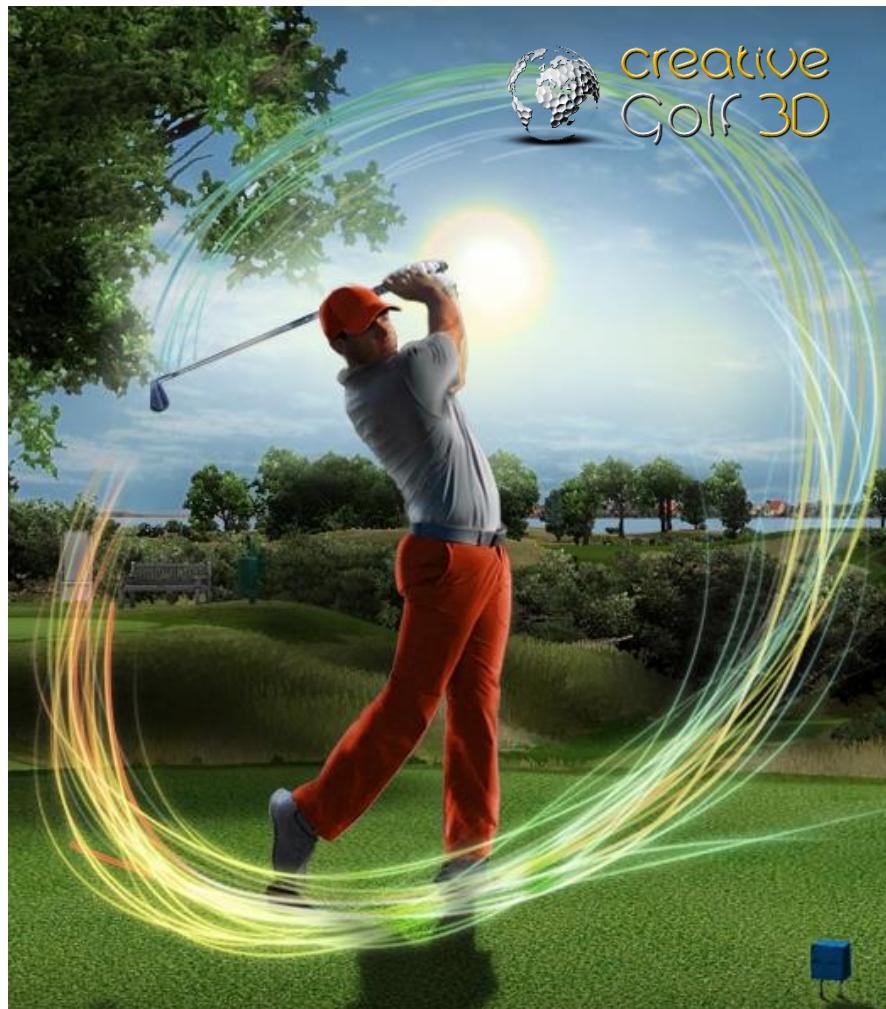


# USER MANUAL

*Creative Golf 3D® and Golfisimo*

ver. 2.8.



for

 **FlightScope®**

**X2, X2 Elite, Range, X3, Mevo, Mevo+**

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## Introduction

**Creative Golf 3D®** software is a golf game developed by the Datacrea company for very realistic golf game simulation. User experience is enhanced by integration of golf launch monitors X2, X2 Elite, Range, X3, Mevo, Mevo+ created by **FlightScope**. The game provides real-to-life playing experience on golf courses and various training facilities, including driving ranges, as well as light-hearted games such as target golf or demolition golf, designed for the whole family.

A separate section is **Golfisimo**, which consists of several fun games to improve your golf skills. **Golfisimo** can be bought and used independently but can be integrated into the program **Creative Golf 3D**.

## Hardware requirements

The **Creative Golf 3D®** game is designed for Windows Vista, 7, 8 and 10 operating systems. We recommend playing the game on a computer with Intel Core i3 processor or higher, 2GB RAM minimum and dedicated graphics card with at least 1GB video RAM with pixel shader 3.0 or higher.

We recommend running **Performance test** for suitability of the game on your computer and setting optimal graphics mode (**Low/Medium/High**). The Performance Test software can be downloaded from our web page or is available after installation in the Setup part.

It is advisable to have a computer with Internet access, otherwise, the installation will be more complicated and the use of the program will be limited. See also Appendix B. „*When it is necessary to have an internet connection*“.

## Installation and activation

Installation process consists of installation of

**a) Creative Golf 3D®** main game with basic set of golf courses (15 courses) and games, driving ranges and all golf functionality.

Optional:

**b) Additional golf courses** - Course Library with more than one hundred additional courses.

Optional:

**c) Golfisimo** - golf fun games.

Note: **Golfisimo** can also be used as an independent program. The installation is done in the same way as the installation of the **Creative Golf 3D®**, which is not necessary to buy. In this case, install only the **Golfisimo** program.

### Installation

Each product is installed by running the appropriate **Setup...exe** installation program (see below), which contains all the necessary components.

An internet connection is not required during installation process via **Setup....exe** file.

**Activation** takes place by entering the Product Key for each product and then creating a license.

The license can be tied to a specific computer (tablet) or to a dongle.

**Using a USB dongle.**

If you decide to use a USB dongle to store your license, you can play on various devices with Creative Golf 3D® or Golfisimo installed just by carrying a dongle with you. The game is only possible to play on one device at a time, depending on which device the dongle is inserted. Permanent internet access to check the license is in this case not necessary too.

**The activation process** takes place automatically (on-line) and then **internet access is required**.

**Off-line activation:**

If the computer cannot access the Internet, it is possible to perform the activation manually (perform activation on another device with the Internet (e.g. cell phone) and transfer the license files to the PC. The off-line procedure can be send when requested on [cg3d.support@datacrea.sk](mailto:cg3d.support@datacrea.sk).

## 1. Preparation before installation and activation

**A. Before installation**, you must have prepared **all necessary Setup files** ready on your computer, or on a USB memory stick, etc. You can obtain the installation files from your dealer or download them from web site <https://www.creativegolf3d.com/Flightscope-setups> or from launch monitor vendor's site or you will be informed by mail about link to download.

- **Main software Creative Golf 3D Setup file:**

[SetupCreativeGolf3D\\_Flightscope\\_2.8.version.exe](#) (2 GB)

Note: For **update** current version only (if main program have been installed before) you can use smaller setup file:

[SetupCreativeGolf3D\\_Flightscope\\_2.8.newest\\_version\\_update.exe](#)

- **Courses Setup files** (optional):

If You have purchased access to all courses (Course Library), prepare all related setups file to courses You want install:

[SetupCreativeGolf3D\\_Flightscope\\_2.8.version\\_CourseLibrary.exe](#) (700 MB)

[SetupCreativeGolf3D\\_Course\\_Library.7z](#) (16 GB)

To install Course Library, both setup files (Setup...exe and Setup.7z) **must be in the same directory**.

Note: Individual courses from the Course Library, or the entire course library can also be installed directly from the Creative Golf program (without the need for Setup files), but internet access is required. The installation time of all courses can exceed a few minutes to several hours, depending on the speed of your internet connection. With Setup files that you can download on another place with faster access, you can install all Courses Library courses at once.

*See also Attachment A. How to install a new course or the entire Course Library*

- **Golfisimo Setup file:**

[SetupGolfisimo\\_Flightscope\\_2.8.version.exe](#) (2.4 GB)

## B. Before activation you have to prepare:

- **Product Keys** for all purchased products (Creative Golf 3D®, Course Library access, Golfisimo).  
Product keys you obtain from your dealer, or launch monitor purchaser or by e-mail in case buy it using e-shop.

Product Key for each product consist of 15 characters, e.g.: **5K35P-3B4VA-KDNBS**

- **USB dongle** (Optional)

If you want to use USB dongle to save license, be sure the **dongle** is inserted into the USB port.

## 2. Installation

The installation of the respective product (*CreativeGolf3D main program, Golfisimo, Course Library*) takes place after starting the respective **Setup... exe** program.

Installation from the installation file is the same in all three cases, you just run the file **Setup...exe** and follow the on-screen instructions to complete the installation.

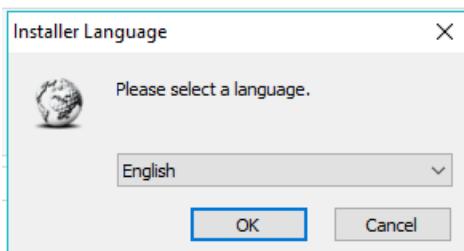
Note: If you have the main program **Creative Golf 3D®** already installed, **Golfisimo** will be installed inside this program to the section Games and expand it with new games.

For more information, please read the next chapter.

### Installation details

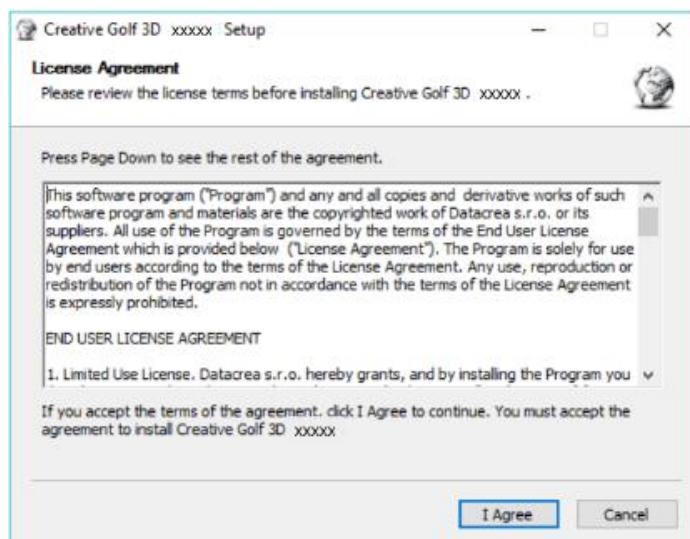
Here are more details about installation steps:

#### 1. Select language of installation.



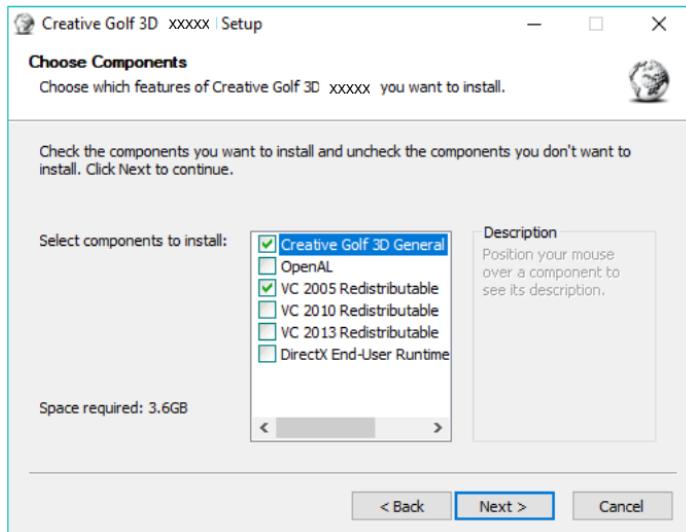
This language will be default for installed software too.

#### 2. Read and agree to the License Agreement:



Note: String "xxxx" means name of the device or producer: **FlightScope**.

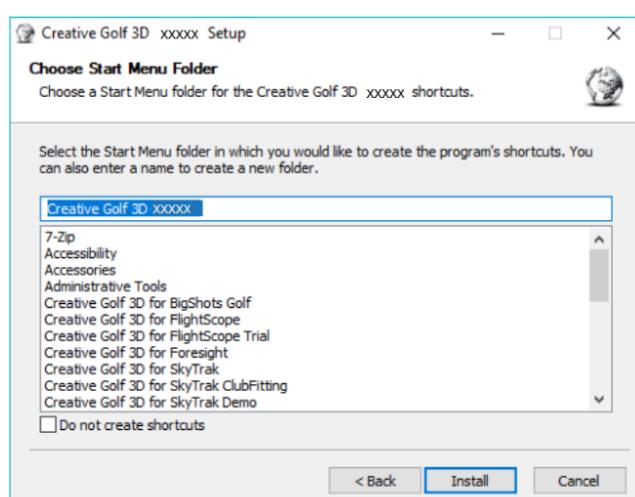
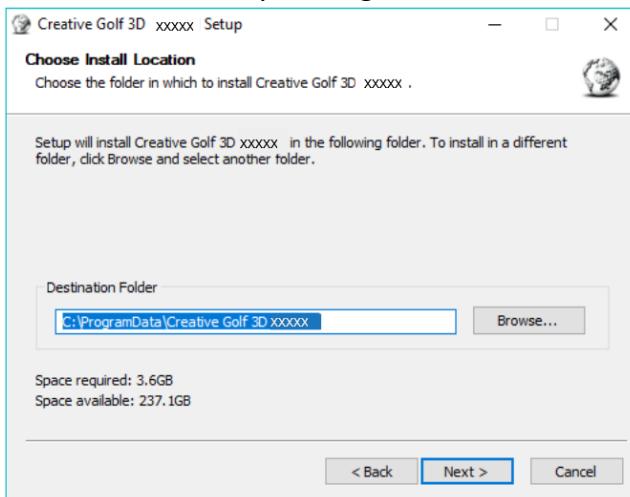
### 3. Choose Components.



Setup checks your computer and recommends installation of needed software parts. Do not deselect these files from the list. These components can be uninstalled later after uninstallation of CG3D.

We recommend you continue by clicking **Next**.

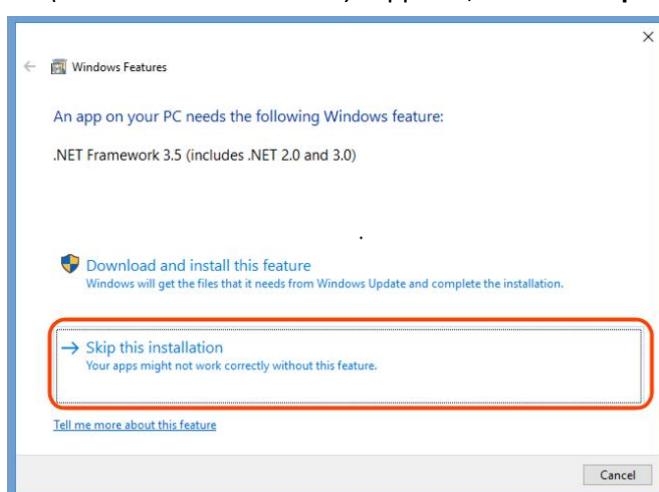
### 4. Choose Install Location and Start Menu Folder. We recommend you confirm default settings and continue by clicking **Next** and **Install**.



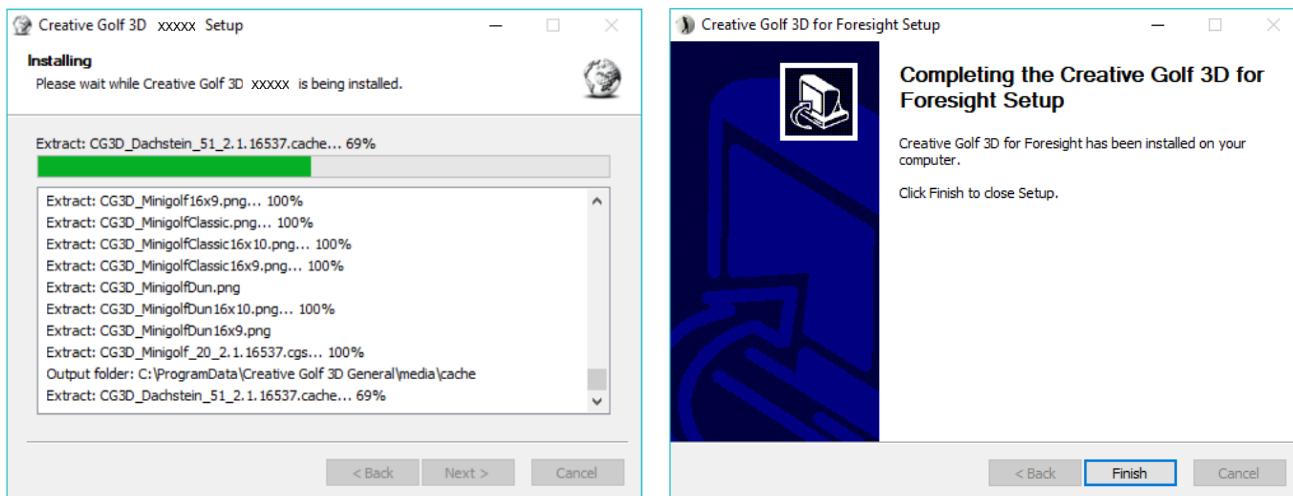
*Note: Folder 'Program Files' and 'Program Files (x86)' are forbidden.*



5. In case that dialog "An app on your PC needs the following Windows feature: ".NET Framework 3.5 (include .NET 2.0 and 3.0)" appears, choose "**Skip this installation**".



6. Wait until all necessary files are installed. After the completion, click **Finish**.



It is necessary to activate installed software after installation.

### 3. Activation

Activation is required for licensing of the main program ***Creative Golf 3D***® or *Golfisimo*, as well as for each purchased and installed *Course Library Access*.

Activation involves adding a license to your computer or to a USB dongle (if in use).

If you want to activate the license on a USB dongle, be sure that the dongle is inserted into the USB port of your computer before activation.

Without the activation of the license on your computer or USB dongle the game runs in a limited demo mode.

---

**Product Key (PK)** for each product consist of 15 characters, e.g.: [5F82P-3C4YA-KF5BS](#)

After installation and start program you will be asked about this Product Key.

**One-year license subscription - Annual Subscription** (***Creative Golf 3D***® software, Course Library access or *Golfisimo*)

After the expiration of the one-year license - annual subscription, another annual subscription needs to be bought if you wish to continue using the product which is licensed only with a license subscription. A new purchase provides a new product key. The subscription is valid from the time of activation. We suggest buying the next subscription within a few days or weeks prior to the expiration of the previous subscription so that a new product key can be immediately added.

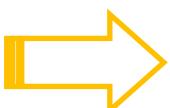
If a product is installed but not activated, an activation request (License Manager) will be displayed the first time it is started, see below.

*Note: If Product Key is preinstalled on the dongle by a dealer, it is not necessary to insert it and activate, this step is omitted.*

There are two possibilities how to start the new activation, insert a new Product Key. Directly from the program or by using the License Manager program.

**a) Insert a new PK directly from the *Creative Golf 3D®* program**

1. Go to **SETTINGS** in **Main Menu**



## Settings

2. Go to **ADD PRODUCT KEY**



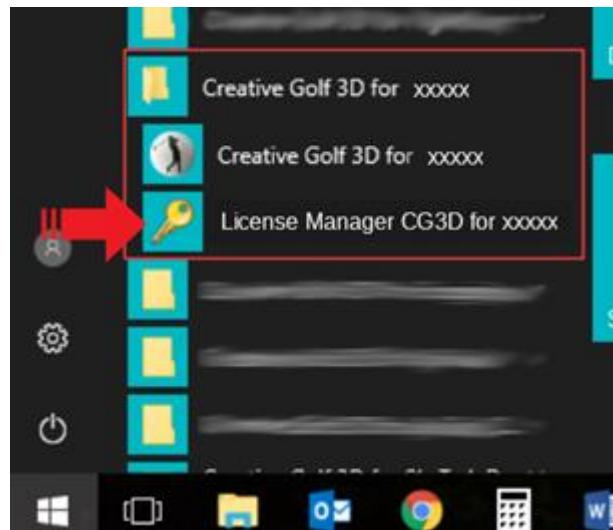
3. Choose **YES** on question:



Now will be started License Manager in a Windows. Continue at the [Add Product Key](#) Chapter on the next page.

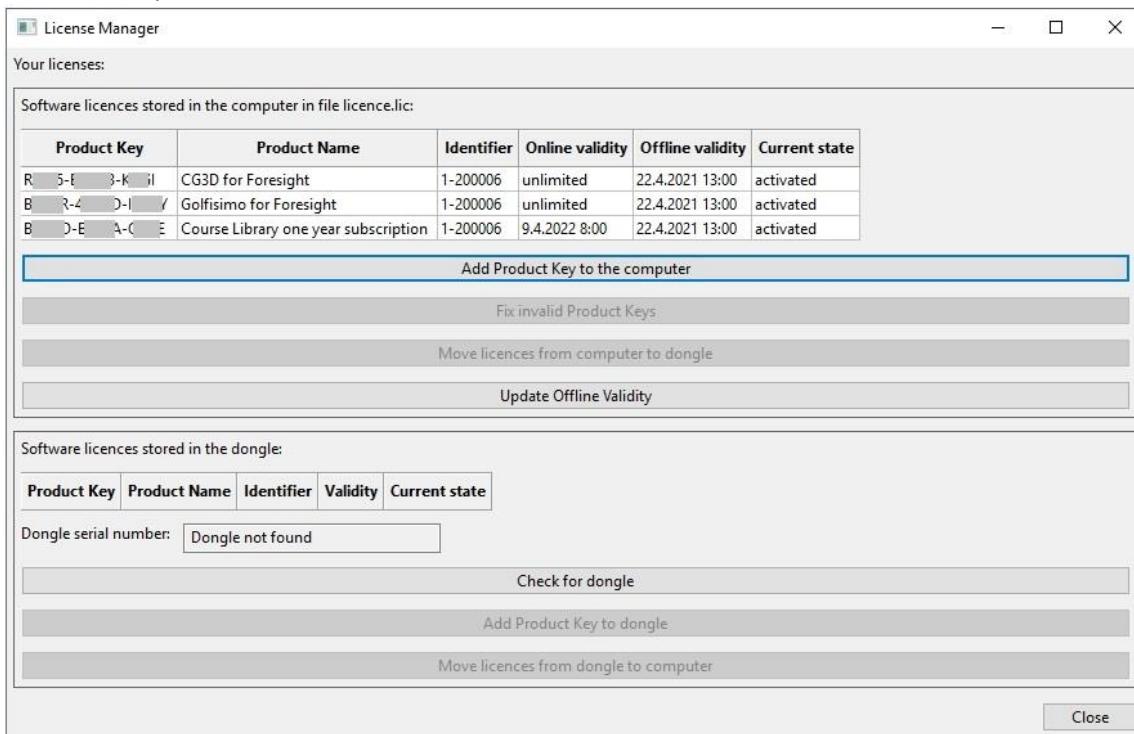
## b) Start activation using the License Manager program

Start **License Manager** which is installed together with software. You can start it standardly from Windows Start Menu: **Start > All Programs > Creative Golf 3D for xxx > License Manager** or directly from folder C:\ProgramData\Creative Golf 3D for xxx\bin\LicenseManager.exe:



### 1. Click **Add Product Key**

- to the computer** (If you want the activation to be tied to a computer) - default
- to the dongle** (If you have purchased a dongle where the activated license will be stored.)



**Online validity** shows the validity of the license

**Offline Validity** is the time until the next license checking on the license server.

2. Type in the Product Key ( 15 Letters, f.e.: **5IFVY-L6JK7-C4S6T**) you received from your reseller into the dialog window and continue by clicking **Next**



3. If everything is ok, the product is activate, Product Key is signed in the table as **activated**.

Press **Close** or Start Creative Golf 3D.

4. Finish.

## First run of software

### 1. Language, Video and Graphics setting

During first launch, initial setup window will appear:



The game is based on Ogre engine, which requires initial video settings for scene rendering. The settings are predefined, so it is not necessary to change anything. The settings which might be of interest to you:

- **Language:** Choose language of game
- **Units:** Display units in meters / yards.
  - Metric** - Distance: meters, velocity: km/s
  - Imperial** - Distance: Yards, feet, velocity: mph
  - EU** - Distance: meters, velocity: mph
- **Graphics details:** The game provides 3 modes of graphics settings to allow for playing also on lower hardware configurations.
  - High quality** - displays scene with all details
  - Medium quality** - some details are not rendered e.g. reflections on lakes, dynamic shadows of ball and pin, trees are rendered as billboards at short distance
  - Low quality** - all textures are smaller, trees are displayed as billboards at even shorter distance; scene is rendered only up to 500 m of distance

- **Run performance test:** Run to test your hardware and set optimal graphic details
- **Resolution:** Change screen resolution to render the scene in higher or lower resolution; this can also impact the performance of the game; the predefined value is mostly optimal
- **Anti-Aliasing:** Type of anti-aliasing used for scene rendering; this setting influences the quality of rendered edges versus performance
- **V-sync:** Set the limit of fps (frames per second)

Vertical synchronization is synchronizing of rendering on graphics card with refresh rate on the display. Two scenarios are possible:

- **graphics card renders faster** (bigger FPS) than display refresh rate. In this case, it is good to **set the V-sync to Interval 1** to limit FPS to display refresh rate. It prevents from screen tearing
- **graphics card renders with smaller FPS** than display refresh rate. In this case, it is good to **switch the V-sync (Disabled) off** to minimize display lag (time measured between user action and reaction visible on screen)

These parameters can be set after start of CG3D, too - *See also Chapter Game setup, Graphics, Setting V-Sync, Anti-Aliasing - page 86*. To determine whether your computer is powerful enough to use V-sync Interval 1, run **Performance test**.

- **Full Screen:** Yes/No if you want to play in full screen mode or window mode; rendering in full screen is faster than in window mode; switching to other applications from full screen mode is possible by Alt+Tab shortcut
- **Check for updates automatically:** turn on to update your game and get latest fixes automatically.

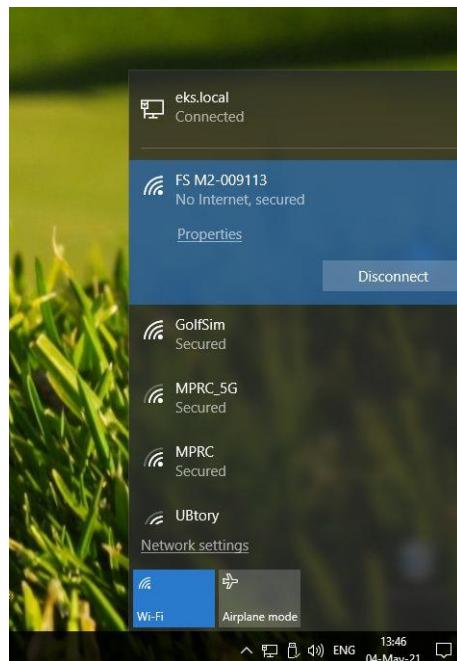
## 2. Device connection

After launching of the Creative Golf Software, you are asked about connection of the launch monitor:



### Connect and turn on the device.

a) Even if you connect the device with a **USB cable** (if possible - Xi series), connect it and turn it on. Use an active USB extension cable to extend the USB cable, if necessary.  
 If you are connecting the device via **Wi-Fi** (for X3, Mevo+ is necessary), you need to turn on the device and connect to the Wi-Fi network created by the Flightscope device.



**Note:** The string after the letters "FS" is usually used as a password. (M2-xxxxxx)  
 For Mevo+ is necessary 5G Wi-Fi network.

During play you will be informed of the connected device via the icon on right hand side of the picture:



## Main Menu

The **Creative Golf 3D®** software provides following main features:



Icons below Main Menu:



### ABOUT

Read information about the software developer and 3rd parties used for its development



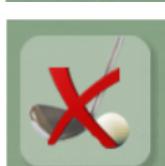
### RESUME GAME

Continue playing the saved game



### SETTINGS

Default settings of games, for more details see Chapter Settings, *page 81*.



### EXIT

Exit *Creative Golf* software

## Select Active Players

Before playing golf or fun games, it is advisable to create a list of potential players.



Click the icon in the bottom right corner to select players for the List of Active players. From this list, you can choose players for your current game.



These Players can play as "**Guests**", or "**CG3D Members**" with personal Accounts.

**Guests** can play only on a local computer, they can't store their data on the cloud, only on the computer. When playing an Online Tournament (together with a member), their results will not be recorded on the Leaderboard on the cloud tournament server.

**CG3D Members** have an account on Creative Golf Server and can login by their nickname and password on any computer with **Creative Golf 3D®**. They can play Online Tournaments, save open unfinished tournaments and games on cloud server, and continue playing anywhere.

## Add Guest to Active Players list



In case you want to play only on a local computer, and you do not wish to use cloud services (storing games, online tournaments), it is good to login as a Guest. It is necessary to enter the Name, Dexterity, Preferred Tee, or handicap.



### NAME

Type name of player for all following game

### DEXTERITY

Choose if player is left-handed or right-handed.

### TEE

Choose a Tee to play from

### HCP

Type player's precise handicap in case you want to play the Nett game, where handicaps are considered

### SEX

Female/Male.

If this field is not filled, Playing HCP (for nett games - with HCP) for a "Ladies" tee will be calculated as for a lady and on the other tees as for a man.



If "Remember Players" option (Default setting / Game Option 2) is set to Enabled, you can check the "REMEMBER ME" option, and the player will log in automatically after the restart of **Creative Golf 3D®**.

For private use of **Creative Golf 3D®**, it is advisable to allow the program to remember players' names, but for public use (indoor center), this setting is not recommended.

## Login Player with Account

To login with a personal account, you need to enter your name and password. Further details are added automatically from the player's account.



Internet access is required. Otherwise, you can play only local games, similarly to a 'Guest' login. In this case, it is also not possible to play on-line tournaments and save open games on the cloud server.

If the 'Remember Players' option (Default setting / Game Option 2) is set to Enabled, you can check the 'STAY LOGGED IN' option and the player will log in automatically after the restart of **Creative Golf 3D®**.



### SEND ME NEW PASSWORD

If you forget your password, a new password will be sent to you to the email address listed in your account. Nickname is required.



### CREATE NEW ACCOUNT

To create a New Account, you need to enter (at least) a nickname, an email address and a password.



### CREATE NEW ACCOUNT

**NICKNAME**  \* **EMAIL**

**PASSWORD**  \* **CONFIRM NEW PASSWORD**

**HCP**  **DEXTERITY**

**PREFERRED TEE**

**OPTIONAL**

**FIRST NAME**  **LAST NAME**

**DATE OF BIRTH**    **COUNTRY**

**SEX**

I agree with recording and processing of my personal data. **READ**

**BACK**  **OK** 

\* required items

#### **NICKNAME**

Type name of player for all following games and tournaments

#### **DEXTERITY**

Choose if player is left-handed or right-handed.

#### **PREFERRED TEE**

Choose a preferred Tee to play from

#### **HCP**

Type player's handicap in case you want to play the Nett game, where handicaps are considered

#### **SEX**

Female/Male.

If this field is not filled, Playing HCP (for nett games - with HCP) for a "Ladies" tee will be calculated as for a women and on the other tees as for a man.



**To activate** the Account, it is necessary to confirm the activation by click on the link in the email you will receive from Creative Golf Server.

## A. GOLF COURSE – Playing Golf



This part of software is designed for playing standard golf games on an existing real golf course of your choice.

### Start Game – Initial Dialog

Choose the golf course, the type of game and other data, or you can play with default parameters. ( default course and other data You can change in SETTINGS -> GAME SETUP -> Game Option2.)



#### GOLF COURSE

Choose a golf course you would like to play. Click to GOLF COURSE button and choose golf course. See options below: [GOLF COURSE - Selection the course.](#)

#### GAME TYPE

Choose the type of a golf game. **Creative Golf 3D®** currently supports these types of standard golf games:

**Stroke** – standard golf game where score is calculated according to the number of shots per hole. The player with the smallest number of shots wins.

**Stableford** – score is calculated from points. The points on each hole are derived from the number of shots by formula: *Points hole = 2 – num. of shots + hole par*.

The “hole par” for nett games is calculated for the each hole from the golfer “playing HCP”. Points on 1 hole: Bogey=1 point, Par=2 points, Birdie=3 points, etc.

The player with maximum number of points from whole course wins.

**Match Play** – game exactly for 2 Players. Score is calculated from the number of won holes. The best player has the highest number of won holes.

**Best Ball Stroke** – team game where score of the best player is assigned to whole team at the end of each hole.

**Texas Scramble** – team game where score calculation is the same as in the Stroke game, but all players from the team always play each shot on course from one selected (best) position. Players from one team take turns on the tee.

**Nett / Gross:** Generally, the score is calculated from the number of shots used to get the ball into the hole. The game which also takes player's handicap into consideration is called **Nett**. Playing HCP for the current course is calculated from the players "Precise HCP" and from difficulties of course (CR, SR, and PAR) according to golf HCP formula:

$$\text{Playing\_HCP} = \text{Precise\_HCP}/113 * \text{SR} + \text{CR} - \text{PAR}$$

The player has a designated "Player Par" on each hole, i.e. a few extra strokes according to his Playing HCP.

If no handicap is considered, only the number of achieved shots, the game is called **Gross**. The player with the smallest number of shots is the winner.

## NUMBER OF HOLES

Choose value from this box to play all 18 holes, front 9, back 9 holes, or select custom holes.

## SELECT PLAYERS

Select the players and their rank from the Active Players list.



**Order:** The winner of a hole starts first on the next tee. Then, during play on the hole, the order of players is based on the distance from the pin (the farthest player goes first). Order on the first TEE you can choose in section SELECT PLAYER.

## Team

Choose the number of player's team - for team games such as Best Ball or Texas Scramble.

## GOLF COURSE - Selection the course



Select the course which you would like to play and confirm it in the bottom right corner.

When choosing, we recommend that you choose appropriately by displaying or filtering the courses according to your requirements.

The list of displayed courses can be

- modified according to availability and popularity (COURSES)
- filtered by course parameters (FILTER)
- chosen according to how the course is displayed (VIEW)





**a) FAVORITE COURSES** - a list of your favorite golf courses.

These are the courses which you like to play the most and most often.

**b) PC COURSES** - all courses installed on your PC.

From the list, you are able to select/deselect your favorite courses by pressing the star on the selected course.



**c) ALL COURSES** - all the courses available on the PC and on the server (in a Course Library) regardless of the purchase of a license.

The installed courses with a purchased license are displayed in full color.

Courses that are not installed or do not have a valid license to play are grayed out.

If you have a license (Course Library Access, or the appropriate Set of courses), you can download the course by clicking on the Download Course icon.

Alternatively you can purchase a license in the e-shop or through your Creative Golf dealer.



The course is installed in the PC

The course is available for download



When downloading, you can choose to download all the available courses at once. However, it must be taken into account that it may take a long time, several minutes to hours, depending on the speed of your Internet connection.



Buy license

The course is installed in the PC

No license has been purchased for this course

**Note:** Adding to the Favorites list, as well as downloading new courses and deleting from a PC, can be restricted in setting "COURSES MANGEMENT" in SETTINGS -> GAME SETTINGS -> GAME OPTION2 -> **COURSE MANAGEMENT> Not allowed**. See also: *Game Option 2, page 85*.

## B. FILTER



- a) according to the country where the golf course is located
- b) according to difficulty
- c) according to the appearance of the course: type (parkland / links), terrain (hilly / undulating / flat) and the scenery around the course:

Type	Terrain	Scenery
ALL		
parkland	hilly	mountain
links	undulating	hills
	flat	forest
		desert
		seaside
		lakes
		jungle
		countryside
		build-up

Note: Use icon "ALL" to general select/deselect:

- All Countries
- All Difficulties
- All Type & Terrain & Scenery

## C. VIEW



There are three ways to display the courses on offer:

a) Small cards - 12 courses cards on 1 page:



In this view, only basic information is given and the name of the course is in an abbreviated, simplified form.

The displayed course parameters at the top are only for the selected card, where

**par** is a PAR of the golf course from men's tees (Gentleman)

b) Listing – clear table display – 12 courses on 1 page:

PC COURSES							
COURSE	COUNTRY	PAR	HOLES	LENGTH	DIFFICULTY	TYPE	
						PARK	LINKS
Castlebar	Ireland	71	18	6393 yd	●●●○○	PARK	LINKS
Chart Hills	United Kingdom	72	18	7086 yd	●●●○○	PARK	LINKS
Clearwater	New Zealand	72	18	7114 yd	●●○○○	PARK	LINKS
Cleebonn	Germany	64	2x9	4814 yd	●●○○○	PARK	LINKS
Courtown	Ireland	71	18	6395 yd	●●○○○	PARK	LINKS
Crans sur Sierre	Switzerland	72	18	6979 yd	●●●○○	PARK	LINKS
Dachstein Tauern	Austria	71	18	6439 yd	●●○○○	PARK	LINKS
Dale Hill - Old Course	United Kingdom	69	18	5856 yd	●●○○○	PARK	LINKS
Dale Hill - Ian Woosnam C.	United Kingdom	71	18	6512 yd	●●●○○	PARK	LINKS
De Lage Vuursche	Netherlands	71	18	6876 yd	●●●○○	PARK	LINKS
De Molietz	France	72	18	6719 yd	●●○○○	PARK	LINKS
Diamond	Austria	72	18	7358 yd	●●●○○	PARK	LINKS

In this view, all the main parameters of the course important for the game are listed.

**COURSE** - abbreviated name of the course

**PAR** - a PAR course from men's tees (Gentleman)

**LENGTH** - the length of men's tees (Gentleman)

**DIFFICULTY** - is the difficulty of the field based on the results of the players' game.

**TYPE** includes the main characteristics:

Design: parkland / links

Terrain: hilly / undulating / flat

Scenery: mountains / hills / forest / desert / seaside / countryside ...

c) **Full** - All basic information about the course, including photos and flights over the course.

The screenshot shows the 'PC COURSES' software interface. The main title 'PC COURSES' is at the top center. Below it is a toolbar with icons for star, course, download, and settings, followed by 'COURSES 189' and a 'FILTER' button. To the right are 'VIEW' and other settings icons. On the left is a sidebar with a list of courses: Castlebar (selected and highlighted with a yellow border), Chart Hills, Clearwater, Cleebonn, Courtown, Crans sur Sierre, Dachstein Tauern, Dale Hill - Old Course, Dale Hill - Ian Woosnam C., De Lage Vuursche, De Moliets, and Diamond. The main content area shows the 'Castlebar' course details. It features a star icon, the course name 'Castlebar' in large yellow text, and a small Irish flag. Below the name is a description: 'Castlebar Golf Club, founded in 1910, can be found north of Galway in the west of Ireland. A very nice course in a beautiful park landscape that is not difficult to play. Particularly noteworthy is hole 6, par-3 hole, with green surrounded by water ditches on 3 sides. Enjoyable, relaxing game.' To the right of the description is a large image of a golf course hole with a green, a pond, and a clubhouse in the background. Below the image is a message: 'Latest course version installed.' At the bottom are navigation buttons: a yellow 'X', '<<', '<', 'PAGE 4/16', '>', and '>>'. On the far right are a yellow play button and a trash can icon.

## ICONS:



Flying over the course on individual holes.



In this view, it is possible to delete the course from your computer to free up disk space.

### Icons in all three views:



Download - if the course is licensed but not installed



Update - if the course is licensed but there is a newer version



Buy it -there is no valid license for this course, it is necessary to purchase access to the Course Library (or the corresponding Set of courses)



- More information is on the “Details” tab after clicking on the “I” icon of the selected course.

**DETAILS:** In each of these three types of views, it is possible to view more details by clicking on the “I - more details...” button, where you will also find a complete description of the course and parameters of each TEE according to the player's gender. As well as a few more details.

### DETAILS

★ Hammock Bay Golf & Country Club


The Hammock Bay Course can be found on the west coast of Florida about 20 km south of Naples right next to the Marco Island Executive Airport. Hammock Bay - owned by the Marco Island Marriott Hotel - is a typically beautiful Florida golf course with undulating, mostly wide fairways, large sand bunkers and water almost everywhere. Nice, but not very easy to play. Recommendable!

country: United States

holes: 18

no. par3/4/5: 4/10/4

difficulty: ●●●●●

type: parkland

terrain: flat

scenery: lakes

altitude: 11 m





TEE	LENGTH	Man			Woman			TEE LABELING
		PAR	CR	SR	PAR	CR	SR	
○	6320 m	72	73.9	143	-	-	-	Champ
○	5945 m	72	72.0	136	72	73.0	138	Gentlemen
○	5489 m	72	71.6	120	72	72.3	130	Junior
●	4964 m	-	-	-	72	72.0	124	Ladies
●	4486 m	72	70.4	115	72	71.5	116	Beginner

X

**No. par3/4/5** is the number of holes PAR3, PAR4, PAR5 on the course.

**PAR, CR, SR** is designed for each tee, which is playable on the course according to the gender of the player. From these parameters, the “Playing HCP” for the nett game on this course is calculated.

Note: For the unassigned gender, it is taken parameters on the tee of Ladies as for women, everywhere else as for men.

**TEE LABELING** is a TEE LABELING is a consolidated tee marking in Creative Golf software for all courses, namely: Champion, Pro, Gentleman, Junior, Lady, Beginner.

**Note:** Every player can play from any TEE.

If the selected tee is unavialable to play, the player will be assigned the next suitable TEE.

If CR, SR is not assigned for a given gender and tee, an adequate CR, SR will be determined, according to the difficulty.

## Icons in Golf Course Menu



### Game Options and Course Conditions

You can override Game Options or Course Conditions for current game. Default values for each new game are defined in Main Menu \ Service \ Game Setup dialog.



### Autoplay

This option is intended for presentation of golf course and game on the course. It allows to replay any game you saved. Choose the course, saved game and number of holes to play. The installation package already contains some demo games to show playing on the course. During replay, you can control the game: skip to previous, next hole, exit, skip to previous/next shot using down/up arrows.

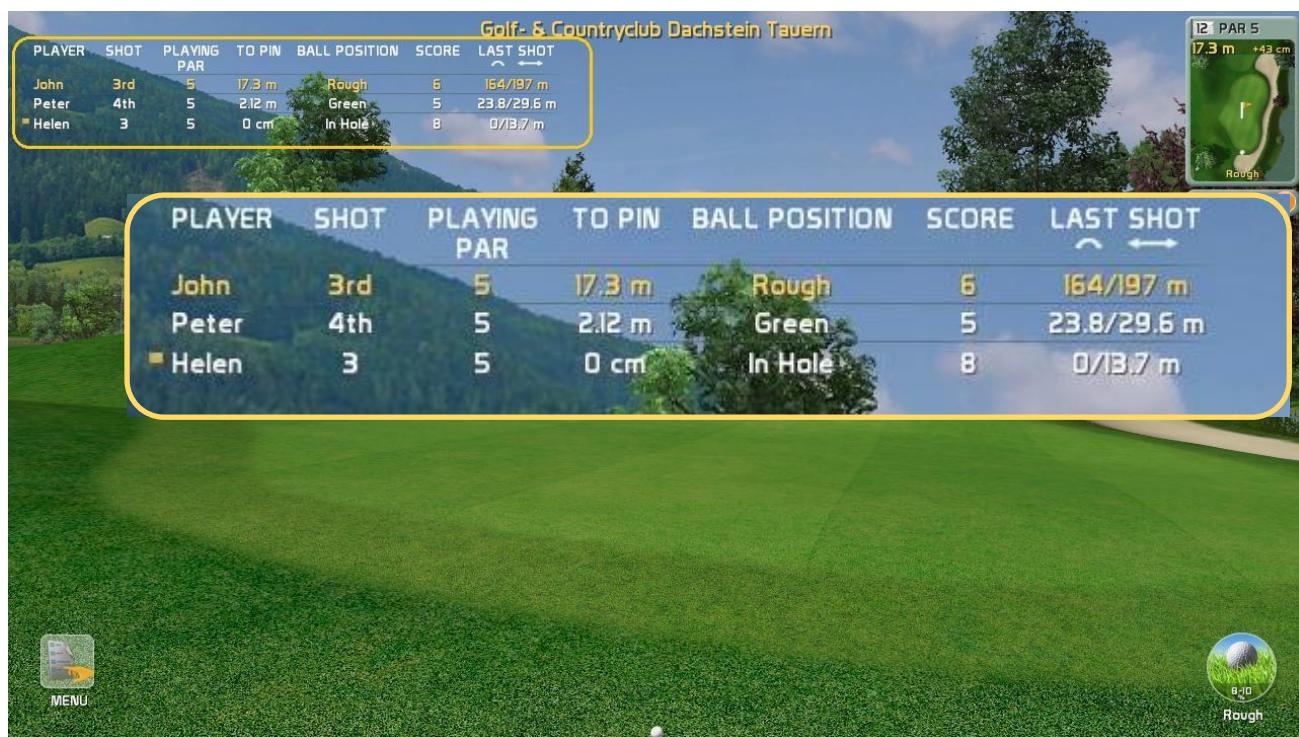


### Hole Views

The option is also intended for presentation of golf course. It provides hole views of all course holes, one after other in a loop. During the hole view, click on the scene to skip between holes or finish the presentation.

## Playing Scene

The sheet in the left top corner displays the score, ball position surface, distance to pin, and shot length for each player. The shot length consists of 2 numbers; first one being the distance of ball flight (carry), second one complete ball travel (flight and rolling). Players who already finished the hole are marked by a small pin picture. Players in the sheet are sorted according to their distance from the pin. The yellow one (see image below) is on stroke.



## Aiming and handling of game

### Direction to play / Rotation

Default direction (scene view) of the shot on the tee is set to the flag (on PAR3 holes) or to the middle of fairway by optimal drive (PAR4, PAR5). In another position on course, the view and playing direction is set directly to the flag. You can change this direction by rotating view direction. Touch the screen to point in the desired direction by mouse click or touching the screen; the scene will rotate in this direction.

For finding out the flag position, you can use **following features from MENU:**



**Default View**



**Hole View**



**Show me Flag**



**Explore**

For more information - see Chapter Menu and icons during playing, page 38.

### Top View

Panel in top right corner of the scene provides information about the surface current player is playing from, distance from the pin and elevation between current position and the pin.

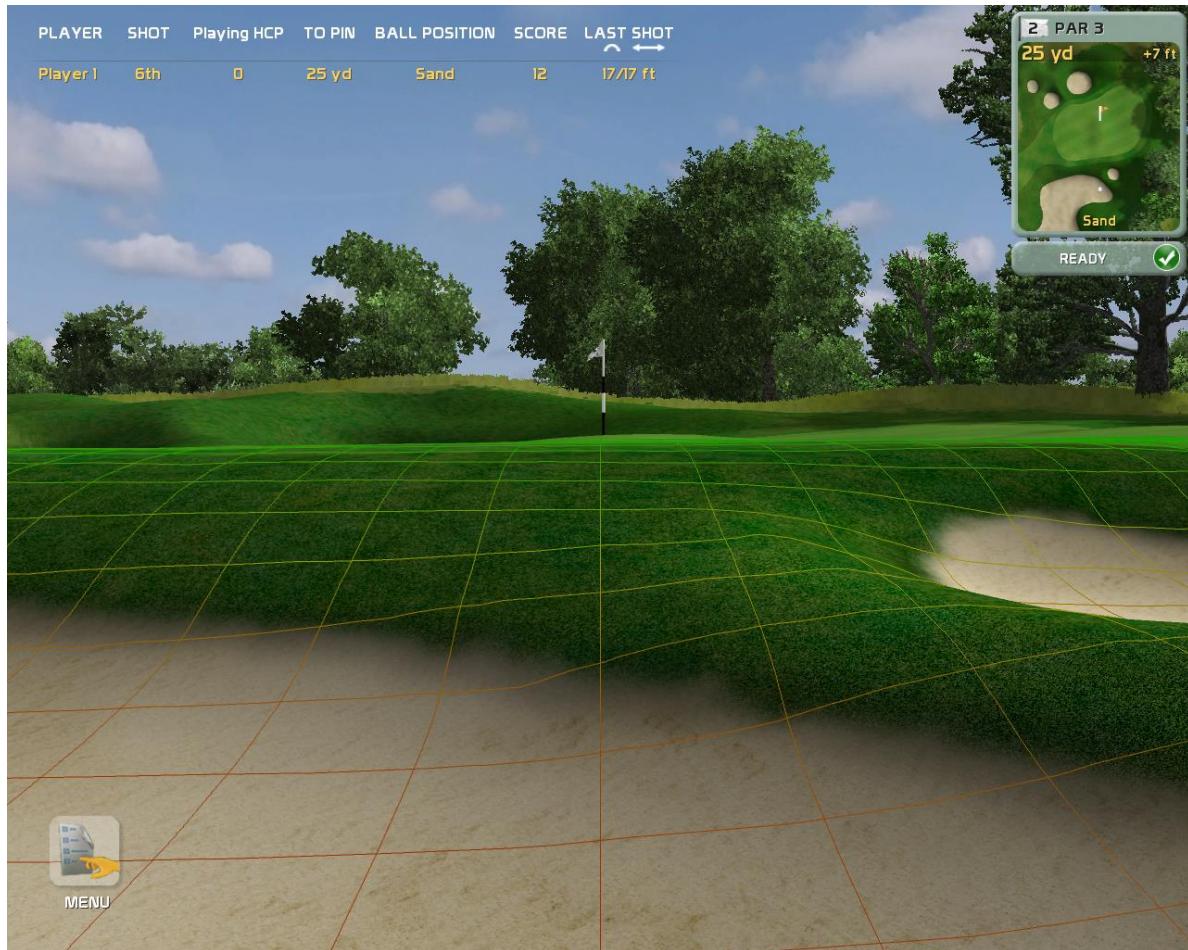
Click on the panel to maximize Top View. Explore the map of played hole. Click anywhere on Top View to measure distances in the scene and/or change player view direction. This is another way to change the view and playing direction.

#### TOP VIEW Window:



## Using Grid

In **Game Option**, you can set visible GRID - to show better plasticity of the terrain:



This

color gradient is used for 3D grid:



LOWEST

HIGHEST

Red hues are used for the lowest positions in the area, green hues are used for the highest positions.

Color gradient changing from red to green means uphill.

Color gradient changing from green to red means downhill.

## Terrain Influence using

Using the "Terrain Influence" function leads to players not acquiring bad habits while playing on the simulator which could affect their performance playing in nature. It motivates players to avoid water, tall grass, sand and other hazards on the course.

When the ball sits on a course surface other than the fairway or green, it is possible that the ball can be buried in the terrain. The subsequent stroke will be affected by the position of the ball, as well as the type of stroke, especially the launch angle of shot.



The behaviour of the ball on impact is influenced by the surface on which the ball lands. The parameters of a ball in flight (speed and descent angle) will affect the position where the ball will eventually come to a stop and how far it is buried in the surface. It can land in a normal position, be buried, or even land in a beneficial position such as on top of the grass (fluffy, firm).

The surface material, the level at which the ball is buried in the surface as well as the type of subsequent strike affect how much the strike is reduced. The type of terrain also affects the reduction of the ball speed.



The heavier the terrain and the deeper the ball is buried, the more important it is for the strike to be high (higher Launch Angle angle) to minimize the influence of the terrain.

The player is informed about surface, the location of the ball, the position the ball lies, as well as a range of influences (reduction) by the icon in the bottom right corner ( providing this display and influences have been enabled in the Game Setup).



## Terrain Influence - Setup settings.



The player can enable or disable the influence of the terrain in the section SETUPS -> GAME SETUP -> DEFAULT SETTINGS -> GAME OPTION 2 -> TERRAIN INFLUENCE.

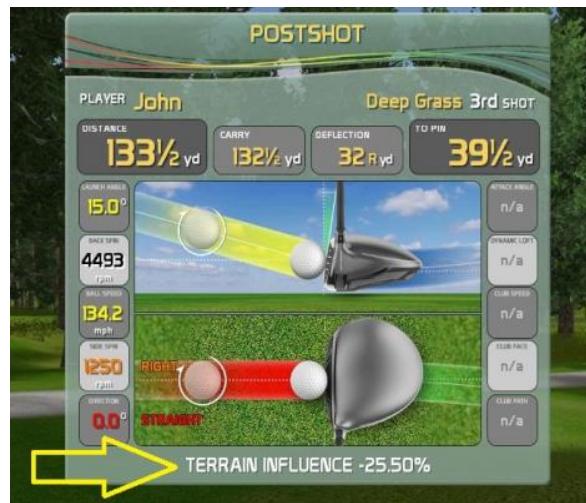
Alternatively, the player can keep the influence icon displayed in the background, but the influence of the terrain will not be displayed, playing is without damping.

## Information in the game:

The player is informed before the each stroke of placement of the ball and its position (in the picture, with additional information displayed after clicking on the icon).



After the stroke the player receives information about the applied damping in the post-shot picture:



## Terrain options, ball position and their influence on the flight of the ball:

### 1. Tee, fairway, forgreen and green do not affect the stroke and the flight of the ball.



On TEE

Fairway (normal)

Fairway (fluffy)

Forgreen

Green

### 2. High grass (Rough, Heavy Rough). It affects the shot from 8% (fluffy) to 40% (buried).

The damping in a given range depends on the vertical launch angle of shot.



Buried (30%-40%)

Normal (12%-15%)

Fluffy (8%-10%)

Heavy Rough ( 12%-15%)

### 3. Deep grass. It affects the shot from 20% (fluffy) to 45% (buried).

The damping in a given range depends on the vertical launch angle of shot.



Buried (35%-45%)

Normal (20%-30%)

### 4. Sand. It affects the shot from 6% (fluffy) to 40% (buried).

The damping in a given range depends on the vertical launch angle of shot.



Buried (30%-40%)

Normal (25%-35%)

Fluffy (23%-30%)

Firm ( 6%-10%)

### 5. Other possible materials (asphalt, concrete, gravel on pathways) dampen the shot minimally or not at all.



Asphalt

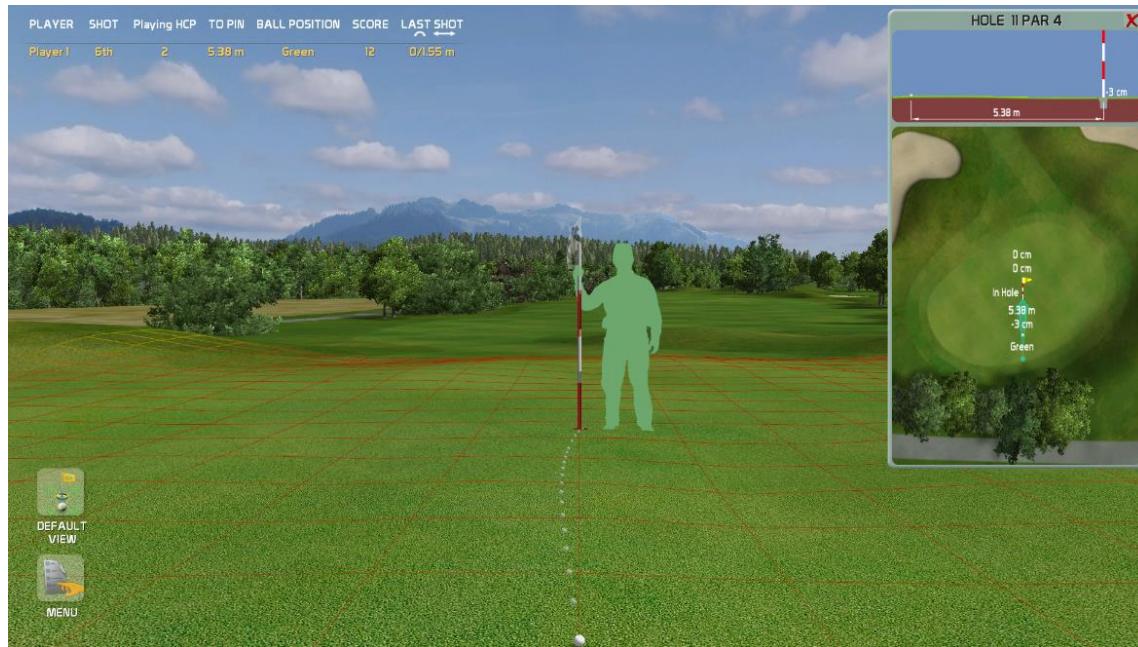
Concrete

Foot Path

## Help with putting

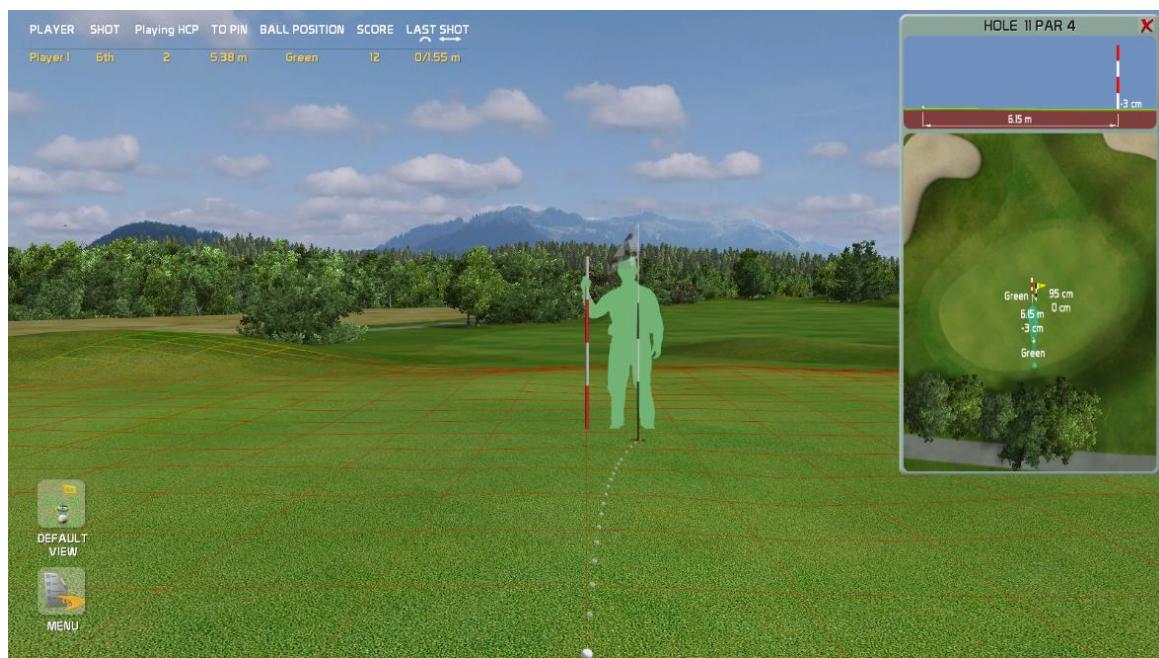
Putting is improved with a new feature – possibility to rotate the scene view of the green to the direction of an ideal putt, which allows beginners to concentrate only on the strength of the putt. Direct shot increases the possibility of hitting the hole.

### SHOW IDEAL PUTT – Without camera rotation:



You have to choose a suitable direction angle of putt.

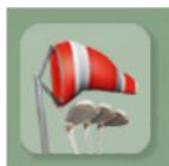
### SHOW IDEAL PUTT – Rotate camera to ideal putt direction:



You can play always straight. The terrain left/right break turns the path of the ball.

## Setting putt helping options:

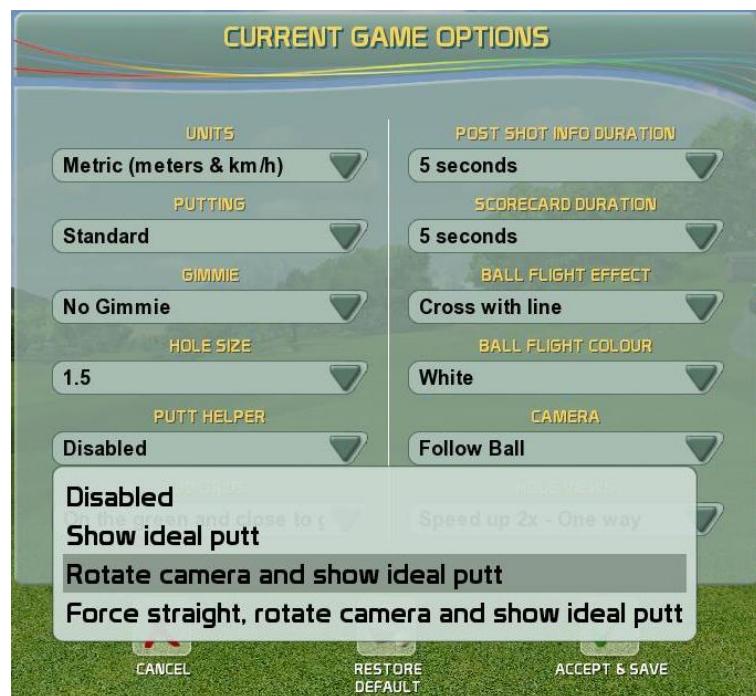
d) Set “SHOW IDEAL PUTT” parameter in DEFAULT SETTINGS, GAME OPTION 1 as default after start each game.



e)

f)

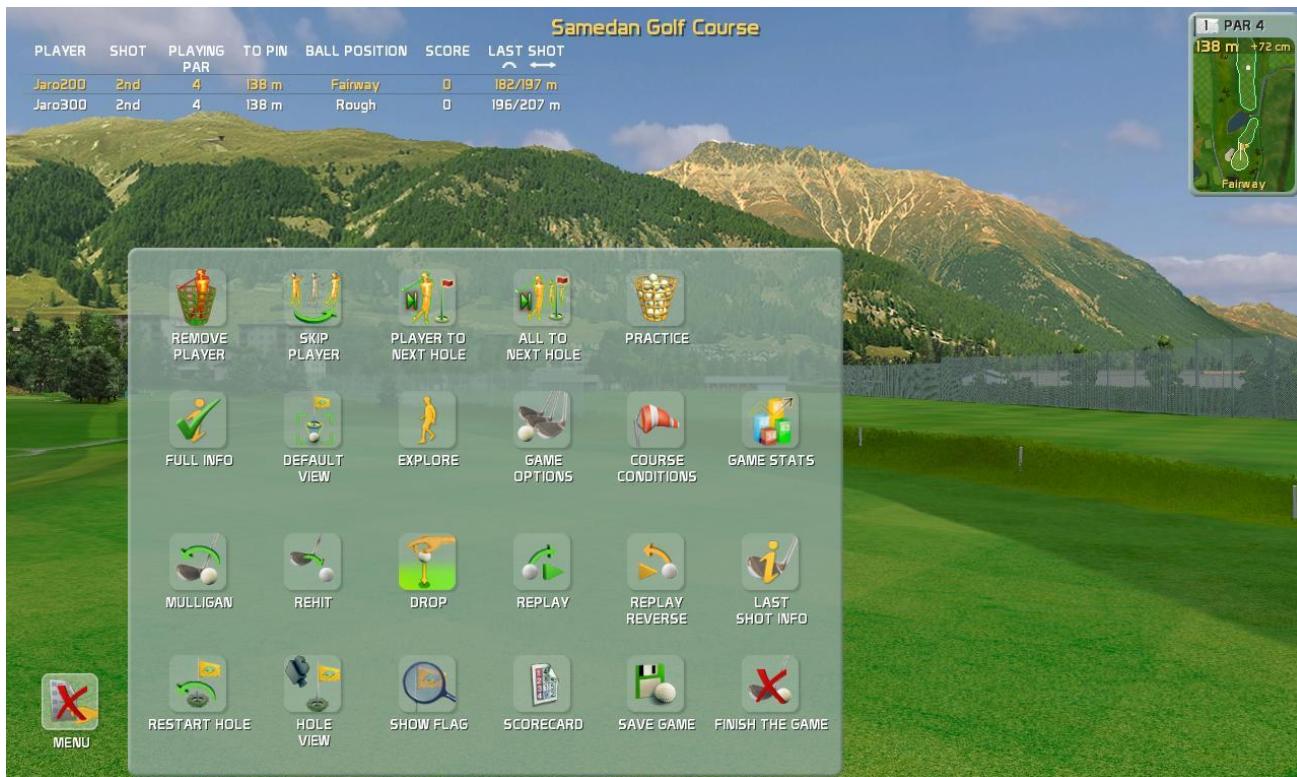
g) Set “SHOW IDEAL PUTT” only temporally - only for current game in MENU, CURRENT GAME OPTION.



Item “Force straight....” is designed for children and beginners, the putt will be straightened, the side angle of the ball path will not be considered.

## Menu and icons during playing

Menu contains all other icons:



### Mulligan

Cancel your last shot. It is possible to cancel only one last shot. Use this for cases when you think the measurement system did not measure your shot correctly, or if you were disturbed by something during the shot.



### Rehit

Repeat your shot from the previous position. Use if you shot into forest, hazard or any other place where it is impossible to continue playing from. One penalty is added to your score.



### Drop / Finish Drop

Drop the ball to define new position you want to play from. This function is used after hit into water or area bounded by red/yellow sticks. You can move back to find a better position. Click Finish Drop if you are satisfied with your new position. One penalty is added to the score after hitting water or dropping the ball.



### Replay and Replay Reverse

Replay your last shot to see it again. Replay Reverse gives you the opportunity to see the shot from the recent position of golf ball.



### Last Shot Info

Shows information about the last shot such as player's name, score, length of shot, distance from pin, launch and flight parameters or surface material.



### Restart Hole

Play hole from the beginning.



### Hole View

Run flyby to explore the hole.



### Show Flag

Check the direction of flag position. Flag moves fast towards the player and back to its location.



### Explore

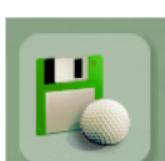
Explore the hole by walking on the course.



### Scorecard

Display dialog with scorecard to see current score of players.

The first column displays the EGA Playing handicap – number of shots subtracted from the score calculated from player's handicap and course properties (course rating, slope rating).



### Save Game

Save your game in any state. You can continue playing the game using the Resume Game icon in main Menu.



### Finish Game

Decide to save or not to save the game in the dialog. The same action is invoked by the Esc key.

After expanding the menu (MORE), following icons appear:



### Remove Player

Remove player who does not want to continue the game from the flight



### Skip Player

The player on his turn can be skipped if he is not ready to shoot. It causes no penalty; the skipped player will be on his turn later.



### Player to Next Hole

Click this icon if current player wants to pick up ball and finish the current hole. Eight penalty points will be added to the score.



### All to Next Hole

Click this icon if all players want to give up playing of the current hole. Eight penalty points will be added to the score of each player.



### Practice

Practice your shots from current position any time during playing. Continue with the game after finishing the practice mode.



### Stereoscopic

Switch rendering to stereoscopic view. This is possible only with stereoscopic monitor and glasses.



### Full Info

Show / Hide the sheet at the top of the screen with information about players' last shots.



### Default View

The command can be used after player rotates the view manually (using yellow arrows or touch on touchscreen). Click this icon to return the player's view to default direction: middle of the fairway from the tee (PAR4, PAR5), or to the flag.



## Explore

Explore the hole by walking on the course.



## Game Options

You can override Game Options for the next play. Default values are defined in Main Menu \ Service \ Game Setup dialog.



## Course Conditions

You can override Course Conditions for the next play. Default values are defined in Main Menu \ Service \ Game Setup dialog.



## Game Statistics

Display dialog with statistics of players' shots during the game.

### Game statistic details:

**PLAYER STATS**

Golf- & Countryclub Dachstein Tauern

Player's Name	Player 1	Player 2
Holes Played	5	5
Holes in One	0	0
Longest Drive [F]	201 m	260 m
Ave. Drive [F]	185 m	206 m
Total Drives [F]	4	4
% Drives [F]	100	100
Greens in Reg.	0	1
% Greens in Reg.	0	20
% Par Saves	20	0
% Sand Saves	-	-
Total Putts	9	9
Putts / Hole	1.8	1.8
Putts / Hole [GIR]	-	1.0
Chip-ins	0	0
Par 3 Dist. to PIN	26.9 m	18.8 m
Ave. on Par 3s	4.0	4.0
Ave. on Par 4s	6.0	4.0
Ave. on Par 5s	8.0	8.5
HCP	12.6	9.0
Playing HCP	11	9

PRINT      OK

**Player's (Team's) Name** – name of the player or name of the team in team game (e.g. Texas Scramble )

**Holes Played** – number of finished holes

**Holes in One** – number of holes finished by single stroke

**Longest Drive (F)** – longest distance between start stroke (Tee) and stop position of ball, only in case of drive to Fairway – defined as *Drives (F)*. Drives ended in Rough, Water, Hazards, are not counted in in this parameter.

**Drive (F)** is the first stroke on PAR4 and PAR5 holes which finished on Fairway (or Green, Forgreen, Tee and Hole in One).

**Ave. Drive (F)** – average length of Drive (F)/total drives (F)

**Total Drives (F)** – number of Drives (F)

**% Drive (F)** – percentage of Drives (F)/All Drives (on finished holes PAR4, PAR5)

**Greens in Regulation (GIR)** – Number of holes where player achieved green according to the rule:

- for par 3, ball is on green by 1<sup>st</sup> stroke
- for par 4, ball is on green by 1<sup>st</sup> or 2<sup>nd</sup> stroke
- for par 5, ball is on green by 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> stroke

*Note: The GIR is registered only if the ball ended on green, regardless where it landed.*

**% Greens in Reg.** – percentage of GIR holes count/all finished holes

**% Par Saves** – percentage of Par Save count/all ‘no GIR’ finished holes

**Par Save** – number of holes where player did not reach GIR but finished hole with PAR or better. Count of Par Saves is compared to all finished holes without reaching green in regulation.

**% Sand Saves** – percentage of Sand Save count/all ‘In Sand’ finished holes

**Sand Save** – number of holes where player did at least one stroke into sand but finished hole with PAR or better. Count of Sand Saves is compared to all finished holes where ball lay in sand.

**Total Putts** – number of putts on all finished holes

**Putts/Hole** – average number of putts on all finished holes (Total Putts/All Finished Holes)

**Putts/Hole (GIR)** – average number of putts on all finished holes with GIR only  
(Total Putts on GIR Holes/All Finished GIR Holes)

**Chip-ins** – number of strokes played outside of green which finished in hole

**Ave. on Par 3s** – average number of strokes played on all finished PAR3 holes

**Ave. on Par 4s** – average number of strokes played on all finished PAR4 holes

**Ave. on Par 5s** – average number of strokes played on all finished PAR5 holes

**HCP** – Players handicap (EGA Handicap) - defined by user before the game

**Playing HCP** – playing handicap for Player (Team) on current course. It is modified player’s HCP according to the difficulty of golf course. (Calculated from CR and SR rating of golf course.)

## Postshot

The standard type of Postshot is displayed when playing on a golf course or during training (Practice).

Fun games have Postshot that depends on a particular game.

The displayed parameters depend on data provided by the device.

### Postshot for playing on Golf Course and Driving range:



**Distance** – Total distance of shot

**Carry** – ball flight distance by air, from launch to impact on the ground

**Deflection** – Left or Right distance from where the ball landed to a straight line

**To Pin** - remaining distance to hole

**On the left** (for right-handed players), the following parameters of **the ball** fly are displayed:

**Launch Angle** – Vertical Angle of ball Flight

**Back Spin** – Vertical reverse rotation of a ball

**Ball Speed** – Velocity of ball after impact

**Side Spin** – Horizontal Spin. "+" value is spin to Right, "-" to Left.

**Direction** – Horizontal Angle of Ball Flight. "+" value is Right direction, "-" Left.

**Launch Angle** – Vertical Angle of ball Flight at start

**On the right side** (for the right-handed players), the following parameters of **the club** are displayed:

**Attack Angle** – Vertical Angle of Club before impact

**Dynamic Loft** – Effective loft of club in the moment of impact after ball leaves the club head

**Club Speed** – Speed of Club head before ball impact

**Club Face** – Angle between front edge of Club Head and vertical line to shot direction line in the impact moment. "+" is OPEN Club Face, "-" means CLOSED

**Club Path** – Angle between path of Club Head and the direction line in the impact moment.

"+" is IN to OUT, "-" means OUT to IN.

For left-handed players, the parameters are opposite, the right and left sides of table are switched.

## B. PRACTICE



Improve your swing in training in three modes on the driving range (Driving Range / Team Training / Club Fitting), practice chipping and putting (Chip & Putt, Putting), or practice shots from any position on a selected golf course.



### Practice on Driving Ranges Driving Range, Team Training, Club Fitting

In all driving range modes, you can choose from various areas for practice: classic, short, long or special range.



Use FlyBy icon



to see all trajectories in 3D flight around.

## Driving Range



Driving Range section is suitable for single player practice, you can choose from several driving areas and training conditions.

In "2D View & Dispersion" part, you can see side and top view, but also statistics and dispersion of your shots and more.

## Team Training



The Team Training is suitable for common training of a small group with a trainer, where players can be compared according to their results, including smallest scatter (dispersion) and average values. It is possible to use this option for a 2-4 Players competition in these parameters, too.

Statistics and results are displayed according to individual players.

**Needed settings:** number of players, number of shots of each player (changing after), names of players, and preferred color of ball flight trajectory.

In "2D View & Dispersion", it is possible to see Dispersion of each player and comparison of total and average parameters.

**Results** - viewing results according to players and evaluation of the best one and the second best.

## Club Fitting



Club Fitting option is useful when choosing the most suitable club, for example when shopping. You can try out various clubs, by different brands, and the software evaluates the best club according to various parameters (carry, total, backspin, dispersion), even by average values. Shots in statistic are collected according to clubs used.

**Needed settings:** names of tested clubs (Brand name), preferred color of ball flight trajectory of clubs.

In "2D View & Dispersion", it is possible to see Dispersion of each club and comparison of total and average parameters.

**Results** - viewing results according to clubs, and recommendation of the most (and second most) suitable club.

## Dispersion of shots (for all driving modes):



Choose appropriate distance to green for better evaluation of shots.

In Standard View (3D), use the "2D View & Dispersion" icon to see 2D View, Dispersion, statistics and evaluation of your shots.



In **Club (Player) Statistics**, you can delete unsuccessful strikes to correct dispersion and results.



In the top left corner, you can check the Clubs (Players) options to display (or hide) selected trajectories.

## Results:



**Club Test results** Choose "Club Test Results" icon to see Club recommendation

**Team Training results** Choose "Team Training Results" icon to see training results and player comparison.

### CLUB TEST RESULTS

PLAYER: John    DATE: 31-Jan-19    FLAG POSITION: 150 yd

MAXIMUM [from all shots]		BEST CLUB		SECOND BEST			PERCENTAGE OF BEST
DISCIPLINE	NAME	SHOTS	VALUE	NAME	SHOTS	VALUE	
Longest drive - Total	Callwy I7	5	176 yd	Mizu I7	4	155 yd	88%
Longest drive - Carry	Callwy I7	5	165 yd	Mizu I7	4	132 yd	80%
Highest Backspin	Callwy I7	5	4746	Mizu I7	4	4135	87%
Nearest to PIN	Mizu I7	4	6 yd	Callwy I7	5	7 yd	86%

AVERAGE VALUES [for each club]		BEST CLUB		SECOND BEST			PERCENTAGE OF BEST
DISCIPLINE	NAME	SHOTS	VALUE	NAME	SHOTS	VALUE	
Longest drive - Total	Callwy I7	5	155 yd	Mizu I7	4	139 yd	90%
Longest drive - Carry	Callwy I7	5	140 yd	Mizu I7	4	126 yd	90%
Highest Backspin	Callwy I7	5	4282	Noname I7	4	4044	94%
Nearest to PIN	Callwy I7	5	13 yd	Mizu I7	4	14 yd	93%
Best Dispersion - Total	Mizu I7	4	184 yd2	Callwy I7	5	594 yd2	31%
Best Dispersion - Carry	Mizu I7	4	76 yd2	Noname I7	4	490 yd2	16%

PRINT    OK

### TEAM TRAINING RESULTS

PLAYERS: 4    DATE: 12.11.2020    FLAG POSITION: 160 yd

MAXIMUM [from all shots]		BEST RESULT		SECOND BEST			PERCENTAGE OF BEST
DISCIPLINE	NAME	SHOTS	VALUE	NAME	SHOTS	VALUE	
Longest drive - Total	Alex	6	189 yd	Victor	6	173 yd	92%
Longest drive - Carry	Alex	6	178 yd	Victor	6	164 yd	92%
Highest Backspin	Victor	6	4944 rpm	Alex	6	4721 rpm	95%
Nearest to PIN	Victor	6	3 yd	John	5	8 yd	38%

AVERAGE VALUES [for each player]		BEST RESULT		SECOND BEST			PERCENTAGE OF BEST
DISCIPLINE	NAME	SHOTS	VALUE	NAME	SHOTS	VALUE	
Longest drive - Total	Victor	6	161 yd	Alex	6	160 yd	99%
Longest drive - Carry	Alex	6	150 yd	Victor	6	147 yd	98%
Highest Backspin	Victor	6	4574 rpm	Alex	6	4373 rpm	96%
Nearest to PIN	Victor	6	9 yd	John	5	15 yd	60%
Best Dispersion - Total	Viki	5	157 sq yd	Victor	6	420 sq yd	37%
Best Dispersion - Carry	Viki	5	127 sq yd	John	5	394 sq yd	32%

## Driving Ranges Setup (for all driving modes):



This driving range setup is common for all driving modes: **Driving Range, Club Fitting and Team Training**. The dialog allows you to define:

**DRIVING RANGE** - choose preferred type of driving range.

**PIN DISTANCE** - Choose from pin distances predefined on driving range. You can also click on any position in the Define Position window to change the position of player and thus change the pin distance. Selecting the appropriate green distance to be trained is important for correct evaluation of the dispersion, statistics, and training results.

**FLAG DISPLAY** - Yes/No to show flag on selected green or not

**TARGET CIRCLE** - Display aiming circle with defined diameter around the pin.

### GRID

#### Elevation Spacing, Distance Spacing

Setup spacing parameters of grid used in FlyBy function.

#### Distance Grid in 3D

Allow grid (Yes/No) in 3D View

## Additional Icons in Practice Modes

Most of the features known from playing Golf Course are available also in practice mode, but there are also other functions you can set to improve your training.



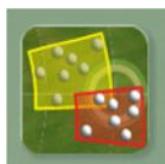
### Driving Range Setup:

Access the dialog to change driving range setup. The Driving Range Setup dialog appears also at the beginning of playing on Driving Range.



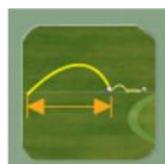
### 2D View & Test Results

Switch scene to larger 2D view, where top and side view are combined next to each other.



### Show Dispersion (ON/OFF)

Show Dispersion in top View



### Carry (ON/OFF)

Show Dispersion for Carry/Total Distance



### Club Fitting /Team Training Results

Show Results of Club Fitting (Club recommendation) or Team Training (Player comparison)



### 3D View

Return to driving range standard 3D View.



### Club Statistics (for Driving Range and Club Fitting)

The sheet allows you to see shots sorted according to clubs.

For Club Fitting player decides how shots are categorized - according to type, brand name, etc.



**Change Club** in Driving Range – set a new color of trajectory,  
In Club Fitting - assign next shots to a new club, and thus to a new group of data.



You can also change the color in one group of shots in Club Fitting for better distinction.

**Player Stats** (for Team Training)

The sheet allows you to see shots sorted according to Players.



**Delete All Shots** to empty the sheet including trajectories and shots data.



**Delete Selected Shots** to remove shots from club statistics, and recalculate the statistics, dispersion and club test or training results.



Click the **Print** icon to print the statistics table.

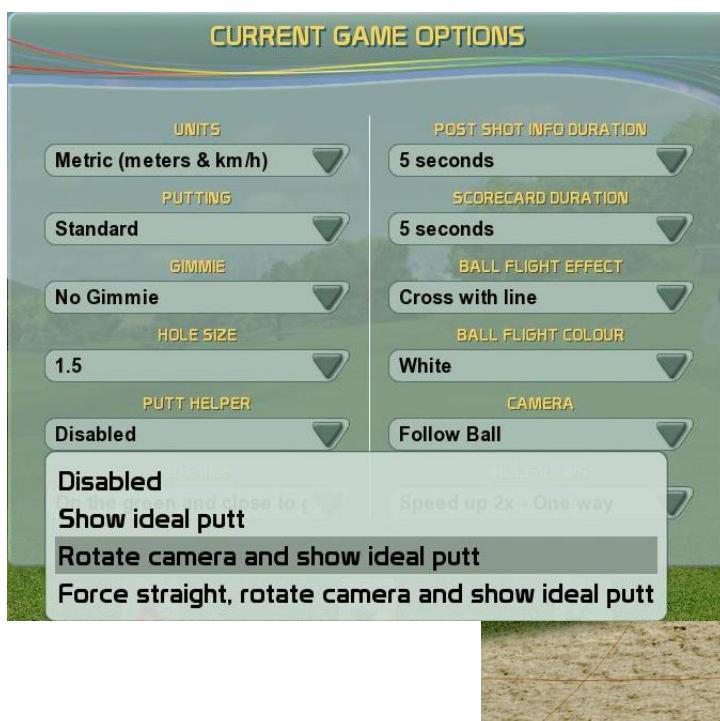
## Chip & Putt Practice

Train your short shots and putting on a practice green. The first dialog allows you to choose a player and flag positions. Choose one circle and one cross to practice your shots.



### Chip & Putt Option, Conditions

In this settings you can set Course conditions or Game options (only for current session).



## Practice on Course

Practice your shots from any position on golf courses to improve your skills in special situation or place on real golf course.



## Putting

Improve your skills by playing a putting game on golf course greens.



## C. GAMES



Enjoy the set of amusing golf games aimed at the whole family. You can extend the amount of games in this section by purchasing the **Golfisimo** game package. They will be installed to this same section. (See also Chapter C2. Additional GAMES – GOLFISIMO - page 57 ).



### Target Golf

This game through fun improve precision of your shots. The course contains islands in different dimensions and distances. The player has several strokes to reach an island and obtain points, the number of which depends on distance to pin. Players collect points on multiple islands using defined number of shots.



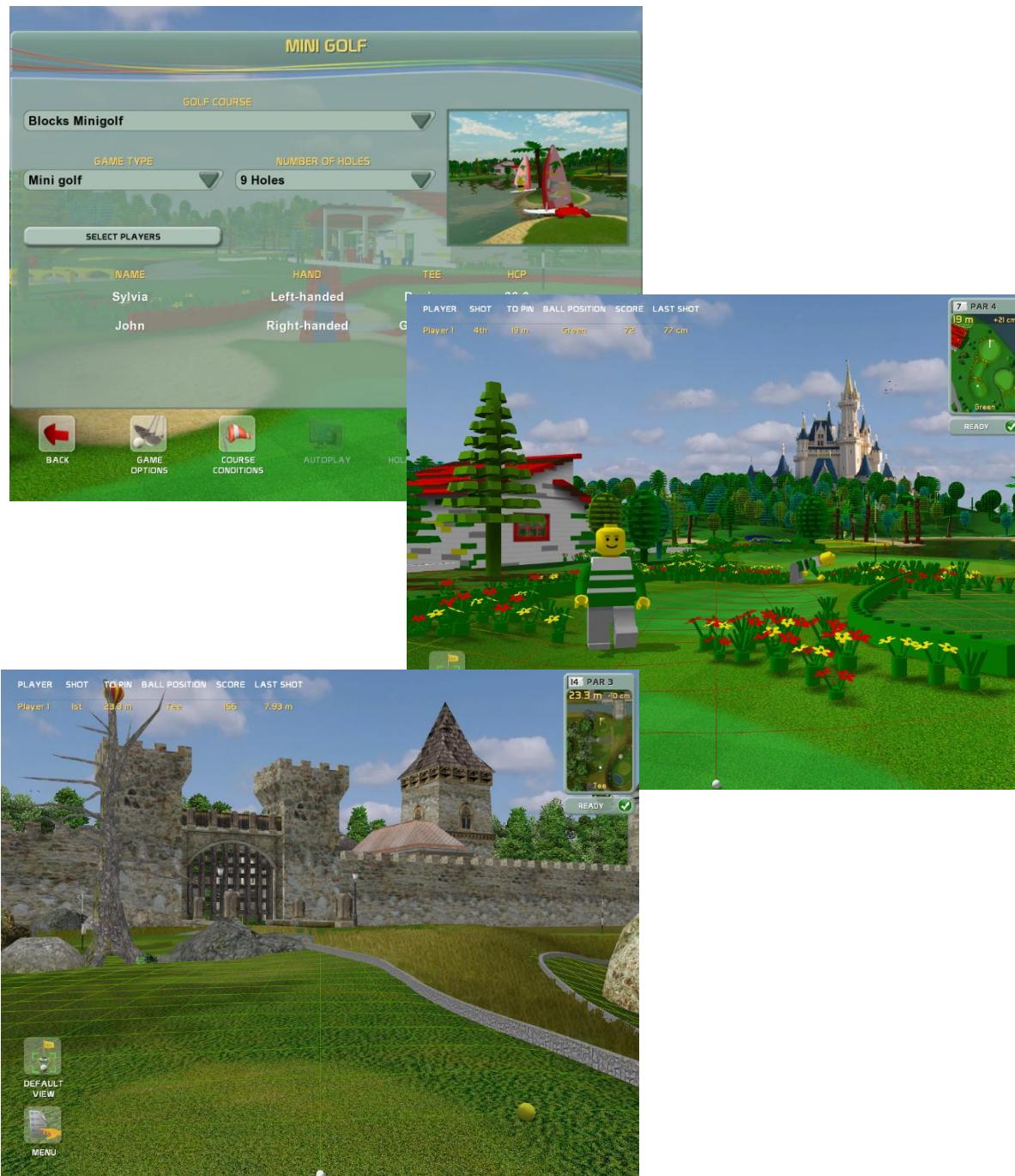
## Easy Golf

Easy Golf offer short golf as P&P, PAR3 courses for beginners and golf courses designed for children. Fairytale course with many fairy tale themed objects is regulated by the same rules as a standard golf game, but holes are substantially shorter, results comparable to adult players.



## Mini Golf

Play on mini golf courses using only putter to deliver the ball into the hole in as few strokes as possible.



### Set Switch Player:

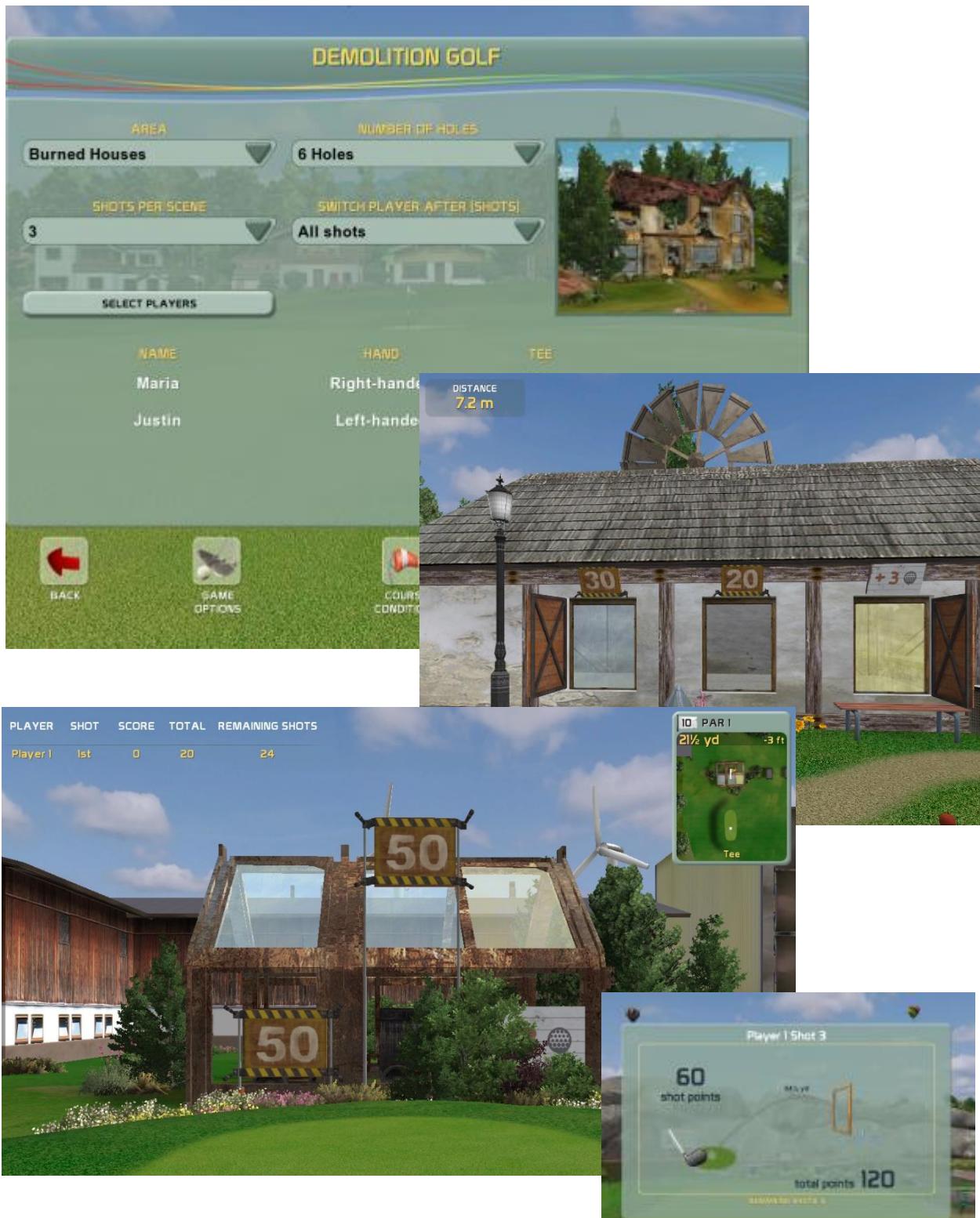


**After end of Hole:** Each player plays continuously one hole to end.

**By the golf Rules:** Players alternate according distance to hole, similarly as in the Stroke game.

## Demolition Golf

Try this entertaining game aimed primarily at teenagers. Courses contain a set of ramshackle old buildings or greenhouses. Players obtain points by breaking windowpanes. They collect points in multiple scenes using defined number of strokes for each one and try to achieve the highest score.



## C2. Additional GAMES – GOLFISIMO



With purchase and installation of the **Golfisimo** package, you obtain more golf courses in the Games section, and also new types of golf games. These fun games improve your golf skills, accuracy and consistency of shots, short play and game strategy.

**Golfisimo** can also be used as an independent program. The installation is done in the same way as the installation of the **Creative Golf 3D®**. If you already have the **Creative Golf 3D®** installed, **Golfisimo** will be installed inside the Games section, which will be renamed to Golfisimo, so that you can manage all the games from one interface.



The first four games are designed for 1 to 8 players, on the other hand Head-to-head games are for two players or teams playing against each other.

In addition to new games at the bottom, the **Golfisimo** package also includes new playgrounds in the original Games section, especially new Target course, Chip & Putt and Par3 courses, impressive mini-golf courses, and more...



## Darts

The Darts game is designed for one or more players.

Players can choose from the standard Darts games: High score (for 6 or 9 rounds), 301 Single Out and 501 Single Out. These are displayed on three large targets in nature from different distances.



### Target distance:

You can choose from three target distances.



### Game:



In the **High Score** games, the aim is to achieve maximum points in a given number of rounds.

In the **301 or 501 game**, the aim is to be the first to reduce a fixed score to zero. Points are subtracted from player's total after every three strokes.

The value of each section of the dartboard is displayed on the dartboard.

### Values on the dartboard:



Hitting the **Inner Ring** scores triple the points value of the section



Hitting the **Outer Ring** scores double the points value of the section



Hitting the **Outer Bullseye** scores 25 points

Hitting the **Inner Bullseye** scores 50 points

## CastAway

The CastAway game is designed for one or more (max 8) players.

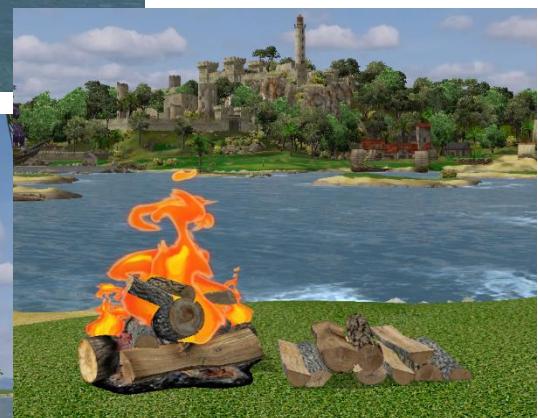
The aim of the game is to get from a desert island to the mainland by passing from island to island with as few strokes as possible.



Choose the distance to the mainland and the nearest island according to your skill and ability.



On some islands, you may get a bonus that moves you one island closer to the mainland, or a penalty that cancels your latest stroke.

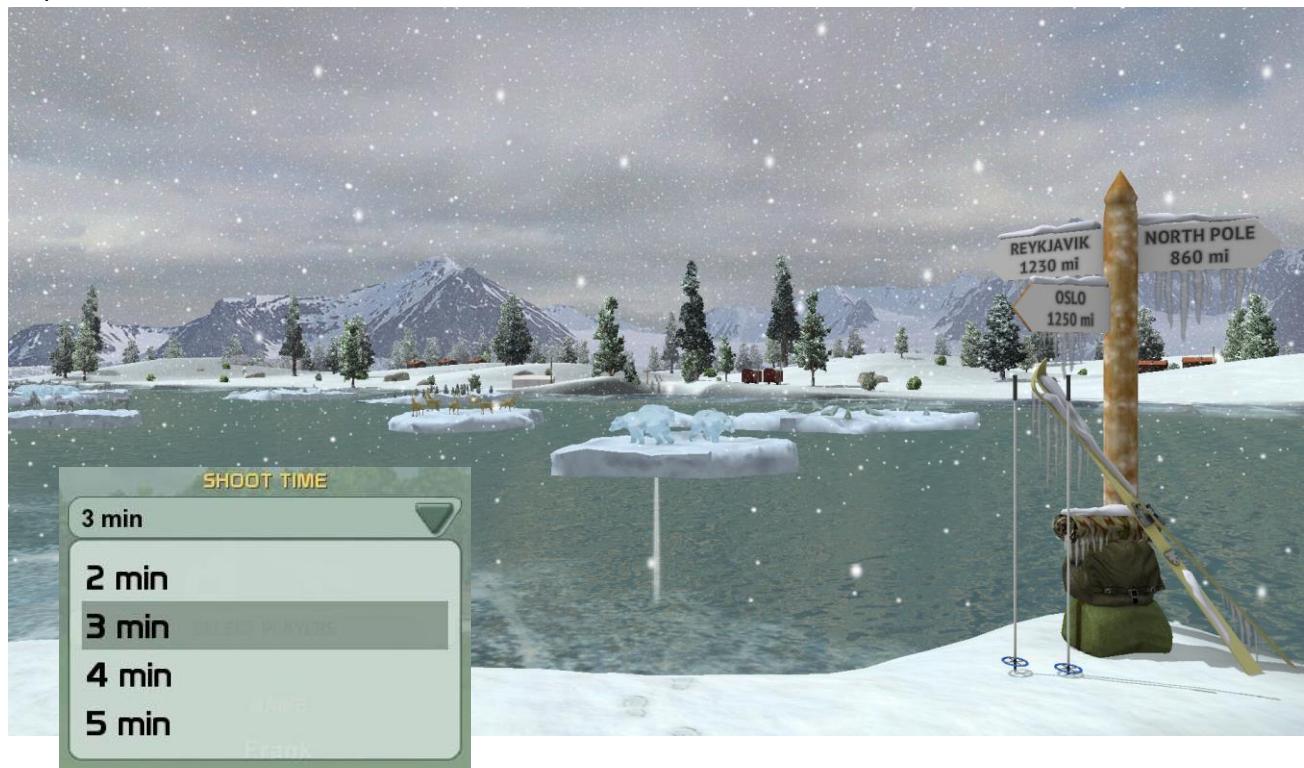


Watch out for sharks!

## Shooting range

The game for 1 to 8 players, is designed to refine one's promptness, assessment of the situation, decision making, and correct golf stroke under time stress.

Players shoot at floating ice blocks during the selected time interval in order to get as many points as possible.



They are awarded 100 points when they hit a floating ice block, and a bonus of 300 points if they hit the statue in the middle of the block.



## Biathlon

The game is designed for 1 to 8 players to practice the consistency of their strokes, keeping an accurate launch angle and precise pitch shots under the stress of a time limit. Each hole is played for best time result.

The aim of the game is to play the entire course in the shortest time.

The player with the shortest game time wins the game.

The game on each hole consists of:

1. **Reaching the green** - ideally in three strokes using the same club.
2. **Trying to hit five targets** in five strokes; one stroke per target.

Missing a target is penalized with a 30 second penalty.

The course consists of six tracks (holes). Choose the hole you which to play according to your skill and ability. Each hole and target on green is designed to be played with the same club.



The targets are designed to take into consideration the launch angle of the selected club for the hole at full swing.



The stopwatch starts running with the first stroke, and pauses between holes or when you rotate the scene, or choose items from the Menu.

## Bridges

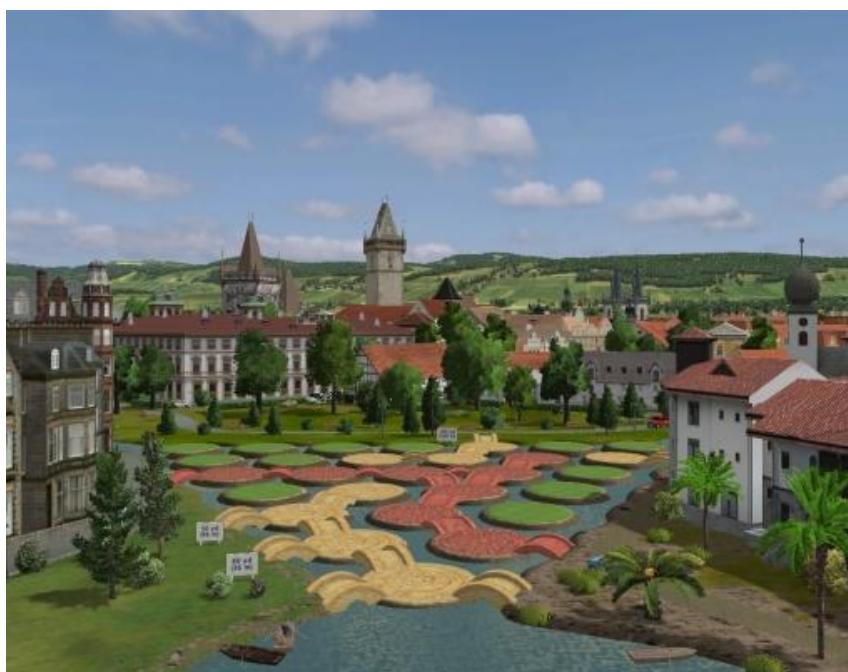
The game is designed for two players or two teams (red and yellow).

Players try to connect three parts of a city by creating bridges between individual islands by one path. They need to hit neighboring islands to build a bridges.



Red player builds footbridges from red bricks, yellow player footbridges from yellow stone.

They have one, two or three attempts, according to their game settings. If the ball hits water, or an occupied island, and the player is out of attempts, the opponent continues.



Player (team) who connects three parts of a city, wins.



For this game, two game areas are available, 40-110 yds. and 25-70 yds. for pitching.



## Barrels

The Barrels game is designed for two players or teams (red and yellow) for training of short distance chipping.

Players try to hit the ball into their barrels with red or yellow edge, in order to sink them under water.



Players have one to three attempts, depends on choosing before game.



If a player fails to sink his barrel, or hits the opponent's barrel, he loses his turn.



If player hits all of his barrels, he has to confirm his victory by hitting a mine. If, however, he hits the mine earlier during the game, he loses and the game is over.



## Battlefield

In the game, inspired by the historic War of Roses in England, two players or two teams (York and Lancaster) fight against each other.



The aim is to get to the opponent's command field under the castle by gradually occupying the fields. You can choose from two fighting field: 100 yds. (92m) and 158 yds. (144m).



Players can move forward only to an adjacent field, but can hit any of the opponent's fields. By hitting an already occupied field, this becomes free and can be occupied again.

Players (teams) take turns after two strokes.

If players hit a combat unit in the center of the field, they gain 2 extra strokes.

Player which achieve opponent's command field first, win.



## Grand Slam

The Grand Slam game is designed for two or four players.



The rules of the game, scoring and displaying of results are similar to those of a tennis match. The match consists of only one set.



### Service:

First player serves with two strokes.

First stroke determines the pin placement, second one the green size.

If the player misses the court with any of these two strokes, the opponent gains 'fifteen'.

### Return:

Depends on game type chosen before game - Regular or Fast game type.

### Return in Regular game type:

The second player has one, two, or three attempts, depending on game settings, to hit the green.

If he misses, his opponent gains 'fifteen'.



SCORE		POINTS	
PLAYERS	SAMES	15	0
Sylvia	0		
Peter	0		
CARRY	16.2 m	PIN DISTANCE	31.6 m
		GREEN DIAMETER	0.02 m
		DISTANCE TO PIN	17.5 m

If he hits the green, he successfully returns, and at the same time determines a new pin placement.

With his next stroke, he sets a new green.

**Return in Fast game type (default):**

If the player hits the green, gets "fifteen", otherwise gets "fifteen" served player.

First player serves throughout the first game, second player serves throughout the second game. This rotation continues until the end of the match.

Players can choose one or more courts of various sizes for their match.

Courts change after every two games.





## D.TOURNAMENTS

You can play **Local Events** only on your local computer, they are created for all *Creative Golf 3D®* users.

**Online Tournaments** are created on cloud server for all *Creative Golf 3D®* users with personal account on cloud, further on as "**CG3D Members**".



### 1. LOCAL EVENTS

These tournaments are played on one computer, without the necessity of internet connection; results are saved only on that computer.

**Local Events** are suitable for different occasions, but especially for events with several people interested in the game. Unlimited number of players try to achieve the highest score with a few shots under the same conditions. The best attempt is recorded on the leaderboard.



## Target Challenge

Compete in shot precision on a special course, where the ball is driven to target islands, which are located at chosen distances from the tee. The first dialog window allows you to define target distance and number of shots for each player. Summarized points from target hits are recorded on a score sheet, which is accessible from menu or after one of the players finishes his shots.

## Demolition Challenge

Fun competition in shot precision for short distance on one scene with ramshackle old buildings. Competitors try to achieve the highest score by breaking windowpanes. The first dialog window allows you to define scene of competition and number of shots for each player. Points from broken windowpanes are recorded on a score sheet, which is accessible from menu or after one of the players finishes his shots.

## Longest Drive

Compete in longest drive from selected tee position and selected PAR4 or PAR5 hole on a chosen course. The best attempt is recorded on the score sheet.

## Nearest to Pin

Compete in Nearest to pin shot precision. Choose PAR3 hole and tee position for this popular event competition. The best attempt is recorded on the score sheet.

## 2. ONLINE TOURNAMENTS



For online tournaments, the internet connection is a necessity and only logged in "**CG3D Members**" (players with an account) can play. Tournaments that can be played and competed by anyone with **Creative Golf 3D®** or **Golfisimo** software with anyone around the world.

The tournament can be created for CG3D owners regardless of the measurement device, or especially for the FlightScope system owners. You can also create private tournaments for your friends, indoor or club.



### Play Tournaments

Play On-line tournaments. Tournaments are accessible for "**CG3D Members**" with personal account on Creative Golf Server.

You can play Public tournaments, or Private tournaments created for specified group of users.





### a) Public Tournaments

These tournaments can be played by all players with **Creative Golf 3D® or Golfisimo** program worldwide. Public tournaments are created by authorized CG3D creators only. If you want to create public tournaments, you need to apply for permission at [cg3d.support@datacrea.sk](mailto:cg3d.support@datacrea.sk).

Your results will be written in Tournament leader board.

**PLAY PUBLIC TOURNAMENT**

SEARCH BY NAME OR ID

STATE: Running GAME TYPE: All TRACKING: All

RESET FILTERS

Select a tournament you would like to play below and press PLAY.

ID	TOURNAMENT	GOLF COURSE	GAME TYPE	CREATOR	NUMBER OF PLAYERS	START AT	END
175	Kingsville 159yd (145m)	Kingsville Gold-Red	Nearest to PIN	Creative Golf3D	9	1.11.2020	30.11.2020
176	Blackthorn 170yd (155m)	Blackthorn Golf Course	Nearest to PIN	Creative Golf3D	7	1.11.2020	30.11.2020
177	Drive in the tropics	The Royal Selangor New Course	Longest drive	Creative Golf3D	5	1.11.2020	30.11.2020
178	Island competition	The Island - Championship Links	Stroke Gross	Creative Golf3D	6	1.11.2020	30.11.2020
179	Accuracy challenge	Sandy Islands Metric	Target Golf	Creative Golf3D	5	1.11.2020	30.11.2020
180	Autumn run	The Biathlon Golphark Resort	Biathlon	Creative Golf3D	0	1.11.2020	30.11.2020
181	Par3 holes only	North Coast PAR3	Stroke Gross	Creative Golf3D	2	1.11.2020	30.11.2020
182	Oxford CtP 153yd (140m)	Oxfordshire Golf Resort	Nearest to PIN	Creative Golf3D	11	3.11.2020	30.11.2020
183	Tatras CtP 184yd (169m)	Black Stork Taylor & Braid	Nearest to PIN	Creative Golf3D	9	3.11.2020	30.11.2020

BACK INFO PREVIOUS PAGE 1/2 NEXT PAGE LEADERBOARD PLAY

On the top is filter for listing selection:

**STATE:** tournament time validity (Running / Finished / Oncoming)

**GAME TYPE:** You can play different types of games and select a list of tournaments:

**Standard games:** Stroke (Gross/Nett), Stableford (Gross/Nett),

**On-line event tournaments:** Longest Drive, Nearest to Pin, Target Challenge, Demolition Challenge

**Special Fun Golf:** Target Golf, Demolition Course, Mini golf.

**Team tournaments:** Best Ball (Gross/Nett), Texas Scramble (Gross/Nett)

**Tracking:** You can choose tournament created for:

**Only for my device type:** Tournament only for your type of golf measuring equipment

**All:** this tournament can be played by all **Creative Golf 3D® /Golfisimo** owners, regardless of their type of launch monitor.



If you choose **Only for my device type** – you will see tournaments **only for your measuring system.**



### b) Private Tournaments

Private tournaments are created by arbitrary CG3D Member with account for his friends, club or indoor party.

You can play Private tournament if know Name of tournament or ID number of tournament and Password. This data provide to you creator of tournament.



Private tournaments are hidden in tournament listing, you need enter at least 3 character of tournament name, or ID number and password. Please ask tournament creator for it.



PLAY PRIVATE TOURNAMENT

SEARCH BY NAME OR ID: 142

Here Write tournament **Name or ID** to see and play Private tournament

STATE: All

GAME TYPE: All

TRACKING: All

RESET FILTERS

Select a tournament you would like to play below and press PLAY.

ID	TOURNAMENT	GOLF COURSE	GAME TYPE	CREATOR	NUMBER OF PLAYERS	START AT	END
142	April HCP tournament	Dale Hill Old Course	Stableford Nett	John	0	09.04.2019	09.05.2019

BACK INFO 1/1 LEADERBOARD PLAY



#### INFO

All information and game conditions about selected tournament



#### Leaderboard

View Leaderboard of selected tournament

## Resume Tournaments



Each open tournament you play, can be saved before its finishing and continued to be played at anytime and anywhere. The unfinished tournament can only be saved at the end of the game (Save & Exit), and the game cannot be exited without saving. This preserves fairness of the competition, the players cannot start an open tournament several times from the same position to achieve better results.



In Tournaments listing you can see only your saved tournaments.

Check whether you are logged in, see list of Active Players.



## My Results

In this part you can see all your finished tournaments and your results.



Only logged in player can see his results in the list.

Check whether you are logged in, see list of Active Players.





## World Ranking

Each tournament is awarded a number of points that is divided among the winners of the tournament and the participating players.

The point value of each tournament is determined automatically according to the difficulty of the tournament.

### TOURNAMENT DETAILS

**TOURNAMENT NAME** Island competition

**GAME TYPE** Stroke Gross

**NUMBER OF PLAYERS** 7

**SCORE** 68

**LEADER** Urs

**GOLF COURSE** The Island - Championship Links

**NUMBER OF HOLES** 18

**TEE** Gentlemen

**HCP RANGE** 0 - 36

**MULLIGANS PER ROUND** 0

**BACK** **ADDITIONAL INFO** **GAME CONDITIONS**

**AWARD**

POSITION	POINTS
1.	1600
2.	1120
3.	640
4.	480
5.	400
6.	320
7.	240
8.	160
9.	112
10.	80
Others	18

**AWARD**

POSITION	POINTS
1.	1600
2.	1120
3.	640
4.	480
5.	400
6.	320
7.	240
8.	160
9.	112
10.	80
Others	18

A player who completes the tournament will receive a point gain, which will be included in the world rankings for the current year.

Evaluation and entry into the World Ranking's table is concluded after the end of each tournament.



You also earn points for participating in the tournament. Just finish it.



## Manage Tournaments

This part is for creators of tournaments to set up, edit or delete tournaments.  
Only creators can manage their tournaments.



Only Creator can see his tournaments in the list.

Check whether you are logged in, see list of Active Players.

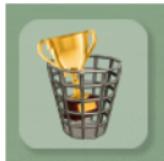


### Edit Tournament

Edit selected tournament.

If tournament is oncoming you can edit all of its parameters.

If tournament is running, you can only edit its ending time or delete it.



### Delete Tournament

Delete selected tournament.



### Create New Tournament

Create new tournament.

All **CG3D Members** can create **Private** Tournaments,

Authorized partners or members can also create **Public** tournaments, see next Chapter.

### a) Create New Tournament

For creating a new tournament, you have to be logged in with your account. You can set up a tournament with any type of game, and you can also set conditions, golf course and so on.

All **CG3D Members** (with an account on the Creative Golf 3D server) are allowed to create [Private tournaments](#). The tournaments can be joined and played by all logged in players who know the tournament name (at least 3 character) and its password.

 Therefore, as a creator, **remember the Name** of your created tournament and its **Password**. If receive this password by e-mail, provide it to your friends to playing your tournament.

For creation of [Public tournaments](#), it is necessary to have the "Authorized Tournaments Creator" status. Requests for this status have to be sent by an e-mail to [cg3d.support@datacrea.sk](mailto:cg3d.support@datacrea.sk).



**GAME TYPE:** You can play different types of games and select a list of tournaments:

**Standard games:** Stroke (Gross/Nett), Stableford (Gross/Nett),

**On-line event tournaments:** Longest Drive, Nearest to Pin, Target Challenge, Demolition Challenge

**Special Fun Golf:** Target Golf, Demolition Course, Mini golf.

**Team tournaments:** Best Ball (Gross/Nett), Texas Scramble (Gross/Nett)

**HCP RANGE:** For who is this tournament allowed.

**TRACKING:** You can choose tournament created for:

**Only for my device type:** Tournament only for your type of golf measuring equipment

**All:** this tournament can be played by all **Creative Golf 3D®** /Golfisimo owners, regardless of their type of launch monitor.

 If you choose **Only for my device type** – you will see tournaments **only for your measuring system**.

In the next window (depending on the type of game) fill in all the parameters of the tournament:



### b) Edit and Delete Tournament

Only the creator can edit or delete the tournament.

If the tournament has not yet begun (the start date of the tournament has not yet occurred), it is possible to change all tournament items.

If the tournament is already running, it is only possible to extend its duration, i.e. to change the date of its end.

The creator can delete the tournament at any time.



Be aware that if you delete a running tournament, all data will be lost. Check out the Leaderboard to see if anyone has already played this tournament.

## Settings

Configure or activate your game, set your playground dimensions or update software to newest version.



SETTINGS



## Game setup

Change game setup, define **default settings** and options of the game in 5 tabs:

**Course Conditions**

**Game Options 1**

**Game Options 2**

**Graphics**

**Sound**





### Each new game starts with these parameters.

These parameters (all tabs) are reset to default values at the beginning of each game. Some can be changed during the game, but only temporarily only for current game.



#### Restore Default

Set all items to default factory setting



**Performance Test** Test your computer to set optimal values of graphical parameters to display the maximum available details.

*See also **Setting V-Sync, Anti-Aliasing**, page 86.*

## Course Conditions

The **Course Conditions** tab allows you to change green hardness and speed, flag position, wind speed and cloudiness.



**GREEN HARDNESS** It is a green parameter about influence to ball jumping.

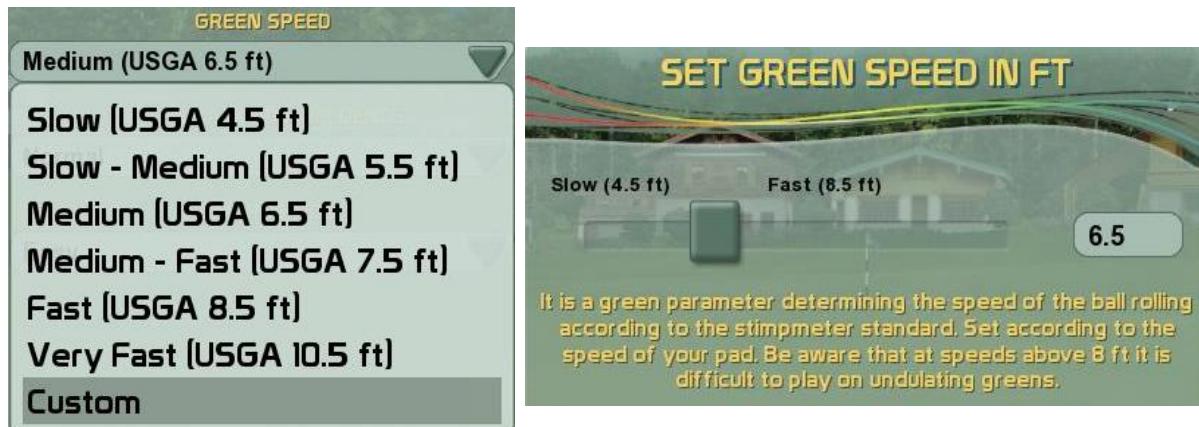
**Custom:** You can fine-tune the reflections of the ball from the green:



**Note:** A harder green does not automatically mean that landing ball will roll more because with a harder green there may be more number of bounces and thus more energy of the ball will be absorbed and it may paradoxically roll less. Tune with GREEN SPEED and BACKSPIN INFLUENCE together.

**GREEN SPEED** It is green parameter determining the speed of the ball rolling according a stimpmeter standard. Set according to speed of your putting mat, but be aware that at speeds above 8 ft is difficult to play on undulating greens with breaks.

**Custom:** You can fine-tune the speed of the green:



**BACKSPIN INFLUENCE** It is a green parameter about influence back spin to reducing rolling or back rolling of the ball after landing to the green. Adjust according to your experience. Results of the backspin effect depend on the type of green grass, your clubs (wedges), your skills, and backspin measuring of your launch monitor device.

**Custom:** You can fine-tune the backspin influence of green:



## Game Option 1

In the **Game Option 1** tab, you can change the settings of a golf game, e.g. which units to display, whether computer should putt instead of you, whether and what distance to use for gimmie, where to display 3D grid, movement of camera during shots, and many others.



## Game Option 2

The **Game Option 2** tab allows you to predefine values for the play game dialog, and default language.



**GOLF COURSE** The program starts in section GOLF COURSE always with this course.

**BOOST** Increasing (weakening) the flight of the ball and the distance reached. E.g. a value of 1.12 will extend the flight by 12%.

**COURSE MANAGEMENT** Allows you to set the list of courses: Download, update, set favorite courses.

**MIDDLE AUXILIARY LINE** This setting displays the black center line - straight direction from the ball position to scene. See also in the Playing area.

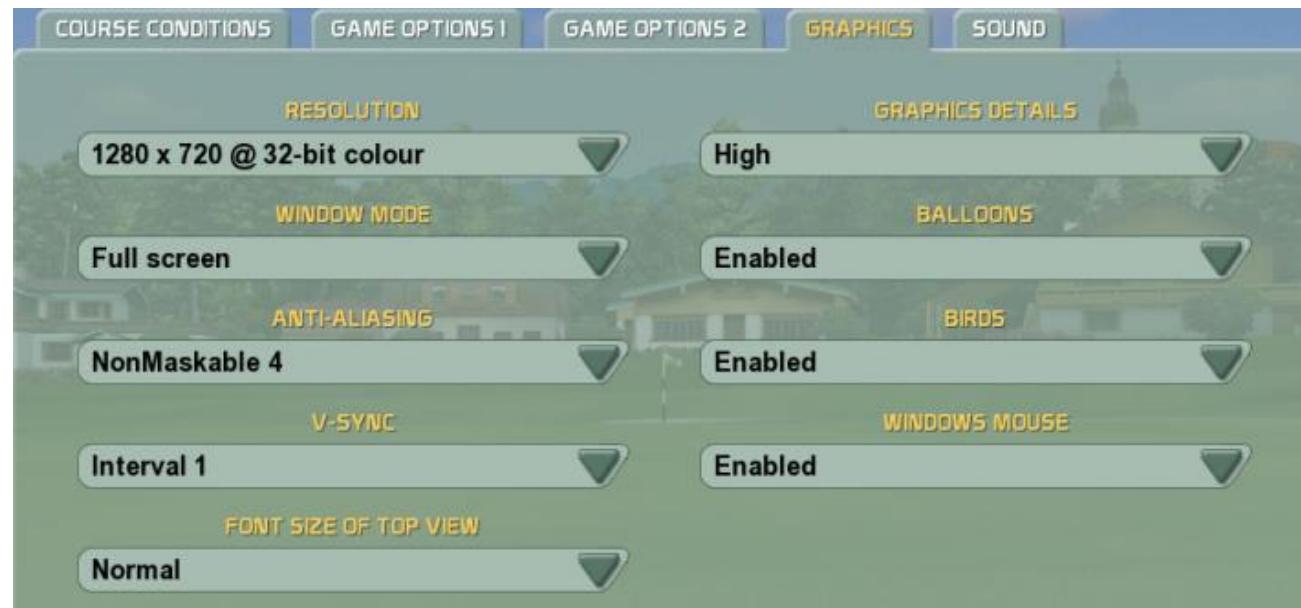
## Sound

The **Sound** tab allows you to turn sounds, shout sounds and applause sounds on/off.



## Graphics

The **Graphics** tab allows you to change graphics details mode, settings of graphics card, displaying of balloons, birds and so on. If you use only touch screen, set Windows mouse option to Disabled.



**RESOLUTION** Set the appropriate resolution according to the projector, screen.

**WINDOWS MODE** By default, it is good to cover the entire screen (Full screen). If you use another measuring program in parallel, it is advisable to use the "Borderless Window" setting. When switching from the program to the program, the Window will not be minimized.

**FONT SIZE OF TOP VIEW** For low resolution, you can enlarge the font in Top View.

## ANTI-ALIASING, V-SYNC - Advanced graphics settings:

### Setting V-Sync, Anti-Aliasing

- **V-sync:** Set the limit of fps (frames per second)

Vertical synchronization is synchronizing of rendering on graphics card with refresh rate on the display. Two scenarios are possible:

- **graphics card renders faster** (bigger FPS) than display refresh rate. In this case, it is good to **set the V-sync to Interval 1** to limit FPS to display refresh rate. It prevents from screen tearing
- **graphics card renders with smaller FPS** than display refresh rate. In this case, it is good to **switch the V-sync (Disabled) off** to minimize display lag (time measured between user action and reaction visible on screen)

For deciding if computer is powerful enough to use V-sync Interval 1, run the **Performance test**.



Steps are:

1. Set V-sync Disabled.
2. Run Performance test
3. Get result on High details.

If average FPS on High details is bigger than your monitor refresh rate (common are 60 FPS/Hz) then use Interval 1, in other cases use Disabled.

In case you get FPS under 25-30, it is good to switch off Anti-aliasing, and if it does not help, it is recommended to use Medium or Low details.

**Note:** There is a possibility that V-sync Interval =1 will **not work on some notebooks** and all-in-one computers. In such case, go to CG3D installation folder (default: ProgramData), 'bin' subfolder and delete the **ogre\_release.cfg** file. When you start the CG3D again, the first configuration dialog appears, and you must set the **V-sync to 'Disabled'**. See also 1. Language, Video and Graphics setting – page 12.

## Playing Area



**PLAYING AREA** Define your simulator space.  
This ensures that the ball flight and its displaying is calculated correctly.

### OPEN AREA

Normally, the ball is always displayed in the scene before the shot. This is a common behavior if you use PC monitor to display the scene.



### CANVAS

In case you built your simulator using projecting screen and projector, it is better to show the ball flight only from the moment when the ball hits the screen (mode “CANVAS”).



## All type of shots - from the middle of area

If all strokes are played **from the center of the playing area**, define only the size of the canvas (picture) and the distance of the ball from the screen.



If you have a different ball position for different strokes, for example you have a special place for putting, or you play drives from tee position and standard strokes with iron from another spot, define these places in the next dialog via the item HITTING POSITIONS as "**More**" option.

## More options of hitting positions

This setting is especially suitable for

- the individual settings of the playing area, where the drive is fired from the tee, putt from the putting pad, and other shots (Iron, wedge) from other positions (such as fairway, rough ...)
- the measuring devices that require a different launch point for a putt and another for a normal shot.
- narrow playing areas, where it is necessary to move the player and shot placement for the driver shot more to the center of the playing space.

If you need to have a different position of the ball for different types of strokes, it is possible to fine-tune these launch points in the playing area.

It is possible to set the launch point for

- **Drive (Wood)** - set position of Tee
- **Putt** – set ball position on putting pad
- **Basic (All other)** – set position for Iron shots and so – for all other shots..



If you set these values (different for the left, right-hander), the **HITTING POSITION** icon will be displayed during the game to make it easier to determine the position of the ball before shot, as well as to change this location by click to the icon.

At the same time, during the game, a centerline of the scene can be displayed on the course. This has to be activated in the settings in SETTINGS -> GAME OPTION 2 -> MIDDLE AUXILIARY LINE.

## HITTING

### POSITION



This icon informs about the position of the ball, the selected pad. Click on this icon to select a different place to hit.

**Tee**



### Restore Default

Set all items to default factory setting, the appropriate ball positions for your device (especially for Mevo+).

## Software maintenance

### UPDATE VERSION



Download and install the latest version from server (*internet connection necessary*). If you do not have internet connection, CG3D software scans for updates on any plugged-in USB flash drive. (*Update file must be saved on the removable drive in root directory*).

### PASSWORD SETTING



Setting the password prevents from changing program settings, deleting games and results.

You can clear the password by repeatedly setting a blank password.

### FLIGHTSCOPE SETUP



You can change Setup of Your device.



**DETECTION MODE:** Mode of ball flight detection. Use **Indoor** mode.

**TEE DISTANCE:** Distance measuring device behind TEE. Use FlightScope recommendation.

**SHORT FOOT PRINT:** For a special case - very short room. Set: **Disabled**

**MEASUREMENT:** Fast - ball flight starts with minimal delay. Recommended: **Precise**.

---

Have a nice play

## Attachments.

### A. How to install a new course or the entire Course Library

**Note:** You should have purchased the Course Library pack and an activated CourseLibrary license key.

#### a) Using the Setup file

You need to download two Setup files:

[SetupCreativeGolf3D\\_Flightscope\\_2.8.version\\_CourseLibrary.exe](#) (700 MB)

[SetupCreativeGolf3D\\_Course\\_Library.7z](#) (16 GB)

Link to download: <https://www.creativegolf3d.com/Flightscope-setups>

The download of Setup files of all courses can exceed a few minutes to several hours, depending on the speed of your internet connection. These Setup files that you can download on another place with faster access and install all Course Library courses at once.



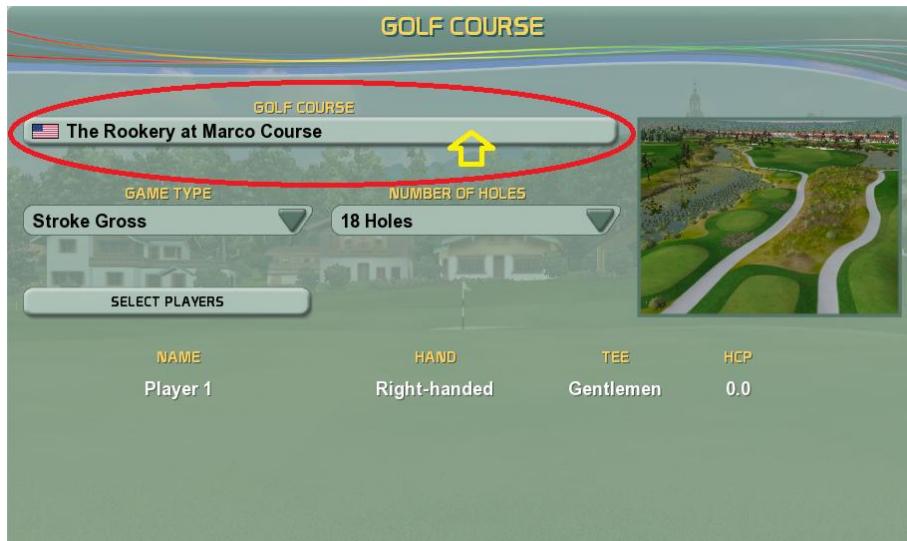
To install Course Library, both setup files (Setup...exe and Setup.7z) **must be in the same directory.**

#### b) Directly from Creative Golf 3D®

Individual courses you can download and possibly update to a newer version directly in the Creative Golf 3D or Golfisimo program. It is possible to install all golf courses (entire Course Library), but download and installation can exceed a long time.

Step by step procedure:

1. After updating to version 2.8, start program and click on COURSE to select a course



2. Select the 3rd icon in COURSES (display of all available courses)



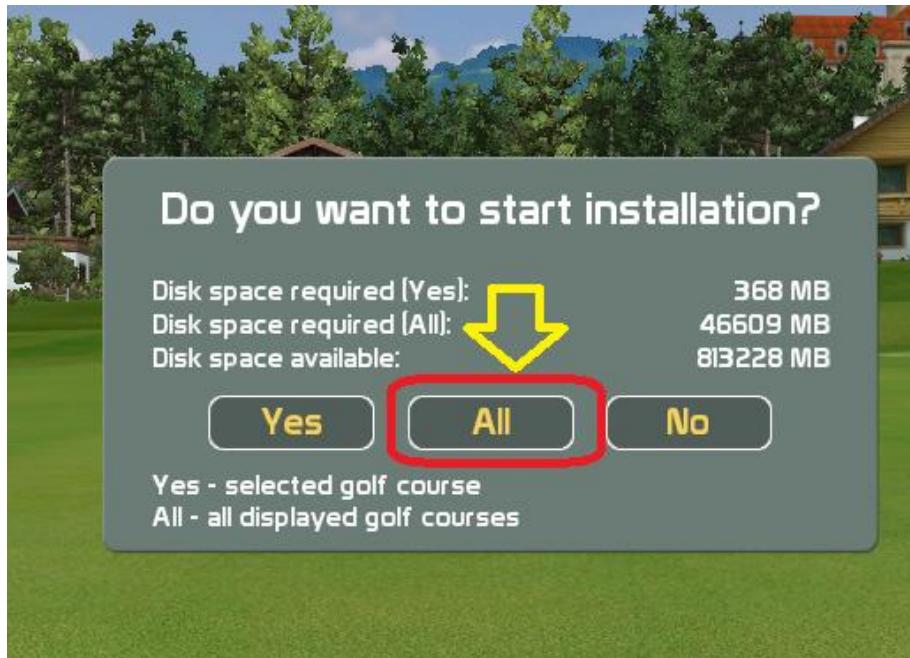
3. Click on the non-installed course (colorless view) - gray window



4. Click to the download (cloud) icon

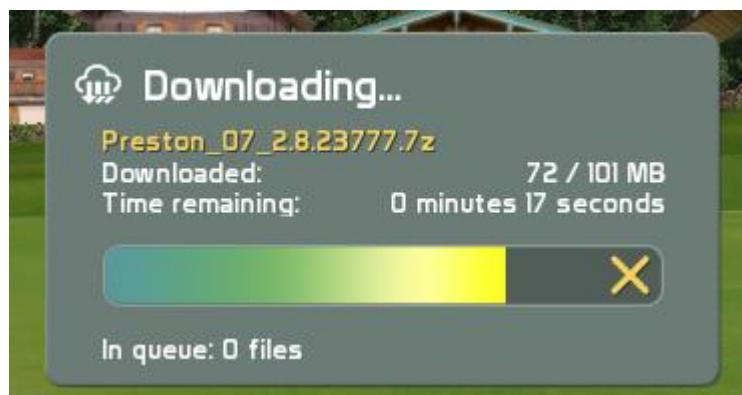


## 5. Start the download



- a. YES - download the selected single course
- b. ALL - download all available courses (entire Course Library)

## 6. After downloading and installing the courses are available for play.



Finish. Have a nice play!

## B. When it is necessary an internet connection

Internet access is required:

### a) During installation and activation.

1. To download the Setup installation file. It is also possible on another computer.
2. The Product Key can be activated (on-line) after starting the program **Creative Golf 3D®** (Golfisimo). Activation can be done on another computer (off-line) and the license is transferable. The procedure can be send when requested on [cg3d.support@datacrea.sk](mailto:cg3d.support@datacrea.sk).

### b) During game

1. To create a player's account and log in to the game with a player's account. Otherwise, you can only play as a "guest".
2. To play online tournaments. Otherwise, you can only play local tournaments.
3. To save and restore unfinished games and tournaments to/from the cloud (Creative golf server). Otherwise, you can save the played games only on your PC.
4. To check the validity of the license. It is necessary that the PC is connected to the Internet at least once every 14 days while running the program **Creative Golf 3D®** (resp. Golfisimo). Dongle owners may not have internet access for this control.
5. To check that the golf courses are up-to-date, to check new courses releases and new downloads if needed. Especially to check the Course Library, where new courses are being added.
6. To receive information about new versions and possible updates.