



# Manual for GPS Putting Simulator Program



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**Written in Plain English.**

**Congratulations** on your purchase of your GPS Putting Simulator Program. This is easily the most interactive program ever developed for the golf industry. We have created a very versatile and user-friendly program, which allows you to play Adventure Golf, Fantasy Golf and Clinical Golf. To keep you in touch with additional features, software upgrades, new software, new hardware, manuals visit the website regularly at [www.sports-coach.com](http://www.sports-coach.com).

Having used specially developed golf software for the past 20 years, we understand the need to develop a system around an easy to use programme, so all professional staff can maximise the capabilities of themselves and the system potential.

**This software requires the Putting Simulator installed First, please refer to Simulator Installation Manual**

## **Sports Coach's GPS Putting Simulator Program Includes**

Sports Coach's Program CD, Manual for GPS Putting Simulator Software, Security Device and License.

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### **1. Basic Minimum System Requirements**

Intel Pentium 4 3.2+ Ghz Dual Core Processor, 3 Gig Ram, DVD Rom Drive, 120+ Gb Hard Drive, VGA Display 1068 x 768 - 32 Bit Colour, Reasonable Audio Card, 256+ Mb 7950 GTX Nvidia Graphics Card, 4 USB Ports, Serial Port Card, Parallel Port, and minimum of Windows XP Professional.

### **2. Fitting Security Device**

The program needs to locate the security device, for the program to function. It is used to check that the GPS Putting Simulator Program is licensed. Without the security device being attached to a USB Port, the program will not work.

### **3. Installing GPS Putting Simulator Software**

Place the DVD marked Sports Coach Programs into the DVD Rom Drive. The DVD will automatically boot up double click on the GPS Putting Simulator header and the program will then install, follow the screen commands. Then click on the security device driver header and install, follow the screen commands, then Reboot.

### **4. Creating Desktop Shortcut**

Click start, Click Programs, Click GPS Putting Simulator, then Right Click GPS Putting Simulator. Move mouse to Send To click Desktop (create shortcut), this has now been created.



### **5. Entering the Programme**

The GPS Putting Simulator Program is entered by double clicking the Icon on the desktop. The introduction screen appears, you must enter the golfers name then press any key to enter the programme.

### **7. Using the Sports Coach GPS Putting Simulator**

The Start Screen will show the following choices.

**Start  
Screen**



There are 7 choices Adventure Golf, Fantasy Golf, Clinical Golf, Nearest Pin Adventure, Nearest Pin Fantasy, Resume and Exit.

## 8. Adventure Golf

### Play Screen



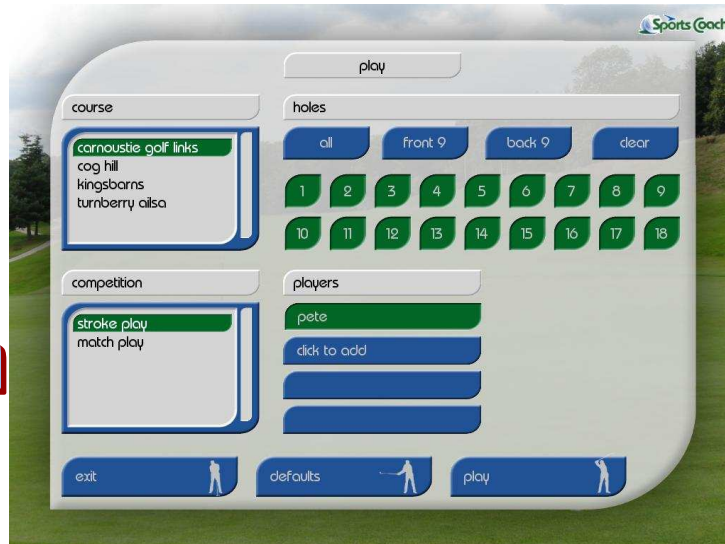
The Play Screen allows golfers to start a game quick and easily.  
Course click on the scroll bar and highlight the course you wish to play.  
Competition click on the scroll bar and highlight the competition you wish to play.  
Holes click on either all, front 9, back 9. Alternatively click clear and select individual golf holes, to be played.  
Players click on and add all the players name(s), who are actually playing.  
Defaults click if you require to change the defaults that have been selected.  
Play click to simply start the game.  
Exit click if you wish to return to the Start Screen.

### Defaults Screen



The Defaults Screen allows the Golf Centre or Golfers to change the game defaults.  
Green Speed controls the speed of the green, click on one of the options; Slow, Normal or Quick.  
Scorecard controls the time the scorecard appears, after each hole. Options; Off, 3, 5, 7 and 10 Seconds.  
Time Limit controls the time a game can last for after the time has expired, the game will stop and the golfer's will be asked if they wish to save the game, for a later time. Click on the up and down arrows to alter the minutes shown.  
Units of Measurement allows you to decide what type is displayed. Click on Imperial or Metric or Metric/Imperial.  
Contest Logo allows to display a corporate sponsors image or logo, on the leader board screen.  
Language allows you to display different languages, as they are translated.  
Cancel resets the defaults back to the original settings.  
Ok saves your selections and sends you back to the Play Screen.

# Play Screen

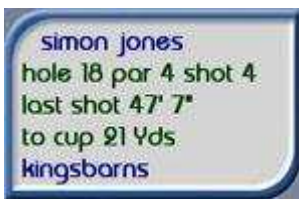


At the Play Screen simply click Play to begin the game.

# Game Screen



At the Game Screen there is a great deal of information and 4 interactive buttons.



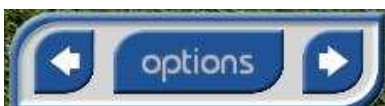
Shot Information is in the top left of the screen, the following information appears; player name, hole number, par for the hole, shot being played, last shot distance, yardage to cup and course name.



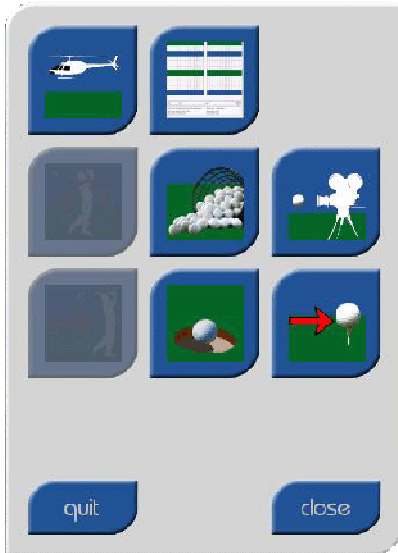
Speed Information is in the bottom left of the screen, the following information appears; ball speed of the last shot and shows the over hit limit.



Landing Area Icon, shows you the current surface the ball is laying on, so that you know, which club to take.



Redraw Arrows when clicked you click either the left or right arrow, the screen redraws the view immediately. Options when clicked brings up the various options.



Options choices are as follows :- Flyby, Scorecard, Rehit, Practise, Reverse Replay, Next Player, Hole Out, Next Hole, Quit and Close.



Helicopter shows a helicopter fly by of the current hole.

st andrews old course										stroke play competition										
hole	1	2	3	4	5	6	7	8	9	out										
competition	44	49	47	55	66	50	41	23	42	417										
stroke	15	3	15	9	1	11	7	18	5											
par	4	4	4	4	5	4	4	3	4	36										
ken brown	3	4	4	4	4	5	4	3	5	36										

hole	10	11	12	13	14	15	16	17	18	in	total
competition	42	20	36	50	65	54	49	52	42	410	827
stroke	10	17	6	12	2	8	14	4	16		
par	4	3	4	4	5	4	4	4	4	36	72
ken brown	5	3	2	4	4	5	4	6	4	37	73



Scorecard brings up the scorecard for the golf course, showing the yardages for each of the three golf tees. As well as the pars and the strokes for all 18 holes, as well. All player's scores are also shown.



Rehit allows the player to rehit the last shot.



Practice creates a driving range of the current position.



Reverse Replay allows you to get a replay of last shot.



Next Player skips the current player allowing another player to play.



Hole Out allows the player to complete the hole with penalty.



Next Hole allows all players to go to the next hole with penalty.

## 9. Fantasy Golf



Has the same features as Adventure Golf, so exactly compatible.

## 10. Nearest to Pin Contest



Nearest to Pin Contests enable closest to pin competitions to be easily setup and contested. All the Par 3's on each course are shown, so it is easy to decide, which course you wish to use for the competition. The Contest works the same whether using the Adventure Golf or Fantasy Golf, Nearest to Pin Contest.

During the contest any golfer hitting the green and an automatic reverse replay occurs. After every shot the leader board appears, which shows the leading players in order of nearest to the pin. Showing players name, distance and allowing you to enter their telephone number. Entering the next player is added during the golfer's 3 attempts.

## 11. Installing Putting Simulator The Putting Simulator can either work standard alone with this programme, or in-conjunction with the Simulator Mat, in the same area.

Stage One Install is achieved by plugging in the mains transformer into the power inlet on the putting simulator., power will be shown by a red light displayed. Then connecting the data lead which has a 9 pin male connector at one end, at the other a 9 pin female connector. Plug the 9 pin male end into the Putting Simulator, the socket nearest the power connector and the 9 pin female into the RS232 port on the computer. Must be a RS232 Serial Port Card and not on the motherboard, as they are very unreliable.

Stage Two Install is only required if using in-conjunction with a simulator mat, such as in a golf simulator installation. Use the data lead that comes with the Simulator Mat and plug it into the 9 pin female connector, on the Putting Simulator, socket furthest away from the power socket. Plug the opposite end of the data lead, this being a 9 pin male connector into the Simulator Mat. Make sure the putting unit is installed with the data cable positioned, on the right hand side of the unit, as seen by a right handed golfer. The ball should be putted from 30 to 50 cm, behind the unit. Hitting the ball directly over the red light, will send the ball straight, while hitting to the left, will start the ball left and to the right of the red light, will send the ball right.

Stage Three Install is to securely fix the light shade and fitting at between 8' and 10' or 2.8m and 3.0m above the putting simulator, making sure that the bulb is Sylvania Hi-Spot 100 75 Watt. The Light must be directly over the centre of the unit.

## 12. Microsoft Windows Vista and Windows 7

If Vista or Windows 7 has been installed on your computer you will have to make a change to the settings in order for the GPS to work to its full potential. Here are the steps to be carried out.

### For Vista

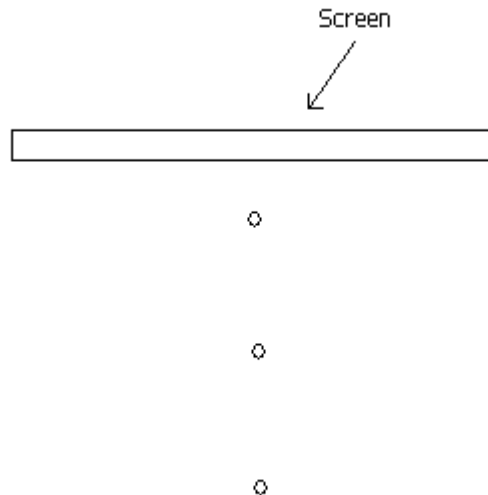
- Step 1. Left Click the Start Menu
- Step 2. Open Control Panel
- Step 3. Left Click User Accounts
- Step 4. There will be a section called (Turn User Account Control (UAC) on or off.)
- Step 5. Select this and a new menu will appear
- Step 6. Uncheck the Ticked box (Use User Account Control (UAC) to help protect your computer and click ok.

## For Windows 7

- Step 1. Left Click the Start Menu
- Step 2. Open Control Panel
- Step 3. Left Click User Accounts
- Step 4. There will be a section called Change User Account Control Settings
- Step 5. Select this and a new screen will appear
- Step 6. Reduce the Notification bar to Never Notify

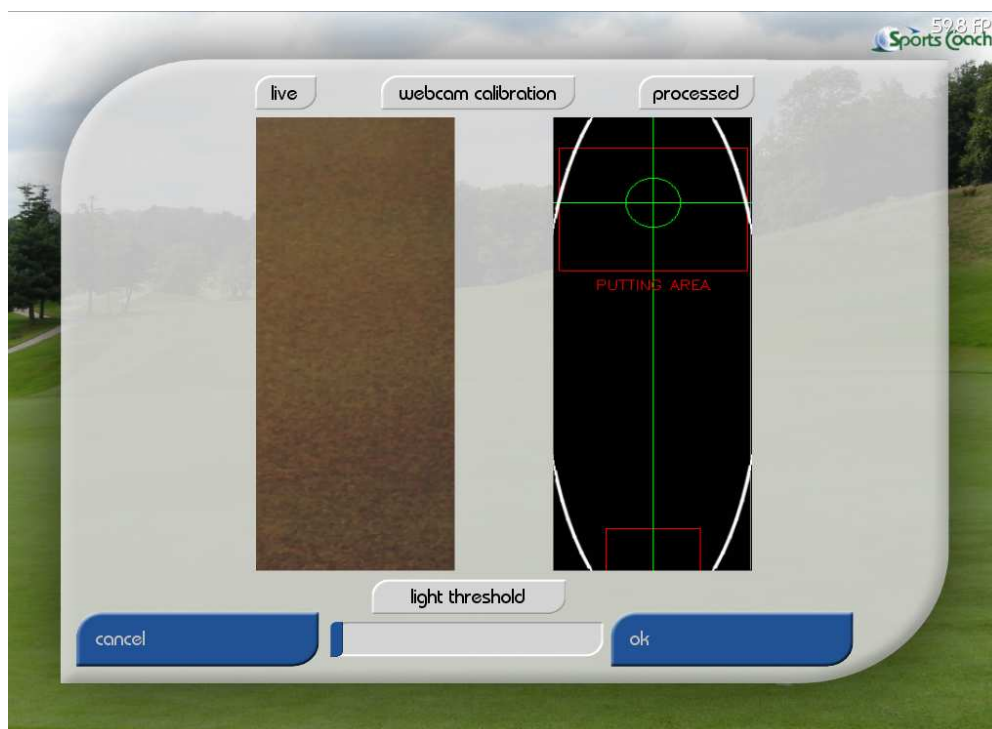
### Setting up the simulator for use with webcam

1. Once you have installed the GPS Putting Simulator on your computer, place three golf balls in a straight line on the floor perpendicular to the LCD or projected screen, as shown in the diagram below:



This is the line that you will be putting along. It is very important that this line is straight, and that the line points to the centre of the screen.

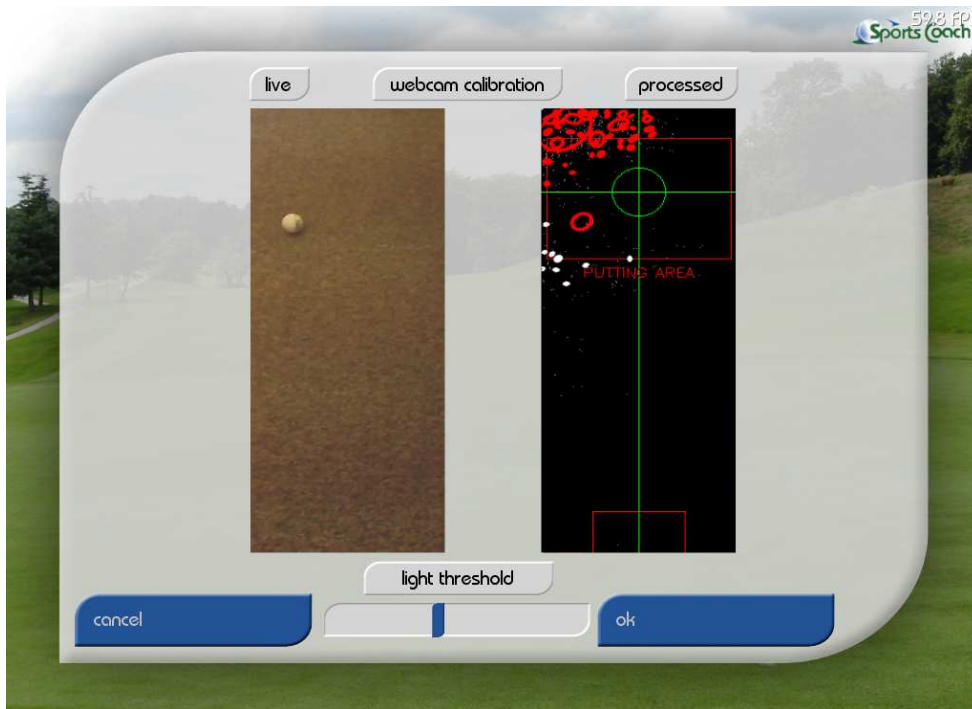
2. Plug the webcam into any USB port on your computer and mount the webcam above the centre of the projected screen or LCD screen and rotate the lens downwards so that it is pointing down and towards the area where you would like to putt from. The webcam should not be mounted lower than 1.0m or higher than 2.5m above the floor. At these heights the webcam will not be able to make an accurate calculation of ball speed.
3. The putting simulator looks in a specific place to find the ball. This location will vary depending on the angle of the camera and how high you mount it. To find where to putt from, the Putting Simulator Calibration program needs to be run. Load the Putting Simulator, click Fantasy Golf or Adventure Golf, click defaults, click measurement setup and finally click webcam calibration.
4. When you run the program, it will bring up a window like this:



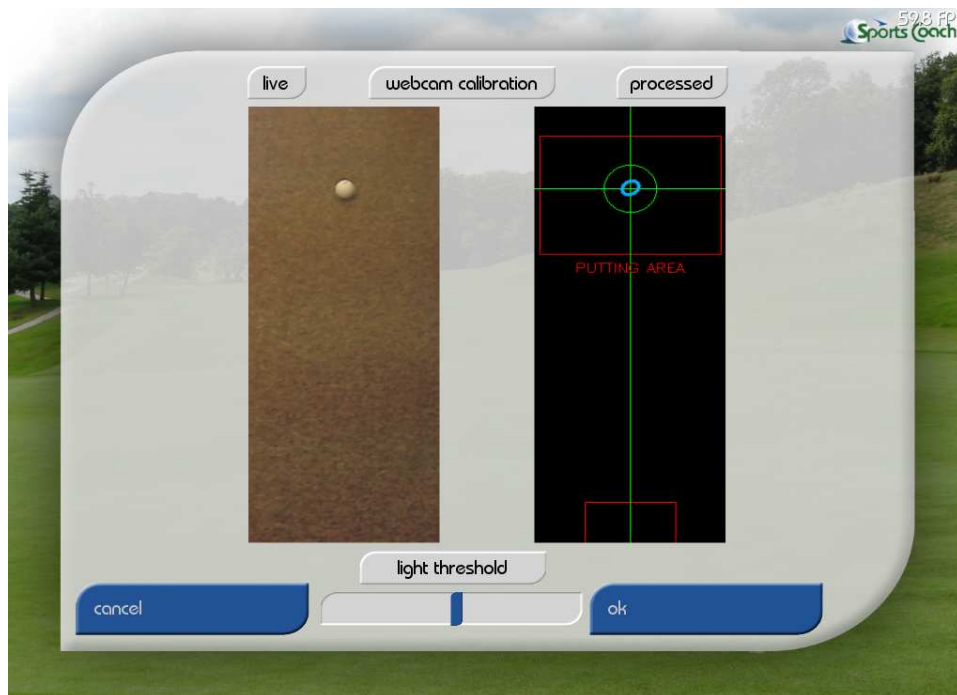
The webcam calibration screen shows the live video from the camera on the left, the processed video on the right and a scrollbar to change the light threshold.

Ideally you want the point from where you putt from to be between 2.1m and 2.8m away from the camera. The optimum distance is 2.3m. It is possible to have it closer to the camera, but there is a chance that the program will not be able to register fast putts. If the ball is further than 2.8m away from the camera, it may not be able to see the ball clearly, and will not be able to register very slow putts. Place the ball on the floor between 2.1m and 2.8m away from the camera and rotate the lens until the ball appears in the green circle.

5. So that the simulator can detect the ball under different lighting conditions, you will need to move the light threshold scrollbar. Adjust the scrollbar so that the ball is completely visible and there is the smallest amount of flickering possible, particularly in the area directly below the putting box. It is important that the carpet which you putt along is non-reflective, otherwise it will be very difficult to reduce flickering in the area. It is recommended that you use a putting mat which is at between 1.2m and 2m wide so that you have room to hit wide putts. It is very important that the area in front of the camera is evenly lit. If the area is evenly lit, the area from the putting box to the bottom of the program window should appear completely black. If there is a strong spotlight in the area or the light is not even, you may see a result as shown in the image below:

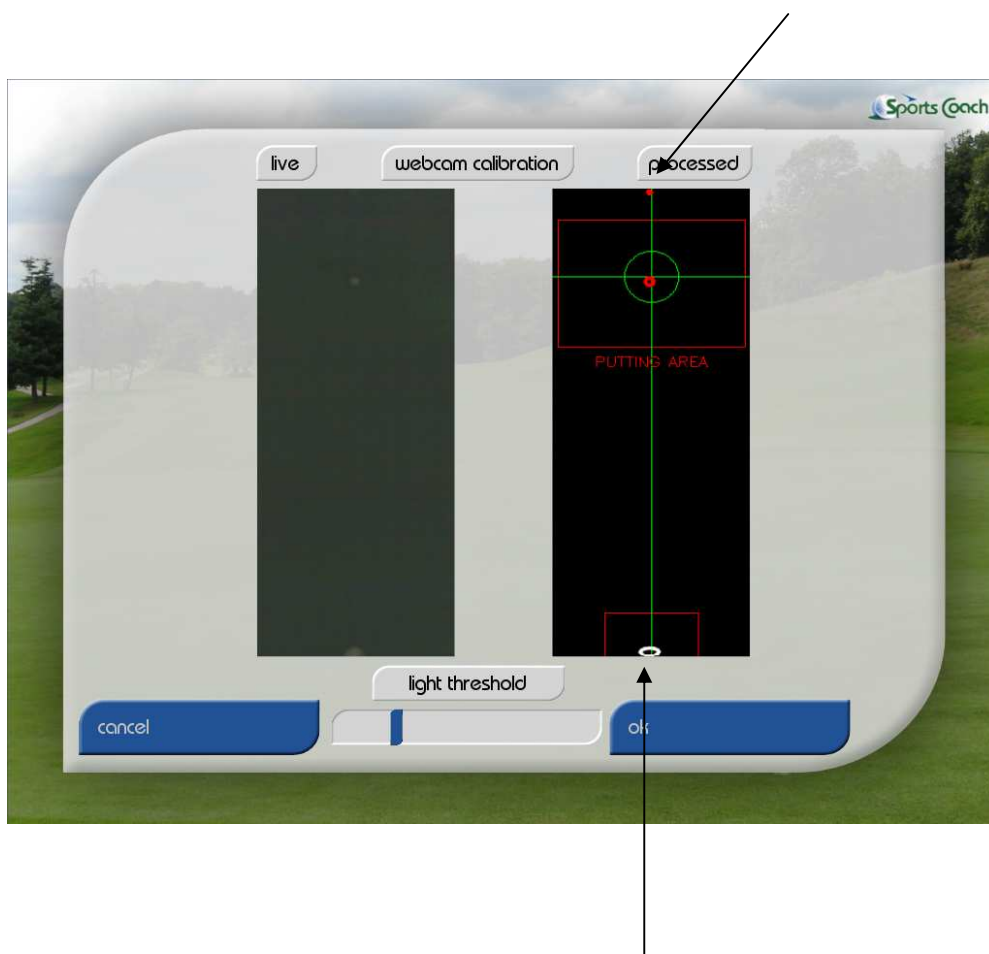


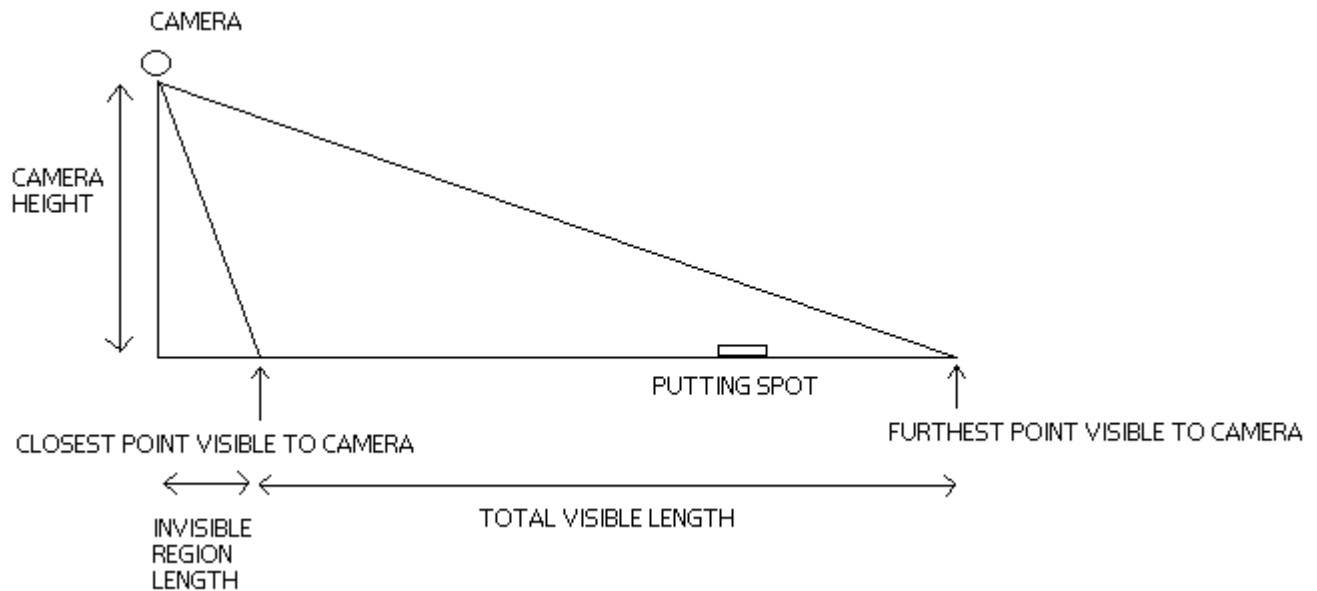
Because of the difference in lighting, the program will not be able to detect the ball under these circumstances. When the lighting and the light threshold have been appropriately adjusted, the image in the main window should look like the one below showing the ball in the putting area highlighted blue:



6. The area below the putting circle must be completely clear of any objects and there should be no white flickering whatsoever. If there is flickering, the ball will constantly flash blue and red and occasionally “putt detected” will appear at the right of the screen.
7. If the ball is placed too far away from the camera it will be seen as a blue dot, or the program will not be able to see the ball at all. If this is the case you will need to rotate the camera more towards the ground and move the middle ball so that it turns from a red to blue circle, like in the image above. If the program still cannot see the ball, it is likely that there is not enough lighting.
8. The ball may also be seen as a blue dot because the light threshold is incorrect. If this is the case the program will struggle to detect very fast putts. Adjust the threshold so that the ball is roughly the same size as the ball in the image above.

9. The simulator needs to know three distance measurements so that it can accurately measure ball speed. First, measure the height of the camera to the floor.
10. Move the ball closest to the screen into the red box with the green line running down the centre. Make sure that it is aligned in the centre of the green line and move the ball closer to the camera along the floor. Stop moving the ball just as you can no longer see it in the program window. If the program cannot see this ball then there is not enough lighting.
11. Move the ball furthest away from the screen so that it appears at the very top of the window and ensure that it is aligned in the centre of the green line. Move the ball further away from the camera along the floor and stop moving it just until you can no longer see the ball in the program window. If the camera stops seeing the ball before it is at the top of the program window, it is most likely that the ball is too far away from the camera. Rotate the camera more towards the ground and reposition all the balls into their correct locations. If the program still cannot see the top ball then there is not enough lighting. Alternatively you can temporarily adjust the threshold so that this ball appears large enough to be visible. Remember to return the threshold to the value which you found to be ideal.
12. Measure the distance between the balls at the top and the bottom of the program window. This is the total visible length. The diagrams below explains the previous two steps:





13. Finally, measure the distance between the ball at the bottom of the window and the wall or projector to which the camera is mounted. This is the invisible region length. It is important that the measurements you take are accurate. If the measurements are incorrect it can make a significant difference to the ball speed calculations.
14. Make sure that the balls that were placed on the ground are still in a straight line.
15. Once you have noted these measurements, place a ball in the green circle. When it turns blue, putt the ball. "putt detected" should appear in the program window. Putt the ball from the green circle four or five times. If "putt detected" does not appear in the window at all, it is likely that the light threshold is not properly set. Readjust the threshold and continue putting until the program has detected a shot.
16. Press "ok" to save the light threshold value and then enter the distances measured into the boxes and then the simulator with the webcam is ready to be used.
17. When using the simulator, clear the putting area of balls before playing a shot. If a ball is in view of the camera, it may simulate a false shot.

#### **14. Warranty**

The Systems are covered by a 12 month back to base warranty, against faulty workmanship. Any transportation and insurance charges are the sole responsibility of the customer. If any other form of damage occurs like, water damage, transportation damage, wear and tear etc. It is not the responsibility of Sports Coach Systems Limited, to cover any eventuality, so we ask that you take out an Insurance Policy to cover any eventuality. All repairs must be paid for before despatch of goods.

#### **15. Notes**