

USER MANUAL

Creative Golf 3D® and Golfisimo®

ver. 2.5.



for



FORESIGHT *GE2*
SPORTS

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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 monitor systems created by **Foresight®**. 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.

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.

Installation and activation

Installation process consists of installation of Creative Golf 3D main game and additional sets of golf courses which are sold separately. Additional sets of courses have separate installation files and the process is the same for main game as well as the additional sets. You can download the installation file from our web page e-shop, or you can get it from your reseller.

1. Install main Software and Sets of Golf Courses

- **Main software** is installed using installation file:

[SetupCreativeGolf3D_Foresight_Basic.exe](#)

This setup includes basic set of golf courses, games and driving range.

- For installation of a **set of courses**, you need a setup file, depending on the number of the set:

[SetupCreativeGolf3D_Foresight_Set_#.exe](#)

where # - is the number of the set of courses.

For more information about main program with basic set, or sets of courses visit web site Datacrea or launch monitor vendor's site.

- Game package **Golfisimo®** is installed using installation file:

[SetupGolfisimo_Foresight.exe](#)

If you have main program *CreativeGolf3D®* already installed, *Golfisimo®* will be installed inside this program and expand part Games and rename it as Golfisimo.

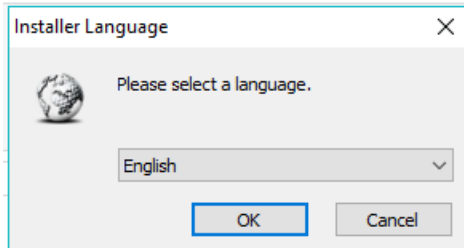
Installation from installation file is the same in all three cases, you just run the file and follow on-screen instructions to complete the installation.

For more information, please read the next chapter – Installation details.

Installation details

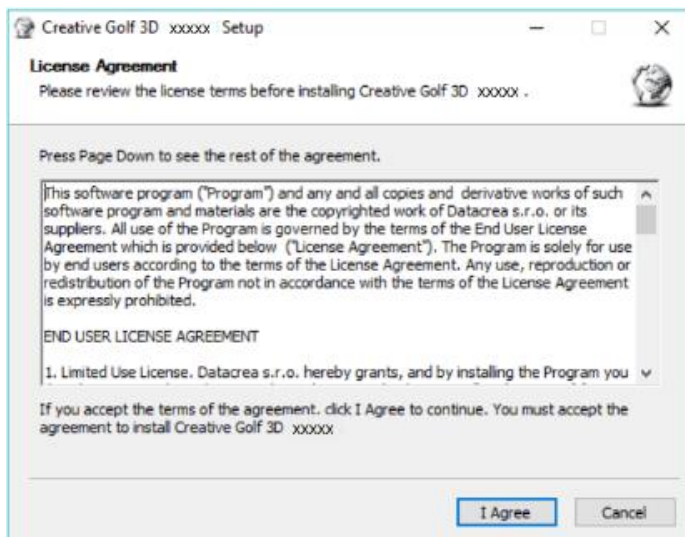
Here are more details about installation steps:

1. Select language of installation.



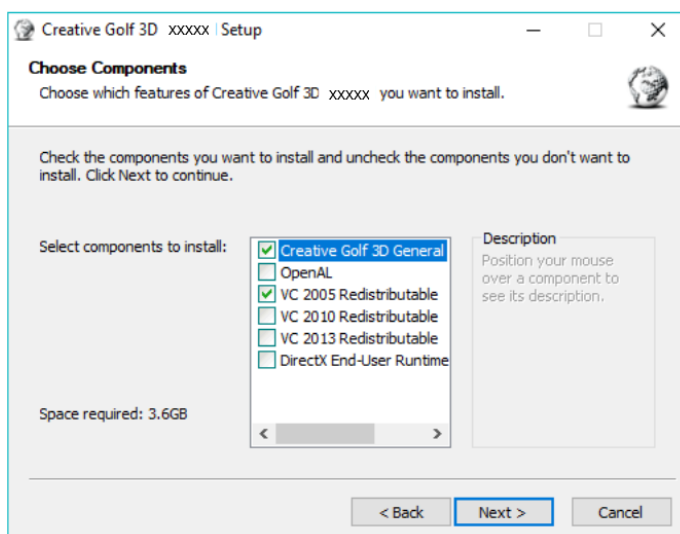
This language will be default for installed software too.

2. Read and agree to the License Agreement:



Note: String "xxxxx" means name of the device or producer: Foresight®.

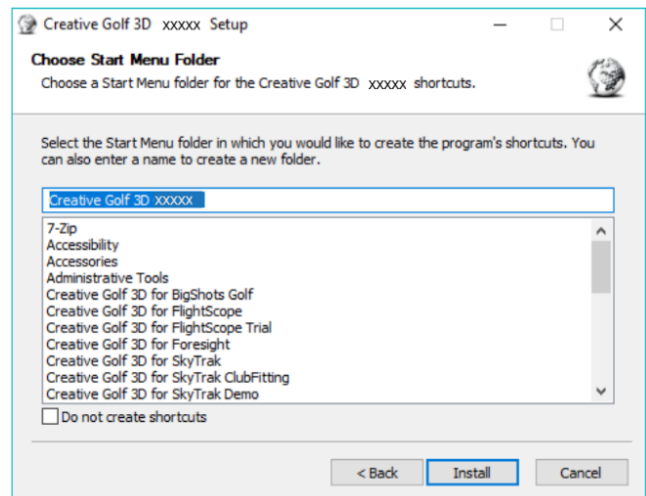
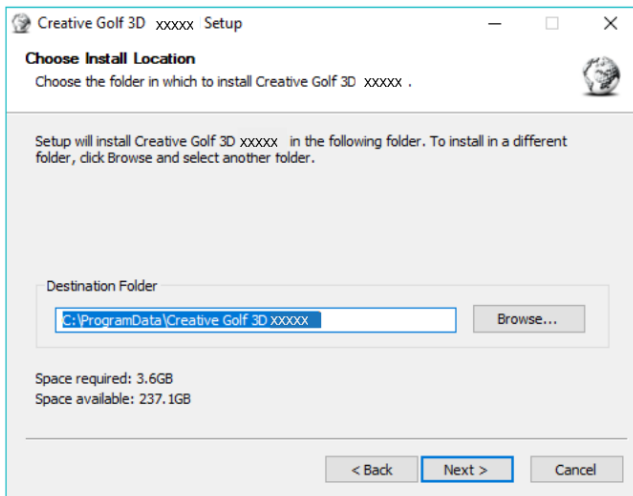
3. Choose Components.



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.

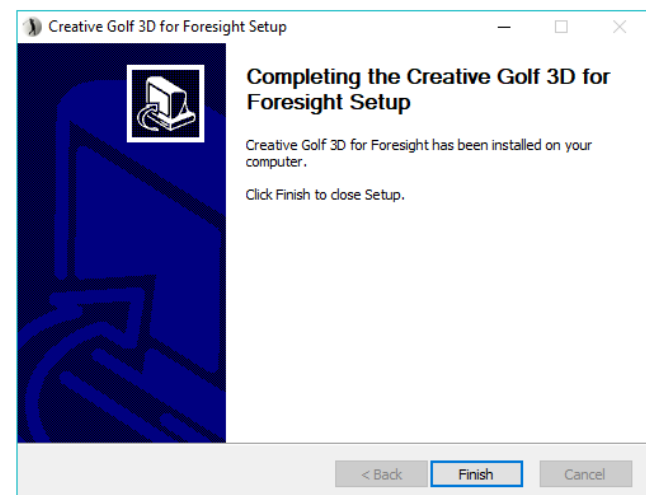
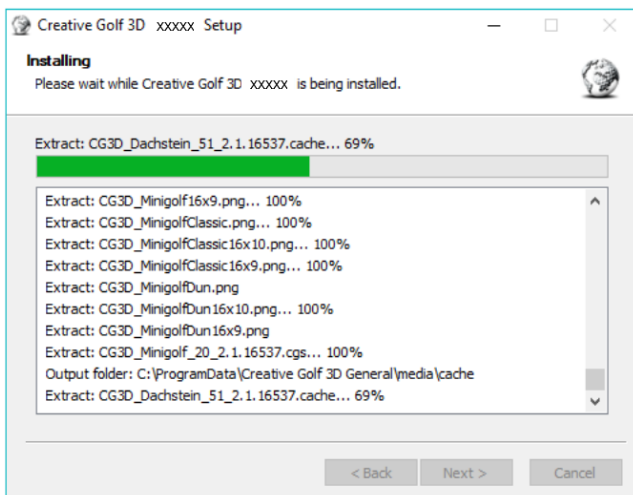
We recommend you continue by clicking **Next**.

- 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.

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



It is necessary to activate installed software after installation.

2. Activation

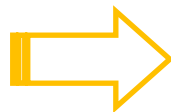
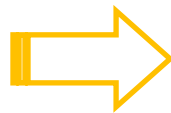
Dongle activation is adding license to dongle by Product Key (PK). There are two possibilities how to start the activation (directly from Creative Golf 3D program or by using License Manager) and two possibilities for the activation process (online, offline).

Be sure the **dongle** is inserted into the USB port of your computer while playing. Without the dongle, activation is impossible and the game runs in a limited demo mode.

Start activation from the *Creative Golf 3D®* program

1. Run the Creative Golf 3D program

Go to **SETTINGS** in **Main Menu**



Settings



2. Go to **ADD PRODUCT KEY**

3. Choose **YES** on question:

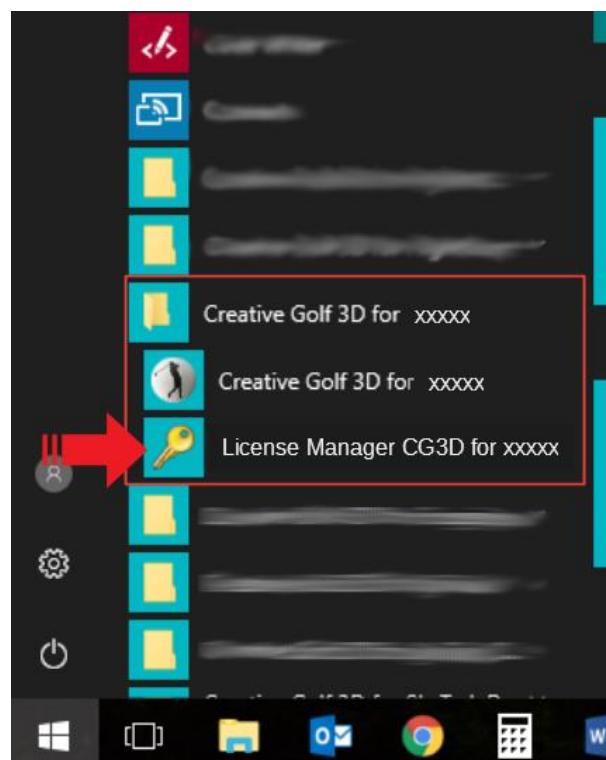


Continue at the [Add Product Key](#) Chapter on the next page.

Start activation by the **License Manager** program

Start **License Manager CG3D for Foresight** which is installed together with software. You can start it standardly from Windows Start Menu:

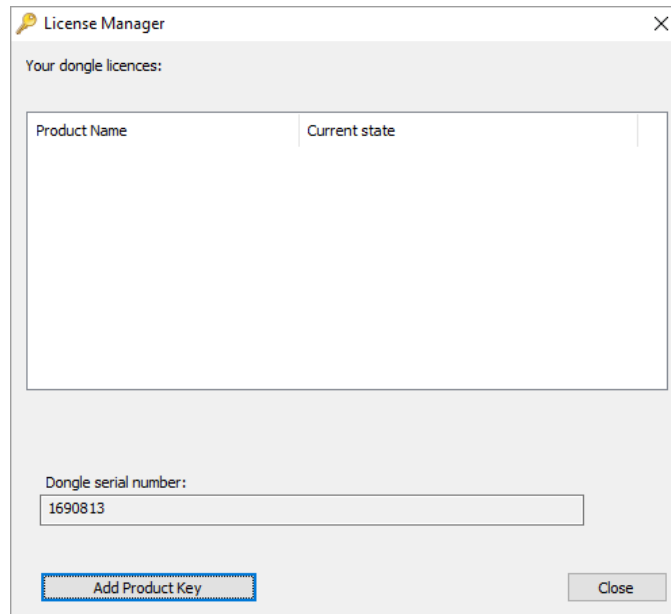
Start > All Programs > Creative Golf 3D > License Manager



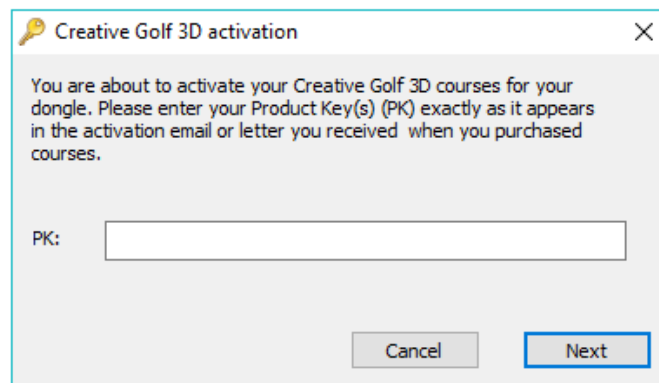
Add Product Key

If You have dongle for Main Program (Basic Set), the Product Key is preinstalled on the dongle, and it is not necessary to insert it; this step for Basic Set is omitted.

1. Click **Add Product Key**



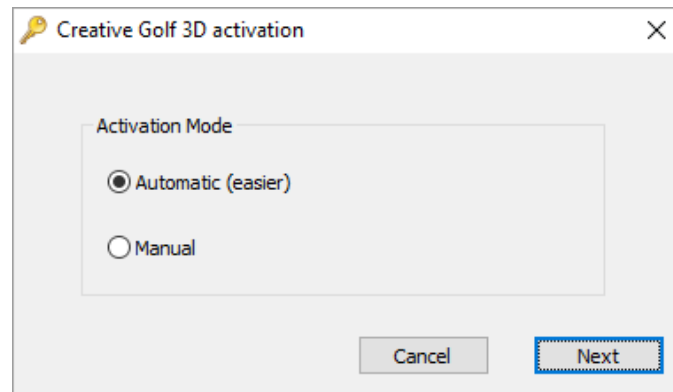
2. Type in the Product Key you received from your reseller into the dialog window and continue by clicking **Next**



Online activation

If **internet is available** on your computer, use **online** activation process:

1. Select **Automatic (easier)** and continue by clicking **Next**



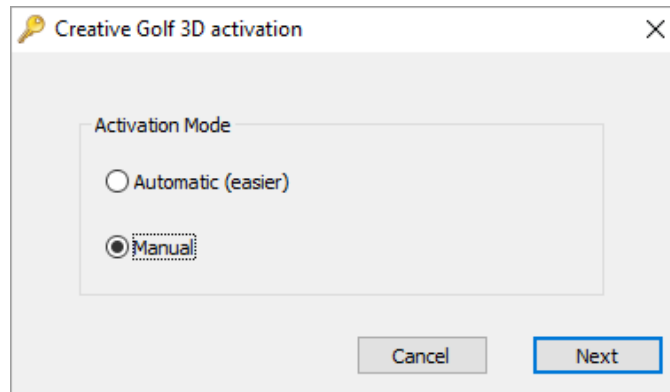
2. If everything is ok, the product is activated



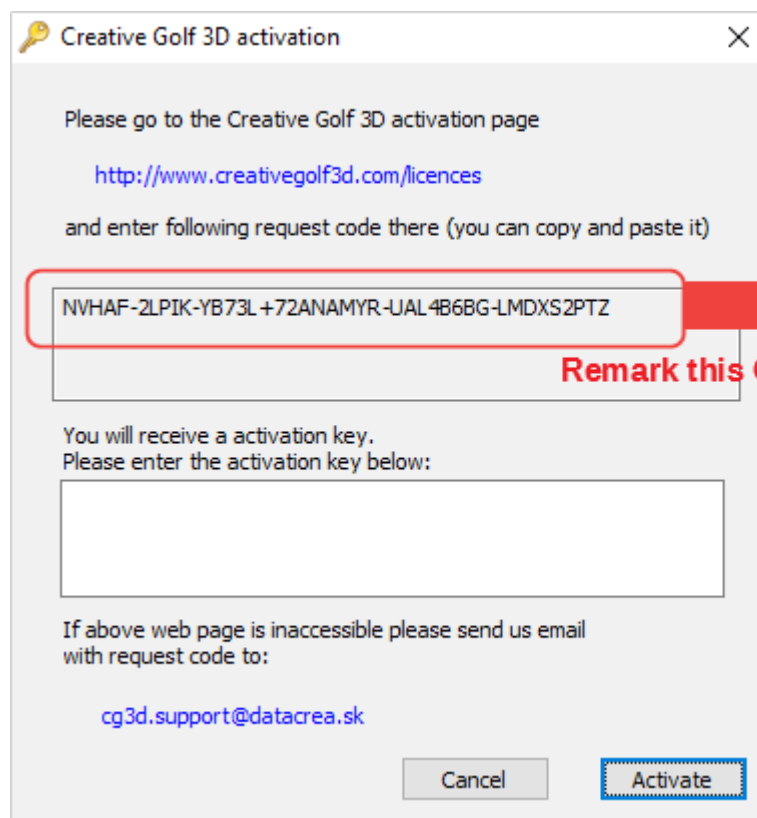
Offline activation

If **internet is NOT available** on your computer, use **offline** activation process:

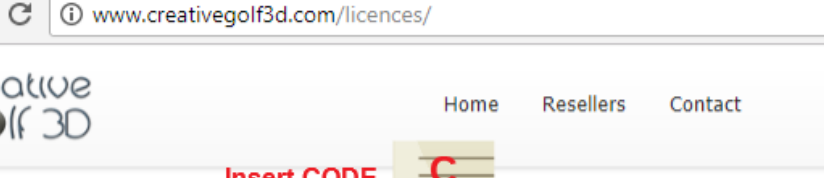
1. Select **Manual** and continue by clicking **Next**



2. You will need the code from the gray box for the next step

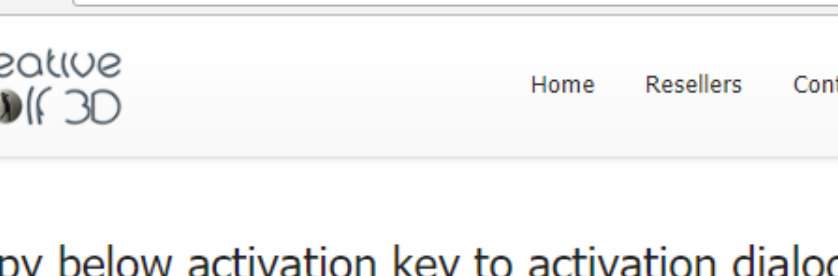


3. On another device, which is online, go to www.creativegolf3d.com/licences/ website and enter the code from the gray box and click **Generate**



The screenshot shows the Creative Golf 3D website at the URL www.creativegolf3d.com/licences/. The page has a navigation bar with links for Home, Resellers, and Contact. The main heading is "Get Activation Key". Below this, there is a "Request Code" field containing the alphanumeric string "NVHAF-2LPIK-YB73L+72ANAMYR-UAL4B6BG-LMDXS2PTZ". A red arrow points from a notepad icon with a red "C" to the request code field. A red circle highlights the "Generate" button below the request code field.

Get activation key



The screenshot shows a web browser window with the address bar displaying www.creativegolf3d.com/licences/process/generatekey. The website header includes the "creative Golf 3D" logo and navigation links for "Home", "Resellers", and "Contact". The main content area displays the instruction "Copy below activation key to activation dialog". Below this, the text "Your activation key" is followed by a green box containing the activation key: **DEHJ6-Z9971-DJSFG-YRPBL-32MEY**. A large green arrow points from this key to the text "Remark this ACTIVATION KEY". A "Back" button is visible in the bottom left corner.

← → ↻ ⓘ www.creativegolf3d.com/licences/process/generatekey

creative
Golf 3D

Home Resellers Contact

Copy below activation key to activation dialog

Your activation key

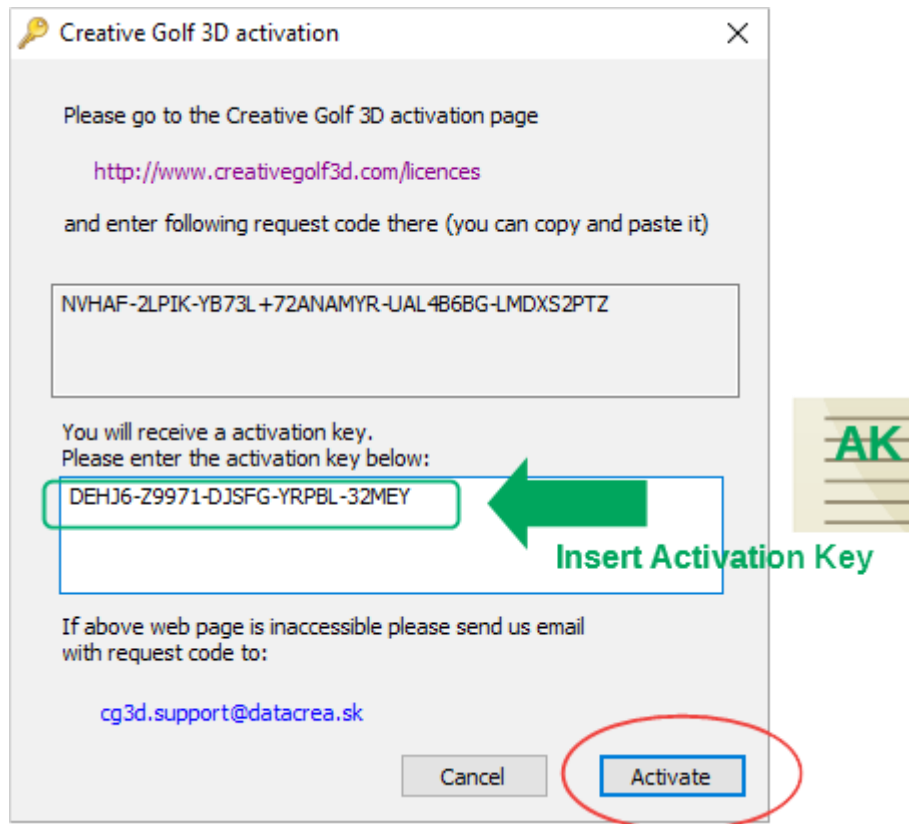
DEHJ6-Z9971-DJSFG-YRPBL-32MEY

Back

Remark this ACTIVATION KEY



6. Enter the activation key in the CG3D activation window on your offline device and click **Activate**



If everything is ok, the following message appears



7. You will be returned to CG3D and can now use full version of the software.

First run of software

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, - page 64.* 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.

Device connection

After launching of the CreativeGolf3D software and launch monitor have more possibility to connect, you are asked about connection of the launch monitor:



Choose the same type of connection (Wi-Fi or USB cable) that you used for connection of the original software from launch monitor producer. Next connections will be provided automatically.



Internet Access

If a Wi-Fi channel (Wi-Fi adapter in PC) is used to connect the PC to the device, and therefore the internet is not available, it is not possible to login players with account. Saving games to cloud server and Online tournaments are also inaccessible.



Second TCP (Wi-Fi, Eth) channel for Internet access

If you want to use Wi-Fi channel both for device connection and internet access, you can create a new Internet connection way as an Ethernet cable or other Wi-Fi adapter.



Recommendation: Do not connect a device via Wi-Fi, if there is a busy, disturbed or overloaded network, there is a risk of frequent PC and device connection failure. It is better to connect via a USB cable or Ethernet cable.



Reconnect: Click to Icon "NOT CONNECTED !" to open connections dialog and reconnect device.

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 Setting, *page: 54*.



EXIT

Exit *Creative Golf 3D* 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 only play 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.
This setting is used only in certain kinds of measurement systems

Tee

Choose a Tee to play from

HCP

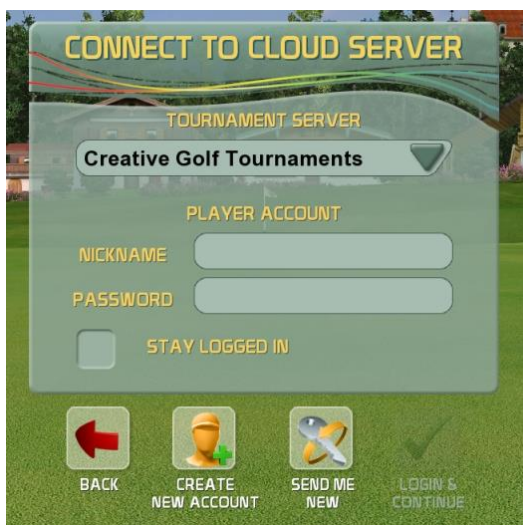
Type player's handicap in case you want to play the Nett game, where handicaps are considered

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®**.



SAVE ME NEW

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.



Nickname

Type name of player for all following games and tournaments

Dexterity

Choose if player is left-handed or right-handed. This setting is used only in certain kinds of measurement systems

Tee

Choose a Tee to play from

HCP

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



To activate the Account, it is necessary to confirm the activation by clicking 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

Enter the type of game and data of players, or you can play with default parameters. Fill the dialog box entries to configure your game.

GOLF COURSE			
AT Diamond Country Club			
GAME TYPE		NUMBER OF HOLES	
Stableford Nett		18 Holes	
SELECT PLAYERS			
NAME	HAND	TEE	HCP
Peter	Right-handed	Pro	0.0
John	Right-handed	Gentlemen	12.8

BACK
 GAME OPTIONS
 COURSE CONDITIONS
 AUTOPLAY
 HOLE VIEWS
 RULES
 ACCEPT & PLAY

Golf Course

Choose a golf course you would like to play. The courses with purchased license and unlimited functionality are displayed in black color in the list of courses. Demo courses are displayed in grey color.



Note: The first two letters of golf course's name signify the country where the course is located.

Types of Golf Game

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**. If no handicap is

considered, only the number of achieved shots, the game is called **Gross**. Player with the smallest number of shots is the winner.

The winner of a hole starts first on the next tee. Then, during playing on the hole, the order of players is based on the distance from the pin (the farthest player goes first).

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

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

Match Play – score is calculated from the number of won holes. The best player has the highest number of won holes.

Stableford – score is calculated from points. The points are derived from the number of shots by formula “2 – num. of shots + hole par”. The player with maximum number of points from whole course wins. Boggie=1 point, Par=2 points, Birdie=3 points, etc.

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.

Texas Scramble – team game where score calculation is the same as in the Stroke game, but all players from the team always play from one selected (best) position.

Number of Holes

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

Team

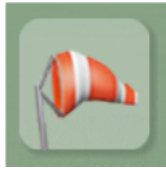
Chose the number of player's team - for team games such as Best Ball or Texas Scramble.

SELECT PLAYERS

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



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 plus 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.

PLAYER	SHOT	Playing HCP	TO PIN	BALL POSITION	SCORE	LAST SHOT
John	1st	0	133 m	Tee	3	91.6/101 m
Matias	1st	31	119 m	Tee	3	69.8/77.0 m
Maria	1st	19	114 m	Tee	3	111/120 m

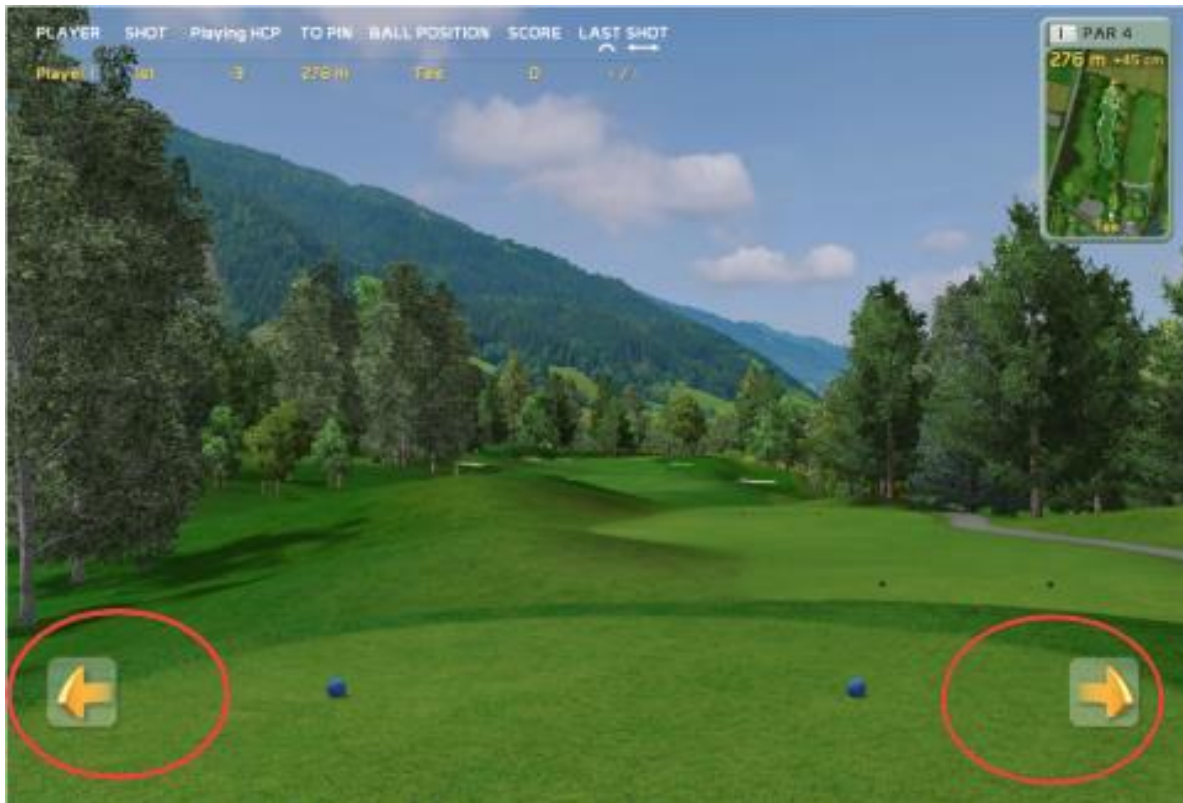


Aiming and handling of game

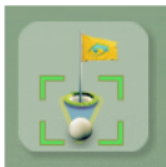
Direction to play / Rotation

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. Handling of rotation depends on the setting in Game Option 2 (*View direction handling: one touch point/directional arrow icon*).

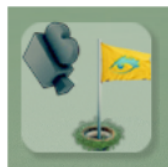
One touch point: Touch the screen to point in the desired direction by mouse click or touching the screen; the scene will rotate in this direction. For directional arrow point, use left/right arrows for rotation.



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



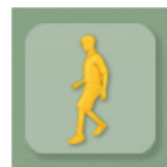
Default View



Hole View



Show me Flag



Explore

For more information - see Chapter [Menu and icons during playing](#), page:29.

Top View

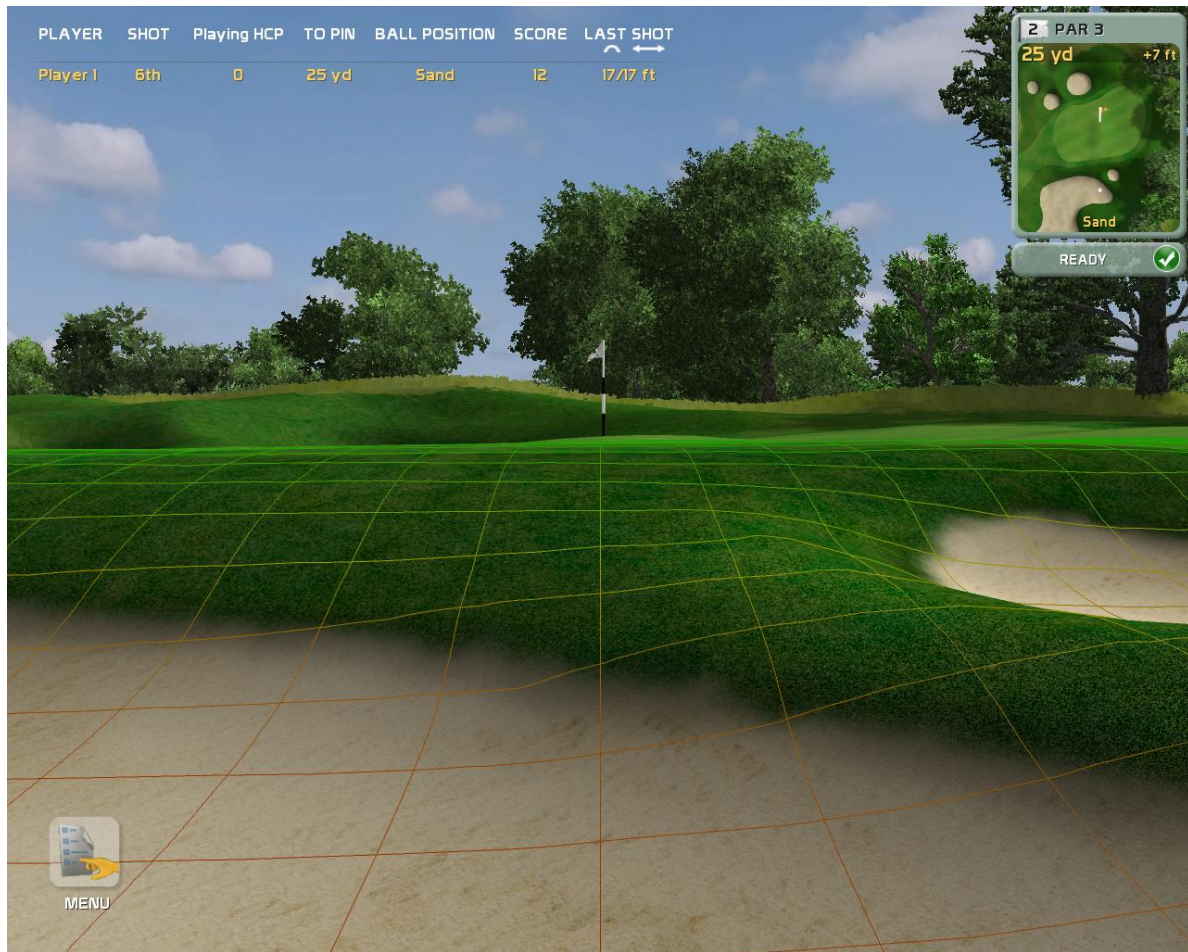
Panel in top right corner of the scene provides information about the surface current player is playing from, distance from the pin and elevation between current position and the pin. Click on the panel to maximize Top View. Explore the map of played hole. Click anywhere on Top View to measure distances 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:



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

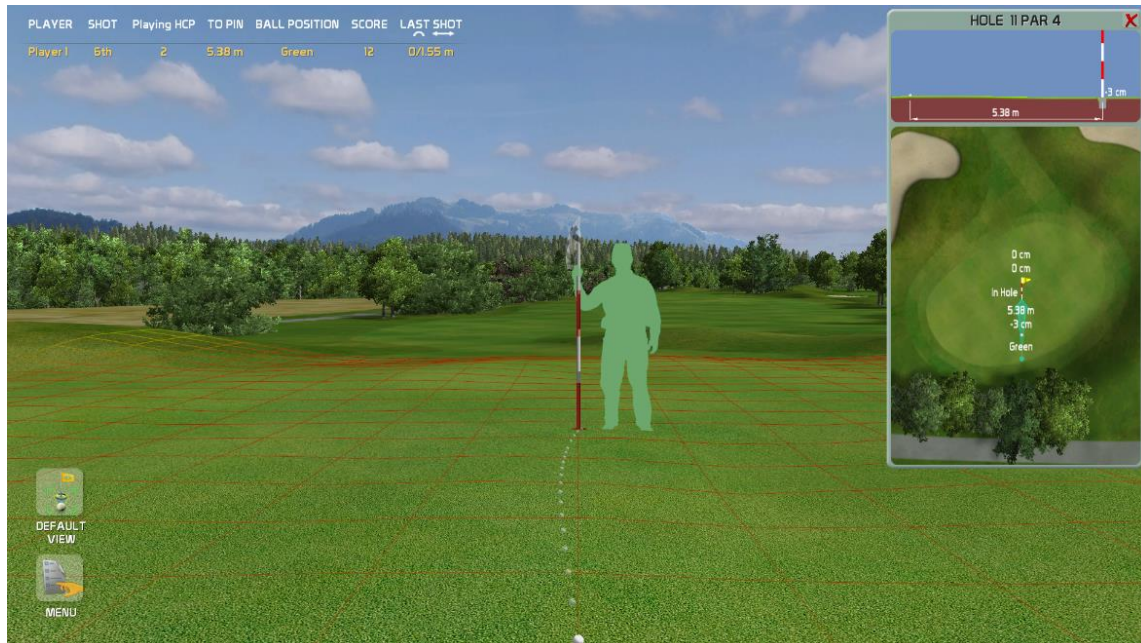
Color gradient changing from red to green means uphill.

Color gradient changing from green to red means downhill.

Help with putting

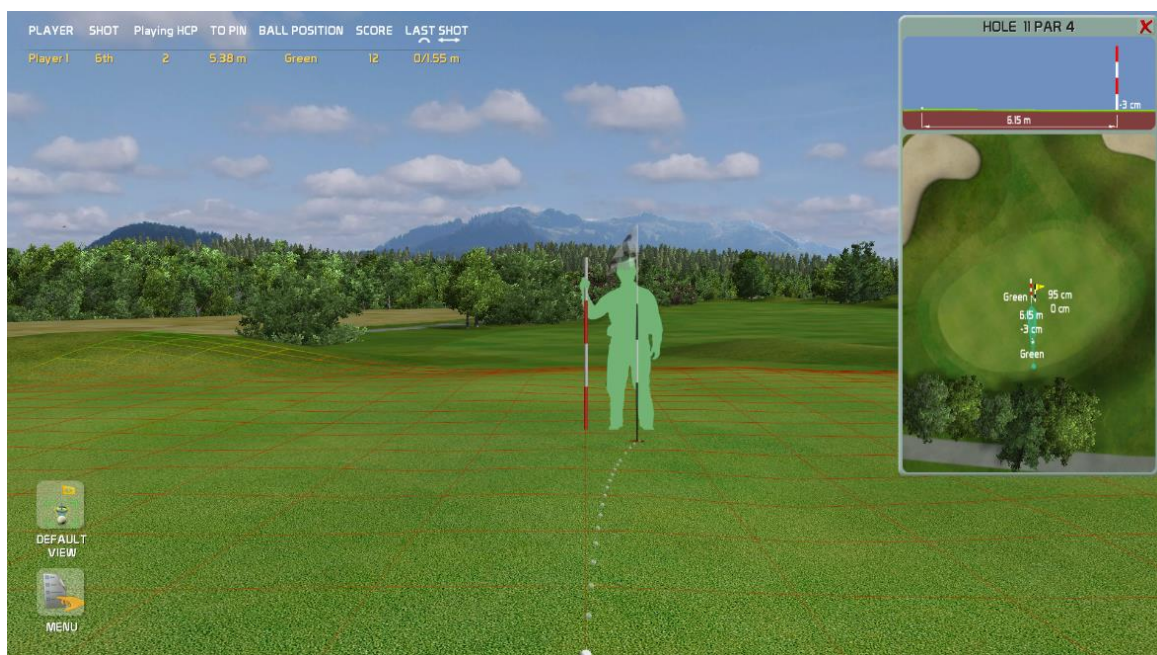
Putting is improved with a new feature – possibility to rotate the scene view of the green to the direction of an ideal putt, which allows beginners to concentrate only on the strength of the putt. Direct shot increases the possibility of hitting the hole.

SHOW IDEAL PUTT – Without camera rotation:



You have to choose a suitable angle of putt.

SHOW IDEAL PUTT – Rotate camera to ideal putt direction:



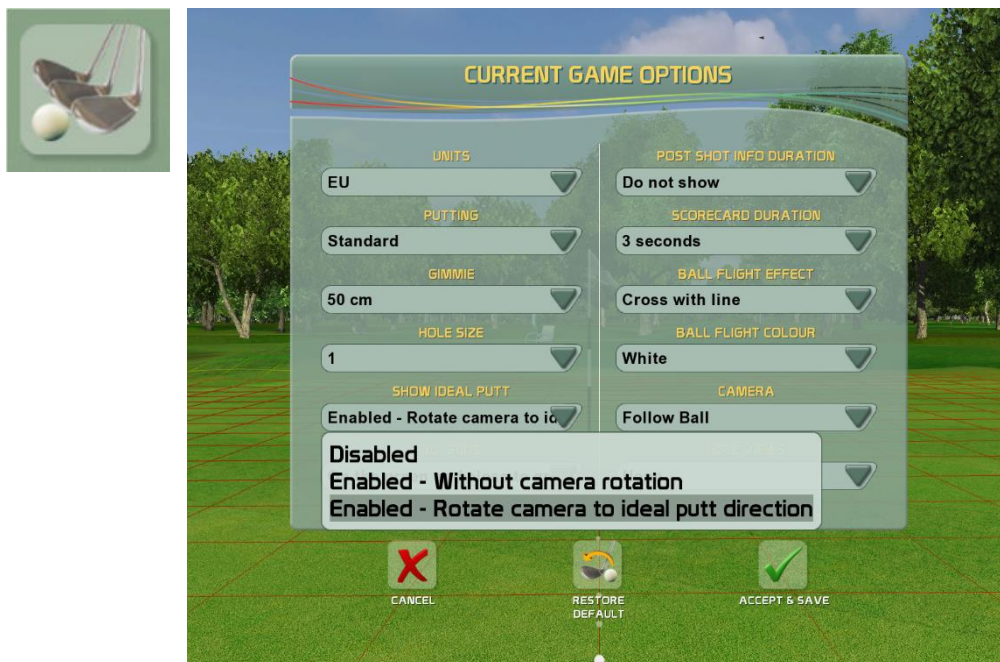
You can play always straight.

Setting putt helping options:

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

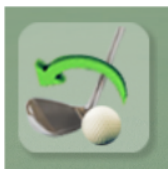


- b) Set **“SHOW IDEAL PUTT”** only temporally for current game in MENU, CURRENT GAME OPTION.



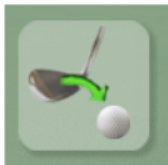
Menu and icons during playing

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.



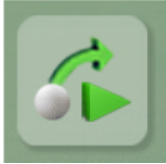
Rehit

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.



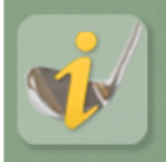
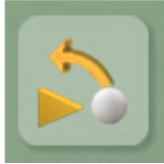
Drop / Finish Drop

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.



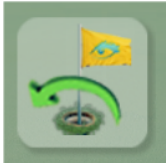
Replay and Replay Reverse

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.



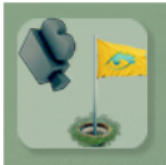
Last Shot Info

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.



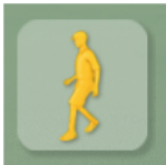
Restart Hole

Play hole from the beginning.



Hole View

Run flyby to explore the hole.



Explore

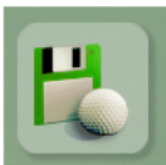
Explore the hole by walking on the course.



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.



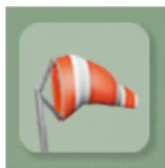
Show Flag

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



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			
Players'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	
Chlp-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	

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 1st stroke
- for par 4, ball is on green by 1st or 2nd stroke
- for par 5, ball is on green by 1st, 2nd or 3rd 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			
DISCIPLINE	NAME	SHOTS	VALUE	NAME	SHOTS	VALUE	PERCENTAGE OF BEST
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			
DISCIPLINE	NAME	SHOTS	VALUE	NAME	SHOTS	VALUE	PERCENTAGE OF BEST
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



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

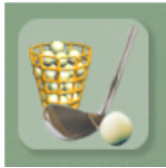
Setup spacing parameters of grid used in FlyBy function.

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.



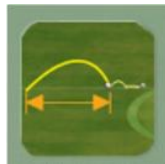
2D View & Test Results

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



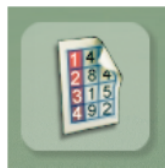
Show Dispersion (ON/OFF)

Show Dispersion in top View



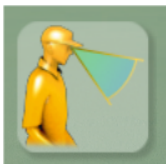
Carry (ON/OFF)

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.



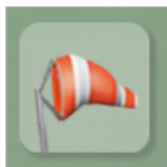
Delete Selected Shots to remove shots from club statistics, and recalculate the statistics, dispersion and club test or training results.



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

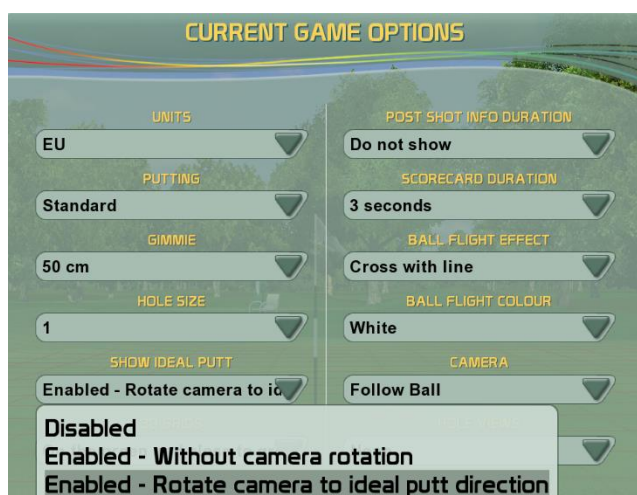
Chip & Putt Practice

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 **Golfissimo®** game package. They will be installed in this section.



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.



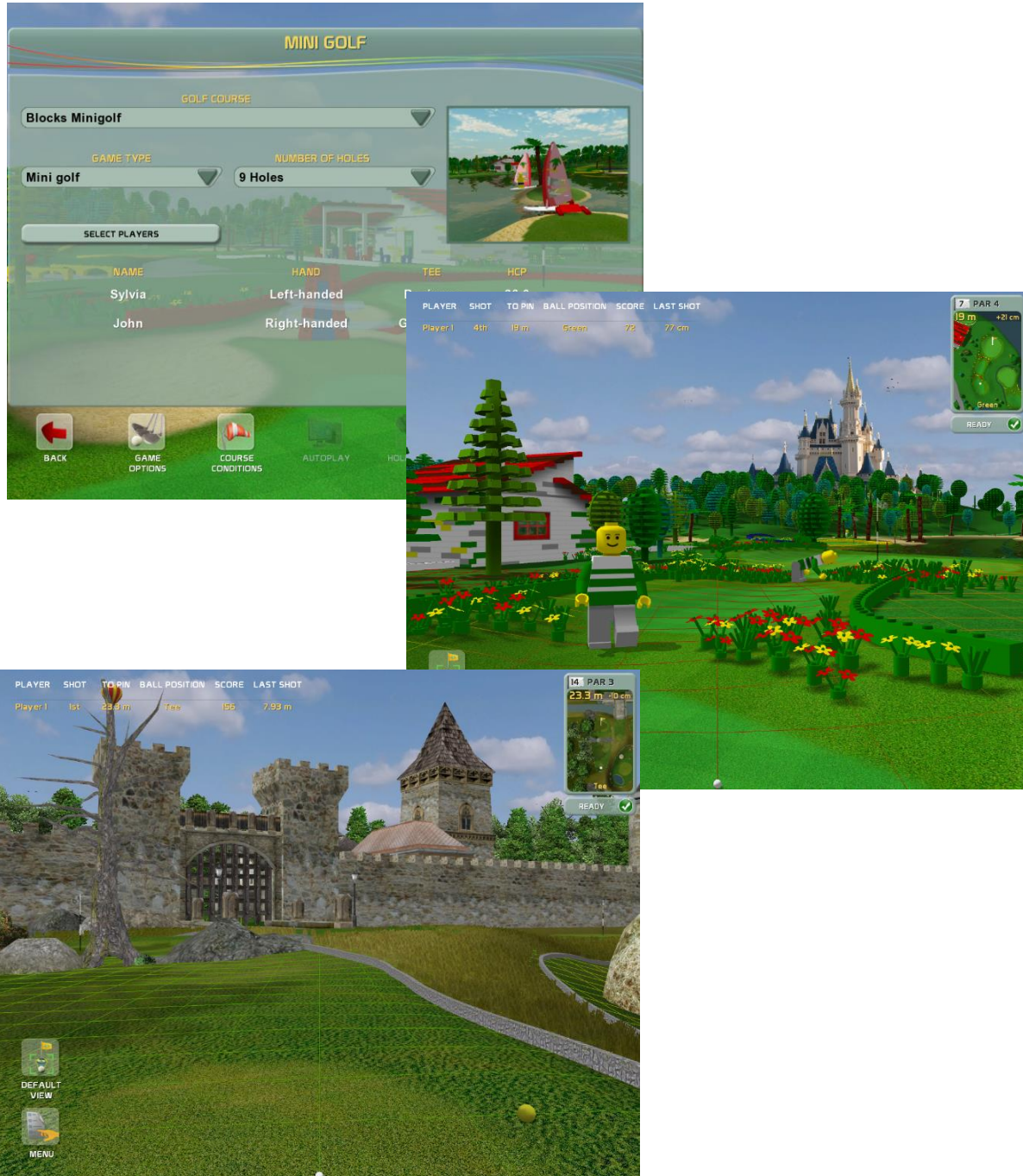
Easy Golf

Easy Golf offer short golf courses and golf courses designed for children with many fairy tale themed objects. It 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.



TIP: Game Type:

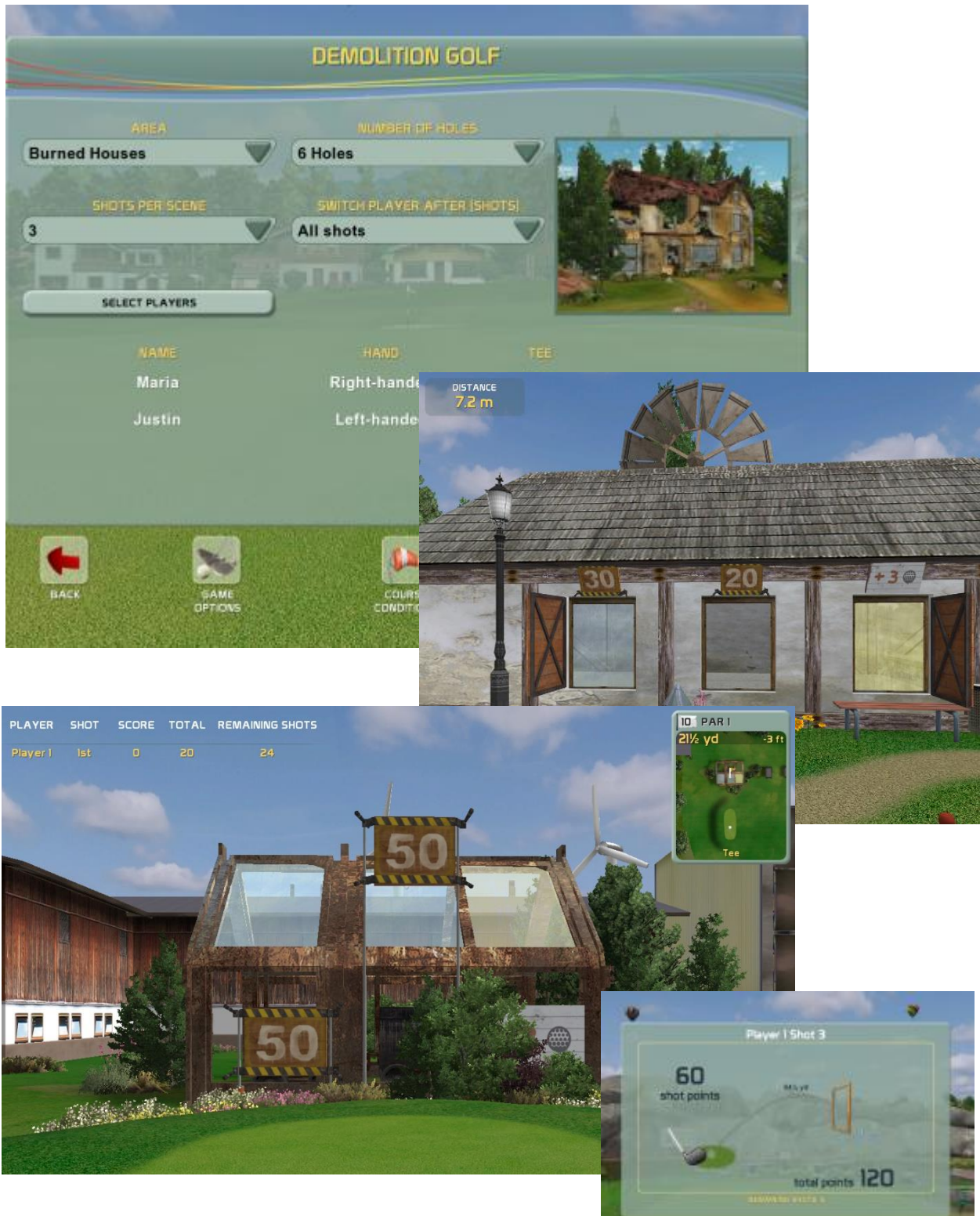


Mini golf: Each player plays continuously one hole to end.

Stroke Gross: Players alternate on 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. GOLFISIMO - Additional GAMES



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 new 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.



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



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, 40-100 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.

They have one to three attempts, depending on their game settings.



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



If he 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.

Darts

The Darts game is designed for one or more players.



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.

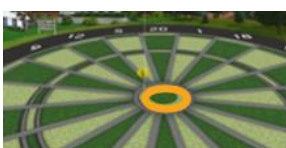
Values on the dartboard:



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

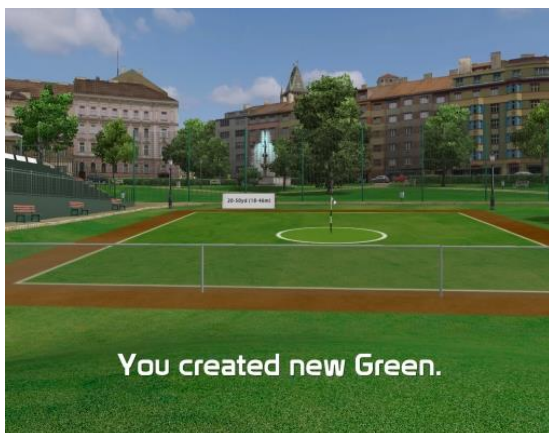
Hitting the **Inner Bullseye** scores 50 points

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			
PLAYERS		GAMES	POINTS
Sylvia	0	0	15
Peter	0	0	0
COURT	14 DISTANCE	1000 DIAMETER	10000000
10.2 m	31.6 m	6.02 m	17.5 m
OUT! You missed Court.			

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:

If the player hits the green, gets "fifteenn", 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.

TARGET CHALLENGE TABLE					
#	PLAYER NAME	DISTANCE	NUMBER OF SHOTS	SCORE	DATE
1	Player	120 m	3	115	17-May-18
2	Veronica	120 m	3	108	17-May-18
3	John	120 m	3	96	17-May-18
4	Peter	120 m	3	91	17-May-18

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.

DEMOLITION CHALLENGE TABLE							
#	GOLF COURSE	OBJECT	DIFFICULTY	PLAYER NAME	SHOTS	SCORE	DATE
1	Burned Houses	Burned 6	Medium	Kevin	5	50	17-May-18
2	Burned Houses	Burned 6	Medium	Fred	5	50	17-May-18

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.

LONGEST DRIVE TABLE									
#	GOLF COURSE	HOLE	TEE	FLAG	PLAYER NAME	SHOT	DISTANCE	BALL POSITION	DATE
1	Rush Creek Golf Club	1	Gentlemen	Easy	John	2	228 m	Fairway	17-May-18
2	Rush Creek Golf Club	1	Gentlemen	Easy	Peter	2	225 m	Fairway	17-May-18
3	Rush Creek Golf Club	1	Gentlemen	Easy	George	2	222 m	Fairway	17-May-18

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.

NEAREST TO PIN TABLE									
#	GOLF COURSE	HOLE	TEE	FLAG	PLAYER NAME	SHOT	TO PIN	BALL POSITION	DATE
1	Rush Creek Golf Club	3	Gentlemen	Easy	Peter	2	9½ ft	Green	17-May-18
2	Rush Creek Golf Club	3	Gentlemen	Easy	Tomas	1	9½ ft	Green	17-May-18
3	Rush Creek Golf Club	3	Gentlemen	Easy	John	2	23½ ft	Green	17-May-18

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 Foresight 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 3D®** Server.

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





a) Public Tournaments

Public tournament are created by authorized CG3D Members creator. These tournaments are prepared for all **GC3D Members** around the world. Your results will be written in Tournament leaderboard.



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 Scamble (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 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 tournament 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

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 PREVIOUS NEXT 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.



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.

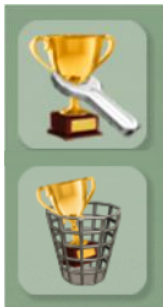


Edit Tournament

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.

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.


My Results



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

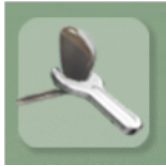


Only logged in player can see his results in the list.

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

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

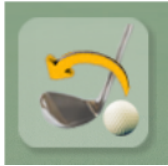
Graphics

Sound



Each new game starts with these parameters.

These parameters are reset to default values at the beginning of each game. Some can be changed during the game, but only temporarily 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, - page 64.

Course Conditions

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



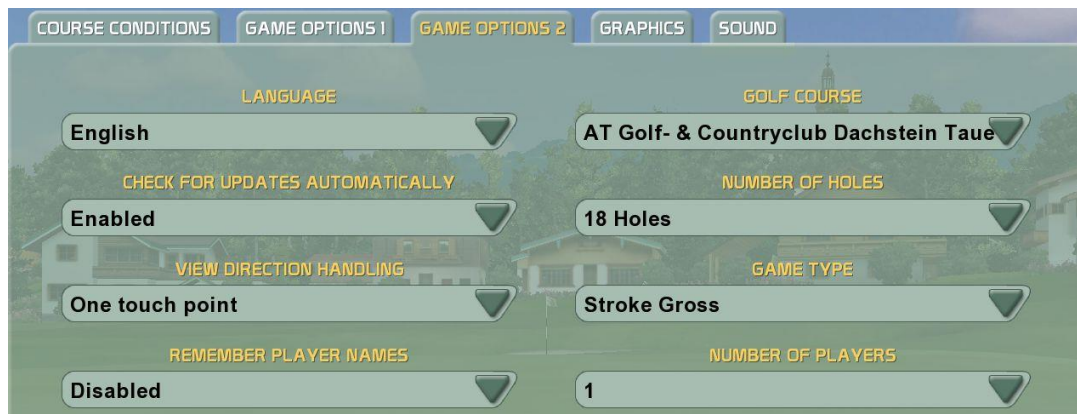
Game Option 1

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.



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 touch screen, set Windows mouse option to disabled.



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, '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 0. First run of software - 0. Language, Video and Graphics setting – page 13.

Sound



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

Playing Area



PLAYING AREA Define your simulator space. 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. 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. In this dialog, you can define the size of the screen and the distance of tee (ball position) from the screen. This ensures that the ball flight and its displaying is calculated correctly.



1. Software maintenance



ADD PRODUCT KEY

(If Product Key is required) Activate product key for purchased main software or courses on your computer.



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 has to be saved on the 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.

Have a nice play