Creative Golf Advanced / Golfisimo

INSTALL MANUAL

optimized for

UNEEKOR

FlightScope

GARMIN

ProTee United

FORESIGHT SPORTS

GOLFJOY

SWEETSPOT GOLF

SKYTRAK REAL GAME • REAL RESULTS

Ver. 3.2.003 11/2025

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Introduction

The ***Creative Golf/Golfisimo*** program is **compatible with measuring devices from leading manufacturers**, with new compatibility options being added continuously. The **Advanced version** (3.2 and newer) supports the following devices:

Manufacturer	Supported Devices
UNEEKOR	QED, Eye XR, Eye XO, Eye XO2, Eye Mini, Eye Mini Lite
FlightScope	Xi, Xi+, Xi Tour, X2, X2 Elite, Range, X3, Mevo, Mevo+
FORESIGHT Sports	GC2, GC2+HMT, GC3, GC Hawk, GCQuad
SWEETSPOT Golf	Sweetspot
GOLFJOY	GDS-Plus, GDS-PRO, GSV-MAX, SPICA3, RIGEL2, RIGEL3
GARMIN	Approach R10, R50
ProTee	ProTee VX
Skytrak	Skytrak, Skytrak+, Skytrak Max (all only for OTP - Upgrade to Advanced)

For the latest update on device compatibility, please visit: https://creativegolf.com/devices/

Notes on Device Connection

- To connect the measuring device ***to Creative Golf / Golfisimo***, some manufacturers require a **software interface** or a **"3rd Party Software Connector."**
    - **UNEEKOR:** The required connector software is included with the device's installation and measurement software.
    - **ProTee:** You need to purchase the **"3rd Party Software Connector."** For purchase details, visit: https://golfsimulatorstore.com/products/protee-labs-3rd-party-software-connector
    - **Garmin:** The connection is facilitated via a mobile/tablet application. The **"Creative Golf Garmin Connecter"** app is available for free: https://play.google.com/store/apps/details?id=com.datacrea.cggarmin&hl=sk

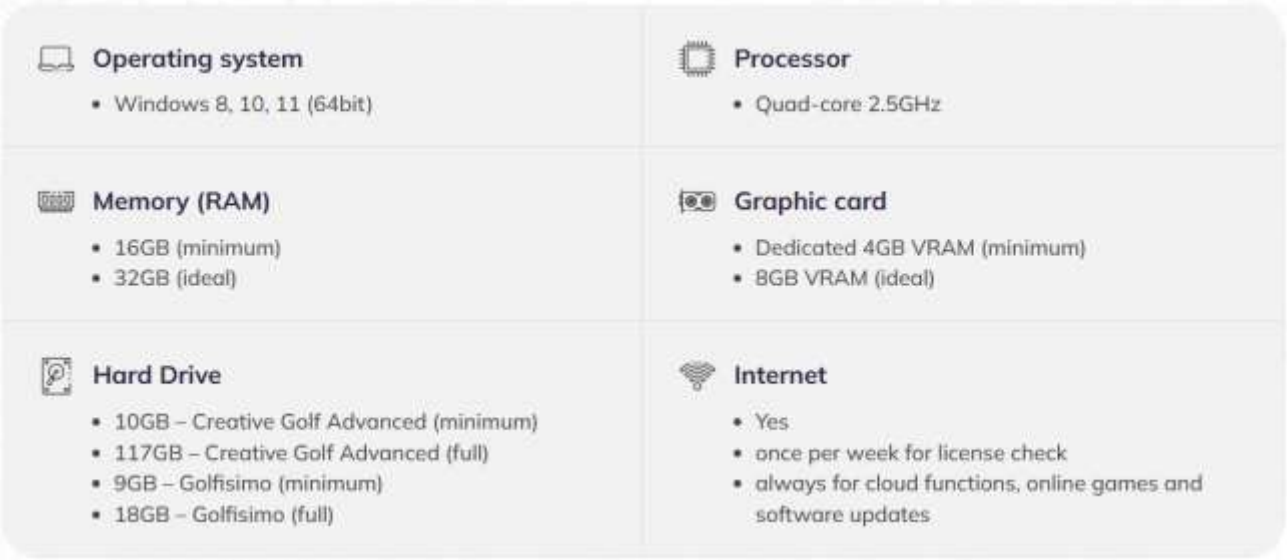
Other devices have the connection integrated into the software, so no additional connector is required.

- To use **FORESIGHT Sports** devices, you must have a valid **FSX license** purchased from Foresight. Your FSX account (username and password) will be required when starting the ***Creative Golf / Golfisimo*** software.

- To run third-party software for **SkyTrak** devices (***Creative Golf / Golfisimo***), you must have purchased **the Essential Membership** (formerly Game Improvement Plan). https://skytrakgolf.com/products/essential-membership?_pos=1&_psq=essential&_ss=e&_v=1.0

Hardware requirements

The Creative Golf game is designed for Windows 8, 10 and 11 operating systems. We recommend playing the game on a computer with Quad-core 2.5GHz processor or higher, 16 GB RAM minimum and dedicated graphics card with at least 4GB video RAM with pixel shader 3.0 or higher.



Note: The **Advanced** version includes a **"Memory Manager"** that maximizes the utilization of graphics card memory. Therefore, it is possible to use ***Creative Golf Advanced*** to a limited extent even with specifications below the minimum. Using a more powerful graphics card increases the quality of the display, especially nature details and camera movement smoothness.

- We recommend running a **performance test** to assess the game's suitability for your computer and set the optimal graphics mode (Low/Medium/High). The performance testing software can be downloaded from our website or is available in the **Settings** section after installation.
- To verify the software's suitability for you in every aspect, it is advisable to download and install the **DEMO version**, which has all the features of the full version but with a limited gameplay scope.
- It is recommended to have a computer with **internet access**; otherwise, installation will be more complicated and the program's use will be limited.

About Products and Licenses

Datacrea s.r.o. **offers 3 types of products:**

Creative Golf – a full-featured golf game with over 200 real courses (now Advanced version)
Golfisimo – fun golf games (such as Target Golf, Demolition Golf…)
Pack **Creative Golf + Golfisimo**. The programs merge into one program (Golfisimo into the Games section)

Note: Creative Golf ver. Advanced already includes all available courses (over 200), so the original product – the "**Creative Course Library**" course package **– is no longer offered.**

Depending on the validity period of the purchased license, a license for each product can be purchased:

One Time Purchase – the license is valid without time limitation. Updates (problem fixes and minor improvements) are free. Upgrade (a major change in graphics and functionality) may be subject to a fee.

Annual Subscription – the license validity is limited to 1 year. After this period expires, it is necessary to purchase a new license (you will get a new Product Key).

The **Advanced** version is available as a **new product**, or as an **Upgrade** to an older version of ***Creative Golf*** or ***Golfisimo*** (2.11 and older).

Before purchasing and installing, it is therefore crucial whether it is:

- a **new purchase** and installation of ***Creative Golf Advanced*** / ***Golfisimo***, or
- whether you **already have a lower version** of ***Creative Golf/Golfisimo*** purchased, meaning it is an **Upgrade to the Advanced** version.

A. If you are a **new customer** and have not yet purchased and installed the ***Creative Golf/Golfisimo*** program, choose to purchase:

a) the full ***Creative Golf*** (Advanced) program, or
b) only ***Golfisimo*** (fun games), or
c) the ***Creative Golf + Golfisimo*** package.

The Product Key (PK) and the download link will be sent to you **via e-mail** in the invoice.

B. If you **already have *Creative Golf/Golfisimo*** installed and functional, you can purchase and install only the Upgrade to the Advanced Version.

The **Upgrade** to the Advanced version **is subject to a fee** only for the ***Creative Golf*** product (full-featured golf game) and only **for the "One Time Purchase"** (OTP) license. Including all package products that contain it.

Other **upgrades are free** (***Golfisimo*** and all Annual Subscription licenses).

Overview of **Upgrade** to Advanced Version:

	Old product (ver.2.11. or older)	Pay	Buy Upgrade to ver. Advanced	Setup
One time Purchased				
	Creative Golf (CG)	**yes**	Upgrade CG to new version from 2.11	1.
	Golfisimo (GS)	free		2.
	Creative Golf + Course Library (CL)	**yes**	Upgrade CG to new version from 2.11	1.
	All in One (**CG**+GS+CL)	**yes**	Upgrade CG to new version from 2.11	1. + 2.
Annual Subscription				
	Creative Golf (CG)	free		1.
	Golfisimo (GS)	free		2.
	Creative Golf + Course Library (CL)	free		1.
	All in One (**CG**+GS+CL)	free		1. + 2.

Setup files - link: https://creativegolf.com/setups/

1. ***Creative Golf Advanced***
   a. SetupCreativeGolfAdvanced.exe (2.4GB)
   b. SetupCreativeGolfAdvanced.7z (1,7GB)
2. ***Golfisimo***
   a. SetupGolfisimo3.exe (1GB)
   b. SetupGolfisimo.7z (3,5GB)

Note: The Old product "All in One" (Creative Golf+Course Library+Golfisimo) is upgraded the same way as Creative Golf+Golfisimo, because the product "Course Library" is included in the ***Creative Golf Advanced*** license (access to all courses).
When purchasing the **CG Upgrade**, you will receive the **Product Key** (**PK**) for the Upgrade in the invoice via e-mail. It is necessary to **activate it together with the original PK** for the Creative Golf product (or Creative Golf + Course Library , Creative Golf + Course Library + Golfisimo).
Procedure - see chapter: Activation.

Important: The Upgrade to the Advanced version is installed completely **new into the new "Creative Golf Advanced" directory**, therefore during activation it is necessary to **activate both the original PK and the new PK** (Upgrade to ver. Advanced).

Tip: To find out which licenses you have purchased, their validity, and the corresponding Product Key(s), start the "License Manager" program. See chapter: Activation via License Manager .

Preparation before installation and activation

Before installing the ***Creative Golf*** and/or ***Golfisimo*** program, it is recommended to install the measuring device according to the manufacturer's recommendation and test its functionality with the program supplied by the manufacturer. When connecting the measuring device to ***Creative Golf/Golfisimo***, use the same connection method.

Installation process consists of installation of

- Installation of the ***Creative Golf*** and/or ***Golfisimo*** program.
- Activation of the Product Key (PK) for ***Creative Golf*** and/or ***Golfisimo***.
- Connecting the measuring device (Launch monitor) to the program.

For installation you will need

Product Keys for the purchased products (***Creative Golf*** and/or ***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.

Info: The PK for the Advanced version contains information about:

- the **type** of product***: Creative Golf*** and/or ***Golfisimo***
- the **device** for which the program is intended (Flightscope, Foresight, Uneekor, Garmin, Skytrak….)
- the **version**: Advanced – full new installation, Upgrade to ver. Advanced (from version 2.11 (before Oct. 2025)
- the validity period – (OTP – One Time Purchase, AS – Annual Subscription for 1 year)

Note: For activating the **Upgrade to the Advanced** version from the older version 2.11. you will need the **PK for the Upgrade and also the original PK from version 2.11.**
This PK can be found:

- in the original email communication when purchasing product ver. 2.11. or
- in your computer in the file **licence.lic** : C:\ProgramData\Creative Golf \licence.lic, or
- in the directory where you installed the original product, or
- by launching the " **License Manager** " program from old folder C:\ProgramData\Creative Golf\bin

In special cases, the PK may be pre-installed on a **USB-dongle** that you obtain from the software vendor. Insert this into the USB port of your computer.
If you purchased a USB-dongle for the storage and transfer of licenses, insert this USB-dongle into the USB port before PK activation (further below).

Setup Files To install the Advanced version of ***Creative Golf*** and/or ***Golfisimo***, either as a new product or as an upgrade from an older version, you need the following installation programs:

1. ***Creative Golf Advanced***
    a. SetupCreativeGolfAdvanced.exe (2.4GB)
    b. SetupCreativeGolfAdvanced.7z (1,7GB)
2. ***Golfisimo***
    a. SetupGolfisimo3.exe (1GB)
    b. SetupGolfisimo.7z (3,5GB)

If both products need to be installed (e.g., when purchasing (CG Advanced+Golfisimo), you need all 4 files. If installing only ***Creative Golf*** or only ***Golfisimo***, the corresponding 2 files are sufficient. You can download the programs from the website: https://creativegolf.com/setups/ .

Note: The Setup* .exe programs and the corresponding ***.7z data file must be **in the same sub-directory** during installation.

Quick Guide to Program Installation and Activation

1. Copy the relevant Setup files (**Setup***.exe and Setup***.7z**) to 1 directory and launch the **Setup***.exe** program. Continue according to the instructions of the Setup program. If you purchased both products (***Creative Golf Advanced*** + ***Golfisimo***), perform step 1. also for the second pair of Setup files.
2. Launch the installed program (using the **icon on the desktop**, or by another method). The default path for the program is C:\ProgramData***Creative Golf Advanced***\bin\CG3D.exe. We recommend keeping this path.
3. When prompted by the program, **enter the Product Key(s)** that you received upon purchasing the product and launch **Activation**. (Internet access is necessary).

   Notices:
   - In case of an **Upgrade** to ***Creative Golf Advanced***, the **original PK must also be entered** (see chapter above)
   - Entering and activating the PK is also possible **later via the License Manager** program (C:\ProgramData\Creative Golf Advanced\bin\LicenseManager.exe), or in **Settings** within the ***Creative Golf / Golfisimo*** program.
   - If you do not have internet access on the given computer, **off-line activation** is also possible; the procedure can be obtained upon request at support@creativegolf.com.

4. In the initial dialogue, **set the basic parameters** (language, measuring device, and especially the resolution you want to use the program in, and the monitor/projector).

   Note: The parameters can be changed later in SETTINGS within the Creative Golf / Golfisimo program.

   Tip: If you are not satisfied, or if you made a mistake in the resolution setting, or other parameters, and cannot change it in the program in SETTINGS, you can re-launch the initial setup by deleting the file C:\ProgramData\Creative Golf Advanced\bin\ **ogre_release.cfg.**

5. The program will start with an introductory **Wizard**, where you select the main purpose and usage method (Public/Private) and the playing area parameters.

   Note: Parameters 4. and 5. can be changed later in SETTINGS within the ***Creative Golf / Golfisimo*** program.

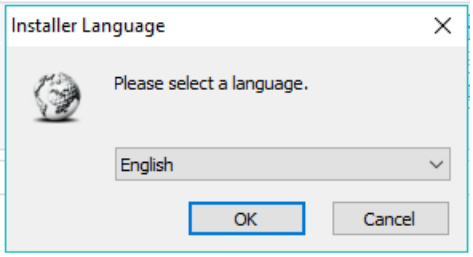
The program is **ready for use.** When selecting a course (see User manual), it is advisable to start the course download (which will take a longer time, approximately 1 hour, depending on the quality of your internet connection). Verify the connection of the measuring system and you can start the game. **Have a nice game.**

Detailed Installation and Activation – Step by Step

Here are more details about installation steps. Prepare the Setup files before installation (see previous chapter Preparation before installation and activation).

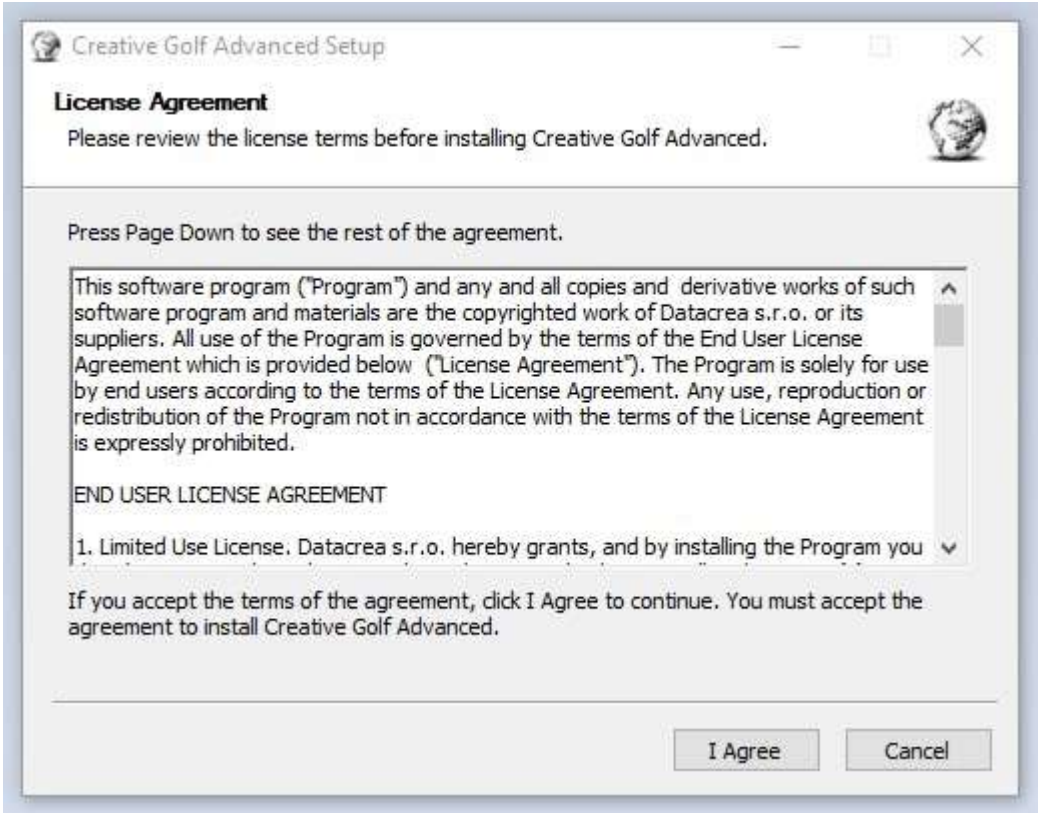
Make sure you have the Setup***.exe and Setup***.7z files **in one directory**. This can be on your computer or a local USB medium. Installation via cloud is not possible.
Launch the Setup***.exe program.

1. Select language of installation.

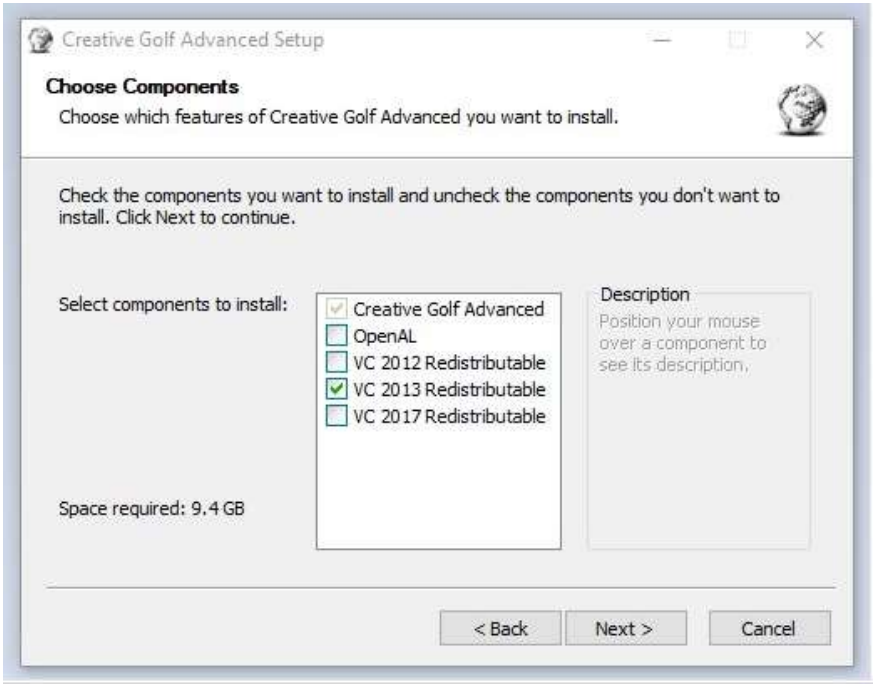


This language will also be the default for the installed software.
Note: In case of repeated installation, this dialogue will not appear.

2. After verifying the integrity of the Setup program, **Read and agree to the License Agreement**:

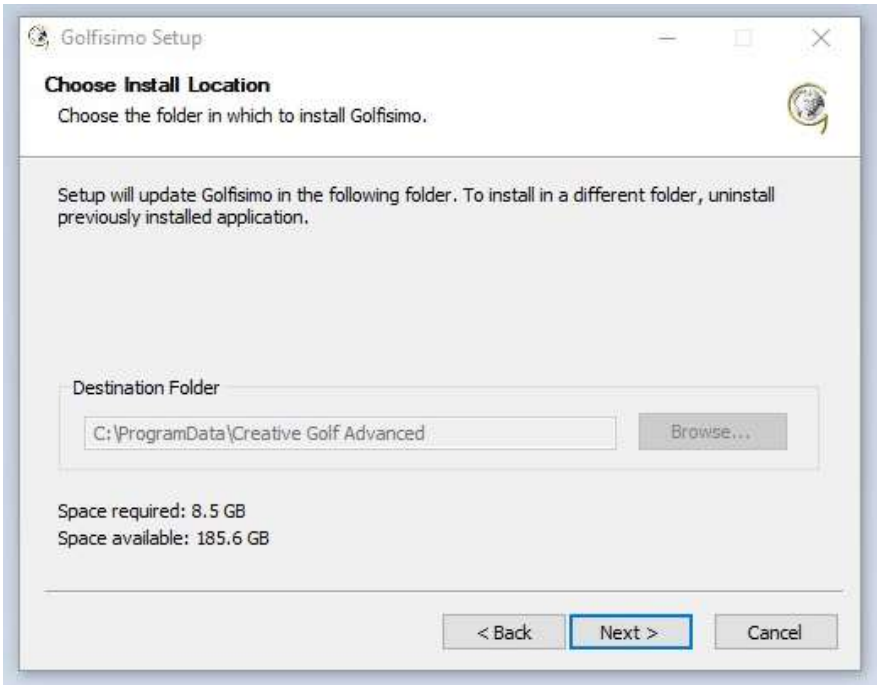


3. **Choose Components.**
   Setup will check and recommend the installation of necessary software components. Do not change the list of selected components, except in justified cases. These components will be uninstalled if the ***Creative Golf / Golfisimo*** program is uninstalled.



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

4. **Choose Install Location.**

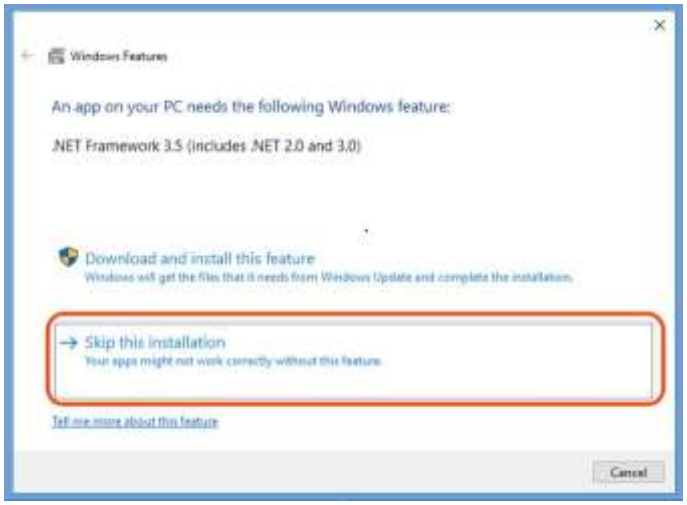


We recommend you continue by clicking ***Next.***

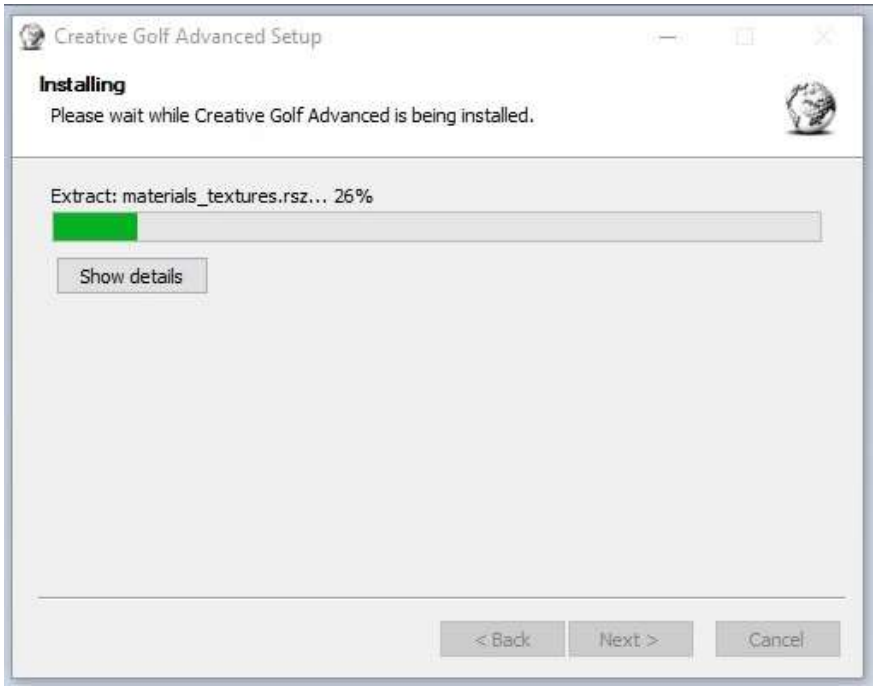
The installation location can be changed if you are installing the software for the first time. We recommend keeping the recommended installation location.

Note: The Program Files and Program Files (x86) directory is not allowed. If you are installing an Update to the Advanced version, the installation location cannot be changed until uninstallation.

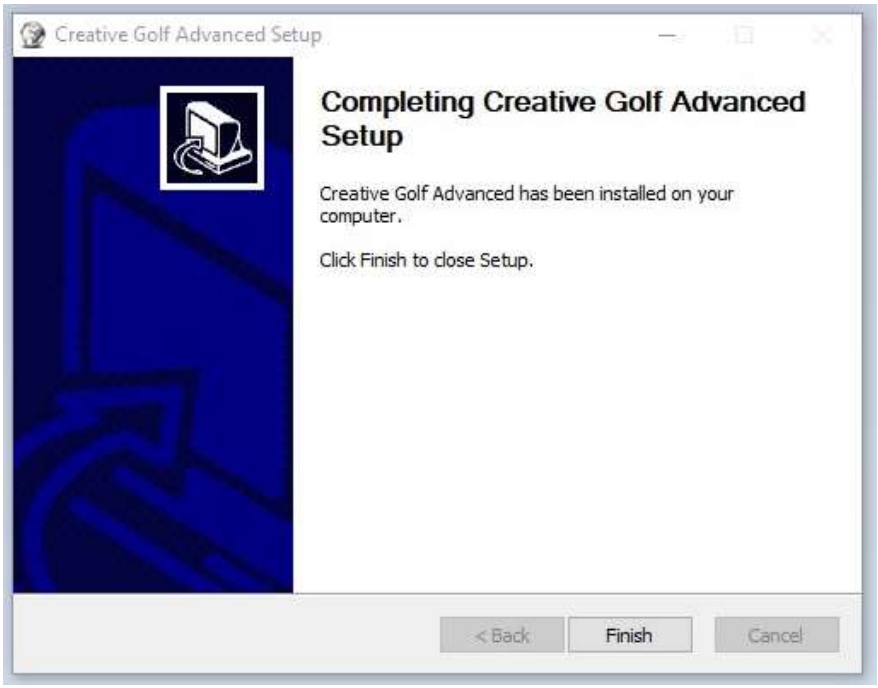
In case that dialog "An app on your PC needs the following Windows feature: ".**NET Framework 3.5** (include .NET 2.0 and 3.0)" appears, choose **"Skip this installation".**



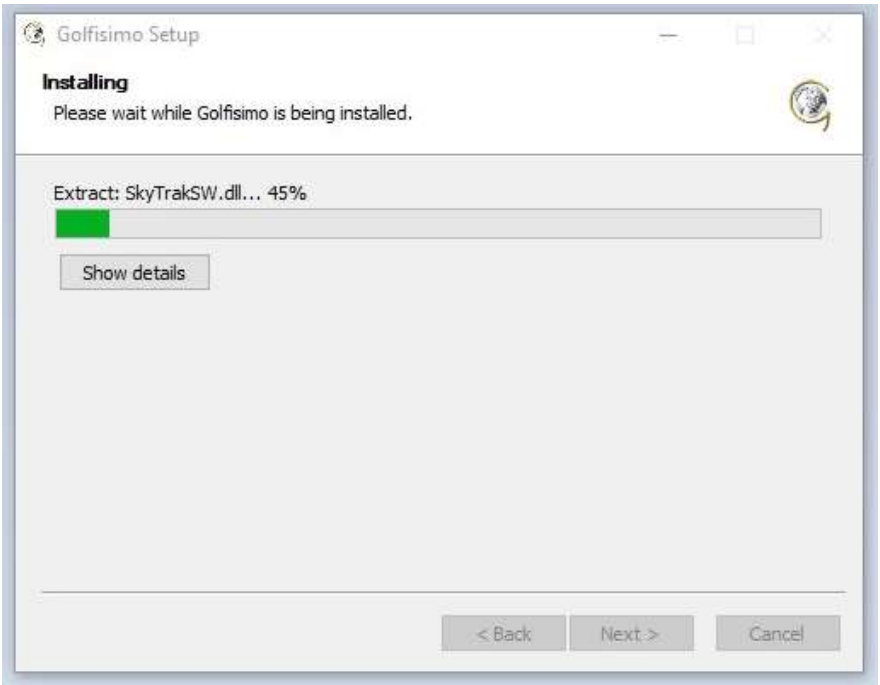
5. Wait until all necessary files are installed.



6. After the completion, click **Finish**.



If you have purchased 2 programs (***Creative Golf / Golfisimo***), you need to perform Setup with the second Setup***.exe program as well. The procedure is the same - points 1 to 6.



Notices

• **Do not install** a Setup that you have **not purchased**, or that you do not have a Product Key (PK) for.

• If you have purchased an older **Golfisimo** product (only) and have the original PK, the **Upgrade** to the Advanced version **is free** and you do not need a new PK.

It is necessary to **activate** installed software after installation, as the first step after starting the program.

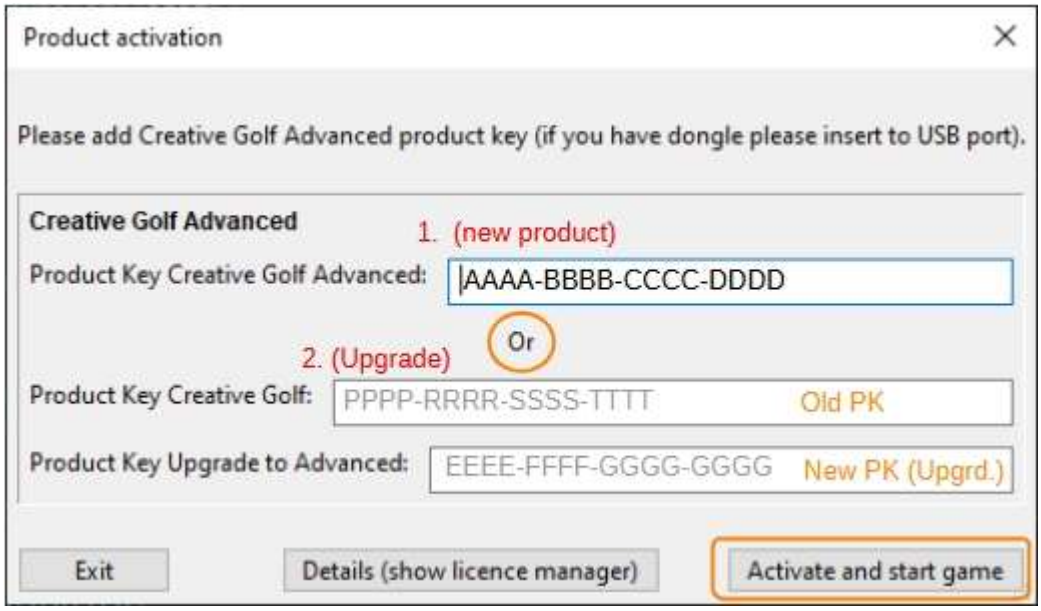
Activation

1. Activation on First Program Launch

When you first launch the program after installation, you will be asked to enter the Product Key(s) and activate. You need to enter the necessary product keys for the installed products.
Without the activation of the license on your computer or USB dongle, the game runs in a limited demo mode.

The required Product Key(s) depend on which software you have installed (***Creative Golf Advanced***, or ***Golfisimo***, or both):

A. If you are installing ***Creative Golf Advanced*** (only)



1. If you have purchased and installed the new ***Creative Golf Advanced*** (either separately or as a package with Golfisimo), enter this PK into **field 1**.
2. If you are performing a Creative Golf Upgrade
   a. Enter the **PK of the older purchased Creative Golf** product (Product Key Creative Golf) into second field. PK môžete nájsť v súbore C:\ProgramData\Creative Golf**licence.lic**
   b. Enter the **PK for the purchased GC Upgrade** to the Advanced version to last field. You will receive the PK after purchasing the GC Upgrade by email.

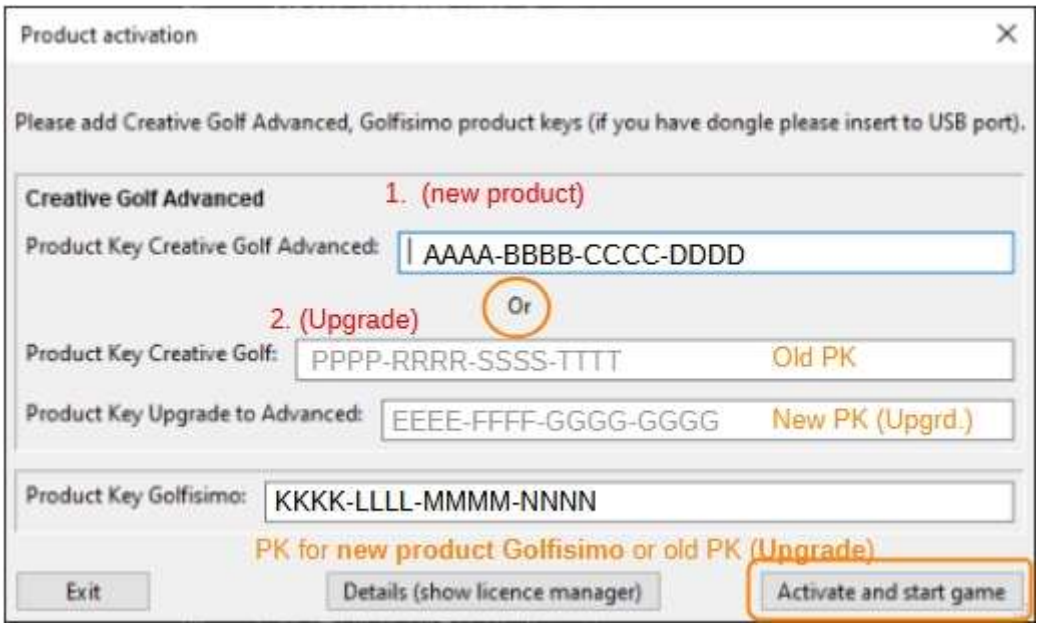
Note, especially for Skytrak: The **purchase of a new Creative Golf product for Skytrak** devices is currently **not possible** (10/2025) because the **Skytrak company has stopped selling this product.** The Creative Golf PK in the case of an Upgrade (point 2.a.) is not required, as the license is recorded and updated by Skytrak in the Skytrak device (license flags).

B. If you installing **Golfisimo** (only)

If you are performing a Golfisimo Upgrade, enter the **PK of the originally purchased Golfisimo** product. You can find it in the file C:\ProgramData\Creative Golf Advanced\ **licence.lic**.

- Upgrade of Golfisimo to the Advanced version is free regardless of the device, you do not need a new PK for the Upgrade.
- If you purchased the Upgrade for the previous product as a package (**Creative Golf** + Course Library + **Golfisimo**), this PK for Golfisimo will not be required, and thus you do not have to enter it again; it is sufficient to enter it into field 1 or 2 in point A or C.

C. If you are installing ***Creative Golf Advanced*** + ***Golfisimo*** (package)



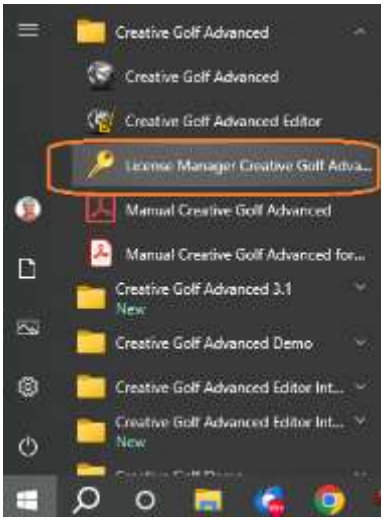
PK for ***Creative Golf Advanced*** – enter the PK into the first (1. new product) or the other two fields (upgrade) as in point A

a) PK for ***Golfisimo*** – enter the PK for Golfisimo into the last field, as in point B

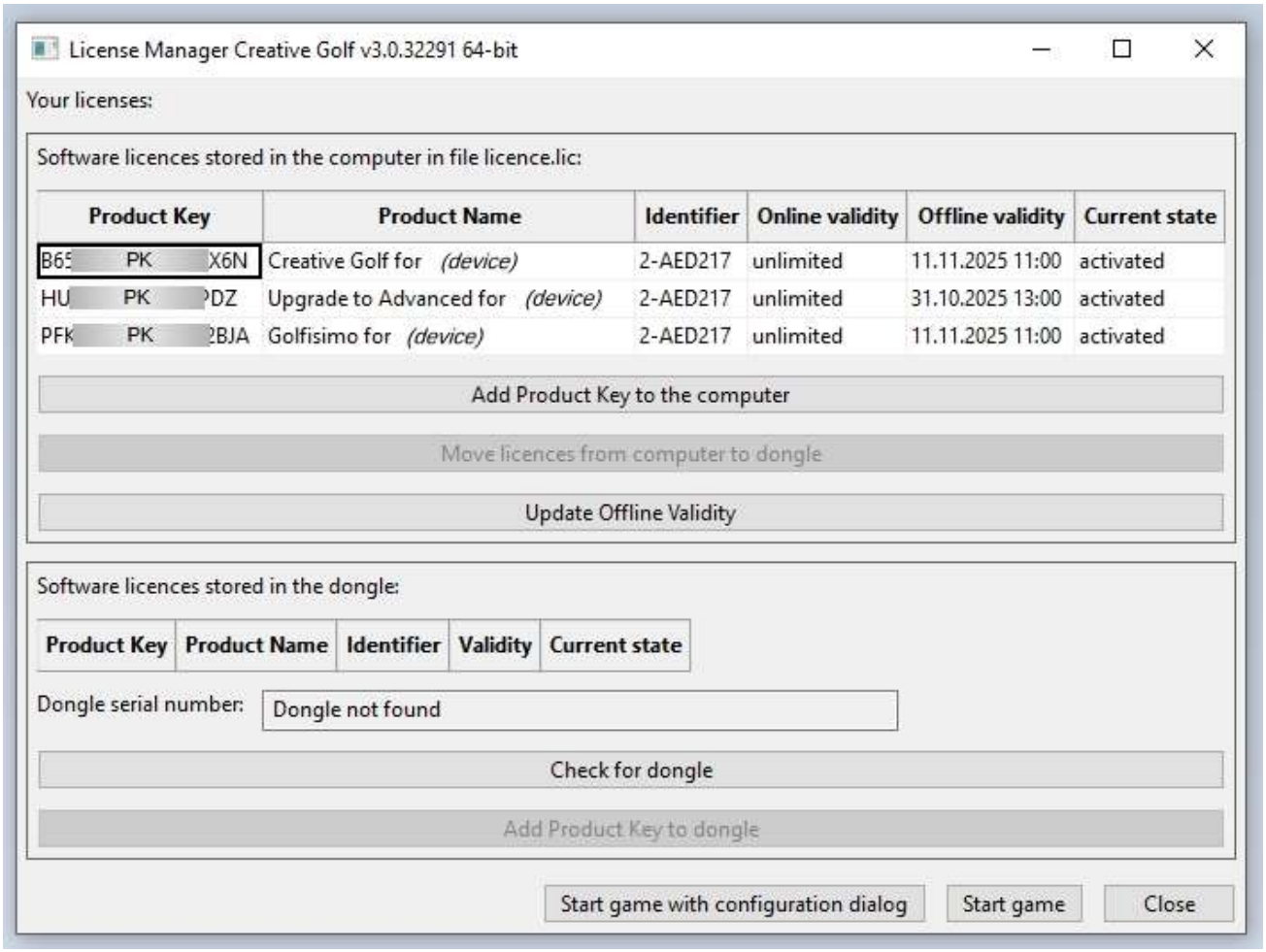
If the activation was unsuccessful for any reason, you can perform the activation additionally using the following options: Via the **License Manager** program, or directly from the ***Creative Golf Advanced***/***Golfisimo*** program.

2. Activation via License Manager

Activation is also possible via the **License Manager** program, which can be launched during dialogues that require PK(s), or directly from Windows:



The program is located in: C:\ProgramData***Creative Golf Advanced***\bin\ **LicenseManager.exe**
This program will show us the installed licenses, their validity, and give us the option to add and activate new Product Key(s).

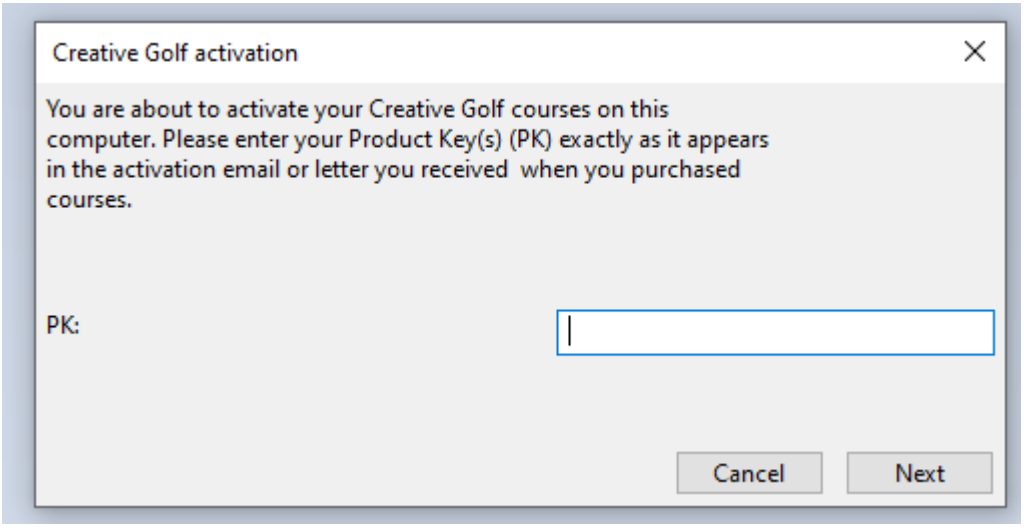


Online validity shows the validity of the license
Offline Validity is the time until the next license checking on the license server (internet is required).

Licenses can be saved on a USB key (available for purchase upon request). The status of licenses on the USB-dongle is shown at the bottom of the table.

3. Activation from the Creative Golf / Golfisimo Program

If you have the current ***Creative Golf/Golfisimo*** product installed and you want to activate a new Product Key, you can do this directly from the ***Creative Golf Advanced / Golfisimo*** program in the Settings/**Add product key** section:



Using activation via **License Manager**, or directly from the ***Creative Golf Advanced/Golfisimo*** program, is especially suitable when your license expires (Annual Subscription license), or when you acquire a Product Key for a new product.

4. Activation for Annual Subscription

For One-year license subscription - ***Creative Golf Advanced*** software and/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 and activating 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.

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5. **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 support@creativegolf.com.

The procedure is performed in several steps:

1. Obtaining the hardware profile of the computer (Request code),
2. Sending this profile code on another device with internet to the Creative Golf license server and generating an activation key (Activation code),
3. Completing the activation with the activation key.

Therefore, we strongly recommend connecting the **PC to the internet** and performing the activation **automatically** online.

First run of software

Language, Video and Graphics setting

If you have activated all product keys, the program will first require you to set which mode you will use the program in.

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 a language for the game

- **Tracking device:** Choose device, measuring system. You will see only devices for which you have inserted and activated a license. For example:
  - Flightscope devices X2, X2 Elite, Range, X3, Mevo, Mevo+, select your device: "**Flightscope**".
  - Uneekor devices: QED, EYE XO, EYE XO2, EYE XR, EYE MINI…, select "**Uneekor".**
- **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, some trees at short distance are rendered as 2D.

  Low quality - all textures are smaller, trees are displayed as 2D at even shorter distance;
- **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 the synchronization of rendering on the graphics card with the refresh rate on the display. Two scenarios are possible:

- **the graphics card renders faster** (bigger FPS) than the display refresh rate. In this case, it is good to **set the V-sync to Interval 1** to limit FPS to the display refresh rate. It prevents screen tearing.
- **the graphics card renders with smaller FPS** than the 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 the start of Creative Golf, too. To determine whether your computer is powerful enough to use V-sync Interval 1, run the **Performance test.**

- **Windows mode:** You can play in **Full screen** mode (recommended for simulators), **Borderless Window** mode (full screen without window frame), or **Windowed** (standard MS Window). If you want to switch between Creative Golf and other programs (via Alt+Tab) choose Windowed mode. It is usable f.e. to use simultaneously Creative Golf and other measuring software.

Note: All set parameters can also be set in the program in the „Settings/Graphic" section.

Device connection

Connection Verification

Before starting CG3D, it is necessary to verify the correctness of the hardware connection between the measuring software and the computer. Therefore, we recommend that as the first step after installing the device according to the device manufacturer's instructions, **run the measuring program from the device manufacturer**. Test the connection by performing a few shots. This will verify not only the hardware, but also the software connection.

Run this before starting ***Creative Golf/Golfisimo***.
Select **the same connection type** for ***Creative Golf/Golfisimo***.
Some devices need to communicate between launch monitor and ***Creative Golf/Golfisimo* interface**, which needs to be launched **before *Creative Golf/Golfisimo* program.**

Device Connection General

After starting the ***Creative Golf/Golfisimo*** program, the program will check the **connection** to the device and if it is not active, you will be asked to connect the device, or to ensure the connection of the **measuring device <–> *Creative Golf/Golfisimo*** program.
During play you will be informed of the connected device via the icon on right hand side of the picture:

If the connection drops while the program is running, the connection recovery dialogue may appear at any time during the program's run. If the connection drops, the connection will attempt to recover, or you can invoke the connection recovery dialogue by clicking on the icon.

Note for „Sweetspot“ device: It depends on the settings in SETTINGS -> GAME SETUP-> GAME OPTION 2 -> SEMAPHORE: Enabled / Disabled.

Hardware Connection

Connection options are: USB, Bluetooth, Wi-Fi, Ethernet cable .

Explanation of Connections:

• **USB:** A wired connection used for data transfer and sometimes for firmware updates. On older models (GC2), this may be the primary method of connecting to a PC.
• **Bluetooth:** A wireless connection, often used to connect to mobile applications (e.g., on an iPad), and for some devices, also for connecting the device to a PC..
• **Wi-Fi:** A wireless network connection that allows data transfer between the monitor and the computer with the software (e.g., ***Creative Golf/Golfisimo***). Some devices (Flightscope: most devices, Mevo+, Foresight: GCQuad and GC3, Skytrak) can create their own Wi-Fi network. See more below.
• **Ethernet:** A wired network connection (using an RJ45 stable cable) provides the most stable and fastest data transfer, which is often preferred for communication, especially for simulators.

Notes on each connection type

When connecting via **USB cable** (if the device allows it), we recommend using a USB cable with an amplifier, because reliable communication via USB cable has its length limitations. This is one of the most reliable connections.

Connecting via **Wi-FI** can be

- connecting to the computer's WiFi channel (**Direct Wi-Fi**). The device generates its own internal Wi-Fi network, which is only usable for communication between the device and the program (original, or ***Creative Golf/Golfisimo***). It is necessary to connect to this network before starting the utility program. In this case (Direct WiFi), the WIFI channel is occupied and unusable for Internet access. To access the Internet, we recommend creating a new Wi-Fi access channel, e.g. a second WiFi USB adapter, or a wired Ethernet connection.
- Connection to the local WiFi network (**Network mode, or Streamlined mode**). In that case, the local network remains usable for internet access. The disadvantage of this connection is that the local network parameters (Network Name SSID and password) need to be entered directly into the device. This is done using the original software supplied with the measuring device. ***Creative Golf/Golfisimo*** then uses this connection. At the same time, this type of connection is more susceptible to network interference and thus connection failures.

When connecting via **Ethernet cable**, you need to enter the device's IP address and mask on the computer. You can obtain information about the IP address and network parameter settings from the device supplier (manufacturer). The connection is reliable, without interruptions.

Connecting via **Bluetooth** requires pairing between the computer and the device.

Software connections

Some devices have the communication between the measuring device and the computer directly implemented in the ***Creative Golf/Golfisimo*** program and do not need an additional program (Interface) to ensure this communication. These include **Flightscope, Foresight, GolfJoy**.)

Other devices (**Uneekor, ProTee United**) require this **Interface** to be launched and communication with the program to be set up before starting the main application (***Creative Golf/Golfisimo***, or other). The Interface for Uneekor devices is included in the Uneekor Launcher program (free); **for ProTee devices, this interface must be purchased** (see the ProTee connection description). The program interface must be launched before starting the Creative Golf program.

To run third-party software for **SkyTrak**, you must have **purchased** the Essential Membership (formerly Game Improvement Plan).

In some cases (**Garmin**), the connection between the computer and the device is provided by a third device (tablet, phone). This is connected to the measuring device via Bluetooth (paired) and to the computer via a local WiFi network. The program connection is provided by the "Connecter" application (free), which provides communication between the measuring device and the computer (***Creative Golf/Golfisimo*** program).

For **Foresight** devices, connection to the ***Creative Golf/Golfisimo*** program is conditional on membership in the FSX club, i.e. you need to have an "**FSX-Lite**" account. Currently, the prerequisite for obtaining this account is the purchase of the golf program from Foresight.

For individual connection options, see the following chapters - depending on the device you are connecting.

Flightscope – device connection

Software interface

No software interface is required. Communication between ***Creative Golf/Golfisimo*** and Flightscope is built directly into the program.

Hardware Connection

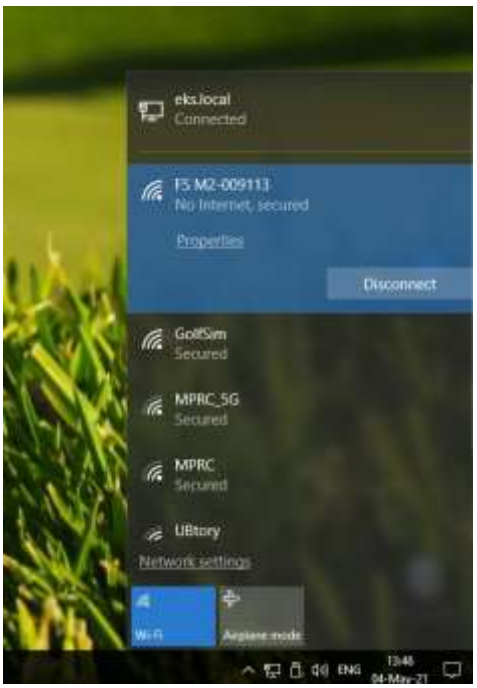
Flightscope devices generally allow 3 types of connection: Wi-Fi Direct, Wi-Fi Streamlined and USB cable. Some devices (X3, Mevo+) do not have the option to connect via USB cable.

a) Wi-Fi – Direct.

Before starting the program, connect to the local network (own WiFi hotspot) generated by the device. The password to connect to the WiFi hotspot of the Flightscope device (Mevo, Mevo+, Mevo Gen2, and others) is by default the serial number of the device itself.

Procedure:

1. **Wi-Fi Network Name (SSID):** The device will create its own Wi-Fi hotspot, which usually has the format: **FS <serial number>.** For example: FS M2-123456
2. **Password:** The password for connection is the serial number of your device, without the prefix "FS" and spaces (if there are any in the network name).



Example:

• If the Wi-Fi network is called **FS M2-123456**, the password will be: **M2-123456**

• If the Wi-Fi network is called **FS MG2-123456**, the password will be: **MG2-123456**

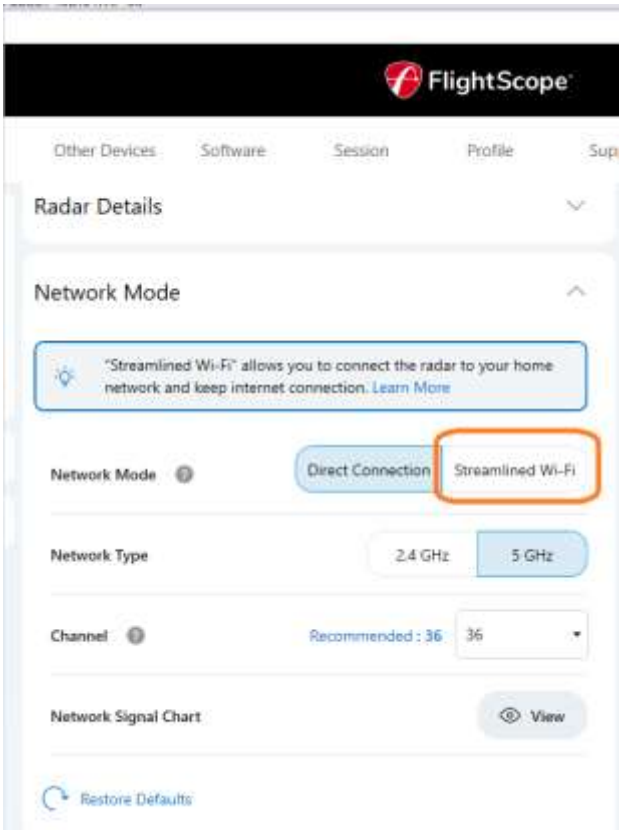
Important details:

- You can find the **serial number** printed on the back of the device (often near the QR code) or on the box.
- **Case Sensitive:** Make sure you enter capital letters exactly as they appear in the serial number (e.g. **M or F must be uppercase).**
- **QR kód:** The easiest way to connect for the first time is to use the **FS Golf** app, which often allows you to scan the QR code on the back of the device and it will **connect automatically**.
- The device switches to **Direct mode** and generates a **5GHz network**. If you only have a 2.4GHz network on your PC, this can be set in the **FS Golf** application.
- If you do not have **another channel for connecting to the Internet**, other than the WiFi adapter in your computer, **Internet access will be disabled**. We recommend that you equip your PC with a **second Wi-Fi adapter for Internet access**, or another network access (Ethernet). You can also use the WiFi-Streamlined connection, which does not block Internet access.

b) Wi-Fi – Streamlined

This is about securing communication via a local WiFi network that you normally use to access the Internet. Its settings (**SSID and password**) can be made in the **FS Golf** application (tablet, mobile) or **FS Golf PC** (on a PC).

Connect the device via this app (In Direct mode) and set **Streamlined Wi-Fi mode** in the Radar/Network Mode section:



Then exit FS Golf.

You can start ***Creative Golf/Golfisimo*** and select the "Streamlined WiFi" connection.

Important detail:

If you turn on the Flightscope device outside of your network range, the device will switch to WiFi Direct mode.

c) Connection via USB cable

This is the safest and most reliable connection, Not all devices have this option.

If you use a USB cable connection, we recommend using an "active" USB cable (with an amplifier) to ensure reliable communication even over longer connection lengths.

Important detail:

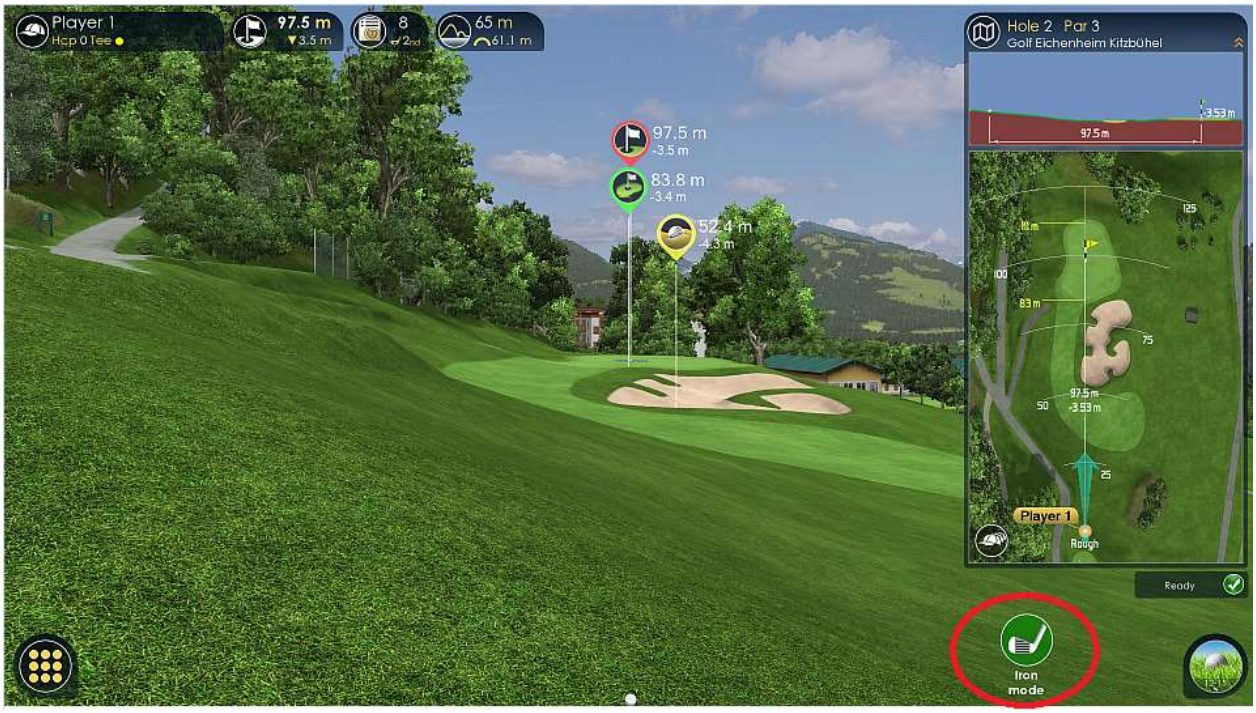
Before turning on the Flihgscope device, connect the USB cable to the PC and turn on the PC. If you turn on the device without connecting the USB cable, the device will go into Wi-Fi Direct mode and the USB cable will only be used for charging.

Mode of shot measuring

FlightScope devices use **radar** to measure ball flight. Therefore, it is necessary to switch between the device's radar modes to ensure the ball flight is captured and targeted correctly. Creative Golf automatically sets the device mode based on the anticipated shot.

The software sets the **"Driver & Wood"** mode on the tee, but may switch to the **"Iron"** mode if the hole distance is shorter. On the green, it sets the **"Putting"** mode. Between the tee and the green, the mode is set according to the distance to the flag.

Therefore, always monitor the mode setting displayed at the bottom of the screen to ensure the correct mode is active, especially if you plan to play an atypical shot that does not correspond to the distance to the flag.



Software-switched Radar Modes

Mode	Automatic Activation	Imperial	Metric
Driver & Wood	On the tee and at distances **greater than**	**220 yd**	**200 m**
Iron	Everywhere off the tee and green at distances **from - to**	**100 – 220 yd**	**90 – 200 m**
Wedge	Everywhere off the tee and green at distances **from - to**	**22 – 100 yd**	**20 – 90 m**
Chipping	Everywhere off the tee and green at distances **from - to**	**23-65 ft**	**7 -20 m**
Putting	On the green		

Note: While Creative Golf switches modes based on the distance to the hole on the course, FlightScope recommends different settings based on the shot type (Full Swing, Chipping, Putting). Individual modes have overlaps, the radar operates in a wider range than in the table.

Related Links:

- Fligtscope Mevo+ Product Page: flightscope.com/products/mevo-plus
- Fligtscope Mevo Gen2 Product Page: flightscope.com/products/mevo-gen2
- FlightScope Mevo Manuals: flightscope.com/pages/user-manuals
- FlightScope Firmware and Apps: flightscope.com/pages/firmware-apps
- FlightScope Support: flightscopemevo.co.uk/pages/contact
-

Uneekor – device connection

Hardware Connection

The device is typically connected to the computer using an Ethernet cable (RJ-45 connector). Before using the device, the device must be installed according to UNEEKOR's recommendations, including calibration.

The manuals are available on the website:

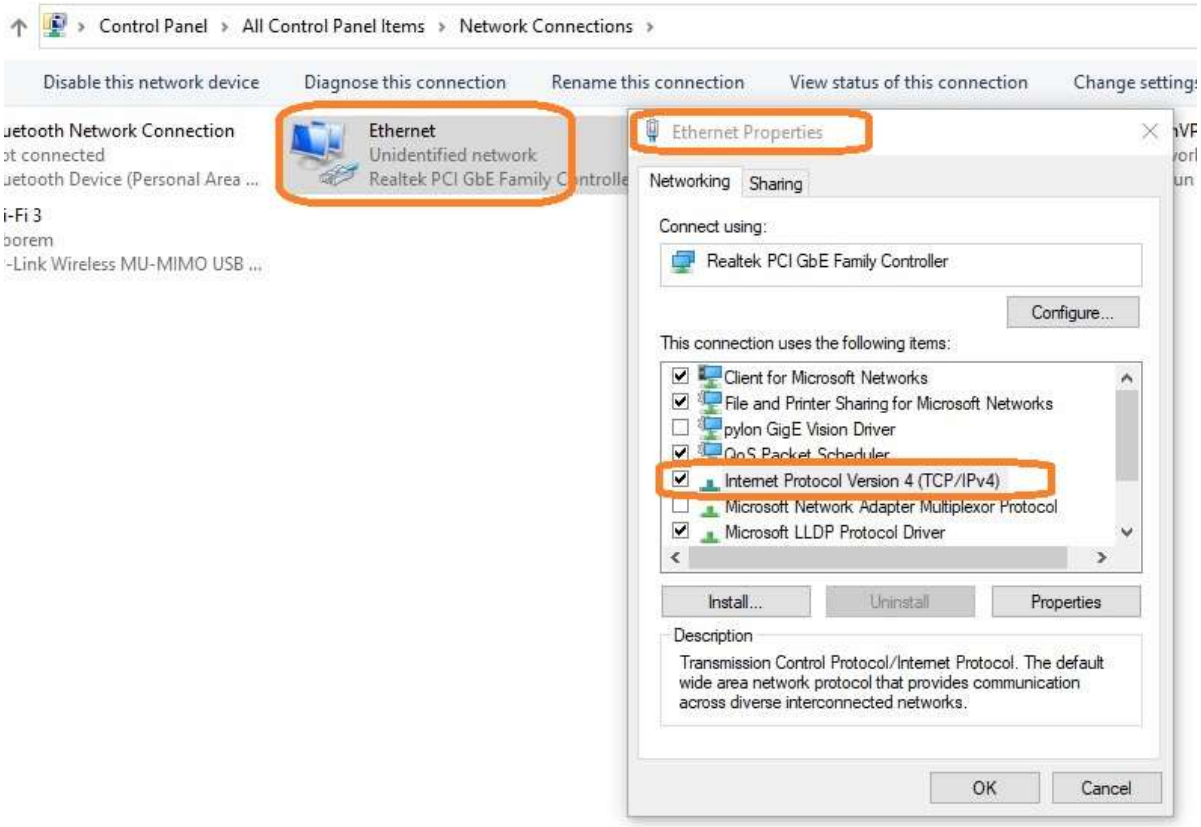
Uneekor Support:

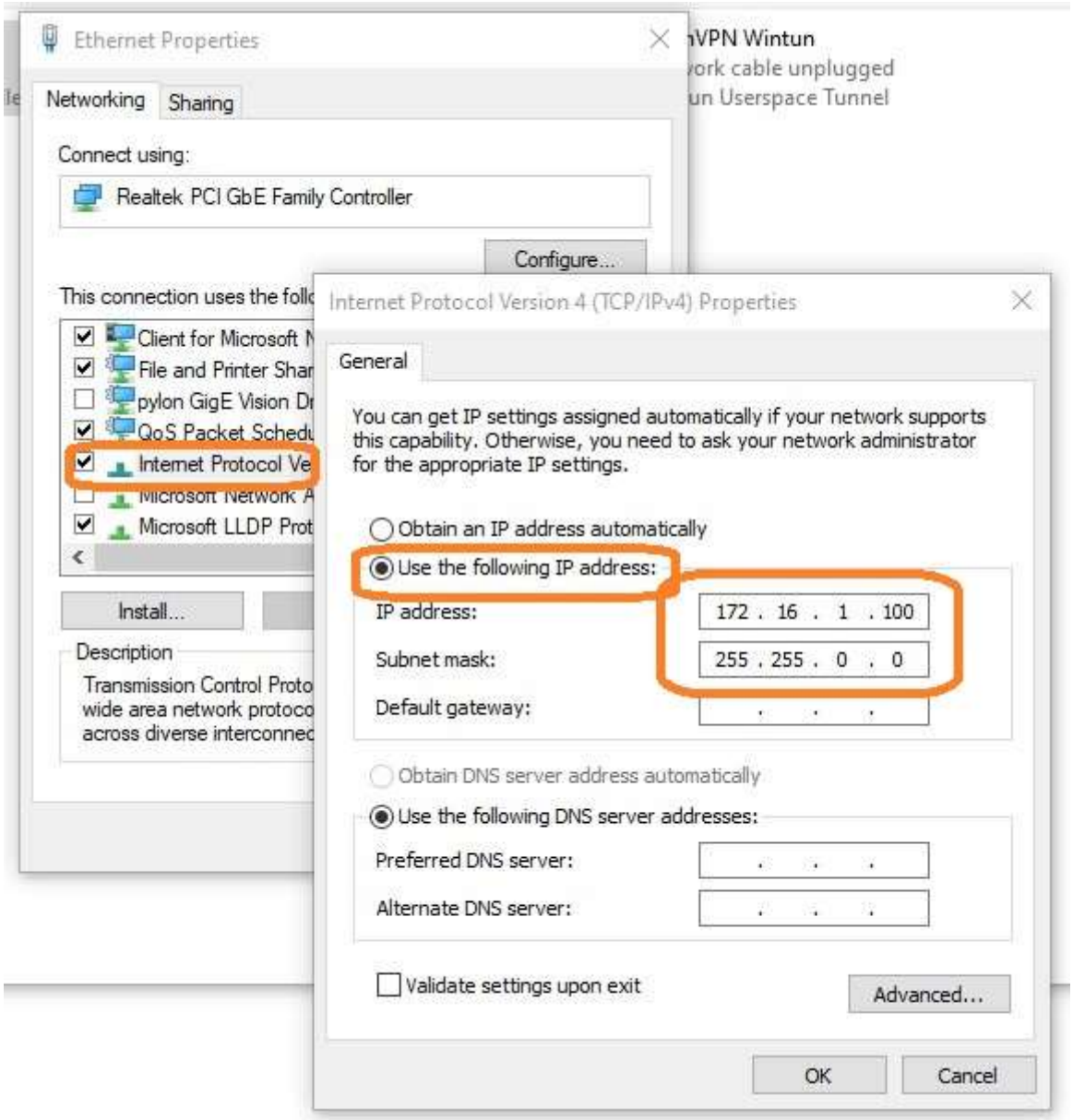
https://uneekor.com/support

It is necessary to install the software for the Uneekor device (Uneekor Launcher).

Setting the Ethernet port in Windows

Check the settings of the Ethernet port to which the device is connected, according to the manufacturer's requirements. Typically, the TCP/IP port settings in Windows is **172.16.1.100** as follows:





It is recommended to test the standard Uneekor software to see if the measurement system is working, sensing shots, and displaying data.

You can then set Trird-Party connector in the Uneekor Launcer and then use the ***Creative Golf/Golfisimo*** software.

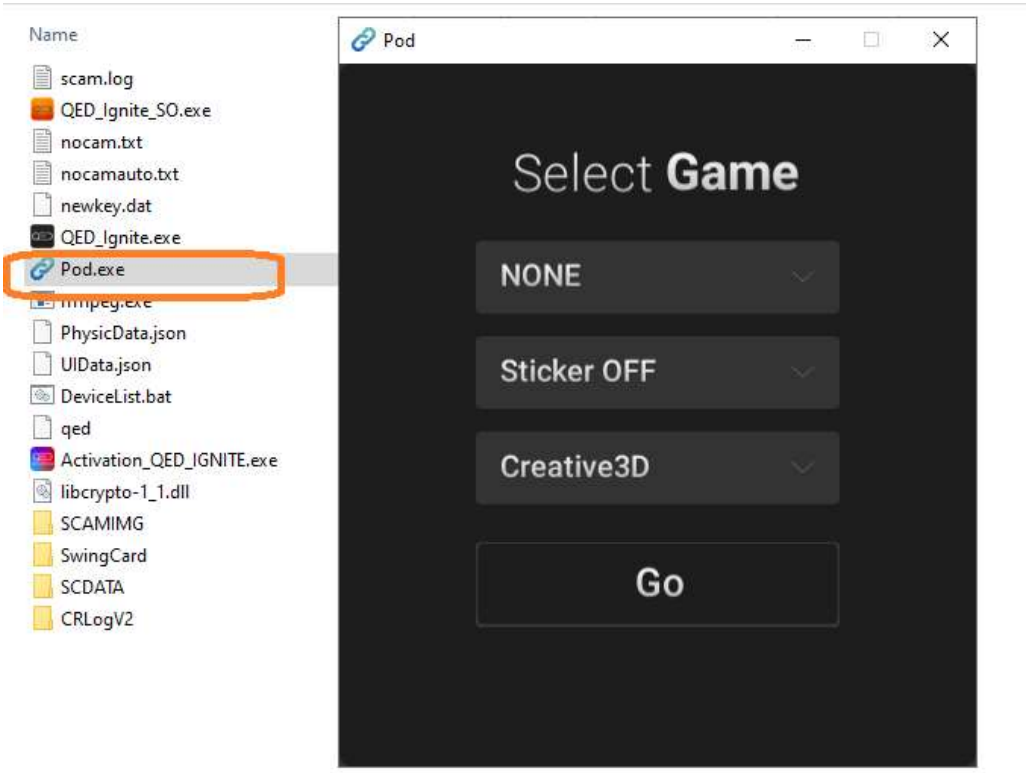
Software interface

Before launching the ***Creative Golf/Golfisimo*** software, you have to be sure that Uneekor device is switched ON and device is well calibrated according to the Uneekor recommendation. To properly connect the measuring device to ***Creative Golf/Golfisimo***, you need to run an interface, also called **3rd Party Connecto**r. It can be a separate program (**Pod.exe**), or it is part of the program and installation package "Uneekor Launcher".

a) Using Connector "Pod.exe" (older)

With the installation of the Uneekor software, you also get the **Pod.exe** program, which is the necessary interface between the measuring device and the ***Creative Golf/Golfisimo*** program.

This needs to be run before the Creative Golf program can be started.



Be sure you have a current installation of the pod.exe (newer than 7/2020).

Newer versions communicate with the golf software via **port 4355**, and older versions via **port 3355** (see SETTINGS / Uneekor settings).

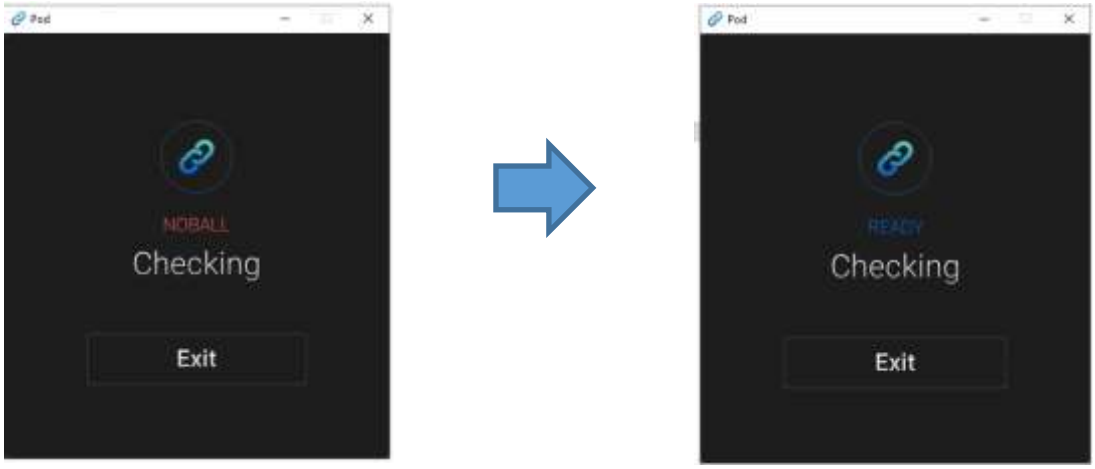
At the same time, with older versions, you may find that Pod.exe already requires Creative Golf to run, so you need to start Creative Golf first and then start Pod.exe (by skipping between programs in Windows via Alt-Tab). Therefore, if you have an older version of Pod.exe after installing the Uneekor software, update the Uneekor software first.

Try the original Uneekor software first (QED_Ignite, View, etc.) and be sure that the device measures your shots.

Then start

1. **Pod. Exe** (Select interface “Creative3D” and press GO)
2. ***Creative Golf Advanced*** (***Golfisimo***).

Check, whether the Pod.exe program reacts to the ball being placed on the tee - switches NO BALL > **READY**



TIP: If you want to run the golf program automatically, you can use Pod.exe with the “GoCreativeGolf” parameter and run both files with one *.bat program, or put it or shortcuts in the Windows Startup folder so that it starts automatically after Windows starts up.

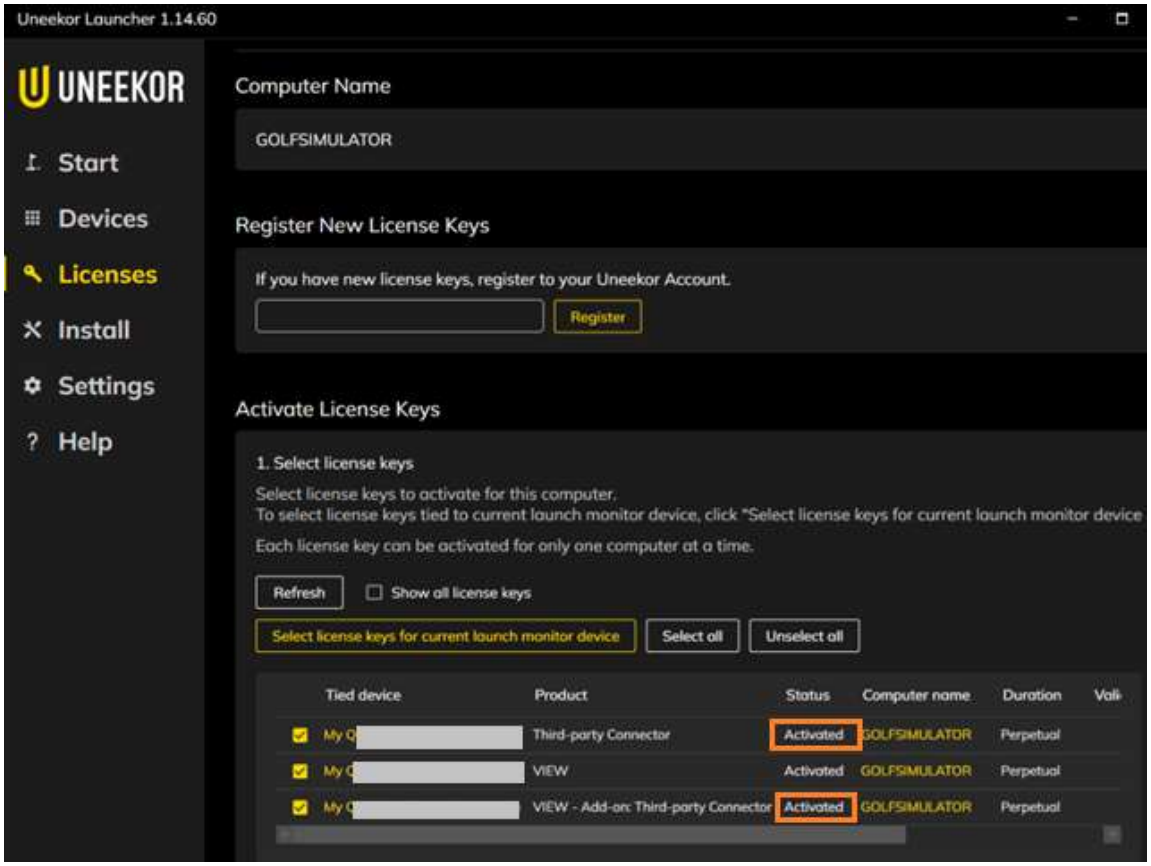
Example:

*Pod.exe **GoCreativeGolf***
C:\ProgramData\Creative Golf Advanced\bin\CG3D.exe

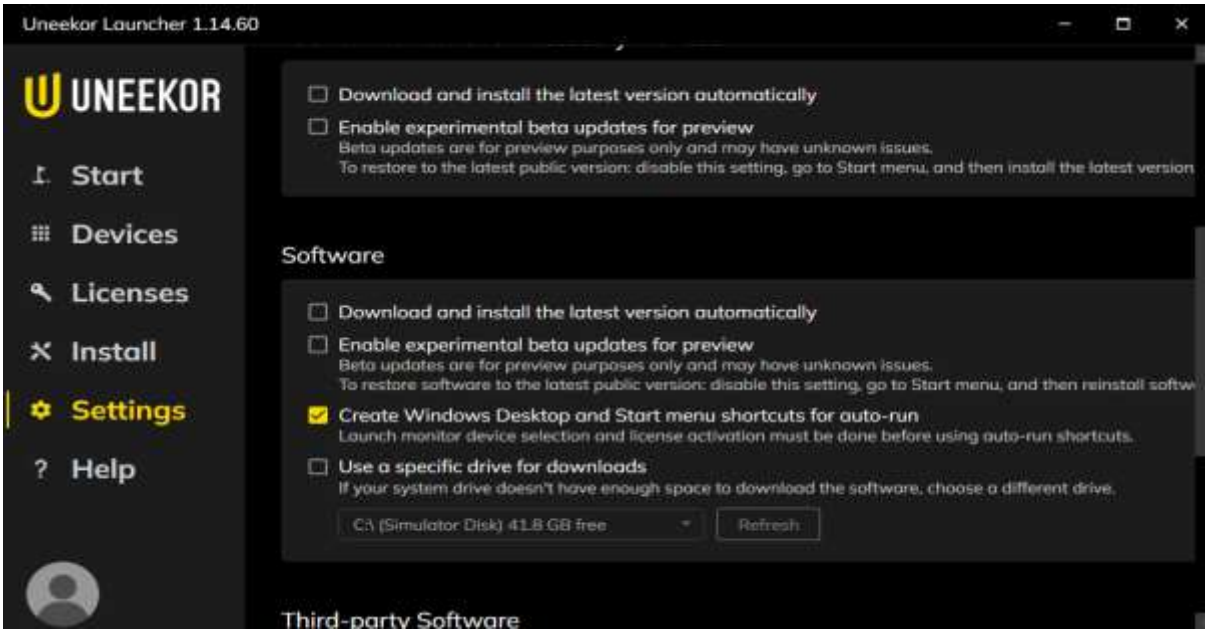
b) Using Connector from "Uneekor Launcher"

After installing the device using the **Uneekor Launcher** program, including calibration, test in the given program whether the device captures and registers your shots.

At the same time, make sure that you have installed and activated the license for the 3rd Party Connector:

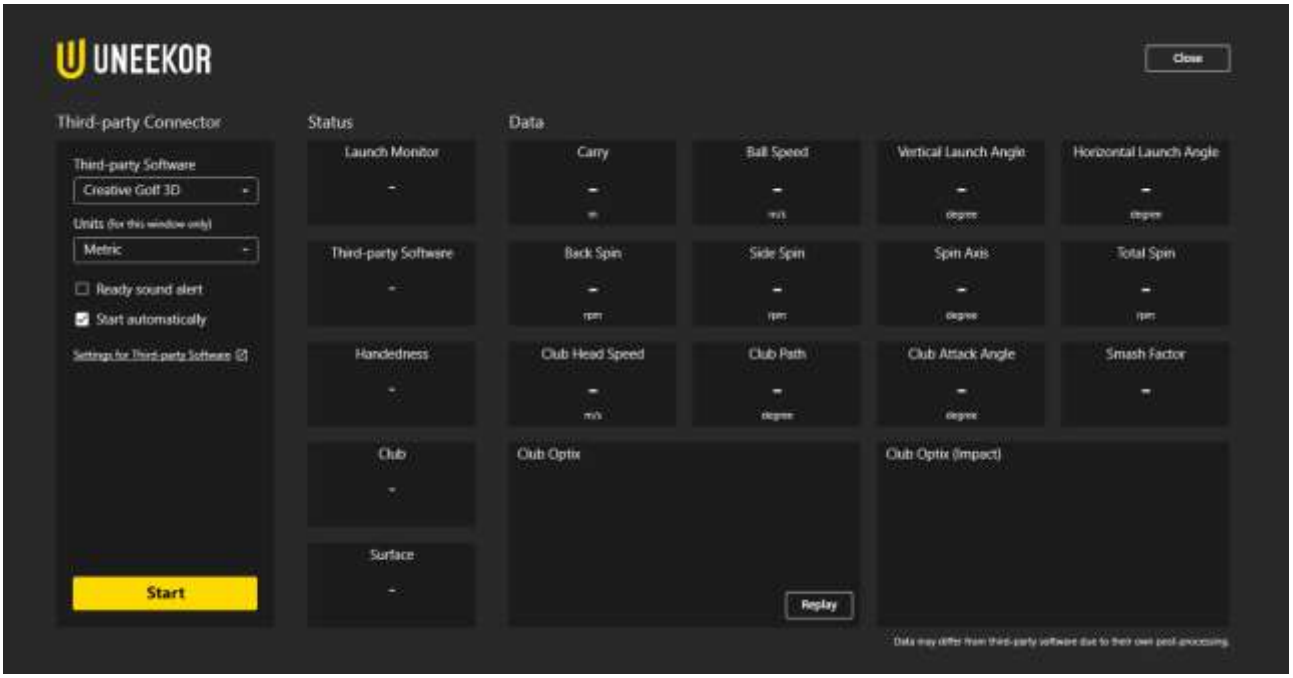


In the Launcher, we recommend set: Settings -> Software -> Create Windows Desktop... **Shortcuts for autorun:**

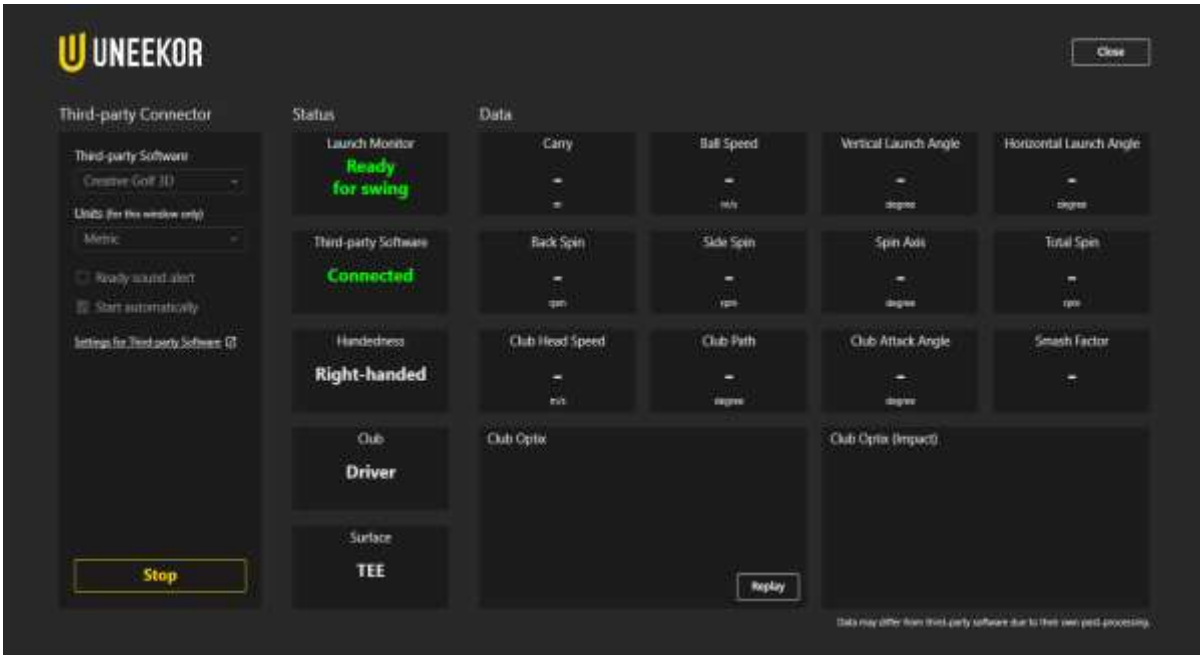


This will allow launching the Connector directly from the desktop.
An icon will be created on the desktop, which will launch the Third-party connector and then ***Creative Golf*** software (or ***Golfisimo***). This icon will launch the Third Party connector directly, without launching the Launcher software.

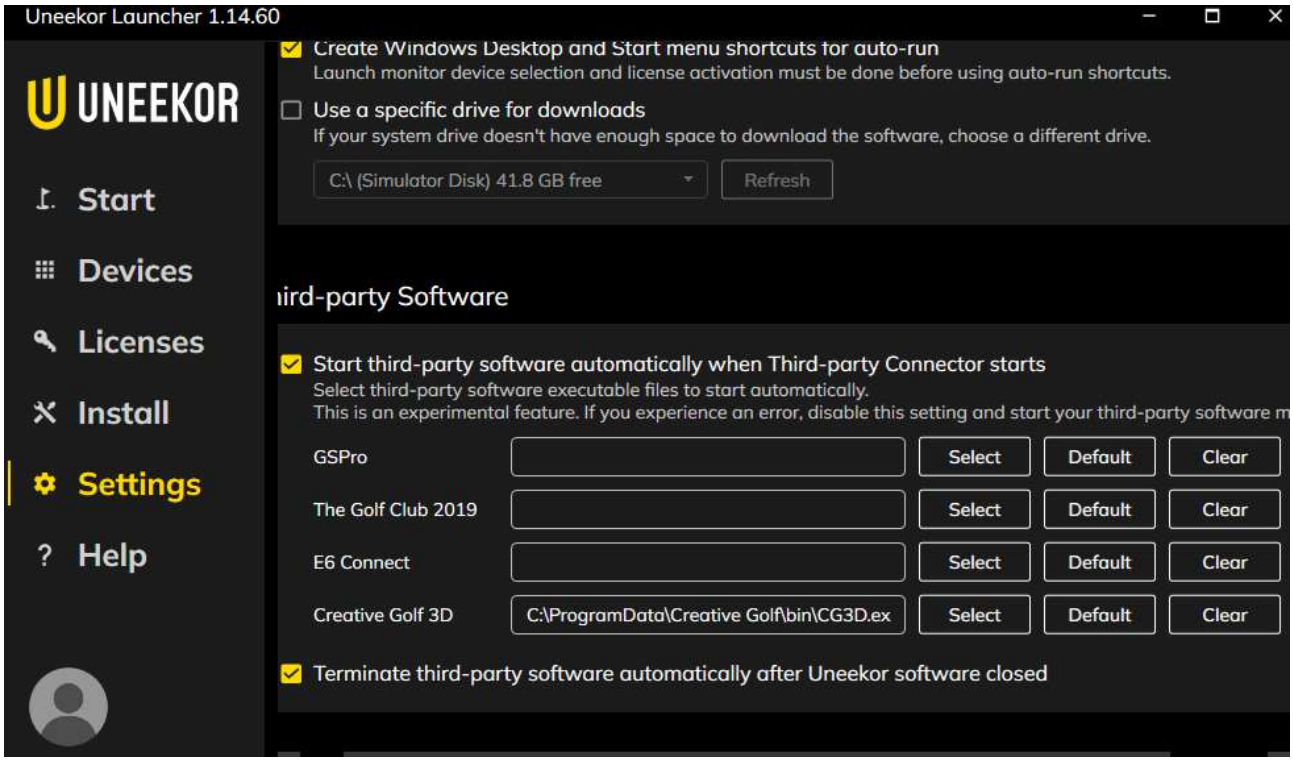
If you start the Third Party connector, check:
a) whether Third-party Software: **Creative Golf 3D (Creative Golf Advanced)** is set:



b) Press **Start** and try
- whether the Status Launch Monitor reacts to the ball
- test whether the Third Party Connector captures the parameters of the shot.
- Start (manually via the Creative Golf (Golfisimo) icon and the connector should show Status-Third Party Software: **Connected.**



For urther, it is good to set "**Start automatically**" - the connector will **start** automatically after starting.



In the Launcher, set the “Third-party software” as Creative Golf and the path where you installed it.
The default path is:
C:\ProgramData\Creative Golf Advanced\bin\CG3D.exe (also for Golfisimo).

Summary:
Set:
a) in the **Uneekor Launcher:**
Settings -> Software -> Create Windows Desktop … shortcuts
Settings -> Software -> Third Party Software -> Start… **automatically**

b) in the **Third-Party Connector**:
Third-Party Software: **Creative Golf Advanced** and enable **Start automatically**

The connector and ***Creative Golf (Golfisimo***) will start, connect and it will work.

Garmin – device connection

GARMIN.

Comunication via app. Connecter

Garmin devices (Approach R10, R50) require another device (tablet, mobile) for communication, where the **Creative Golf Garmin Connecter** application is installed .
The **Creative Golf Garmin Connecter** is used to bridge the connection between the Garmin Golf app and Creative Golf on your PC.

It is necessary to install **Creative Golf Garmin Connecter** app on your mobile phone (tablet) to run ***Creative Golf*** or ***Golfisimo*** correctly.

You can download it here:

GET IT ON Google Play
https://play.google.com/store/apps/details?id=com.datacrea.cggarmin

Download on the App Store
https://apps.apple.com/sk/app/creative-golf-garmin-connecter/id6447637814

a) Connecting the app Connecter to the launch monitor

To connect the Connecter (on a mobile phone, tablet) it is necessary **to pair the mobile phone and the measuring device (Approach R-10, R50)**. The connection is via Bluetooth. Select Bluetooth connection on the mobile phone and pair with the Garmin device.

In the Connecter app, tap Approach R10/R50 and a successful connection will be indicated by a **green circle.**

b) Connecting the app Connecter to *Creative Golf/Golfisimo*

The connection between the Connecter and the PC (***Creative Golf/Golfisimo*** program) is via a local Wi-Fi network.
The connection can be automatic (by scanning the QR code in the Connecter app) or manual.

If ***Creative Golf/Golfisimo*** is not connected to the Connecter, a connection dialog will appear:

On the Creative Golf Garmin Connecter app, select **Creative Golf**.

Scan the QR code from Creative Golf software using your phone's camera.

For adding **IP Address manually**, than can be located on your computer with these steps:

1. Select **Start** -> **Settings** -> **Network & Internet**
2. Select **Wi-Fi** network you're connected to.
3. Select **Properties** and look for **your IP address**, next to IPv4 address.

If the connection is **unsuccessful,**

- it is possible that the firewall on your computer is blocking the ***Creative Golf/Golfisimo*** program (C:\ProgramData\Creative Golf Advanced\bin\CG3D.exe) from connecting to the local network. Check the **Windows Defender Firewall** settings and optionally add the application to the allowed apps according to the procedure at the bottom of the connection dialogue:

1. Open the Windows Defender Firewall settings: Press the Windows key + R to open the Run dialog box. Type "**control firewall.cpl**" and press Enter.
2. Click on the "**Allow an app or feature through Windows Defender Firewall**" option.
3. Click the "**Change settings**" button.
4. Click the "**Allow another app**" button.
5. Click the "**Browse**" button, navigate to the folder and select the application file CG3D.exe (see your path below).
6. Click the "**Add**" button to add the application to the list of allowed apps.
7. Select the "**Private**" network box and click "OK".
   Alternatively, you can set a rule to allow TCP port "4356".

Your path for Creative Golf exe file: **C:\ProgramData\Creative Golf Advanced\bin\CG3D.exe**.

- Ensure your smartphone/tablet and computer are on the **same Wi-Fi** network.

Advanced (mainly for iPhone):
Check your iPhone IP address (Settings, WiFi, network you are connected to and tap (i) icon).
On your Windows PC start command line (cmd) and type ipconfig – check your IPv4 address.
Both of them should start with the same numbers e.g. iPhone **192.168.1**.20 and your PC **192.168.1**.7.
If the first 3 values (separated by dots) differ then your phone is not connected to the same network. Maybe your iPhone uses "data" – mobile provider's network and your PC your home ISP. You should ensure your iPhone uses only your home Wifi

Other important details:

- Verify the **Creative Golf Garmin Connecter** app is running in the background.

- The Garmin Approach R10/R50 monitor needs to be in range and turned on.

If the connection is established, the **both circle indicators light up green.**

Small circles between the indicators indicate communication between the Garmin device and the ***Creative Golf/Golfisimo*** program (e.g. at the time of a shot).

If the Connecter is connected to both devices (both indicators are green), the ***Creative Golf/Golfisimo*** program can be used.
Check whether Creative Golf (for example on Driving) responds to the ball Not Ready -> **Ready** and react to Your shot.

During play you will be informed of the connected device via the icon on right hand side of the picture. If it show **Not Connected**, check on Connecter app status Approach R10/R50 and status Creative Golf.

- Garmin R10/R50 goes into **StandBy** mode:
  - If no shot is made for about 5 minutes
  - If the device is moved.

Shocks near the device can also cause it to go into StandBy mode.
On the Connector, this will be indicated by **a yellow "Approach R10/R50" indicator**.
Tapping the indicator will wake the device and **restore the connection**.

For more information, see:
https://support.garmin.com/en-US/?faq=ZajiW9KaybAIKt7GZEtiE6

GolfJoy – device connection

Software interface

A software interface is not required. The communication between ***Creative Golf/Golfisimo*** and the GolfJoy (GDS Plus) device is implemented directly in the program.

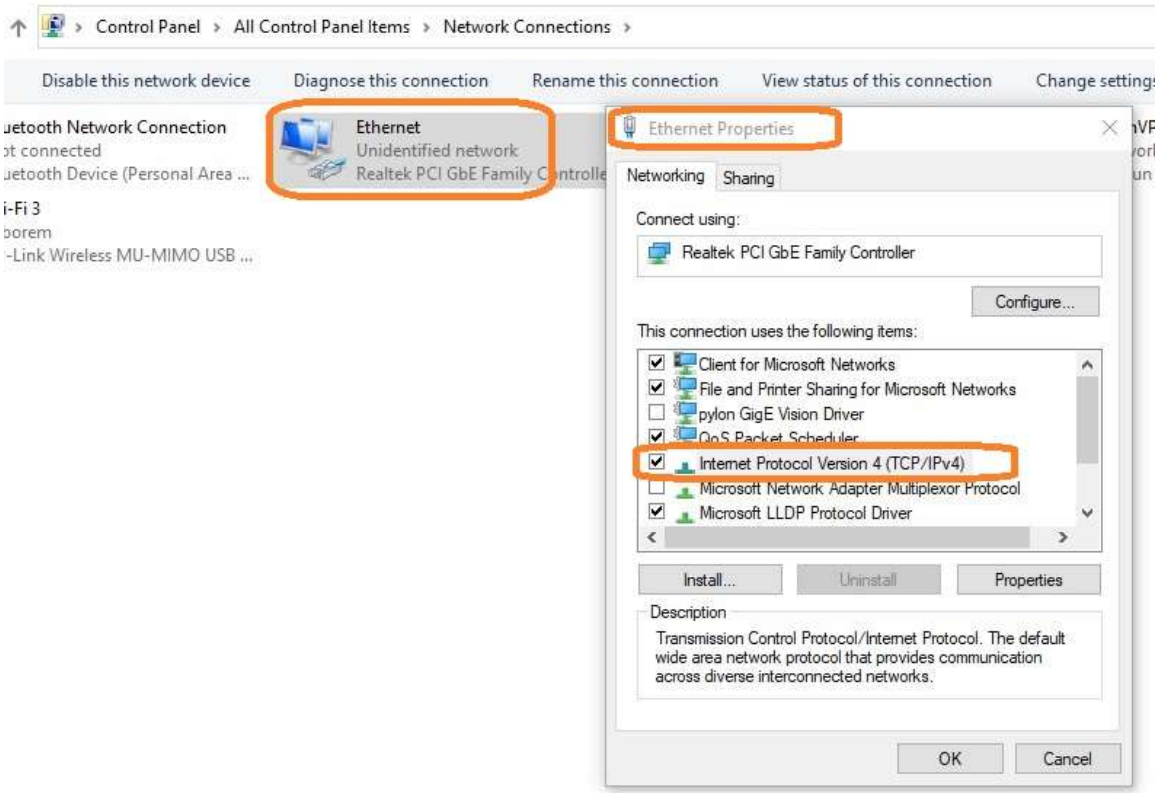
Hardware Connection

Before launching the ***Creative Golf/Golfisimo*** software, you have to be sure that device (GDS-Plus) is connected to your computer via Ethernet cable (RJ45), switched ON and the corresponding Ethernet port (RJ-45) is configured in Windows as recommended by Golfjoy:
https://www.golfjoy.com/products/gds-plus

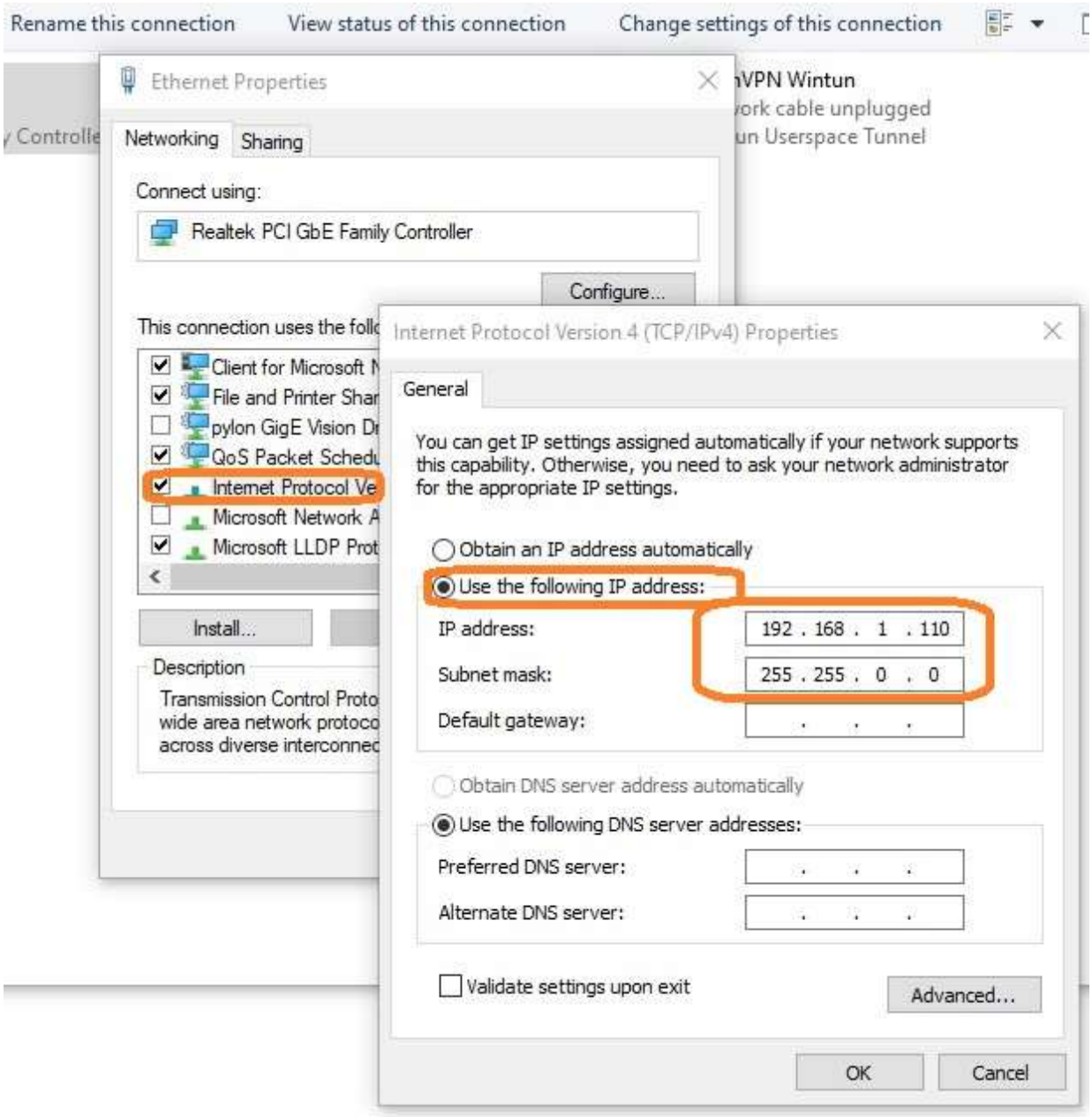
The **port in Windows** needs to be set to a fixed IP address: **192.168.1.110.**
Device have the IP address: 192.168.1.147 for communication with software Creative Golf.
Set IP address of Ethernet port it in Windows as first.

Setting the Ethernet port in Windows

Windows setting -> Network & Internet -> Ethernet -> Network Connections Select Ethernet port is used for device connection.



Change settings of this connection -> Internet Protocol Version 4 (TCP/IPv4) -> **Properties** ->
Use the following IP address:
IP address: **192.168.1.110**
Subnet Mask: 255.255.0.0



After launching ***Creative Golf/Golfisimo***, you can use the program immediately.

Foresight – device connection

Login via "FSX Live" account with FSX license

In order to use the Creative Golf program and associated products (Course Library, Golfisimo), you must have purchased an **FSX 2018/2020** or later license from Foresight Sport Company, which is associated with your **FSX Live account** on Foresight server. A prerequisite may be the purchase of FSX software.
You can create an FSX Live account or check the attached FSX license here:
https://performance.foresightsports.com/.

At least when first using Creative Golf, resp. Golfisimo, please **log in** to the game using this account to verify the FSX license.

Software interface

No software interface is required. Creative Golf/Golfisimo communication with Foresight devices is embedded directly in the program.

Hardware Connection

Možnosti Foresight zariadení ohľadom pripojenia:

Device	Connection type(s) (Hardware)	Notes
GC2, GC2+HMT	USB (Mini USB)	Requires a USB cable to connect to the PC for data transfer. An active USB cable is recommended.
GC3	Wi-Fi, Ethernet, USB-C	Multiple modern connection options. Wi-Fi and Ethernet are used for connection to a PC/network.
GCQuad	Wi-Fi, Ethernet, USB-C, Bluetooth	A top-tier device with a complete set of connection options. A direct **wired connection** (USB-C/Ethernet**) is recommend**ed for stable communication performance.
GC Hawk	Wi-Fi, Ethernet, USB (internal)	An overhead mounted unit, primarily uses Wi-Fi or **Ethernet** to connect to a computer/network for simulation.

Explanation of Connections:

HMT (Head Measurement Technology This is an add-on module for the GC2 that must be physically connected to the GC2 so that the GC2 can record club data.

How to specifically set up the Wi-Fi or Ethernet connection for GCQuad or GC3?

Connection via Wi-Fi

For GCQuad and GC3, there are usually two main ways to connect via Wi-Fi:

a) Direct connection

The Foresight device creates its own private Wi-Fi network.

1. **Turn on** the GCQuad/GC3.
2. **Wait** for the unit to boot up and be ready to scan (usually a **green LED light).**
3. On your computer (with ***Creative Golf/Golfisimo***) go to **Wi-Fi settings**.
4. **Search for and connect** to the Wi-Fi network that is named after your device (e.g. **GCQ-XXXXXX or GC3-XXXXXX).** If prompted for a **password**, enter the default password Foresight Sports (often **FSSPORTS**).
5. **Launch the *Creative Golf/Golfisimo*** software. The device should connect automatically.

NOTE: If your computer is connected to a Foresight network, it **cannot use its primary Wi-Fi card for Internet access**. To access the Internet (e.g. for license verification or online gaming), you will need an **additional network adapter** (e.g. a second Wi-Fi dongle or Ethernet cable).

b) Connecting to a home network

Some newer models (or with new firmware) allow you to connect to an existing home/business Wi-Fi network. Check your model for this option. The local Wi-Fi network SSID and password must be entered into the Foresight device.
This option is more convenient, but a **wired connection is always more stable**.

Connection via Ethernet cable

Ethernet is usually the **most reliable connection** method for simulation as it minimizes latency and data loss. GCQuad, GC3 and GC Hawk have an Ethernet port.

a) Direct connection (via RJ45 cable to PC)

This is the simplest setup, where you directly connect the launch monitor to the computer.

1. **Connect** the Ethernet cable (RJ45) from your GCQuad/GC3/GCHawk directly to the Ethernet port on your computer**.**
2. **Set a static IP address** on your computer (find the IP address in the device documentation)
3. **Turn on the unit** and launch the software.

b) Connecting via router/network switch

This is useful if you need both the computer and the measuring device to be part of the same network.

1. **Connect the Ethernet cable** from the GCQuad/GC3/GCHawk to a free LAN port **on your router or network switch.**
2. **Connect your computer to the same router/switch** (either via another Ethernet cable or via Wi-Fi)
3. **Turn on the unit** and launch the software. The system will automatically find the device on the network.

If you are having connection issues, it is always recommended to check the device **firmware** and **USB drivers** on your computer.

ProTee – device connection

ProTee United

Software interface

For communication between the ProTee device and ***Creative Golf/Golfisimo***, you need to purchase an interface program, the "**3rd Party Software Connector**".

For **purchase** details, visit: https://golfsimulatorstore.com/products/protee-labs-3rd-party-software-connector.
Install and run this program on your PC **before running *Creative Golf/Golfisimo***. It will ensure communication between the ProTee device and ***Creative Golf/Golfisimo***.

Hardware Connection

The ProTee VX connects to a PC using an **Ethernet cable** (supplied). This can be connected using an Ethernet-USB adapter (to a USB 3.0 port), or directly to the Ethernet port on the PC (RJ45).

If you are connecting the ProTee VX **directly to your computer's Ethernet port** (without a router or other DHCP server), you will probably **need to set a static IP address** on your PC's network adapter. This is because without a router (which would automatically assign IP addresses using DHCP), the computer and the VX will not be able to assign each other IP addresses to communicate with each other.

Setting a static IP address

You should check the official ProTee documentation for the specific default (static) IP address of the ProTee VX. The standard assumption is that the VX has a default IP address set to some fixed value, e.g. **192.168.1.70**.

In order for your computer to communicate with the VX, you must set its network adapter to be on the **same subnet as the VX**.

Assuming that the ProTee VX uses a standard IP for such connections, e.g. **192.168.1.70**, the settings on the PC should be as follows

Parameter	**Value for PC**	**Explanation**
IP Adresa	192.168.1.**X**	Choose any value for **X** except 70 and 1 (**e.g., 192.168.1.60**). Must be on the same network
Maska podsiete	255.255.255.0	Standard value for small networks
Default Gateway	Empty, or any address from the range, e.g., 192.168.1.1"	This is not essential for a direct connection without a router.

Setup procedure (Windows)

1. Open the **Control Panel** and go to the **Network and Sharing Center**.
2. Click on **Change adapter settings**.
3. Right-click on the network adapter (**Ethernet port**) to which you are connecting the VX, and select **Properties**.
4. Double-click on **Internet Protocol Version 4** (TCP/IPv4)
5. Select the option **Use the following IP address**
6. Enter the values from the table above (e.g., IP: **192.168.1.60** and Subnet Mask: **255.255.255.0**)
7. **Confirm** the changes..

Important notices:

- If you use the **same Ethernet port to connect to the Internet**, you will need to **switch** these settings between Obtain IP **Automatically** (for the Internet) and **Static IP** (for the VX). Therefore, we recommend **using a different channel for the Internet** (Another Ethernet port, or Wi-Fi).
- If you use a USB-to-Ethernet adapter, set the IP address only on the adapter, not on the adapter (Ethetnet port) for the Internet.

To be sure, we recommend consulting the **exact VX IP address** in official materials or with ProTee technical support.

Skytrak – device connection

For Skytrak devices it is **not possible to purchase the full new version of *Creative Golf/Golfisimo***, **only the Upgrade** version is available for customers with an OTP (One time Purchase) license. This is because Skytrak has stopped selling the ***Creative Golf/Golfisimo*** software (10/2025). We assume that customers have already mastered connecting the device and therefore we only provide the basic facts.
When installing the **Upgrade to the Advanced version**, the original **Product Key (PK) is not required**, because the license is registered directly in the Skytrak(+) device using license flags.
A Product Key for the Upgrade for Creative Golf is required. You get it by purchasing the Upgrade GC.
The Upgrade for **Golfisimo is free** and does not require a PK.
For more information, see the chapter Activation.

Software interface

No software interface is required for communication between Skytrak and PC. Communication between ***Creative Golf/Golfisimo*** and Skytrak is implemented directly in the program..

Essential Membership.

However, to run third-party software for SkyTrak, you must have purchased **the Essential Membership** (formerly Game Improvement Plan).
https://skytrakgolf.com/products/essential-membership?_pos=1&_psq=essential&_ss=e&_v=1.0

Hardware Connection

Skytrak and Skytrak+ devices can be connected in the following modes:
a) USB cable – the most reliable connection. Use an active USB cable.
b) Wi-Fi (Direct mode) – direct connection (hotspot). The connection is blocked by the Wi-Fi adapter in the computer. To access the Internet, you need to use another Wi-Fi adapter or a different channel (Ethernet). Less reliable connection**.**
b) Wi-Fi (Network mode) – a local Wi-Fi network is used to connect the Skytrak device to the PC.

Network Mode vs. Direct Mode

In **Direct Mode**, your device connects directly to a Wi-Fi signal emitted by the SkyTrak unit, meaning your device will not have an internet connection. Network Mode uses your existing router as a bridge, allowing the SkyTrak and your device to access the internet concurrently.
SkyTrak **Network Mode** allows the launch monitor and your PC (or phone, tablet) to both connect to your home's Wi-Fi router, which enables **internet access** for online features and data syncing.
Use the standard **Skytrak software** to select the appropriate mode.
https://skytrakgolf.com/pages/downloads

This software also checks the license files on the Skytrak server and the license settings on the device and their validity (flags).
Connect the device in the ***Creative Golf/Golfisimo*** program in the same way.
The ***Creative Golf/Golfisimo*** program also checks the licenses (license flags) when it starts.

How to connect Skytrak, description can be found on the Skytrak page:
https://resources.skytrakgolf.com/how-to-connect-your-skytrak-launch-monitor5.0

Basic Wi-Fi connection information

Connect in Direct Mode: Turn on your SkyTrak, then go to your device's Wi-Fi settings and connect to the network:

- **Skytrak** (original) – The network name "**SKYTRAK_XXXX**", where XXX is the device serial number. Password is not required.
- **Skytrak Plus** - The network name is "**STPLUS_XXXX**". The default **password** is **skytrakplus**.

Switching to Network mode – use the Skytrak application and the recommended procedure to enter your local network name (SSID) and password.

Troubleshooting Tips

- **2.4GHz Network Required:** The SkyTrak unit (original and Plus models) is only compatible with 2.4GHz Wi-Fi networks. Ensure this band is enabled on your router.
- **Avoid Special Characters:** Your network name (SSID) and password should not contain special characters.
- **Check Router Settings:** Ensure your network is not set up as a "Guest Network", as this can prevent device-to-device communication. Also, a default gateway IP address of 10.0.0.1 can cause conflicts; you may need to change this in your router's settings.
- **Signal Strength:** If shots are missed or connections drop, the Wi-Fi signal may be weak. Consider moving the router closer or using a Wi-Fi extender.
- **Power Cycle:** If you experience issues, power cycling the SkyTrak unit after programming the settings can help establish the connection.

Sweetspot – device connection

Sweetspot devices (golf simulators) are installed by Sweetspot company. Connection, maintenance of the devices, as well as upgrades to a higher version are the responsibility of this company. If you have any questions on the above topics, please contact the company listed above.
https://www.facebook.com/sweetspot.golfpassion

Thank you.

Have a nice play !

Datacrea s.r.o.
Creative Golf and Golfisimo
Development team