

# FULL SWING GOLF

## USER GUIDE

Version 1.0.10



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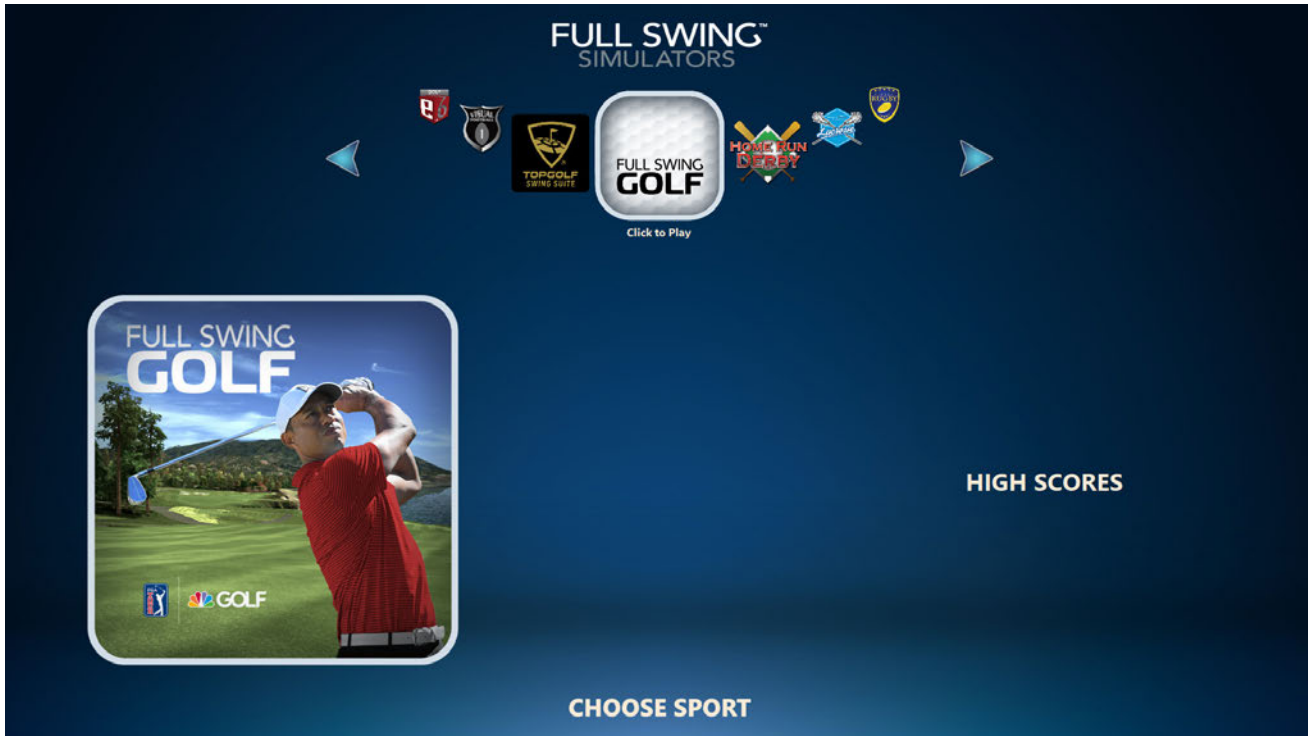
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## STARTING FULL SWING GOLF



Use the arrows to navigate to Full Swing Golf icon.

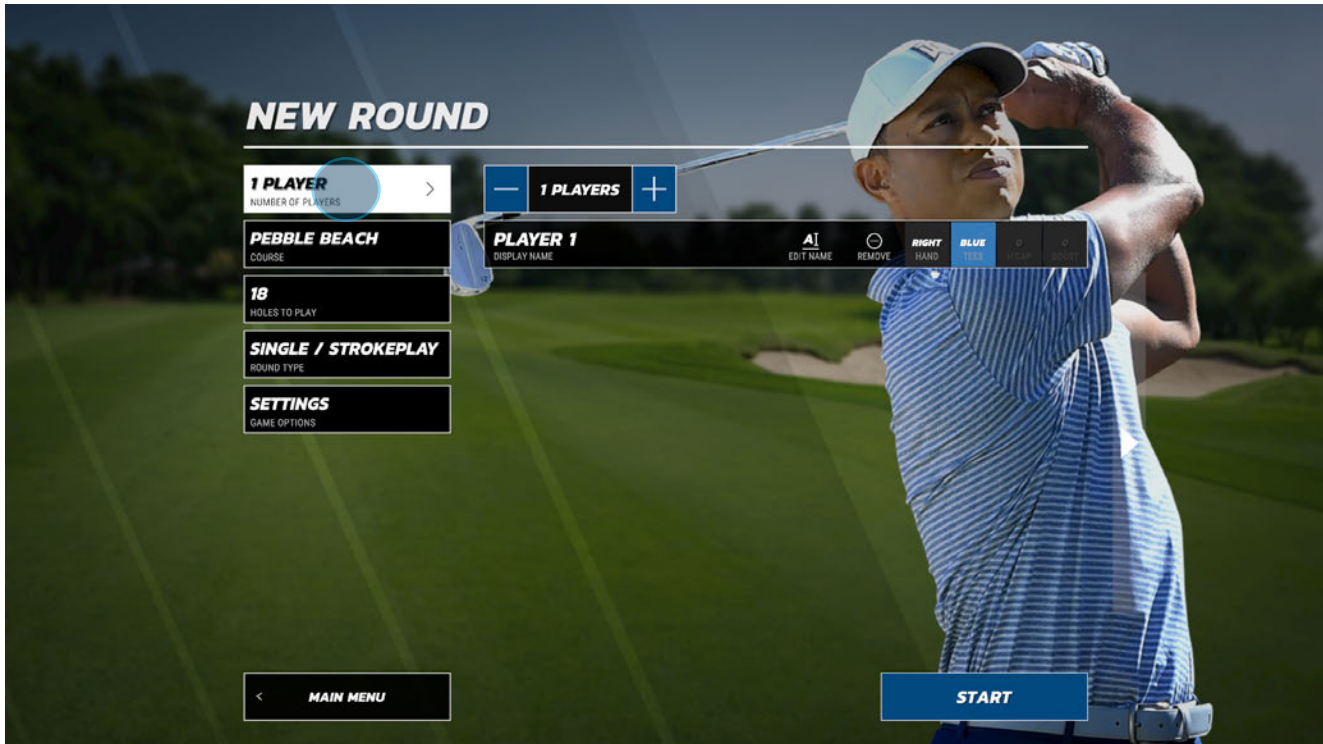
- Select the **Full Swing Golf** icon.

## STARTING A NEW ROUND



- Select the **"PLAY GOLF"** icon from the game type menu.

## ADDING PLAYERS

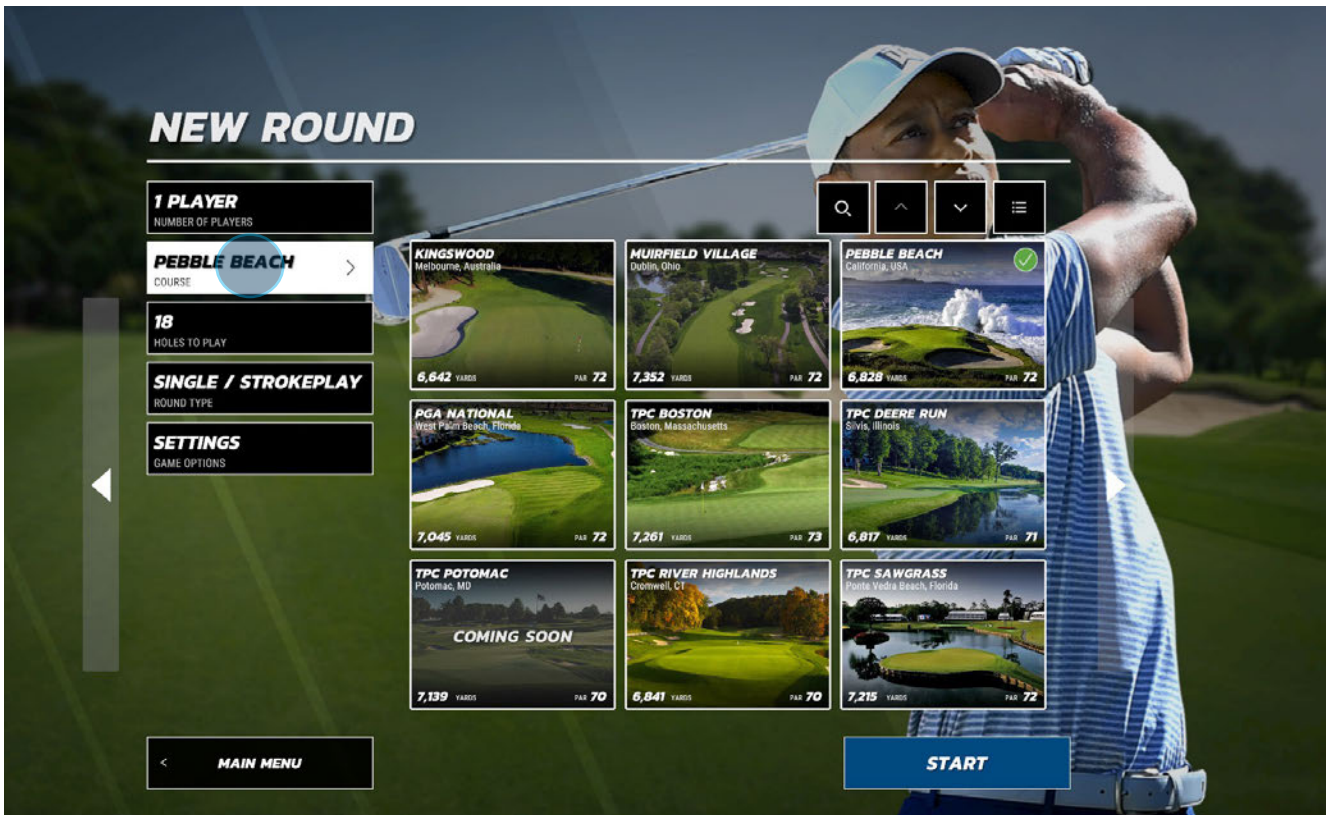


- Select the **"NUMBER OF PLAYERS"** tab.
- Use the **(+)** and **(-)** buttons to add or remove additional players.
- Select **"EDIT NAME"** to edit player name.
- Select hand.
- Select Tee location.

### Repeat for all players

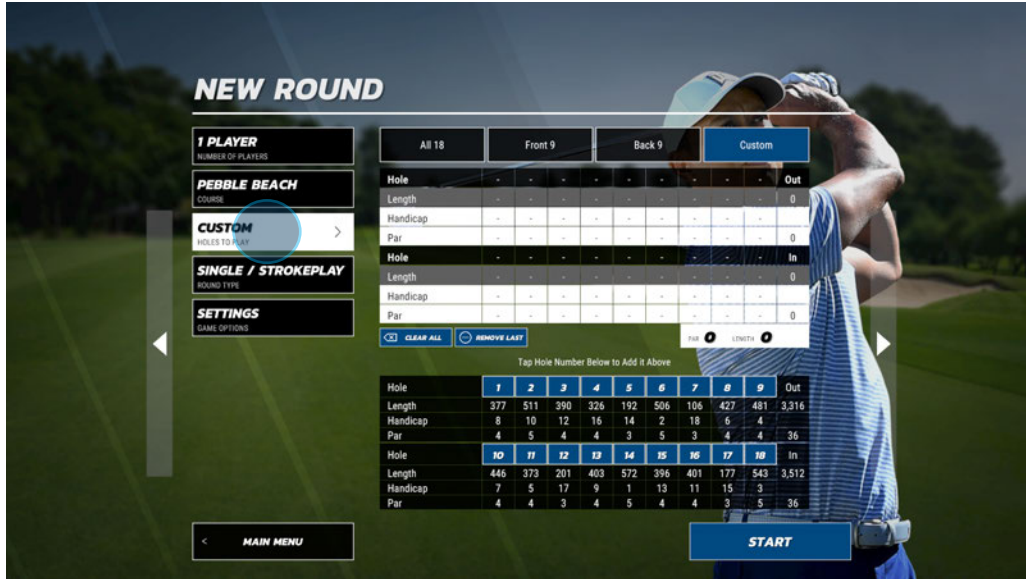
- Select **"START"** to begin round, or continue to edit game settings.

# COURSE SELECTION



- Select the **"COURSE"** tab.
- Select the desired course icon.
- Select **"START"** to begin round, or continue to edit game settings.

# HOLES TO PLAY



- Select the **"HOLES TO PLAY"** tab.

## PLAY ALL 18

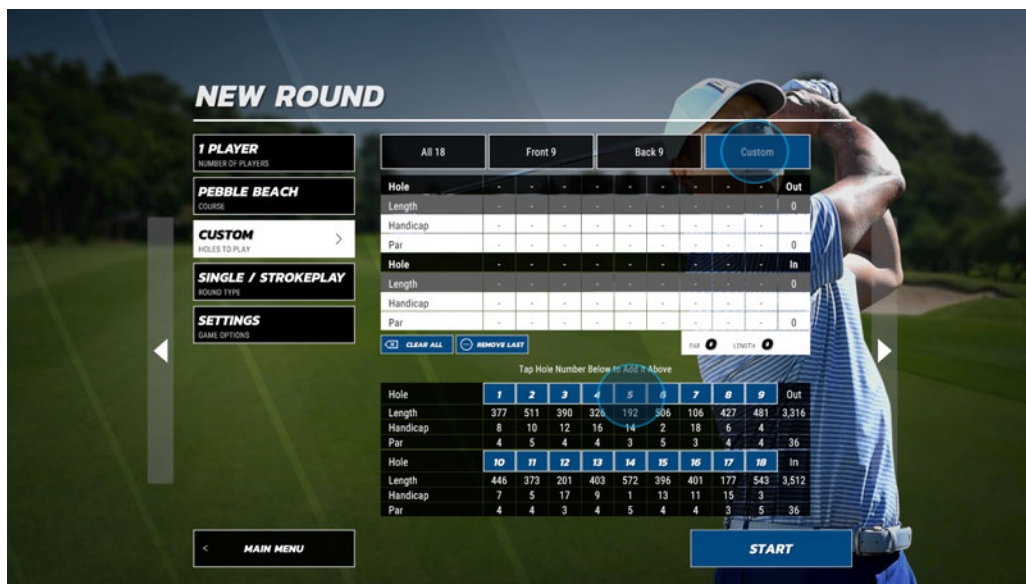
- Select **"All 18"** to play each hole on the course.

## PLAY FRONT 9

- Select **"Front 9"** to play the first 9 holes on the course.

## PLAY BACK 9

- Select **"Back 9"** to play the last 9 holes on the course.

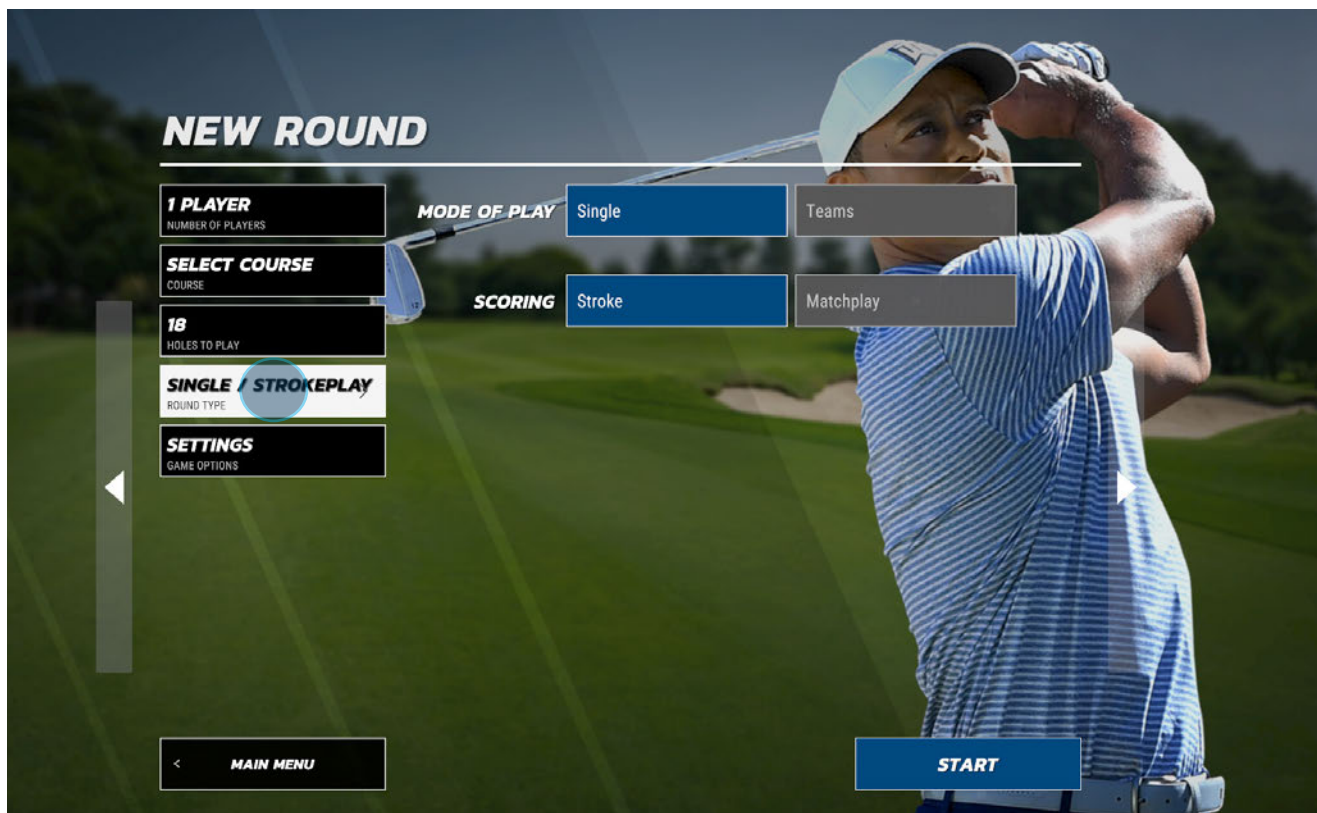


## CUSTOM

- Tap each hole you would like to include in the round.

- Select **"START"** to begin round, or continue to edit game settings.

# ROUND TYPE



Select the **"ROUND TYPE"** tab

## MODE OF PLAY

- Select **"SINGLE"** or **"TEAMS"**

## SCORING

### STROKE PLAY

Players record the number of strokes, with penalties, it took to complete each hole. At the end of the round, each player adds up the scores for each hole. The player with fewest shots to complete the round wins.

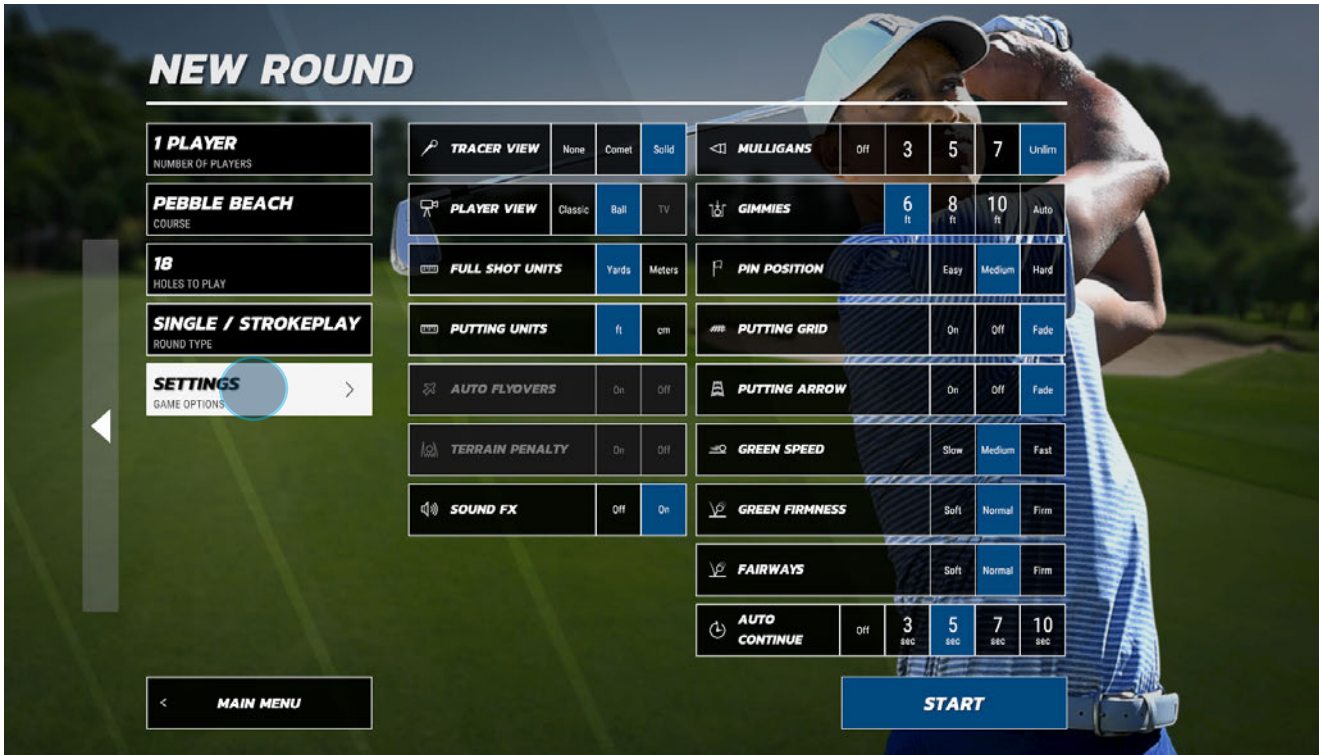
- Select **"STROKE"** for Stroke Play.

### MATCH PLAY

Players are play against each other with each player trying to score the lowest on individual holes. Players will either win, lose or tie each hole. The player with the most holes won wins the round.

- Select **"Match Play"** for Match play.
- Select **"START"** to begin round, or continue to edit game settings.

# IN-ROUND SETTINGS



## TRACER VIEW

None  
Comet (Tracer fades as ball travels)  
Solid (Tracer remains solid throughout ball flight)

## PLAYER VIEW

Classic (Camera remains at the tee as ball flies)  
Ball (Camera follows the ball throughout ball flight)  
TV (Camera switches from classic view to ball during ball flight)

## FULL SHOT UNITS

Yards/Meters

## PUTTING UNITS

Feet/Centimeters

**AUTO FLYOVERS** (Currently Not Available)

**TERRAIN PENALTY** (Currently Not Available)

## SOUND FX

On/Off

## MULLIGANS

Off/3/5/7/Unlimited

## GIMMIES

6ft/8ft/10ft  
**Auto**  
Inside 10' = 1 Putt  
Inside 50' = 2 Putts  
Outside 50' = 3 Putts

## PIN POSITION

Easy/Medium/Hard

## PUTTING GRID

On/Off/Fade

## PUTTING ARROW

On/Off/Fade

## GREEN SPEED

Slow/Medium/Fast

## GREEN FIRMNESS

Soft/Normal/Firm

## FAIRWAYS

Soft/Normal/Firm

## AUTO CONTINUE

Off/3/5/7/10

- Select **START** to begin round



# IN-ROUND MENU



## ION 3



Select the "ION" tab to reveal the post shot analysis window.

## FLYOVER



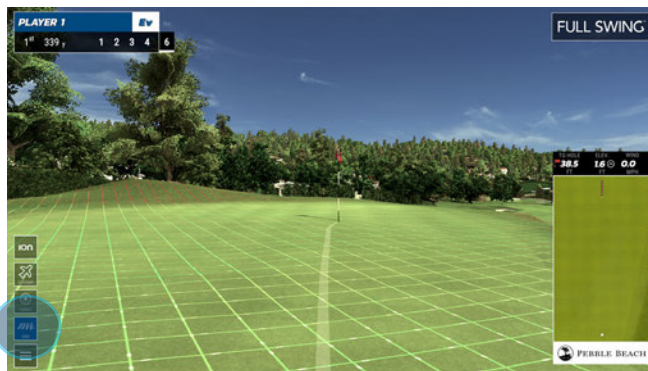
Select the "FLYOVER" tab to view a flyover of the current hole.

## TARGET



Select the "TARGET" tab to adjust your target line.

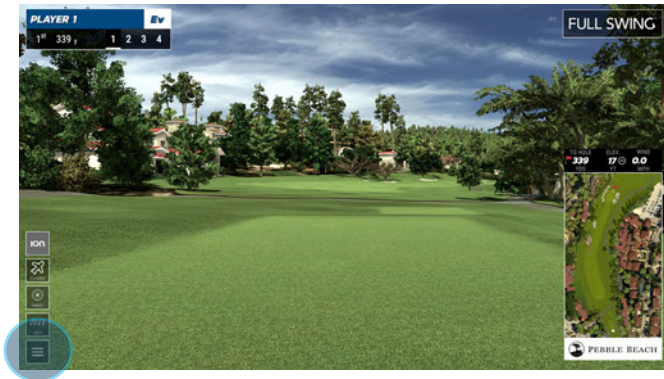
## GRID



Select the "GRID" tab to overlay a grid on the green to view undulations.

Green - Level ground  
 Red - High slope  
 Amber - Moderate slope

# IN-ROUND SETTINGS



- Select the **"MENU"** tab.

## TAKE MULLIGAN

Select **"Mulligan"** to repeat the last shot without adding a stroke to your score.

## REPLAYS

Select **"Replays"** to open the replay window and view a replay of your last shot.

## PICKUP BALL

Select **"Pick Up Ball"** to end the hole. The maximum number of strokes for that hole will be added to your score.

## IN-ROUND PRACTICE

Select **"In-Round Practice"** to take practice shots. Select "End Practice" to return to the round.

## TRACER

Select **"Tracer"** to toggle between ball tracer types or to remove ball tracer.

## TOP VIEW

Select **"Top View"** to display overhead map.

## CAMERA

Select **"Camera"** to toggle between camera views

## EXIT ROUND

Select **"Exit Round"** to exit the current round.

- Select **"X"** to continue

# REPLAYS



- Select the **"MENU"** tab

## REPLAYS

Select **"Replays"** to open the replay window and view a replay of your last shot.

### TV VIEW

Select **"TV View"** to view the ball from the point in which it was hit at first, then the camera will follow the ball in flight.

### REVERSE VIEW

Select **"Reverse View"** to view the last shot taken from the point the ball landed and view the ball travel towards it.

### BALL VIEW

Select **"Ball View"** to view the last shot taken as the camera follows the ball in-flight.

### CLASSIC VIEW

Select **"Classic View"** to view the ball from the point in which it was hit. the camera remains stationary as the ball travels in the air.

### SIDE VIEW

Select **"Side View"** to view the ball flight of the last shot taken from the side.

### EXIT REPLAY

Select **"Exit REPLAY"** to exit the current round.

## ACCESS REPLAYS FROM ION3 WINDOW

You can also access the **Replays** feature from the ION3 post shot analysis window.

Select **"Replays"** to open the replay window and view a replay of your last shot.

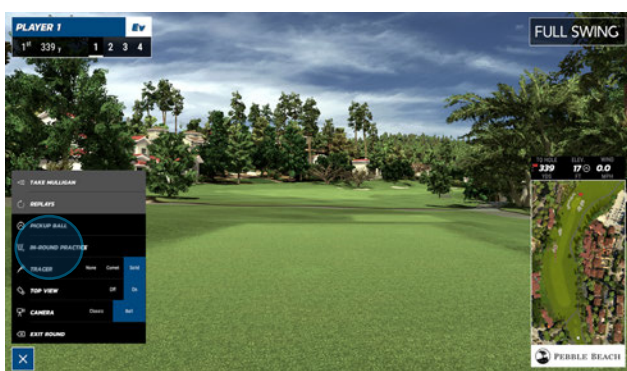


- Select **"X"** to continue

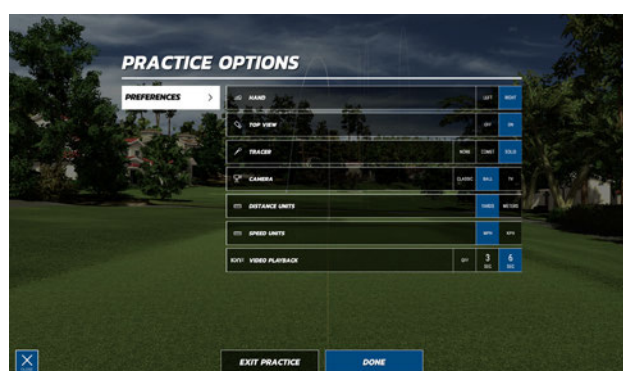
# IN-ROUND PRACTICE



- Select the **"MENU"** tab



- Select the **"IN-ROUND PRACTICE"** tab



**In-Round Practice Options**

## HAND

Left/Right

## TOPVIEW

Display overhead map.  
On/Off

## TRACER

None  
Comet (Tracer fades as ball travels)  
Solid (Tracer remains solid throughout ball flight)

## CAMERA

Classic (Camera remains at the tee as ball flies)  
Ball (Camera follows the ball throughout ball flight)  
TV (Camera switches from classic view to ball during ball flight)

## DISTANCE UNITS

Yards/Meters

## SPEED UNITS

MPH/KPH

## VIDEO PLAYBACK

Off/3 Seconds/6 Seconds

## EXIT PRACTICE

Select **"Exit Round"** to exit the current round.

## REPLAYS

You can access the **Replays** feature from the ION3 post shot analysis window.

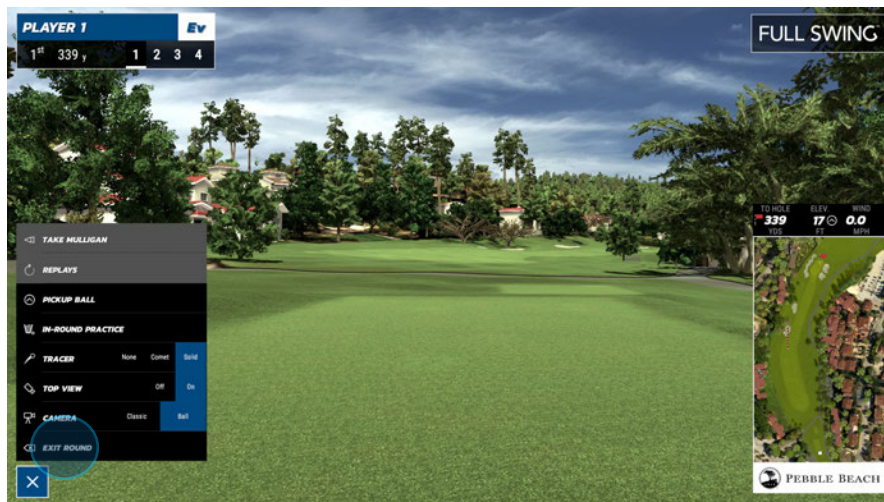
Select **"Replays"** to open the replay window and view a replay of your last shot.

- Select **"X"** to continue

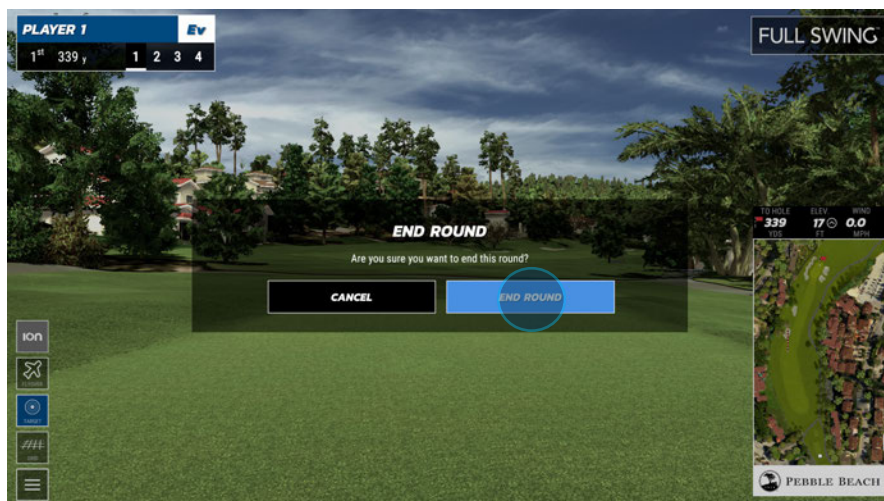
# EXIT ROUND



- Select the **"MENU"** Tab



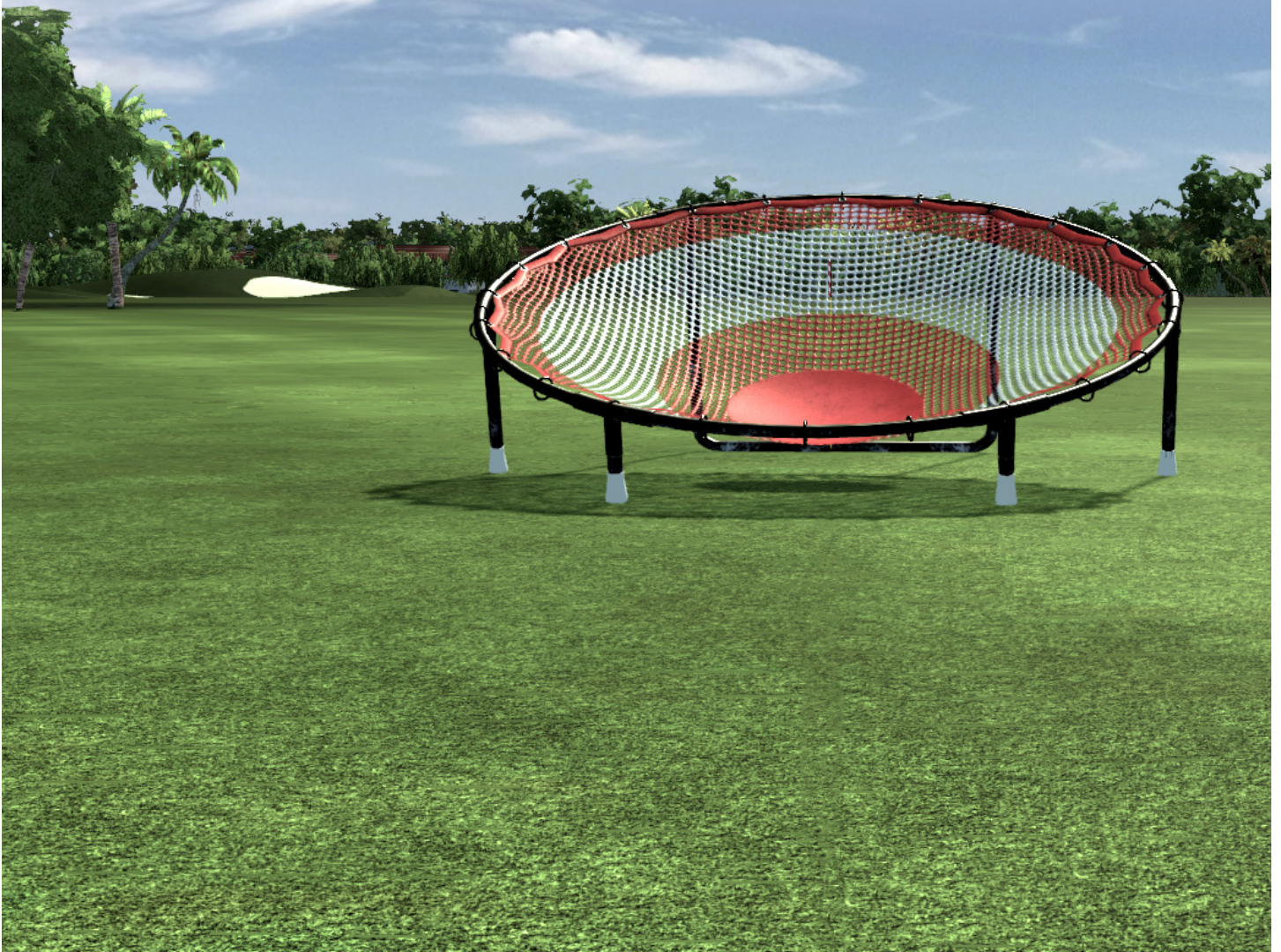
- Select **"EXIT ROUND"**



- Select **"END ROUND"**

# FULL SWING **GOLF**

DRIVING RANGE



## STARTING THE DRIVING RANGE



- Select the **"HIT THE RANGE"** tab to start the driving range.

# DRIVING RANGE OPTIONS



## DRIVING RANGE DATA

- Toggle on/off to enable or disable data window.



## DRIVING ION3 VIEWER

- The "ION3 Video" tab to display the ION3 video analysis window.



# DRIVING RANGE PREFERENCES



- Select the **"MENU"** tab to open the Driving Range Options window.
- Select the **"PREFERENCES"** tab to edit Driving Range options.
- Select **"DONE"** to return to the driving range.
- Select **"EXIT RANGE"** to return to the Game Type menu screen.

## HAND

Left/Right

## TOP VIEW

Enable or disable on-screen overhead view window.

## TRACER

None/Comet/Solid

## CAMERA

Classic/Ball/TV

## DISTANCE UNITS

Yards/Meters

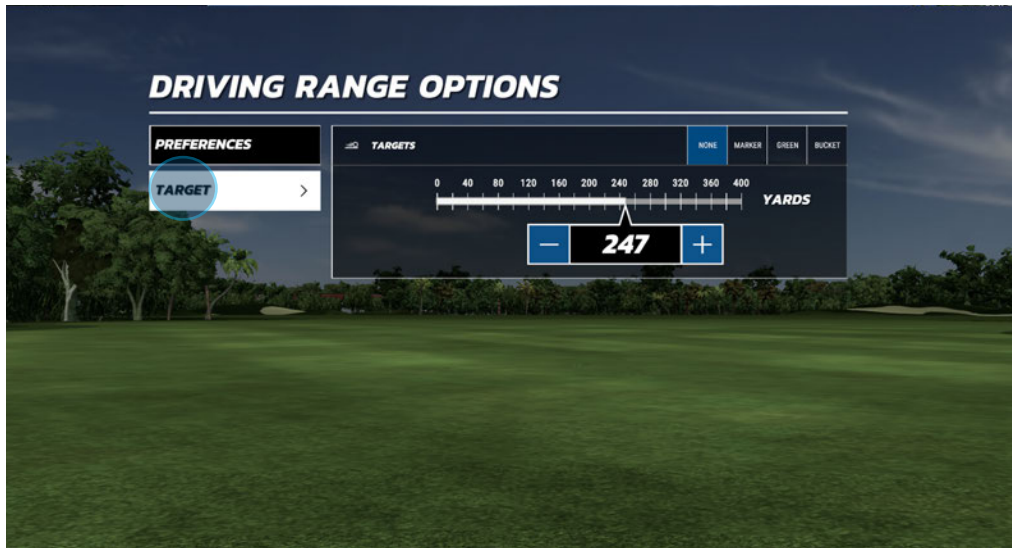
## SPEED UNITS

MPH/KPH

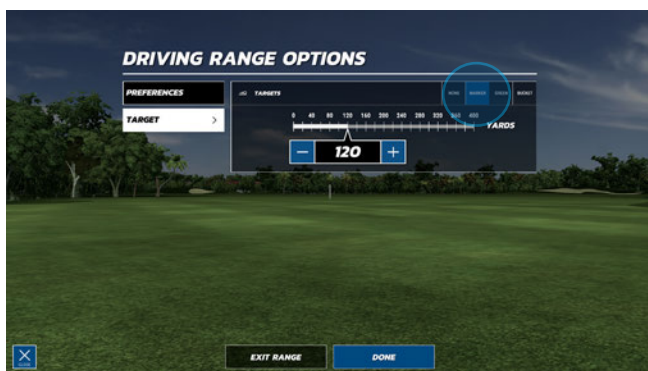
## VIDEO PLAYBACK

Enable or disable ION3 club head video window.

# DRIVING RANGE TARGET OPTIONS



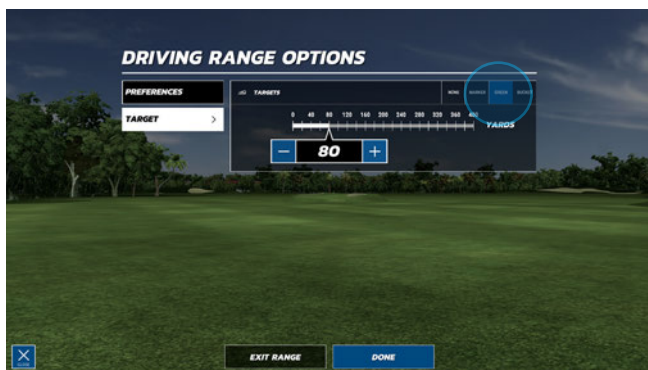
- Select the "Target" tab to open the Target option window.



## DRIVING RANGE MARKER

- Select the "MARKER" tab to display a target marker on the driving range.

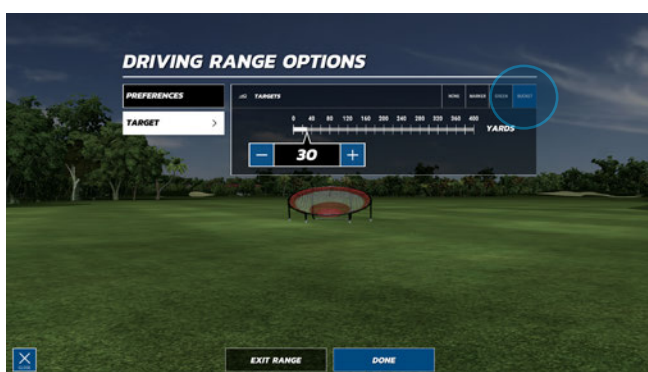
Use the slider to adjust the distance of the marker on the driving range.



## DRIVING RANGE GREEN

- Select the "GREEN" tab to display a target green on the driving range.

Use the slider to adjust the distance of the green on the driving range.



## DRIVING RANGE BUCKET

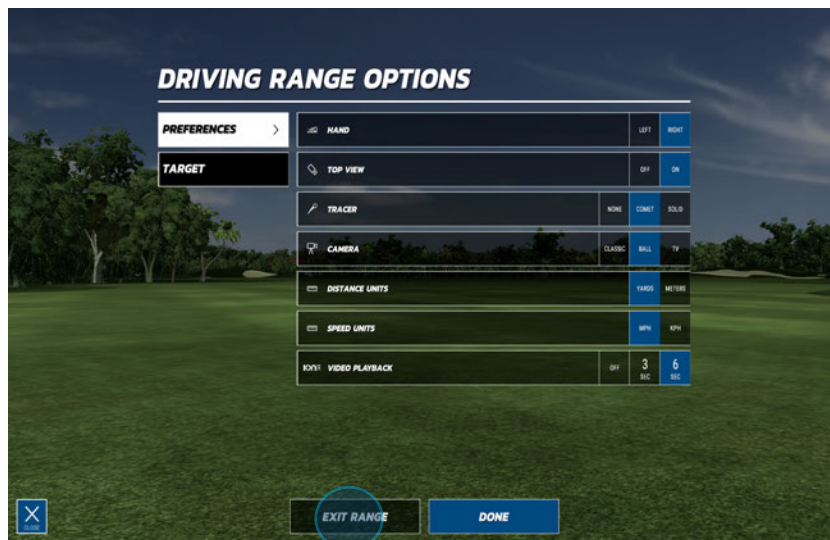
- Select the "BUCKET" tab to display a target bucket on the driving range.

Use the slider to adjust the distance of the bucket on the driving range.

# EXIT DRIVING RANGE



-Select the **"MENU"** button



-Select **"EXIT RANGE"**



-Select **"EXIT RANGE"**