

BASICS GUIDE TO: FSX GOLF SIMULATOR

PLAY

COMPETE

IMPROVE

PLAYER 1

SHOT 1

To Pin 374 YDS

FORESIGHT SPORTS

WIND 0 MPH

ELEV 0"

DIST 374 YDS



DRIVING RANGE

HIDE MAP

DRIVER

STND

GRID

BIRD'S EYE

FLAG

FLYBY

ANALYSIS

SELECT YARDAGE

50	130	180	250
75	140	190	275
100	150	200	300
110	160	215	325
120	170	230	350

IMPROVE:

When using the driving range for practice, click the yardage to the pin to select the distance to the green you are practicing to get a more precise target to practice.

When using the driving range every shot will be tracked for comparing averages and club selection. To chart different clubs for visual and numbers accuracy setup a club in the selector and change the color used for the ball flight tracker for each club so you can see the difference in real time.

374 yds



STEP 1 - Course Selection and Setup

PLAY

COURSE CONDITIONS RULES PLAYERS

ACTIVATE ALL

- DUKAL BLUE
- HINSDALE GOLF
- INNISBROOK RESORT
- INTERLACHEN
- LA JOLLA
- LINFIELD NATIONAL
- MERION**
- DAKMONT
- OLYMPIC
- ROYAL TROON
- TETON PINES
- WILLOW CREST

MERION

DE-ACTIVATE

FRONT NINE			BACK NINE		
1 PAR 4	2 PAR 5	3 PAR 3	10 PAR 4	11 PAR 4	12 PAR 4
4 PAR 5	5 PAR 4	6 PAR 4	13 PAR 3	14 PAR 4	15 PAR 4
7 PAR 4	8 PAR 4	9 PAR 3	16 PAR 4	17 PAR 3	18 PAR 4

START **NEXT**

Highlight boxes indicate the holes being played. Click Front Nine or Back Nine to toggle off or on the correct nine holes for league play.

STEP 2 - Course Conditions Setup

PLAY

COURSE

CONDITIONS

RULES

PLAYERS



12 PM

DAWN



DAWN

80 °F

COOL



HOT

0 FT

SEA LEVEL



MAX

TIME OF DAY

DRY



RAINY

RAIN

CLEAR

CLOUDY

NO FOG

FOGGY

SKY

FOG

SOFT

MEDIUM

FIRM

GROUND

0 MPH

NO WIND



WINDY

WIND

0 DEGREES

N

E

S

W

N

WIND DIRECTION

REAL-TIME WEATHER

WU WEATHER UNDERGROUND

SLOW

FAST

GREEN SPEED

SOFT

FIRM

GREEN BOUNCE

SOFT

FIRM

GREEN FRINGE

START

NEXT

All settings are left at default except for Green Speed, set this to SLOW.

STEP 3 - Round Rules Setup

PLAY

COURSE

CONDITIONS

RULES

PLAYERS

×

MULLIGANS PER HOLE

NONE UNLIMITED 0

CUSTOM

GIMMES

NONE 3 FT 6 FT 12 FT

CUSTOM

~~PUTTING MODE~~

~~AUTO FAST MANUAL~~

PRACTICE

ENABLED DISABLED

LIE PENALTY

ENABLED DISABLED

SCORING

STROKE PLAY

MATCH PLAY

SCRAMBLE

STABLEFORD

MODIFIED STABLEFORD

PIN PLACEMENT

EASY NORMAL HARD

STROKE LIMIT

DOUBLE PAR UNLIMITED

FULL LEAGUE RULES LIST:

Mulligans - None
Practice - Disabled
Pin Placement - Normal
Gimmes - (CUSTOM) Set to 12
Lie Penalty - Enabled
Stroke Limit - Unlimited
Scoring - Strokeplay
Putting Mode - DO NOT TOUCH
(Will override Gimmes Section)

Sections Circled are the only settings needed to be changed, everything else is already default.

DO NOT TOUCH "PUTTING MODE"

STEP 4 - Player/Tee/Handicap Setup



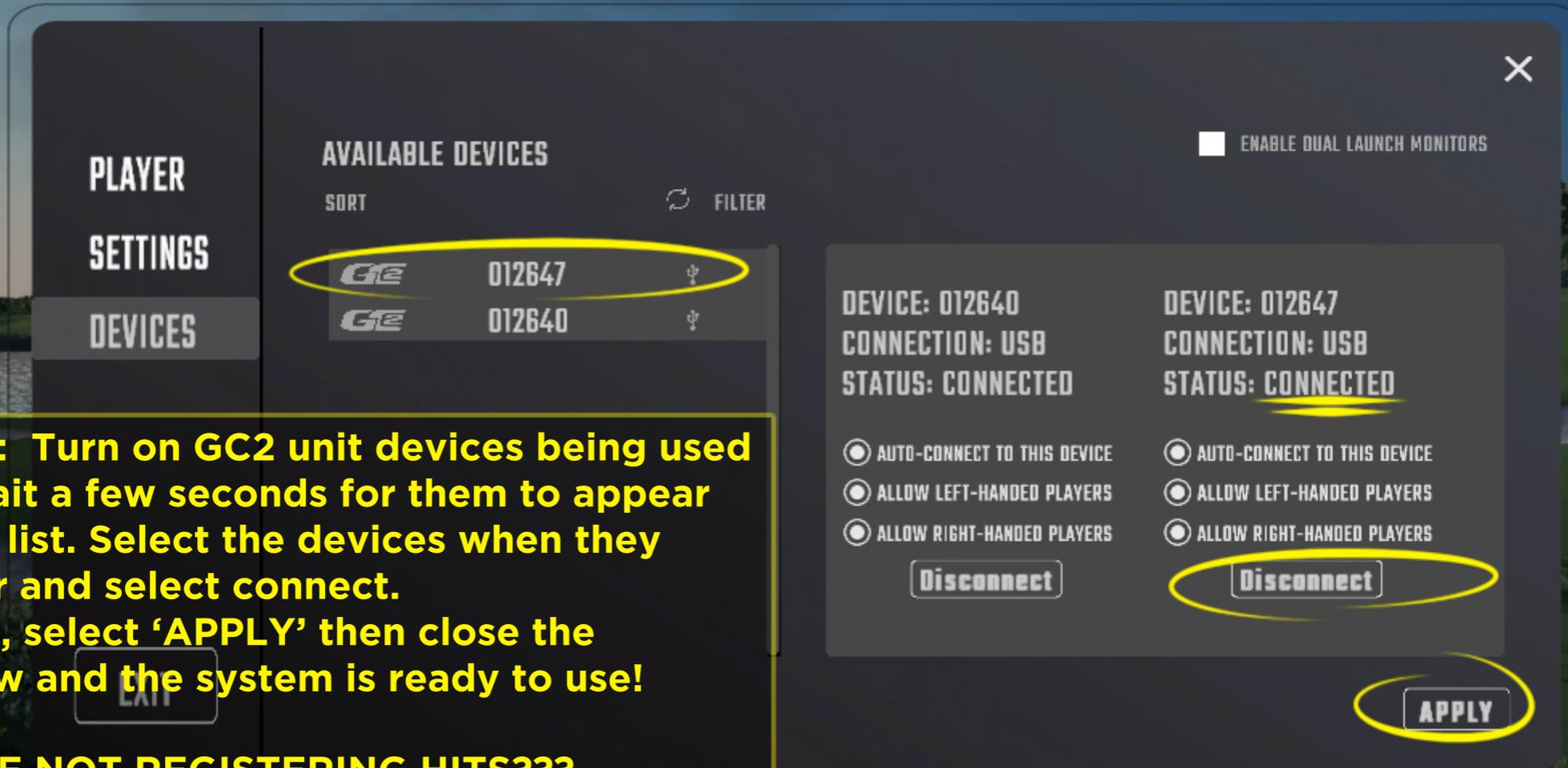
COURSE	CONDITIONS	RULES	PLAYERS	
Set to 3rd Tee from Right				
PLAYER NAME	TEE BOX	HAND	HANDICAP	FSX LIVE
JOHN DOE	● ● ● ● ●	R	0	ⓧ
JANE DOE	● ● ● ● ●	L	0	ⓧ
JOHN SMITH	● ● ● ● ●	R	0	ⓧ
Jane Smith	● ● ● ● ●	R	0	ⓧ

ADD PLAYER

START

Once league play begins, a handicap sheet will be updated weekly for players. Enter your handicap for each player.

SYSTEM SETUP: CONNECTING DEVICES



The screenshot shows the 'SYSTEM SETUP: CONNECTING DEVICES' window. On the left, there is a sidebar with 'PLAYER SETTINGS' and 'DEVICES' highlighted. The main area is titled 'AVAILABLE DEVICES' and contains a table with two rows of device information. The first row is highlighted with a yellow oval. To the right of the table are 'SORT' and 'FILTER' buttons. In the top right corner, there is a checkbox for 'ENABLE DUAL LAUNCH MONITORS'. Below the table, there are two panels for device configuration. The right panel is highlighted with a yellow oval. At the bottom right, there is an 'APPLY' button highlighted with a yellow oval.

DEVICE	CONNECTION	STATUS
GE 012647	USB	CONNECTED
GE 012640	USB	CONNECTED

ENABLE DUAL LAUNCH MONITORS

DEVICE: 012640
CONNECTION: USB
STATUS: CONNECTED

DEVICE: 012647
CONNECTION: USB
STATUS: CONNECTED

AUTO-CONNECT TO THIS DEVICE
 ALLOW LEFT-HANDED PLAYERS
 ALLOW RIGHT-HANDED PLAYERS

AUTO-CONNECT TO THIS DEVICE
 ALLOW LEFT-HANDED PLAYERS
 ALLOW RIGHT-HANDED PLAYERS

Disconnect

Disconnect

APPLY

Step 2: Turn on GC2 unit devices being used and wait a few seconds for them to appear on the list. Select the devices when they appear and select connect. Finally, select 'APPLY' then close the window and the system is ready to use!

**DEVICE NOT REGISTERING HITS???
TURN OFF THE UNIT AND BACK ON THEN RECONNECT THE UNIT TO THE SYSTEM.**

JOHN DOE

+

1

2

3

4

EVEN

To Pin
165 YDS

FORESIGHT
SPORTS

HOLE 1

PAR 4

INDEX 10

WIND 0 MPH

ELEV 8' 6"

DIST 381 YDS



CARNOUSTIE

HIDE MAP

If partner is out of the hole can skip to pick up.

PLAYERS GUIDE

Elevation from Ball to Hole
(Arrow up = uphill shot)
(Arrow down = downhill)

Black/White Pole indicates new alignment target

Click on the minimap to align for your shot and to get yardages for layups. Green line indicates flag alignment, first white line will give you yardage to your layup and second line break gives you yardage to flag from the layup spot.

Alternative Alignment Using Touchscreen
Double Click Blue Arrow and Hold on the 2nd click to align.
(This will be less precise than using mouse!)



NOTE: Manually Changing Clubs on screen in the upper left will not impact the shot results, shots are read as the ball passes through the highspeed camera and infrared sensors. (ie: a Wedge hit with a Driver will produce the same results as a driver on the screen hit with a driver)
This feature exists for analysis of different clubs for charting histories only and doesn't impact normal play and use of system.

JOHN DOE

+

1

2

3

4

5

EVEN

To Pin
11 YDSFORESIGHT
SPORTS

HOLE 1

PAR 4

INDEX 10

WIND 0 MPH

^ ELEV 2"

DIST 381 YDS



PT



PRM



SKIP HOLE



GRID



BIRD'S EYE



FLAG



FLYBY



CARNOUSTIE



HIDE MAP

PUTTING GRID FEATURE

When players are on the green and putting it is recommended to toggle on the putting grid to check for break and elevation, then align to the hole before making a stroke. If the putting grid is too distracting it can quickly be toggled off after alignment has taken place or left on while making the stroke.

Balls will appear within each grid box, the faster the movement the stronger the slope, balls not moving indicate flat areas, but remember to check elevation in the upper right of screen for uphill and down hill lag putts!

PLAYER 1

+

1

2

3

4

5

+1

To Pin
516 YDS



HOLE 2

PAR 5

INDEX 3

WIND 0 MPH

ELEV 13 YDS

DIST 526 YDS



DRIVER

STND

SKIP HOLE

GRID

BIRD'S EYE

FLAG

FLYBY



MERION

HIDE MAP

LEAGUE SCORECARDS

Printing your scorecard results.

At the end of your round of play the scorecard will pop up automatically upon completion of the final stroke of play. For league print the scorecard out and collect it from the base of the cabinet and turn it in at the bar upstairs at the 19th hole.

SCORECARD

CAMERA

REPLAY

If playing more than the league 9 for the week please select the drop down arrow and click scorecard. Print the scorecard for the league nine before continuing your round after nine.

SCORECARD

MERION 11/30/2018



HOLE

MIDDLE

HANDICAP

PLAYER 1

PAR

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
336	526	180	561	405	412	352	349	178	3296	293	350	352	121	390	360	408	222	407	2898
8	3	13	7	1	5	11	15	17	16	8	12	18	6	10	4	14	2		
5									5									0	5
4	5	3	5	4	4	4	4	3	36	4	4	4	3	4	4	4	3	4	34
																			70

12	13	14	15	16	17	18	IN	TOT	HCP	NET
352	121	390	360	408	222	407	2898	6194		
12	18	6	10	4	14	2				
							0	5	0	5
							34	70		





**Exit Program
to Desktop**

PLAY

COMPETE

IMPROVE

JOHN DOE

+

1

2

3

4

+4

To Pin
356 YDS

FORESIGHT
SPORTS

HOLE 5

PAR 4

INDEX 12

WIND 0 MPH

ELEV 6' 3"

DIST 363 YDS



CARNOUSTIE

HIDE MAP

SAVE GAME

QUIT GAME AND RETURN TO MAIN MENU?

SAVE GAME

EXIT

If you have run out of time in the room and you would like to return to your incomplete session at a later time, when you exit it will ask you if you wish to save your game. Click Save and give your session a name, when you return rather than starting a new game upon start click the option to resume a saved game and it will return you to the exact moment that you left off at.

**FINAL STEP: SHUT DOWN COMPUTER AND
TURN ALL GC2 UNITS OFF, OVERHEAD
SHUTS DOWN ON ITS OWN.**



**Power > Shutdown
& Turn off both GC2 Units and
light when leaving the room.**

