E6 Connect Manual

by E6Golf

1. Getting Started

Welcome to E6 Connect!

1.1. System Requirements

RECOMMENDED:
Intel i5 Processor
8GB RAM
Nvidia 1070 Graphics Card or equivalent
(Dedicated GPU with DirectX 11 Support)
25GB of Hard Drive Space
Windows 10 *(Required)*
Internet Connection *(Required)*

1.2. Installation

Double-click the E6 Connect icon on your desktop to begin the installation.

Important! *If you are prompted, agree to install the* **Microsoft Visual C++ 2015 Redistributable***.*

Note: During installation, an E6 Connect icon is pinned to your task bar for quick starting.
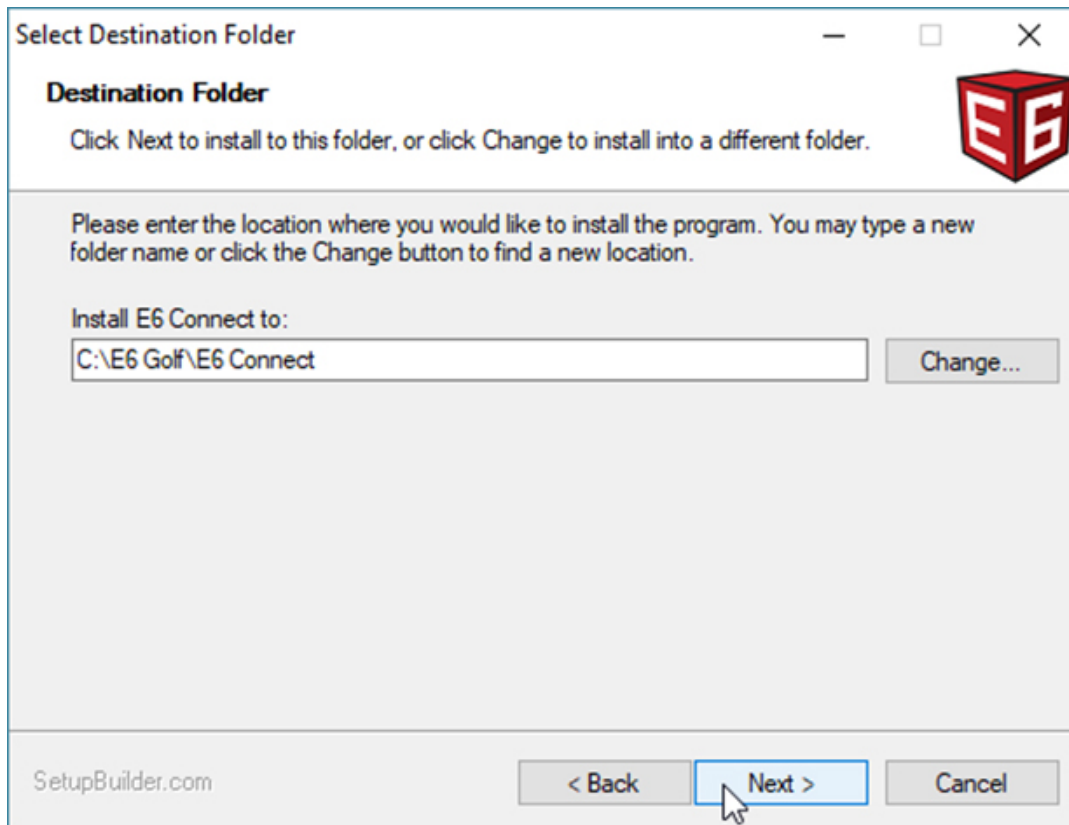
1.3. Binding an E6 Connect License

1. After installation, the **LICENSE ACTIVATION SCREEN** (*below*) is displayed. Click the red **LOGIN** button under "Activate" and then enter the email and password for your account.

Important! *If you have not yet signed up for your account, click* **SIGN UP** *under "Create".*
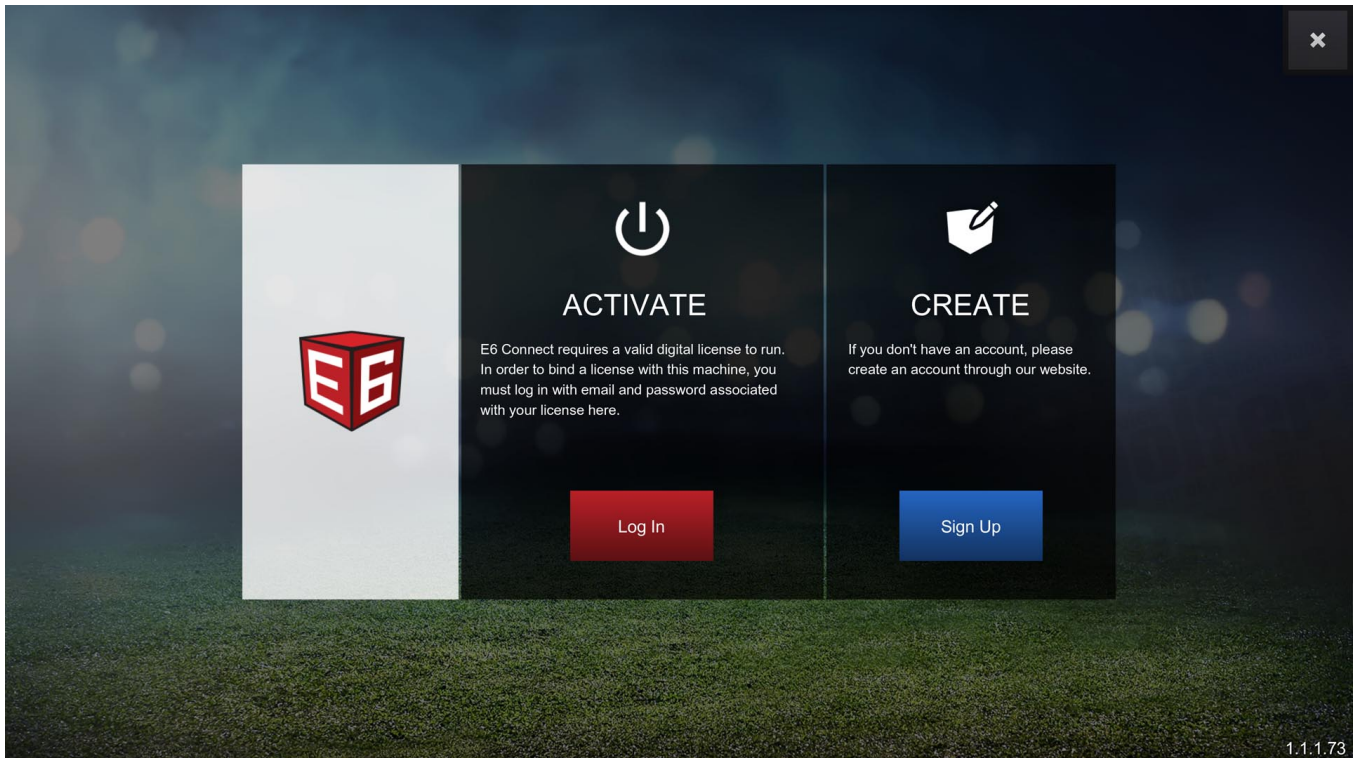
3. The Select License screen appears. Select the license you want to use with this computer and then select **ACTIVATE**.

*RELATED: E6 Connect licenses can be easily transferred from one computer to another, if needed. For instructions, see **"Unbinding an E6 Connect License".***

1.4. System Configuration

After installing E6 Connect and binding the license to your PC, the **MAIN MENU** appears (*below*).

1. You will need to confirm which tracking system you're using and your video settings. Start by clicking

the blue **SETTINGS** button.

2. On the Settings screen (*below*), click the **SYSTEM CONFIG** tab (from the menu on the left), and then click **VIDEO.** Select Full Screen or Windowed mode, and the resolution of your window.
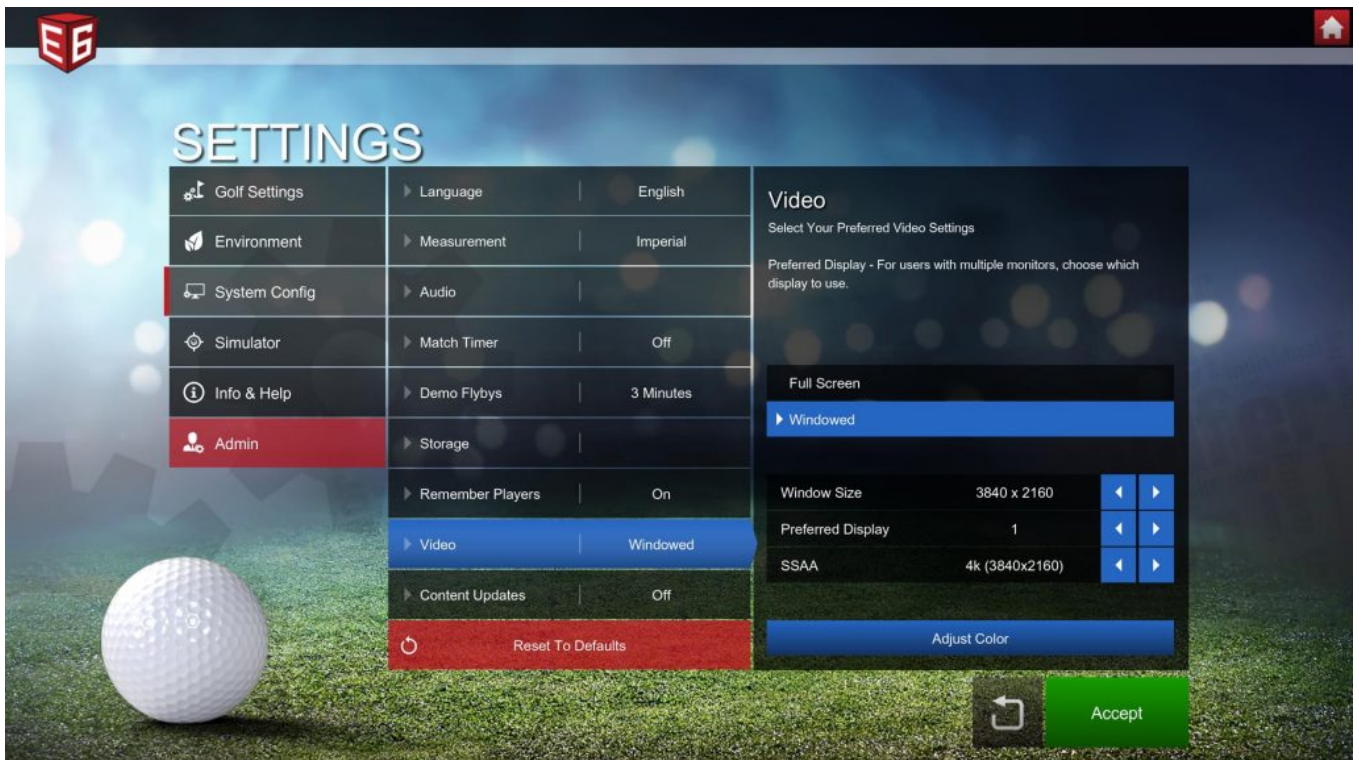
Note: Changes to video settings won't be applied until you click ACCEPT and then restart E6 Connect.

3. Next, click the **SIMULATOR** tab (below the System Config tab), click **TRACKING SYSTEM** and then select your tracking system. *For list of Supported Devices see Section 12 – Supported Devices.*

4. You may click the **GOLF SETTINGS** and/or **ENVIRONMENT** tabs and choose options, but it's not necessary at this point. You will choose Golf Settings and Environment options later, when you set up a round of golf (see Section 3 – "Play Golf").

5. Click the **INFO & HELP** tab and then **ABOUT** to see a list of permissions, change your Device Name or Access your Online Accounts, or **SUPPORT** to get updates, view the manual or contact support.

6. Click **ACCEPT** to save all changes and return to the **MAIN MENU**.

1.5. Admin Permissions

E6 Connect allows you to lock out anyone else from making changes, purchases, etc.

1. Start by clicking the blue **SETTINGS** button.

2. Click the **ADMIN** tab to view available options.

3. Click **ACCEPT** to save all changes and return to the **MAIN MENU**.
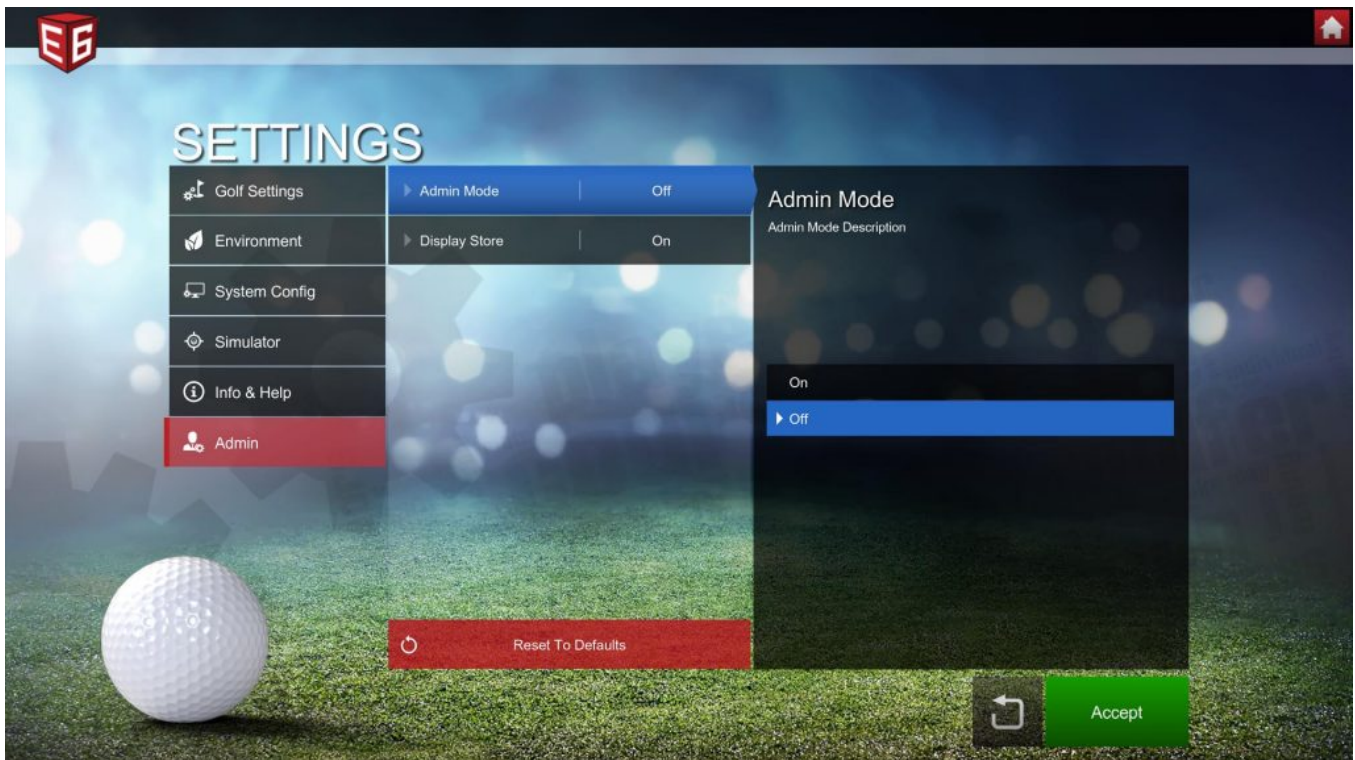
2. Main Menu

The E6 Connect Main Menu provides the following options:

- **Play Golf**: Play a "local" round, meaning all participants are in-person, playing on your computer or simulator
- **Profiles**: Log in players/guests
- **Practice**: Play a practice session
- **Games**: Play a Quick Play Game
- **Online Play**: Play online with people in other locations (*Peer-to-Peer*)
- **Events**: Participate in an online Event
- **Settings**: Configure your display, play settings, course conditions and hardware
- **Exit**

Note: *The red and white HOME button, found in the upper-right corner of most of the setup/configuration screens,*

can be clicked to return to the Main Menu.

3. Play Golf

There are three ways to play golf with E6 Connect: "locally", "online/peer-to-peer" and "online/asynchronous":

- Click **PLAY GOLF** (or **PRACTICE** or **GAMES**) to play "locally", meaning all participants are in-person, playing on your computer or simulator.
- Click **ONLINE PLAY** to play online with people in other locations (*Peer-to-Peer*).
- *For more information, see Section 7 – Online Play*
- Click **EVENTS** to participate in an online Event.
- "Asynchronous" play means that you participate online, but not in real-time against other players; all participants complete the Event individually
- *For more information, see **Section 8 – Events**.*

3.1. Selecting Players for the Round

1. Click **PLAY GOLF** to start a round.

Note: *To play Peer-to-Peer, click **ONLINE PLAY**, or to participate in an Event, click **EVENTS**.*

2. The Players screen is displayed. Click **LOG IN** and then enter email and password to play the round under a player profile.

*Note: You must log in to a player profile to record and save round data. See the **Section 9 – E6Golf Online** for more information.*

3. Click **JOIN** to add a registered (logged-in) player to the Roster.

4. Select **ADD GUEST** to add an unregistered player to the Roster.

*Note: To remove any player from the Roster, click the player and then click **LEAVE**. To remove all players from the Roster, click **CLEAR ALL***
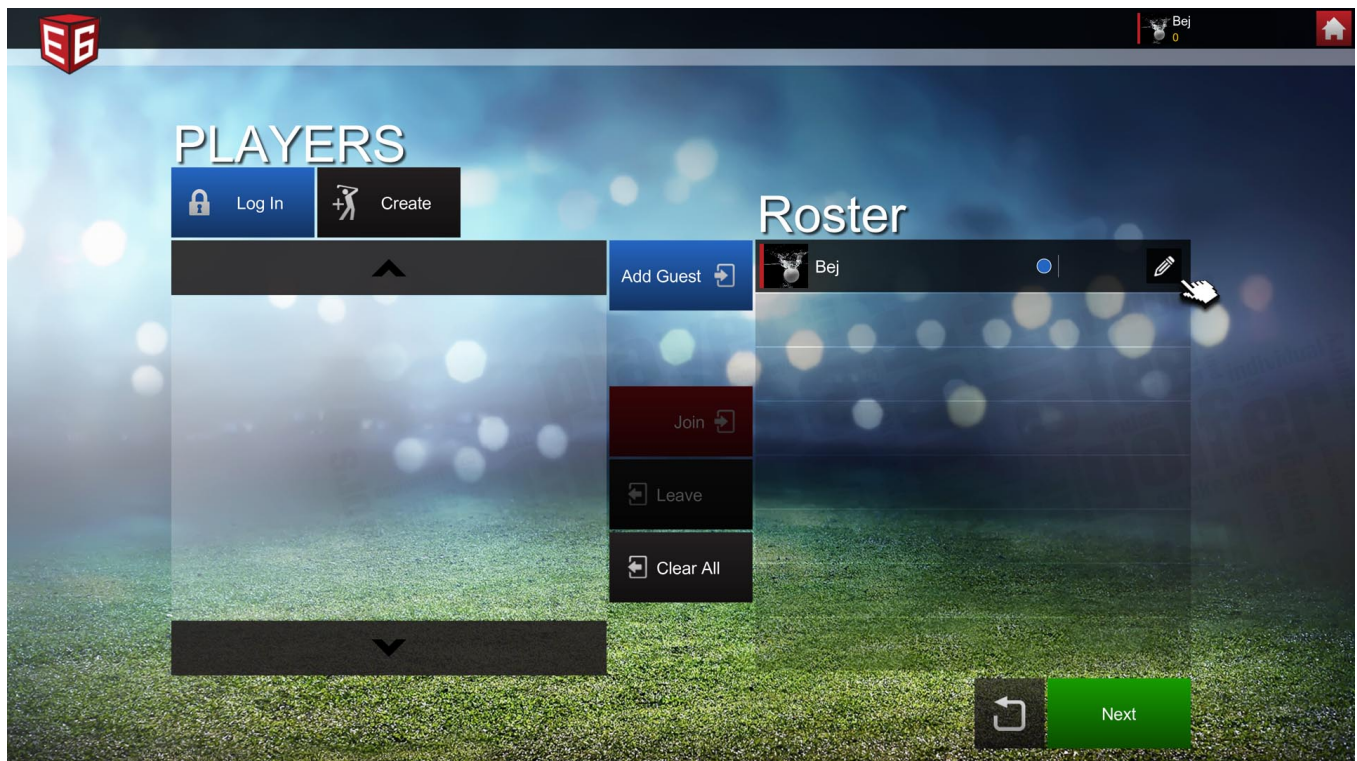
5. When a player has been added to the Roster, click click the **EDIT** icon (*to the right of the Player Name*) to customize the personal settings for that player.

6. To add an image to the player profile, click the box in the upper-left corner

7. Click the **PROFILE** tab *(on the left)* and then add:

- Personal info:
  - Display Name (click the box below the picture, type in name, click ENTER)
  - Gender
- A tee box setting
- Handedness (whether the player hits right- or left-handed)

Note: *For more information on these and all other Preferences options, see section 4 – Profiles.*
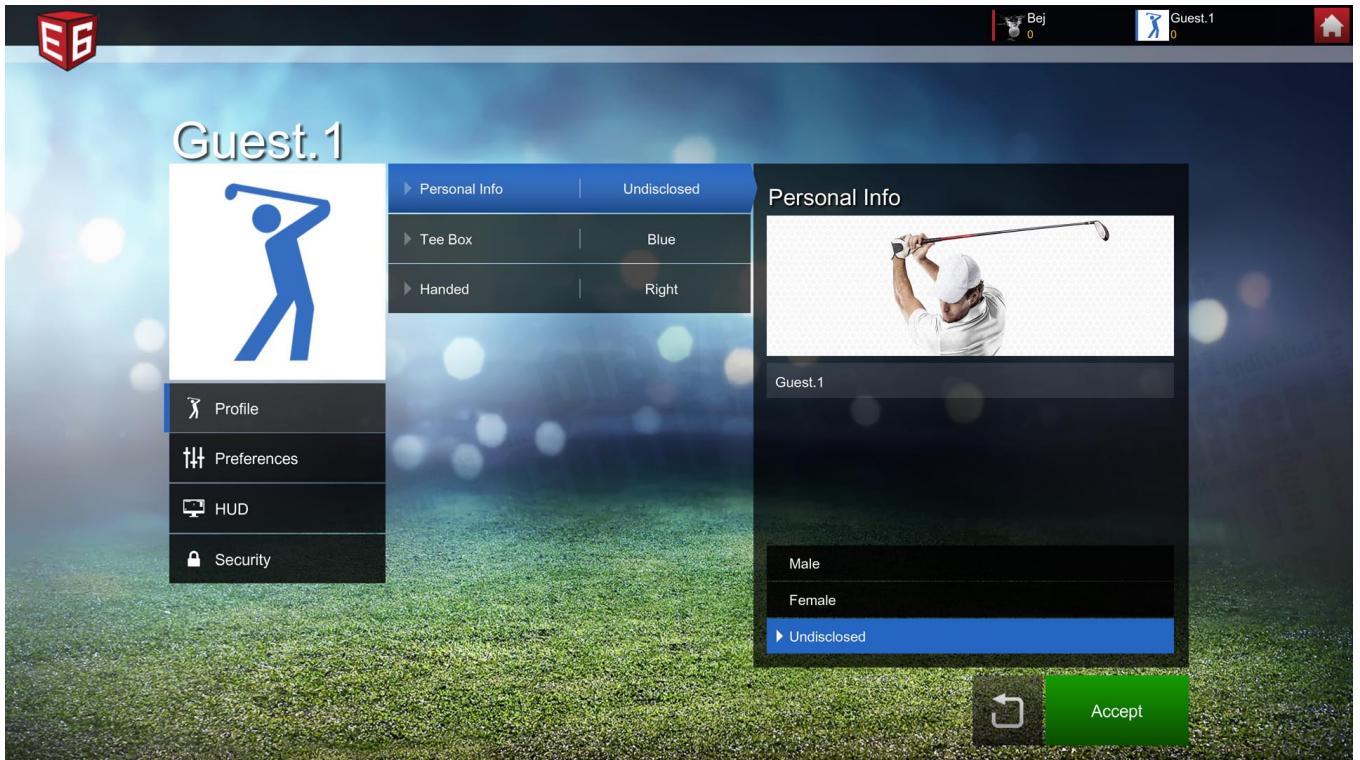
8. Click the **PREFERENCES** tab (below the Profile tab) and then choose options for:

- Main View Tracer
- Top View Tracer
- Camera Options
- Tee Height
- Ball Scaling
- Putting Line
- Putting Line Fade
- Terrain Grid
- Ball Indicator
- Pin Indicator

Note: *For more information on these and all other Profile options, see section 4 – Profiles.*
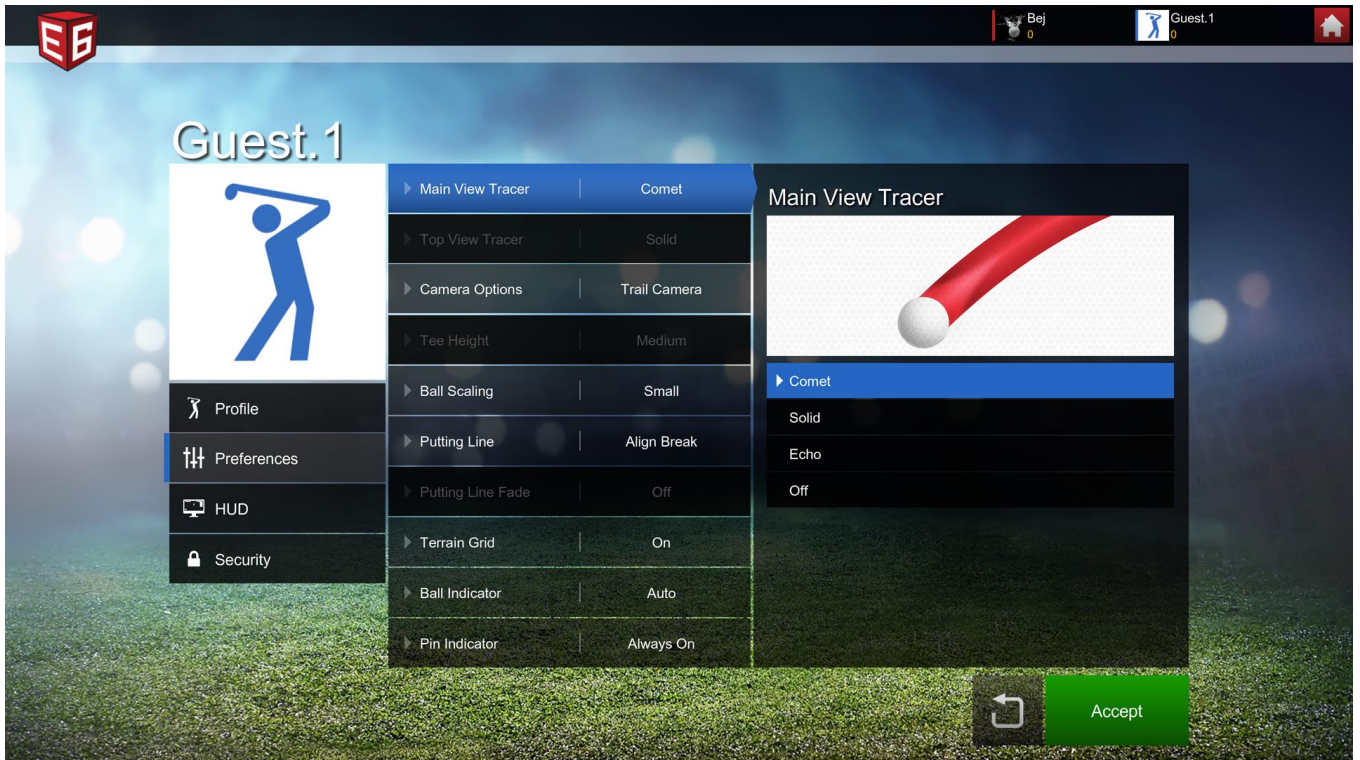
9. Click the **HUD** tab (below the Preferences tab) to *Disable/Enable* the **Quick Access Menu**.

- Choose which options will be available while you're on the course (keeping all available is recommended).
    1. Show Mulligan
    2. Show Switch Camera
    3. Show Change Sky
    4. Show Flyby
    5. Show Grid
    6. Show Putting Line
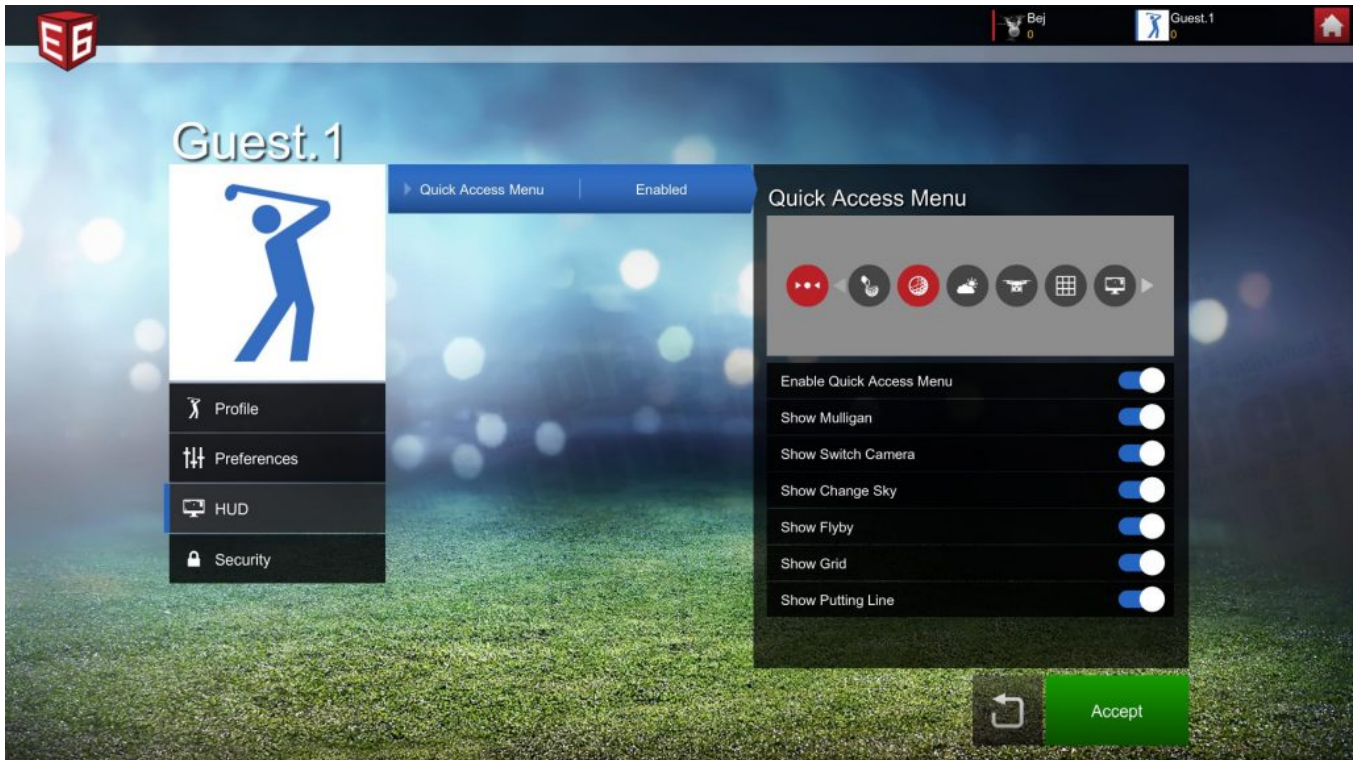
10. Click the **SECURITY** tab (below the HUD tab) to save your user name and password for faster login.
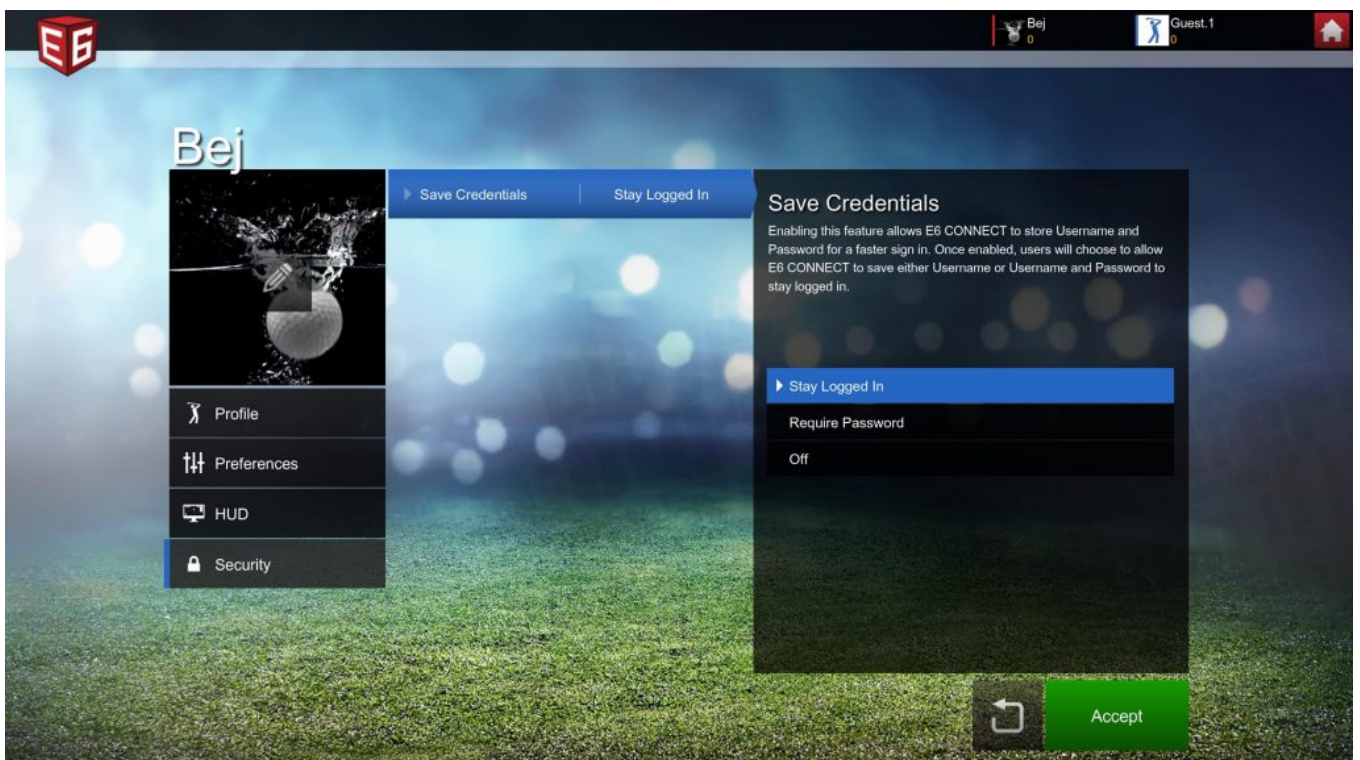
11. Click **ACCEPT** to save all changes.

12. Repeat the steps above for each rostered player. When finished, click **NEXT**.

3.2. Selecting Round Settings

1. After clicking **NEXT** on the Players Screen, the **MODE OF PLAY** screen (*below*) is displayed. Choose a Mode of Play for the round and then click **NEXT**.

2. The **SELECT COURSE** screen is displayed. Click the red **SCORECARD** button to see a scorecard of the currently-selected course; click **DOWNLOAD** if the currently-selected course has not yet been downloaded. When you have chosen a course, click **NEXT**.

3. On the next screen, you can select Game Options and Holes to play. The currently-selected Game Options are

displayed. To make changes, click the blue **SETTINGS** button.

4. On the Settings screen, there are six tabs on the left. Only the top three (GOLF SETTINGS, ENVIRONMENT and SYSTEM CONFIG) are relevant at this point.

Note: For more info on the other tabs, see section 1.4 – System Configuration.

5. Click the **GOLF SETTINGS** tab to choose settings for:

- Mulligans
- Putting Mode (Gimmes, etc.)
- Pin Position (difficulty)
- Auto Continue (timer length)
- Auto Caddy (default club selection)
- Terrain Penalty *(Terrain Penalty is a setting that will impact ball physics. Players are rewarded for hitting fairways while being penalized for being in the rough, deep rough, and bunkers. Shots from these terrains will have less spin, less power.)*
- Auto Fly-bys (show Hole Preview on each hole)

Note: *If Mulligans are enabled, players can rehit without penalty. Mulligans are typically not allowed in official Events.*

6. Click the **ENVIRONMENT** tab to choose settings for:

- Wind
- Elevation (actual or custom)
- Green Hardness
- Green Speed (Stimp Rating)
    - *Note: With the new Stimp Rating in E6 CONNECT, green speed is measured using USGA methods. In addition, certain pin positions will now be unavailable, depending on the Stimp Rating. This will ensure that every pin position is compliant with USGA guidelines.*
- Fairway Hardness
- Atmosphere (Time of Day, Sky)
    - *Note: The Atmosphere setting makes a huge difference in the look of each course. We highly recommend experimenting with different Atmospheres (be sure to check out the Partly Cloudy Sunset!).*

7. Click the **SYSTEM CONFIG** tab to choose settings for:

- Language (English, etc.)
- Measurement (Imperial (yards/feet) or Metric)
- Audio (volume)
- Match Timer (session length)
- Demo Fly-bys (screen saver option)
- Storage (limit for offline shot storage)
- Remember Players (On/Off)
- Video (Full Screen/Windowed)

8. When finished, click **ACCEPT**. All changes will be reflected in the new Settings summary.

9. To select which holes to play, click the **SELECTED HOLES** tab. All 18 holes are selected by default, but you can choose to play the Front 9 (1-9), the Back 9 (10-18), or select specific holes. To select individual holes, click the red **RECYCLE** button (this will clear all the "Holes to Play"), click one of the Available Holes (*at bottom*) and then click the **UP ARROW**. This allows you to play the same hole(s) multiple times or play holes in any or To remove one of the "Holes to Play", click it and then click the **DOWN ARROW**.
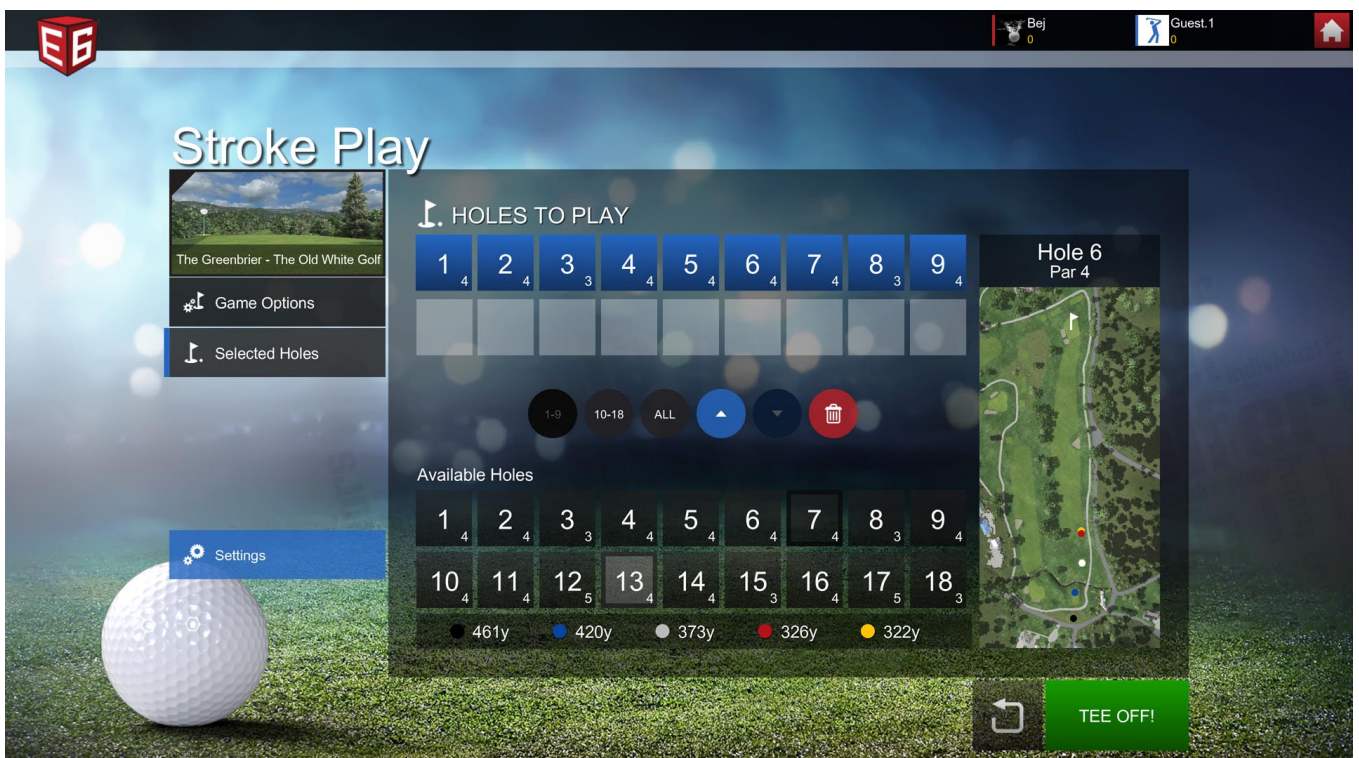
10. When you're finished selecting holes and settings , click **TEE OFF** to start playing!

3.3. On the Tee

[vc_row][vc_column][vc_column_text css=".vc_custom_1578929211378{margin-bottom: 0px !important;}"]1. You're ready to play!

- In the upper-left corner, the next player to hit is displayed, his/her (score), how many shots have been taken by that player, and the selected club.
- The hole, course and par—along with the distance to pin, elevation change and wind speed/direction (if applicable)—are displayed along the top right-center.
- The Top View window (which can be minimized by clicking the **UP ARROW**) is displayed in the upper-right corner.
- The **E6** icon in the lower-left corner to brings up the In-Round Menu (go to step 5 in this section for more info).
- The [???] **Quick Access Menu** button can be clicked to reveal additional buttons (Mulligan, Ball Lie, Fly-by, Change Time of Day, Grid, Putting Line, Hide/Show User Interface).

2. To change clubs, click the **CLUB** button in the upper-left corner to display the **SELECT A GOLF CLUB** menu.

3. The **AIMING MARKER** (the red-and-white striped pole) is set in a default position. To change its location, click a different position within the main view or Top View window.

4. If the **PIN INDICATOR** option is turned on, a white line connects the location of the Pin to a yardage and elevation change display.

Note: With the new pin indicator in E6 CONNECT, it is now easier than ever to locate the pin. The Pin Indicator is a flexible virtual range finder that tells players where to aim, the remaining distance and any elevation change between the golfer and the pin.

5. Click the **E6 ICON** in the lower-left corner to bring up the In-Round Menu. From here, you can (if enabled/allowed):

- Take a Mulligan
- Display Analyzer data
- Go to the next hole
- View the Score Card
- Drop
- Display a Hole Preview (FlyBy)
- Pick up your ball
- View your Player Profile
- Go to Settings
- Check shot data of the last shot
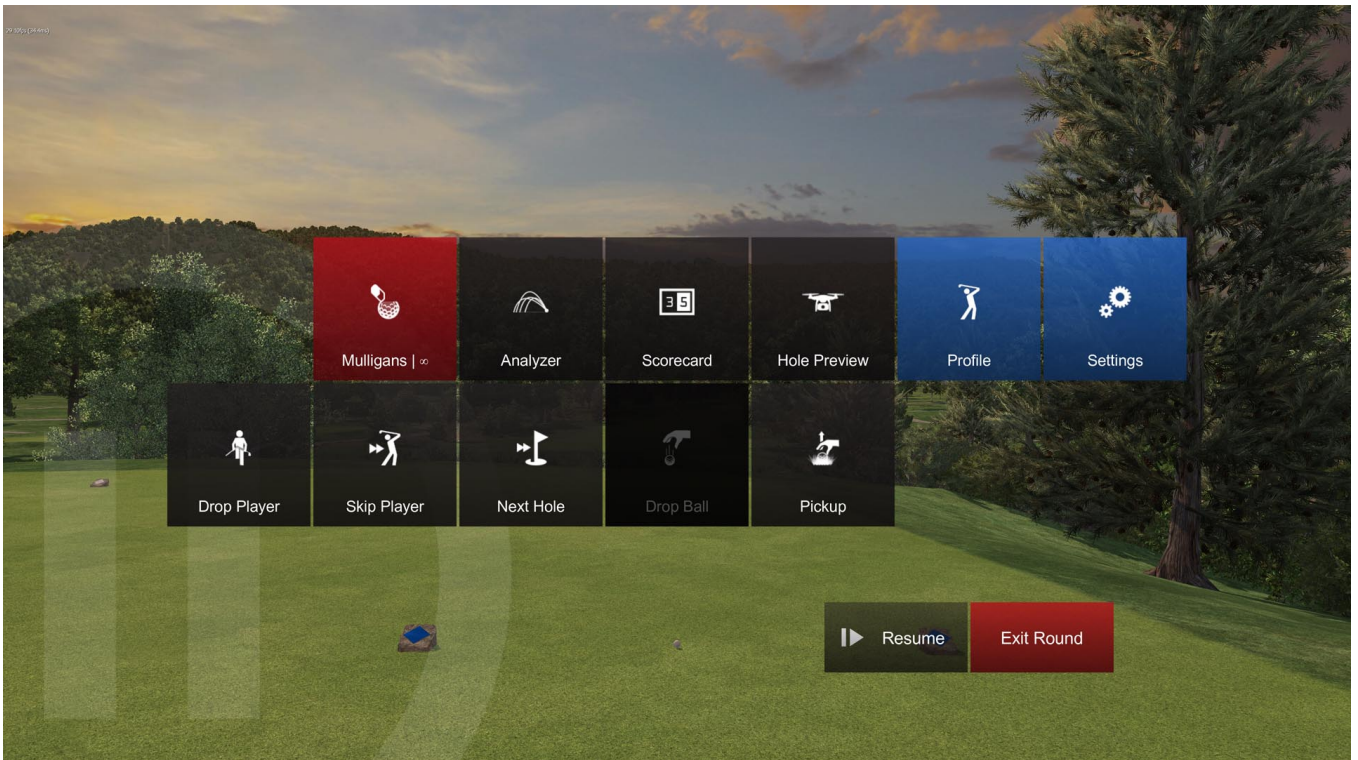
6. After taking a shot, a **Post-Shot** dialog is displayed. *For more information on the swing/shot data, see section 3.4 – Post Shot Dialog.*

7. Click the **GREEN** button in the lower-right corner to continue; if you wait, it will automatically be selected when the timer runs out.

Note: *To keep the Post-Shot dialog displayed, moving the cursor over the dialog will reset the timer.*

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3.4. Post Shot Dialog

After each shot, the Post Shot Dialog is displayed, which includes the following:

- **Info Bar**: Situated at the top of the dialog, this shows the current player, tee box, score, ball lie, distance to pin and elevation change between ball and pin. In the center, data related to the previous shot is displayed:
- **Globe Icon**: At the end of the Info Bar at the top, click this to go to portal.e6golf.com (if you're online)
- **Distance**: Total distance of the shot
- **Carry**: Distance the ball traveled before landing
- **Launch Angle**: Degree of the initial ball flight
- **Club Speed**: How fast you swung the club
- **Ball Speed**: How fast the ball moved after impact
- **Shot #**: Which shot this was (*on the current hole*)
- **Back Spin**
- **Direction**: Direction of the ball flight after impact (*0 is perfectly straight*)
- **Smash Factor**: Club Speed divided by the Ball Speed; a measurement of efficiency
- **Club Face**: The angle of the club face, relative to the ball position, upon impact
- **Side Spin**
- **Club Path**: The angle of the club path, relative to the ball position, leading up to impact
- **Trajectory Map**: This graphic shows a side view of how the club made contact with the ball
- **Dispersion Map**: This graphic shows a top view of how the club made contact with the ball

At the bottom of the Post Shot dialog are nine buttons (eight, if there is only one player). From left-to-right, they are:

- **Play Button**: Animates the trajectory and dispersion maps for the previous shot
- **Current Shot**: Returns to the initial images in the trajectory and dispersion maps
- **Previous Shot Data (Current Player)**: Shows the data from all previous shots taken (*only for the current hole during round play*)

- **Previous Shot Data (All Players)**: Shows the data from all previous shots taken (*only for the current hole during round play*)
- **Replay button**: Replay the previous shot, with options to view from different angles and change the speed of the replay
- **Pick Up Ball**: Move to the next hole (with penalty, if applicable)
- **Rehit**: Hit again from the previous spot (with penalty, if applicable)
- **Mulligan**: Hit again without penalty (if enabled)
- **Timer**: Click (or wait until it counts down to zero) to close the Post Shot Dialog and move on to the next shot

3.5. Terrain Grid

When close to or on the green, the Terrain Grid is displayed, if enabled. Overlaying the green, it shows slope directions and elevation changes.

- **Slope Direction**: The moving arrows indicate the direction of the slope; the faster the arrows move, the steeper the slope.
- **Elevation**: Elevation is indicated by color; green is downhill, blue is flat, red is uphill.
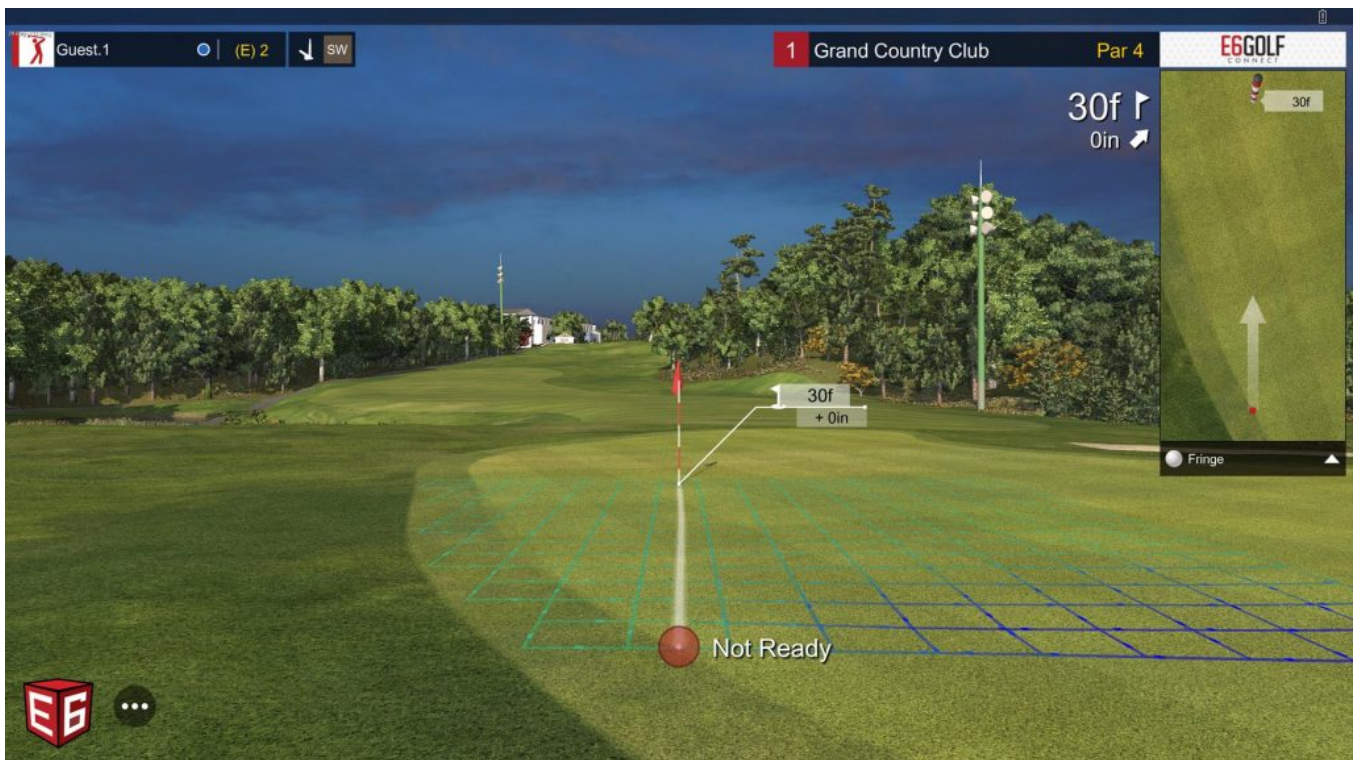
3.6. Putting Line

When putting, a putting line is displayed, if enabled. E6 Connect automatically runs a series of simulations to determine the optimal line and speed for the putt. The speed of the putting line animation indicates how hard you should hit the shot in the indicated direction.
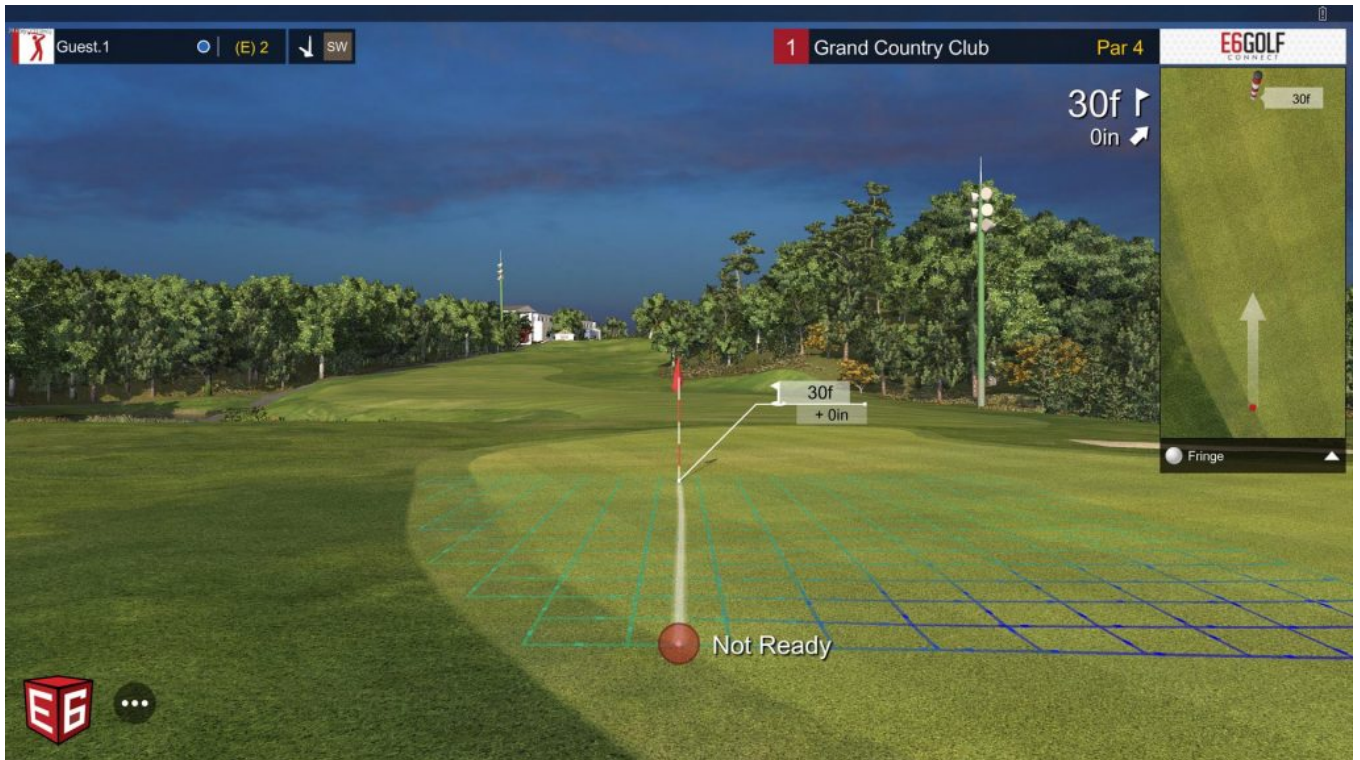
4. Profiles

1. Click **PROFILES** on the **MAIN MENU** to log in players at the start of a session. Once players are logged in here, they won't need to log in for each individual round, game or practice session.

*Note: This is the same screen that is displayed when you set your Roster after clicking **PLAY GOLF**. This screen can also be accessed during a round by clicking the red **E6 button** in the lower-left corner and then clicking **Profile**.*
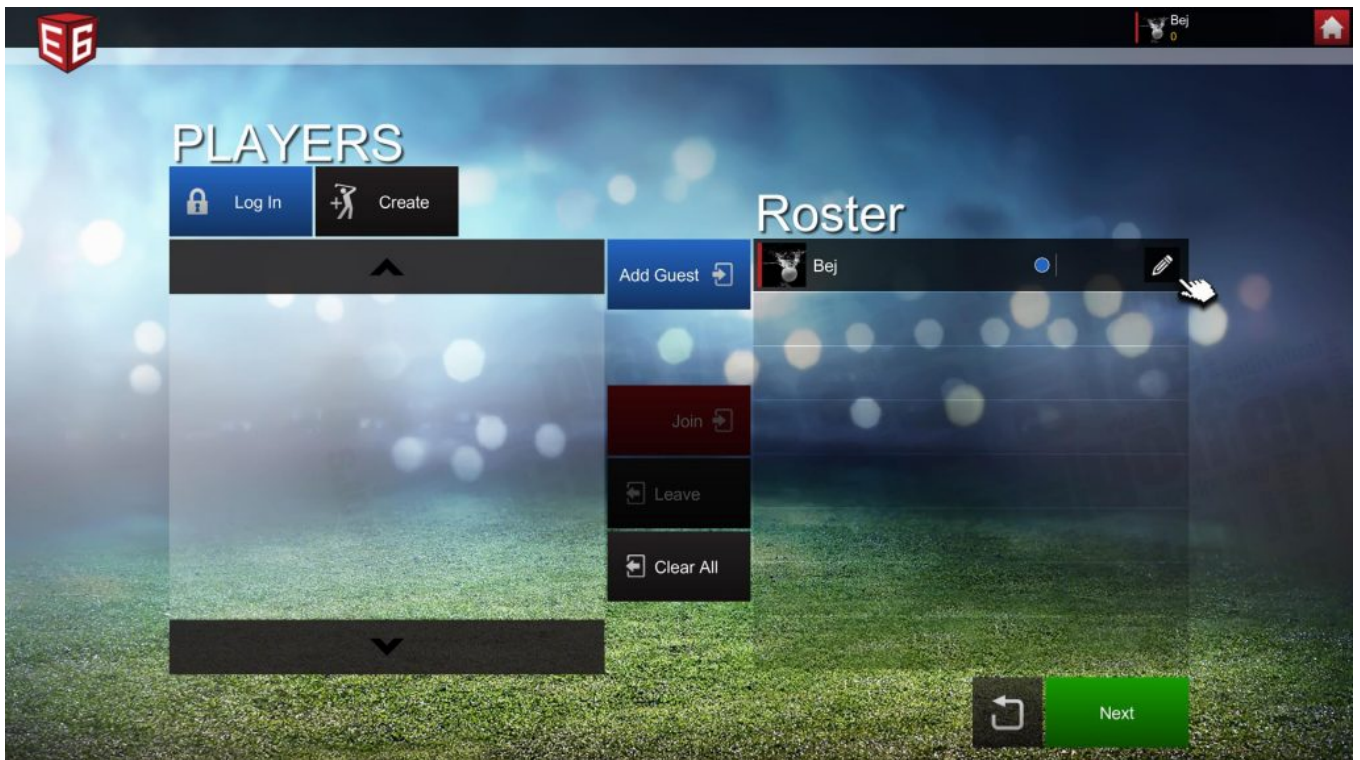
Important! When you edit your Player Profile, the settings you choose (tracer, tee box, camera options, ball size, terrain grid, putting arrow, etc.) will be in effect anytime you play under your Player Profile, across multiple platforms. Settings will change only when competing in "Online Play" created by other players.

4.1. Profile

Click the **PROFILE** tab on the Profile screen to change gender, which tee box you hit from and switch between a right-handed and left-handed swing.
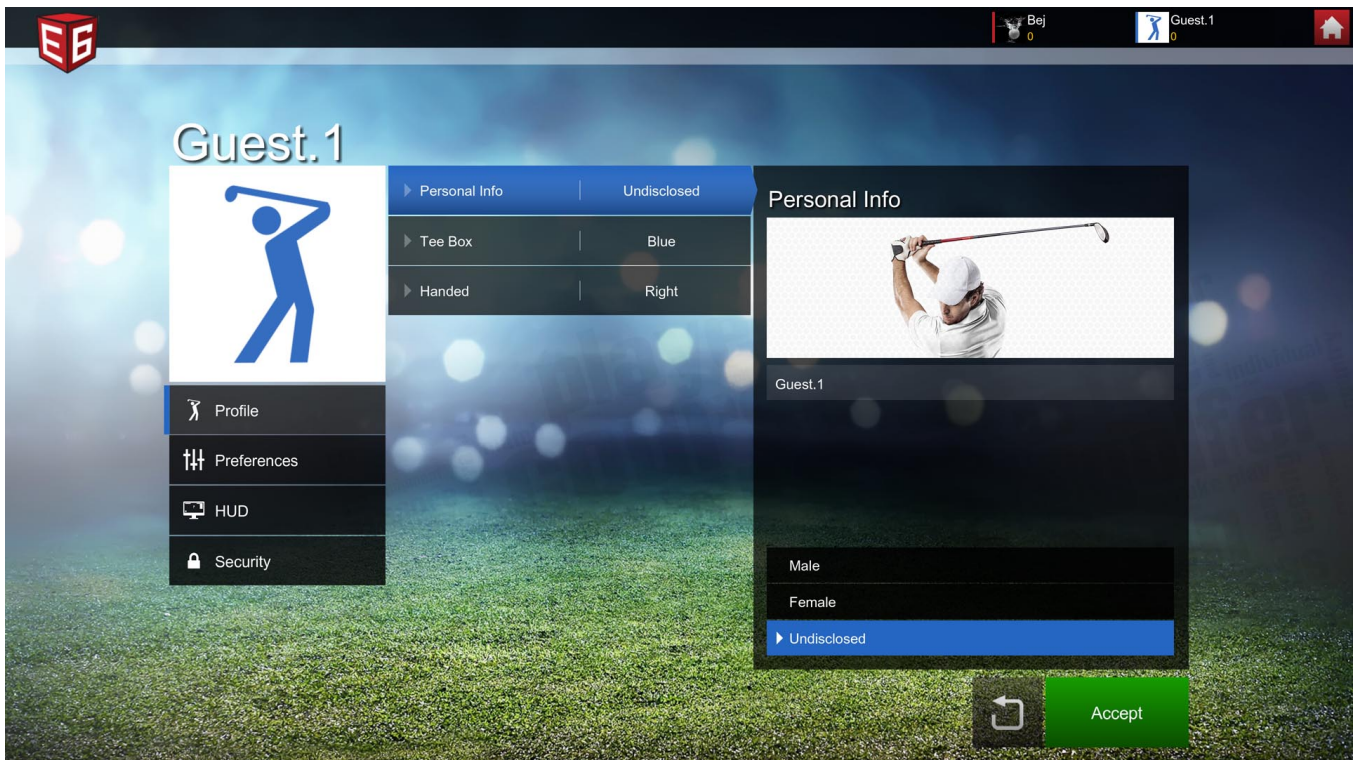
4.2. Preferences

Click the **PREFERENCES** tab on the Profile screen to customize the following options:

Main View Tracer (*a line that tracks the flight of the ball*)

> Comet: A thick line that narrows towards the tail
> Solid: A thick line
> Echo: A repeating pattern of ball shapes
> Off: No line

Top View Tracer (*show the tracer in the Top View window*)

Camera Options (*what the camera does when a shot is hit*)

> Classic Camera: View from behind the golfer
> Snap to Ball Camera: After a pause, jump to follow the ball flight
> Ball Camera: Follow the ball from impact
> Stationary Camera: Camera doesn't move

Tee Height (*how high the ball is teed up*)

Ball Scaling (*how large the ball appears – Small, Medium, Large*)

Putting Line (*how the golfer is oriented when putting*)

> Off: Don't show the Putting Line
> Play Break: Golfer is aligned with the hole

Align Break: Golfer is aligned with the break

Putting Line Fade

Terrain Grid (*a grid overlaying the terrain to show undulations – On/Off*)

Ball Indicator (*tracks ball distance*)

Auto: Appears only during ball flight
Always On: Always displayed
Off: Never displayed
Total Distance: Shows how far the ball has traveled
Distance to Pin: Shows the distance between the ball and the pin

Pin Indicator (*shows the location of the pin*)

Auto: Is not visible during ball flight
Always On: Displayed before a shot and during ball flight
Off: Never displayed
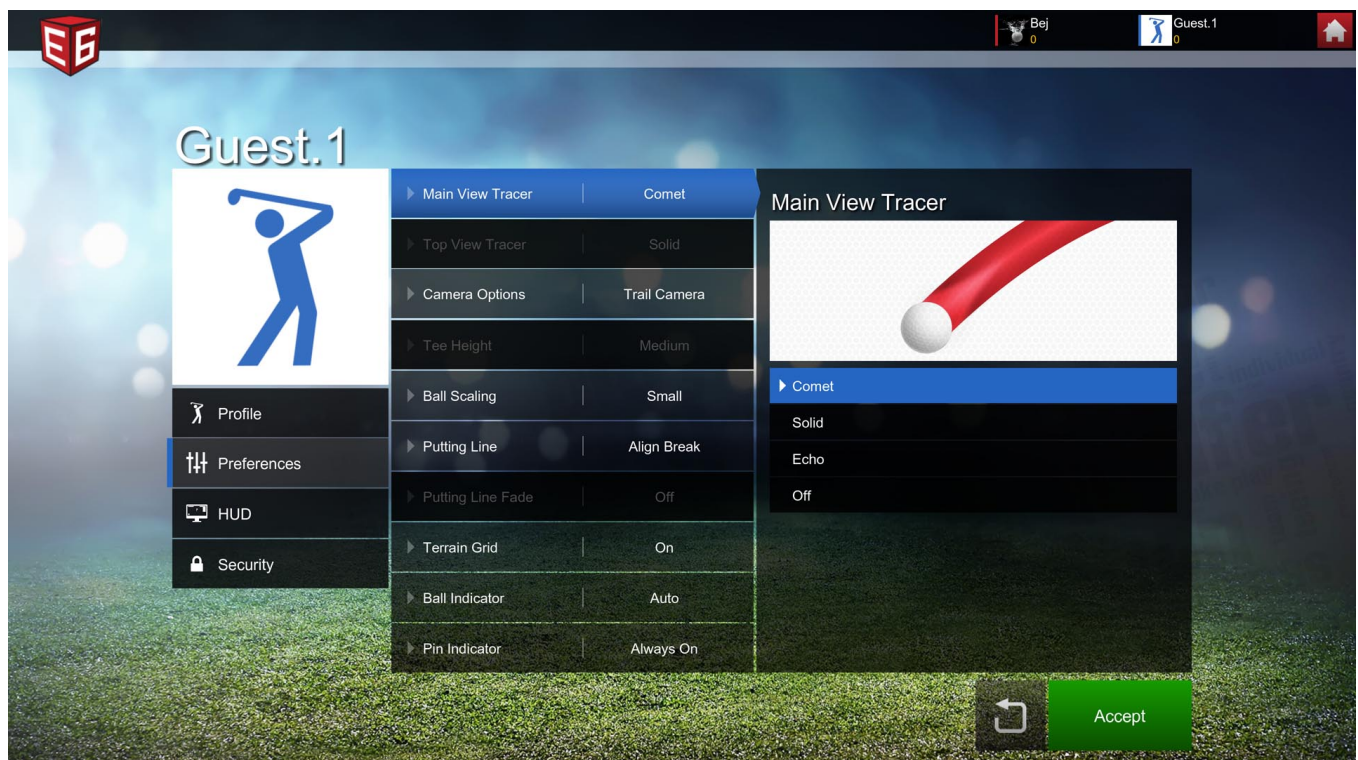
4.3. HUD

Click the **HUD** tab on the Profile screen to select which of the options below are displayed/available during a round (enabling all is recommended):

- **Enable Quick Access Menu**: The [???] button in the lower-left corner, which gives quick access to a Flyby (of the current hole), Change Sky option and Hide the user interface option.
- **Show Mulligan**: Allow a Mulligan option
- **Show Ball Lie**: Display the Ball Lie

- **Show Change Sky**: Display the Change Sky button in the Quick Access Menu (*above*)
- **Show Flyby**: Display the Show Flyby button in the Quick Access Menu (*above*)
- **Show Grid**: Display the Terrain Grid on the Green
- **Show Putting Line**: Display the Putting Line when putting
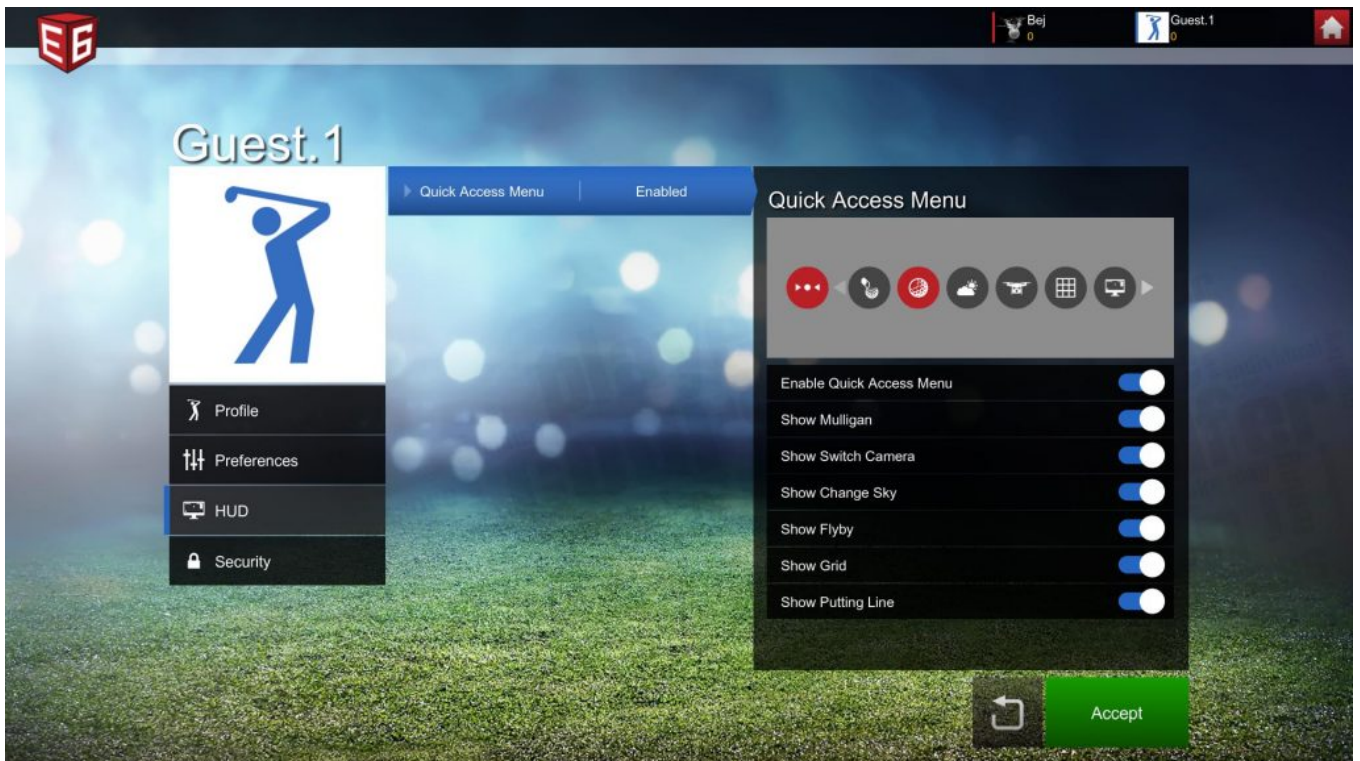
4.4. Security

Click the **SECURITY** tab on the Profile screen to select options related to logging in:

- **Stay Logged In**: Allow E6 Connect to store your user name and password so you don't need to enter them each time you play
- **Require Password**: Store your user name, but require the password to log in
- **Off**: Must enter user name and password each time you play

5. Practice

1. Click **PRACTICE** on the **MAIN MENU** to start a practice session. This takes you to the same Players screen used with Play Golf and Profiles.

2. On the Players screen, add players to the roster and edit the player(s) settings, if desired, and then click **NEXT**.

3. On the Practice screen, select **DRIVING RANGE** or **CHIP & PUTT** and then click **NEXT**.

5.1. Driving Range

1. To practice on the Driving Range, click **PRACTICE** on the **MAIN MENU**, add players to the Roster and click **NEXT**. On the Practice Screen, select **DRIVING RANGE** and then click **NEXT**.

Note: To track and store your practice data, you must be logged into your Player Profile.
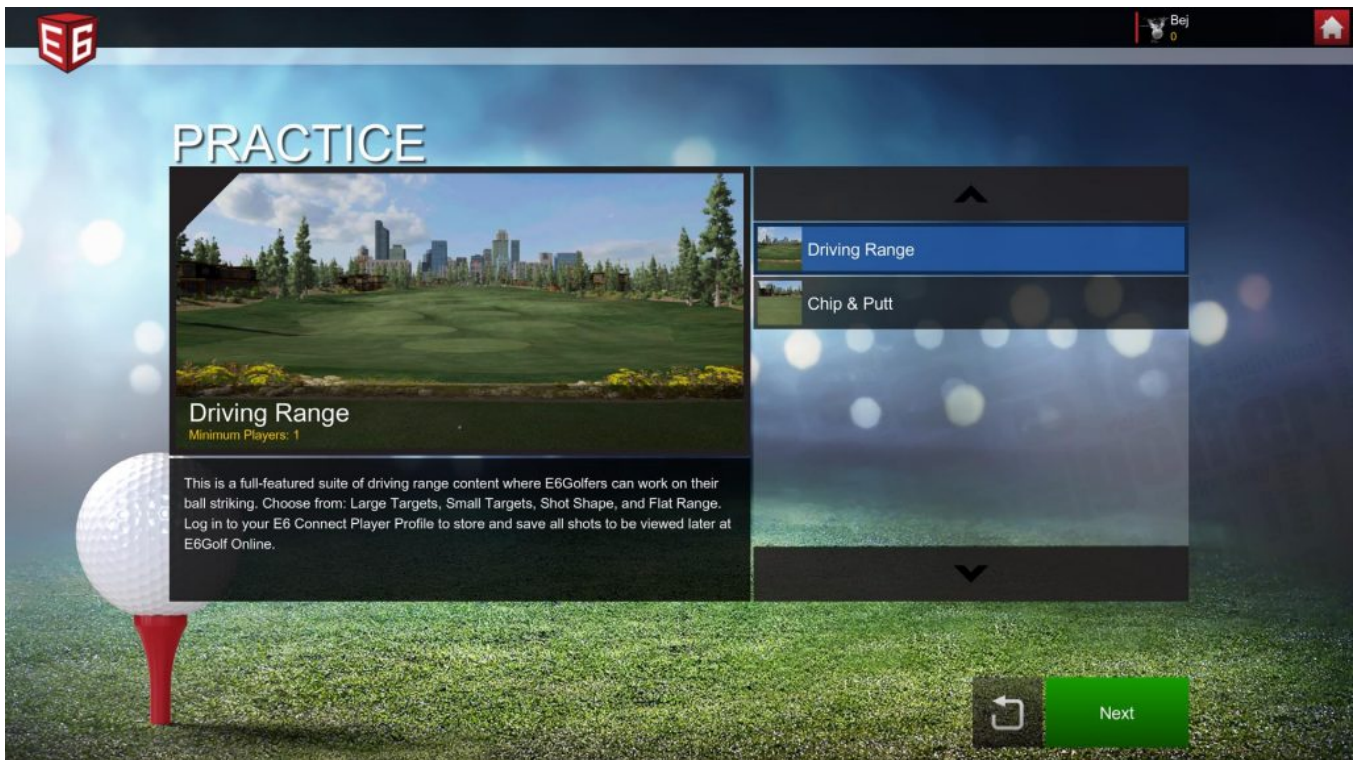
2. The Select Course (Driving Range) screen is displayed. Here you can choose from:

- **Flat Range:** Traditional driving range
- **Large Targets:** To practice mid- to long-range approach shots
- **Shot Shape:** A bifurcated range for shaping shots
- **Small Targets:** To practice short iron and wedge shots

3. After choosing a course, click **NEXT**.

4. On the next screen, confirm the Settings for this practice session. To make changes, click the blue **SETTINGS**

*Note: For more info, see steps 4-8 in **section 3.2 – Selecting Round Settings**.*

5, After changing/confirming the Settings, click **TEE OFF!**

6. On the tee, select a club, position the Aiming Marker and hit away.

7. As during a normal round, the standard Post-Shot dialog will appear after each shot. The shot data from your last shot will also appear in the boxes along the top of the screen prior to each new shot.

SELECT COURSE

All Courses

Range: Flat Range

Range: Large Targets

Range: Shot Shape

Range: Small Targets

Driving Range: Flat Range

The Flat Range is a flat, wide fairway, and designed for E6Golfers to let it fly. Stretching out to 300 yards, this Driving Range is perfect for players looking to work on their driver. Log in to your E6 Connect Player Profile to store and save all shots to be viewed later at E6Golf Online.

Version: 140   Size: 241.2 MB   Download

Download All

Next
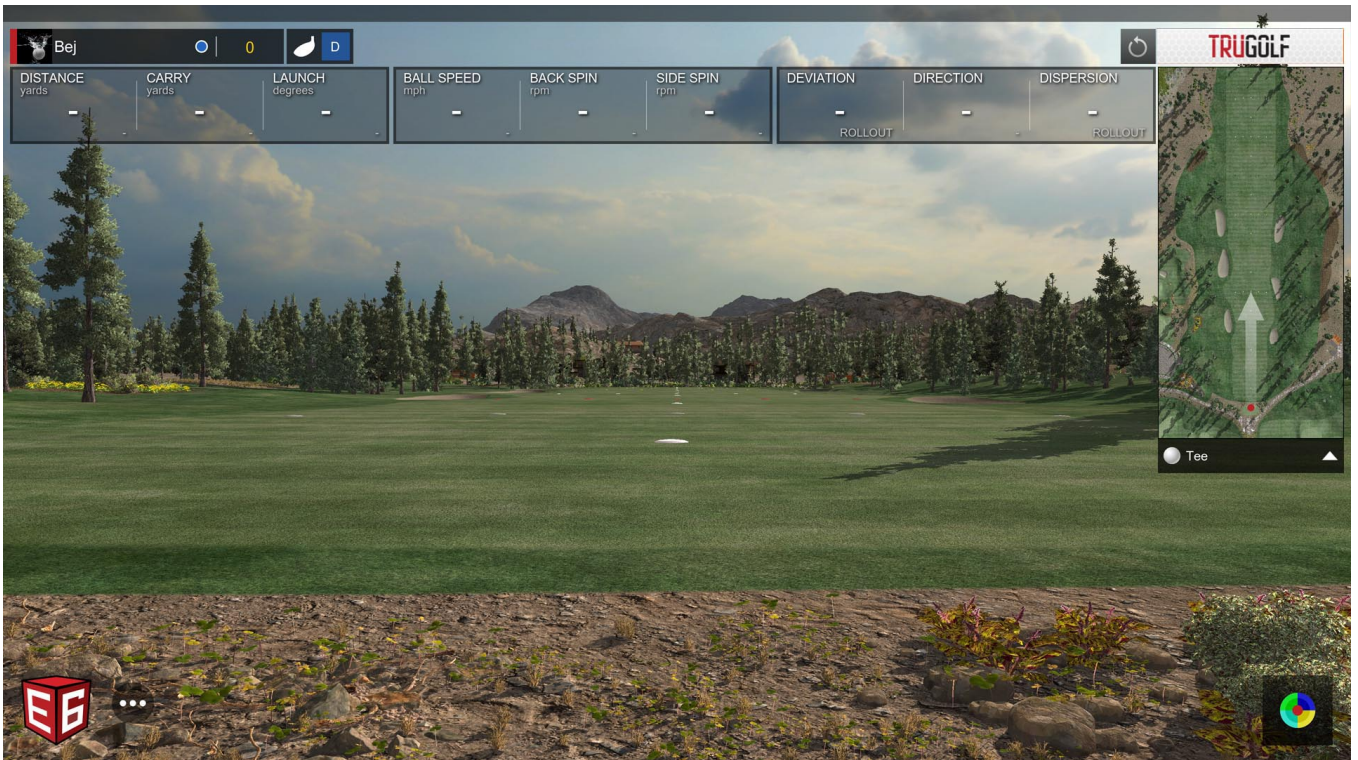
8. To set a Target on the Driving Range:

1. Click the **TARGET** button in the lower-right corner.
2. To reposition the Target, click the **MOVE TARGET** button that appears to the left of the TARGET button.
3. Click any of the white dots to place the Target there and then click the green **CHECK MARK** button to save the new Target location or the red **CANCEL** button to cancel.
4. To remove the Target from the Driving Range, click the **TARGET** button.

*Tip: To quickly switch between practice modes, click the **E6 In-Game Menu** button, click **EXIT ROUND** and then click **NEW COURSE**. This takes you back to the Select Course (Driving Range) screen. Click a new Driving Range practice mode and then **NEXT**. Or, to switch to Chip & Putt, click the **BACK** button.*

9. To exit Practice mode, click the **E6 ICON** *(lower-left corner)* and then select **EXIT ROUND**.

5.2. Chip & Putt

1. To practice chipping and putting, click **PRACTICE** on the **MAIN MENU**, add players to the Roster and click **NEXT**. On the Practice Screen, select **CHIP & PUTT** and then click **NEXT**.

Note: To track and store your practice data, you must be logged into your Player Profile.
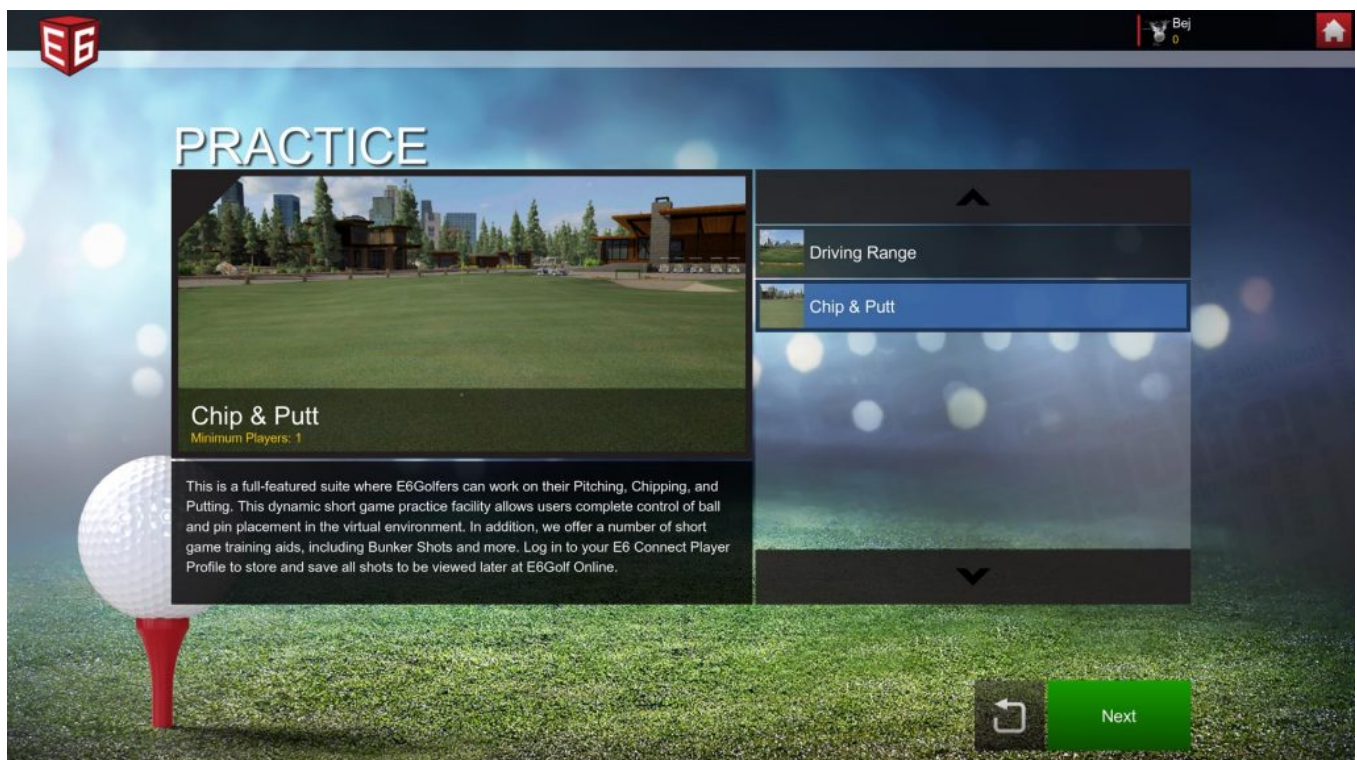
2. The **SELECT COURSE**(Chip & Putt) screen is displayed. Here you can choose from:

- Chip & Putt Area
- Putt: 20 ft Flat Area
- Bunker Shots(15/32 yds)
- Boulder Shots (25/35 yds)
- Log Pile Shots (30/50 yds)
- Tree Shot (70 yds)
- Chip: 40/60/80/90 yds

3. Make your selection and then click **NEXT.**

4. On the next screen, confirm the Settings for this practice session. To make changes, click the blue **SETTINGS** button.

Note: For more info, see steps 4-8 in section 3.2 – Selecting Round Settings.

5. After changing/confirming the Settings, click **TEE OFF!**

6. The selected club and position of the Aiming Marker are chosen by default, but you can change either, and then swing away.

7. As during a normal round, the standard Post-Shot dialog will appear after each shot. The shot data from your last shot will also appear in the boxes along the top of the screen prior to each new shot.

8. You can change the location of the ball and/or the pin. To do this:

   1. Click the **MOVE GOLF BALL** button in the lower-right corner.
   2. Five buttons appear in the lower-right corner.
   3. Click the blue ELEVATE button to get an expanded view from behind the current ball position.
   4. Click the GOLF BALL button and then any allowable spot to change the ball position.
   5. Click the PIN button and then any allowable spot to change the pin position.
   6. Click the green CHECKMARK button to save changes.
   7. Click the red CANCEL button to cancel.
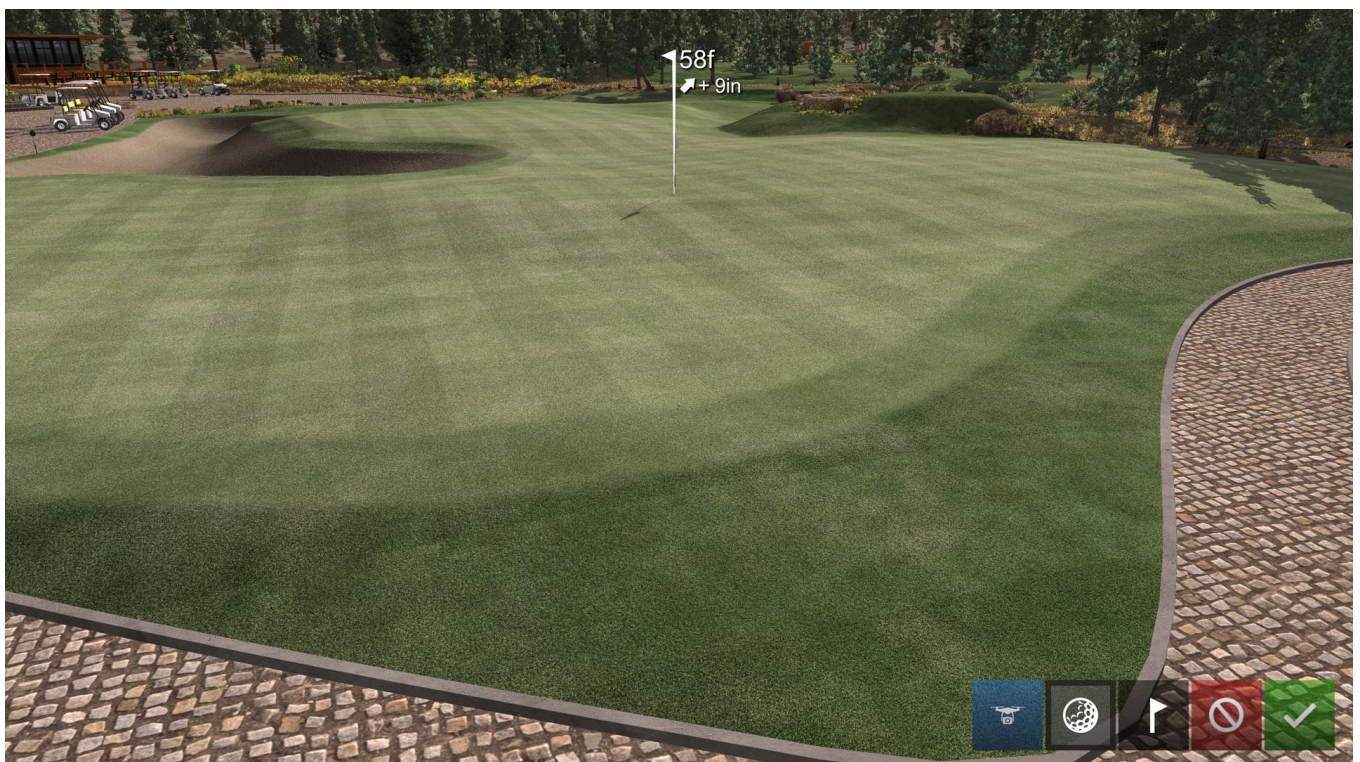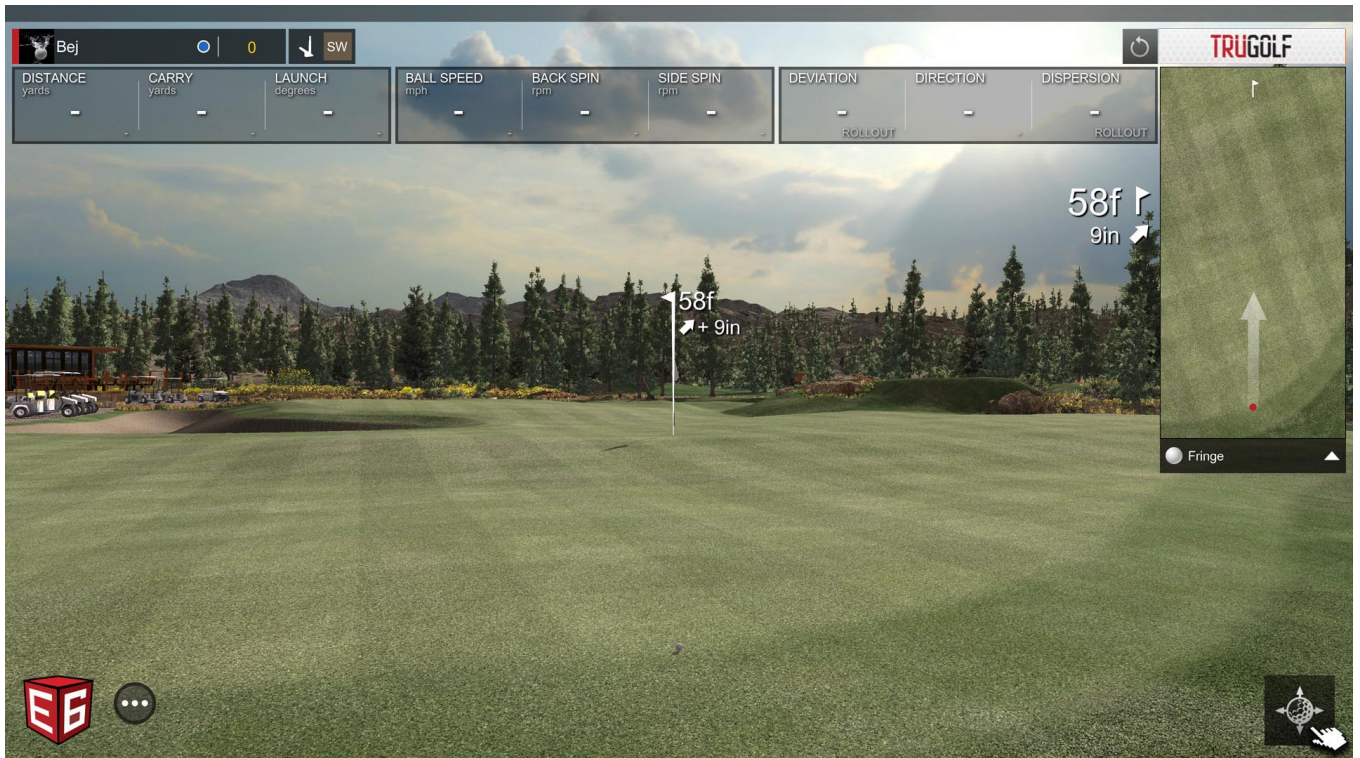
Tip: To quickly switch between practice modes, click the **E6 In-Game Menu** button, click **EXIT ROUND** and then click **NEW COURSE**. This takes you back to the Select Course (Chip & Putt) screen. Click a new Chip & Putt practice mode and then **NEXT**. Or, to switch to the Driving Range, click the **BACK** button.

9. To exit Practice mode, click the **E6 ICON** *(lower-left corner)*and then select **EXIT ROUND**.

5.3. Practice Stats

In Practice modes, there are nine boxes along the top of the screen that track your stats. The first six are also displayed in the Post Shot dialog:

- **Distance**: Total distance of the shot
- **Carry**: Distance the ball traveled before landing
- **Launch Angle**: Degree of the initial ball flight
- **Ball Speed**: How fast the ball moved after impact
- **Back Spin**
- **Side Spin**

The other three stats are unique to Practice mode:

- **Deviation**: The average left/right distance of the shot(s) from the target
    - *Example: If your first shot is 10' left of target and the second shot is 10' right of target, deviation will be 0*
- **Direction**: Used for "shot-shaping", this stat tracks the difference between the direction the ball was hit and the target
- **Dispersion**: The overall distance of the shot(s) from the target

Note: Both Deviation and Dispersion
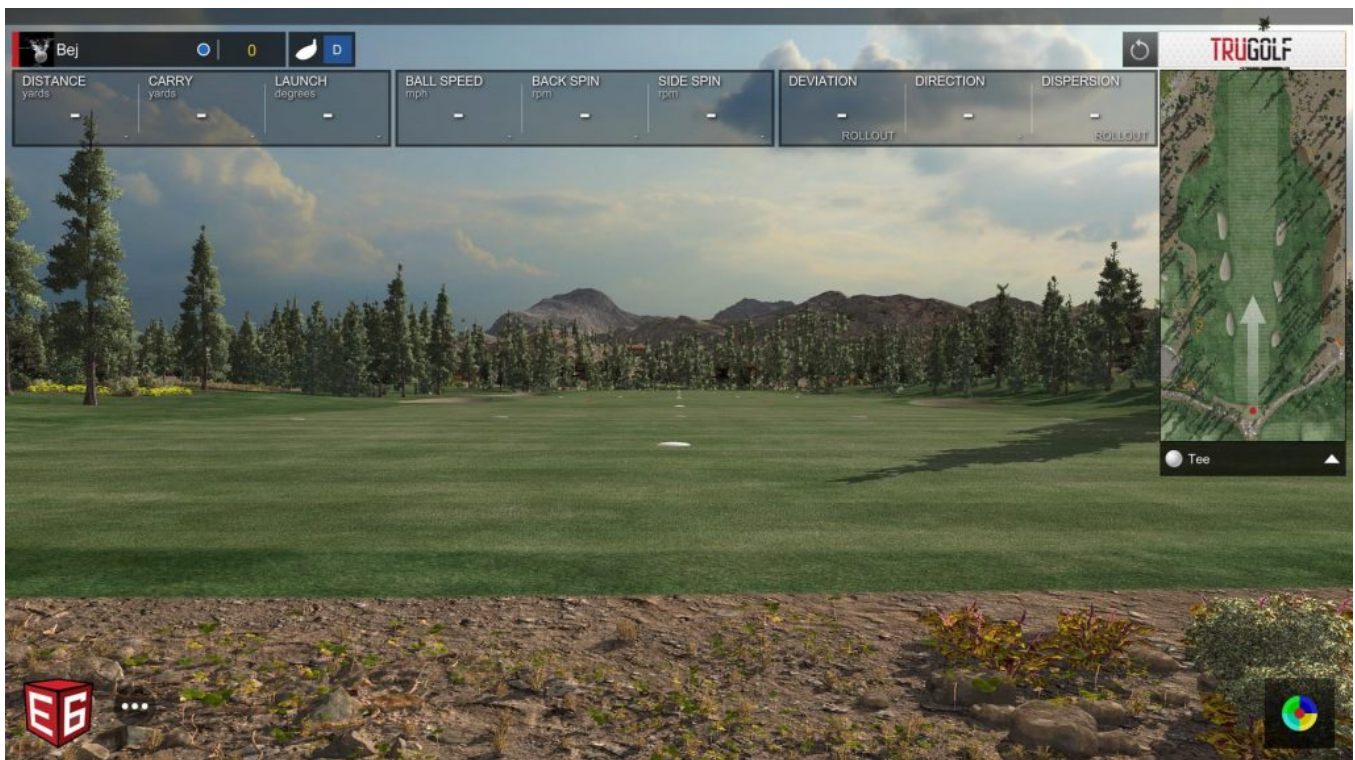
Tips:

- Note that Deviation and Dispersion show two different numbers (which cycle every five seconds) related to these stats: **Impact**, which is when the ball is first hit, and **Rollout**, which is where the ball came to rest
- Click any of the stat boxes to highlight it; this doesn't affect the functionality, only makes it stand out from the other stat boxes
- If you practice while logged in with your player profile, your practice stats will be tracked and stored at portal.e6golf.com

Results of your practice sessions (or any other rounds you play) can be found at portal.e6golf.com:

1. For results to be tracked and stored, <u>you must be logged in</u> with your player profile before practicing or playing.
2. After completing a practice/play session, go to portal.e6golf.com.
3. Under Quick Links, click **Profile**.
4. For more information, see Section 9 – E6Golf Online.

6. Games

1. Click **GAMES** on the Main Menuto select a Quick Play Game. This takes you to the same Players screen used with Play Golf, Profiles and Practice.

2. On the Players screen, add players to the roster and edit the player(s) settings, if desired, and then click **NEXT**.

3. On the Games screen, select from the following:

- **Closest to Pin:**Players try to get their ball as close to the pin as possible from the tee. Limited to Par 3 Holes. Available for one or multiple players.
- **Long Drive:**Players try to drive the ball as far as possible while keeping the ball inbounds and on the fairway. Available for one or multiple players.
- **301:**Inspired by the darts game, players start with 301 points and then hit targets to subtract points until reaching exactly zero.
- **Tennis:**Players hit balls back and forth.
- **Darts – (Henyet):**Players try to hit targets for points in this game, named after the "Henyet", a spear used by Egyptian warriors. Available for one or multiple players.
- **Blackout – (Solaro):**Fun for players of all skill levels, nearly every shot hit will earn you points! Players try to claim the majority (or all) of the spaces on the board.

4. Make your selection and then click **NEXT**.

5. Depending on which Game you select, the next screen will be either the Settings confirmation screen (*go to next step*) or the Select Course screen. If you must select a Course, choose the one you want to play and then click **NEXT**.

6. On the next screen, confirm the Settings for this Game. Each Game has unique settings. See below for details on each Game.

6.1. Closest to Pin | Longest Drive

1. To play the Closest to the Pin or Long Drive Games, click Games on the MAIN MENU, add players to the Roster and click **NEXT**. On the Games Screen, select CLOSEST TO THE PIN or LONG DRIVE and click **NEXT**. Select a Course and click **NEXT**.
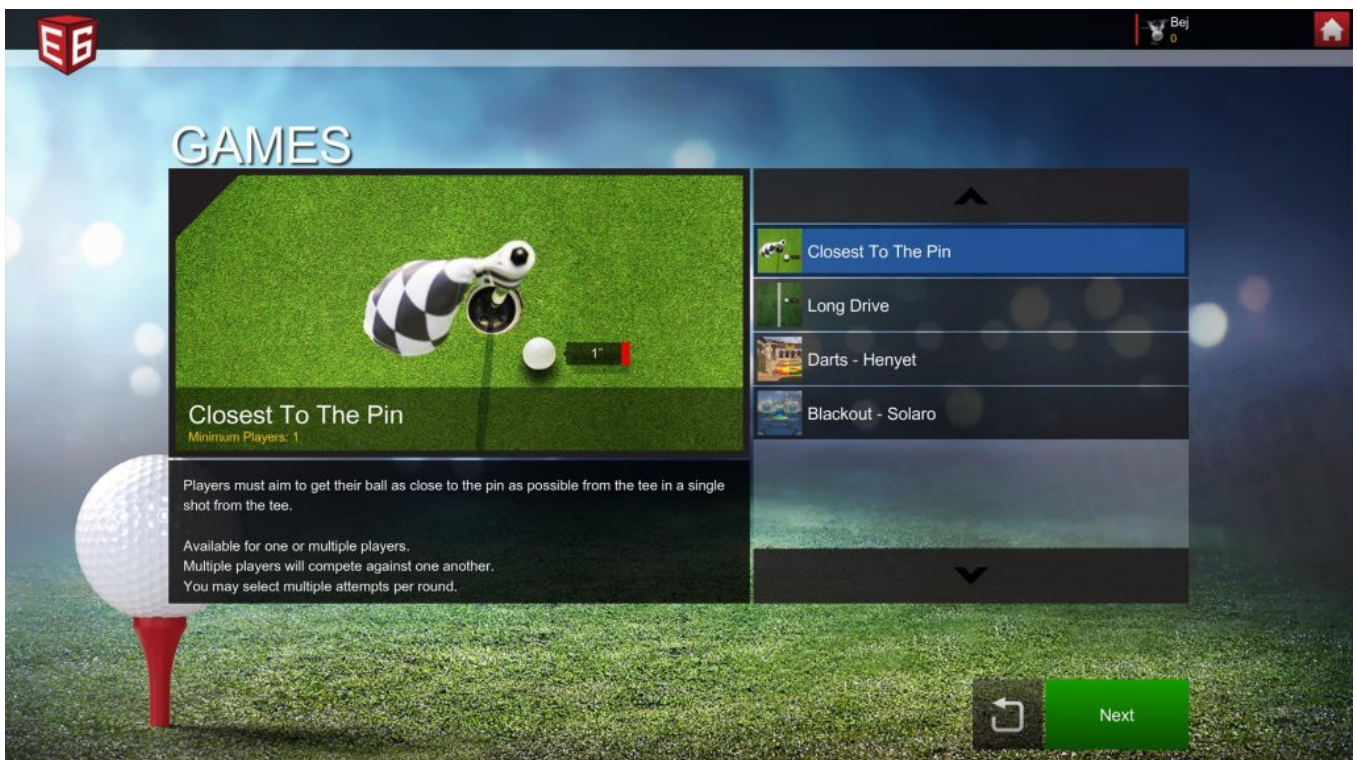
2. You must now confirm the Settings. There are four tabs on the left (**GAME OPTIONS**, **HOLE**, **PLAY TIME** and **TEES & PINS**).
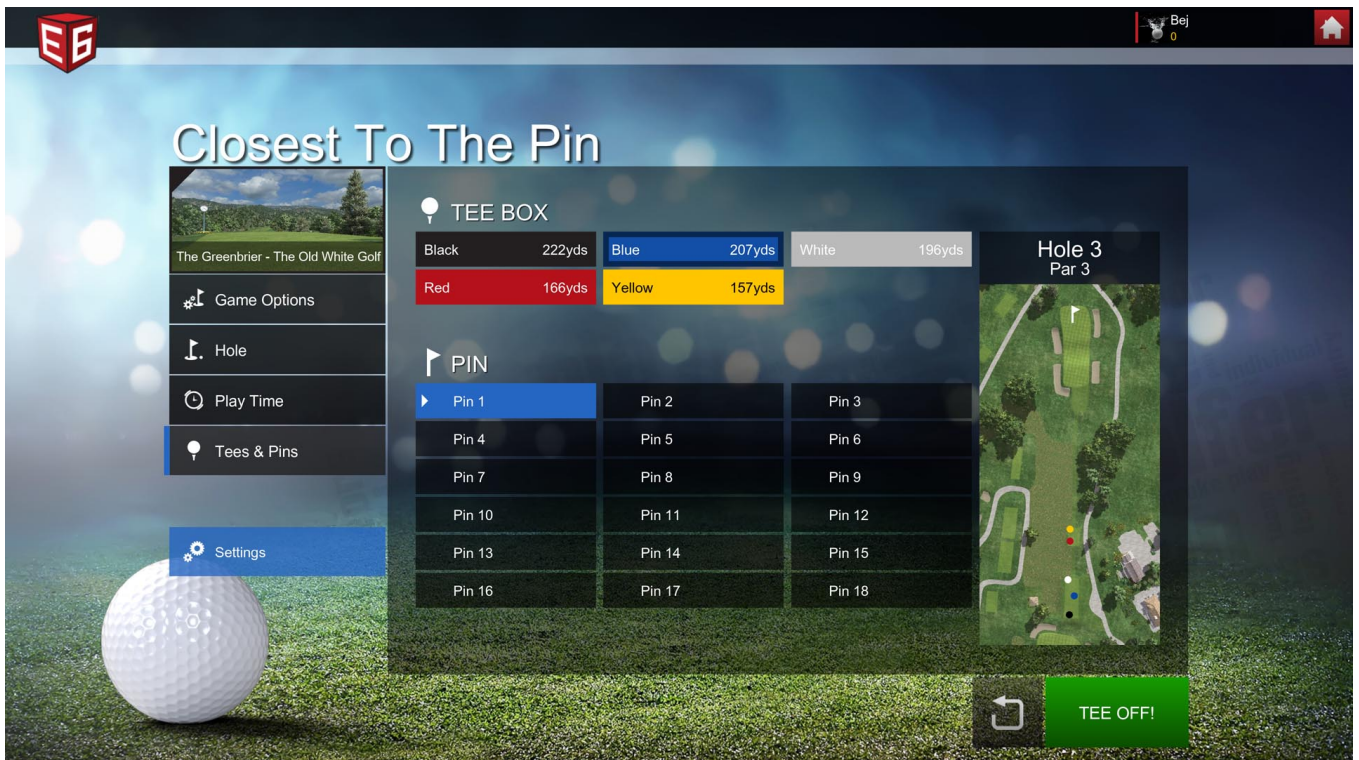
3. Click the **GAME OPTIONS** tab to display the current course and play settings. To make changes, click the blue **SETTINGS** button.

*Note: For more info, see steps 4-8 in **section 3.2 – Selecting Round Settings**.*

4. Click the **HOLE** tab and then choose which hole to play.

Note: For Closest to the Pin, Par 3 holes are highlighted; Par 4/5 holes cannot be selected. For Long Drive, any hole can be selected.

5. Click the **PLAY TIME** tab and then choose how many attempts each player will get.

6. Click the **TEES & PIN** tab and then choose which Tee Box players will hit from and which Pin Location (*for Closest to the Pin only, not Long Drive*) will be used.

After changing/confirming the Settings, click **TEE OFF!**

6.2. Darts | Blackout

1. To play the Darts (Henyet) or Blackout (Solaro) Games, click **GAMES** on the MAIN MENU, add players to the Roster and click **NEXT**. On the Games Screen, select DARTS – HENYET or BLACKOUT – SOLARO and click

NEXT. You are not required to choose a Course, as they feature their own unique play areas.

2. You must now confirm the Settings. For Darts – Henyet, there are three tabs on the left (**GAME OPTIONS**, **PLAY TIME** and **DIFFICULTY**); for Blackout – Solaro, there are two (**GAME OPTIONS** and **PLAY TIME**).

3. Click the **GAME OPTIONS** tab to display the current course and play settings. To make changes, click the blue **SETTINGS** button.

Note: For more info, see steps 4-8 in **section** *3.2 – Selecting Round Settings.*

4. Click the **PLAY TIME** tab and then choose how many attempts each player will get and how long each player's turn will be.

5. Click the **DIFFICULTY** tab (*for Darts – Henyet only, not Blackout – Solaro*) and then specify the difficulty of the targets (Easy, Medium, Hard or All).

6. After changing/confirming the Settings, click **TEE OFF!**

6.2.1. How to play Darts – Henyet

- The object is to hit dartboard-like targets to get the most total points.
- The Difficulty level chosen before the game (easy, medium, hard or all) determines which targets are available.
- The number of shots and time limit per turn are chosen before the game; the first player takes all his/her

shots (or runs out of time) and then the next player is up.
- Points are awarded for hitting targets; each shot can hit one target at most.
    - Easy targets range from 25 to 90 points.
    - The center "medium" target is the same point layout, but amplified 50% (150% of the front target's points).
    - The far "hard" target is also the same point layout as the front, but amplified 100% (double the front target's points).
- Each target segment can be hit <u>twice</u> during a player's turn for points; the first hit turns it purple, and the second hit turns it gray. After that, players need to hit other targets to earn points.
- All targets reset when switching players, so there is no advantage/disadvantage to going first or last.
- After all turns are completed, the player with the most points wins.
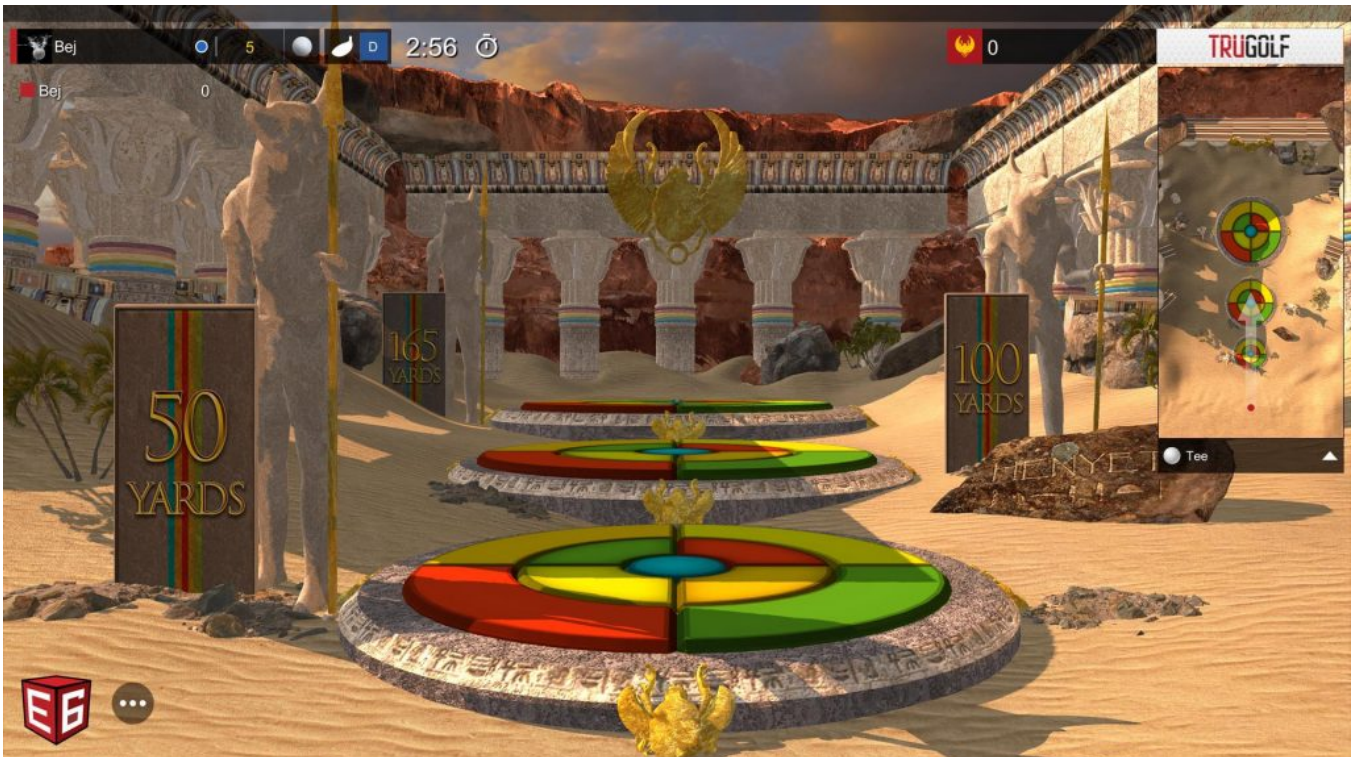
6.2.2. How to play Blackout – Solaro

- The object is to generate the most electricity by controlling solar panels. Hit panels with your ball to claim them, earning points both on impact and at the end of your turn.
- The number of shots and time limit per turn are chosen before the game; players alternate taking shots.
- The game is designed like a skill-based board game, with the points designed to balance out first- and last-player advantage, so everyone has a fair shot at victory.
- There are four sources of points:
    - Hitting an unclaimed panel earns 5 points
    - Stealing a panel previously claimed by another player earns 4 points
    - At the end of each turn, a player earns 2 points for each panel they "own"
    - At the end of the game, players get 1 point for each panel they "own"
- There are several obstacles in the game:
    - Hitting a **Bumper** can launch a ball to another area or off the board
    - A **Sticky Pad** is a solar panel that has fried and melted; a ball will stick to it
    - If a ball moves slowly for too long, the **Seagull** will swoop in and grab it
- The goal is to claim as many panels as possible and hold onto them while stealing panels from

opponents. For best results, hit shots that bounce all over and claims lots of panels. It's also good to claim hard-to-reach panels, as they are hard to steal.

- After all turns are completed, the player with the most points wins.
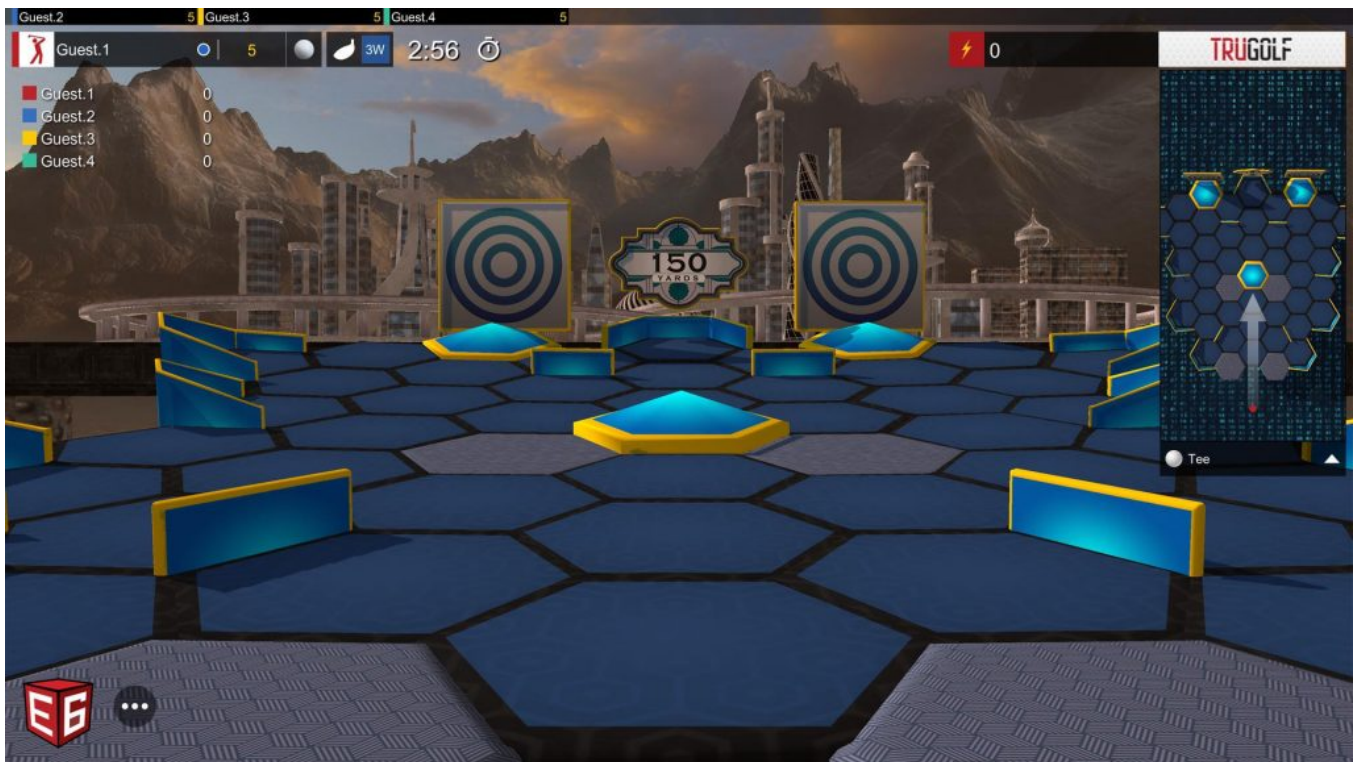
7. Online Play

Online Play allows you to play in real-time with friends anywhere in the world (*e. Peer-to-Peer*). All players must have E6 Connect installed and a good internet connection. You can host an online round or join a round hosted by another player.

To Play an Online round:

1. Click **ONLINE PLAY** on the **MAIN MENU.**

2. A message is displayed, notifying you that a steady internet connection is required for this feature. Click **OK**.

3. On the Players screen, log in to add yourself to the roster, and then click **NEXT**.

Important! You must be logged with your Player Profile to participate in Online Play; there is no option to play as a Guest.

4. On the Online Multiplayer screen, you can either **JOIN A GAME** created by another player or **CREATE** your own. Go to the next two sections for details.

7.1. Join Game

1. To join a game created by another player, click in the white box under "Online Multiplayer". This will bring up the Searching a Game dialog.

2. Type in the name given to this game by the player who created it and then click **ENTER**.

3. The game will appear in the Online Multiplayer list. Click it to display the course, settings and conditions for the game.

Note: All settings/conditions for this game are chosen by the host.

4. Click **JOIN GAME**.

7.2. Create Game

1. To host a game, click the blue **CREATE** button.
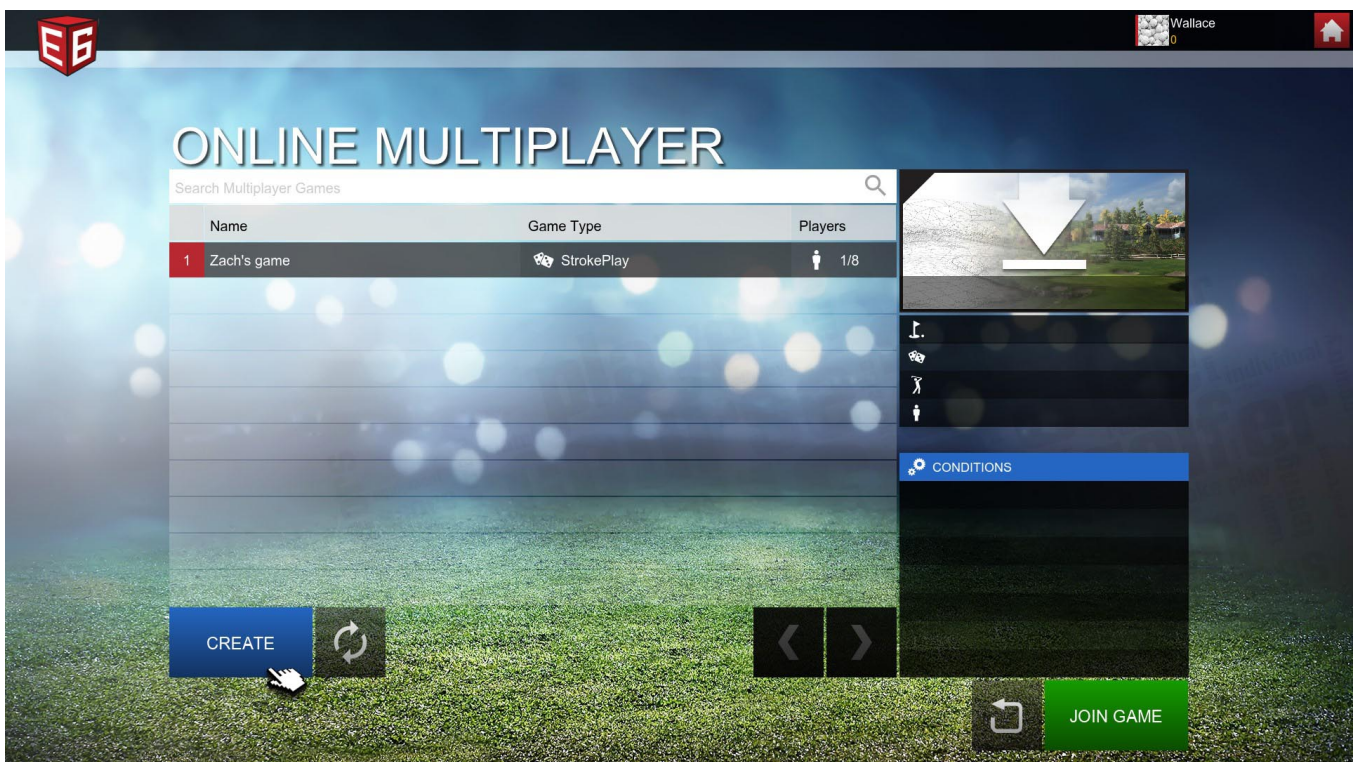
2. Follow the same steps as when setting up any round of golf.

*See **Section 3 – Play Golf** for instructions.*

3. When you've finished setting up the round, the Creating a Game dialog appears. Type in a name for your game and then click **ENTER**.

4. You'll now be in the Game Lobby.

7.3. Game Lobby

1. The Game Lobby screen displays the name, Settings and Conditions of your game on the left side of the screen. In the center is the roster of players (including yourself).

2. Click the blue **CHAT** icon to chat with other players waiting in your Game Lobby.
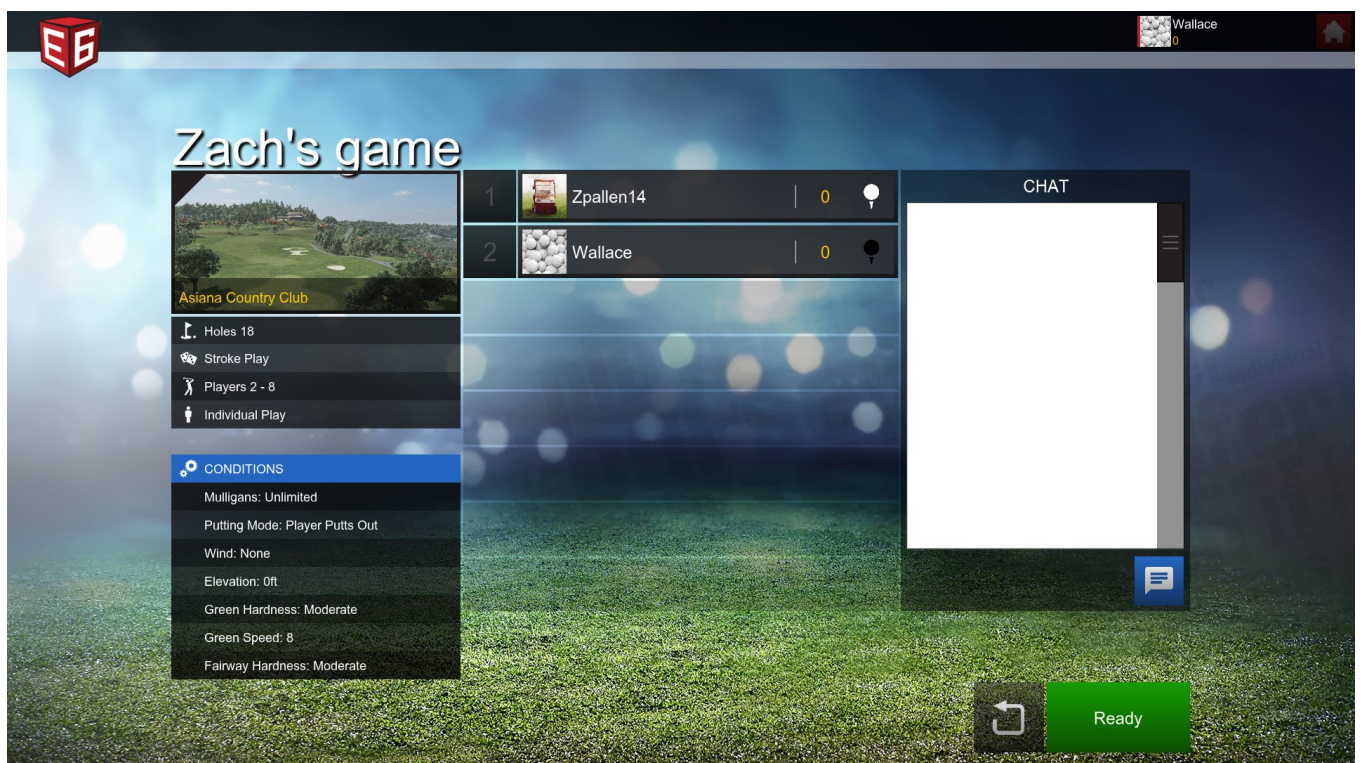
3. If anyone you didn't invite tries to join your game, click the player in the list and then click the **BOOT** Button.

4. When you're ready to start, click the green **READY** button.

8. Events

Events are competitions created by TruGolf that registered users can participate in online. Each event is open for a set length of time and users can play the Event at any time during that window. Leaderboards tracks Event scores in real-time and whoever has the best score when the Event ends, wins.

To Join an Event:

1. Click **EVENTS** on the MAIN MENU**.**

2. On the Players screen, log in to add yourself to the roster, and then click **NEXT**.

Important!You must be logged with your Player Profile to participate in Events; there is no option to play as a Guest.

3. On the Events screen, all available Events are listed. Select the one you want and then click **JOIN GAME**.

4. To check the leaderboard for the Event, go to portal.e6golf.com.

9. E6Golf Online

Portal.e6golf.com is a companion site for E6 CONNECT. This is where you create your Player Profile, manage your accounts and store/view your in-game shot/performance data. It also is the hub for the E6 CONNECT community and provides information, feeds and social media sharing.

Each time you play round (logged into your Player Profile), the information from that round is saved and stored on the E6Golf Online website. Results from your Online Events, Peer to Peer matches, Achievements and Statistics are all tracked in real time and are instantly available to review. This is an extremely valuable tool for tracking your swing data, yardages, etc.

You can analyze your shot data using a variety of filters, such as by club type (*below*).
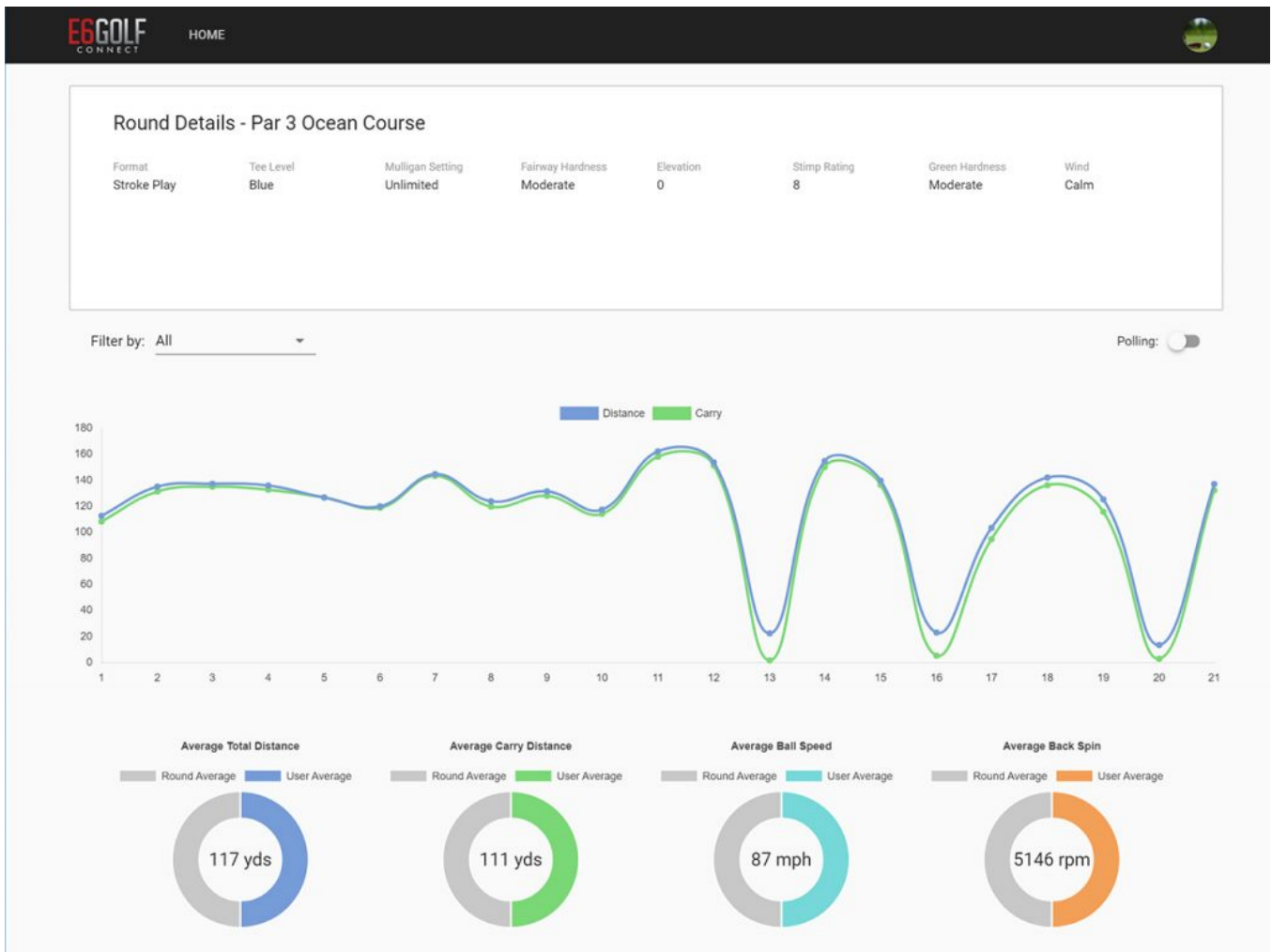
10. License management

10.1. Unbinding an E6 Connect License

Each E6 CONNECT license can be synched to one computer or device at a time. This is referred to as "binding".
If you would like to transfer one computer/device to another, E6 CONNECT provides an easy way to do so.

1. To Unbind an E6 Connect License

2. Log in to https://portal.e6golf.com

3. Click the **PROFILE** icon (*in the top-right corner*) and select **SETTINGS** from the drop-down menu

4. On the Edit Profile screen, click **LICENSES** (*on the left*)

5. On the Licenses screen, find the license you want to "unbind" (if more than one) and click the **DOWN ARROW** on the far right

6. The drop-down dialog will show the Permissions, Courses and Tracking Systems available with your license

7. To unbind your license, click the long, blue **UNBIND FROM SIMULATOR** button

RELATED: For instructions on binding a license, see **"Binding an E6 Connect License".**

11. Error Messages

11.1. License & Activation

Invalid Login

"We are unable to find a license associated with this account. Please check the email address used to purchase an E6 CONNECT license and try again."

The login was valid, but the account doesn't have any licenses, bound or unbound.

No licenses available

"There is no E6 CONNECT license associated with this account. Please check the email address used to purchase E6 CONNECT license and try again."

There are no more licenses available on this account because all existing licenses are bound to other sim IDs. The user must either unbind a license from another sim ID at https://beta.e6golf.com/settings/licenses or purchase additional licenses.

Failed to Activate License

"Please check your internet and try again."

E6 Connect cannot access the server because of a connectivity issue on the user's end. The user needs to make sure they have internet and then attempt to activate the license again.

Failed to Activate License

"The server seems to be offline, please try again later."

E6 Connect cannot access the server because of a connectivity issue on the server's end. The server could be down, or the connection.

11.2. Version Notification Menu

Entering Offline Mode

"Offline Mode allows users to continue play in E6 Connect without an internet connection. Some features will be unavailable. You will need to connect to the E6 Connect server after this session."

(This is a notification, not an error) The user is out of Offline Mode sessions and must connect to the

internet so that E6 Connect can reference their license again. Once this has been done, their available Offline Mode sessions are reset (5 being the default).

Offline Mode Unavailable

"Unable to enter offline mode. Please ensure your internet is connected and log in again."

The user isn't eligible to enter Offline Mode (for a reason besides running out of Offline Mode sessions) and must reconnect to their license via the internet. This error covers multiple issues, but can most likely come up if E6 Connect failed to read the license's offline files (because they were deleted from ProgramData or marked as read-only by the user), or their current license is a Trial which requires an active internet connection.

11.3. Menus

Invalid Email

"Please enter a valid email address."

The email address entered during account creation was considered invalid; all that's checked for in the email is that it has the email user id (the "user" in user@mail.com), only one @ symbol after the user id, and the domain host and domain type ("mail.com" in the example).

Password Error

"Passwords don't match."

The passwords entered in the Create Profile process did not match.

Password Error

"Password must contain at least 8 characters."

The password entered in the Create Profile process did not meet the minimum requirement of 8 characters.

Invalid Display Name

"Please enter a display name."

The user attempted to hit Next when the display name field was empty during the Create Profile process.

Profile Creation Error

"Invalid username or password."

The user attempted to use an email address that is already associated with an account and clicked Accept at the EULA screen.

Tracking System Settings

"If this is your first time selecting this tracking system please configure it."

This is encountered if the user selected TruTrack as their Tracking System in the Settings Menu without

going into its Configure menu beforehand. The dialog gives the user the opportunity to configure TruTrack then, or to hit OK to save without configuring. If TruTrack was never configured in the past, it will be set to the Vista 8 and Fiberbuilt.

Config Utility is Still Running

"Please save your configuration and close the TruFlightConfigUtility before you continue."

This message appears if the TruFlightConfigUtility was launched from TruFlight's Configure screen within the Settings menu and was still open when attempting to leave that Configure screen.

11.4. Online Play (P2P)

Online Game

"Now, you can compete against golfers around the world, in turn-based head-to-head play. Online Play requires steady internet connection, fluctuation or loss of connectivity will result in interruption of play. This product is currently in beta, but will grow to include new features and Modes of Play throughout the year."

(This is a notification, not an error) This appears every time Online Play is selected from the main menu while it's still in a Beta state.

Missing Game Name

"Please enter a name for your online game."

The user attempted to create an Online game with no title in the "Creating A Game" menu.

Notification

"You have been kicked out of the lobby because the host has left."

The lobby has been closed because the host of that online game actively exited the lobby, kicking all other users in the process and sending them to the online games list.

Notification

"The host has disconnected to the game, click OK to exit the lobby."

The lobby has been closed because the host of that online game disconnected from the internet, kicking all users in the process and sending them to the online games list.

Notification

"You have been kicked out of the lobby."

The host used the Kick feature on the user in the lobby, sending the user back to the online games list. However, Kicking is currently not available so this error message won't be seen for the time being.

ERROR

"Your machine has been disconnected to the network. Please click OK to return to the Main Menu."

The user has experienced an interruption in their network connection while in an Online Play round and

has been disconnected.

Connection Error

"Could not connect to the server."

This is a general Online Play message stating that the server is experiencing connectivity issues.

Failed to Join Game

"Too many players have tried to enter, please select a different game."

The user cannot enter the game lobby because it's already full (8 players).

Failed to Join Game

"No Game has been selected, please select a game."

The user clicked the Join Game button in the online games list without selecting a game to join.

12. Supported Devices

1. ErnestSport
     ◦ ES16
     ◦ ES2020
2. FlightScope
     ◦ X3
     ◦ X2
     ◦ Xi
3. GPRO
4. GSA
5. GTS
6. Pro Sim
7. Pro Tee United
8. SkyTrak
9. Smart Golf
10. Tittle X
11. Trackman
     ◦ 3e
     ◦ 4
12. TruGolf
     ◦ TruFlight
     ◦ TruFlight 2
     ◦ TruTrack
     ◦ TruTrack 2
     ◦ TruGolf Home Swing Studio
13. Uneekor/QED

12.1. How to Play E6 Connect with Your Device

1. Turn on your device
2. Connect the device to your computer (via Bluetooth, wifi, USB or Serial connection depending on the device)

3. Launch E6 Connect
4. Click the blue **SETTINGS**button
5. On the Settings page, click the **SIMULATOR** tab
6. Click the **TRACKING SYSTEM** sub-tab
7. Scroll through the list of Tracking Systems and select your device
8. Select **CONFIGURE TRACKING SYSTEM**
9. Follow the related instructions on the menu; each device works differently, so you'll need to check the documentation included with your specific device
10. After configuration, click **ACCEPT**
11. Click the BACK ARROW to return to the Main Menu
12. Play the game

12.1.1. Ernest Sports

Connecting the Ernest Sports device:

1. Power on the ES device and PC or iOS device.

2. Open the BlueTooth Settings on the PC or iOS device you want to connect to.

3. Find the ES device in the list of BlueTooth devices. It should automatically be detected on iOS and appear under "Other devices" initially. To find it on PC (Windows 10):

1. In the BlueTooth menu, select "Add Bluetooth or other device".
2. In the "Add a device" menu, select "BlueTooth".
3. If the Ernest Sports device is turned on, it will appear in the list of found devices. Warning! Windows may recognize it as an "Unknown device" under the "Audio" category at first.
4. Select the ES device in the list and confirm your choice.
5. The ES device should now appear under "Other devices" in the Windows BlueTooth menu.

4. Back in the main BlueTooth menu again, select the ES device in the list to connect to it.

5. The ES device should connect via BlueTooth to your PC or iOS device.

Setting up the Ernest Sports device in E6 Connect:

1. Launch E6 Connect.

2.Enter the **SETTINGS MENU** and select the **SIMULATOR TAB**.

3. In the Tracking Systems list, select **ERNEST SPORTS** and select the **BLUE CONFIGURATION BUTTON** below the list.

4. In the Configure Menu, confirm that the Device Name is correct. The default is ES2020.

1. If the Device Name is not correct, simply select the button and type the correct name, then hit Enter. The case does not matter.

5. The ES2020 should be recognized by E6 Connect shortly and connect.

6. Select **ACCEPT**, then **ACCEPT** again in the Settings Menu to save your settings and return to the Main Menu.

12.1.2. FlightScope

Helpful links:
FlightScope's official setup instructions

Connecting the FlightScope device via Wi-Fi:

1. Power on the FlightScope and PC or iOS device.

2. Open the WiFi Settings on the PC or iOS device you want to connect to.

3. In the network list, find the FlightScope device by its serial number (S/N for short). This can be found on a label on the back of the device.

4. Enter the device's password. If you have not set one up yet, the default password is the device's serial number starting with the letter "X". For example, if the S/N is FS X3-001234, the default password would be X3-001234.

5. The FlightScope device should connect via WiFi to your PC or iOS device.

    1. If available, an Ethernet cable can be used to maintain an internet connection on your PC.

Connecting the FlightScope via Ethernet cable on PC:
Due to current integration limitations, connecting via Ethernet is not supported.

Setting up the FlightScope in E6 Connect:

1. Launch E6 Connect.

2. Enter the **SETTINGS MENU** and select the **SIMULATOR TAB**.

3. In the Tracking Systems list, select **FLIGHTSCOPE** and select the **BLUE CONFIGURATION BUTTON** below the list.

4. If this is your first time connecting the device and it does not connect automatically, simply select it by its serial number in the list of model types, then select the **CONNECT BUTTON**. This must be done for the FlightScope Xi, as it requires manual detection.

    1. If the FlightScope device was previously connected to in E6 Connect, it should automatically be discovered and connected to again shortly.*
    2. Once the connection is established, you will see a pop-up notification and the serial number and connection status on the Configuration Menu will update.

5. Set the Sensor To Tee Distance and Mode. Please use FlightScope's official setup instructions for detailed information and requirements.

    1. The available Modes depend on the model. Short Indoor, Indoor, and Outdoor are available for the X2 and X3; the Xi does not support Short Indoor.
    2. Sensor To Tee is the distance between the FlightScope device and the ball.

6. Select **ACCEPT**, then **ACCEPT** again in the Settings Menu to save your settings and return to the Main Menu.

*Depending on your network configuration, multiple FlightScope devices could be detected by E6 Connect, in which case the last used device will automatically connect if it is available. If the last used device is not available and multiple FlightScope devices are found, you will need to manually select the desired device by its serial number in the list of model types and then select the Connect button.

Using your FlightScope device (incomplete):

- Slow Swing mode – toggle button
- Recalibrate button – pause menu
- Limitations: The X2 and Xi do not support putting

12.1.3. TrackMan

Helpful links:
The TrackMan Performance Studio download page
Official radar placement tutorial video
Official detailed article on connecting via Ethernet or Wi-Fi

Connecting the TrackMan via Wi-Fi:

1. Power on the TrackMan and PC or iOS device. Wait for the solid green light on the radar to turn on before continuing.

2. Open the WiFi Settings on the PC or iOS device you want to connect to.

3. In the network list, find the TrackMan radar by its name. The default name is the serial number if the radar hasn't been given a custom name.

4. Enter the TrackMan's network password. If you have not set one up yet, the default password is "password" without the quotation marks and in all lowercase.

5. The radar should connect via WiFi to your PC or iOS device.

    1. If available, an Ethernet cable can be used to maintain an internet connection on your PC.

Connecting the TrackMan via Ethernet cable on PC:

1. Power on the TrackMan and PC or iOS device. Wait for the solid green light on the radar to turn on before continuing.

2. Connect the Ethernet cable to the TrackMan radar and the PC (or your router). The TrackMan's Ethernet port can be found on the bottom of the radar and the PC's Ethernet port should be found in the back of the case near the USB ports.

Placing and calibrating the TrackMan:

1. Please refer to TrackMan's blog post for radar placement and setup here.

2. Calibration is done within the TPS software. Download it from here, then install it.

3. Launch the TrackMan Performance Studio.

4. Select Shot Analysis in the navigation bar. A view from the TrackMan's camera will be displayed.

5. Follow TrackMan's calibration tutorial video beginning at 0:45 to get started, and for fundamental calibration information.

    1. If you are using the radar indoors, place the target reticle (+) at the bottom of the projector screen in the center.

Setting up the TrackMan in E6 Connect:

1. Launch E6 Connect.

2. Enter the **SETTINGS MENU** and select the **SIMULATOR TAB**.

3. In the Tracking Systems list, select **TRACKMAN** 4/3e and select the **BLUE CONFIGURATION BUTTON** below the list.

> 1. The tracking system should be set to TrackMan and the radar should be recognized by E6 Connect shortly and connect.

4. In the Configure Menu, select the desired Tracking Mode.

5. Select **ACCEPT**, then **ACCEPT** again in the Settings Menu to save your settings and return to the Main Menu.

12.1.4. TruFlight 2

Coming Soon

13. Appendix

13.1. EULA

0.0.I. END USER LICENSE AGREEMENT

TRUGOLF® E6 CONNECT™ GOLF SIMULATOR AND CHAMPIONSHIP COURSE SOFTWARE LICENSE

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13. Dispute Resolution. All disputes under this License not otherwise resolved shall be submitted to arbitration under the rules of the American Arbitration Association (the " AAA ") or, by mutual consent, any other nationally or internationally recognized arbitration association., by a single arbitrator as we agree, or failing such agreement within thirty (30) days, by a panel of three arbitrators, one of whom shall be appointed by you, one shall be appointed by us, and the third shall be appointed by the other two, except that if no agreement is reached by on the third arbitrator within thirty (30) days, the third arbitrator shall be appointed by the President (or equivalent officer) of the AAA. The arbitration shall take place in Salt Lake City, Utah, and shall be conducted in the English language. The decision of the arbitrator(s) shall be binding upon the parties. Under no circumstances shall the arbitrator(s) have any authority to award punitive damages. Judgment on the arbitrator(s)'s award may be entered in any court having proper jurisdiction. The prevailing party shall be entitled to reimbursement of attorneys' and other fees incurred in satisfying its judgment. We may, before or during any arbitration, apply to any court having jurisdiction for a temporary restraining order, preliminary injunction, injunctive decree, or other measures where we believe such relief is necessary to protect our interests or rights before the institution or pending completion of arbitration proceedings.

If you have questions regarding this License, please contact us in writing at:

TRUGOLF, INC.

60 North 1400 West

Centerville, UT 84014

13.2. Privacy Policy

PRIVACY POLICY

TruGolf, Inc. is committed to keeping any and all personal information collected confidential, secure and private. Our Privacy Policy has been designed and created to ensure those affiliated with TruGolf, Inc. understand our

commitment and realization to our obligation not only to meet but to exceed most existing privacy standards.

This Privacy Policy applies to TruGolf, Inc., and governs any and all data collection and usage thereof. By using our websites or products, you agree to all the terms and conditions of this privacy policy, including any changes that might be made.
If you do not agree to this policy, please refrain from using our sites and products.

Information Collection:

Our applications may collect the following information voluntarily provided by users that choose to create accounts in our software and interact with the product.

- Full Name
- Gender (optional)
- Email Address
- Dexterity
- Display Name
- Bio Information (optional)
- IP Addresses
- Product Version information.
- Game related data (data gathered during play including detailed shot data, game and round history)

Information automatically collected when visiting our websites include:

- Cookies
- Third party tracking and analytical technologies
- Server Logs

Purchase information collected will include:

- Full Name
- Address
- Phone Number
- Email Address

Information Use and Disclosure:

The data collected is primarily used to deliver products and services and includes:

- To permit usage of the product(s) and to provide user with related customer service.
- To provide the user with historical game data
- To allow user continued use of games, to allow play against other players, and to create rankings that reflect game results.
- For our business purposes, such as data analysis, audits, fraud monitoring and prevention, developing new products, enhancing, improving or modifying our products and services, identifying usage trends, determining the effectiveness of our promotional campaigns and operating and expanding our business activities.
- To provide user with information on TruGolf, Inc. products and services, including updates to our terms, conditions and policies.
- To send users notices of events planned and held by TruGolf, Inc, to provide advertising, publicity, and marketing TruGolf, Inc. products and services to you.
- To accept payments for provision of TruGolf products and services and to fulfill user purchases.
- To request opinions and feedback from you on TruGolf products and services, including through surveys.
- To respond to user questions and inquiries.
- To prepare statistical documentation.

- To facilitate social sharing functionality.

Information may be shared with third parties that provide access to our software as part of their business operations, and those that host events or tournaments. We recommend users familiarize themselves with the Privacy Policies of these third parties before participating in their activities.

As we believe to be necessary or appropriate, under applicable law, including laws outside your country of residence:(a) to comply with legal process; (b) to respond to requests from public and government authorities, including public and government authorities outside your country of residence; (c) to enforce our terms and conditions; (d) to protect our operations or those of any of our affiliates; (e) to protect our rights, privacy, safety or property, and/or that of our affiliates, you or others; and (f) to allow us to pursue available remedies or limit the damages that we may sustain.

Children

TruGolf, Inc, does not knowingly collect personally identifiable information from children under the age of thirteen (13) without verifiable parental consent. If it is determined that such information has been inadvertently collected on anyone under the age of thirteen (13), we shall immediately take the necessary steps to ensure that such information is deleted and/or anonymized in our system's database. Anyone under the age of thirteen (13) must seek and obtain parent or guardian permission to use our websites and products.

Your California Privacy Rights

California Civil Code Section 1798.83 permits California residents to request from companies conducting business in California a list of third parties to which the company may have disclosed personally identifiable information for direct marketing purposes. TruGolf, Inc. does not share your personal information with third parties for their direct marketing purposes; however, if you believe TruGolf, Inc. may have shared such information, please feel free to contact TruGolf, Inc. at privacy@trugolf.com or contact us at the physical address noted below. TruGolf, Inc., will promptly respond to any requests in accordance with applicable law.

Right to be Forgotten

All users of our products have the option to have their data removed and/or anonymized within our system's database. Contact TruGolf, Inc. at privacy@trugolf.com or contact us at the physical address noted below. TruGolf, Inc., will promptly respond to any requests in accordance with applicable law.

Changes to Privacy Policy Agreement

TruGolf, Inc. reserves the right to update and/or change the terms of your privacy policy, and as such we will post those changes to our website, so that users and/or visitors are always aware of the type of information we collect, how it will be used, and under what circumstances, if any, we may disclose such information. If at any point in time TruGolf, Inc. decides to make use of any personally identifiable information on file, in a manner materially different from that which was stated when this information was initially collected, TruGolf, Inc. shall notify affected users who have provided email addresses to TruGolf, Inc. by email sent to their last-known email addresses.

How to Contact Us:

If you have any questions or concerns regarding our Privacy Policy Agreement , please feel free to contact us at the following email, telephone number or mailing address.

Email: privacy@trugolf.com
Telephone Number: (801) 298-1997
Mailing Address
TruGolf Inc.
60 N 1400 W

Centerville, Utah 84014

13.3. Terms of Service

TruGolf, Inc.

Terms of Service

Last updated: February 19, 2020

Please read these Terms of Service ("Terms", "Terms of Service") carefully before using the http://portal.e6golf.com website (the "Service") operated by TruGolf, Inc. ("us", "we", or "our").

Your access to and use of the Service is conditioned upon your acceptance of and compliance with these Terms. These Terms apply to all visitors, users and others who wish to access or use the Service.

By accessing or using the Service you agree to be bound by these Terms. If you disagree with any part of the terms then you do not have permission to access the Service.

Communications

By creating an Account on our service, you agree to subscribe to newsletters, marketing or promotional materials and other information we may send. However, you may opt out of receiving any, or all, of these communications from us by following the unsubscribe link or instructions provided in any email we send.

Purchases

If you wish to purchase any product or service made available through the Service ("Purchase"), you may be asked to supply certain information relevant to your Purchase including, without limitation, your credit card number, the expiration date of your credit card, your billing address, and your shipping information.

You represent and warrant that: (i) you have the legal right to use any credit card(s) or other payment method(s) in connection with any Purchase; and that (ii) the information you supply to us is true, correct and complete.

The service may employ the use of third party services for the purpose of facilitating payment and the completion of Purchases. By submitting your information, you grant us the right to provide the information to these third parties subject to our Privacy Policy.

We reserve the right to refuse or cancel your order at any time for reasons including but not limited to: product or service availability, errors in the description or price of the product or service, error in your order or other reasons.

We reserve the right to refuse or cancel your order if fraud or an unauthorized or illegal transaction is suspected.

Availability, Errors and Inaccuracies

We are constantly updating product and service offerings on the Service. We may experience delays in updating information on the Service and in our advertising on other web sites. The information found on the Service may contain errors or inaccuracies and may not be complete or current. Products or services may be mispriced, described inaccurately, or unavailable on the Service and we cannot guarantee the accuracy or completeness of any information found on the Service.

We therefore reserve the right to change or update information and to correct errors, inaccuracies, or omissions at any time without prior notice.

Contests, Sweepstakes and Promotions

Any contests, sweepstakes or other promotions (collectively, "Promotions") made available through the Service may be governed by rules that are separate from these Terms & Conditions. If you participate in any Promotions, please review the applicable rules as well as our Privacy Policy. If the rules for a Promotion conflict with these Terms of Service, the Promotion rules will apply.

Subscriptions

Some parts of the Service are billed on a subscription basis ("Subscription(s)"). You will be billed in advance on a recurring and periodic basis ("Billing Cycle"). Billing cycles are set on a annual basis.

At the end of each Billing Cycle, your Subscription will automatically renew under the exact same conditions unless you cancel it or TruGolf, Inc. cancels it. You may cancel your Subscription renewal either through your online account management page or by contacting TruGolf, Inc. customer support team.

A valid payment method, including credit card or PayPal, is required to process the payment for your Subscription. You shall provide TruGolf, Inc. with accurate and complete billing information including full name, address, state, zip code, telephone number, and a valid payment method information. By submitting such payment information, you automatically authorize TruGolf, Inc. to charge all Subscription fees incurred through your account to any such payment instruments.

Should automatic billing fail to occur for any reason, TruGolf, Inc. will issue an electronic invoice indicating that you must proceed manually, within a certain deadline date, with the full payment corresponding to the billing period as indicated on the invoice.

Free Trial

TruGolf, Inc. may, at its sole discretion, offer a Subscription with a free trial for a limited period of time ("Free Trial").

You may be required to enter your billing information in order to sign up for the Free Trial.

If you do enter your billing information when signing up for the Free Trial, you will not be charged by TruGolf, Inc. until the Free Trial has expired. On the last day of the Free Trial period, unless you cancelled your Subscription, you will be automatically charged the applicable Subscription fees for the type of Subscription you have selected.

At any time and without notice, TruGolf, Inc. reserves the right to (i) modify the terms and conditions of the Free Trial offer, or (ii) cancel such Free Trial offer.

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TruGolf, Inc., in its sole discretion and at any time, may modify the Subscription fees for the Subscriptions. Any Subscription fee change will become effective at the end of the then-current Billing Cycle.

TruGolf, Inc. will provide you with a reasonable prior notice of any change in Subscription fees to give you an opportunity to terminate your Subscription before such change becomes effective.

Your continued use of the Service after the Subscription fee change comes into effect constitutes your agreement to pay the modified Subscription fee amount.

Refunds

Except when required by law, paid Subscription fees are non-refundable.

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Our Service allows you to post, link, store, share and otherwise make available certain information, text, graphics, videos, or other material ("Content"). You are responsible for the Content that you post on or through the Service, including its legality, reliability, and appropriateness.

By posting Content on or through the Service, You represent and warrant that: (i) the Content is yours (you own it) and/or you have the right to use it and the right to grant us the rights and license as provided in these Terms, and (ii) that the posting of your Content on or through the Service does not violate the privacy rights, publicity rights, copyrights, contract rights or any other rights of any person or entity. We reserve the right to terminate the account of anyone found to be infringing on a copyright.

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You are responsible for maintaining the confidentiality of your account and password, including but not limited to the restriction of access to your computer and/or account. You agree to accept responsibility for any and all activities or actions that occur under your account and/or password, whether your password is with our Service or a third-party service. You must notify us immediately upon becoming aware of any breach of security or unauthorized use of your account.

You may not use as a username the name of another person or entity or that is not lawfully available for use, a name or trademark that is subject to any rights of another person or entity other than you, without appropriate authorization. You may not use as a username any name that is offensive, vulgar or obscene.

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We strongly advise you to read the terms and conditions and privacy policies of any third party web sites or services that you visit.

Termination

We may terminate or suspend your account and bar access to the Service immediately, without prior notice or liability, under our sole discretion, for any reason whatsoever and without limitation, including but not limited to a breach of the Terms.

If you wish to terminate your account, you may simply discontinue using the Service.

All provisions of the Terms which by their nature should survive termination shall survive termination, including, without limitation, ownership provisions, warranty disclaimers, indemnity and limitations of liability.

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You agree to defend, indemnify and hold harmless TruGolf, Inc. and its licensee and licensors, and their employees, contractors, agents, officers and directors, from and against any and all claims, damages, obligations, losses, liabilities, costs or debt, and expenses (including but not limited to attorney's fees), resulting from or arising out of a) your use and access of the Service, by you or any person using your account and password; b) a breach of these Terms, or c) Content posted on the Service.

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Exclusions

Some jurisdictions do not allow the exclusion of certain warranties or the exclusion or limitation of liability for

consequential or incidental damages, so the limitations above may not apply to you.

Governing Law

These Terms shall be governed and construed in accordance with the laws of Utah, United States, without regard to its conflict of law provisions.

Our failure to enforce any right or provision of these Terms will not be considered a waiver of those rights. If any provision of these Terms is held to be invalid or unenforceable by a court, the remaining provisions of these Terms will remain in effect. These Terms constitute the entire agreement between us regarding our Service, and supersede and replace any prior agreements we might have had between us regarding the Service.

Changes

We reserve the right, at our sole discretion, to modify or replace these Terms at any time. If a revision is material we will provide at least 30 days notice prior to any new terms taking effect. What constitutes a material change will be determined at our sole discretion.

By continuing to access or use our Service after any revisions become effective, you agree to be bound by the revised terms. If you do not agree to the new terms, you are no longer authorized to use the Service.

Contact Us

If you have any questions about these Terms, please contact us.

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