

QED – Game Manual

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Game Driver

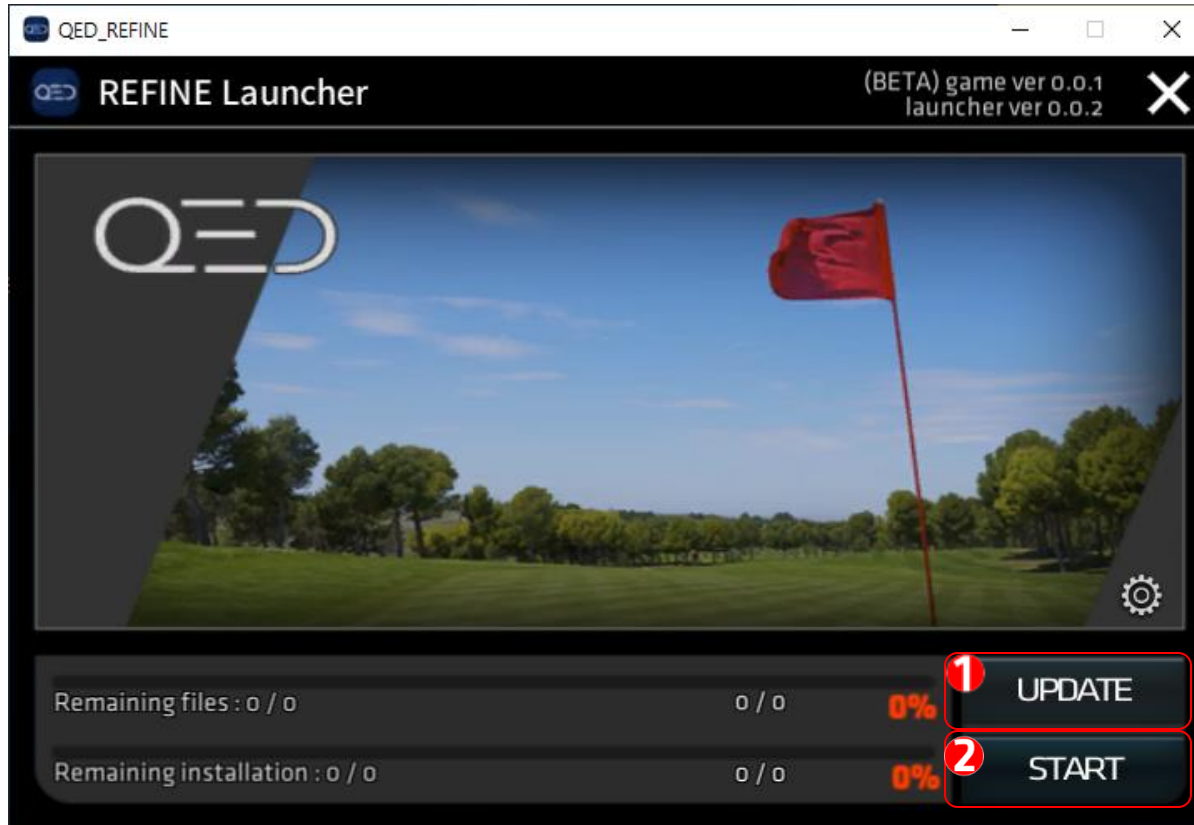
1.1 Run Icon



On the desktop

1 Click on the QED icon to launch the game.

1.2 Run Launcher



If there is an update:
1 Click the "Update" button to start the update.

2 Click the "Start" button to start the game.

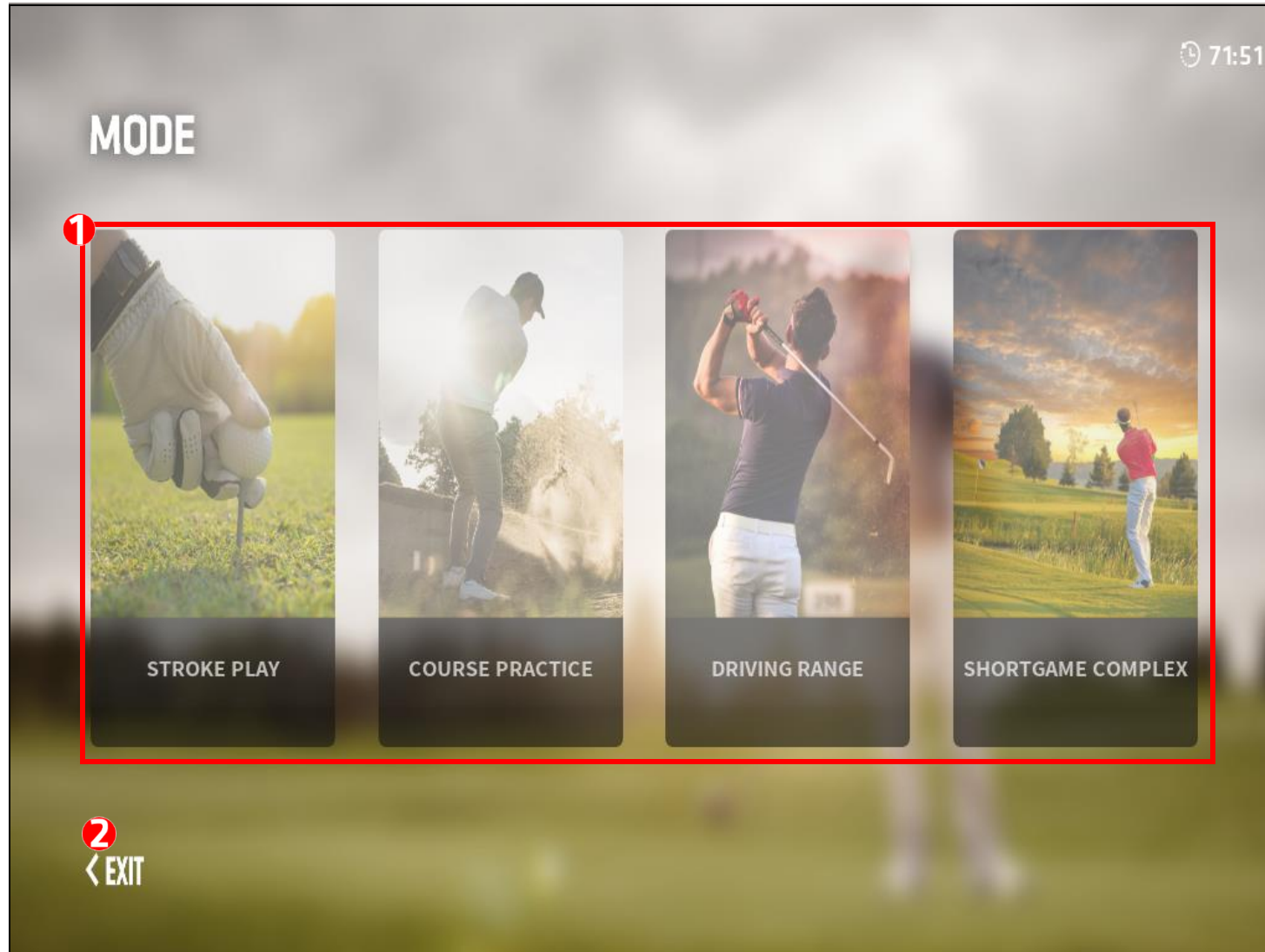
1.3 Introduction Screen



TRUSTWORTHY GOLF SIMULATOR

Introduction screen will come up after the game launcher.

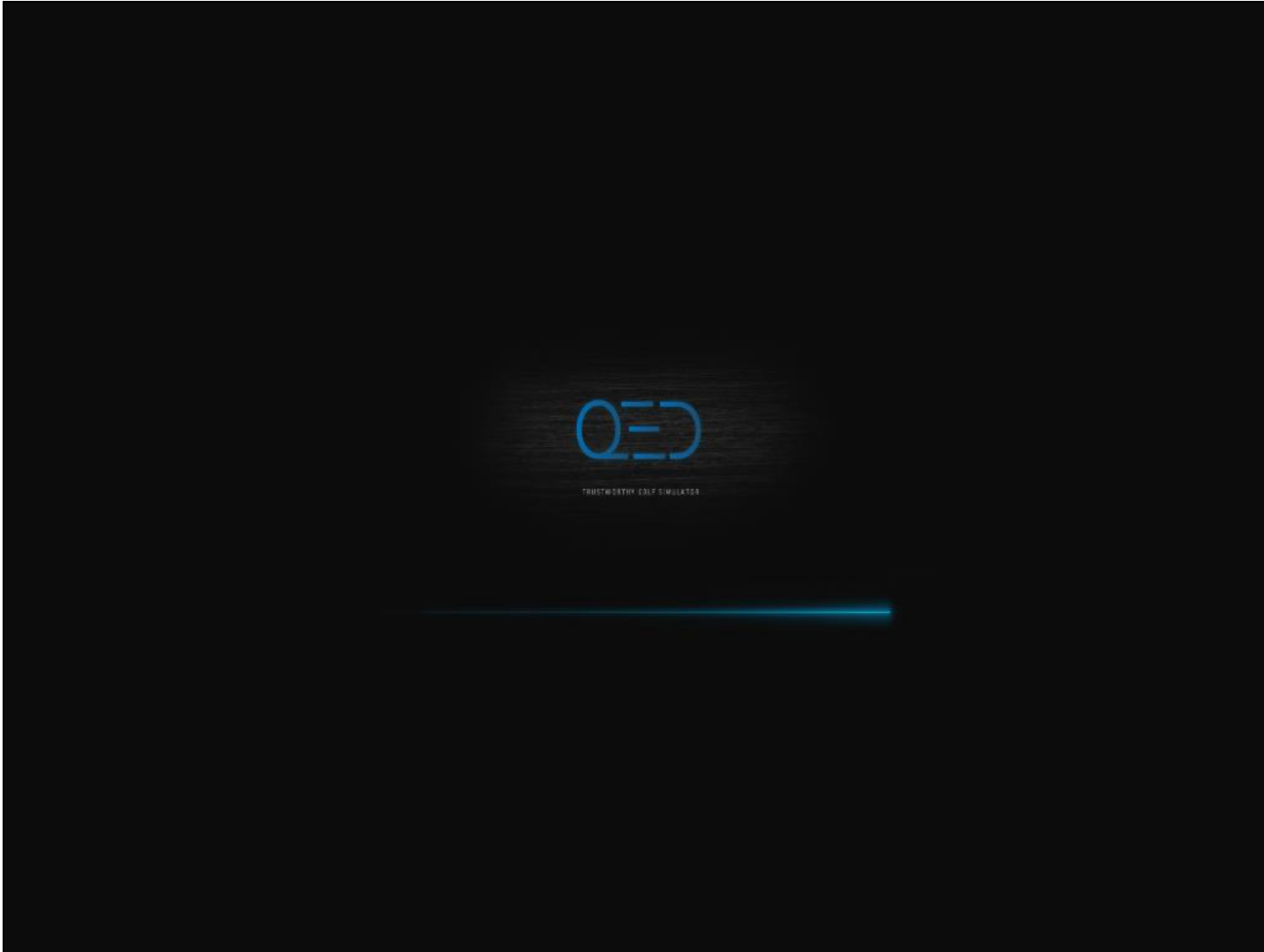
1.4 Select Mode



1 Play by choosing one of four modes: Stroke play, Course Practice, Driving Range or Short Game Complex.

2 When you click the Exit button, you will exit the game

1.5 Game Loading Screen



You will see this loading screen before the game runs.

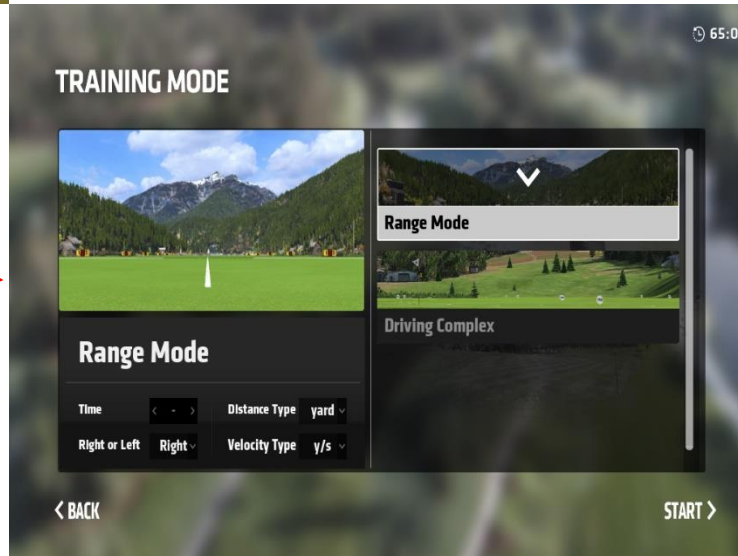
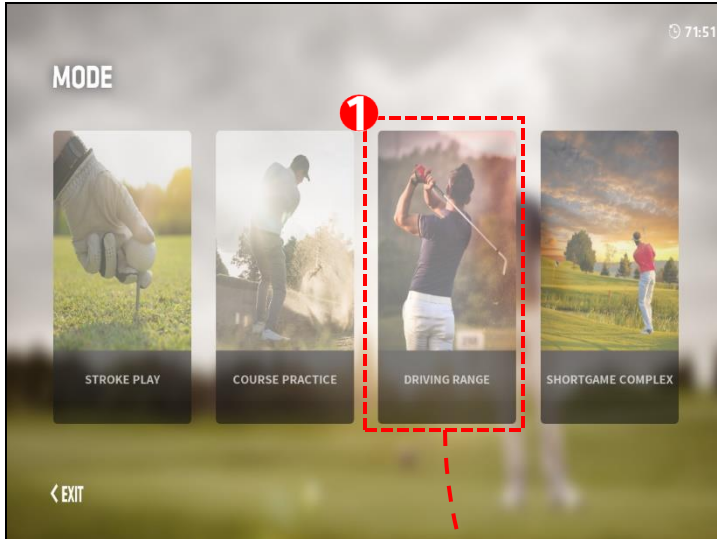
This loading screen will appear for some time while the game loads.

Click any where on the screen to continue.

If game does not load and if screen appears for more than 3 minutes please restart the program.

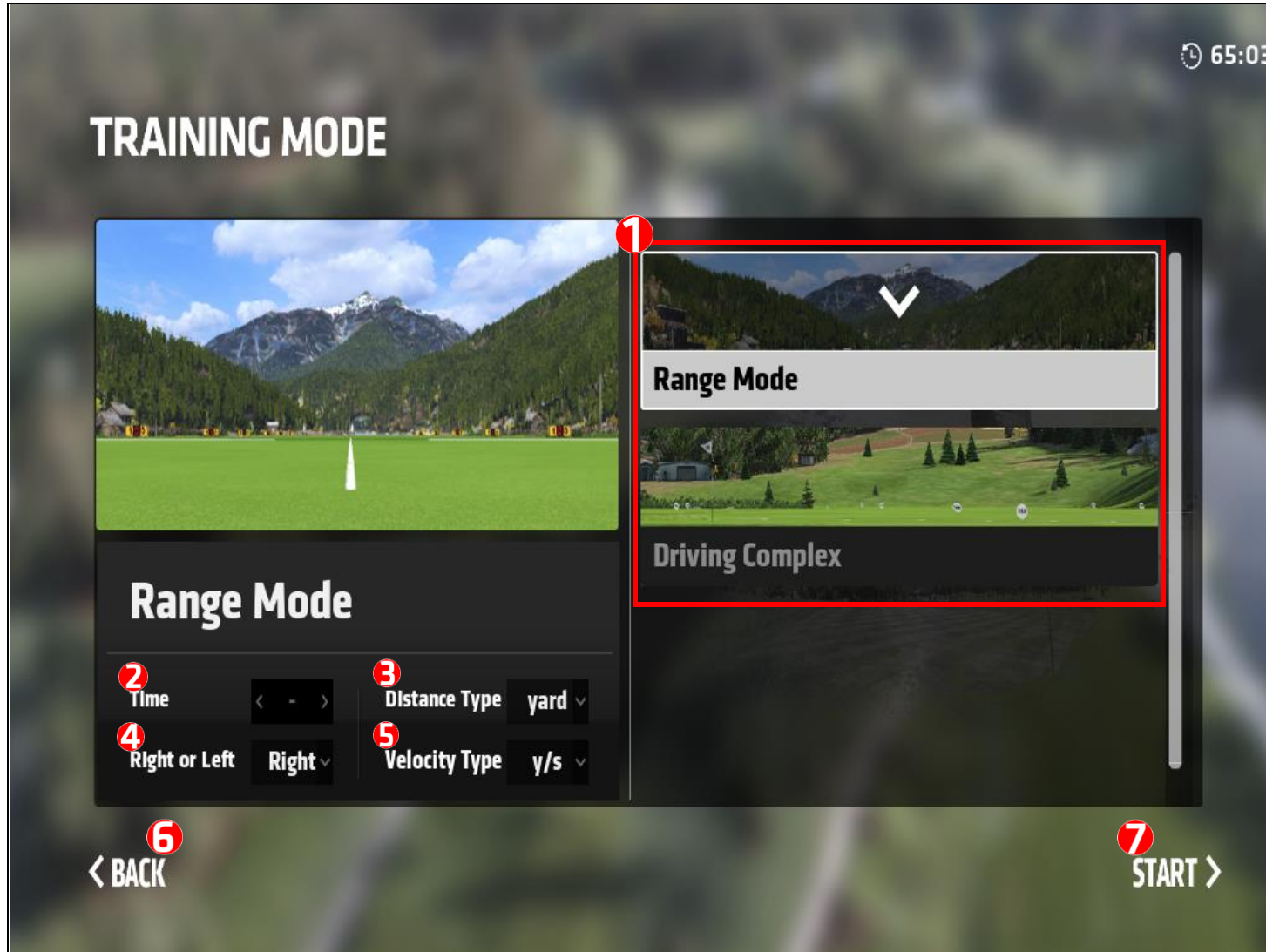
Driving Range

2.1 Training Mode



On the mode selection screen ① Select "Driving Range" to open up the driving range mode. The following screen will appear to select either "Range Mode" or "Driving Complex."

2.2 Range Mode and Driving Complex

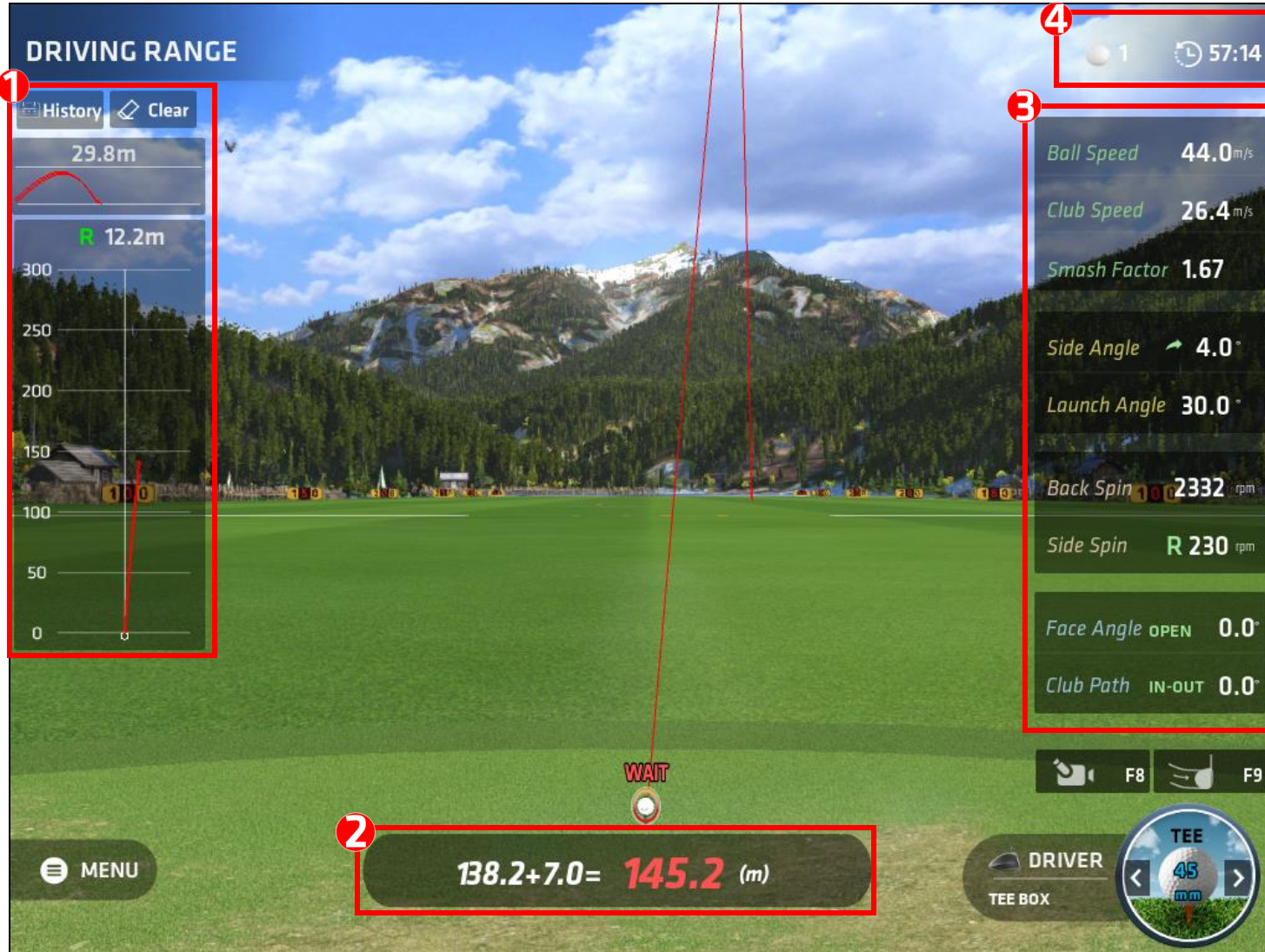


1 There are 2 modes in Training Mode. "Range Mode," and "Driving Complex." Click and Choose which mode to play.

2 Time. Choose the time for the game timeout timer.
3 Distance Type. Choose the unit of measurement for distance.
4 Right or Left. Choose which Hand to play.
5 Velocity Type. Choose the unit of measurement for speed.

6 Click the "Back" button to go back to go to previous screen, **7** Click "Start" to begin.

2.3 Range Mode Main Screen (1)



1 This section shows the top and side trajectories of your last 10 shots. The "Clear" button will clear any shots from the data.

2 This section shows the carry distance, run distance, and total distance of your last shot.

3 This section shows shot and ball data of your last shot:

- Ball Speed
- Club Speed
- Smash Factor
- Side Angle
- Launch Angle
- Back Spin
- Side Spin
- Face Angle
- Club Path

4 This section shows your total shots and the game timeout clock.

2.4 Range Mode Main Screen (2)



1 Menu Button: Menu window will pop up with functions such as range options, analysis, and the exit button.

2 Ball Ready Status
"WAIT" will appear if the sensor has NOT read the ball in the hitting zone. "OK" will be heard in a woman's voice along with a musical tone if the ball has been read. Then the "WAIT" signal will disappear.

Analysis of last shot.

3 Click here to review the swing shot analysis of your last shot.

4 Click here to review the club/ball shot analysis of your last shot.

5 This section shows the current position of the ball, club selection, and height of the tee position. The left and right buttons controls the height of the tee position. Adjust the height to your preference.

2.5 Menu Window (1)



1 The Menu window will pop up after clicking on the Menu button.

2 There are 3 different ranges you can choose to practice from. Driving Range, Approach, and Putting.

3 These are your video analysis settings. Make sure Swing-Analysis and Ball/Club Data are "On" to view after each shot. Click "Open" to replay your video analysis.

4 Click the "Exit Game" button to exit out of this mode and back to the select mode screen.

2.6 Menu Window (2)



1 The Menu window will pop up after clicking on the Menu button.

2 Click "Open" to view the shot history.

3 Fixed View option allows you to set the shot view from the hitting spot. Turn off Fixed View to allow the view to travel with the shot.

4 You can change the unit of measurement for Distance Type and Velocity Type.

5 You can change the Green Speed to Slow, Medium, or Fast according to your preference.

2.7 Activate Fixed View

The screenshot shows a golf game interface during a driving range session. A central menu window is open, displaying various options and settings. A red dashed arrow points from the 'MENU' button in the bottom left corner to the menu window, labeled with a red '1'. Another red dashed arrow points from the 'Fixed View' option in the menu to its toggle switch, labeled with a red '2'. The toggle switch is currently set to 'OFF', and the 'ON' position is highlighted with a red dashed box. The background shows a golf course with a green and a blue sky with clouds. On the left, there is a distance graph showing a red parabolic curve. On the right, there are various statistics such as Ball Speed, Club Speed, Smash Factor, Side Angle, Launch Angle, Back Spin, Side Spin, Face Angle, and Club Path. At the bottom, there is a calculation: $129.0 + 8.5 = 137.5$ (yd). The bottom right corner shows a 'DRIVER' selection screen with a 'TEE BOX' and a 'TEE' selection of 45 mm.

DRIVING RANGE

MENU

- DRIVING RANGE
- APPROACH
- PUTTING
- Swing-analysis (OPEN)
- Swing Video (ON)
- Ball/Club Data (OPEN)
- Ball/Club (ON)
- Shot History (OPEN)
- Fixed View (OFF)

Distance Type: yd m

Velocity Type: mph yd/s m/s km/h

Green Speed: Slow Medium Fast

Ball Speed: 43.7 yd/s

Club Speed: 26.2 yd/s

Smash Factor: 1.67

Side Angle: 10.0°

Launch Angle: 35.0°

Back Spin: 1000 rpm

Side Spin: R 0 rpm

Face Angle OPEN: 0.0°

Club Path IN-OUT: 0.0°

Exit Game WAIT O.K

DRIVER TEE BOX

TEE 45 mm

$129.0 + 8.5 = 137.5$ (yd)

1 The Menu window will pop up after clicking on the Menu button.

2 **Fixed View ON/OFF.**
Select "ON" to activate the **Fixed View** option

2.8 Fixed View



Fixed View shows the camera view of a shot in the fixed location of the tee position.

1 In Fixed View, you will see "Apex" data. This data is the highest point of your last shot.

2.9 Change Club and Tee Height



- ① Press the club icon on the bottom right to bring up the club selection window.
- ② The various clubs are organized by color and number.
- ③ The putter is not available for driving range and approach mode.

- ④ "<" (left) key lowers the height of the tee. ">" (right) key raises the height of the tee. You can also adjust with the left and right key on your keyboard when this button is selected.

2.10 Shot Analysis

DRIVING RANGE

Clear

24.7ft

R 0.1yd

350
300
250
200
150
100
50
0

BALL/CLUB

CLUB PATH	CLUB SPEED	FACE ANGLE	BACK SPIN	SIDE SPIN
IN-OUT 0.0°	26.2 yd/s	OPEN 0.0°	1000 rpm	R0 rpm

SWING VIDEO

99.8+26.7= **126.5** (yd)

FAIRWAY

3 ● 66:01

Speed 43.7 yd/s

Club Speed 26.2 yd/s

Launch Factor 1.67

Side Angle 0.0°

Launch Angle 15.0°

Back Spin 1000 rpm

Side Spin R0 rpm

Face Angle OPEN 0.0°

Club Path IN-OUT 0.0°

You will see Ball/Club data and Swing Motion Analysis video if they are turned on in the Menu option.

2.11 Ball/Club Data (1)

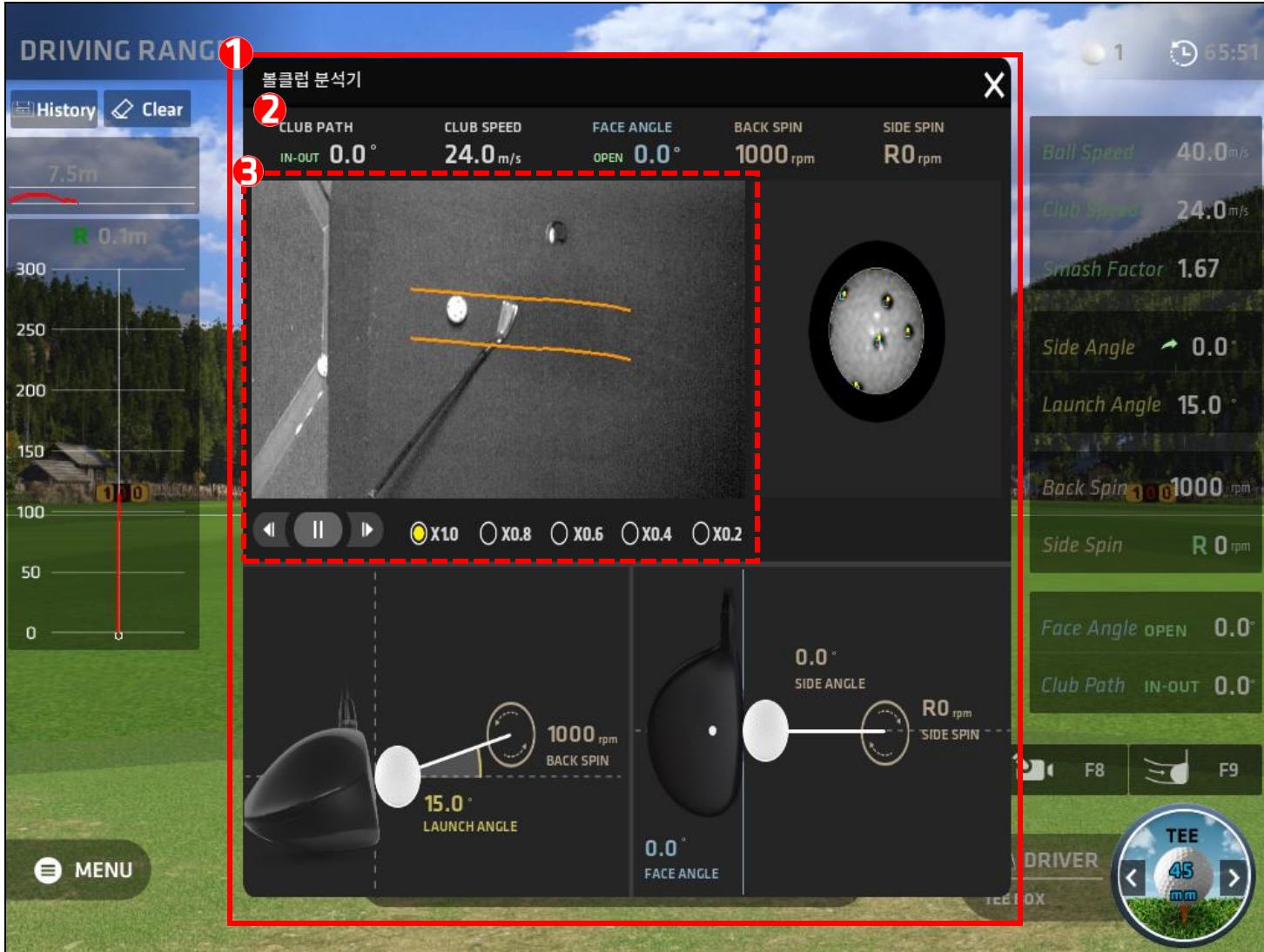


1 The Menu window will pop up after clicking on the Menu button.

2 To analyze Ball/Club data, click the open button in the menu window.

2 Or click the Ball/Club data icon on the bottom right to analyze Ball/Club data.

2.12 Ball/Club Data (2)



1 The Ball/Club Data window will pop up once this option is selected. Club video, club data, ball video, and ball data can be viewed in this window. Click (X) top right of the window to exit.

2 This section shows data for Club Path, Club Speed, Face Angle, Back Spin, and Side Spin.

3 This section shows the frame by frame image of your last shot. Play/Stop, fast forward, and rewind are available button options. You can also set the video playback speed: 1, 0.8, 0.6, 0.4, and 0.2 speeds.

2.13 Swing Motion Analysis (1)



1 The Menu window will pop up after clicking on the Menu button.

2 To analyze Swing Motion Analysis video, click the open button in the menu window.
 2 Or click the Swing Motion Analysis icon on the bottom right to analyze Swing Motion Analysis video.

2.14 Swing Motion Analysis (2)



Please refer to the [Swing Motion Analysis Guide](#).

2.15 SHOT HISTORY (1)

The screenshot displays a golf simulation interface. At the top left, the 'DRIVING RANGE' menu is open, showing a 'History' button (highlighted with a red dashed box and a red '2') and a 'Clear' button. A red dashed arrow points from the 'History' button to a 'Shot History' option in the 'MENU' window. The 'MENU' window (highlighted with a red dashed box and a red '1') contains several options: 'DRIVING RANGE', 'APPROACH', 'PUTTING', 'Swing-analysis', 'Swing Video', 'Ball/Club Data', 'Ball/Club', 'Shot History' (with an 'OPEN' button highlighted by a red dashed box and a red '2'), and 'Fixed View'. Below these are settings for 'Distance Type' (yd/m), 'Velocity Type' (mph/yd/s/m/s/km/h), and 'Green Speed' (Slow/Medium/Fast). At the bottom of the menu are 'Exit Game', 'WAIT', and 'O.K.' buttons. The background shows a golf course with a green and a blue sky. On the right, a statistics panel displays various metrics: Ball Speed (43.7 yd/s), Club Speed (26.2 yd/s), Smash Factor (1.67), Side Angle (10.0°), Launch Angle (35.0°), Back Spin (1000 rpm), Side Spin (R 0 rpm), Face Angle OPEN (0.0°), and Club Path IN-OUT (0.0°). At the bottom center, a score calculation shows $129.0 + 8.5 = 137.5$ (yd). At the bottom right, there are buttons for 'DRIVER' and 'TEE BOX' (45 mm).

1 The Menu window will pop up after clicking on the Menu button.

2 To analyze Shot History, click the open button in the menu window.
2 Or click the Shot History icon on the top left to analyze Shot History.

2.16 SHOT HISTORY (2)

1

DRIVING RANGE

9 66:17

SHOT HISTORY [H] X

On/Off	Distance	Club	Carry	Run	Total	APEX	Side Total	Ball Speed	Club Speed	Smash Factor	Side Angle	Launch Angle	Back Spin	Side Spin	Face Angle	Club Path	Video
<input checked="" type="checkbox"/>	0	DRIVER	90.0 _m	9.7 _m	99.5 _m	16.7 _m	R 0.0 _m	34.0 _{m/s}	20.4 _{m/s}	1.7	0.0°	30.0°	220 _{rpm}	R 0 _{rpm}	OPEN 0.0°	IN-OUT 0.0°	<input type="button" value="▶"/>
<input checked="" type="checkbox"/>	0	DRIVER	13.4 _m	7.1 _m	20.4 _m	1.4 _m	R 5.1 _m	14.0 _{m/s}	8.4 _{m/s}	1.7	14.0°	20.0°	3220 _{rpm}	R 20 _{rpm}	OPEN 0.0°	IN-OUT 0.0°	<input type="button" value="▶"/>
<input checked="" type="checkbox"/>	0	DRIVER	137.1 _m	9.1 _m	146.1 _m	25.5 _m	R 0.0 _m	44.0 _{m/s}	26.4 _{m/s}	1.7	0.0°	30.0°	220 _{rpm}	R 0 _{rpm}	OPEN 0.0°	IN-OUT 0.0°	<input type="button" value="▶"/>
<input checked="" type="checkbox"/>	0	DRIVER	86.5 _m	10.1 _m	96.6 _m	15.0 _m	L 18.3 _m	34.0 _{m/s}	20.4 _{m/s}	1.7	20.0°	30.0°	220 _{rpm}	R 1444 _{rpm}	OPEN 0.0°	IN-OUT 0.0°	<input type="button" value="▶"/>
<input checked="" type="checkbox"/>	0	DRIVER	207.2 _m	16.4 _m	223.6 _m	16.9 _m	R 39.1 _m	64.0 _{m/s}	38.4 _{m/s}	1.7	10.0°	10.0°	2240 _{rpm}	R 0 _{rpm}	OPEN 0.0°	IN-OUT 0.0°	<input type="button" value="▶"/>
<input checked="" type="checkbox"/>	0	DRIVER	198.7 _m	0.0 _m	198.6 _m	27.4 _m	L 72.3 _m	64.0 _{m/s}	38.4 _{m/s}	1.7	5.0°	20.0°	2240 _{rpm}	L 3340 _{rpm}	OPEN 0.0°	IN-OUT 0.0°	<input type="button" value="▶"/>
<input checked="" type="checkbox"/>	0	DRIVER	67.8 _m	3.1 _m	70.9 _m	42.3 _m	R 27.1 _m	34.0 _{m/s}	20.4 _{m/s}	1.7	5.0°	60.0°	1240 _{rpm}	R 2340 _{rpm}	OPEN 0.0°	IN-OUT 0.0°	<input type="button" value="▶"/>
<input checked="" type="checkbox"/>	0	DRIVER	82.9 _m	2.8 _m	85.6 _m	20.1 _m	R 18.2 _m	34.0 _{m/s}	20.4 _{m/s}	1.7	5.0°	30.0°	6240 _{rpm}	R 2340 _{rpm}	OPEN 0.0°	IN-OUT 0.0°	<input type="button" value="▶"/>
3	Average	-	110.4 _m	7.3 _m	117.7 _m	20.7 _m	L 0.1 _m	40.3 _{m/s}	24.1 _{m/s}	1.7	2.4°	28.8°	1980 _{rpm}	R 350 _{rpm}	OPEN 0.0°	IN-OUT 0.0°	

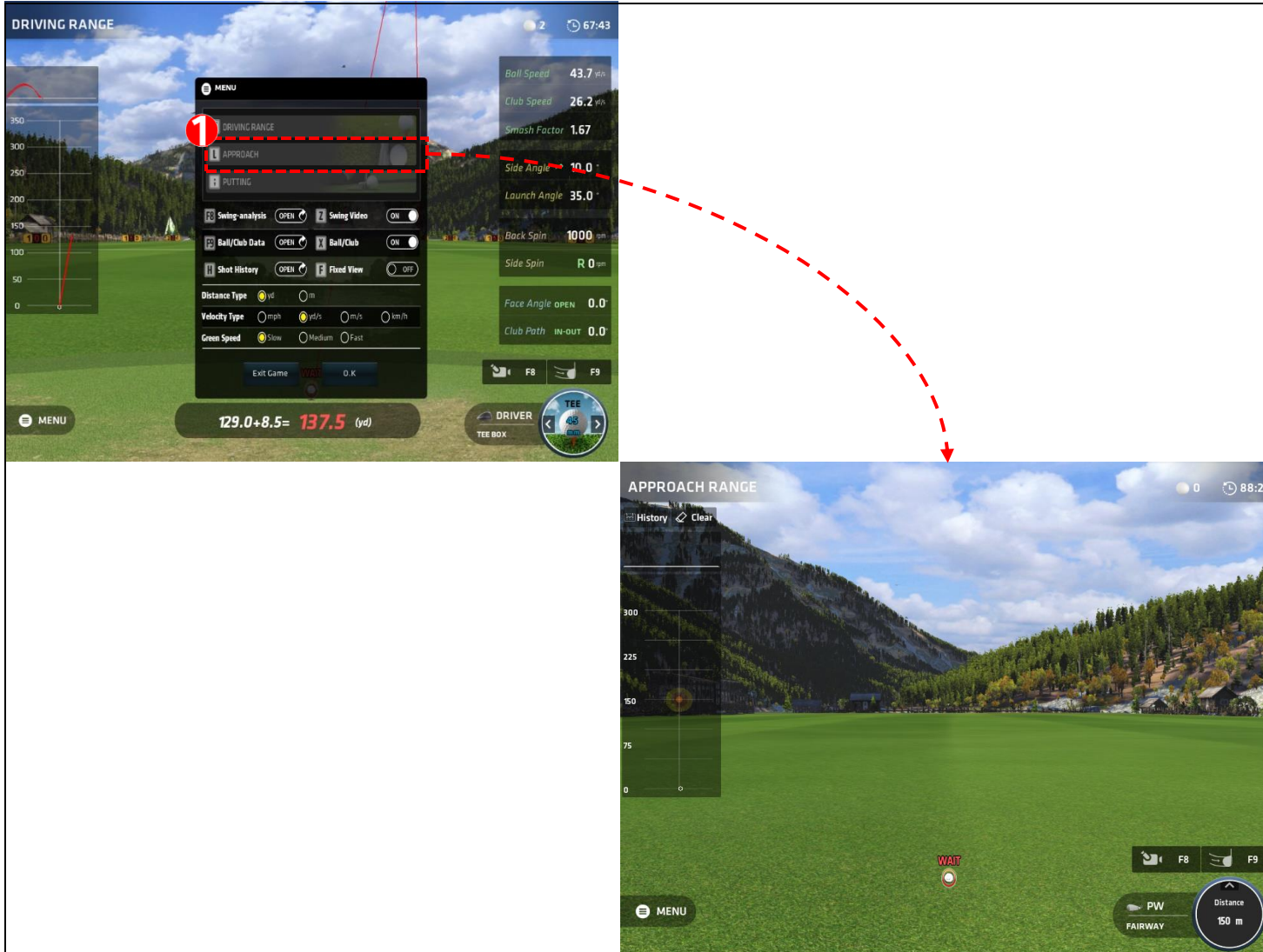
2

1 Shot History data will show the following: Club, Carry, Run, Total, Apex, Side Total, Ball Speed, Club Speed, Smash Factor, Side Angle, Launch Angle, Back Spin, Side Spin, Face Angle, and Club Path.

2 Video. Pressing the Play button will open up the Ball/Club Data video.

3 Average. You will see the average of your shot history in this section.

2.17 Approach Range (1)



In the Menu window,
1 **APPROACH** button will
bring you to the Approach
Range.

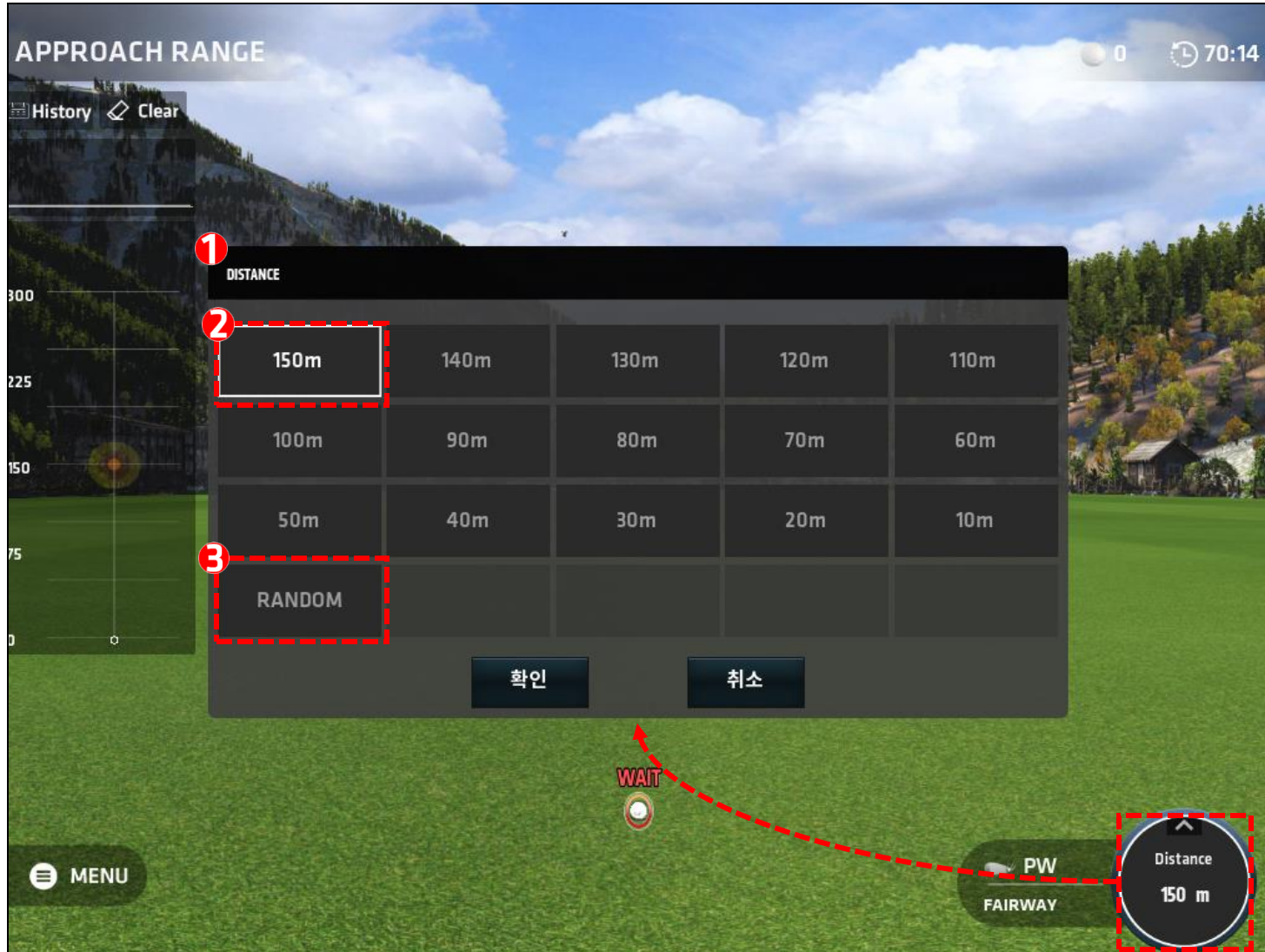
2.18 Approach Range (2)



1 This section shows the top and side trajectories of your last 10 shots. The circle indicates the hole and the green.

Approach and Putting Range will have distance setting option. **2** Press the circle Distance button on the bottom right to set your approach/putting distance.

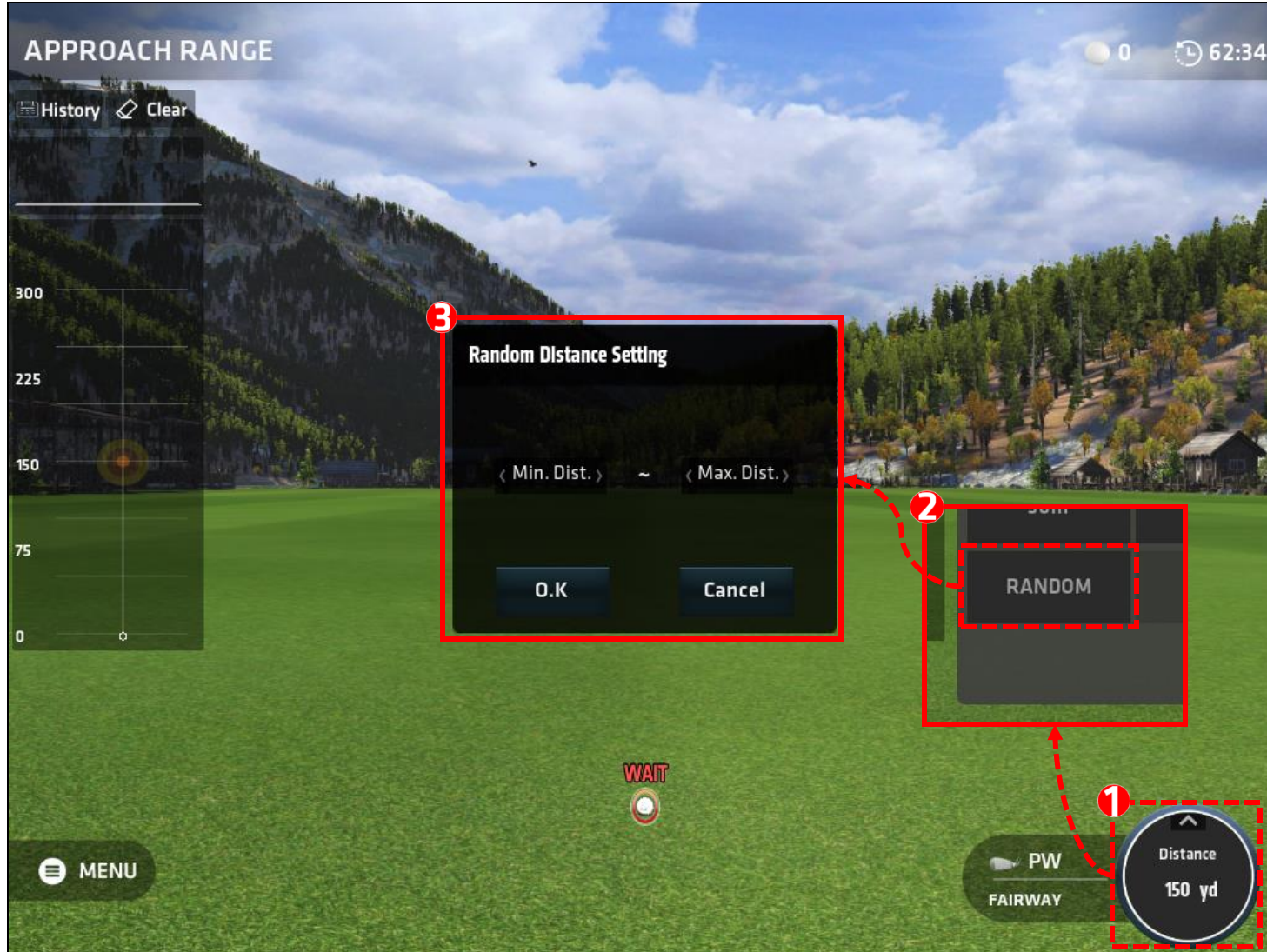
2.19 Distance Setting



① Pressing the circle Distance button, the Distance Setting window will pop up.

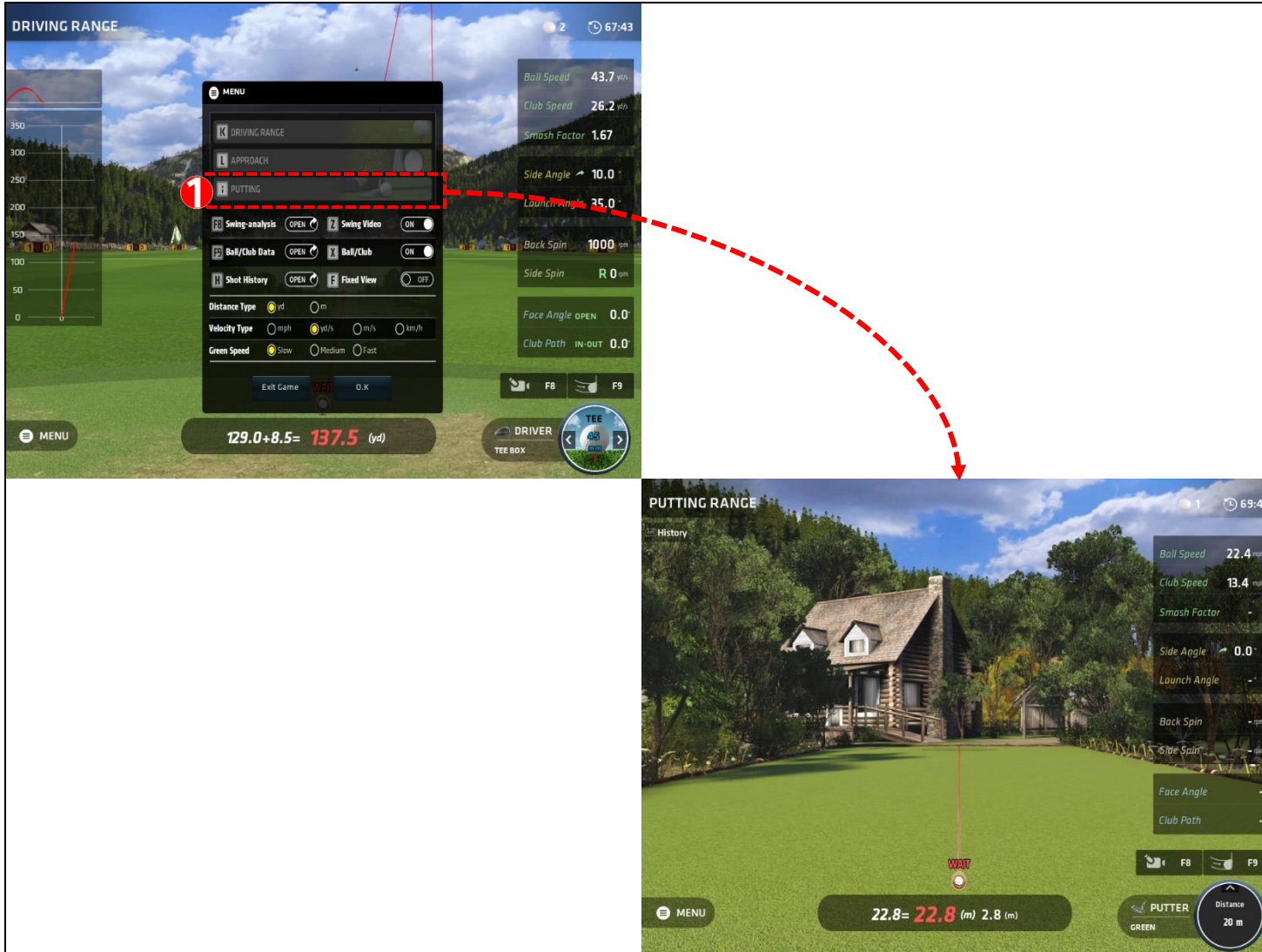
② In the Distance Setting window, there are multiple distance options. Select the desired distance to hit from. ③ You can also select Random to randomize your distance.

2.20 Random Distance Setting



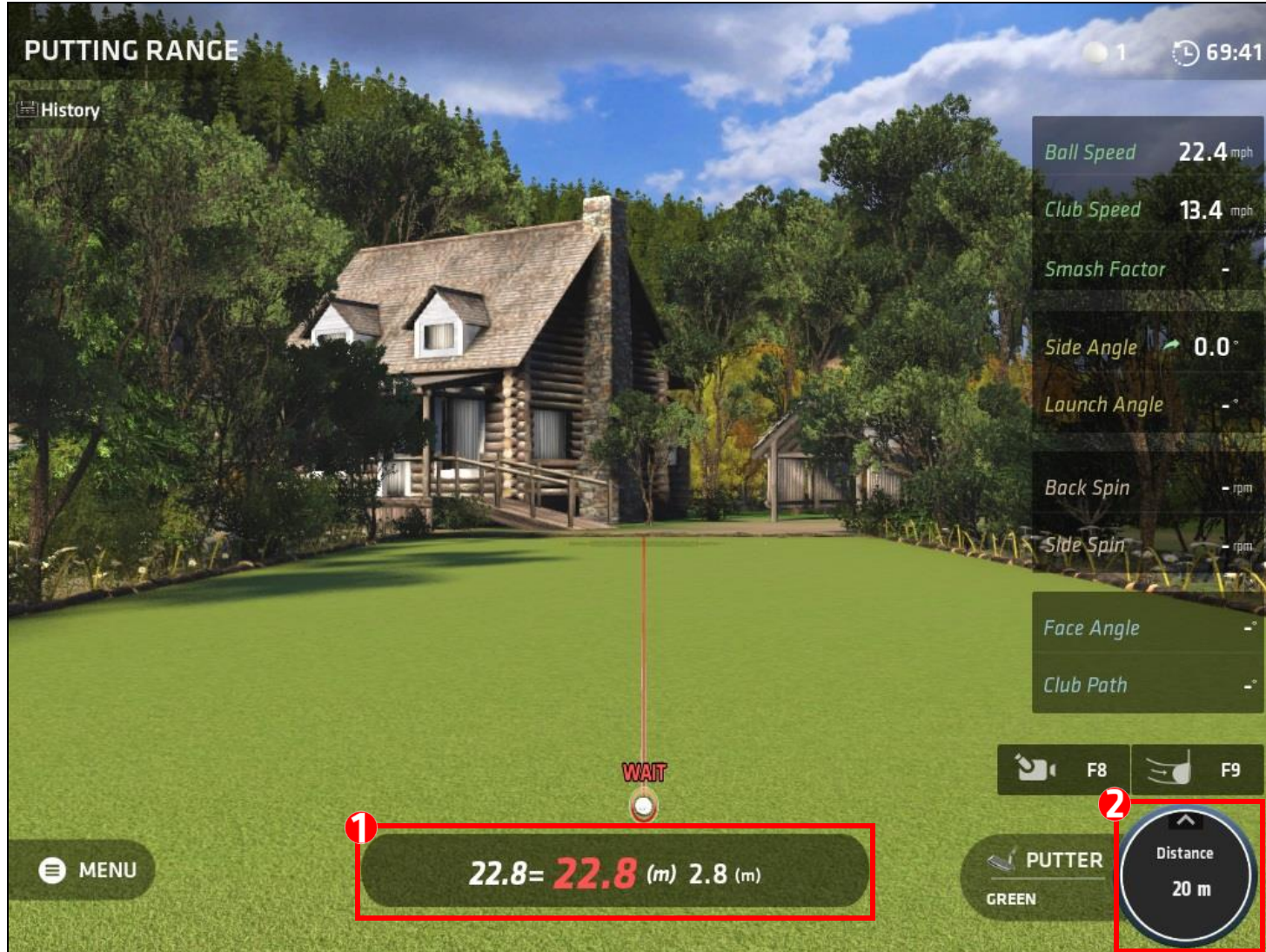
1 Click the distance button, then in the Distance Setting window, 2 select Random button. Once Random is selected, 3 a separate window will pop up where you can set your minimum and maximum distance range for the random distance.

2.21 Putting Range (1)



In the Menu window,
1 PUTTING button will
 bring you to the Putting
 Range.

2.22 Putting Range (2)

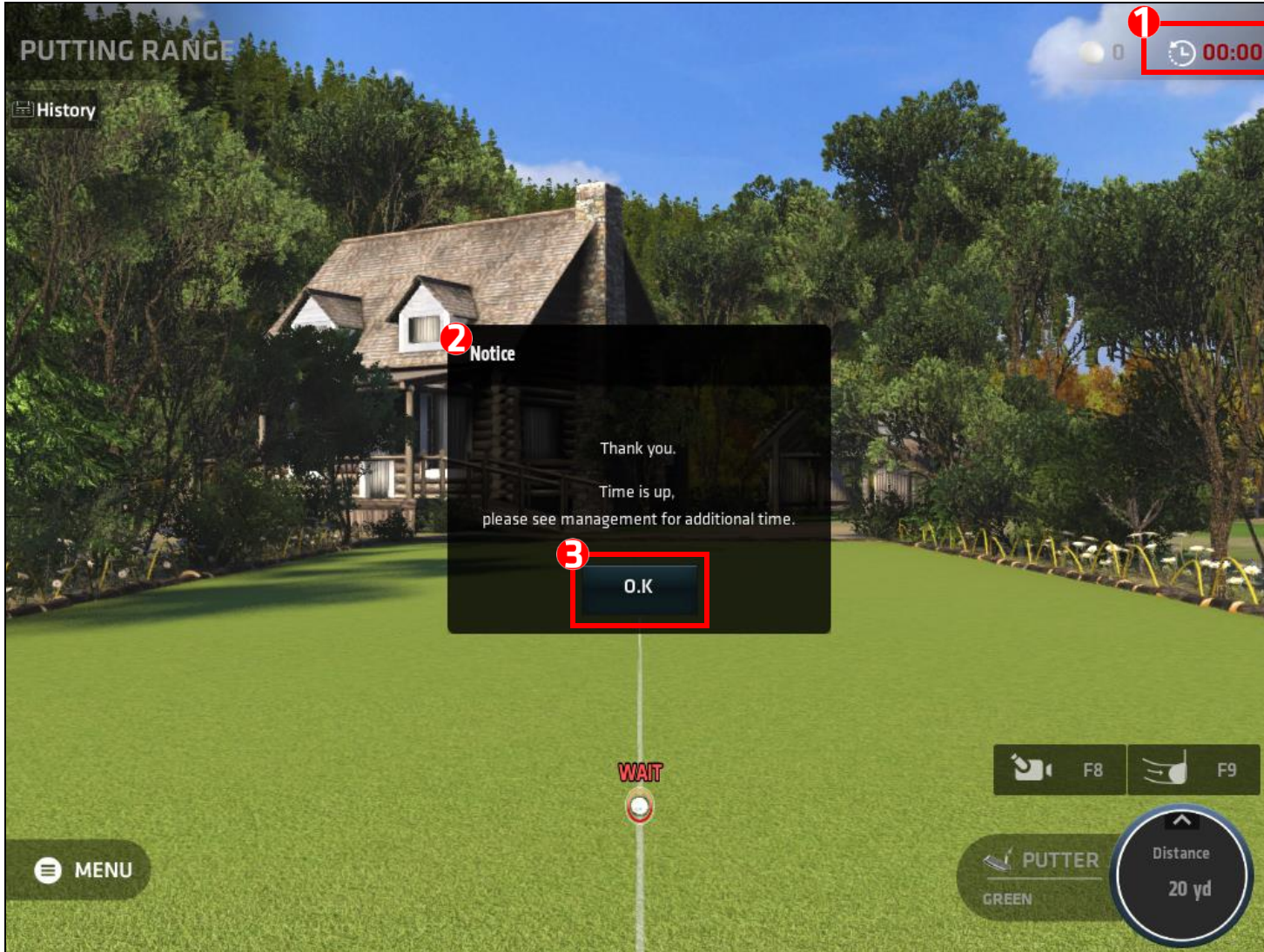


PUTTING RANGE. You can practice your putting here.

① Total Distance and remaining distance to the hole.

② **Distance Setting** is the same as Approach distance setting.

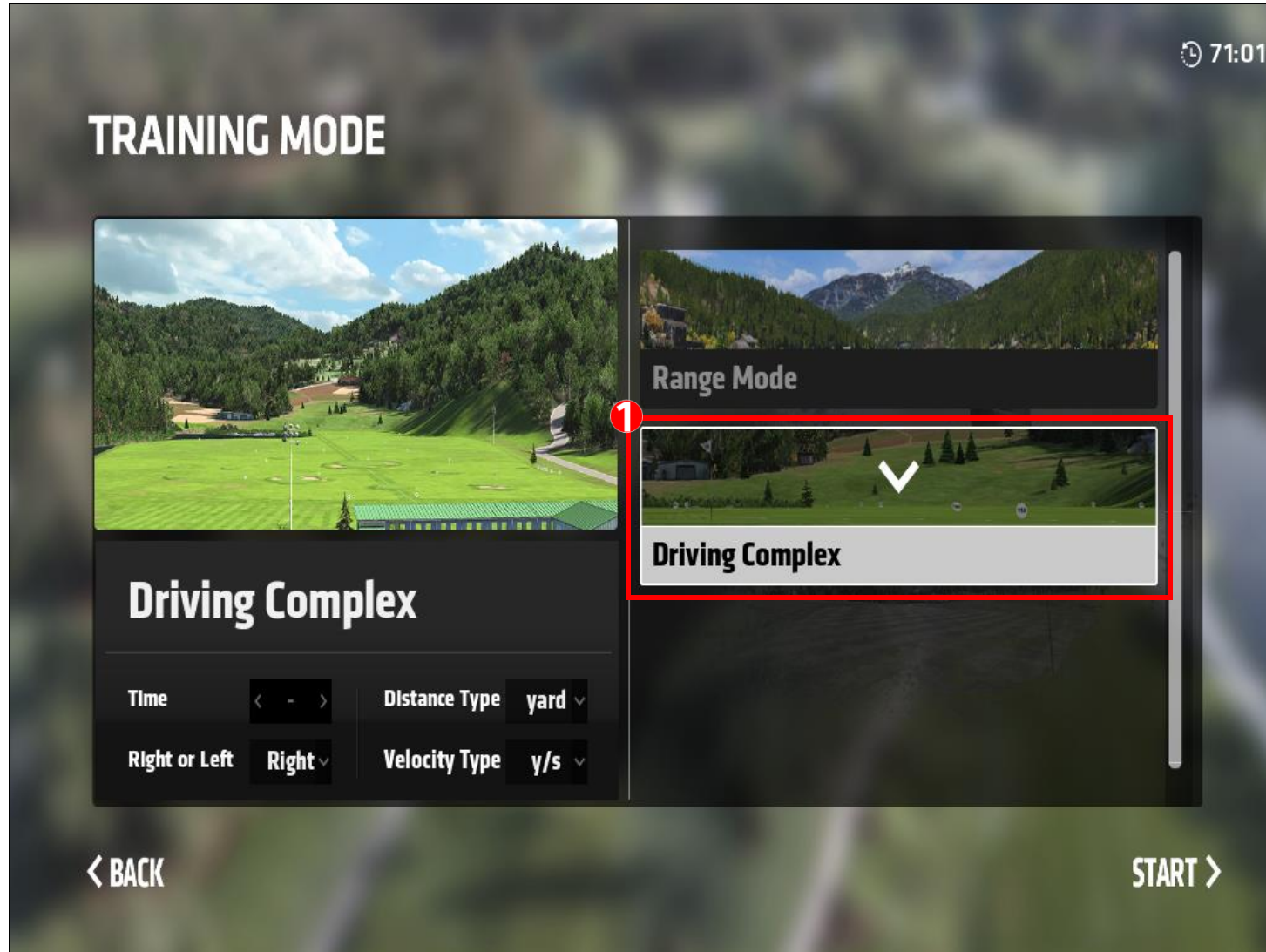
2.23 Time Out Pop Up



- 1 The Time Out clock reaches zero.
- 2 The Time Out Notice will Pop up and the game will end.
- 3 Click Ok to go to the Game Mode screen.

Driving Complex

3.1 Select Driving Complex



In the Driving Range selection screen,
① Select Driving Complex to enter Driving Complex mode.

3.2 Driving Complex Main Screen

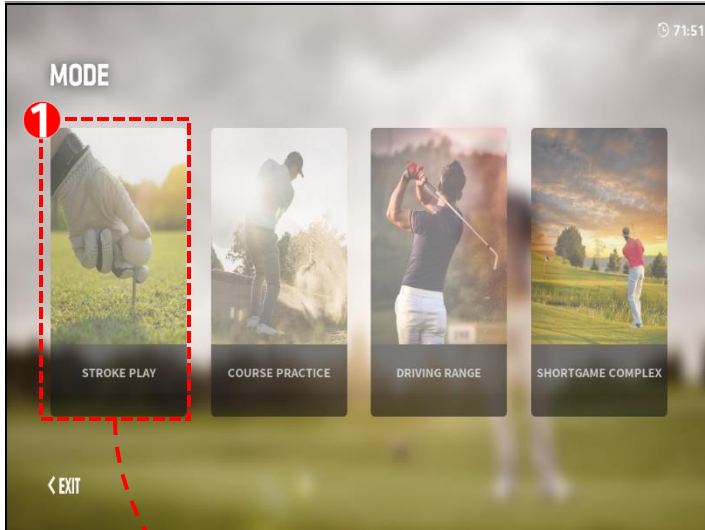


DRIVING COMPLEX Main Screen.

It is different from RANGE MODE. You can practice to drive the ball to a desired location in DRIVING COMPLEX

Stroke Play

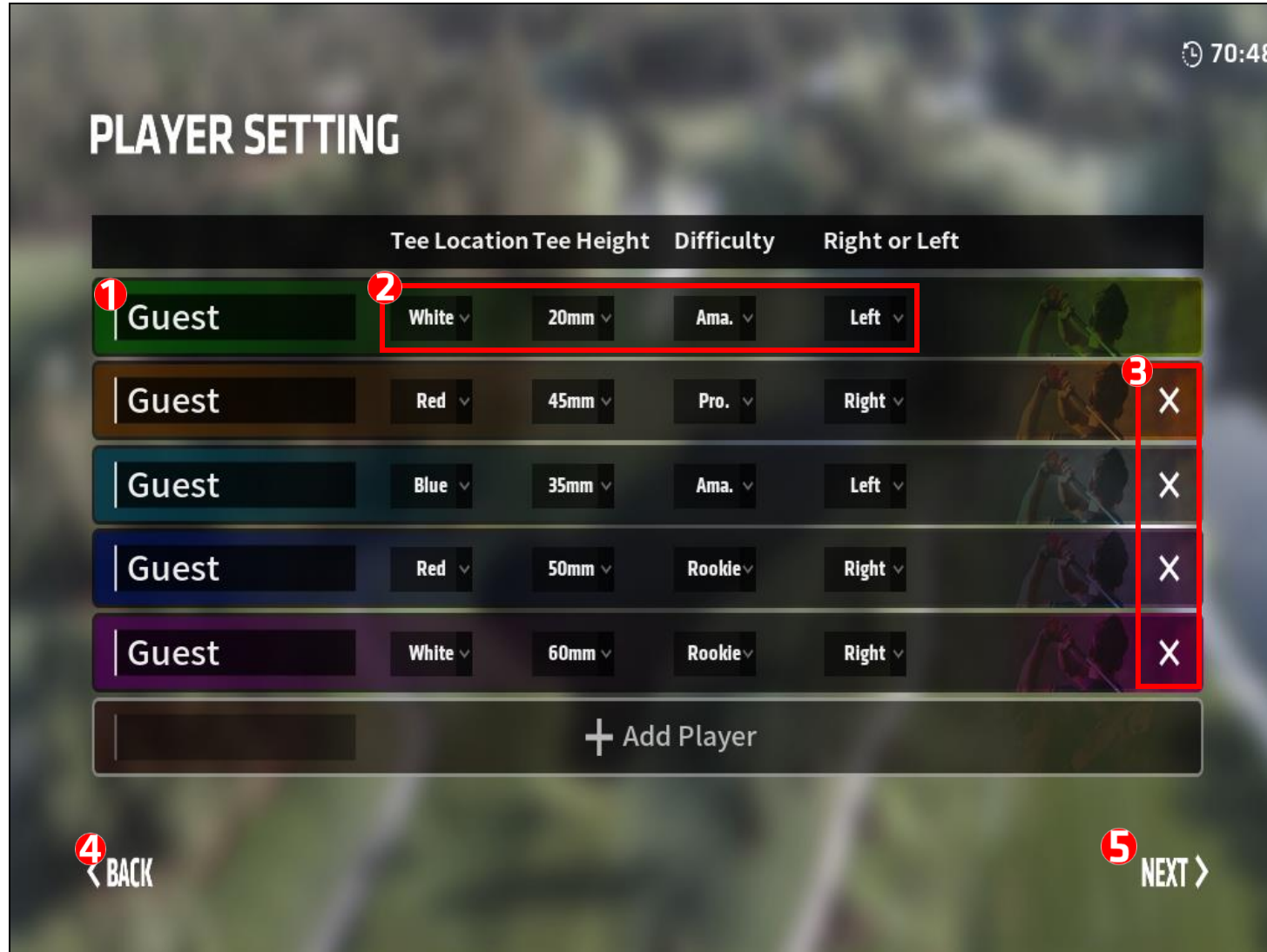
4.1 Stroke Play



1 On the mode selection screen: select Stroke Play and the Player Setting menu comes up.



4.2 Player Setting



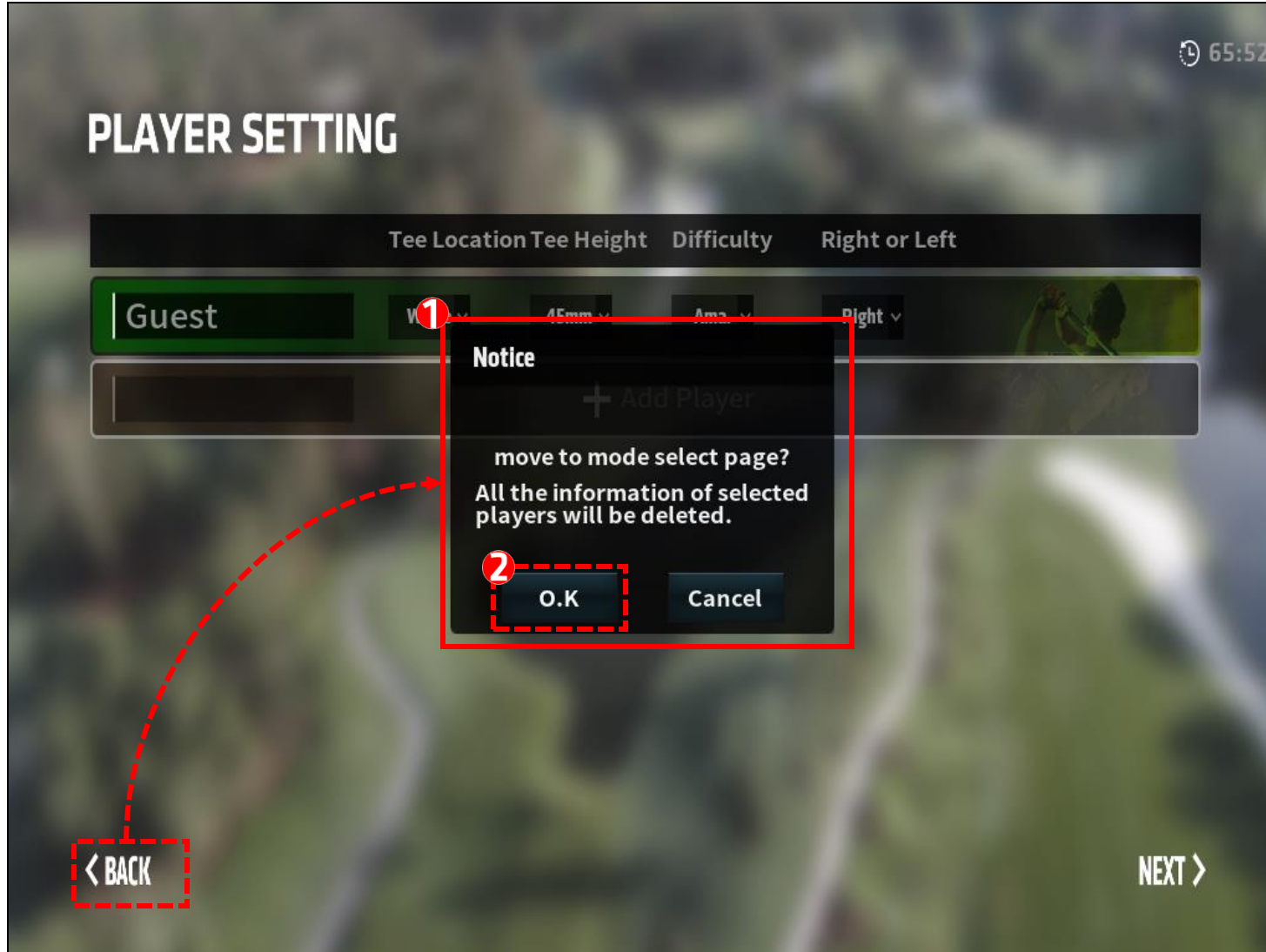
1 Enter the player name or nickname. You can use up to 12 characters for the name or nickname.

2 Tee Position, Tee Height, Difficulty Level, and Right/Left hand can be set.

3 Click the (X) button to delete a player.

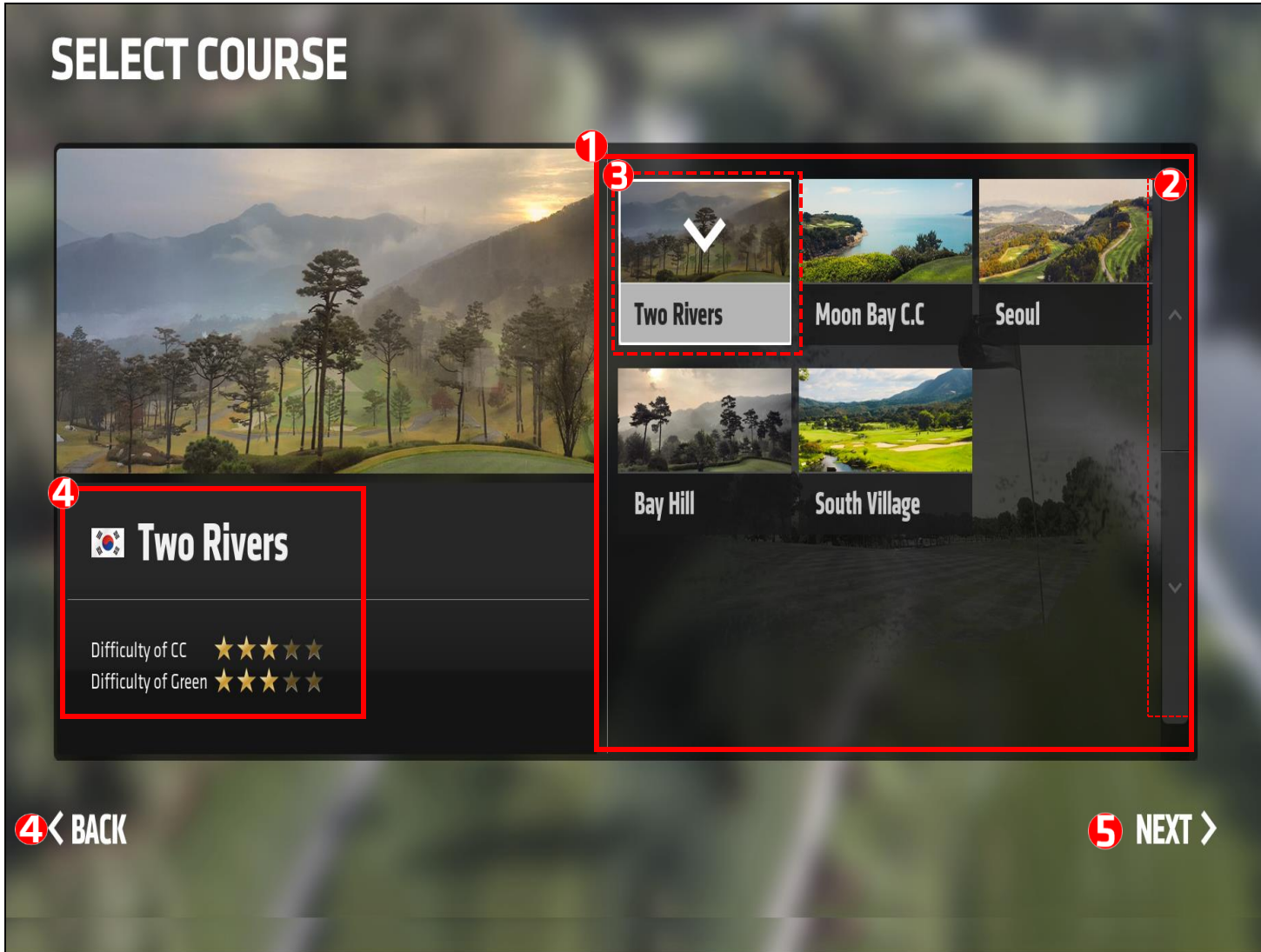
4 Click the "Back" button to go back to go to previous screen , 5 Click "Start" to begin.

4.3 Cancel Player Setting



- 1 Pressing the "Back" button on the Player Setting screen will bring up a Notice pop up.
- 2 Press "Yes" to go to the Game Mode screen and Player Setting Data will be deleted.

4.4 Course Selection



① A list of available courses will be shown in this section. ② Use the up and down buttons to see more available courses.

③ The selected course will be checked.

④ Description of the selected course will be displayed. Difficulty of Course and Difficulty of Green.

④ Click "Back" button to go to the previous Game Mode screen.

⑤ Click "Next" to proceed into Stroke Play.

4.5 Course Settings

65:18

COURSE SETTING

1 18 Hole 9 Hole Out Course 9 Hole In Course

Out Course	1	2	3	4	5	6	7	8	9
Par	5	4	4	3	5	4	4	3	4
In Course	10	11	12	13	14	15	16	17	18
Par	4	4	3	4	3	5	4	5	4

3

Hole location Random

Green Speed Slow Medium Fast

Balance Plate Easy Normal Difficult Turn Off

Right or Left < Right > Swing Video ON

Time < - > Ball/Club ON

Difficulty B A P

Wind Weak Light Strong Random

Velocity Type mph yd/s m/s km/h

Distance Type yd m

4 < BACK **5** START >

1 Select 18 Hole, 9 Hole (Out Course, In Course).

2 Par for each hole is shown.

3 Hole location can be manually or randomly set. In game settings are shown too.

4 Click "Back" button to go to the previous Game Mode screen.

5 Click "Start" to proceed into Stroke Play.

4.6 Stroke Play Start Screen (1)



1 Name of course, hole number, Par number, and distance to cup are shown in top left.

2 Player name, shot order, current shot, and distance to cup are displayed.

3 Mini-map information is displayed here. Along with out of bounds line, distance/height to aim, win direction and wind speed are displayed.

4.7 Stroke Play Start Screen (2)



1 Player information and scores are displayed here. The player who is up to hit next will be highlighted in green and more information will be displayed.

2 The red icon in the middle of the screen is the position of the cup. 3 The blue icon is the aim indicator.

4 **Menu Button:** Menu window will pop up with functions such as stroke play options, analysis, and the exit button.

4.8 After Shot Screen



1 Carry Distance + Run Distance = Total Distance. Last number is distance to cup

2 Data of shot: Ball Speed, Side Angle, Launch Angle, Back Spin, and Side Spin are displayed to the right.

3 This icon displays the current terrain information of the ball location. "Rough" is shown if ball is in the rough.

4 When the ball is in the air, the crosshair will show the location of the ball.

4.9 Stroke Play Putting

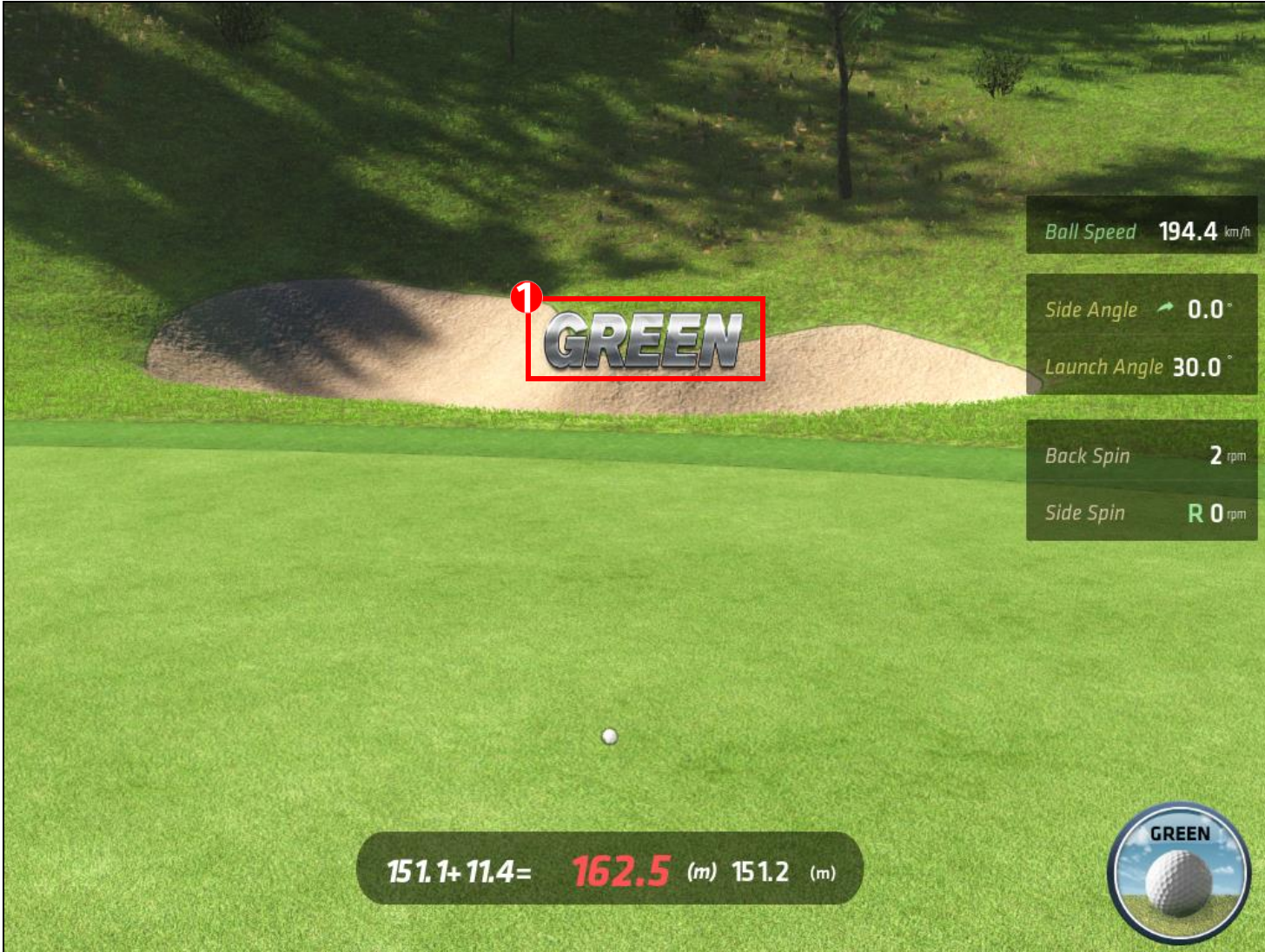


① A chance notice will show of current putting shot.

② Distance and height values to the cup are displayed.

③ A mini-map of the green is displayed. Elevation of the green is color coded. ④ The grid displays the speed and tilt of the green.

4.10 Shot Status Screen (1)



1 Location of the ball will be displayed after each shot.

4.11 Shot Status Screen (2)



1 A shot status and chance notice will show of current putting shot.

4.12 Shot Status Screen (3)



1 "Concede" will show if the shot is close enough to the cup. A made shot will be given.

4.13 Score Card

1 South Village X

NAME	OUT COURSE									IN COURSE									SUB TOTAL	TOTAL	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18			
	5	4	4	3	5	4	4	3	4	36	4	4	3	4	3	5	4	5	4	36	72
A Guest	5	4	6							15(+2)											15(+2)
A Guest	5	4	3							12(-1)											12(-1)
A Guest	5	4	7							16(+3)											16(+3)
A Guest	5	4	4							13(+0)											13(+0)
A Guest	5	4	3							12(-1)											12(-1)

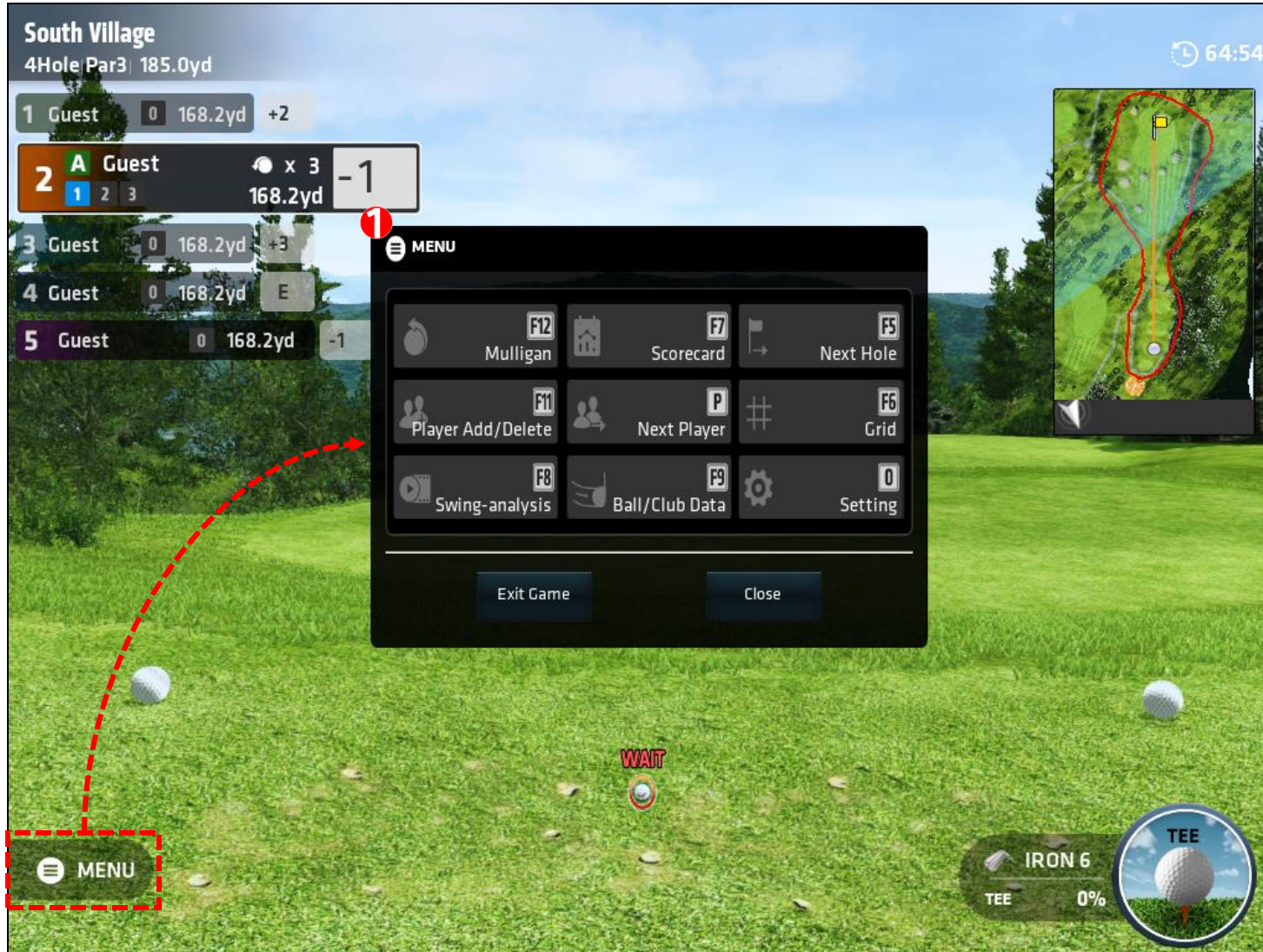
2

- Hole In One
- Eagle +
- Birdie
- Par
- Bogey
- Double Bogey +

1 The Score Card is displayed after each hole is finished.

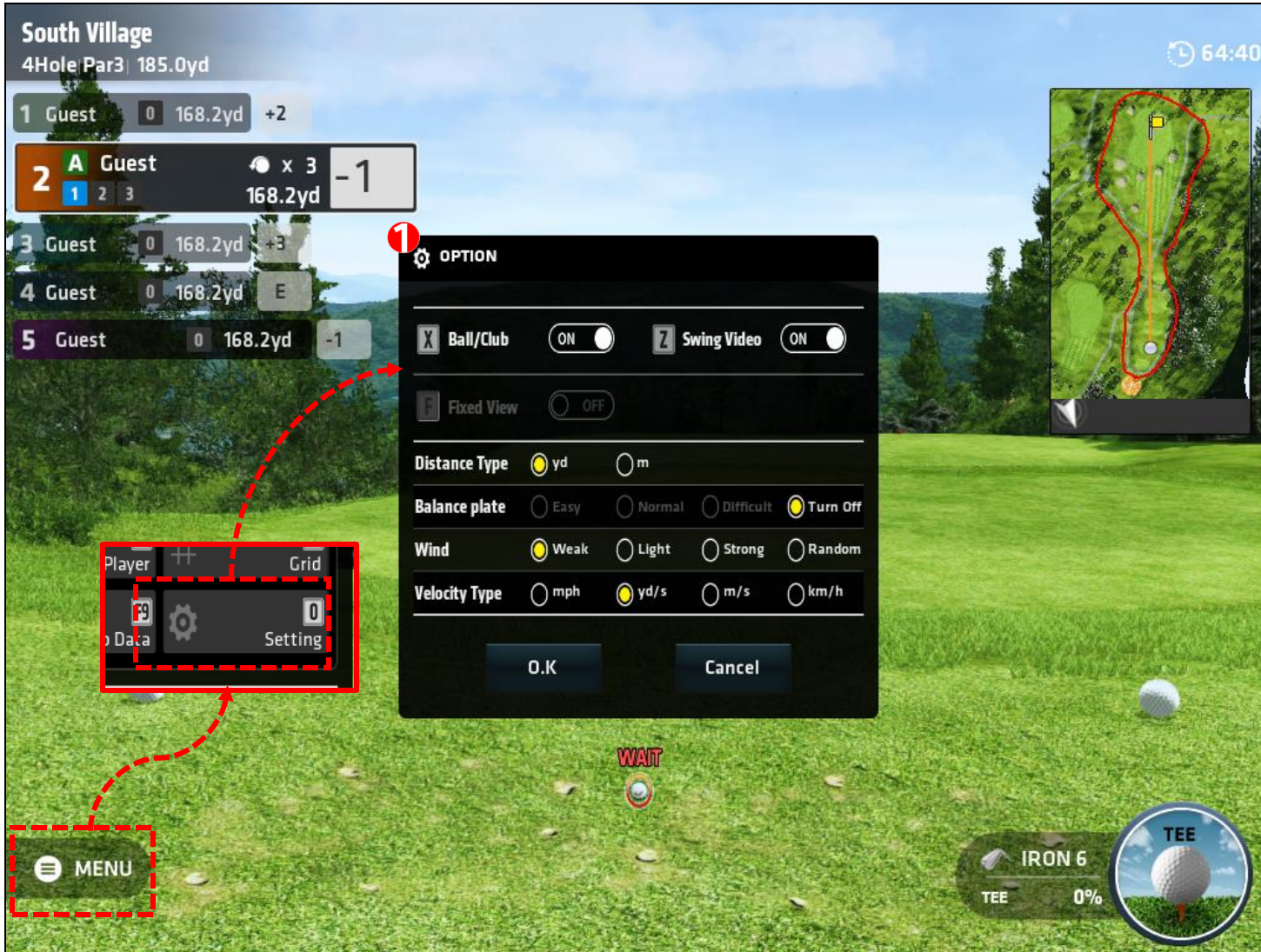
2 Each score is color coded and the legend is displayed in this section.

4.14 Stroke Play Menu Window



1 Stroke Play Menu Window. Mulligan, Player Add/Delete, Swing Analysis, Score Card, Next Player, Ball/Club Data, Next Hole, Grid, and Setting are displayed as options.

4.15 Stroke Play Menu Settings



1 Click the "Settings" option. A different screen will pop up and you can change more game options. "Ball/Club Data, Swing video, Distance Type, Balance Plate, Wind, and Velocity Type.

Balance Plate is a separate add on feature that can be purchased as an option in the future.

4.16 Stroke Play Player Settings



1 You can add or remove players and change options during the game. The options are the same as the previous player settings.

4.17 Tee Pop Up

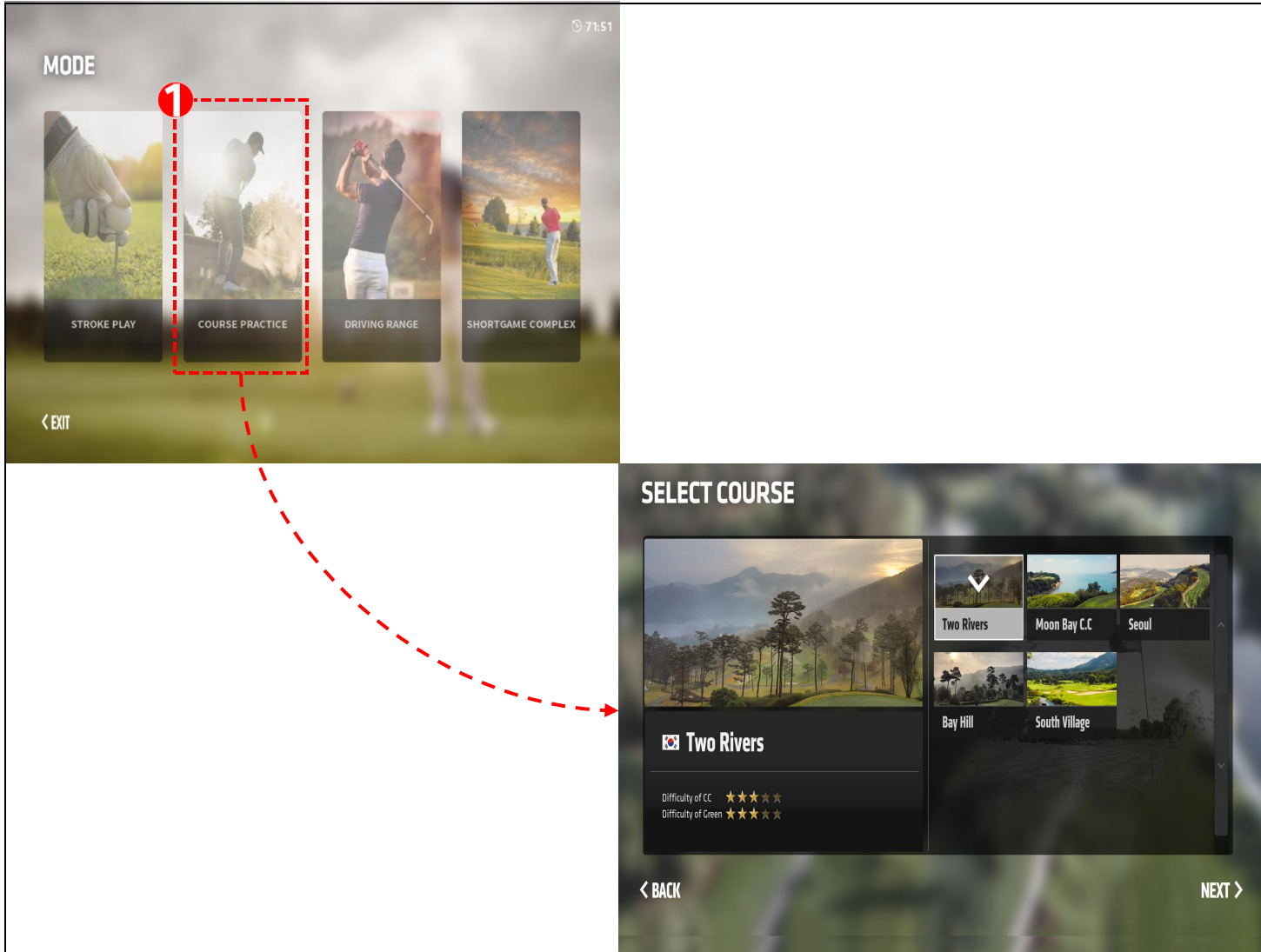


This popup window is asking whether to perform a new game with current player settings after game is finished.

- 1** Click "One more" to play one more game with the current game settings.
- 2** Click "No Thanks" to end the game and reset all settings.
- 3** If there is no response, there is a loading and timer section. Once it hits zero the game will end and back to the main menu.

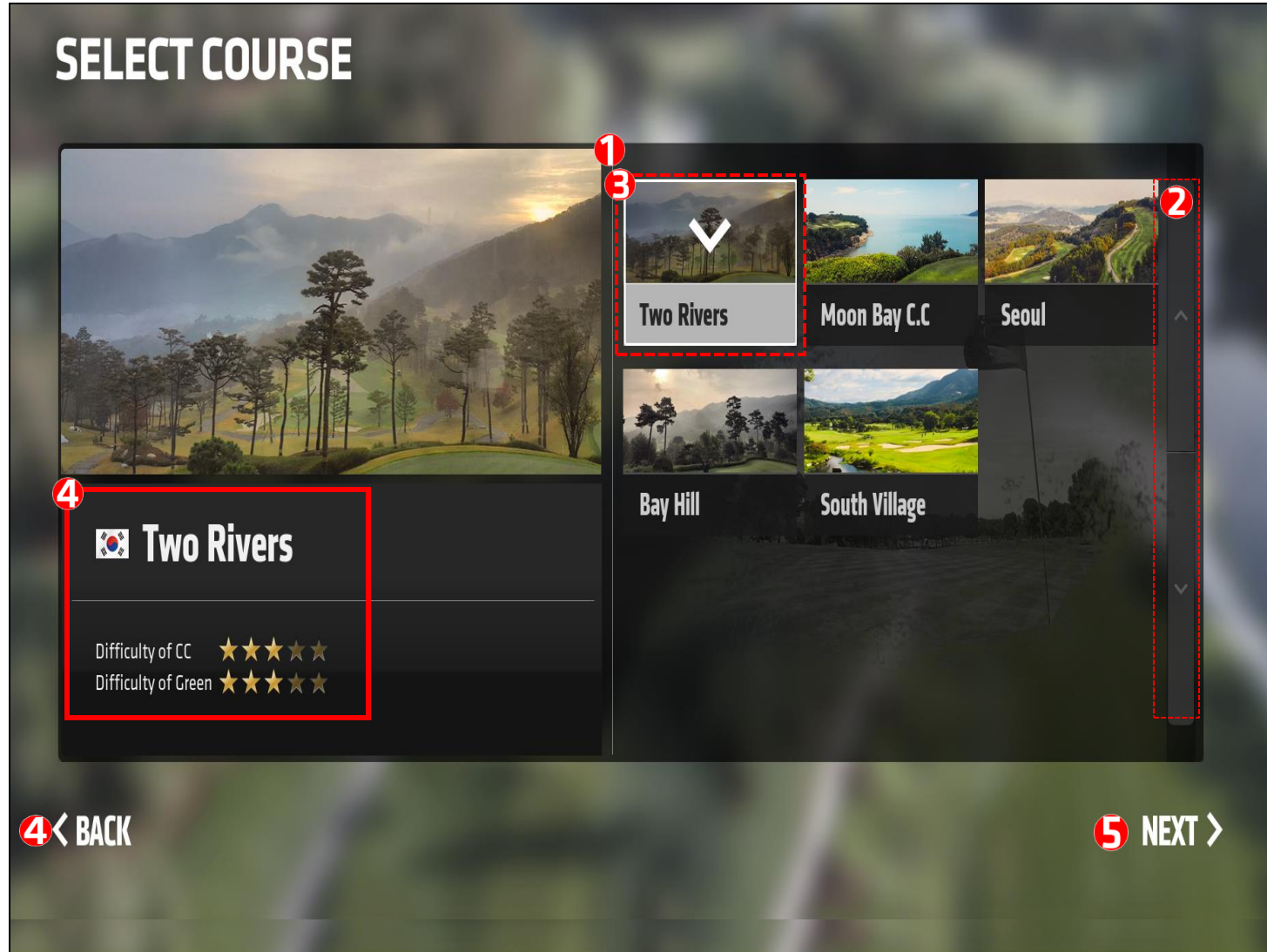
Field Training

5.1 Select Field Training



1 Select "Field Training" to begin the Field Training Mode. The Select Course window will come up next.

5.2 Course Selection



1 A list of available courses will be shown in this section. 2 Use the up and down buttons to see more available courses.

3 The selected course will be checked.

4 Description of the selected course will be displayed. Difficulty of Course and Difficulty of Green.

4 Click "Back" button to go to the previous Game Mode screen.

5 Click "Next" to proceed into Field Training Settings.

5.3 Course Settings

65:18

COURSE SETTING

1 18 Hole 9 Hole Out Course 9 Hole In Course

Out Course	1	2	3	4	5	6	7	8	9
Par	5	4	4	3	5	4	4	3	4
In Course	10	11	12	13	14	15	16	17	18
Par	4	4	3	4	3	5	4	5	4

3

Hole location Random

Green Speed Slow Medium Fast

Balance Plate Easy Normal Difficult Turn Off

Right or Left Right Left Swing Video ON

Time Day Night Ball/Club ON

Difficulty B A P

Wind Weak Light Strong Random

Velocity Type mph yd/s m/s km/h

Distance Type yd m

4 < BACK **5** START >

1 Select 18 Hole, 9 Hole (Out Course, In Course).

2 Par for each hole is shown.

3 Hole location can be manually or randomly set. In game settings are shown too.

4 Click "Back" button to go to the previous Game Mode screen.

5 Click "Start" to proceed into Field Training Play.

5.4 Field Training Start Screen (1)



1 Name of course, hole number, Par number, and distance to cup are shown in top left.

2 Mini-map information is displayed here. Along with out of bounds line, distance/height to aim, win direction and wind speed are displayed.

3 **Menu Button:** Menu window will pop up with functions such as field training options, analysis, and the exit button.

5.5 Field Training Start Screen (2)



- 1 Hole Change Icon. Move on to the next hole
- 2 Repeat Hole Icon ON/OFF. When green light is 'ON' you will repeat the same hole.
- 3 Repeat Shot Icon ON/OFF. When green light is 'ON' you will repeat the same shot.

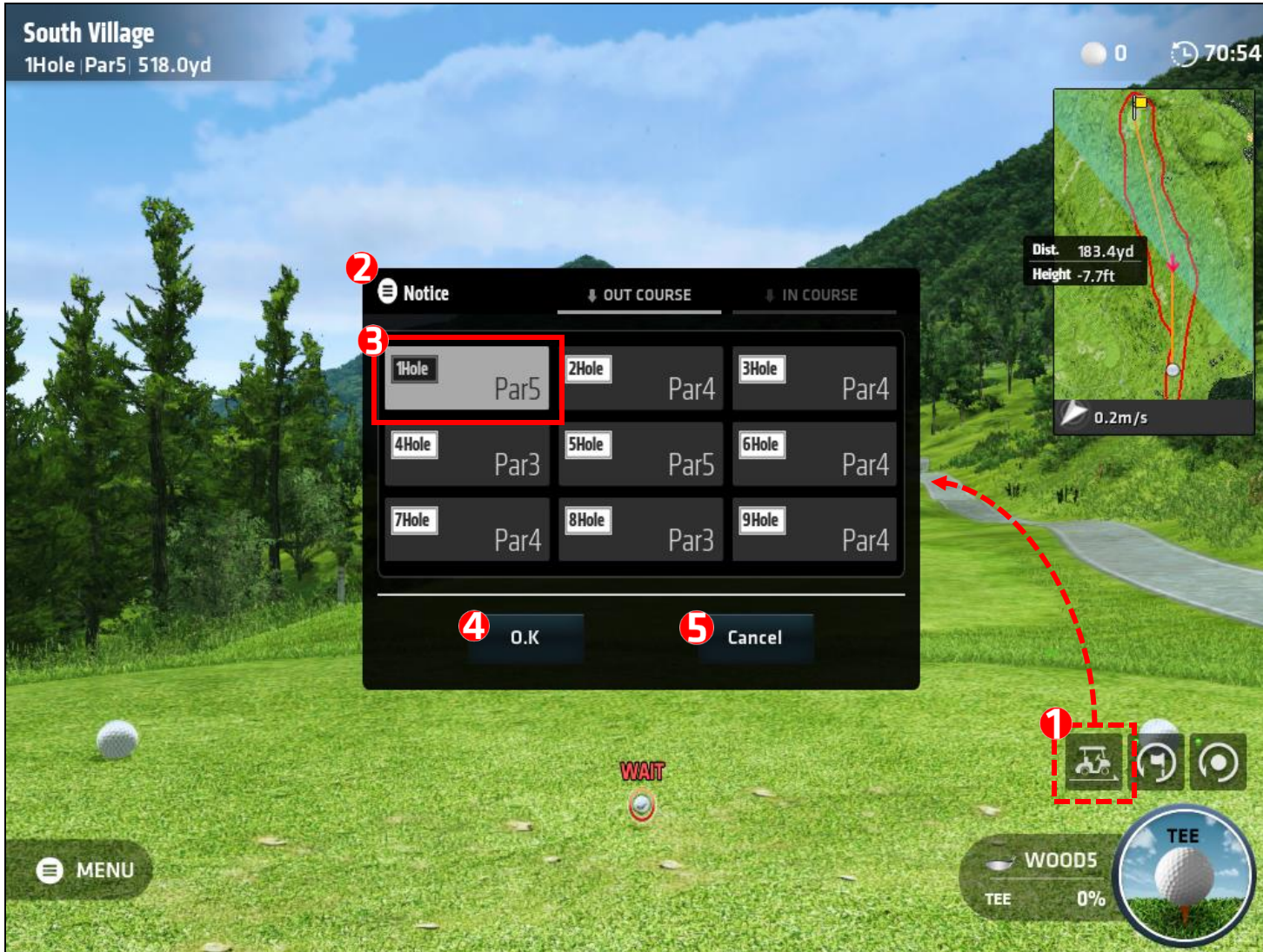
- 4 This section shows your shot total and the game timeout clock.

5.6 Pin Location



1 If you click on the mini map on the right. **2** A larger mini map will pop up. Here you can click and drag your ball location to any position within the map. Your next shot will be in that location. You can also choose your desired pin location.

5.7 Hole Change



1 If you click on the Hole Change Icon. **2** The Hole change menu window will pop up.

3 Select the desired hole to change to.
4 Clicking the "OK" button will move you to the selected hole.
5 Clicking the "Close" button will bring you back to your current hole.

5.8 Shot Analysis Screen

BALL/CLUB

CLUB PATH	CLUB SPEED	FACE ANGLE	BACK SPIN	SIDE SPIN
IN-OUT 0.0 °	24.0 m/s	OPEN 0.0 °	1000 rpm	R0 rpm

SWING VIDEO

105.2+27.6= **132.8** (yd) 343.5 (yd)

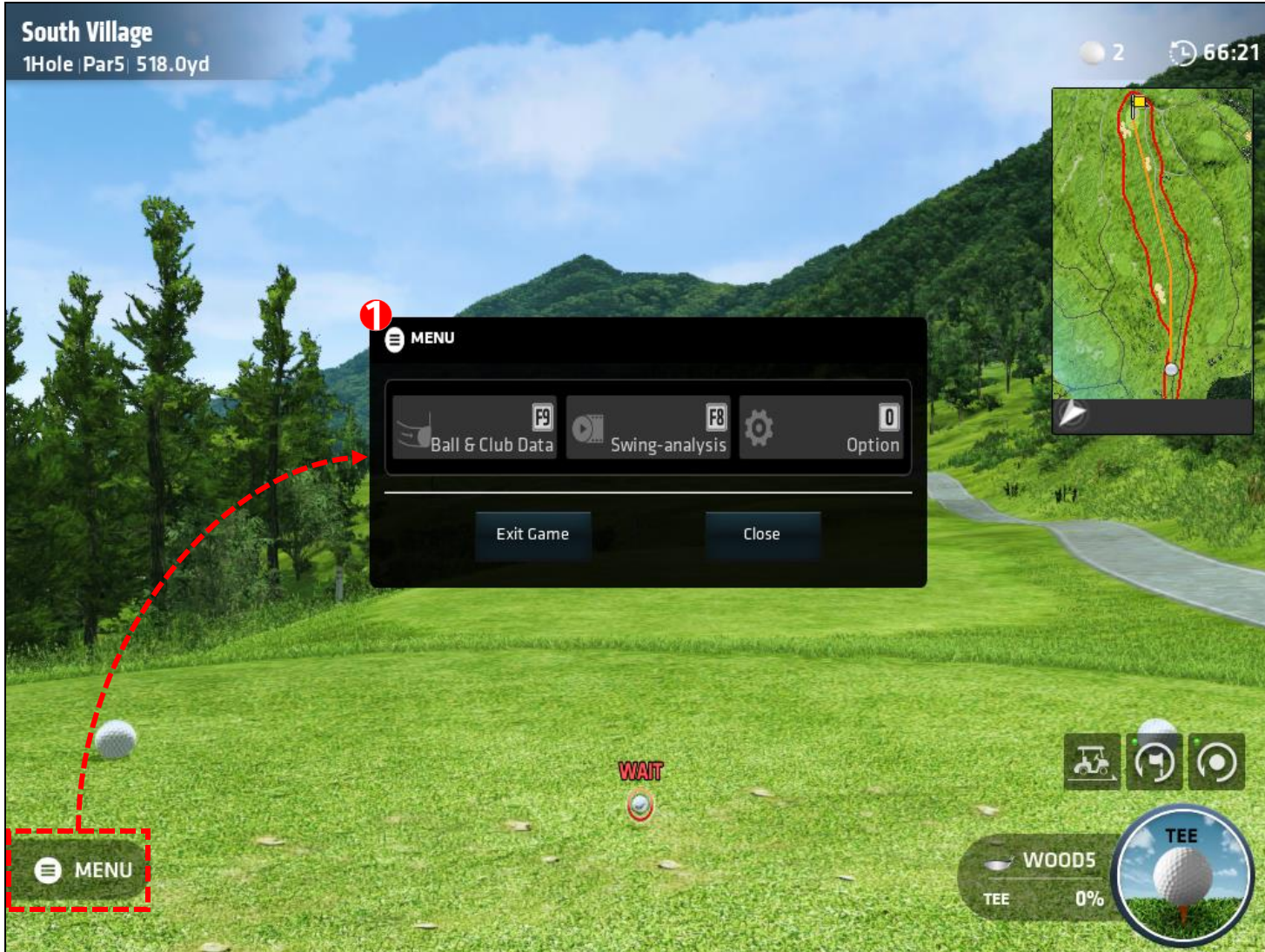
FAIRWAY

Ball Speed **40.0** m/s
Face Angle **0.0** °
Launch Angle **15.0** °
Back Spin **1000** rpm
Side Spin **R0** rpm

The image displays a golf simulator interface. At the top, a 'BALL/CLUB' data panel shows metrics for club path, speed, face angle, back spin, and side spin. Below this is a top-down view of the club head and ball. The middle section, labeled 'SWING VIDEO', contains two side-by-side video frames of a golfer in a simulator. At the bottom, a distance calculation shows 105.2 + 27.6 = 132.8 yards, with a total of 343.5 yards. A 'FAIRWAY' logo with a golf ball is in the bottom right corner. On the right side of the screen, a vertical list of metrics is shown: Ball Speed 40.0 m/s, Face Angle 0.0 degrees, Launch Angle 15.0 degrees, Back Spin 1000 rpm, and Side Spin R0 rpm.

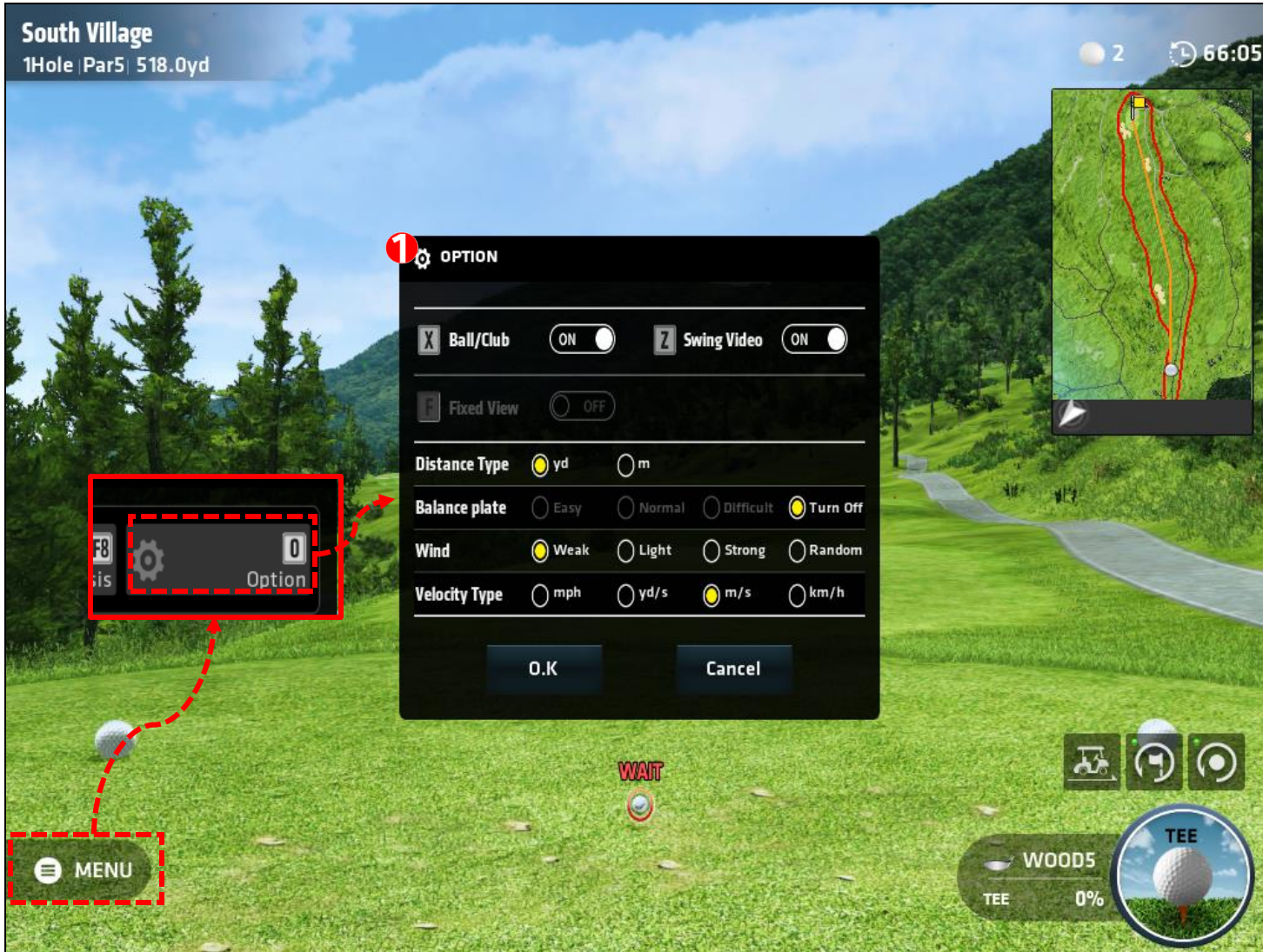
Ball/Club data and the swing motion analysis videos are shown.

5.9 Field Training Menu Window



If you select the "Menu" button on the bottom left, **1 MENU** window will pop up. Ball/Club Data, Swing-Analysis, and Setting options are available.

5.10 Field Training Menu Settings

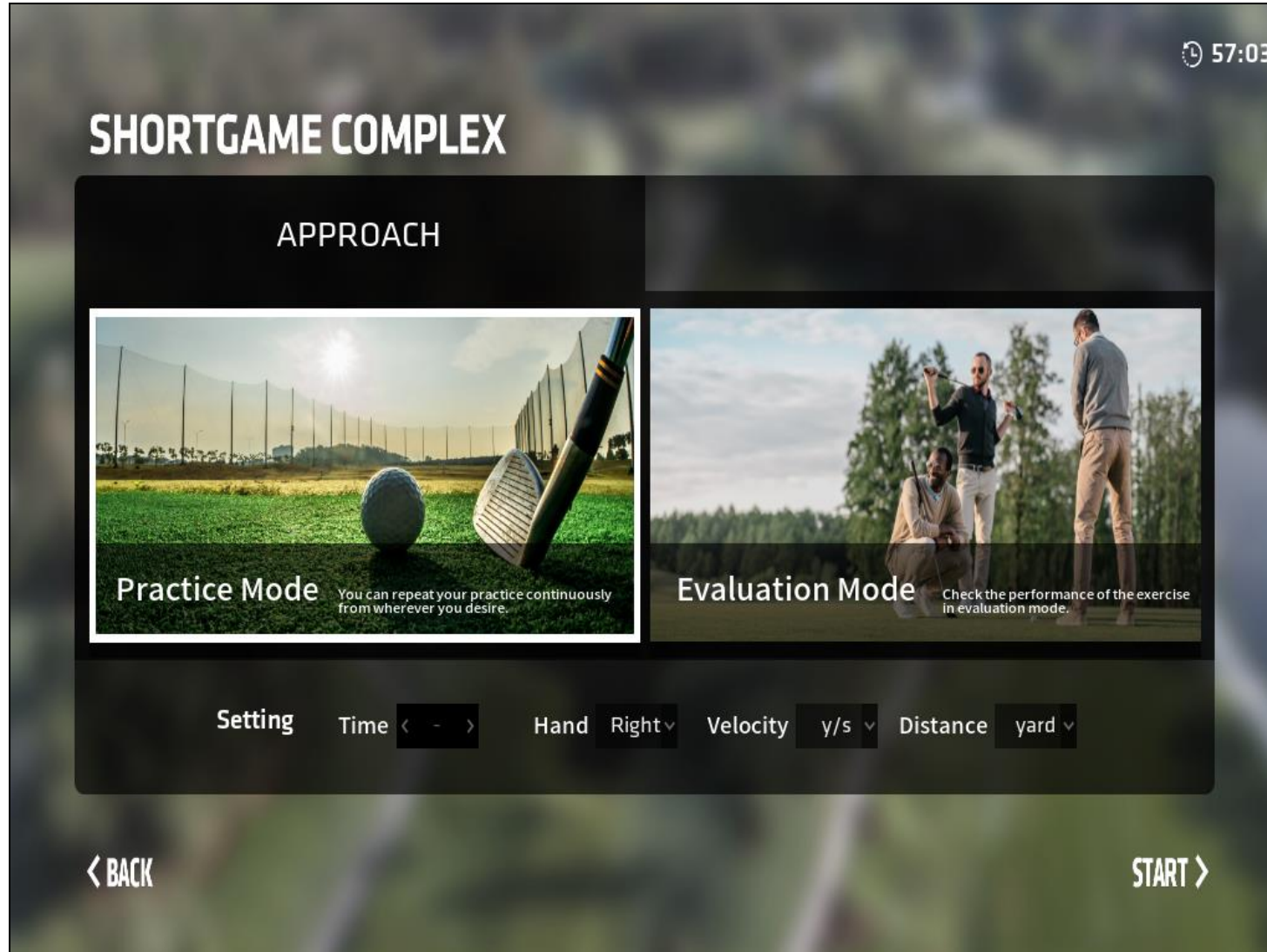


1 Click the "Options" button. A different screen will pop up and you can change more game settings. "Ball/Club Data, Swing video, Distance Type, Balance Plate, Wind, and Velocity Type.

Balance Plate is a separate add on feature that can be purchased as an option in the future.

Shortgame Complex

6.1 Select Shortgame Complex Mode



Shortgame Complex mode selection screen. You can choose between "Practice Mode" and "Evaluation Mode."

6.2 Select Location & Default Location

Short Game Complex
Practice | 15.1m

0 71:19

Location Practice Setting Practice


1

15.1m H: 0.6m	30.7m H: -0.2m	27.0m H: -0.4m	43.8m H: -1.2m	50.3m H: -0.3m	21.2m H: -0.0m	15.2m H: -0.1m	39.4m H: -1.0m	???.? FreeSet
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2

Pin 1

The green is higher than the ball location.
There is a steep slope to the left.
You need to spin the ball or to roll it down on the green



Move Close

1 You can select among the 9 different hole scenarios to practice from.

2 Description/terrain of each hole is displayed here.


6.3 Select Location and Free Set

Short Game Complex
Practice | 16.5yd

0 64:38

Location Practice **Setting Practice**

16.5yd H: 2.0ft 33.6yd H: -0.6ft 29.5yd H: -1.2ft 47.9yd H: -4.0ft 55.0yd H: -0.9ft 23.2yd H: -0.1ft 16.6yd H: -0.2ft 43.1yd H: -3.3ft 1 FreeSet



2 Select the pin.

Pin 1	Pin 2	Pin 3
Pin 4	Pin 5	Pin 6
Pin 7	Pin 8	

Distance 25.4 yd
Height 3.1 ft
ROUGH -10 %

Move Close

1 FreeSet – You can select your shot outside the designated location during practice.

2 FreeSet – Select which pin/hole to practice from.

3 FreeSet – Click anywhere on the mini map to select your location for your shot.

6.4 Setting Practice and Basic Position Settings

Short Game Complex
Practice | 16.5yd

61:58

Location Practice Setting Practice

CONFIGURATION

16.5yd H: 2.0ft 1	33.6yd H: -0.6ft 1	29.5yd H: -1.2ft 5	47.9yd H: -4.0ft 1	55.0yd H: -0.9ft 2	23.2yd H: -0.1ft 1	16.6yd H: -0.2ft 1	43.1yd H: -3.3ft 2
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PROGRESS

REPEAT 1 2 3 4 5

Practice Style play in order PLAY | 00%

O.K. Close

① You can select or deselect any of the 8 pins and set the play count.

② You can set the number of times to replay each pin.

③ You can set whether the pins you selected will be executed sequentially or randomly.

④ This displays progress of play of all the pins selected.

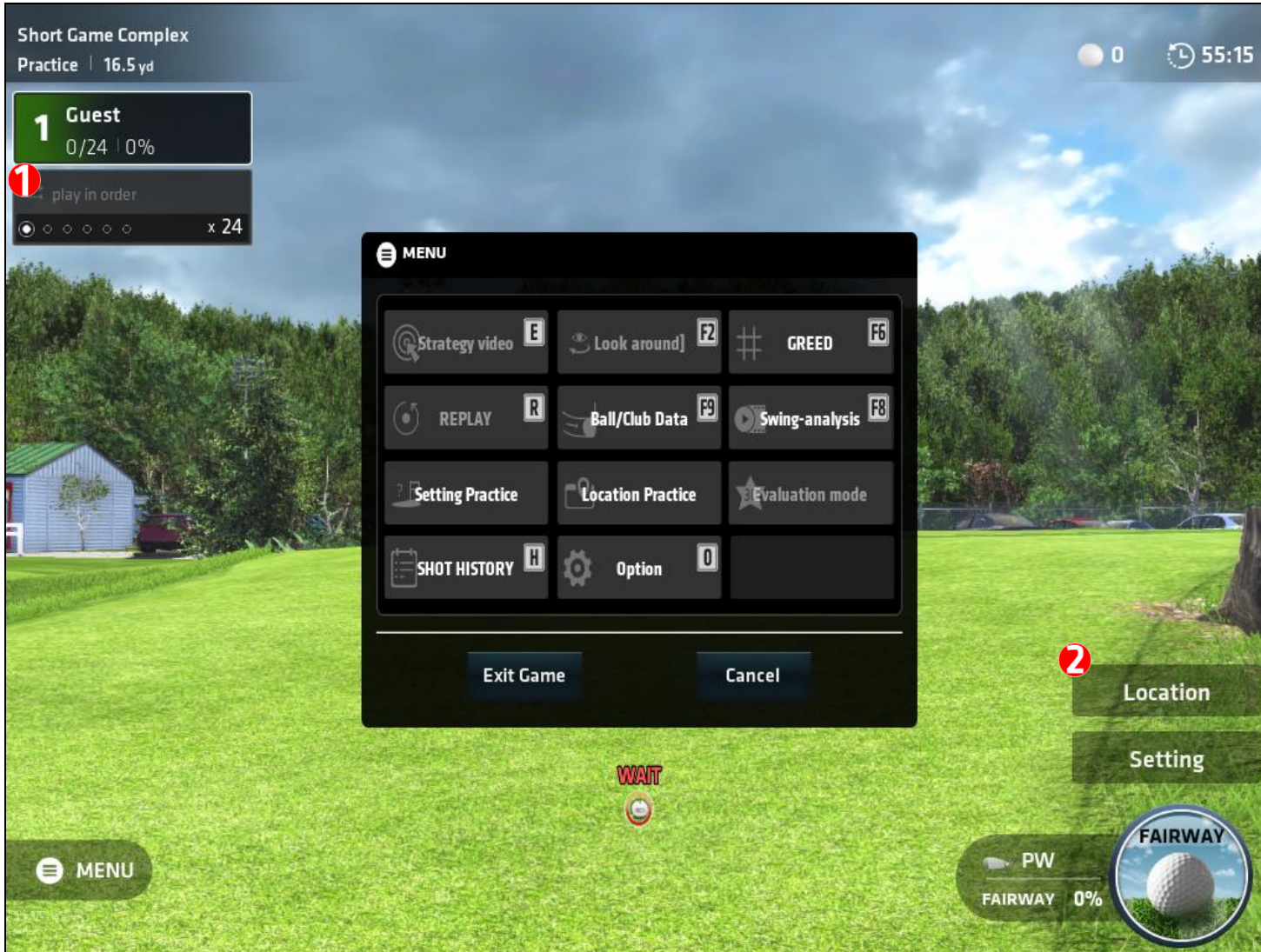
6.5 Game Screen



1 This shows the current pin and progress of selections.

2 Various options of location and settings.

6.6 Game Screen Menu Window



The Menu Button – "Setting Practice, Shot History, Ball/Club Data, Location Practice, Option, Greed, and Swing Analysis."

6.7 Menu Window > Option Settings



1 Ball/Club data and Swing video ON/OFF option.

2 Distance Type, Green Speed, and Velocity type.

3 Click OK to save settings and back to practice.

6.8 Shot History in Menu Window

Short Game Complex

51:07

1 SHOT HISTORY [H] X

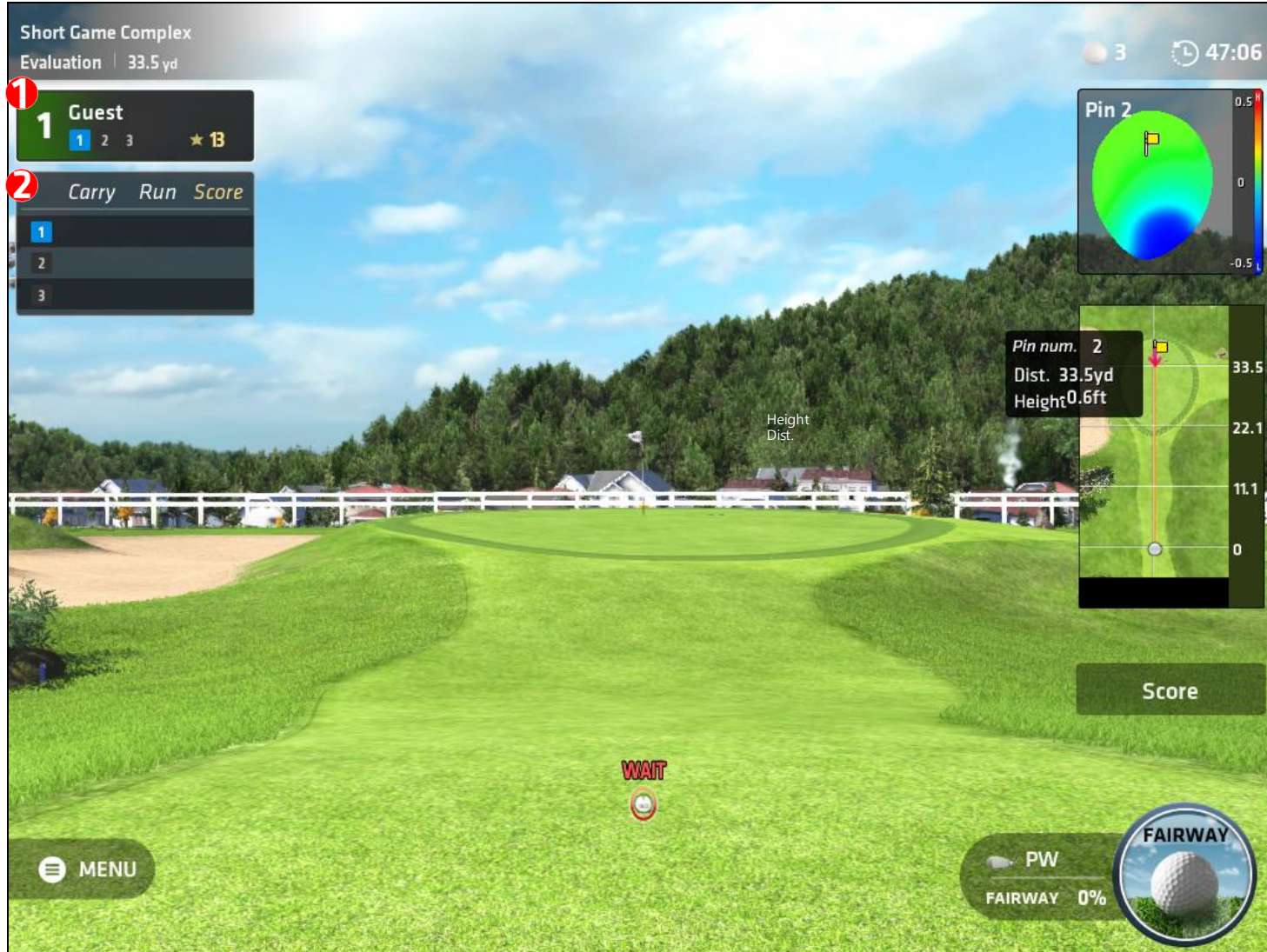
On/Off	Distance	Club	Carry	Run	Total	APEX	Side Total	Ball Speed	Club Speed	Smash Factor	Side Angle	Launch Angle	Back Spin	Side Spin	Face Angle	Club Path	Video
<input checked="" type="checkbox"/>	A	PW	2.9 _{yd}	5.1 _{yd}	8.0 _{yd}	24.7 _{ft}	R 0.1 _{yd}	10.9 _{yd/s}	6.6 _{yd/s}	1.7	0.0°	15.0°	1000 _{rpm}	R 0 _{rpm}	OPEN 0.0°	IN-OUT 0.0°	<input type="button" value="▶"/>
<input checked="" type="checkbox"/>	A	PW	8.7 _{yd}	9.0 _{yd}	17.6 _{yd}	24.7 _{ft}	R 0.1 _{yd}	10.9 _{yd/s}	6.6 _{yd/s}	1.7	10.0°	25.0°	1000 _{rpm}	R 0 _{rpm}	OPEN 0.0°	IN-OUT 0.0°	<input type="button" value="▶"/>
3 Average																	
-	-	-	5.8 _{yd}	7.1 _{yd}	12.8 _{yd}	24.7 _{ft}	R 0.1 _{yd}	10.9 _{yd/s}	6.6 _{yd/s}	1.7	5.0°	20.0°	1000 _{rpm}	R 0 _{rpm}	OPEN 0.0°	IN-OUT 0.0°	

1 Shot History data will show the following: Club, Carry, Run, Total, Apex, Side Total, Ball Speed, Club Speed, Smash Factor, Side Angle, Launch Angle, Back Spin, Side Spin, Face Angle, and Club Path.

2 Video. Pressing the Play button will open up the Ball/Club Data video.

3 Average. You will see the average of your shot history in this section.

6.9 Evaluation Mode



1 There are 3 shots per round in Evaluation Mode. You will earn points by how close to the pin each shot is.

2 Carry, Run, and Score will be displayed here.

6.10 Evaluation Mode Score Card

Short Game Complex

ScoreBoard

NAME	1	2	3	4	5	6	7	8	TOTAL
1 Guest	13								13

0 ~ 15 16 ~ 30 31 ~ 50 51 ~ 70 71 ~ 90 91 ~ 109 110 ~ 155

Iron Bronze Silver Gold Platinum Diamond Master

10 points for hole-in-one, 3 points for 3m around hole cup, and 5 points for 1.5m around hole cup. When you close the window, you will go to the mode selection screen

Score	등급
110 ~ 155	Master
91 ~ 109	Diamond
71 ~ 90	Platinum
51 ~ 70	Gold
31 ~ 50	Silver
16 ~ 30	Bronze
0 ~ 15	Iron

Thank you.