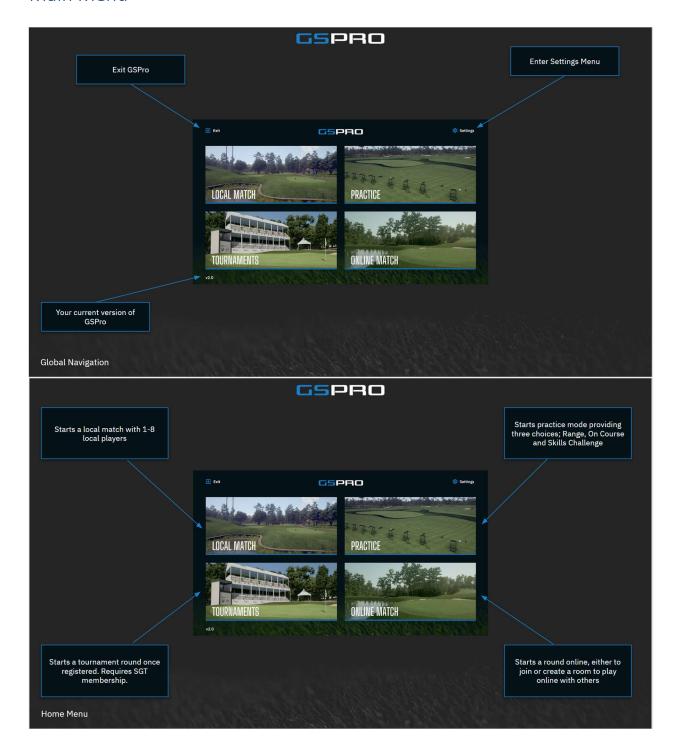


Main Menu





GSPro's main menu has several options to begin with.

- Local Match
- Practice
- Tournaments
- Online Match
- Settings

Below we will cover each section one at a time.

Settings

Here you will find many of the basic configuration settings, players setup, and other items for GSPro. Please take a moment to look through all of them as each of the 3 tabs have many selections and choices. "Settings" is divided into three categories: Players, Game, Visual Settings.



Players:



Adding players is as easy as filling out the form.

Name: If an SGT Member, use the exact spelling of your SGT account. Otherwise, use any name you like here.

UID: If an SGT Member, this is provided to you by SGT. This is what is used to populated Tournaments you have signed up for on the Simulator Golf Tour (SGT) Mini Map Location

Handicap: The handicap here is used while in game locally with friends (or online) during non-tournament (SGT) events. Use your own discretion here, remember it is Golf, a game of integrity. When setting up your Round, this is the handicap used when figuring Net Score.

Handedness: Right or Left-handed player

Mini Map Location: This preference for lower left or right in mini-map placement. Global will accept the Global settings used in round setup.

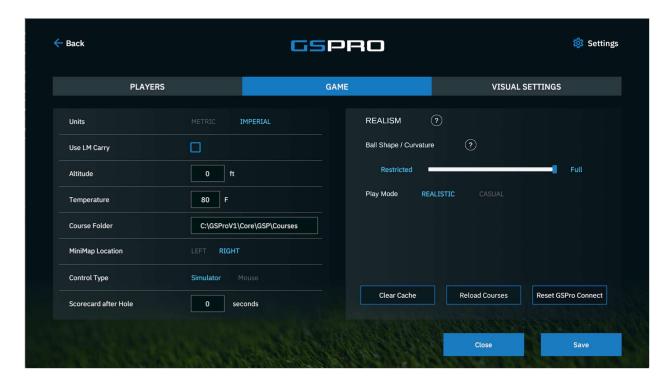
Realism: Global will accept the setting from round setup. Custom allows for the configuration of surface penalties (rough, deep rough, etc) as well as power boosts.

NOTE: Take some time to try this if it is desired on the range to see the results of the setting and to find what settings will work for you or your other guest players that



may not be as good at golf or who are new and would like to have fun playing while learning the game of golf.

Game:



Game tab deals mostly with how the game is played and location of game specific items.

Units: Numbers will be either Imperial (USA) or Metric (most of the rest of the world)

User LM Carry: Default is to use GSPro algorithms when determining ball flight. If this is selected, the carry of the monitor will be used instead.

Altitude: This sets the global parameter for current altitude of your setup. When in game you can use this setting launch "Global" or the altitude of the actual golf course. Leaving this at zero will play the course as if at Sea Level and is default setting.

Temperature: The temperature is used in the trajectory calculation.

Course Folder: Location of where courses are located. If you need to store them on a different location, this can be changed, and the course folder can be moved within windows to the new location.

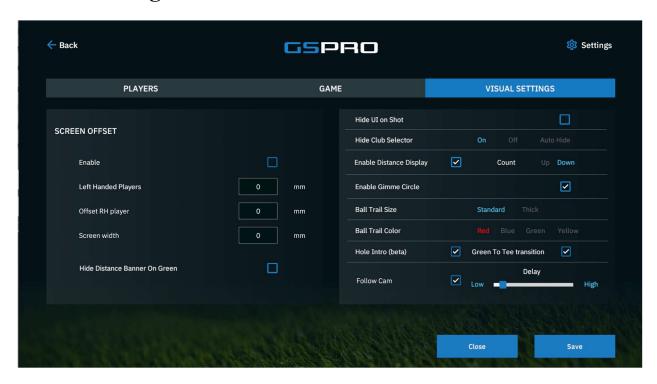
MiniMap Location: This is the "Global" setting for minimap location. Individual player can set up the minimap location for themselves in Player setup. Default setting is "Right"



Control Type: Default setting is "Simulator", which is your Launch Monitor. You are also able to play GSPro using your Mouse as a controller. Setting this to Mouse will disable all Tournament play if you are a member of SGT.

Scorecard after hole: Default is set to 0. This is the amount of time the scorecard will be displayed between holes.

Visual Settings:



Here in this tab will be most of your configurations for what effects the game visually.

Screen Offset: There are some folks whose room and Simulator configurations require them to have to hit off center of their screens. This creates a very strange visual effect. Hitting the ball into the side of the screen and the ball launching in the middle of the screen. To correct that, the game can slide, or "Off Set" the middle ball line either to the left or right, depending on your setup. This requires a bit of math if you measure in inches and feet. To use this, check the box to "Enable" it. Enter in the width of your screen and then if the amount of Offset needed for either Left or Righthanded players. Convert all numbers to millimeters.

NOTE: YOU CAN ALSO CONFIGURE OFFSET IN THE LIGHTING EFFECTS SETTINGS (Keyboard shortcut "L" while in game).



Hide UI on Shot: Selecting this will hide all the Heads-up Display on the screen. The only thing shown is the Golf Course, nothing else. This results in a very immersive experience.

Hide club Selector: Some launch monitors require you to select a club before striking the shot. Others do not require you to do so. Hiding the Club selector is for the latter group. The selector is in the lower left-hand corner of the GSPro Game Screen.

Enable Distance Display: A small window can be shown that displays distance next to and slightly below the ball on the game screen while it is in motion. Checking the box turns it on. Then select either distance to the pin (count down) or distance you hit the ball (count up).

Enable Gimmie Circle: This turns the visual circle on in game. Turning it off does NOT negate a gimmie from happening. It just visually turns it off on your screen. Ball Trail Size: The trails can be made to be standard or thicker. Some simulator setups make the ball trail difficult to see and this should help in that regard. Ball Trail Color: This defaults to Red, some simulator setups don't allow this to appear clearly and so there are 3 other colors to choose from; blue, green and yellow. Hole Intro (BETA): This adds a bit of visual pizazz to the transition between holes. When turned on it will float you up above the tee box and down towards your hitting location. Giving you a view of the entire hole. Likewise, you can also select "Green to Tee" and it will also fly you from the green you just putted out on to the next Tee box. Follow Cam: The default is for this to be turned on. Sliding the slider will adjust how soon the camera takes off after the ball takes flight. Unchecking this box will result in the ball flying down the fairway (we hope LOL) and your view remaining in the location you struck it at, just like in real life golf.



Game Interface



The main Game interface screen is divided up into various parts and sections. Going from Top Left Clockwise we have Players Panel, Wind, Course Info, Menu, Data Tiles, MiniMap, Teebox movement, Club Selector (Shot Options).

Player Panel: Each player in the round will display here. It presents the shot count, yardage to the pin and the pins elevation in relation to the balls. It also indicated your overall score in relation to Par.

NOTE: Clicking on a player will move that player to hit next.

Wind: The indicator will let you know direction as well as speed. Please keep an eye on this when playing with wind turned on, it will impact your ball flight Course Info: Displays Hole being played, course being played, Par of the hole and distance of the hole.

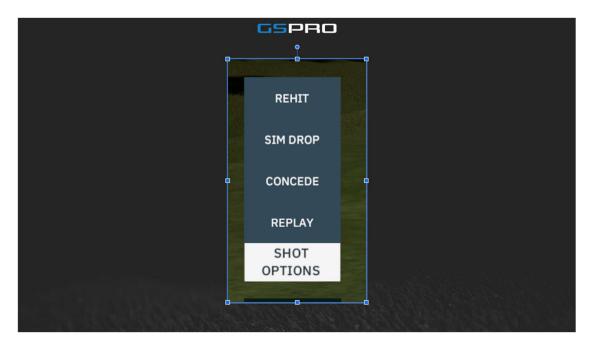
Menu: This will bring up the menu covered in detail in the next section Data Tiles: These tiles are turned on by default. They can also be turned off if so desired in the Menu. Clicking a tile will bring up the Data Tile selection screen covered in a section following. Data about your ball and club can be displayed here. MiniMap: Will not only show where you are on the golf course, but the other players as well. The colored dots match the colors in the Player Panel. By clicking on the minimap, you can aim where you want your next shot to be. When clicked the Pink Aim circle will give you distance to that point and the distance beside the flag is what



remains to the hole from that point as well. At the bottom of the minimap is the lie angles. See the Appendix for Lie Angle information.

Tee box Movement: These arrows allow you to slide left/right while on the Tee Box **Club Selector:** Some launch monitors require the club to be selected prior to the shot being taken. This is where you would do that.

Shot Options: After each shot (except for Tee Shot) there will be a selector for options available to you. They are; Rehit, Sim Drop, Concede, Replay



Rehit: This results in a stroke penalty just like in real golf. Returns you to the previous spot, adds a stroke and you will be hitting once again from there.

Sim Drop: This is a very important feature in GSPro. There are times when you have hit it to a location that is simply not a play to successfully get out from, IE: deep in the woods, behind a rock, tree, etc. When you have no play left and instead of taking 17 wacks at the ball, take a 1 stroke Sim Drop.





Clicking the -/+ buttons will zoom out and in on the map. Red area is the location you are NOT allowed to drop in (no closer to the hole of course). Clicking on the unshaded areas will allow you to place your ball and give you distance to the pin.

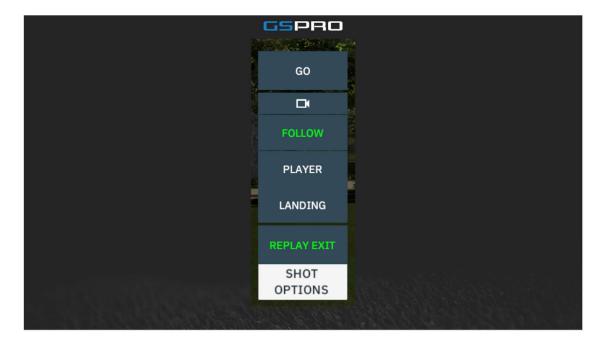


Once you have placed the ball where you would like, click Accept and game play will resume.

Concede: This concedes the hole and will result in loss of hole in Match Play and X number of strokes in Stroke Play. The amount of strokes is configured in Settings | Game menu.



Replay: This brings up the "Instant Replay" buttons while in game. Hit a hole in one and want to watch it again? Your playing partner stepped away and you want to show your last shot he missed? User Replay.



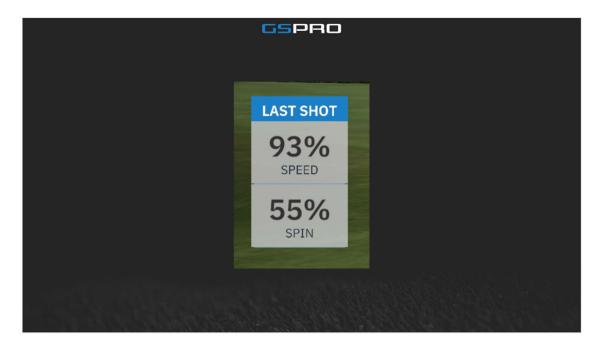
Go: replays the shot

Camera icon: Presents 3 choices, Follow, Player, Landing

Replay Exit: leaves the replay menu and returns you to shot options

Shot Penalties: This will display whenever you incur a shot reduction penalty hitting out of the rough for example (deep rough, sand and other surfaces also incur a penalty).





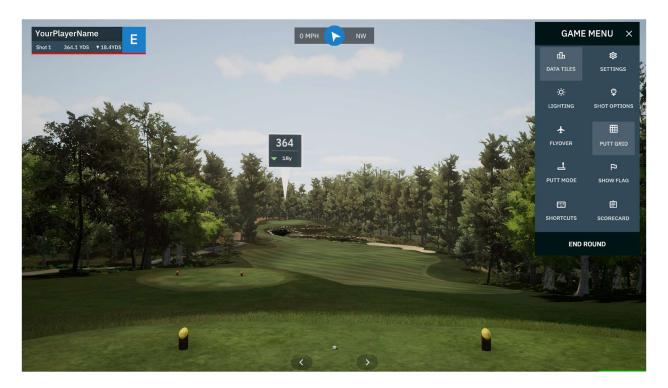
In an effort to replicate real world conditions of deep rough, we have decided to use the launch angle and ball speed of the shot to determine the penalty. This would greatly discourage people blasting long irons and 3W out of deep rough and play it more like they would in real life by hitting a mid to higher lofted club. In summary, the lower the launch angle, the more the penalty. The display presents what you actually got for the shot. The example here shows a reduction of 7% speed and 45% spin loss. The shot actually played at a 95% of actual speed and played only 55% of the actual spin.



Game Menu:

During game play, the Game Menu is available to you, clicking on the "Waffle Board" will bring up the Game Menu. Your choices are then:

Data Tiles, Settings, Lighting, Shot Options, Flyover, Putt Grid, Putt Mode, Show Flag, Short Cuts, and Scorecard.

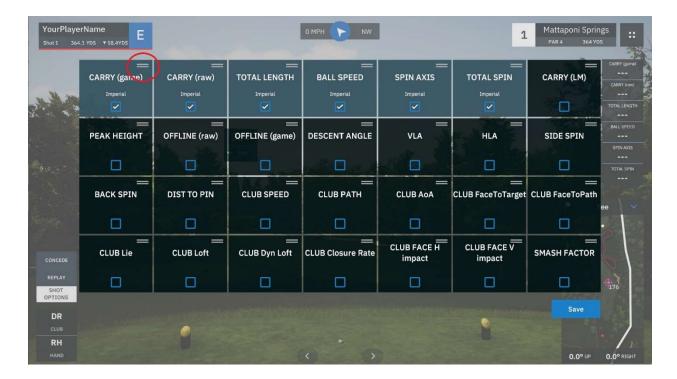


Data Tiles:

This menu item will turn on or off the Data Tiles in game. When on they can be adjusted and changed by clicking on any of the tiles themselves while in game play.

When adjusting your tiles, you can include up to six data tiles of choice in the Game Play area. Check the boxes of the desired boxes. Place them in the order (top to bottom) by dragging and dropping the boxes.





Settings:

These have been covered in previous sections. See "Settings"

Lighting (or hitting L in game)

The lighting panel offers granular control over the appearance of the game on your setup. There are Standard and Advanced lighting options. Additionally, the offset setup can be adjusted here.

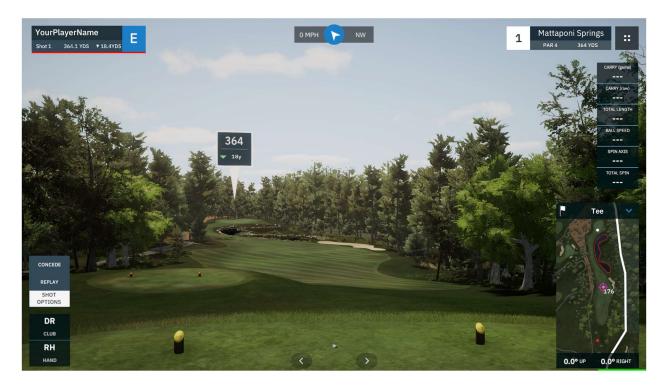




Shot Options:



Also covered in a previous section. Clicking this menu item will bring up available shot options above the Club Selector (if turned on).



Flyover:

A very nice feature of GSPro is the ability to fly over the hole you are playing and see the layout of the hole. Click the button on the menu or select "O" on the keyboard. The flyover animation will begin from your location to the green.

Putt Grid:

This is either an on or off selection. The rolling dots on the green that indicate breaks on the green are the grid that is turned on or off

Putt Mode:

Some launch monitors require telling GSPro that you are putting. Please check on yours before using this option.



Show Flag:

This is an on or off selection. On always shows the flag stick, off removes the flag stick

Shortcuts (TAB):

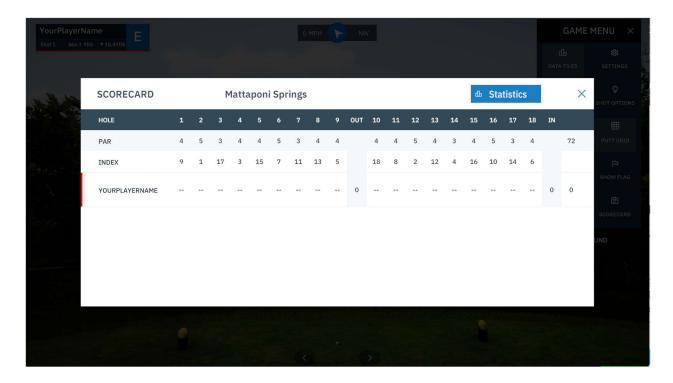
This brings up the keyboard shortcut mapping diagram.



Scorecard:

At any time during the round, you can display the scorecard with selecting this menu item. You also have the option to just click <Tab> on the keyboard to bring it up and to also make it go away.



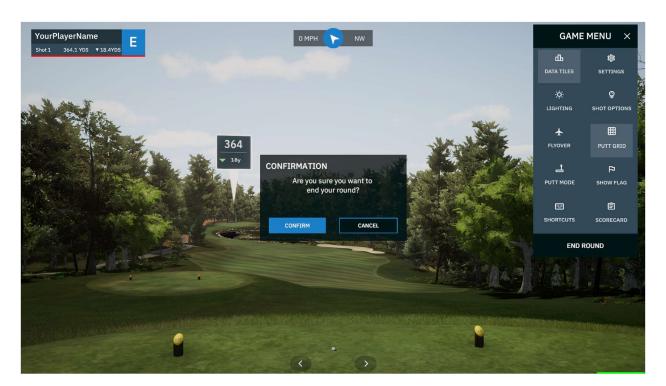


End Round:

If for any reason during game play, you must leave the round, select "End Round". You will be presented with a confirmation dialogue just in case it was selected by accident. Confirm you wish to end the round and you will be brought back to the Main Menu.

NOTE: You will be able to resume the round at a later time. By going to the same course, if a previous round was played, RESUME will be one of your options.







Game Play



There are 4 modes in which to play GSPro:

Local Match

Practice

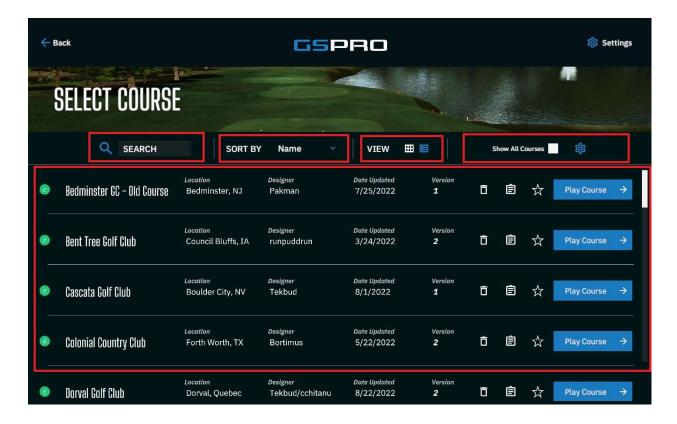
Tournaments

Online Match

Local Match

This one is played locally, as in by yourself or with friends. It is a self-contained round of golf to enjoy. Up to 8 Players can be selected to play (Players are added in the "Settings" menu for detailed creation or quickly added in Local Match). When selecting "Local Match" another selection menu will be presented.





Search: This will allow you to search through the list of course by any of the displayed fields; Name, Location or Designer

Sort By: You will be able to change the order the courses are displayed with this pull-down menu. Available options include - Name, Name (z-a), Newest, Oldest, Location, Location (z-a), Designer, Designer (z-a), Availability, Favorites.

NOTE: Sorting by "Availability requires the "Show All Courses" checkbox to be check. Then this sorting will bring all courses NOT in your library to the top of the sort list.

NOTE: Sorting by Favorite requires you have at least one course marked as a Favorite (Click the Star icon for the course). This will bring your marked Favorites to the top of the sort list.

View: There are 2 options for this, Tile View, and List view. Game will default to list view.

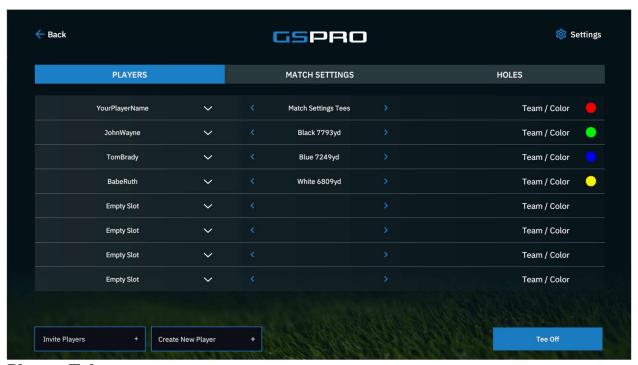
Show All Courses: This checkbox when clear will show only courses in your local library. Checked will display all courses available.



NOTE: The gear icon next to this checkbox is to add/remove other Course servers.

Local Match Setup

Once you select a course which you want to play, the following options and setup is presented to you.

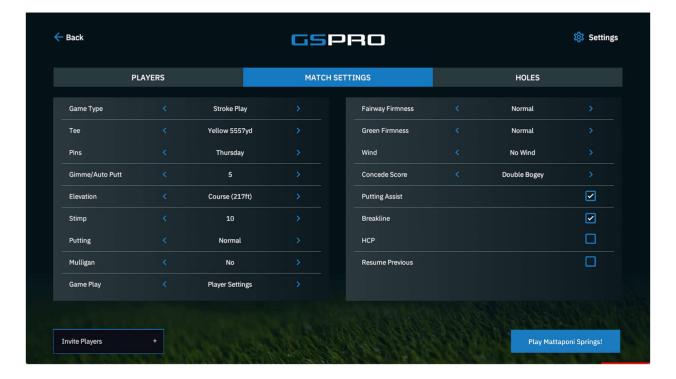


Players Tab:

- Select your player(S)
- Select desired Tee box or allow it to be setup in Match Settings
- Select Color (if playing on a team, all team members need to be same color)



Match Settings tab:



Game Type: Select Stroke, Match, Scramble, Stableford, etc

Tee: This is the tee box used if not specified by player

Pins: Thursday, Friday, Saturday, or Sunday

Gimmies: Select distance to cup, Auto-Putt Fixed or Auto-Putt Random Elevation: Global (configured in setting) or Actual course elevation

Stimp: speed in which the greens will roll

Putting: This will dictate the degree of difficulty and how the cup will 'gobble' the ball

Normal – is what is designed to be as close to real life as possible. It is also the default used

Easy – Creates a much easier approach to putting and what will 'go in' as the ball approaches the cup.

Hard – Challenge yourself and become a better putter. This will ensure your putts are pure **to** drop in the cup

Mulligan: On or Off (CTRL M is keyboard shortcut in game for taking a mulligan) **Game Play:** Force Realistic (GSPro algorithm) or Player Setting (in setting to make game penalties easier and to add boost)

Fairway Firmness: 5 different settings from super soft to super hard (Links style). **Green Firmness:** 5 different settings from super soft to super hard (Links style).

Concede Score: Setup for score when hole is conceded in Stroke play



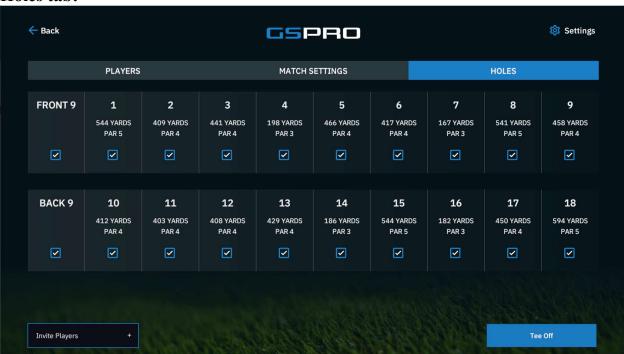
Putting Assist: Turn on/off the games ability to semi-autocorrect ball line when putting. Some Launch Monitors will skew ball roll +/- when putting. This will ensure that skew is no more than 2 degrees.

Break-line: On/off to enable or disable the 'aiming stick'. This red stick has a white tail that indicates the amount of break in the green and its severity. Longer the white tail, the more severe the break.

Handicap: On or Off. This is used to automatically tally Net scores if Handicap between golfers is set in player configuration. Scoreboard will reflect handicapped scoring.

Resume Previous: If a previous round for this course was ended prior to completion, there will be the ability to resume that round from were you left off. Checking the box will ghost out all the other settings. This is due to the fact you will be forced to use the previous rounds settings as they were when you ended the round. This includes local multi-player rounds. If you were playing with 3 local players, then all 3 will be present in the resume.

Holes tab:



Simply select which holes you desire to play. Defaults to all 18.

When ready to play, simply click "Tee off" on any of the screens in Match Setup.



Tournament

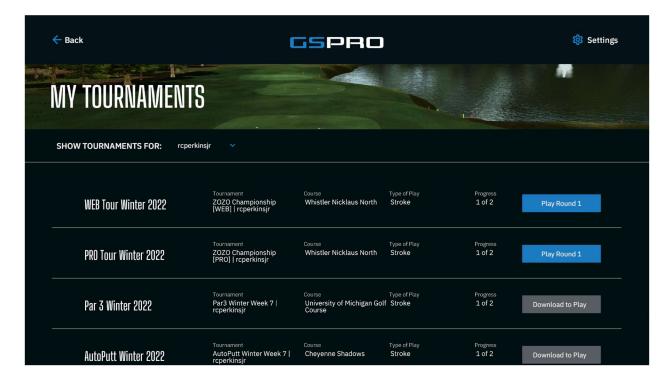
Playing tournaments is another fun, social and competitive way to play GSPro. This will require a membership with "Simulator Golf Tour" otherwise known as "SGT". Please visit My Login - Simulator Golf Tour and click "Register" to begin the process in joining the "SGT Tour"

Once you have joined and become a member, you will then be able to Register for different Tours (Web, PGA, Pro) and register for individual events within those tours. Once registered for an event, it will appear in the Tournament section of GSPro.

NOTE: in the event a tournament round is interrupted, you can "Resume" by pressing the resume button. Where you were is stored online and game can be started where you left off







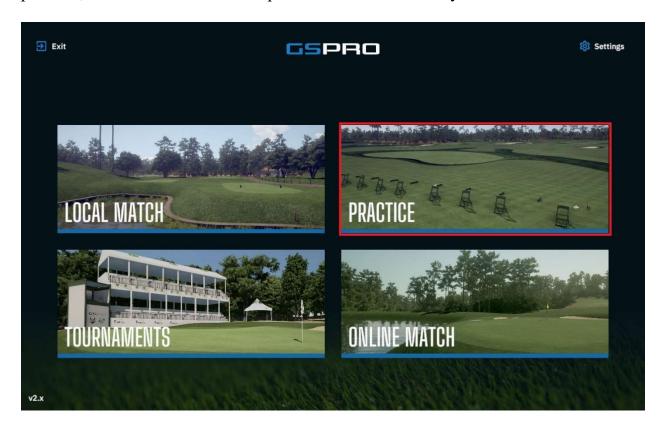
If a course is not in your library there is an option to download it from within this menu.

Additionally, if there is more than one SGT member using this Sim setup, there is a pulldown menu to select for whom Tournament rounds should be displayed for.

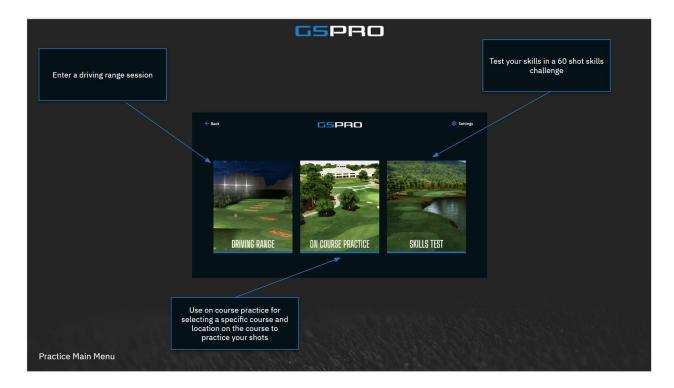


Practice

Practice is a large part of what Golf is all about. To provide as many options as possible, GSPro offers 3 different practice methods currently.







Driving Range

Exactly what it sounds like, a driving range.

On Course Practice

On Course Practice allows you to do many things I think we all would like to be able to do on the real course. Place the ball in ANY location on the golf course, practice that shot until our hearts content. Then move on to a different shot. On course practice has a little different interface than the others.



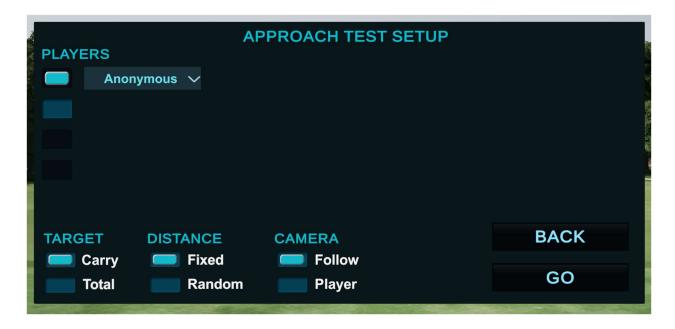


Skills Challenge

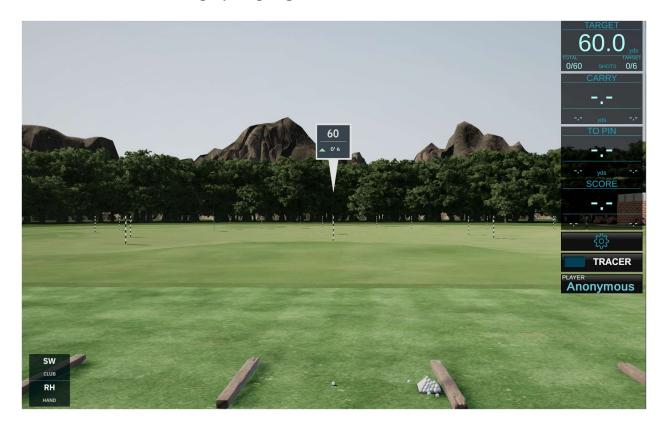
This is a measure of your ability to play the ball to a certain distance (Total or Carry – your choice) during the course of 60 shots from various distances measuring your skill, hopefully, of your entire bag. As of this writing the only option is "Full Bag".







- Please select the Player to execute the challenge
- Target this is what is being measured, your Carry distance or Total Distance. Points are awarded based on this selection.
- Distance Fixed or Random. You choose
- Camera Select your desired camera action. Follow will follow the ball, Player will remain at the players perspective.





Appendix 2: Lie Angle

Lie angle is indicated on the minimap, at the bottom. It is going to read Left or Right and Up or Down.

Like in real golf, the location of your feet in relation to your ball is very important for shot selection. It plays a part in what shot to hit, your stance, your club selection, and your stroke. Lets talk about it in GSPro terms.

Left: A lie angle of 'left' in GSPro indicates your feet are below the ball. This indicates that the ball will tend to start off left. The larger the number the steeper the slope towards your feet.

Right: A lie angle of 'right' in GSPro indicates your feet are above the ball. This indicates that the ball will tend to start off Right. The larger the number the steeper the slope away from your feet.

Up: This indicates that the ball is on an upwards Lie. An upwards lie is going to add loft to your shot and tend to fly higher. If severe enough, can create a loss of yardage due to the amount of height the ball travels.

Down: This indicated that the ball is on a downward Lie. A downward lie is going to reduce the loft of your shot and will tend to fly lower. The more severe the downward the less likely you have of getting a good high golf shot. The ball will tend to travel shorter distances and roll more.