

Golf Simulator User Guidance Notes

Please note, the first step, “Turning on the Equipment”, takes a few moments to complete as the equipment switches on and the automated start programs complete. Please be patient and wait, it normally only takes between one and two minutes. When the Simulator is on and running it is “super-fast” to use.

The system is accurate and self-calibrates at the start of each session and manual calibration will be checked regularly, **so just press “Continue”** if the calibration screen (see end of this document) appears.

These instructions only explain how to start the equipment, provide some basic help to select a game, add players, start a game, exit the game, and how to shut down the system. Further hands-on help, guidance and more detailed training is available on request by appointment.

Enjoy your game!

1. Turning on the Equipment

Turn on the overhead projector (OHP) by pressing the Red power on button on the white remote-control unit. It’s not necessary to point the remote at the OHP. A green light come on and the projector will turn on, this takes 1-2 minutes.



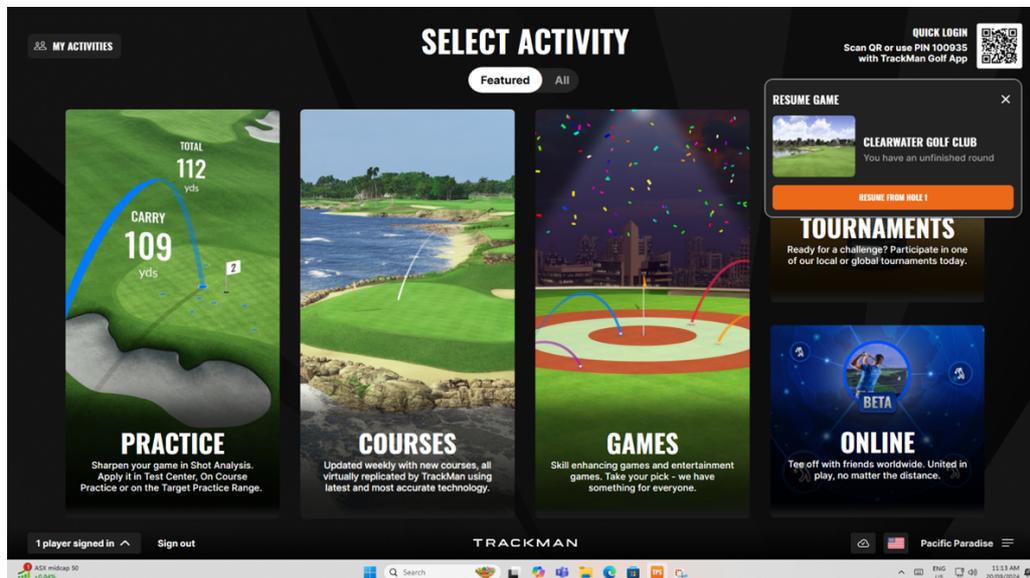
Turn on the Simulator PC and Software by pressing “**once only**” the large Orange “Launch Simulator” button which is on the countertop by the computer screen. This action starts all the necessary software and takes about 90 seconds.



All other necessary equipment is already powered up, so after a few moments the both the large projector screen and the Simulator screen will be ready to use.

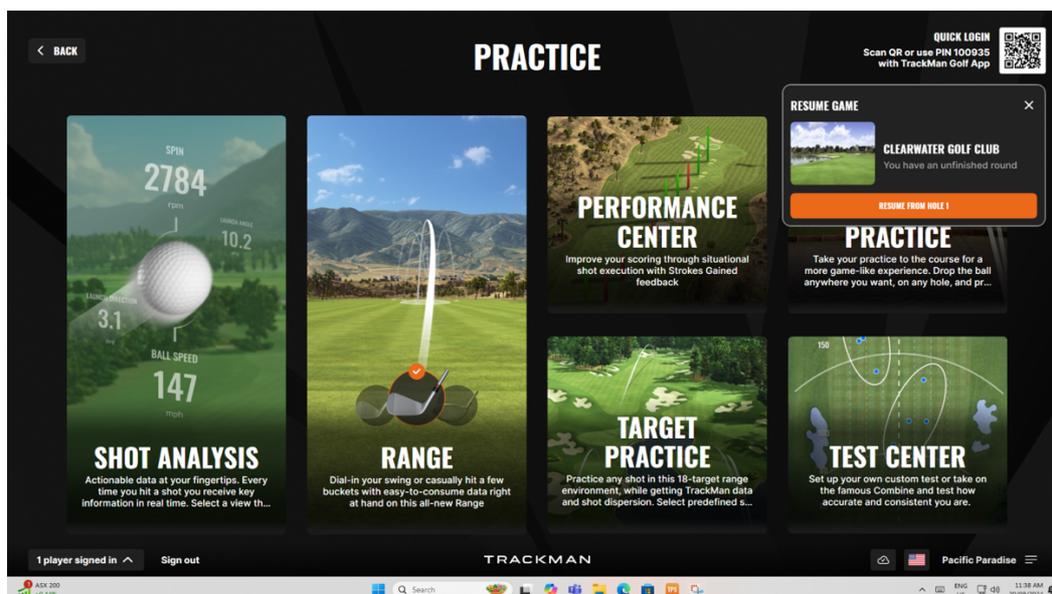
2. Using the Simulator System

2.1 Select your “Game Activity” from the Simulator Starting screen by using the touch screen on the PC (or the wireless mouse) just touch (or click) on one of the options, e.g. Practice, Courses, Games etc

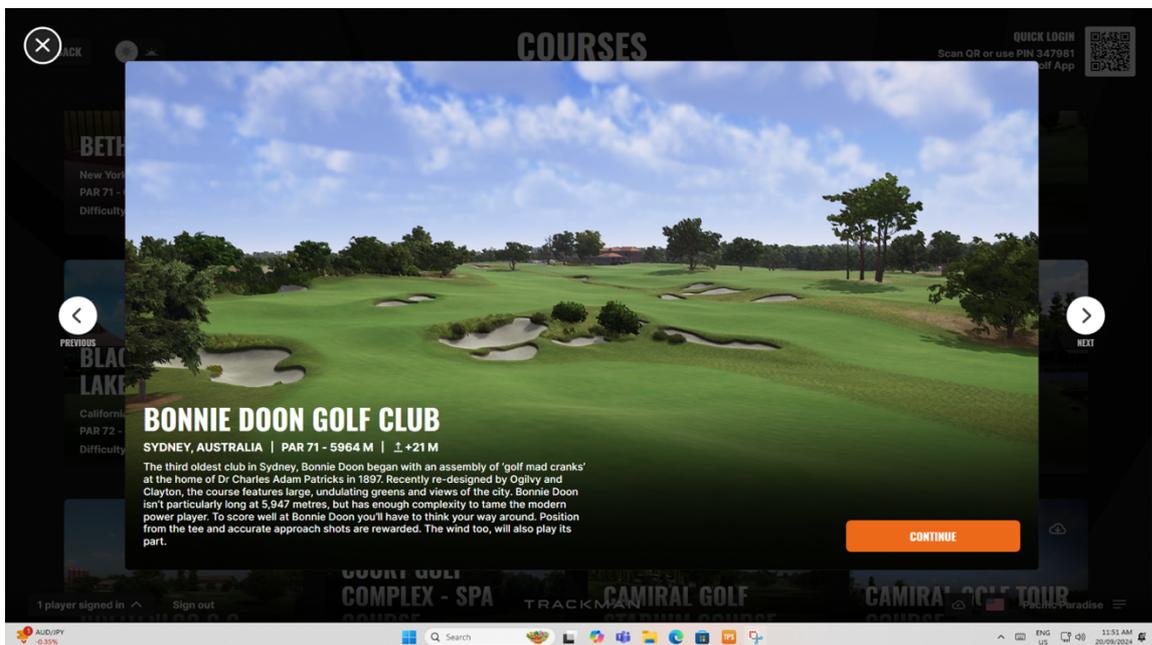
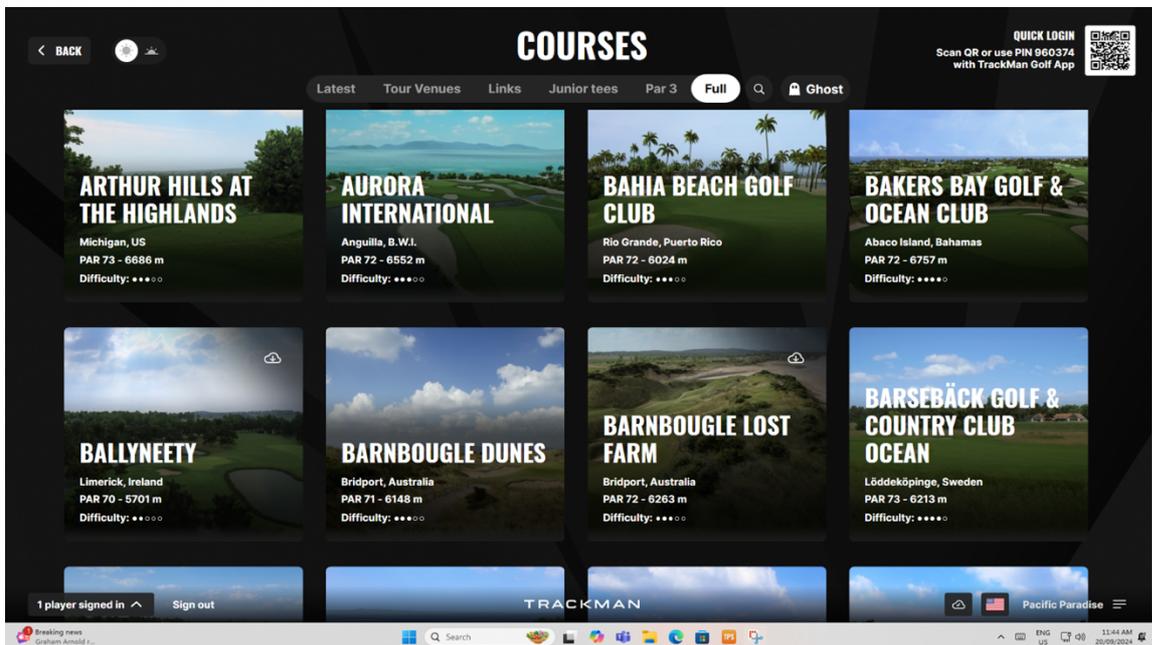


2.2. Select the “Game Option” you want to play from the activity selected, again using the touch screen, or with the wireless mouse.

For example, if you chose “Practice” for your activity option you can then choose, Driving Range, or the following options.



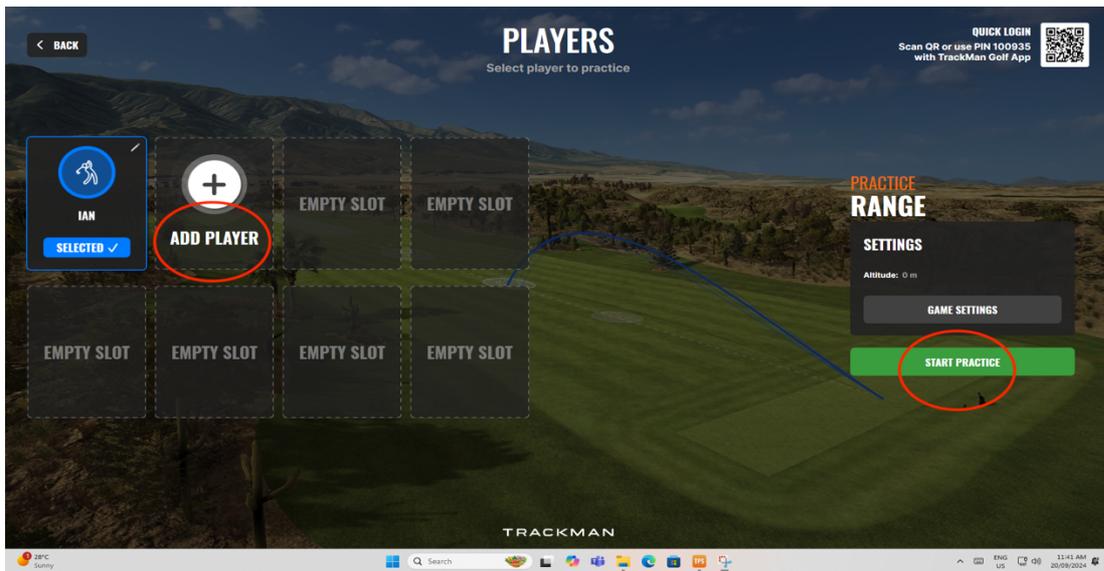
If you chose “Courses” you can then go on to pick from the list, the golf course from you would like to play. **There are currently around 390 to choose from with more added each month.**



2.3. Adding Players to the game or course you have chosen and starting your game.

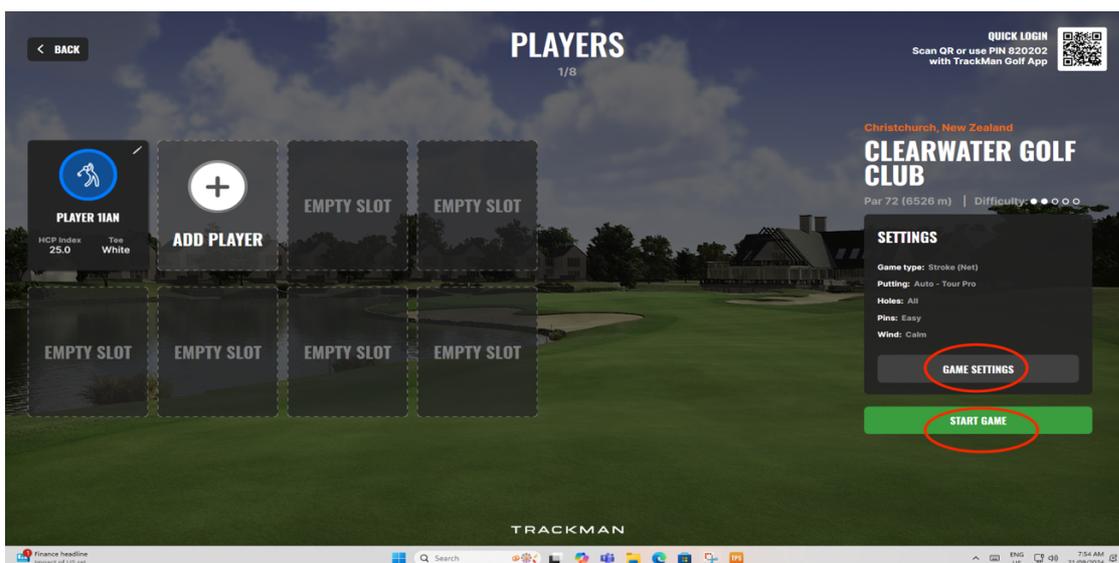
The Adding of Players is the same throughout the simulator system. Simply select “Add Player”, choose the “Guest Option” and fill in the details using the touchscreen. If you are already registered in the system, you can also login by name.

When all players are added start your game with the green start button and then follow the game’s screen prompts.

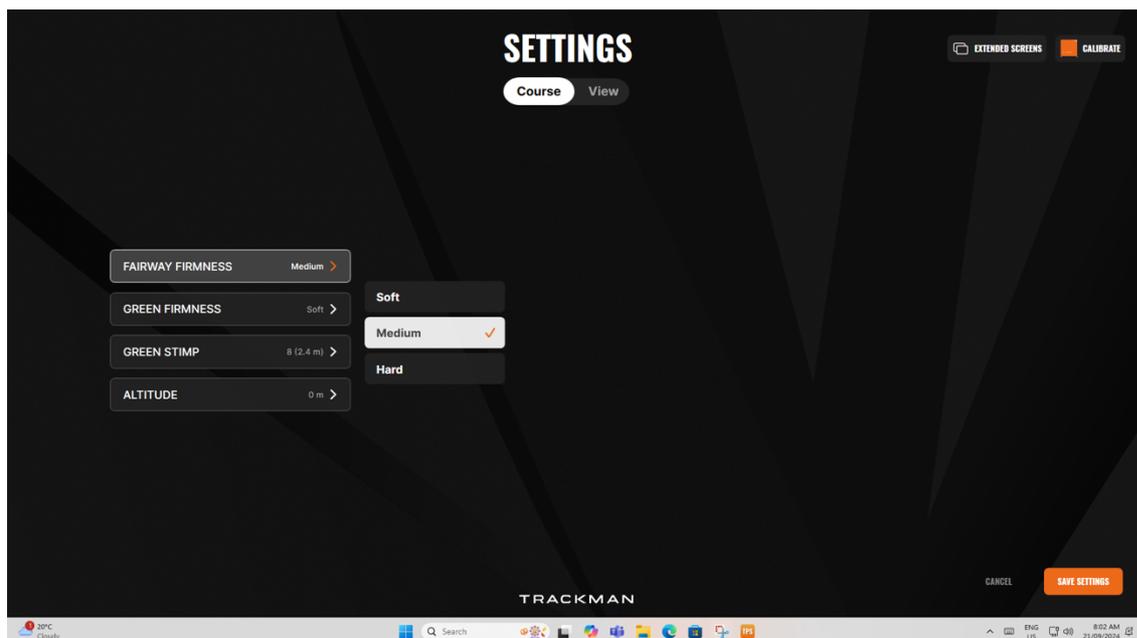
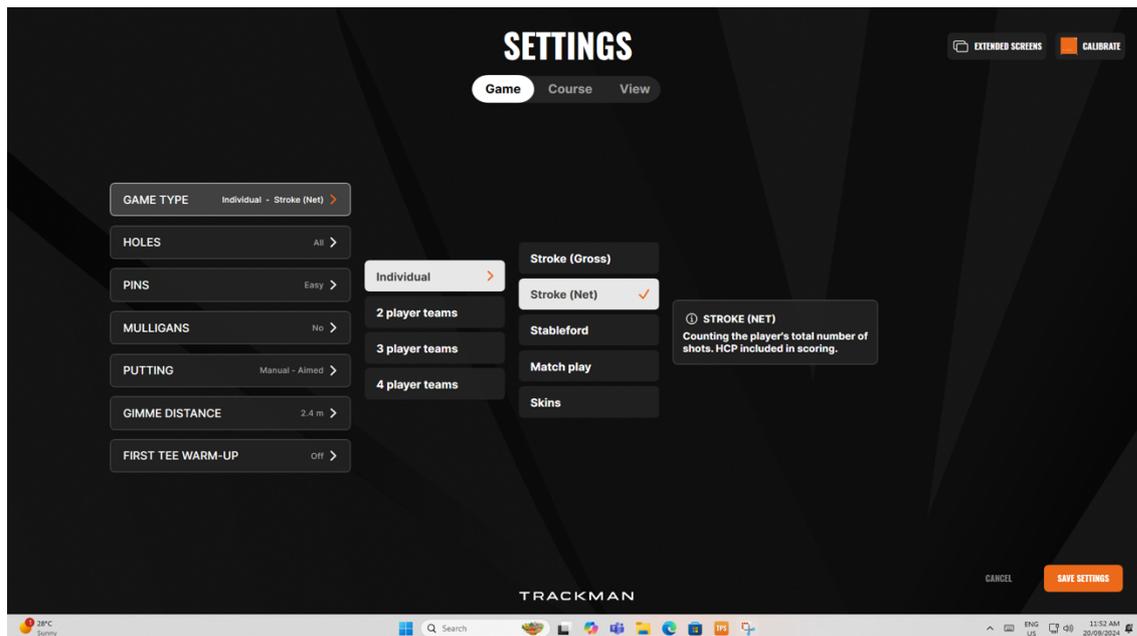


2.4. Changing In-Game Settings (Optional) before starting your game.

Within the games some settings can be changed to meet your “game preferences” before you start playing, see examples below.



In Game Options Setting Screens



Note All other “System Wide Settings” should be left alone

Please do not alter any settings outside of these games options, leave all system wide settings alone so we can keep the system running smoothly for all.

2.5 Changing and Selecting Clubs to use.

Games allow you to either select a club, use the suggested club, or change to a different club you want to use. Click on the club icons and select your choice. You can even change the distance you normally achieve for that club (just for you in the game) or go with the default distance.

Range Game Club Selection Example

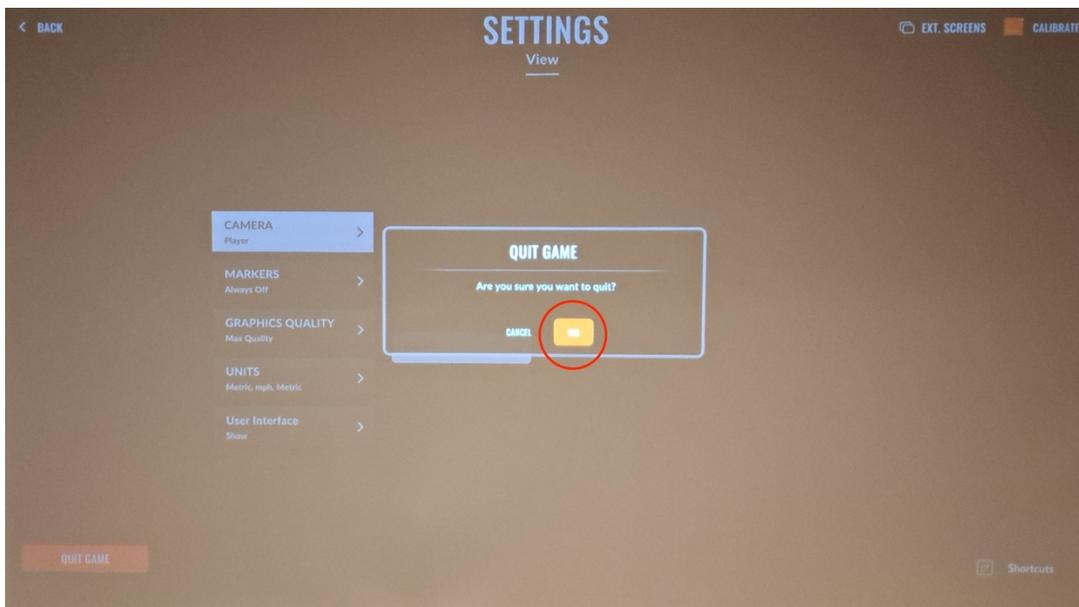
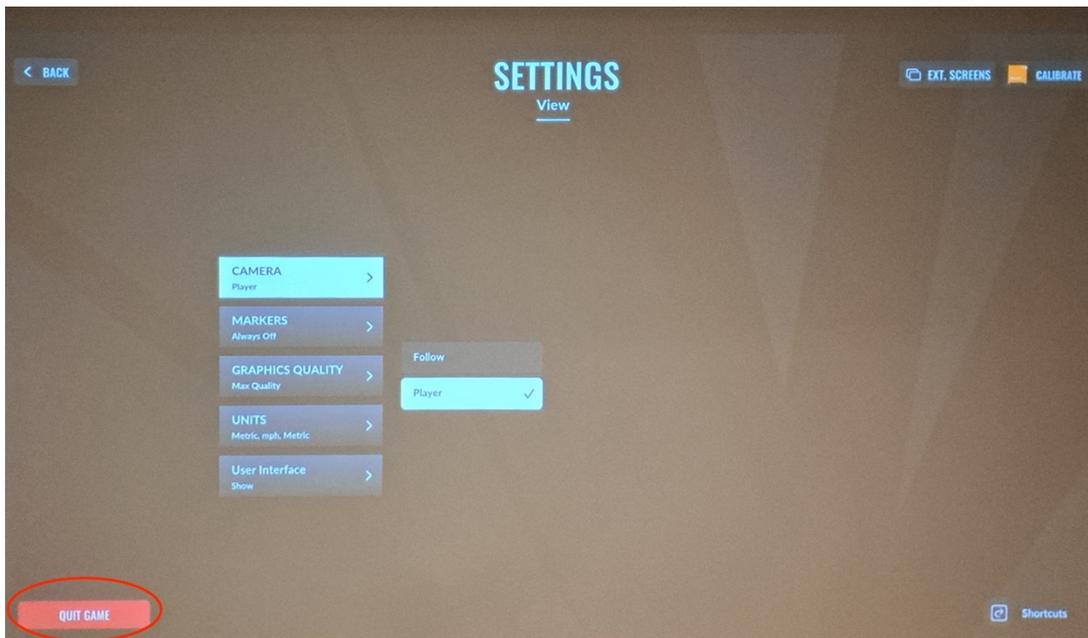


Insert Golf course club selection example

2.6 Ending Games and Screen Navigation

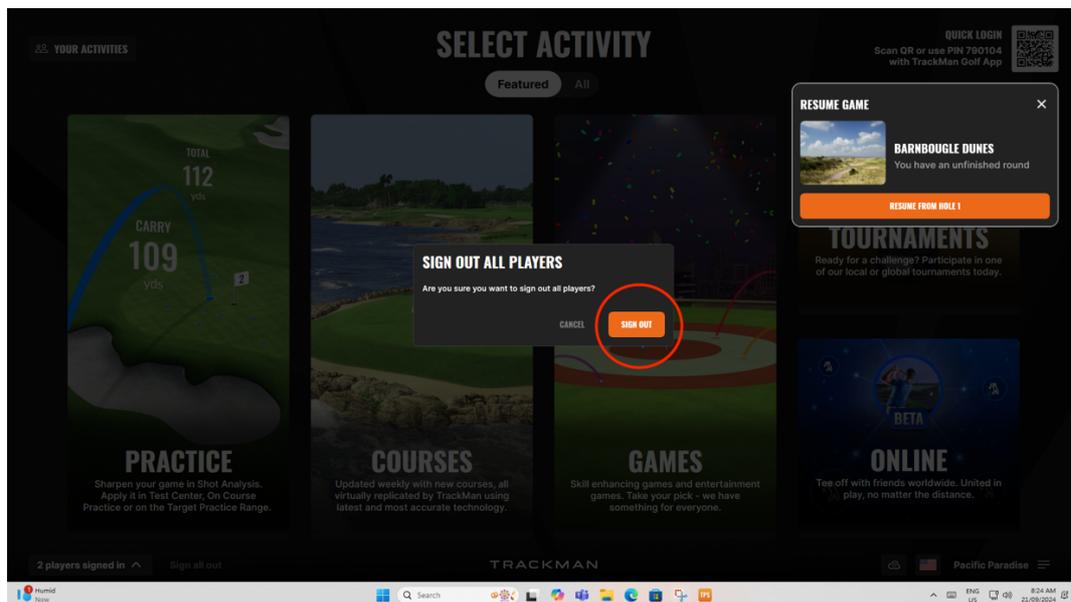
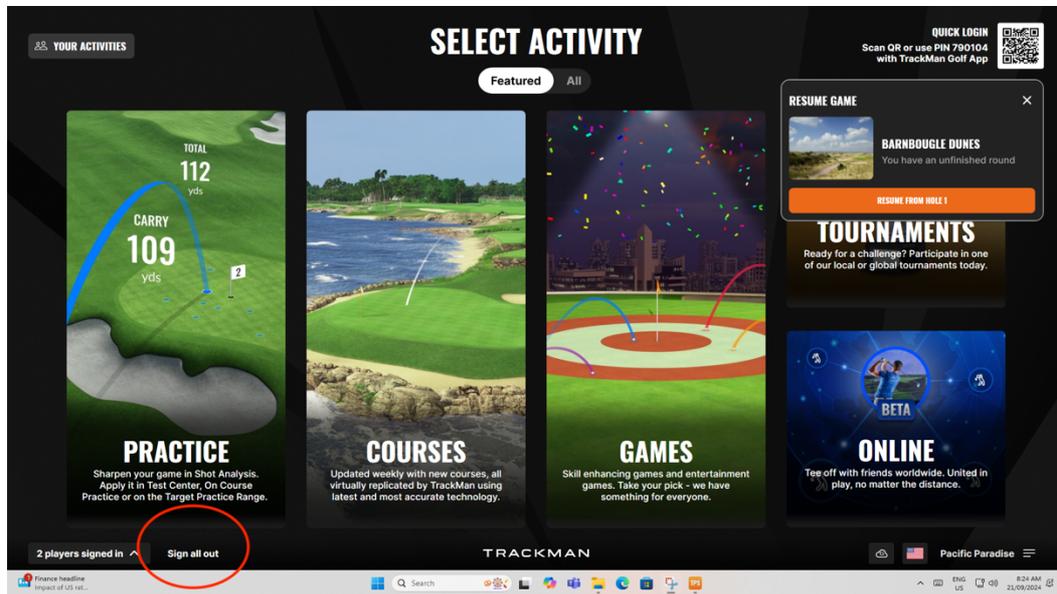
Generally, the first thing to do is click on the Word “Trackman” in the upper left corner of the screen, this will take to an “end game screen” containing the Quit Game button followed by a Quit confirmation screen.

For general navigation just use the “X” to close screens when prompted, or the” Back”, button to return to the previous screen.



2.7 Signing Out

From the home Screen select “Sign All Out” and then “Sign out” on the confirmation screen that follows.



3. Turning Off the Equipment

Turn off the overhead projector (OHP) by pressing the Red power button on the white remote-control unit. A “Power Off” screen will be displayed on the projection screen, use the arrows to select OK and press enter and the projector will turn off.



Turn on the Simulator PC and Software by pressing “**once only**” the large Orange “Launch Simulator” button which is on the countertop by the computer screen.

Nothing else needs to be unplugged or switched off.



4. Common-Sense Notes

- Safety is the most important thing, only one person on the green area when clubs are being used.
- Treat the equipment with respect, “we have to pay” for repairs and replacements.
- Do not move or interfere with the Radar Unit in the console, that does not form part of calibration.
- Leave all cables, switches alone
- Don’t remove equipment provided such as clubs, balls, tees etc.

Thank you for your consideration.

5. Calibration Screen

Just click on continue bottom right corner to continue

