole is less than 22m, moving objects along the grid will be displayed, which will better represent the direction and size of the slope of the green.

In addition to the color display of the grid, the direction and speed of moving objects tell about the slope.

It takes 7 seconds to display the objects. If you click on the scene or the Default View icon, the animation starts again.

For grid and slope animation setting see also SETTINGS -> GAME SETUP -> GAME OPTION 1 ->

### 3D GRIDS & GREEN SLOPE ANIMATION:

Grid & Animation – On the green and close to green (default)

Grid & Animation – Always

Only Grid - On the green and close to green

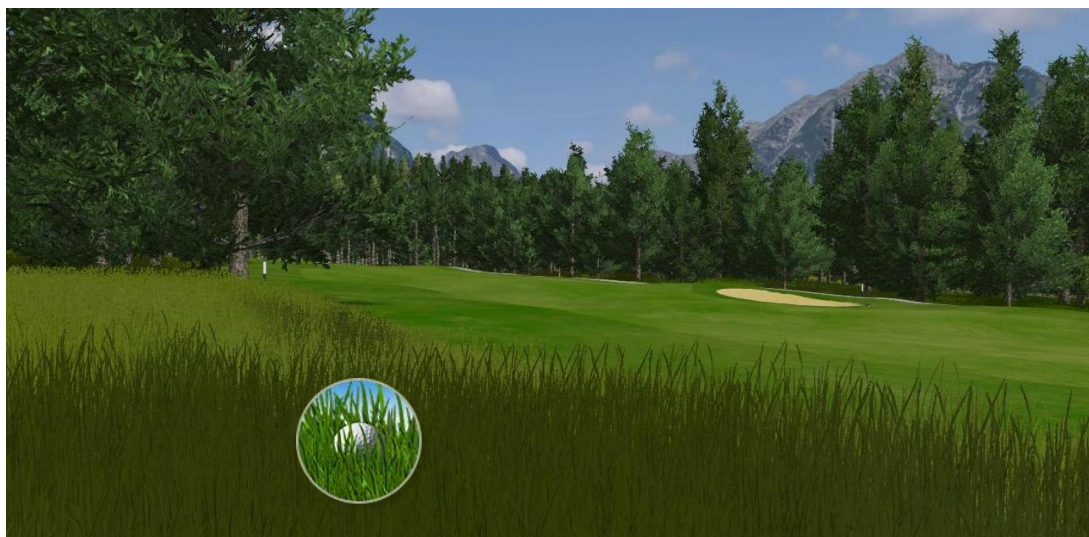
Only Grid – Always

Never

### Terrain Influence using

Using the "Terrain Influence" function leads to players not acquiring bad habits while playing on the simulator which could affect their performance playing in nature. It motivates players to avoid water, tall grass, sand and other hazards on the course.

When the ball sits on a course surface other than the fairway or green, it is possible that the ball can be buried in the terrain. The subsequent stroke will be affected by the position of the ball, as well as the type of stroke, especially the launch angle of shot.



The behaviour of the ball on impact is influenced by the surface on which the ball lands. The parameters of a ball in flight (speed and descent angle) will affect the position where the ball will eventually come to a stop and how far it is buried in the surface. It can land in a normal position, be buried, or even land in a beneficial position such as on top of the grass (fluffy, firm).

The surface material, the level at which the ball is buried in the surface as well as the type of subsequent strike affect how much the strike is reduced. The type of terrain also affects the reduction of the ball speed.



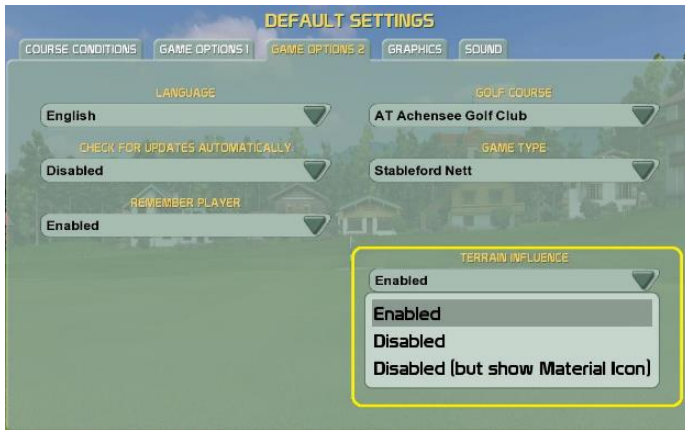
The heavier the terrain and the deeper the ball is buried, the more important it is for the strike to be high (higher Launch Angle angle) to minimize the influence of the terrain.

The player is informed about surface, the location of the ball, the position the ball lies, as well as a range of influences (reduction) by the icon in the bottom right corner (providing this display and influences have been enabled in the Game Setup).





### Terrain Influence - Setup settings.



The player can enable or disable the influence of the terrain in the section SETUPS -> GAME SETUP -> DEFAULT SETTINGS -> GAME OPTION 2 -> TERRAIN INFLUENCE.

Alternatively, the player can keep the influence icon displayed in the background, but the influence of the terrain will not be displayed, playing is without damping.

### Information in the game:

The player is informed before the each stroke of placement of the ball and its position (in the picture, with additional information displayed after clicking on the icon).



After the stroke the player receives information about the applied damping in the post-shot picture:





**Terrain options, ball position and their influence on the flight of the ball:**

**1. Tee, fairway, forgreen and green do not affect the stroke and the flight of the ball.**



*On TEE*

*Fairway (normal)*

*Fairway (fluffy)*

*Forgreen*

*Green*

**2. High grass (Rough, Heavy Rough).** It affects the shot from 8% (fluffy) to 40% (buried). The damping in a given range depends on the vertical launch angle of shot.



*Buried (30%-40%)*

*Normal (12%-15%)*

*Fluffy (8%-10%)*

*Heavy Rough ( 12%-15%)*

**3. Deep grass.** It affects the shot from 20% (fluffy) to 45% (buried). The damping in a given range depends on the vertical launch angle of shot.



*Buried (35%-45%)*

*Normal (20%-30%)*

**4. Sand.** It affects the shot from 6% (fluffy) to 40% (buried). The damping in a given range depends on the vertical launch angle of shot.



*Buried (30%-40%)*

*Normal (25%-35%)*

*Fluffy (23%-30%)*

*Firm ( 6%-10%)*

**5. Other possible materials (asphalt, concrete, gravel on pathways)** dampen the shot minimally or not at all.



*Asphalt*

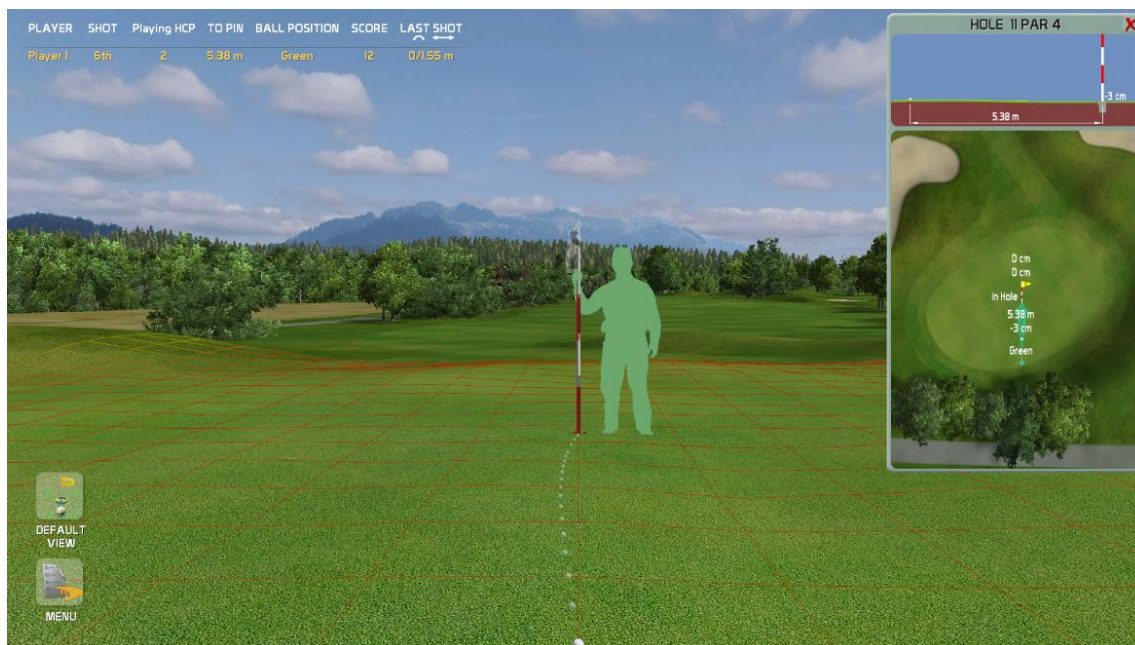
*Concrete*

*Foot Path*

### Help with putting

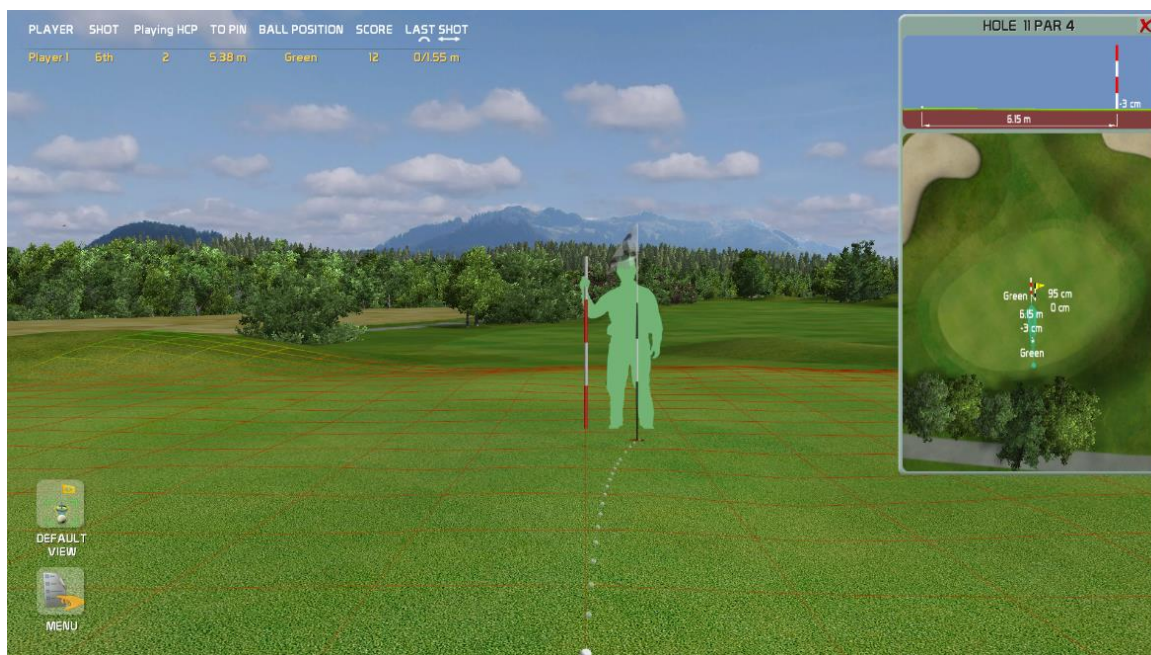
Putting is improved with a new feature – possibility to rotate the scene view of the green to the direction of an ideal putt, which allows beginners to concentrate only on the strength of the putt. Direct shot increases the possibility of hitting the hole.

#### SHOW IDEAL PUTT – Without camera rotation:



You have to choose a suitable direction angle of putt.

#### SHOW IDEAL PUTT – Rotate camera to ideal putt direction:



You can play always straight. The terrain left/right break turns the path of the ball.

Note: Rotation in the direction of the ideal putt is manifested if the distance of the ball from the hole is less than 20m.

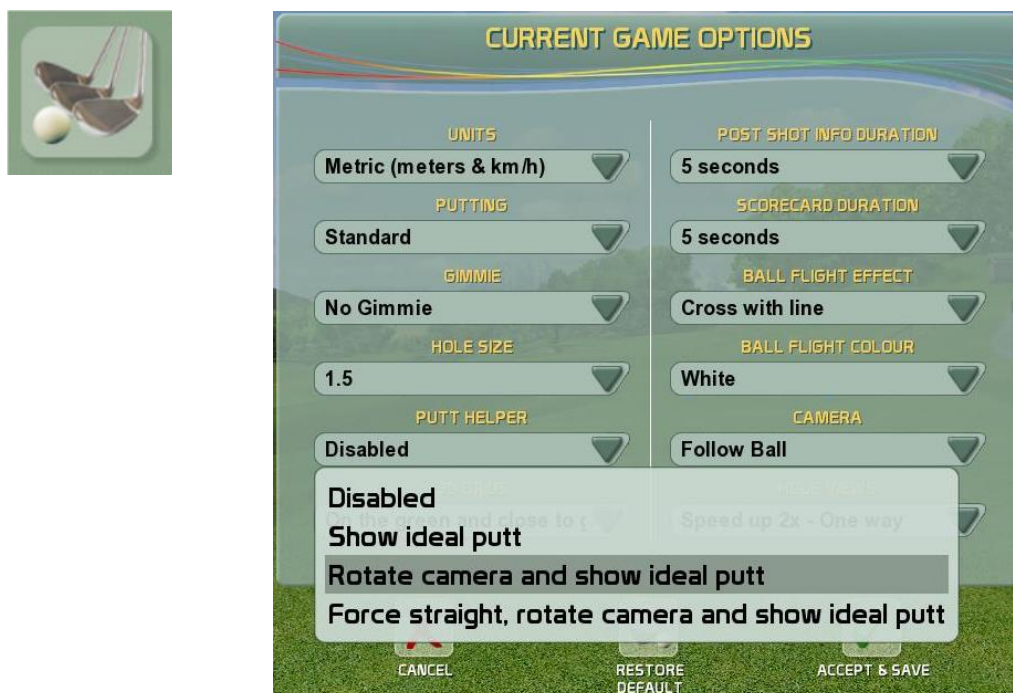


### Setting putt helping options:

Set “**SHOW IDEAL PUTT**” parameter in DEFAULT SETTINGS, GAME OPTION 1 as default after start each game.



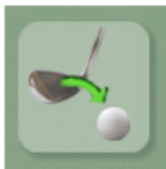
Set “**SHOW IDEAL PUTT**” only temporally - only for current game in MENU, CURRENT GAME OPTION.



Item “**Force straight...**” is designed for children and beginners, the putt will be straightened, the side angle of the ball path will not be considered.

## Menu and icons during playing

Menu contains all other icons:



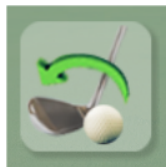
### Mulligan

Cancel your last shot. It is possible to cancel only one last shot. Use this for cases when you think the measurement system did not measure your shot correctly, or if you were disturbed by something during the shot.



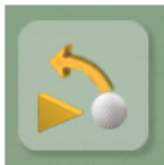
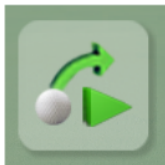
### Rehit

Repeat your shot from the previous position. Use if you shot into forest, hazard or any other place where it is impossible to continue playing from. One penalty is added to your score.



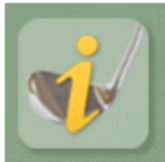
### Drop / Finish Drop

Drop the ball to define new position you want to play from. This function is used after hit into water or area bounded by red/yellow sticks. You can move back to find a better position. Click Finish Drop if you are satisfied with your new position. One penalty is added to the score after hitting water or dropping the ball.



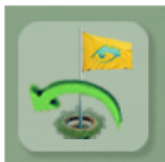
### Replay and Replay Reverse

Replay your last shot to see it again. Replay Reverse gives you the opportunity to see the shot from the recent position of golf ball.



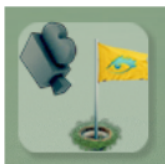
### Last Shot Info

Shows information about the last shot such as player's name, score, length of shot, distance from pin, launch and flight parameters or surface material.



### Restart Hole

Play hole from the beginning.



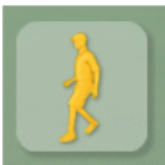
### Hole View

Run flyby to explore the hole.



### Show Flag

Check the direction of flag position. Flag moves fast towards the player and back to its location.



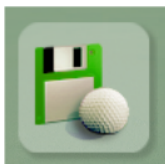
### Explore

Explore the hole by walking on the course.



### Scorecard

Display dialog with scorecard to see current score of players. The first column displays the EGA Playing handicap – number of shots subtracted from the score calculated from player's handicap and course properties (course rating, slope rating).



### Save Game

Save your game in any state. You can continue playing the game using the Resume Game icon in main Menu.



### Finish Game

Decide to save or not to save the game in the dialog. The same action is invoked by the Esc key.

After expanding the menu (MORE), following icons appear:



### Remove Player

Remove player who does not want to continue the game from the flight



### Skip Player

The player on his turn can be skipped if he is not ready to shoot. It causes no penalty; the skipped player will be on his turn later.



### Player to Next Hole

Click this icon if current player wants to pick up ball and finish the current hole. Eight penalty points will be added to the score.



### All to Next Hole

Click this icon if all players want to give up playing of the current hole. Eight penalty points will be added to the score of each player.



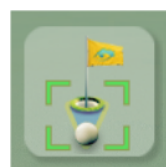
### Practice

Practice your shots from current position any time during playing. Continue with the game after finishing the practice mode.



### Full Info

Show / Hide the sheet at the top of the screen with information about players' last shots.



### Default View

The command can be used after player rotates the view manually (using yellow arrows or touch on touchscreen). Click this icon to return the player's view to default direction: middle of the fairway from the tee (PAR4, PAR5), or to the flag.



### Explore

Explore the hole by walking on the course.





### Game Options

You can override Game Options for the next play. Default values are defined in Main Menu \ Service \ Game Setup dialog.



### Course Conditions

You can override Course Conditions for the next play. Default values are defined in Main Menu \ Service \ Game Setup dialog.



### Game Statistics

Display dialog with statistics of players' shots during the game.

### Game statistic details:



Golf- & Countryclub Dachstein Tauern			
Players's Name	Player 1	Player 2	
Holes Played	5	5	
Holes in One	0	0	
Longest Drive [F]	201 m	260 m	
Ave. Drive [F]	185 m	206 m	
Total Drives [F]	4	4	
% Drives [F]	100	100	
Greens in Reg.	0	1	
% Greens in Reg.	0	20	
% Par Saves	20	0	
% Sand Saves	-	-	
Total Putts	9	9	
Putts / Hole	1.8	1.8	
Putts / Hole [GIR]	-	1.0	
Chlp-ins	0	0	
Par 3 Dist. to PIN	26.9 m	18.8 m	
Ave. on Par 3s	4.0	4.0	
Ave. on Par 4s	6.0	4.0	
Ave. on Par 5s	8.0	8.5	
HCP	12.6	9.0	
Playing HCP	11	9	

**Player's (Team's) Name** – name of the player or name of the team in team game (e.g. Texas Scramble )

**Holes Played** – number of finished holes

**Holes in One** – number of holes finished by single stroke

**Longest Drive (F)** – longest distance between start stroke (Tee) and stop position of ball, only in case of drive to Fairway – defined as *Drives (F)*. Drives ended in Rough, Water, Hazards, are not counted in in this parameter.

**Drive (F)** is the first stroke on PAR4 and PAR5 holes which finished on Fairway (or Green, Foregreen, Tee and Hole in One).

**Ave. Drive (F)** – average length of Drive (F)/total drives (F)

**Total Drives (F)** – number of Drives (F)

**% Drive (F)** – percentage of Drives (F)/All Drives (on finished holes PAR4, PAR5)

**Greens in Regulation (GIR)** – Number of holes where player achieved green according to the rule:

- for par 3, ball is on green by 1<sup>st</sup> stroke
- for par 4, ball is on green by 1<sup>st</sup> or 2<sup>nd</sup> stroke
- for par 5, ball is on green by 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> stroke

*Note: The GIR is registered only if the ball ended on green, regardless where it landed.*

**% Greens in Reg.** – percentage of GIR holes count/all finished holes

**% Par Saves** – percentage of Par Save count/all 'no GIR' finished holes

**Par Save** – number of holes where player did not reach GIR but finished hole with PAR or better. Count of Par Saves is compared to all finished holes without reaching green in regulation.

**% Sand Saves** – percentage of Sand Save count/all 'In Sand' finished holes

**Sand Save** – number of holes where player did at least one stroke into sand but finished hole with PAR or better. Count of Sand Saves is compared to all finished holes where ball lay in sand.

**Total Putts** – number of putts on all finished holes

**Putts/Hole** – average number of putts on all finished holes (Total Putts/All Finished Holes)

**Putts/Hole (GIR)** – average number of putts on all finished holes with GIR only  
(Total Putts on GIR Holes/All Finished GIR Holes)

**Chip-ins** – number of strokes played outside of green which finished in hole

**Ave. on Par 3s** – average number of strokes played on all finished PAR3 holes

**Ave. on Par 4s** – average number of strokes played on all finished PAR4 holes

**Ave. on Par 5s** – average number of strokes played on all finished PAR5 holes

**HCP** – Players handicap (EGA Handicap) - defined by user before the game

**Playing HCP** – playing handicap for Player (Team) on current course. It is modified player's HCP according to the difficulty of golf course. (Calculated from CR and SR rating of golf course.)

## Postshot

The standard type of Postshot is displayed when playing on a golf course or during training (Practice).

Fun games have Postshot that depends on a particular game.

The displayed parameters depend on data provided by the device.

### Postshot for playing on Golf Course and Driving range:



**Distance** – Total distance of shot

**Carry** - ball flight distance by air, from launch to impact on the ground

**Deflection** – Left or Right distance from where the ball landed to a straight line

**To Pin** - remaining distance to hole

**On the left** (for right-handed players), the following parameters of **the ball** fly are displayed:

**Launch Angle** – Vertical Angle of ball Flight

**Back Spin** – Vertical reverse rotation of a ball

**Ball Speed** – Velocity of ball after impact

**Side Spin** – Horizontal Spin. "+" value is spin to Right, "-" to Left.

**Direction** – Horizontal Angle of Ball Flight. "+" value is Right direction, "-" Left.

**Launch Angle** – Vertical Angle of ball Flight at start

**On the right side** (for the right-handed players), the following parameters of **the club** are displayed:

**Attack Angle** – Vertical Angle of Club before impact

**Dynamic Loft** – Effective loft of club in the moment of impact after ball leaves the club head

**Club Speed** – Speed of Club head before ball impact

**Club Face** – Angle between front edge of Club Head and vertical line to shot direction line in the impact moment. "+" is OPEN Club Face, "-" means CLOSED

**Club Path** – Angle between path of Club Head and the direction line in the impact moment. "+" is IN to OUT, "-" means OUT to IN.

For left-handed players, the parameters are opposite, the right and left sides of table are switched.

Note: The image of the club (Driver, Iron, Wedge) is displayed based on the estimate of the club according to the received data. A shot that differs from the standard values, can be caused by confusion of the club type.



## B. PRACTICE



Improve your swing in training in three modes on the driving range (Driving Range / Team Training / Club Fitting), practice chipping and putting (Chip & Putt, Putting), or practice shots from any position on a selected golf course.



### Practice on Driving Ranges

#### Driving Range, Team Training, Club Fitting

In all driving range modes, you can choose from various areas for practice: classic, short, long or special range.



Use FlyBy icon



to see all trajectories in 3D flight around.



## Driving Range

Driving Range section is suitable for single player practice, you can choose from several driving areas and training conditions.

In "2D View & Dispersion" part, you can see side and top view, but also statistics and dispersion of your shots and more.

## Team Training



The Team Training is suitable for common training of a small group with a trainer, where players can be compared according to their results, including smallest scatter (dispersion) and average values. It is possible to use this option for a 2-4 Players competition in these parameters, too.

Statistics and results are displayed according to individual players.

**Needed settings:** number of players, number of shots of each player (changing after), names of players, and preferred color of ball flight trajectory.

In "2D View & Dispersion", it is possible to see Dispersion of each player and comparison of total and average parameters.

"Results" - viewing results according to players and evaluation of the best one and the second best.

## Club Fitting



Club Fitting option is useful when choosing the most suitable club, for example when shopping. You can try out various clubs, by different brands, and the software evaluates the best club according to various parameters (carry, total, backspin, dispersion), even by average values.

Shots in statistic are collected according to clubs used.

**Needed settings:** names of tested clubs (Brand name), preferred color of ball flight trajectory of clubs.

In "2D View & Dispersion", it is possible to see Dispersion of each club and comparison of total and average parameters.

"Results"- viewing results according to clubs, and recommendation of the most (and second most) suitable club.



Dispersion of shots (for all driving modes):



Choose appropriate distance to green for better evaluation of shots.

In Standard View (3D), use the "2D View & Dispersion" icon to see 2D View, Dispersion, statistics and evaluation of your shots.



In **Club (Player) Statistics**, you can delete unsuccessful strikes to correct dispersion and results.



In the top left corner, you can check the Clubs (Players) options to display (or hide) selected trajectories.

Results:



**Club Test results** Choose "Club Test Results" icon to see Club recommendation

**Team Training results** Choose "Team Training Results" icon to see training results and player comparison.


### CLUB TEST RESULTS

PLAYER John      DATE 31-Jan-19      FLAG POSITION 150 yd

MAXIMUM <small>(from all shots)</small>							
BEST CLUB				SECOND BEST			
DISCIPLINE	NAME	SHOTS	VALUE	NAME	SHOTS	VALUE	PERCENTAGE OF BEST
Longest drive - Total	Callwy I7	5	176 yd	Mizu I7	4	155 yd	88%
Longest drive - Carry	Callwy I7	5	165 yd	Mizu I7	4	132 yd	80%
Highest Backspin	Callwy I7	5	4746	Mizu I7	4	4135	87%
Nearest to PIN	Mizu I7	4	6 yd	Callwy I7	5	7 yd	86%

AVERAGE VALUES <small>(for each club)</small>							
BEST CLUB				SECOND BEST			
DISCIPLINE	NAME	SHOTS	VALUE	NAME	SHOTS	VALUE	PERCENTAGE OF BEST
Longest drive - Total	Callwy I7	5	155 yd	Mizu I7	4	139 yd	90%
Longest drive - Carry	Callwy I7	5	140 yd	Mizu I7	4	126 yd	90%
Highest Backspin	Callwy I7	5	4282	Noname I7	4	4044	94%
Nearest to PIN	Callwy I7	5	13 yd	Mizu I7	4	14 yd	93%
Best Dispersion - Total	Mizu I7	4	184 yd2	Callwy I7	5	594 yd2	31%
Best Dispersion - Carry	Mizu I7	4	76 yd2	Noname I7	4	490 yd2	16%

 PRINT       OK

### TEAM TRAINING RESULTS

PLAYERS 4      DATE 12. 11. 2020      FLAG POSITION 160 yd

MAXIMUM <small>(from all shots)</small>							
BEST RESULT				SECOND BEST			
DISCIPLINE	NAME	SHOTS	VALUE	NAME	SHOTS	VALUE	PERCENTAGE OF BEST
Longest drive - Total	Alex	6	189 yd	Victor	6	173 yd	92%
Longest drive - Carry	Alex	6	178 yd	Victor	6	164 yd	92%
Highest Backspin	Victor	6	4944 rpm	Alex	6	4721 rpm	95%
Nearest to PIN	Victor	6	3 yd	John	5	8 yd	38%

AVERAGE VALUES <small>(for each player)</small>							
BEST RESULT				SECOND BEST			
DISCIPLINE	NAME	SHOTS	VALUE	NAME	SHOTS	VALUE	PERCENTAGE OF BEST
Longest drive - Total	Victor	6	161 yd	Alex	6	160 yd	99%
Longest drive - Carry	Alex	6	150 yd	Victor	6	147 yd	98%
Highest Backspin	Victor	6	4574 rpm	Alex	6	4373 rpm	96%
Nearest to PIN	Victor	6	9 yd	John	5	15 yd	60%
Best Dispersion - Total	Viki	5	157 sq yd	Victor	6	420 sq yd	37%
Best Dispersion - Carry	Viki	5	127 sq yd	John	5	394 sq yd	32%



## Driving Ranges Setup ( for all driving modes ):



This driving range setup is common for all driving modes: **Driving Range, Club Fitting and Team Training**. The dialog allows you to define:

**DRIVING RANGE** - choose preferred type of driving range.

**PIN DISTANCE** - Choose from pin distances predefined on driving range. You can also click on any position in the Define Position window to change the position of player and thus change the pin distance. Selecting the appropriate green distance to be trained is important for correct evaluation of the dispersion, statistics, and training results.

**FLAG DISPLAY** - Yes/No to show flag on selected green or not

**TARGET CIRCLE** - Display aiming circle with defined diameter around the pin.

### GRID

#### Elevation Spacing, Distance Spacing

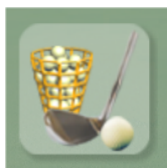
Setup spacing parameters of grid used in FlyBy function.

#### Distance Grid in 3D

Allow grid (Yes/No) in 3D View

## Additional Icons in Practice Modes

Most of the features known from playing Golf Course are available also in practice mode, but there are also other functions you can set to improve your training.



### Driving Range Setup:

Access the dialog to change driving range setup. The Driving Range Setup dialog appears also at the beginning of playing on Driving Range.



### 2D View & Test Results

Switch scene to larger 2D view, where top and side view are combined next to each other.



### Show Dispersion (ON/OFF)

Show Dispersion in top View



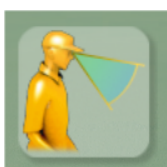
### Carry (ON/OFF)

Show Dispersion for Carry/Total Distance



### Club Fitting /Team Training Results

Show Results of Club Fitting (Club recommendation) or Team Training (Player comparison)



### 3D View

Return to driving range standard 3D View.



### Club Statistics (for Driving Range and Club Fitting)

The sheet allows you to see shots sorted according to clubs. For Club Fitting player decides how shots are categorized - according to type, brand name, etc.



### Change Club in Driving Range – set a new color of trajectory,

In Club Fitting - assign next shots to a new club, and thus to a new group of data.



You can also change the color in one group of shots in Club Fitting for better distinction.



**Player Stats** (for Team Training)

The sheet allows you to see shots sorted according to Players.



**Delete All Shots** to empty the sheet including trajectories and shots data.



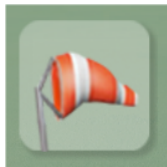
**Delete Selected Shots** to remove shots from club statistics, and recalculate the statistics, dispersion and club test or training results.



Click the **Print** icon to print the statistics table.

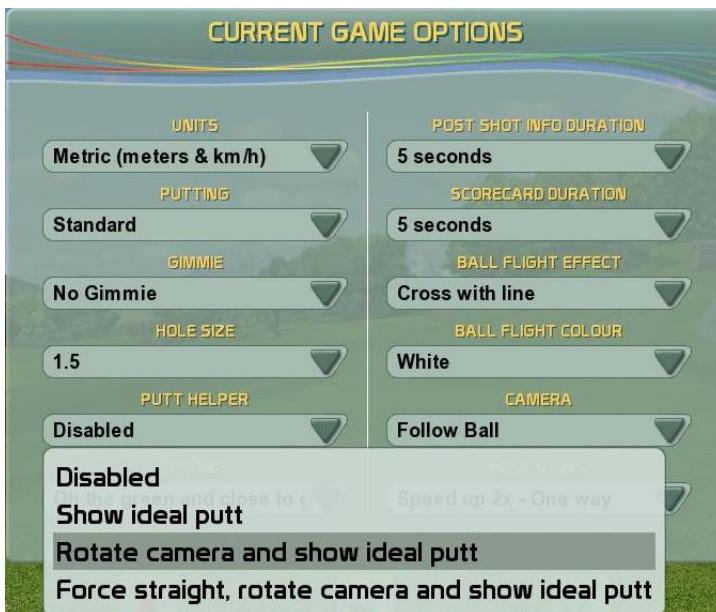
## Chip & Putt Practice

Train your short shots and putting on a practice green. The first dialog allows you to choose a player and flag positions. Choose one circle and one cross to practice your shots.



### Chip & Putt Option, Conditions

In this settings you can set Course conditions or Game options (only for current session).



## Practice on Course

Practice your shots from any position on golf courses to improve your skills in special situation or place on real golf course.



## Putting

Improve your skills by playing a putting game on golf course greens.





## C. GAMES

Enjoy the set of amusing golf games aimed at the whole family. You can extend the amount of games in this section by purchasing the **Golfisimo** game package. They will be installed to this same section. (See also Chapter C2. Additional GAMES – GOLFISIMO - page 57 ).



### Target Golf

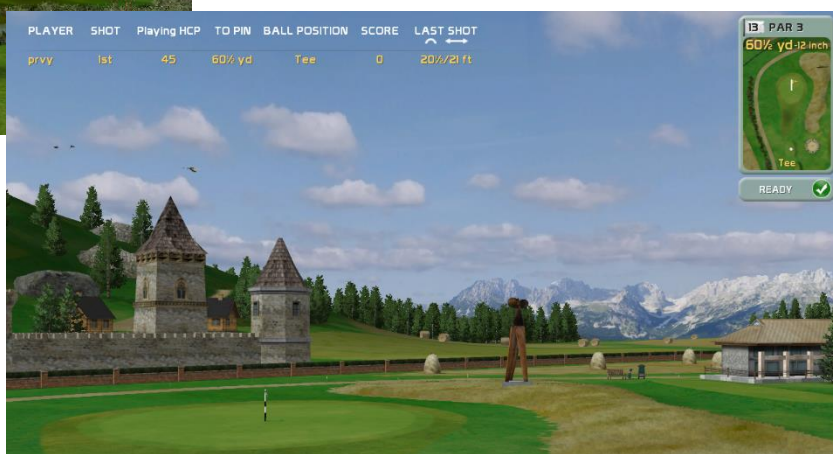
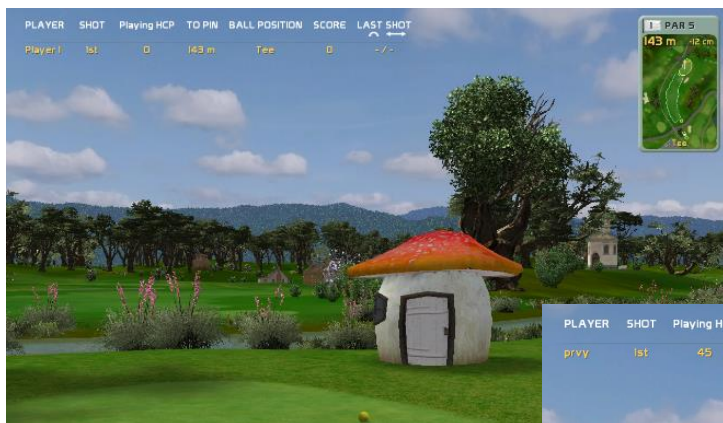
This game through fun improve precision of your shots. The course contains islands in different dimensions and distances. The player has several strokes to reach an island and obtain points, the number of which depends on distance to pin. Players collect points on multiple islands using defined number of shots.





## Easy Golf

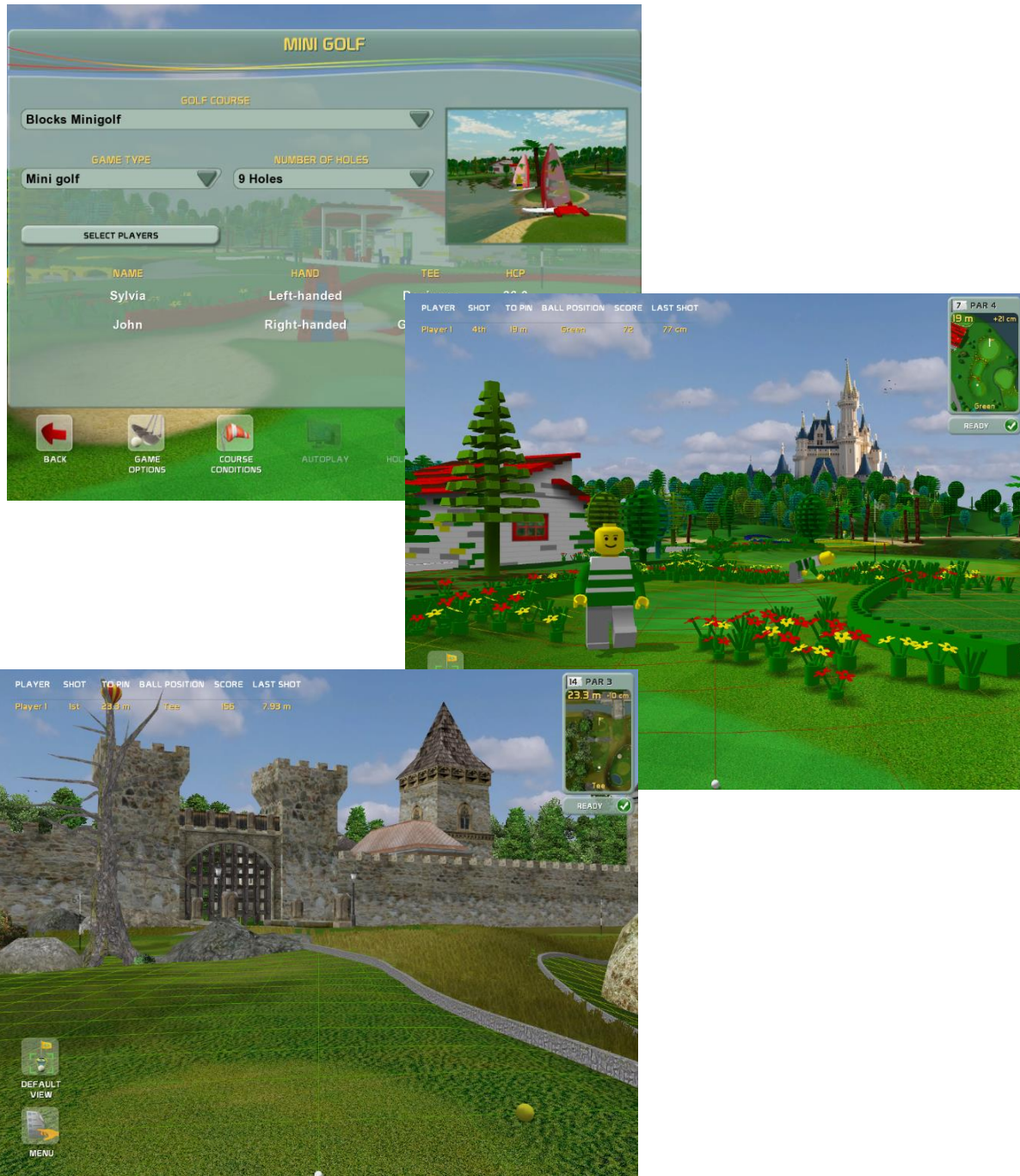
Easy Golf offer short golf as P&P, PAR3 courses for beginners and golf courses designed for children. Fairytale course with many fairy tale themed objects is regulated by the same rules as a standard golf game, but holes are substantially shorter, results comparable to adult players.



**PIN 60½ yd  
flat**

## Mini Golf

Play on mini golf courses using only putter to deliver the ball into the hole in as few strokes as possible.



Set **Switch Player:**



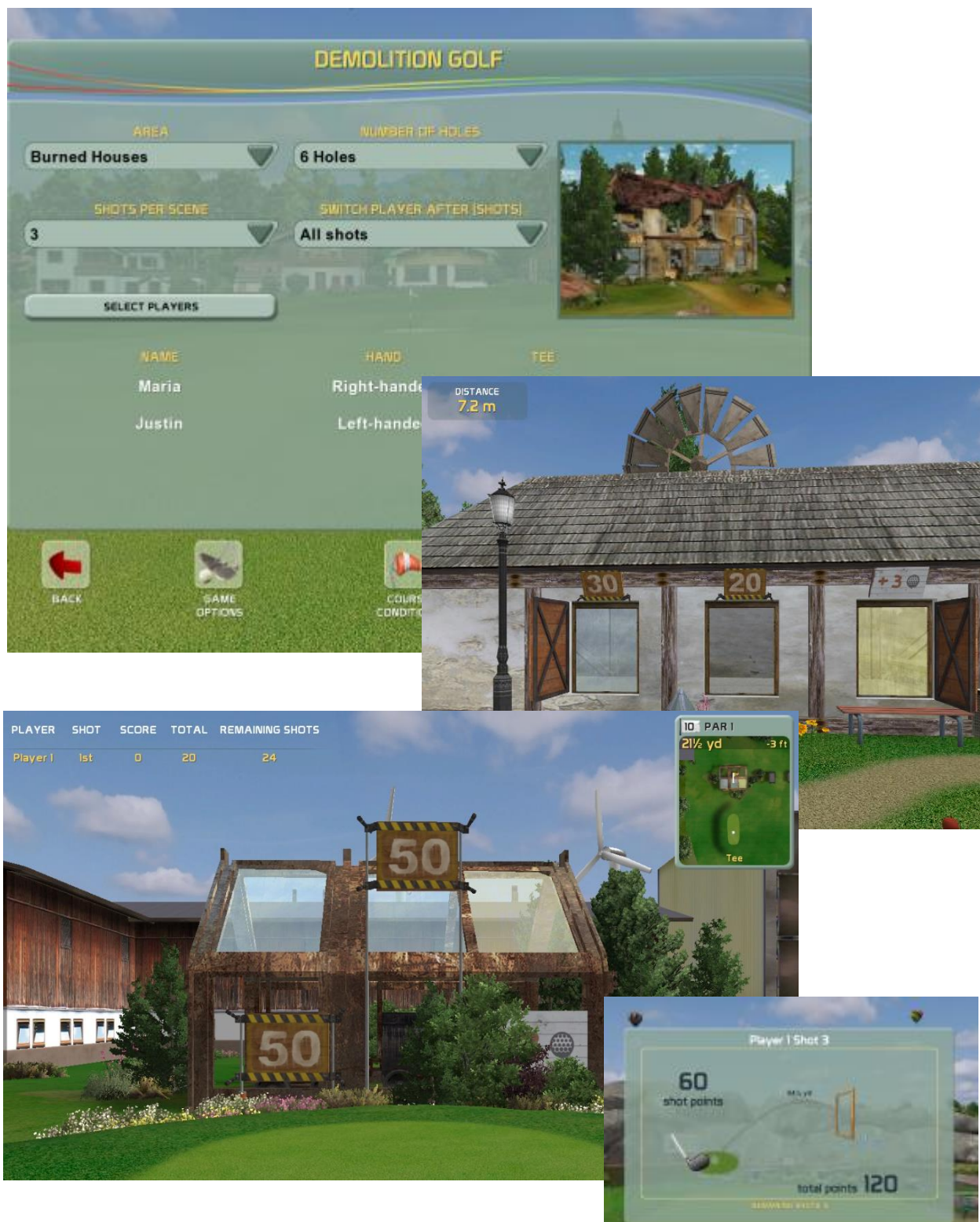
**After end of Hole:** Each player plays continuously one hole to end.

**By the golf Rules:** Players alternate according distance to hole, similarly as in the Stroke game.



## Demolition Golf

Try this entertaining game aimed primarily at teenagers. Courses contain a set of ramshackle old buildings or greenhouses. Players obtain points by breaking windowpanes. They collect points in multiple scenes using defined number of strokes for each one and try to achieve the highest score.



## C2. Additional GAMES – GOLFISIMO



With purchase and installation of the **Golfisimo** package, you obtain more golf courses in the Games section, and also new types of golf games. These fun games improve your golf skills, accuracy and consistency of shots, short play and game strategy.

**Golfisimo** can also be used as an independent program. The installation is done in the same way as the installation of the **Creative Golf®**. If you already have the **Creative Golf®** installed, **Golfisimo** will be installed inside the Games section, which will be renamed to Golfisimo, so that you can manage all the games from one interface.



The first four games are designed for 1 to 8 players, on the other hand Head-to-head games are for two players or teams playing against each other.

In addition to new games at the bottom, the **Golfisimo** package also includes new playgrounds in the original Games section, especially new Target course, Chip & Putt and Par3 courses, impressive mini-golf courses, and more...





## Darts

The Darts game is designed for one or more players.

Players can choose from the standard Darts games: High score (for 6 or 9 rounds), 301 Single Out and 501 Single Out. These are displayed on three large targets in nature from different distances.



### Target distance:

You can choose from three target distances.



### Game:



In the **High Score** games, the aim is to achieve maximum points in a given number of rounds.

In the **301 or 501 game**, the aim is to be the first to reduce a fixed score to zero. Points are subtracted from player's total after every three strokes.

The value of each section of the dartboard is displayed on the dartboard.

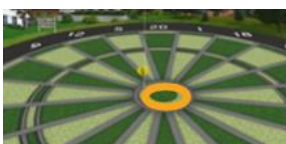
### Values on the dartboard:



Hitting the **Inner Ring** scores triple the points value of the section



Hitting the **Outer Ring** scores double the points value of the section



Hitting the **Outer Bullseye** scores 25 points

Hitting the **Inner Bullseye** scores 50 points

## CastAway

The CastAway game is designed for one or more (max 8) players.

The aim of the game is to get from a desert island to the mainland by passing from island to island with as few strokes as possible.



Choose the distance to the mainland and the nearest island according to your skill and ability.



On some islands, you may get a bonus that moves you one island closer to the mainland, or a penalty that cancels your latest stroke.



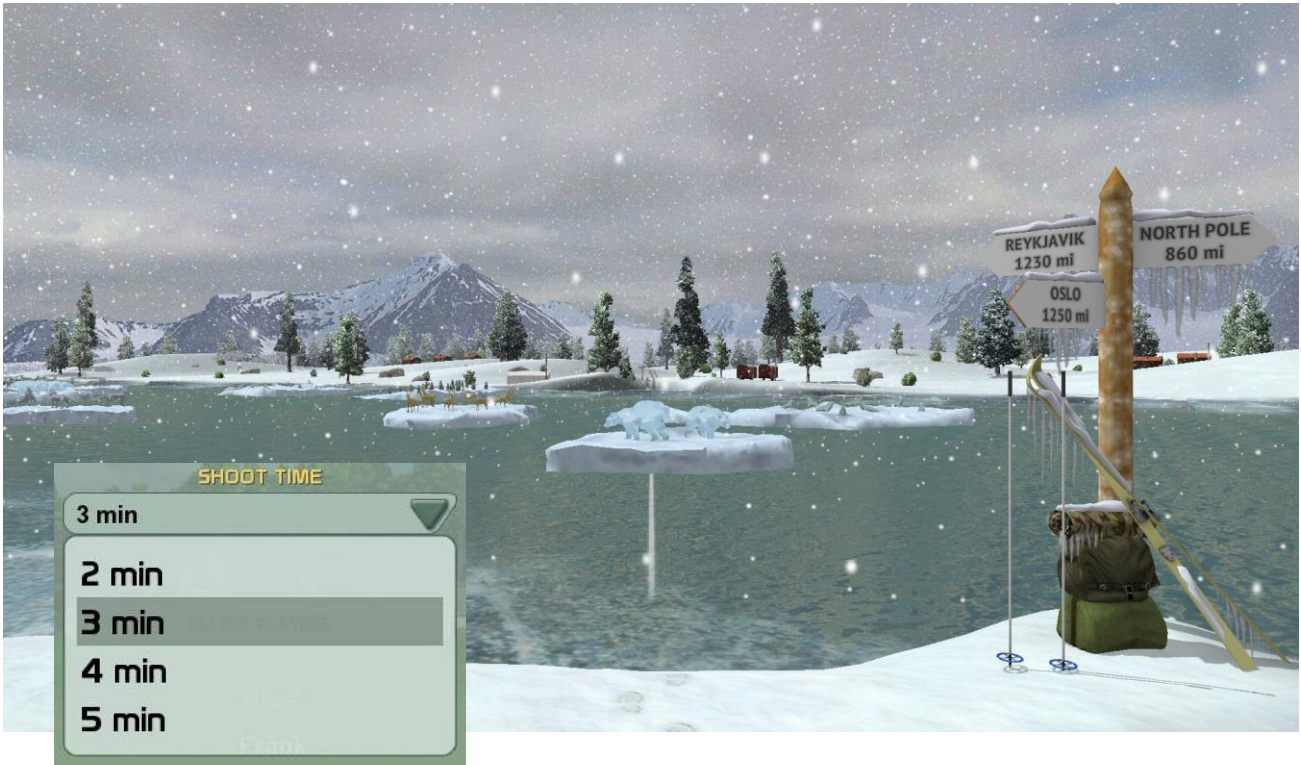
Watch out for sharks!



### Shooting range

The game for 1 to 8 players, is designed to refine one’s promptness, assessment of the situation, decision making, and correct golf stroke under time stress.

Players shoot at floating ice blocks during the selected time interval in order to get as many points as possible.



They are awarded 100 points when they hit a floating ice block, and a bonus of 300 points if they hit the statue in the middle of the block.





## Biathlon

The game is designed for 1 to 8 players to practice the consistency of their strokes, keeping an accurate launch angle and precise pitch shots under the stress of a time limit. Each hole is played for best time result.

The aim of the game is to play the entire course in the shortest time.

The player with the shortest game time wins the game.

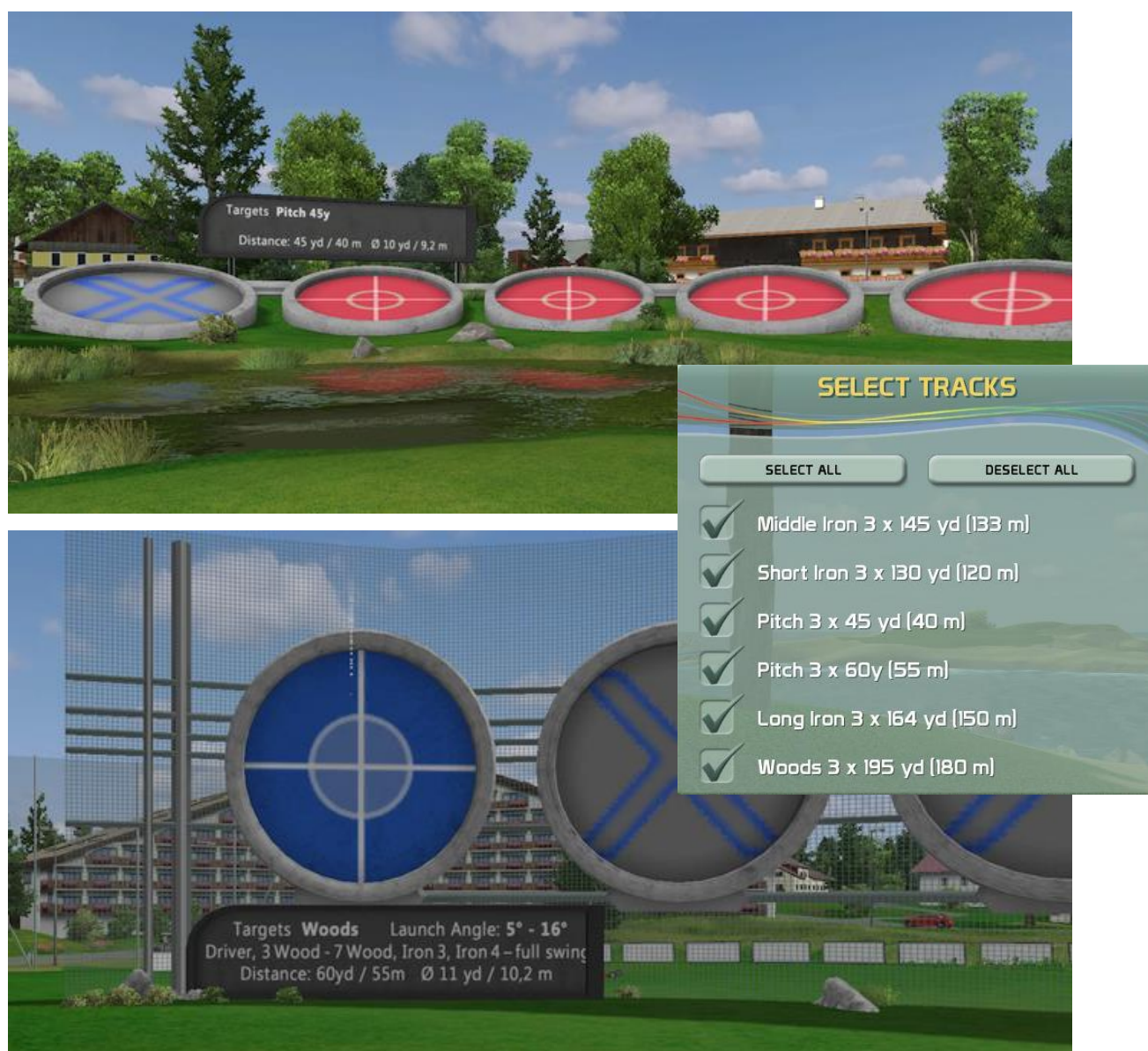
The game on each hole consists of:

**1. Reaching the green** - ideally in three strokes using the same club.

**2. Trying to hit five targets** in five strokes; one stroke per target.

Missing a target is penalized with a 30 second penalty.

The course consists of six tracks (holes). Choose the hole you which to play according to your skill and ability. Each hole and target on green is designed to be played with the same club.



The targets are designed to take into consideration the launch angle of the selected club for the hole at full swing.





The stopwatch starts running with the first stroke, and pauses between holes or when you rotate the scene, or choose items from the Menu.

## Bridges

The game is designed for two players or two teams (red and yellow).

Players try to connect three parts of a city by creating bridges between individual islands by one path. They need to hit neighboring islands to build a bridges.



Red player builds footbridges from red bricks, yellow player footbridges from yellow stone.

They have one, two or three attempts, according to their game settings. If the ball hits water, or an occupied island, and the player is out of attempts, the opponent continues.

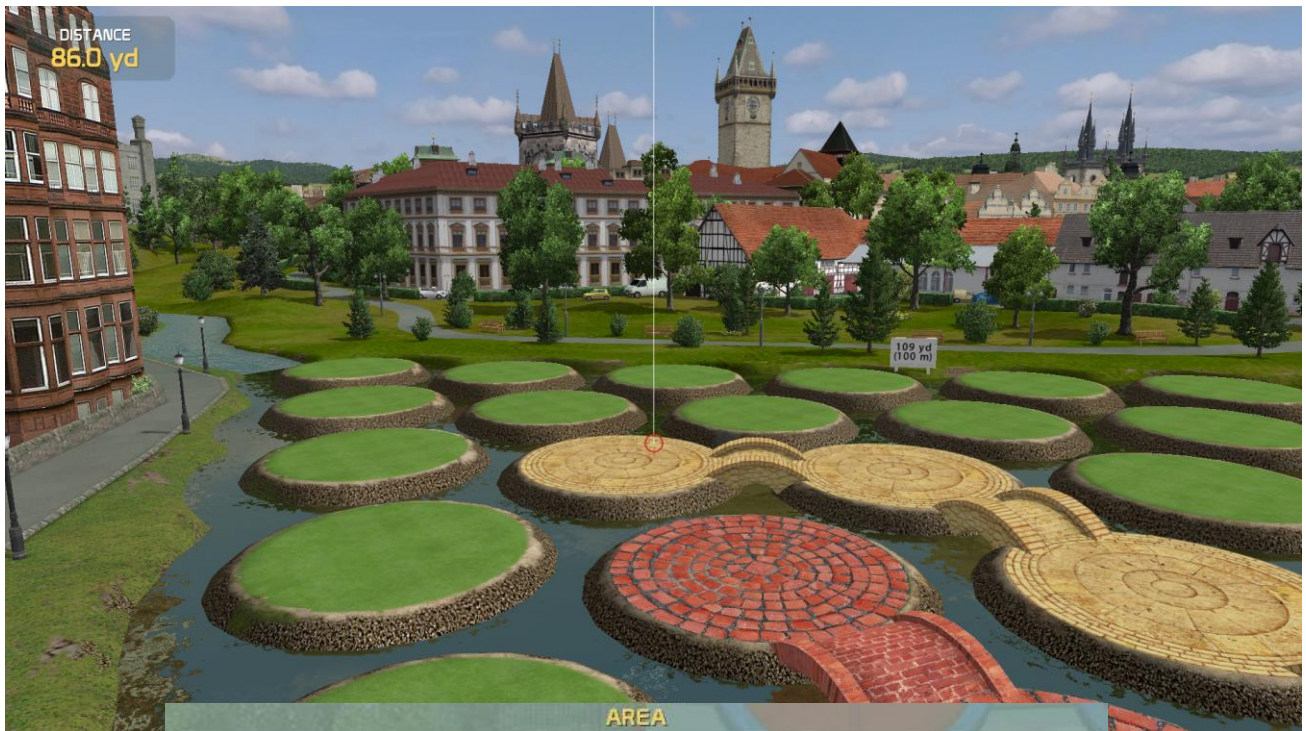


Player (team | who connects three parts of a city, wins.





For this game, two game areas are available, 40-110 yds. and 25-70 yds. for pitching.



**AREA**

City Footbridge Course

City Footbridge Course

Pitching Countryside Resort

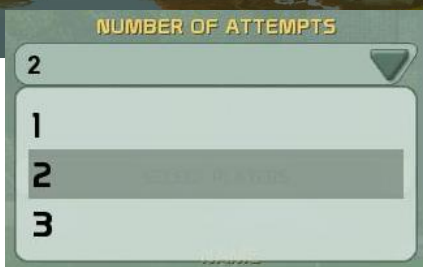




## Barrels

The Barrels game is designed for two players or teams (red and yellow) for training of short distance chipping.

Players try to hit the ball into their barrels with red or yellow edge, in order to sink them under water.



Players have one to three attempts, depends on choosing before game.



If a player fails to sink his barrel, or hits the opponent's barrel, he loses his turn.



If player hits all of his barrels, he has to confirm his victory by hitting a mine. If, however, he hits the mine earlier during the game, he loses and the game is over.





## Battlefield

In the game, inspired by the historic War of Roses in England, two players or two teams (York and Lancaster) fight against each other.



The aim is to get to the opponent's command field under the castle by gradually occupying the fields. You can choose from two fighting field: 100 yds. (92m) and 158 yds. (144m).



Players can move forward only to an adjacent field, but can hit any of the opponent's fields. By hitting an already occupied field, this becomes free and can be occupied again.

Players (teams) take turns after two strokes.

If players hit a combat unit in the center of the field, they gain 2 extra strokes.

Player which achieve opponent's command field first, win.





## Grand Slam

The Grand Slam game is designed for two or four players.



The rules of the game, scoring and displaying of results are similar to those of a tennis match. The match consists of only one set.



### Service:

First player serves with two strokes.

First stroke determines the pin placement, second one the green size.

If the player misses the court with any of these two strokes, the opponent gains 'fifteen'.

### Return:

Depends on game type chosen before game - Regular or Fast game type.

### Return in Regular game type:

The second player has one, two, or three attempts, depending on game settings, to hit the green.

If he misses, his opponent gains 'fifteen'.



SCORE			
PLAYERS	GAMES	POINTS	
Sylvia	0	15	
Peter	0	0	
COURT	IN DISTANCE	IN DISTANCE	IN DISTANCE
16.2 m	31.6 m	6.02 m	17.5 m
OUT! You missed Court.			

If he hits the green, he successfully returns, and at the same time determines a new pin placement.

With his next stroke, he sets a new green.

**Return in Fast game type (default):**

If the player hits the green, gets "fifteen", otherwise gets "fifteen" served player.

First player serves throughout the first game, second player serves throughout the second game. This rotation continues until the end of the match.

Players can choose one or more courts of various sizes for their match. Courts change after every two games.



## D. TOURNAMENTS

The **ONLINE GAME** is a way to play with anyone in the world in the same flight and at the same time. Sometimes this game is also called peer-to-peer.

You can play **LOCAL EVENTS** only on your local computer, they are created for all **Creative Golf®** users. **Local Events** are suitable for events with several people interested in the game. The best attempt is recorded on the leaderboard.

**ONLINE TOURNAMENTS** are created on cloud server for all **Creative Golf®** users with personal account on cloud (further on as "**CG3D Members**".)



### 1. **ONLINE GAME** - peer to peer

The ON-LINE line game is a way to play with anyone in the world in the same flight and at the same time. Sometimes this game is also called peer-to-peer.

You can log into a created game that someone has offered to play, or you can create your own game and wait for someone to log into your flight.

You can also search for a teammate or a suitable tournament using the Discord network, which can be accessed directly from the game.

You can also create a private game for your friends and provide them with the game name and password.

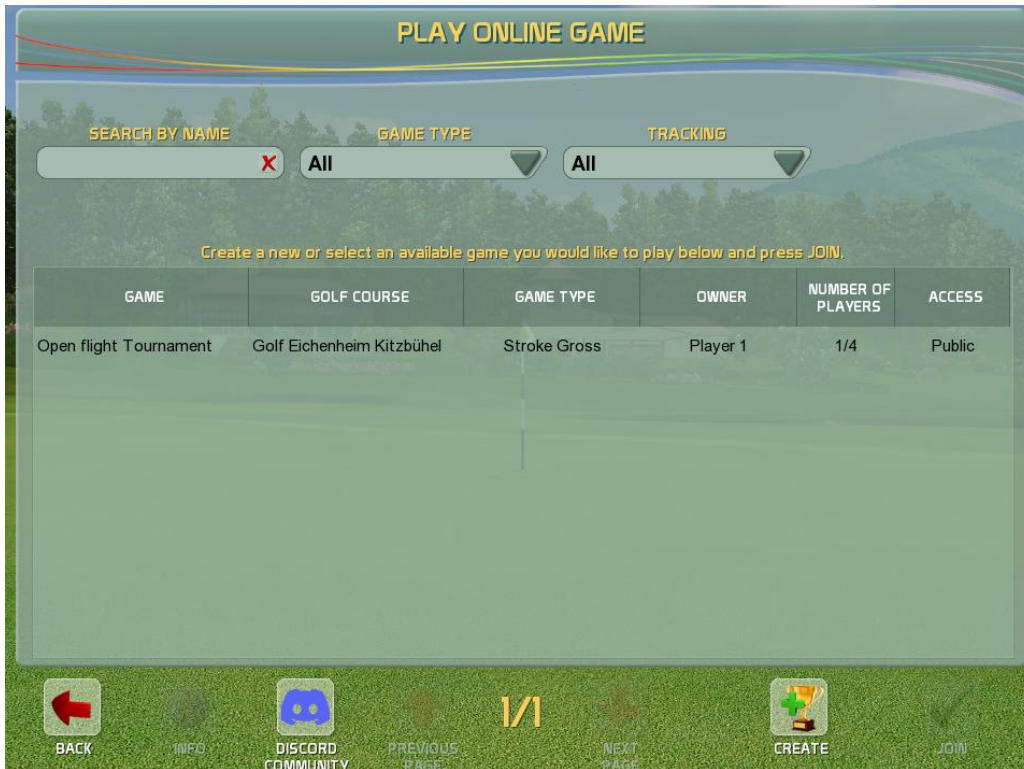
Then just wait for the players to log into the game. Each player's shots will be displayed to all teammates.



### Login to the existing game

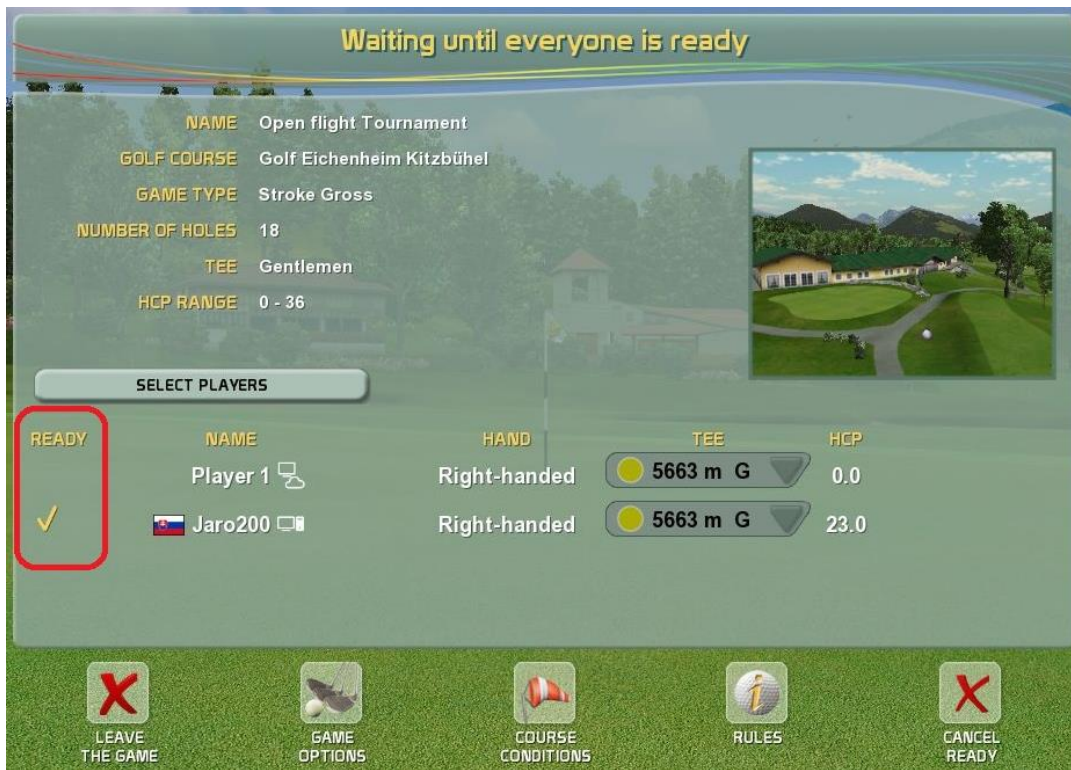
Start the Online Game and you will see the games that have just been created, where the player-creators are waiting for someone to join the flight.

Select the game and click JOIN to log in to the game:



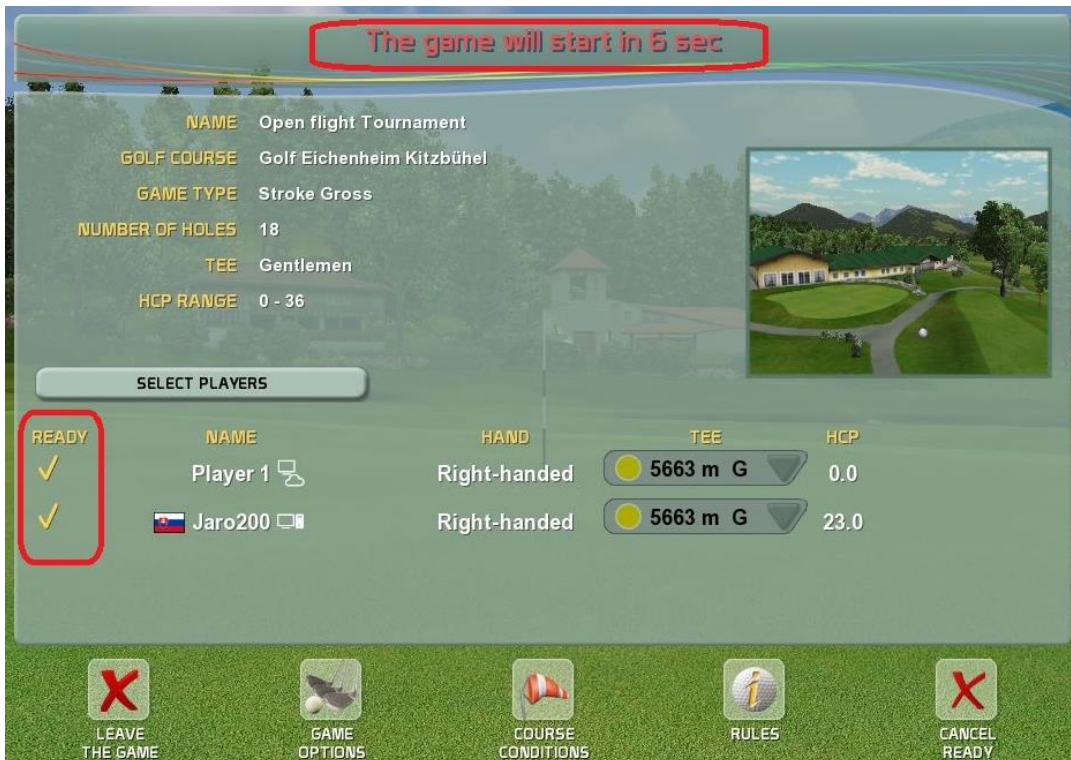
Press SET TO READY - this means you are ready to play the game.





The launch of the game itself must be initiated by the creator of the game - the challenger, by confirming that he is also ready to play the game.

The game will start after 10 seconds.



Note:  
The challenger can refuse your participation in the flay. If he does so, you will no longer be able to log in to this game.



Each shot will be interpreted on both (all) computers.

During the game, you will be informed who is next to make shot:

a) Red: If you are waiting to another player to shot - on a different computer, you cannot shot:



b) Orange: If it is your turn, but your teammate is not currently ready to take a hit ( rotating the scene, or performing other operations with the program, etc.)



c) Green: Your teammates are waiting for you to shoot - it's your turn.



Note:

If there is a short-term internet outage, the system will attempt to restore the connection and continue in the game.

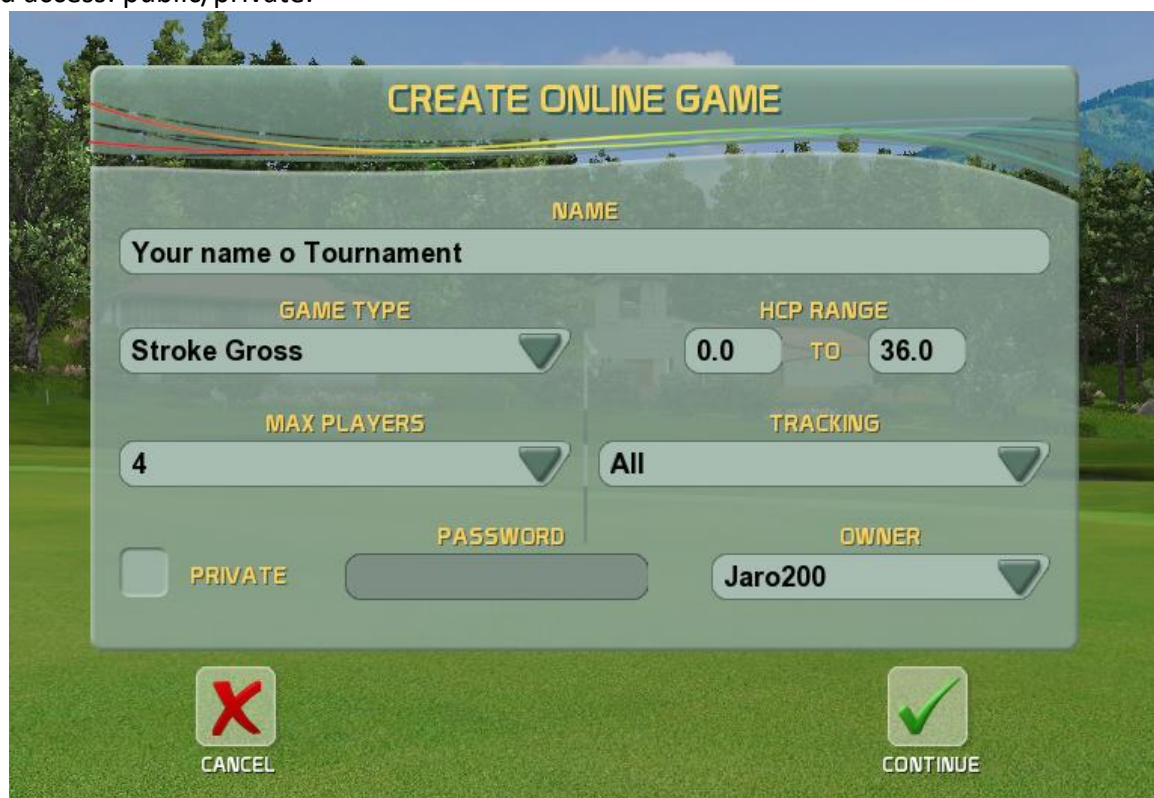
If a player's disconnection time exceeds a tolerable amount of time, the player will be disconnected from the flay and the other players can continue the game without the player.

It is therefore advisable to have a reliable internet connection.

## Creating a new online game

Creating one is similar to creating a tournament. It takes place in two steps:

a) Defining **the basic parameters** of the game - in particular the tournament name, the game type, and access: public/private.





If you are only interested in playing with a specific partner, create a **PRIVATE** game that will only be accessible to players who know the password of this game.

b) In the **second step**, you define the parameters of the game, similar to how you create a tournament, the course, and the conditions of the game.



**CREATE ONLINE GAME 2**

**NAME**  
Your Name of Tournament

**GOLF COURSE**  
Hammock Bay Golf & Country Club

**NUMBER OF HOLES**  
18 Holes

**TEE**  
5945 m G

**GAME CONDITIONS**

**MULLIGANS PER ROUND**  
0

**FLAG POSITION**  
Easy

**TERRAIN INFLUENCE**  
Enabled

**PUTTING**  
Standard

**GREEN HARDNESS**  
Medium

**GIMMIE**  
No Gimmie

**GREEN SPEED**  
Medium (USGA 6.5 ft)

**WEATHER**  
Sunny

**HOLE SIZE**  
1.5

**PUTT HELPER**  
Rotate camera and show ide

**WIND**  
Breezy

BACK CONTINUE

If you confirm all parameters, the online game will be created and other players will be able to see it and log in ( for private games with password only).

The registered player must confirm that he is ready to play. This is shown on the left side as **READY** (see previous chapter).

The creator of the game does not have to accept the player in question. He can exclude him from the game by pressing X. The player will no longer be able to log into the game.



The game will start when everyone is Ready and the creator starts the game by pressing START (READY).

A 10 second countdown will start and the game can begin....

Remark:

During the game, you can use chat direct in game.







## 2. LOCAL EVENTS

These tournaments are played on one computer, without the necessity of internet connection; results are saved only on that computer.

**Local Events** are suitable for different occasions, but especially for events with several people interested in the game. Unlimited number of players try to achieve the highest score with a few shots under the same conditions. The best attempt is recorded on the leaderboard.



### Target Challenge



Compete in shot precision on a special course, where the ball is driven to target islands, which are located at chosen distances from the tee. The first dialog window allows you to define target distance and number of shots for each player. Summarized points from target hits are recorded on a score sheet, which is accessible from menu or after one of the players finishes his shots.



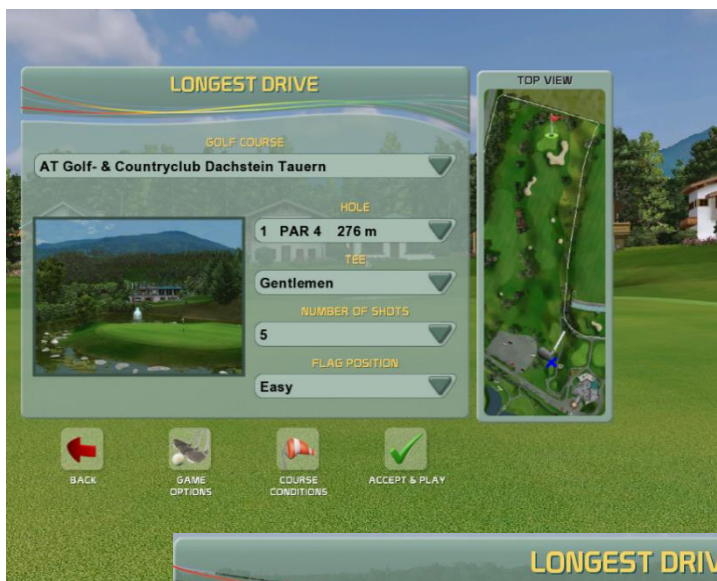
## Demolition Challenge



Fun competition in shot precision for short distance on one scene with ramshackle old buildings. Competitors try to achieve the highest score by breaking windowpanes. The first dialog window allows you to define scene of competition and number of shots for each player. Points from broken windowpanes are recorded on a score sheet, which is accessible from menu or after one of the players finishes his shots.

#	GOLF COURSE	OBJECT	DIFFICULTY	PLAYER NAME	SHOTS	SCORE	DATE
1	Burned Houses	Burned 6	Medium	Kevin	5	50	17-May-18
2	Burned Houses	Burned 6	Medium	Fred	5	50	17-May-18

## Longest Drive



Compete in longest drive from selected tee position and selected PAR4 or PAR5 hole on a chosen course. The best attempt is recorded on the score sheet.

#	GOLF COURSE	HOLE	TEE	FLAG	PLAYER NAME	SHOT	DISTANCE	BALL POSITION	DATE
1	Rush Creek Golf Club	1	Gentlemen	Easy	John	2	228 m	Fairway	17-May-18
2	Rush Creek Golf Club	1	Gentlemen	Easy	Peter	2	225 m	Fairway	17-May-18
3	Rush Creek Golf Club	1	Gentlemen	Easy	George	2	222 m	Fairway	17-May-18

## Nearest to Pin



Compete in Nearest to pin shot precision. Choose PAR3 hole and tee position for this popular event competition. The best attempt is recorded on the score sheet.

NEAREST TO PIN TABLE									
#	GOLF COURSE	HOLE	TEE	FLAG	PLAYER NAME	SHOT	TO PIN	BALL POSITION	DATE
1	Rush Creek Golf Club	3	Gentlemen	Easy	Peter	2	9½ ft	Green	17-May-18
2	Rush Creek Golf Club	3	Gentlemen	Easy	Tomas	1	9½ ft	Green	17-May-18
3	Rush Creek Golf Club	3	Gentlemen	Easy	John	2	23½ ft	Green	17-May-18

### 3. ONLINE TOURNAMENTS



For online tournaments, the internet connection is a necessity and only logged in "**CG3D Members**" (players with an account) can play.

Tournaments that can be played and competed by anyone with **Creative Golf®** or **Golfisimo** software with anyone around the world.

The tournament can be created for CG3D owners regardless of the measurement device, or especially for the Skytrak system owners. You can also create private tournaments for your friends, indoor or club.



#### Play Tournaments

Play On-line tournaments. Tournaments are accessible for "**CG3D Members**" with personal account on Creative Golf Server.

You can play Public tournaments, or Private tournaments created for specified group of users.







### a) Public Tournaments

These tournaments can be played by all players with **Creative Golf®** or **Golfismo** program worldwide. Public tournaments are created by authorized CG3D creators only. If you want to create public tournaments, you need to apply for permission at [cg3d.support@datacrea.sk](mailto:cg3d.support@datacrea.sk).

Your results will be written in Tournament leader board.



On the top is filter for listing selection:

**STATE:** tournament time validity (Running / Finished / Oncoming)

**GAME TYPE:** You can play different types of games and select a list of tournaments:

**Standard games:** Stroke (Gross/Nett), Stableford (Gross/Nett),

**On-line event tournaments:** Longest Drive, Nearest to Pin, Target Challenge, Demolition Challenge

**Special Fun Golf:** Target Golf, Demolition Course, Mini golf.

**Team tournaments:** Best Ball (Gross/Nett), Texas Scramble (Gross/Nett)

**Tracking:** You can choose tournament created for:

**Only for my device type:** Tournament only for your type of golf measuring equipment

**All:** this tournament can be played by all **Creative Golf®** /Golfismo owners, regardless of their type of launch monitor.



If you choose **Only for my device type** – you will see tournaments **only for your measuring system**.



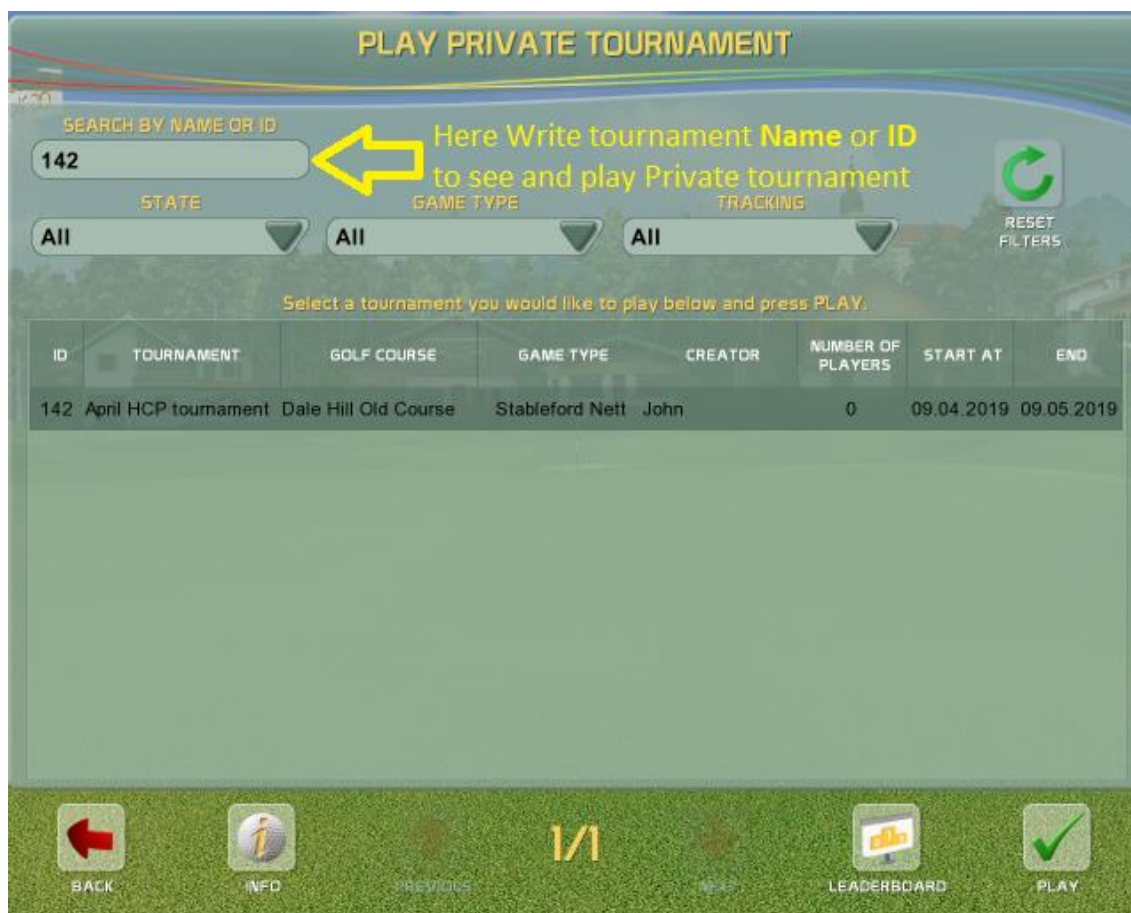
### b) Private Tournaments

Private tournament are created by arbitrary CG3D Member with account for his friends, club or indoor party.

You can play Private tournament if know Name of tournament or ID number of tournament and Password. This data provide to you creator of tournament.



Private tournaments are hidden in tournament listing, you need enter at least 3 character of tournament name, or ID number and password. Please ask tournament creator for it.



#### INFO

All information and game conditions about selected tournament



#### Leaderboard

View Leaderboard of selected tournament


## Resume Tournaments



Each open tournament you play, can be saved before its finishing and continued to be played at anytime and anywhere. The unfinished tournament can only be saved at the end of the game (Save & Exit), and the game cannot be exited without saving. This preserves fairness of the competition, the players cannot start an open tournament several times from the same position to achieve better results.



In Tournaments listing you can see only your saved tournaments.

Check whether you are logged in, see list of Active Players. 




## My Results

In this part you can see all your finished tournaments and your results.



Only logged in player can see his results in the list.

Check whether you are logged in, see list of Active Players. 



## World Ranking



Each tournament is awarded a number of points that is divided among the winners of the tournament and the participating players.

The point value of each tournament is determined automatically according to the difficulty of the tournament.

### TOURNAMENT DETAILS

<p><b>TOURNAMENT NAME</b> Island competition</p> <p><b>GAME TYPE</b> Stroke Gross</p> <p><b>NUMBER OF PLAYERS</b> 7</p> <p><b>SCORE</b> 68</p> <p><b>LEADER</b> Urs</p> <p><b>GOLF COURSE</b> The Island - Championship Links</p> <p><b>NUMBER OF HOLES</b> 18</p> <p><b>TEE</b> Gentlemen</p> <p><b>HCP RANGE</b> 0 - 36</p> <p><b>MULLIGANS PER ROUND</b> 0</p>	<p><b>AWARD</b></p> <p>1600 points</p> <p>1120 points</p> <p>640 points</p> <p>Others</p>
---	---



BACK



ADDITIONAL INFO



GAME CONDITIONS

### AWARD

POSITION	POINTS
1.	1600
2.	1120
3.	640
4.	480
5.	400
6.	320
7.	240
8.	160
9.	112
10.	80
Others	18

A player who completes the tournament will receive a point gain, which will be included in the world rankings for the current year.

Evaluation and entry into the World Ranking's table is concluded after the end of each tournament.



You also earn points for participating in the tournament. Just finish it.

## Manage Tournaments



This part is for creators of tournaments to set up, edit or delete tournaments. Only creators can manage their tournaments.



Only Creator can see his tournaments in the list.

Check whether you are logged in, see list of Active Players.

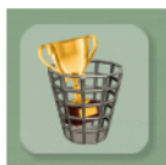


### **Edit** Tournament

Edit selected tournament.

If tournament is oncoming you can edit all of its parameters.

If tournament is running, you can only edit its ending time or delete it.



### **Delete** Tournament

Delete selected tournament.



### **Create** New Tournament

Create new tournament.


All **CG3D Members** can create **Private** Tournaments,

Authorized partners or members can also create **Public** tournaments, see next Chapter.

### a) Create New Tournament

For creating a new tournament, you have to be logged in with your account. You can set up a tournament with any type of game, and you can also set conditions, golf course and so on.

All **CG3D Members** (with an account on the Creative Golf server) are allowed to create **Private tournaments**. The tournaments can be joined and played by all logged in players who know the tournament name (at least 3 character) and its password.

 Therefore, as a creator, **remember the Name** of your created tournament and its **Password**. If receive this password by e-mail, provide it to your friends to playing your tournament.

For creation of **Public tournaments**, it is necessary to have the "Authorized Tournaments Creator" status. Requests for this status have to be sent by an e-mail to [cg3d.support@datacrea.sk](mailto:cg3d.support@datacrea.sk).



**CREATE TOURNAMENT**

NAME  
Your Name of Tournament

GAME TYPE  
Stroke Gross

HCP RANGE  
0.0 TO 36.0

START AT  
27 11 2020

NOTE  
Notices for tournament players

END  
27 12 2020

TRACKING  
All

PRIVATE

PASSWORD  
\*\*\*\*\*

CREATOR  
John

 CANCEL  CONTINUE

**GAME TYPE:** You can play different types of games and select a list of tournaments:

**Standard games:** Stroke (Gross/Nett), Stableford (Gross/Nett),

**On-line event tournaments:** Longest Drive, Nearest to Pin, Target Challenge, Demolition Challenge

**Special Fun Golf:** Target Golf, Demolition Course, Mini golf.


**Team tournaments:** Best Ball (Gross/Nett), Texas Scramble (Gross/Nett)

**HCP RANGE:** For who is this tournament allowed.

**TRACKING:** You can choose tournament created for:

**Only for my device type:** Tournament only for your type of golf measuring equipment

**All:** this tournament can be played by all **Creative Golf®** /Golfisimo owners, regardless of their type of launch monitor.

 If you choose **Only for my device type** – you will see tournaments **only for your measuring system**.



In the next window (depending on the type of game) fill in all the parameters of the tournament:



## b) Edit and Delete Tournament

Only the creator can edit or delete the tournament.

If the tournament has not yet begun (the start date of the tournament has not yet occurred), it is possible to change all tournament items.

If the tournament is already running, it is only possible to extend its duration, i.e. to change the date of its end.

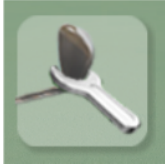
The creator can delete the tournament at any time.



Be aware that if you delete a running tournament, all data will be lost. Check out the Leaderboard to see if anyone has already played this tournament.

## Settings

Configure or activate your game, set your playground dimensions or update software to newest version.



SETTINGS



## Game setup

Change game setup, define **default settings** and options of the game in 5 tabs:

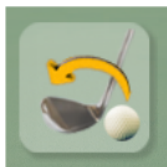


- Course Conditions**
- Game Options 1**
- Game Options 2**
- Graphics Sound**



**Each new game starts with these parameters.**

These parameters (all tabs) are reset to default values at the beginning of each game. Some can be changed during the game, but only temporarily only for current game.



**Restore Default**

Set all items to default factory setting



**Performance Test** Test your computer to set optimal values of graphical parameters to display the maximum available details.

See also **Setting V-Sync, Anti-Aliasing** , page 92.

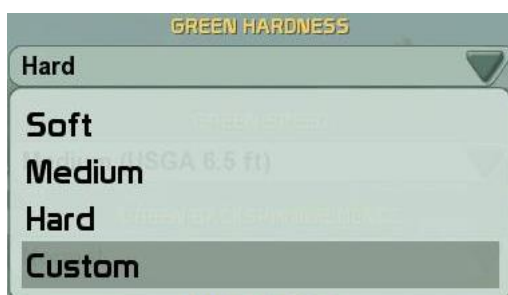
### Course Conditions



The **Course Conditions** tab allows you to change green hardness and speed, flag position, wind speed and cloudiness.

**GREEN HARDNESS** It is a green parameter about influence to ball jumping.

**Custom:** You can fine-tune the reflections of the ball from the green:



**Note:** A harder green does not automatically mean that landing ball will roll more because with a harder green there may be more number of bounces and thus more energy of the ball will be absorbed and it may paradoxically roll less. Tune with GREEN SPEED and BACKSPIN INFLUENCE together.



**GREEN SPEED** It is green parameter determining the speed of the ball rolling according a stimpmeter standard. Set according to speed of your putting mat, but be aware that at speeds above 8 ft is difficult to play on undulating greens with breaks.

**Custom:** You can fine-tune the speed of the green:



**BACKSPIN INFLUENCE** It is a green parameter about influence back spin to reducing rolling or back rolling of the ball after landing to the green. Adjust according to your experience. Results of the backspin effect depend on the type of green grass, your clubs (wedges), your skills, and backspin measuring of your launch monitor device.

**Custom:** You can fine-tune the backspin influence of green:



## Game Option 1

In the **Game Option 1** tab, you can change the settings of a golf game, e.g. which units to display, whether computer should putt instead of you, whether and what distance to use for gimmie, where to display 3D grid, movement of camera during shots, and many others.



## Game Option 2

The **Game Option 2** tab allows you to predefine values for the play game dialog, and default language.



**GOLF COURSE** The program starts in section GOLF COURSE always with this course.

**BOOST** Increasing (weakening) the flight of the ball and the distance reached. E.g. a value of 1.12 will extend the flight by 12%.

**COURSE MANAGEMENT** Allows you to set the list of courses: Download, update, set favorite courses.

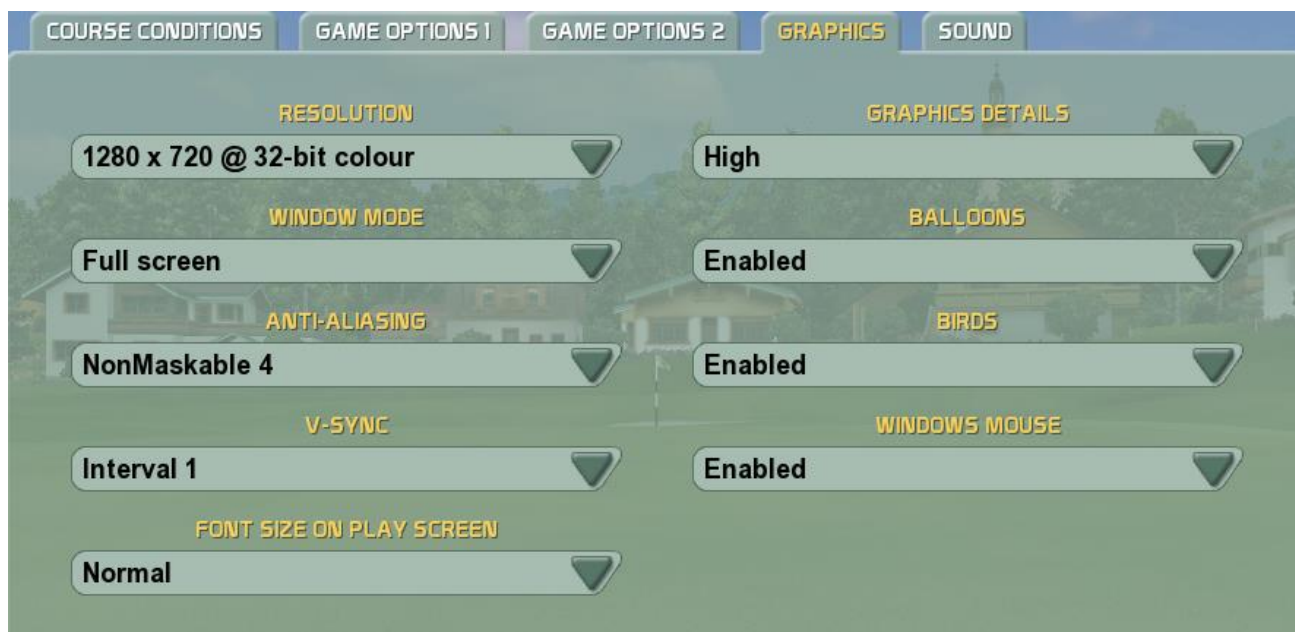
**MIDDLE AUXILIARY LINE** This setting displays the black center line - straight direction from the ball position to scene. See also in the Playing area.

## Sound

The **Sound** tab allows you to turn sounds, shout sounds and applause sounds on/off.



## Graphics



The **Graphics** tab allows you to change graphics details mode, settings of graphics card,



displaying of balloons, birds and so on. If you use only touch screen, set Windows mouse option to Disabled.

**RESOLUTION** Set the appropriate resolution according to the projector, screen.

**WINDOWS MODE** By default, it is good to cover the entire screen (Full screen). If you use another measuring program in parallel, it is advisable to use the "Borderless Window" setting. When switching from the program to the program, the Window will not be minimized.

**FONT SIZE OF TOP VIEW** For low resolution, you can enlarge the font in Top View.

**ANTI-ALIASING, V-SYNC** - Advanced graphics settings:

### Setting V-Sync, Anti-Aliasing

- **V-sync:** Set the limit of fps (frames per second)

Vertical synchronization is synchronizing of rendering on graphics card with refresh rate on the display. Two scenarios are possible:

- **graphics card renders faster** (bigger FPS) than display refresh rate. In this case, it is good to **set the V-sync to Interval 1** to limit FPS to display refresh rate. It prevents from screen tearing
- **graphics card renders with smaller FPS** than display refresh rate. In this case, it is good to **switch the V-sync (Disabled) off** to minimize display lag (time measured between user action and reaction visible on screen)

For deciding if computer is powerful enough to use V-sync Interval 1, run the **Performance test**.



Steps are:

1. Set V-sync Disabled.
2. Run Performance test
3. Get result on High details.

**If average FPS on High details is bigger than your monitor refresh rate (common are 60 FPS/Hz) then use Interval 1, in other cases use Disabled.**

In case you get FPS under 25-30, it is good to switch off Anti-aliasing, and if it does not help, it is recommended to use Medium or Low details.

**Note:** There is a possibility that V-sync Interval =1 will **not work on some notebooks and all-in-one computers**. In such case, go to CG3D installation folder (default: ProgramData), 'bin' subfolder and delete the **ogre\_release.cfg** file. When you start the CG3D again, the first configuration dialog appears, and you must set the **V-sync to 'Disabled'**. See also 1. Language, Video and Graphics setting – page 11.

## Playing Area



**PLAYING AREA** Define your simulator space.  
This ensures that the ball flight and its displaying is calculated correctly.

## OPEN AREA

Normally, the ball is always displayed in the scene before the shot. This is a common behavior if you use PC monitor to display the scene.



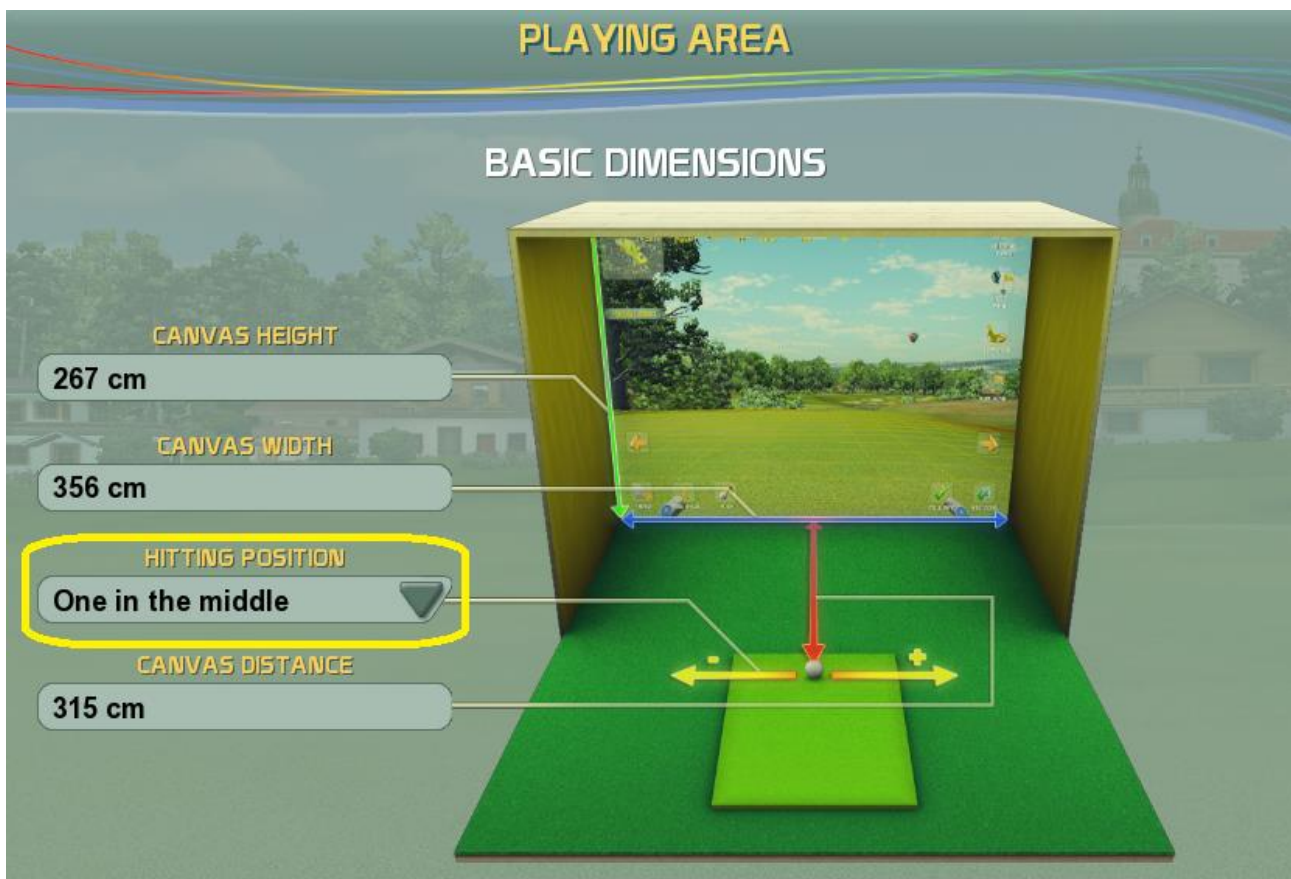
## CANVAS

In case you built your simulator using projecting screen and projector, it is better to show the ball flight only from the moment when the ball hits the screen (mode "CANVAS").



## All type of shots - from the middle of area

If all strokes are played **from the center of the playing area**, define only the size of the canvas (picture) and the distance of the ball from the screen.



If you have a different ball position for different strokes, for example you have a special place for putting, or you play drives from tee position and standard strokes with iron from another spot, define these places in the next dialog via the item HITTING POSITIONS as "**More**" option.

## More options of hitting positions

This setting is especially suitable for

- the individual settings of the playing area, where the drive is fired from the tee, putt from the putting pad, and other shots (Iron, wedge) from other positions (such as fairway, rough ...)
- the measuring devices that require a different launch point for a putt and another for a normal shot.
- narrow playing areas, where it is necessary to move the player and shot placement for the driver shot more to the center of the playing space.



If you need to have a different position of the ball for different types of strokes, it is possible to fine-tune these launch points in the playing area.


It is possible to set the launch point for

- **Drive** (Wood) - set position of Tee
- **Putt** – set ball position on putting pad
- **Basic** (All other) – set position for Iron shots and so – for all other shots..

**PLAYING AREA**

**HITTING POSITION**

	Right handed player		Left handed player	
	CANVAS DISTANCE	CENTER OFFSET	CANVAS DISTANCE	CENTER OFFSET
Basic	315 cm	-10 cm	315 cm	10 cm
<input checked="" type="checkbox"/> Tee	315 cm	0 cm	315 cm	0 cm
<input checked="" type="checkbox"/> Putt	315 cm	-15 cm	315 cm	15 cm



CENTER OFFSET

CANVAS DISTANCE



If you set these values (different for the left, right-hander), the **HITTING POSITION** icon will be displayed during the game to make it easier to determine the position of the ball before shot, as well as to change this location by click to the icon.

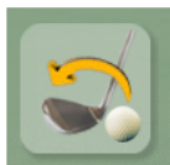
At the same time, during the game, a centerline of the scene can be displayed on the course. This has to be activated in the settings in SETTINGS -> GAME OPTION 2 -> MIDDLE AUXILIARY LINE.

**HITTING POSITION**



**Tee**

This icon informs about the position of the ball, the selected pad. Click on this icon to select a different place to hit.



**Restore Default**

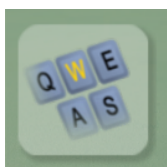
Set all items to default factory setting, the appropriate ball positions for your device.

## Software maintenance



### UPDATE VERSION

Download and install the latest version from server (*internet connection is necessary*). If you do not have internet connection, CG3D software scans for updates on any plugged-in USB flash drive. (*Update file Setup...update must be saved on the removable drive in root directory*).



### SHORTCUTS

List of shortcuts used in the program.  
For example: F - Show Flag, M-Mulligan, X-Skip player.....



### PASSWORD SETTING

Setting the password prevents from changing program settings, deleting games and results. This is useful to set for public installations, as a precaution against unwanted setting changes. You can clear the password by repeatedly setting a blank password.



### SKYTRAK INFO

You can check the status of activated licenses registered to the Skytrak device  
See also Chapter *Check of license validity*, page: 10.

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Have a nice play

## Attachments.

### A. How to install a new course or the entire Course Library

**Note:** You should have purchased the **Course Library pack** and an activated CourseLibrary license key.

#### a) Using the Setup file

You need to download two Setup files:

[SetupCreativeGolf3D\\_CourseLibrary.exe](#) (1 GB)

[SetupCreativeGolf3D\\_Course\\_Library.7z](#) (18,4 GB)

Link: <https://www.creativegolf3d.com/skytrak-setups>

The download of Setup files of all courses can exceed a few minutes to several hours, depending on the speed of your internet connection. These Setup files that you can download on another place with faster access and install all Course Library courses at once.



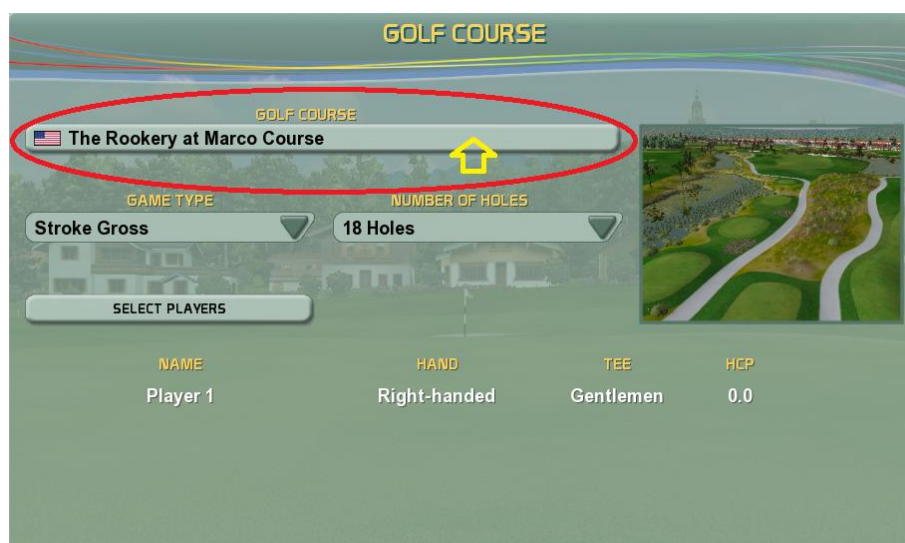
To install Course Library, both setup files (Setup...exe and Setup.7z) **must be in the same directory.**

#### b) Directly from Creative Golf®

Individual courses you can download and possibly update to a newer version directly in the Creative Golf or Golfisimo program. It is possible to install all golf courses (entire Course Library), but download and installation can exceed a long time.

Step by step procedure:

1. After updating to version 2.10, start program and click on COURSE to select a course





2. Select the 3rd icon in COURSES (display of all available courses)



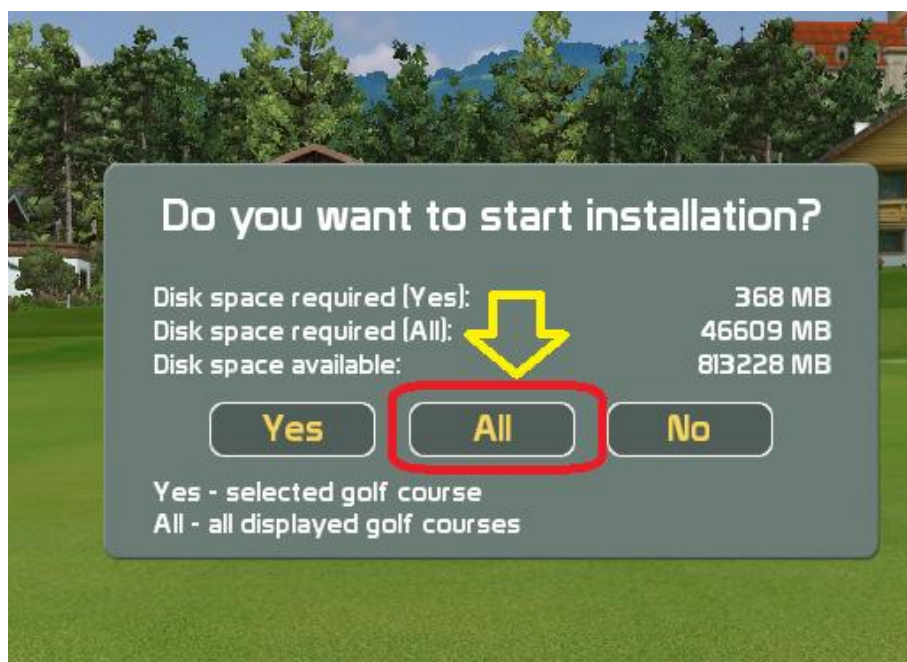
3. Click on the non-installed course (colorless view) - gray window



- Click to the download (cloud) icon

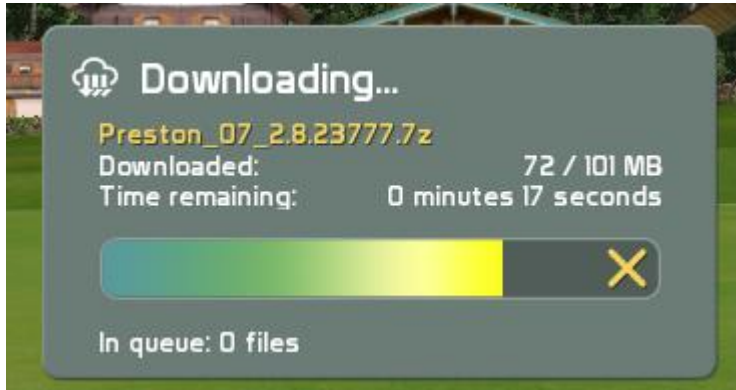


- Start the download



- YES - download the selected single course
- ALL - download all available courses (**entire Course Library**)

- 6. After downloading and installing the courses are available for play.



Finish. Have a nice play!



## B. When it is necessary an internet connection

Internet access is required:

### a) During installation and activation.

1. To download the Setup installation file. It is also possible on another computer.
2. The Product Key can be activated (on-line) after starting the program **Creative Golf®** (Golfisimo). Activation can be done on another computer (off-line) and the license is transferable. The procedure can be sent when requested on [cg3d.support@datacrea.sk](mailto:cg3d.support@datacrea.sk).

### b) During game

1. To create a player's account and log in to the game with a player's account. Otherwise, you can only play as a "guest".
  2. To play online tournaments. Otherwise, you can only play local tournaments.
  3. To save and restore unfinished games and tournaments to/from the cloud (Creative golf server). Otherwise, you can save the played games only on your PC.
  4. To check the validity of the license. It is necessary that the PC is connected to the Internet at least once every 14 days while running the program **Creative Golf®** (resp. Golfisimo). Dongle owners may not have internet access for this control.
  5. To check that the golf courses are up-to-date, to check new courses releases and new downloads if needed. Especially to check the Course Library, where new courses are being added.
  6. To receive information about new versions and possible updates.
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