



Simulator Booth Installation Manual



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Written in Plain English.

Congratulations on your purchase of your Sports Coach System. Our Simulators are the most versatile and most user-friendly system available today with regular upgrades and new programmes. To keep you in touch with additional features, software upgrades, new software, new hardware and manuals, visit the website regularly at www.sports-coach.com.

Having used specially developed golf software for the past 23 years, we understood the need to develop a system around user friendly interfaces so that everybody can maximise their potential and fully utilise the capabilities of the simulator.

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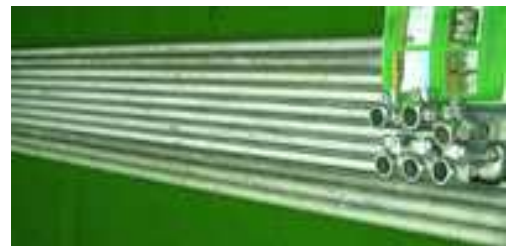
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1. Unpacking Golf Simulator

Carefully unpack the package(s), and check the packing list against the contents of the package. Take time to understand each and every component. The packing list should show the list of the components that you have ordered. Any queries please contact your supplier.

2. Simulator Framework Installation

If you have ordered framework, first determine the size of made to measure frame that you have ordered. Neatly lay the Steel Bars on the floor, level at one end so that you can easily measure them and check them against the cutting list on page 3. This way you will find that locating the right Steel Bar becomes relatively simple. The framework package should also contain the steel fittings - these are listed under 'Tube Clamp Requirements' on page 3.



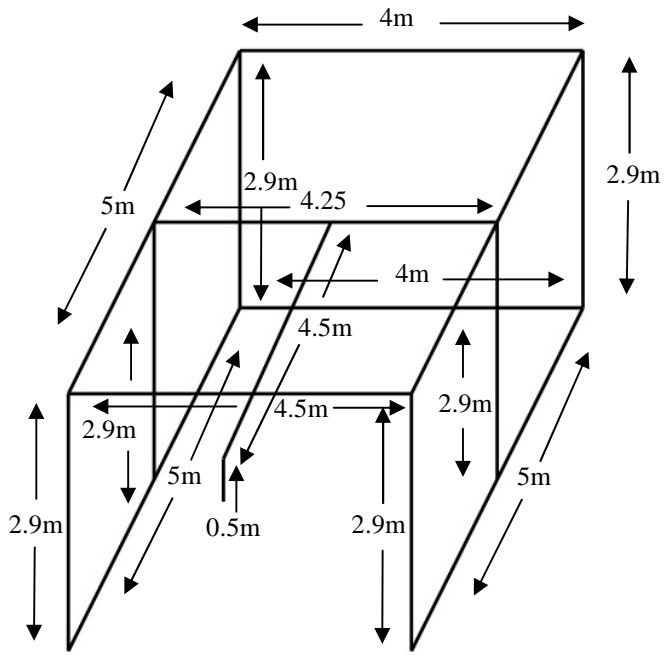
To construct the frame you will need 2 Step Ladders at least 2.5 metres high and 2 Allen Keys size 6 millimetres. It is best to use two fit people to construct the frame. The area that you are going to build should be carpeted, clear of debris and dust, and have any electrical, painting or other work already completed.

Lay the Back Bottom Width Bar on the floor in position. Fit a 3-Way Clamp on each end, pointing in the direction of the front of the simulator. Now Lay the Right Bottom Depth Bar on the floor in position, and Fit the end into the 3-Way Clamp of the Back Width Bar. Lay the Left Bottom Depth Bar on the floor in position, and Fit the end into the 3-Way Clamp of the Back Bottom Width Bar. Fit the 2-Way Clamp facing upwards onto the front end of the Right Bottom Depth Bar. Next, fit the 2-Way Clamp facing upwards onto the front end of the Left Bottom Depth Bar. Locate the 3-Way Clamps of Back Bottom Width Bar and place Two Back Height Bars into them vertically and fit. Now place the Step Ladders next to both Back Height Bars, in the Direction of each other and one person goes up each Ladder. Place the 3-Way Clamp onto the end of the Height Bar, with it facing in the Direction of the Front and towards the other Height Bar and Fit. Now come down the Ladders and pick up the Back Top Width Bar and take the Bar back up the Ladders and Fit them into the 3-Way Clamp.

Come down the Ladders and Move them, so that they facing each other, at opposite ends of the Bottom Right Depth Bar. Locate the Front Right Height Bar and Fit into the 2-Way Clamp attached to the Bottom Right Depth Bar. One person should hold this Bar, whilst picking up the Top Right Depth Bar and take it up the Ladders, Fit it into the top Clamps of the Back Right Height Bar and the Front Right Height Bar.

Come down the Ladders and Move them, so that they facing each other, at opposite ends of the Bottom Left Depth Bar. Locate the Front Left Height Bar and Fit into the 2-Way Clamp attached to the Bottom Left Depth Bar. One person should hold this Bar, whilst picking up the Top Left Depth Bar and take it up the Ladders, Fit it into the top Clamps of the Back Left Height Bar and the Front Left Height Bar.

Come down the Ladders and Move them, so that they facing each other, at opposite ends of the Front Height Bars. Locate the Front Top Width Bar, if attaching later on Projector Framework you will need to add a 90 Degree Angle Clamp onto the centre of the Front Top Width Bar. Pick up the Front Top Width Bar and take the Bar up the Ladders and Fit them into the 3-Way Clamp, attached to the Front Height Bars. Add the centre cross bar that will support the lights. This should sit on top of the front and back width bars.



Standard Simulator Cage

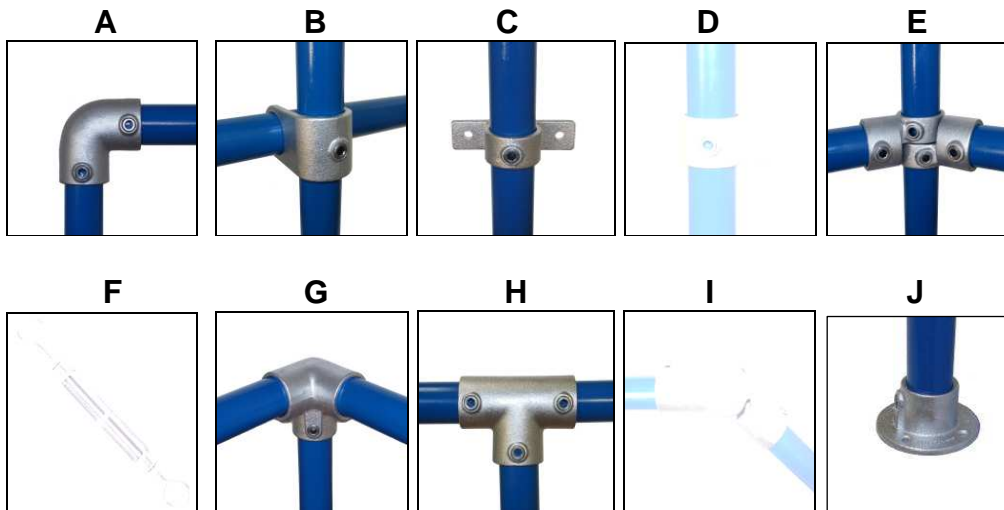
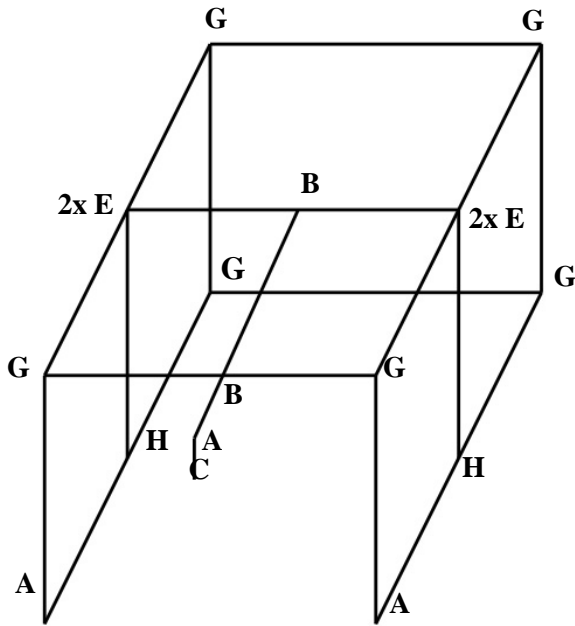
Galvanised Bar 25mm Nominal Bore
x 33.7 Outside Diameter

Cutting List Requirements

- 4 of Bars @ 5 metre
- 2 of Bar @ 4.5 metre
- 1 of Bars @ 4.25 metre
- 2 of Bars @ 4 metre
- 6 of Bars @ 2.9 metre
- 1 of Bar @ 0.5 metre

Tube Clamp Requirements

- 3 of (A) 2 Way 90° Elbow Clamp
- 1 of (B) 2 Way U Clamp
- 1 of (C) Tray Clamp
- 4 of (E) 2 Way Swivel Clamp
- 6 of (G) 3 Way 90° Elbow Clamp
- 3 of (H) 3 Way T Clamp
- 2 of (J) Footplate (optional)



3. Simulator Cage Installation

With the Package you should now lay the black PVC cage which should show dimensions on it, which are slightly smaller than the framework. For this example the cage would probably say 3.9m wide x 3.9m deep x 2.9 metres high. The reason it is smaller is because the cage suspends within the Framework for safety reasons. The Package should also contain a Projection Screen, in this example it would probably say 3.8 metres x 2.8 metres, the reason it is smaller is because it hangs inside the cage. The Package should also include shock cord to hang the screen and cable ties for attaching the cage to the frame.



To Construct the Cage you will need 2 Step Ladders at least 2.5 metres high and 2 Allen Keys size 6 millimetres. It is best to use two fit people to construct the Cage. The area that you are going to build, should be carpeted, clear of debris and have any electrical, painting or other work already completed.



Unpack the cage and lay it out with the outside roof facing upwards. The eyelets can then be seen running from the front of the cage to the back on the left side, centre and right of the cage. Find the front of the cage. This is determined by pole width sleeves on the left and the right. Once located, turn the cage so that the open side of the cage is at the front.

Move a Ladder to the front right upright bar. Undo the bar at the top and bottom and remove the upright bar. The frame will drop down slightly. Push the upright bar all the way through the sleeve on the front right of the cage, leaving an even amount of the bar exposed at the top and the bottom of the sleeve. Finally replace the upright bar back into the clamps, starting at the bottom. Repeat this with the front left upright bar.

Next, lift the centre of the cage and use cable ties to attach the eyelets to the centre bar that runs from the front to the back of the frame. Tie them loosely at first. Most of the weight of the cage will now have been lifted off the floor.

Move the ladders to the front and fully undo the Velcro sleeve that travels from the left to the right of the cage opening. Pull the opened sleeve over the top cross bar. If you are having problems getting the Sleeve over the Bar, pull the cage forward. This should be quite easy as it is now suspended along the centre bar that runs from the front to the back of the frame. Once the front flap is attached, tighten the cable ties on the centre bar that runs from the front to the back of the frame.

Move one ladder to the top of the right hand side upright, and the other ladder to the left. Use cable ties to attach the cage to the left and right of the frame. It is easier to loosely tie the cage from front to back first using five or six cable ties on each side, then adjust the cage position before adding more loose cable ties to the remaining eyelets. The Cage should now be fully sleeved at the Front and hanging over the frame from front to back.

Again, using cable ties, attach the eyelets to the left and right upright bars at the back of the cage so that the Cage starts to move nearer the back of the framework. Then attach cable ties to the Top Back Width Cage. Tighten up all of the cable ties whilst ensuring that the cage is resting squarely and neatly on the frame.

4. Projection Screen Installation

Move a Ladder inside the Back of the Cage, to where the Eyeleted Flap is located. Undo the Screen and the Cable Ties from their packaging and lay the Screen onto the Floor and Measure it. In this Example the Height is 2.8m and the Width is 3.8m. The Top Width can be determined by the Edge that has all the Eyelets. Fold this Width in Half and you will find the Centre Eyelet. Take the Screen up the Ladder and attach it with the Cable Tie to the Centre Eyelet on the Eyeleted Flap. Move the Ladder to the Right End of the Eyeleted Flap, Taking the Screen's Right Corner up the Ladder and Attach to the Corresponding Eyelet. Repeat on the Left End of the Eyeleted Flap. The Screen should now match up with the Other Eyelets, if they do not, then Re-Adjust. When the Eyelets are all Corresponding attach them, with the Cable Ties. The Screen Should now fit correctly at the Top. In the Bottom Right Corner of the Screen, you will notice an Eyelet. Lift the Frame at this point and Put a Bungie under the Bottom of the Bar, where the Screen Hangs Down. The Bungie is then attached on it's self and then onto the Eyelet on the Screen. Repeat for the Left Corner, of the Screen. The Bungies can be Re-Adjusted so that any Creases in the Screen, are Removed. When this is done the Position of the Screen, is Complete. The Bungie however will be pulling the Cage up, to Resolve this you will need to Carefully Cut about 50mm of the Cage at the Flap, so that the Bottom of the Cage Hangs Correctly.

5. Setting Up Computer and Projector System

VGA Projector Connections

Our standard projector will have a control port, Computer 1 VGA port, Monitor Out port and Computer 2 VGA port. The computer in 1 port is used for the projector as shown below:



Graphics Card Connections

Your graphics card will have some of the ports similar to those shown below.



There are various combinations that can be used to set up either a single screen system, single screen with a touch screen, or Ultimate DV studio.

Setting up a VGA Projector only system with NVIDIA GEFORCE GTS 250

The Computers Graphics Card for single screen systems is normally an NVIDIA GTS 250. It will have three ports; an HDMI port, a VGA port and a DVI-I port.

1. Insert a DVI to VGA conversion adapter into the DVI-I port on the graphics card.
2. Connect the projector VGA lead to the VGA port on the DVI to VGA adapter.
3. Connect the opposite end of the VGA cable into the projector in the port marked 'COMPUTER IN 1'.

Setting up a VGA Projector and VGA Touchscreen system with NVIDIA GEFORCE GTS 250

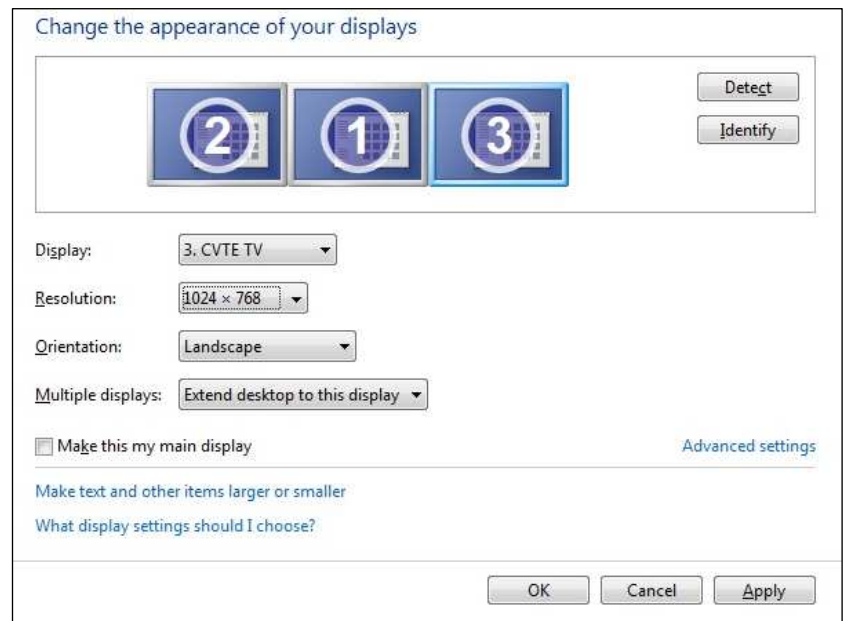
1. Insert a DVI to VGA conversion adapter into the DVI-I port on the graphics card.
2. Connect the projector VGA lead to the VGA port on the DVI to VGA adapter.
3. Connect the opposite end of the VGA cable into the projector in the port marked 'COMPUTER IN 1'.
4. Connect the touchscreen VGA cable to the VGA port on the touchscreen.
5. Connect the opposite end of the VGA cable to the VGA port on the graphics card.
6. Click on Start, then click on Control Panel, and navigate to Display Settings
7. In the Display Settings pane, click on each of the two screens and set the resolution to 1024 x 768
8. Click on Identify Display and note the number displayed on the projection screen
9. Click on the screen number that relates to the number displayed on the projection screen
10. Ensure that the screen states 'This is currently your main display' if not, click 'Make this my main display'.
11. Click on the image that represents the touchscreen display.
12. In the drop down options, choose 'Duplicate the desktop on this display'.
13. Click on Accept
14. Click on OK.

Setting up a VGA Projector and HDMI Touchscreen system with NVIDIA GEFORCE 250

1. Connect the projector VGA lead to the VGA port on the graphics card.
2. Connect the opposite end of the VGA cable into the projector in the port marked 'COMPUTER IN 1'.
3. Insert a DVI-I to HDMI conversion adapter into the DVI-I port on the graphics card.
4. Connect the touchscreen HDMI cable to the HDMI adapter connected to the graphics card
5. Insert the opposite end of the HDMI cable into the HDMI port on the touchscreen.
6. Click on Start, then click on Control Panel, and navigate to Display Settings
7. In the Display Settings pane, click on each of the two screens and set the resolution to 1024 x 768
8. Click on Identify Display and note the number displayed on the projection screen
9. Click on the screen number that relates to the number displayed on the projection screen
10. Ensure that the screen states 'This is currently your main display' if not, click 'Make this my main display'.
11. Click on the image that represents the touchscreen display.
12. In the drop down options, choose 'Duplicate the desktop on this display'.
13. Click on Accept
14. Click on OK.

Setting up a DV STUDIO with a VGA Projector and Two HD monitors with ATI HD6870

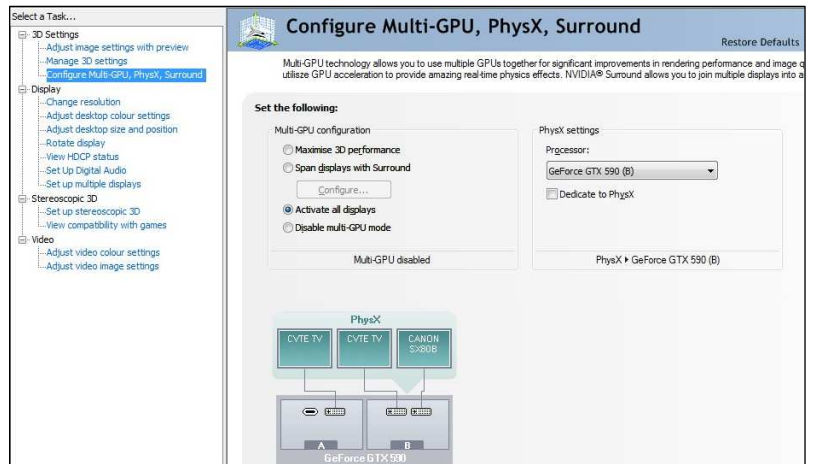
1. Insert a DVI-I to HDMI conversion adapter into the DVI-I port on the graphics card.
2. Connect the HDMI cable for the touchscreen to the HDMI adapter connected to the graphics card.
3. Insert the mini DP to VGA cable into the left most Mini DP slot.
4. Connect the mini DP to VGA adapter to the projector cable.
5. Connect the opposite end of the VGA cable into the projector in the port marked 'COMPUTER IN 1'.
6. Insert the Mini DP to HDMI cable into the right most Mini DP port.
7. Connect the HDMI cable to the Mini DP to HDMI converter.
8. Insert the opposite end of the HDMI cable into the HDMI port on the LCD screen.
9. Click on Start, then click on Control Panel, and navigate to Display Settings.
10. In the Display Settings pane, click on each of the three screens and set the resolution to 1024 x 768.



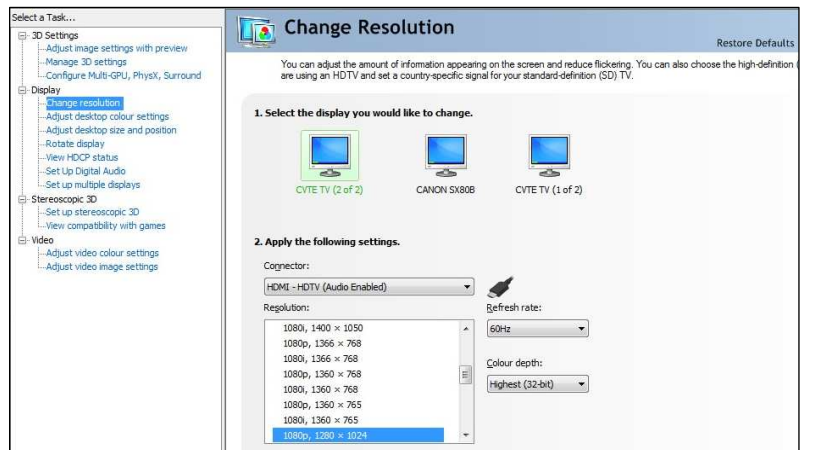
11. In the drop down options, choose 'Extend desktop on this display' for all three screens.
12. Click on Identify Display and note the number displayed on the projection screen. It should be number 1.
13. Place the screens in the order 2, 1, 3.
14. If the projector ID is not number 1, set the order so that the projector is the centre screen.
15. Click on the first screen (it should be screen 2) and set it as the main display.
16. Click Apply, then click OK.
17. Check the settings – guide the mouse to the left side LCD screen and move the mouse to the right. You should find the mouse scrolls from the left LCD screen, through to the projector, then finally appear on the right LCD screen. If not, shut down the PC and switch the cables connected to the LCD screens.
18. See 'Adding a DV touchscreen' if you are adding a touchscreen to this configuration.

Setting up a DV STUDIO with an HD Projector and Two HD monitors with NVIDIA GTX590

1. Insert a DVI-I to HDMI conversion adapter into all three DVI-I ports on the graphics card.
2. Connect each LCD screen and the projector to any of the HDMI adapters.
3. Go to Control Panel and open the Nvidia Control Panel.
4. Choose 'Configure Multi GPU, PhysX, Surround' option and activate all displays.

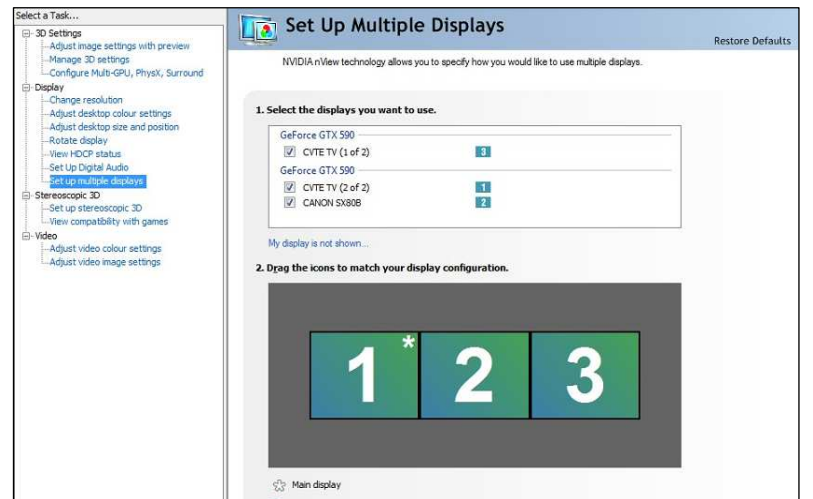


5. Select 'Change Resolution' and set all three screens to the same resolution – either 1280 x 1024 or 1024 x 768 depending on the limits of your projector.



6. Drag and drop the screens in order so that when the mouse is scrolled between screens, it starts on the left display, passes through the projected screen and finishes on the second display. Set the left display as the main display.

NOTE: Additional touch screen capability is currently not supported for HD systems.

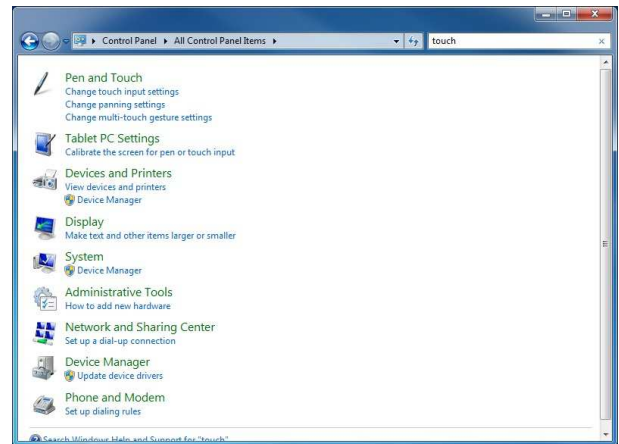


6. Adding a Touchscreen

Using a VGA splitter (powered if possible), shut down the PC, disconnect the projector VGA cable from the graphics card and replace it with the splitter. Connect the Touchscreen and Projector to the opposite end and boot the PC again.

Once the touchscreen is connected and displaying the centre screen AND the screens are projected in the correct order, the touchscreen can be configured.

Open the control panel.
In the search pane, enter 'touch'.
Click on Tablet PC Settings

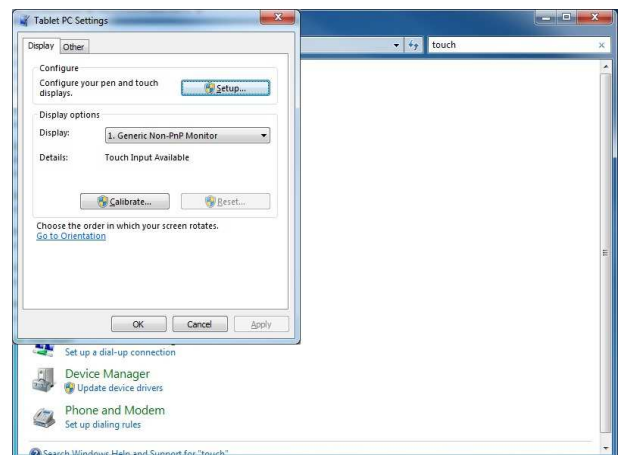


Now click 'Setup...'

A message will be displayed stating 'Touch the screen to identify it is the touchscreen'.

Press 'Enter' to switch screens until the instructions shown appear on the touch screen monitor.

Touch the touch screen when the message is shown on the correct screen. The settings will now be saved and the touch screen set up screen will automatically close.



7. Hanging the Projector

When you have decided upon the best place to hang the Projector, decide where you wish the Bracket to be located off the Frame, wall or directly to the ceiling. In general, a good image can be obtained at 6.00m from the screen. If fitting to the Frame you may need to attach a Bar through the Clamp located in the middle of the Front Top Width Bar, as previously mentioned. The opposite end can then be fitted to another bar vertically. If mounted on a tray, the Projector should be Secured using a Projector Strap. If using in a temporary facility a standard heavy duty tripod, can suffice.

8. Warranty

The Systems are covered by a 12 month back to base warranty, against faulty workmanship. Any transportation 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. Sports Coach Systems reserves the right to change specifications without notice or obligation. All names all trademarks are the property of there respective owners.