



SIMULATION SOFTWARE

INSTALLATION + QUICK START GUIDE

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SYSTEM REQUIREMENTS

Foresight Sports Simulation software is designed to work with the following (minimum) system requirements:



DESKTOP SYSTEM

OPERATING SYSTEM	WINDOWS 7 (32 or 64 bit)
MEMORY	3Gb RAM or greater
PROCESSOR**	2.0 GHZ Dual, Quad Core, or i series processors or greater (AMD or Intel)
VIDEO CARD**	Video Card – 1 GB RAM or greater with memory bandwidth > 75 GB/sec ATI- Radeon HD 5770, 5830, 5850, 5870, 5970 NVideo GeForce GTX- 260, 275, 280, 295, 470, 480 AMD 6850, 6870, 6950, 6970



LAPTOP SYSTEM

OPERATING SYSTEM	WINDOWS 7 (32 or 64 bit)
MEMORY	3Gb RAM or greater
PROCESSOR*	2.0 GHZ Dual, Quad Core, or i series processors or greater (AMD or Intel)
VIDEO CARD*	Video Card – 1 GB RAM or greater with memory bandwidth > 25 GB/sec



QUICK START GUIDE

1 CONNECTING VIA USB

With your computer on **and** the GC2 off, connect the GC2 to your computer via the USB cord provided, then turn on the GC2.



2 CONFIRMING CONNECTION

Navigate to the Windows **Start** button in the lower left hand corner.



Navigate to **Devices and Printers**.

You should see an icon for **NGLM** device.

If you do not see this icon and the device is powered on and is connected to your computer via the USB cable, please contact Customer Support for help in installing the driver for the GC2. (Please note, the driver only works with Windows 7 based computers. If you are not running this software on a Windows 7 computer, do not call customer support. Install the software on a Windows 7 computer that meets the minimum specification requirements and follow the above step.



3 GETTING STARTED

The software creates an icon that is located on the desktop. Double-click the icon shown to launch the game software. If you prefer to launch the game from the stored directory, navigate to the location of the game file and execute the file named "Foresight.exe".



4 SETTING LANGUAGE PREFERENCES

English is the default language. If your version has multiple language options, navigate to Game options within the game to select a different language.



5 MAIN SCREEN

This action will land you on the main menu screen. The "home" screen consists of revolving screen shots of some of the courses available to play. On the main navigation to the left will be six buttons, In the top right hand corner are two other buttons: "options" and "exit".



6 GAME OPTIONS OVERVIEW



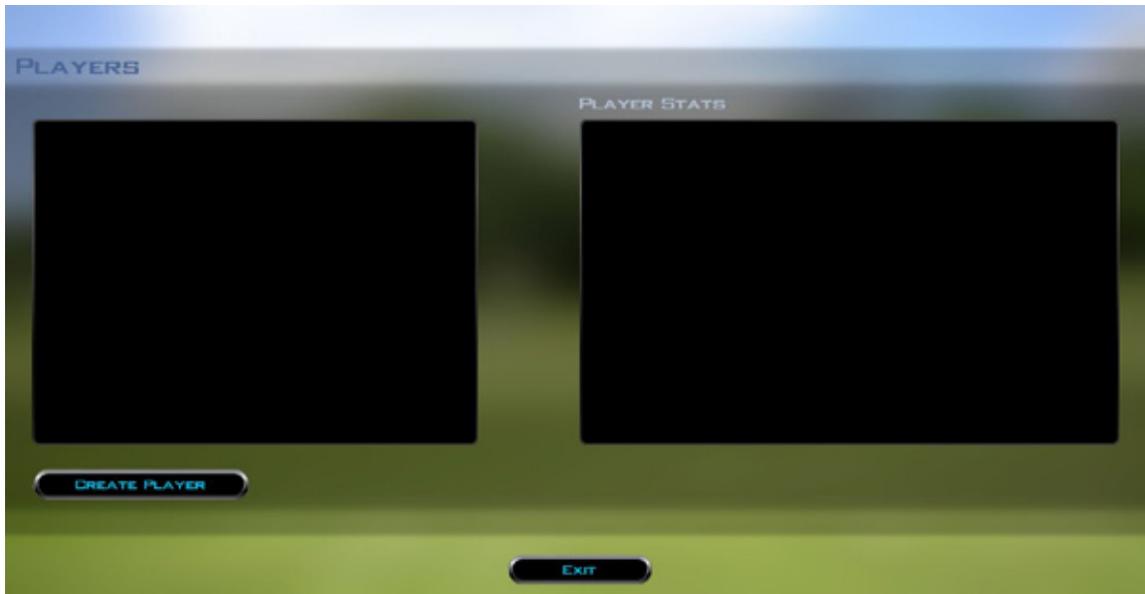
When selecting options, you will be taken to a sub menu containing the following functions:

- **Players** – here you will create players to track stats and to use in all areas of the software.
- **Game** – this function controls the language settings, measurement settings, timing of information boxes, sets the boost control for handling elevation preferences and the preferred tracer of the ball flight, and other preferences..
- **Screen settings** – this allows you to customize the resolution and display properties.
- **Bluetooth** – Please see the section on connecting to your GC2 via Bluetooth on page 41.
- **Graphics** – this allows you to customize the appearance of the graphics through several control mechanisms.
- **Audio** – this allows you to control the volume of the sound properties within the game.
- **Back** – this button takes you back to the “home” screen.



7 ADDING PLAYERS

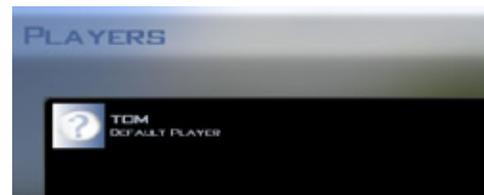
Upon initial use of the software, the “players” box will be empty as shown.



Press the “**Create Player**” button to create a new player.

- Click in the Name field to generate player name – 14 letters Max
- Select players sex, then left or right hand
- Select the “Next” option until the “Select Shot Camera” screen appears
- Select Shot Camera to determine the view of the ball in flight
- Select “Create Player”
- Set the player’s handicap

Once completed, the new player will appear within the player box. After every game or use of the software where your player was active, you can navigate back to this screen and view a cumulative statics area. Press “**Exit**” to return to the **Options** screen.



If preferred, you can select the player to be the Default player. By making a player the default player, this player will always be selected in your game set-up. You can easily remove the default player by double-clicking the player icon if you do not want that player in the experience you are creating.



8

GAME SETTINGS



Each version of the software is language specific. The flag of any available language in your version will be in color. Select any available option to change the language.

Unit of measure – select imperial for yards and metric for meters.

Shot Analysis – Select a timing option to keep post shot information on screen for the selected time. Options are: 2, 4, 6, 8, 10 seconds or unlimited. (Unlimited requires a prompt from user to continue game- not recommended for golf play)

Green grid – a grid visual is displayed around the green to help view the slopes and undulations around the green.

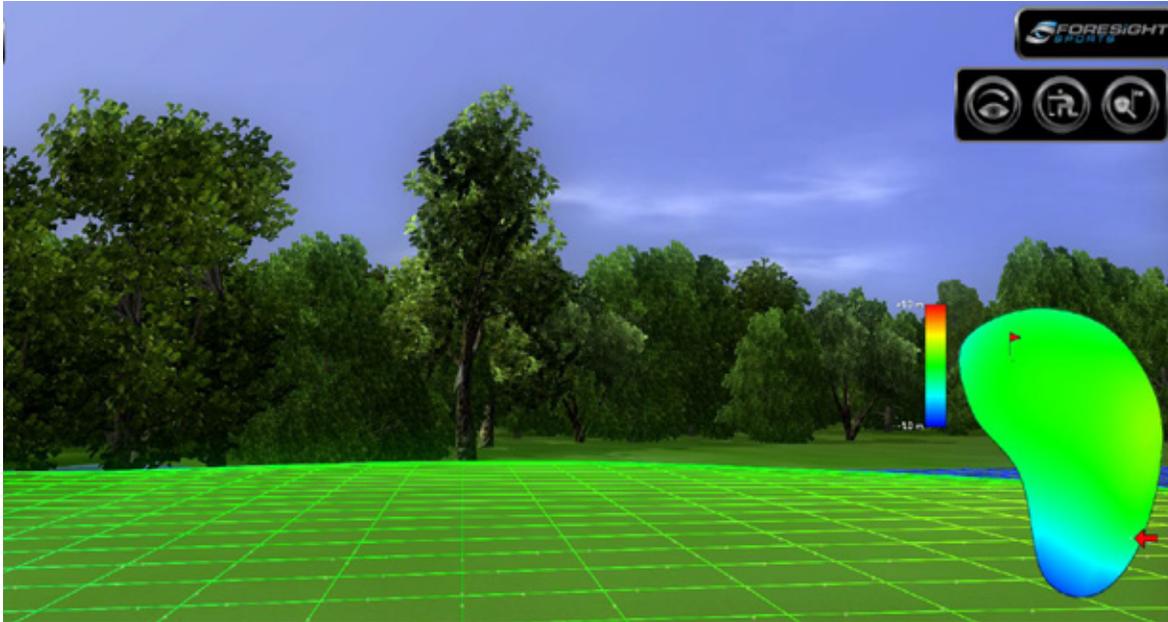
Ball trail – to see a solid line behind the ball (with color in Fitting Mode) select trail. Otherwise, comet will only display a small trail behind the ball and no ball path will be visible after the shot.

Wait for Spin – select this option if you want the ball flight to start after the spin has been measured by the GC2. Otherwise the ball flight will appear in “real-time” and spin will be applied once it is available –usually in a half second. Note, flying the ball in real time will result in a slight downrange and dispersion difference, usually less than two yards.

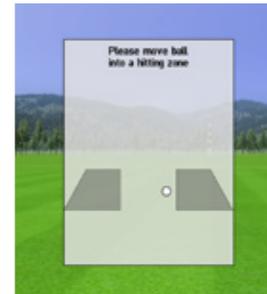
When the settings are as preferred, select “**OK**” to return to the options menu.

Bypass Options Password - Disables or enables the password for the simulation software options menu.

Distance Counter - Displays the distance traveled by the ball in the upper left hand corner of the screen.



On-Screen Ball Find – This option enables an on-screen ball find function to ease customer use. Green light in the right hand corner indicates the ball is locked and red indicates the ball is not locked.



Enable Green Height Map – Option enables a map that indicates the grade of the terrain up to 250 yards from the green.

Enable Green Grid Balls – (Shown above) Option enables a grid with rolling spheres to indicate the grade of the green. Assists player with visualizing the slopes and undulations around the green.

Enable Shot CSV – Option enables external CSV file to record ball performance data after each shot. (Please note: For experienced users only.)

Enable Lie Penalty – Option enables a lie penalty to be applied based on simulated terrain conditions, such as rough, sand trap, etc.

Enable UDP – Enables connection with external (integrated third-party) software. Not recommended for normal use or game play.

9 SCREEN SETTINGS



Use this area to control the resolution and size of the game.

Display adapter

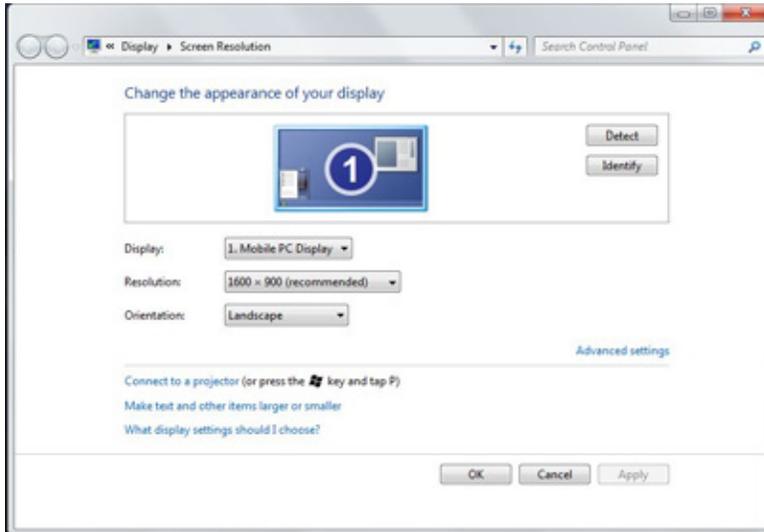
This will display the video card detected by the game. In the case of multiple video cards, you can choose which card to run the game. The better the video card, the better graphical appearance the game will have.

Screen

The game can run inside a window, if you need to access other computer functions easily. Selecting “Full Screen” will prevent you from using the mouse outside of the game. Use this setting unless you are an advanced user.



10 SCREEN ASPECT & RESOLUTION



Customer support for display settings

If you purchase your computer/touch screen/projector combination from Foresight Sports, we will gladly assist you in the set-up of your screen settings. However, if you purchase these items separately, there will be an hourly service charge for time spent in configuration of display devices.

When you select an **aspect ratio**, the available resolutions will appear in the screen resolution box. Determine your aspect ratio by measuring the width and height of your image (for full immersion). Always select the “native resolution” of your projector for best results. (See projector documentation to determine “native resolution”). If using the game on a laptop or a monitor and not through a projector, select the setting that mirrors your Windows resolution.

Find your Windows **resolution** by navigating to the desktop, right click and select “screen resolution”. Always mirror the game resolution to the “recommended” resolution in Windows. Note: if using a projector, you will want to select “Duplicate these displays” in this dialogue box. When running the game through a projector, you must select the lowest native resolution of either your touch screen/monitor or the projector for best results.

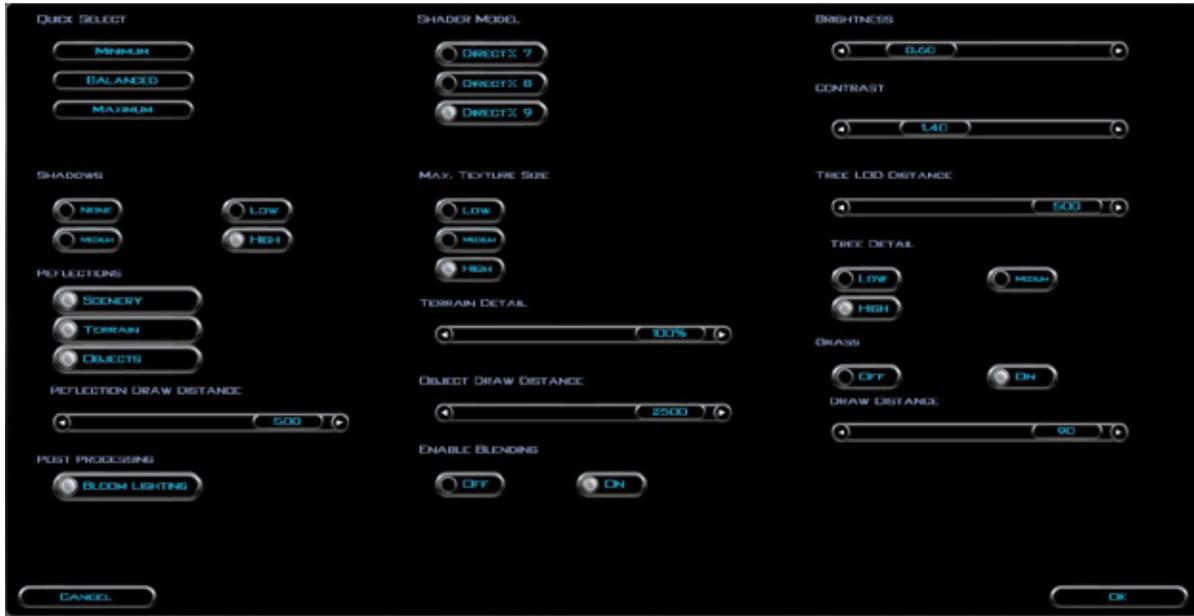
Anti Aliasing

Always select the highest number available to you. This helps draw smoother lines, particularly the tracers in the game.

When finished, select “**OK**” to return to the **Options** menu.



11 GRAPHICS



This screen allows advanced users to “fine tune” the look of the game graphics. We recommend that the only setting that is modified in this screen is the quick select. If you have purchased the recommended computer spec provided by Foresight Sports, the proper selection is “Maximum”. Using this selection will automatically adjust all of the other settings on this screen. We do not recommend that you adjust any of the settings on this page individually.

After selecting “Maximum”, select “**OK**” to return to the **Options** menu.

12 AUDIO

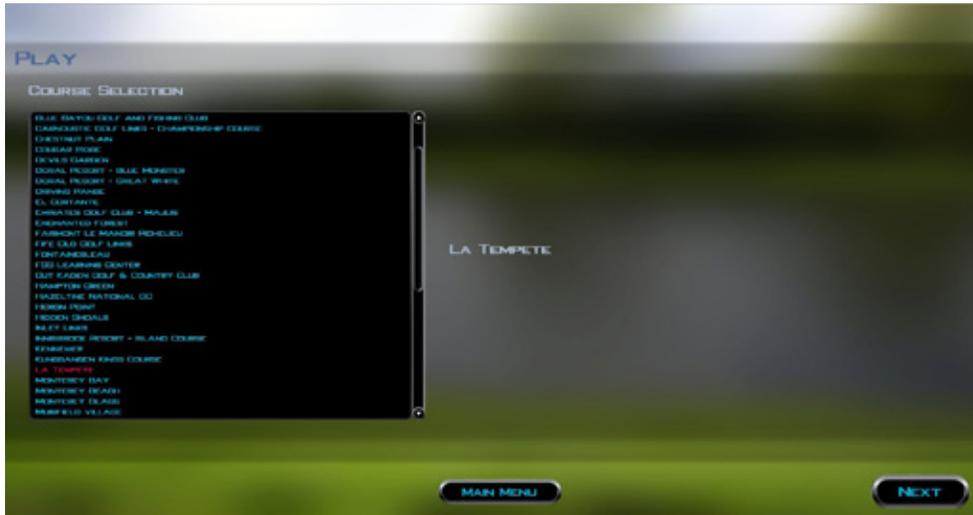
This screen allows you to control the audio settings of the game. Slide the bar to find your preferred setting of the audio settings.

Once finished, select “**OK**” to return to the **Options** menu.





13 PLAY MODE - COURSE SELECTION

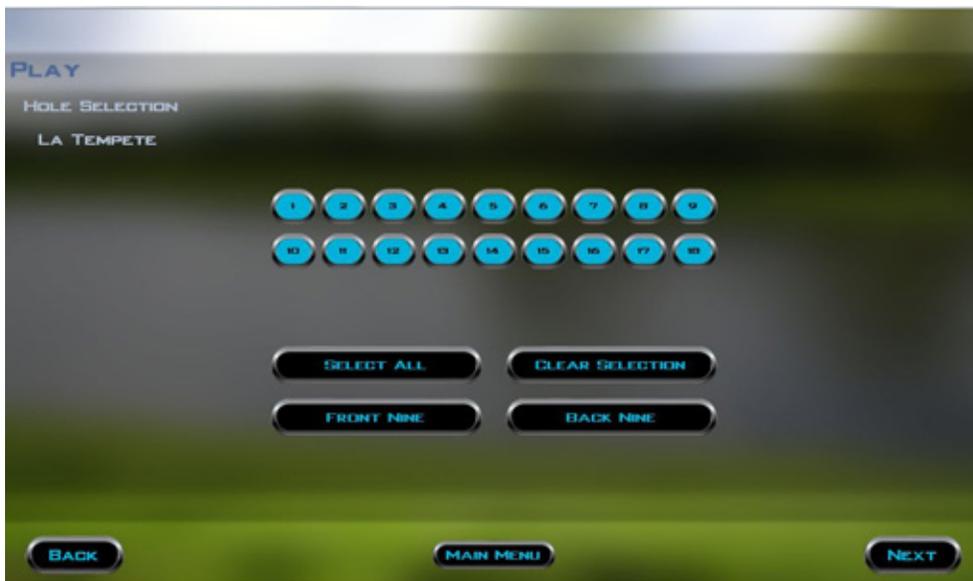


By selecting “**Play**” you are setting up a virtual round of golf at any of the golf courses purchased from Foresight Sports.

You will be prompted to make selections that set-up the virtual game experience. First select the course (selection will be displayed in red).

Press “**Next**” when selection complete.

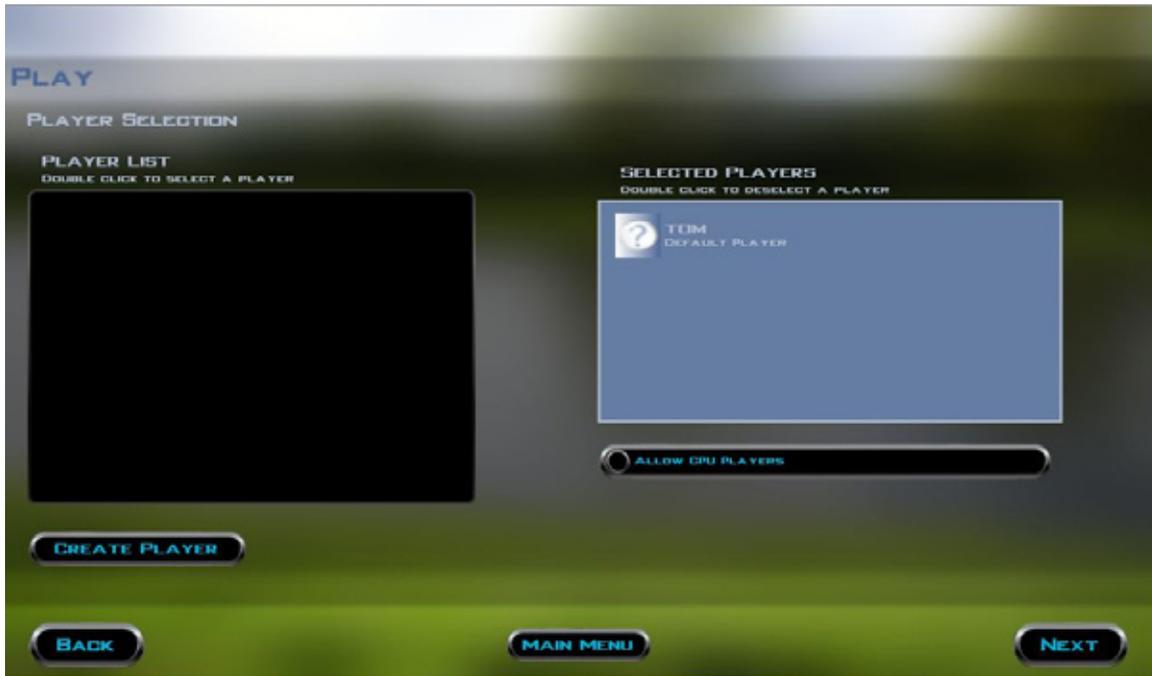
14 PLAY MODE - HOLE SELECTION



Select the number of holes by selecting all, front nine, back nine or clear selection and select any number of holes as desired. You can clear the individual selection by selecting the hole number again. A selected hole will be blue, a non-selected hole will be clear.

Click “**Next**” to continue to the next screen.

15 PLAY MODE - PLAYER SELECTION



The game will allow up to 4 players at one time. The default player will already be selected (in the selected player box).

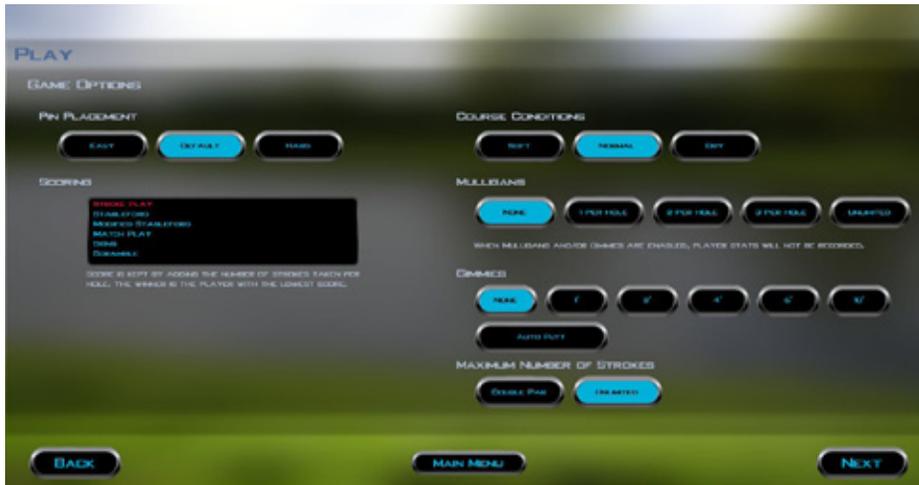
To add players, double-click on the player icon in the player list.

To add a player not listed in the player list, press “**Create Player**” and follow the provided steps. You can also select “**Allow CPU Player**” and compete against the computer.

When all players are selected, click “**Next**”. (If CPU player is selected, there will be one more screen to select the computer player (double click on icon).



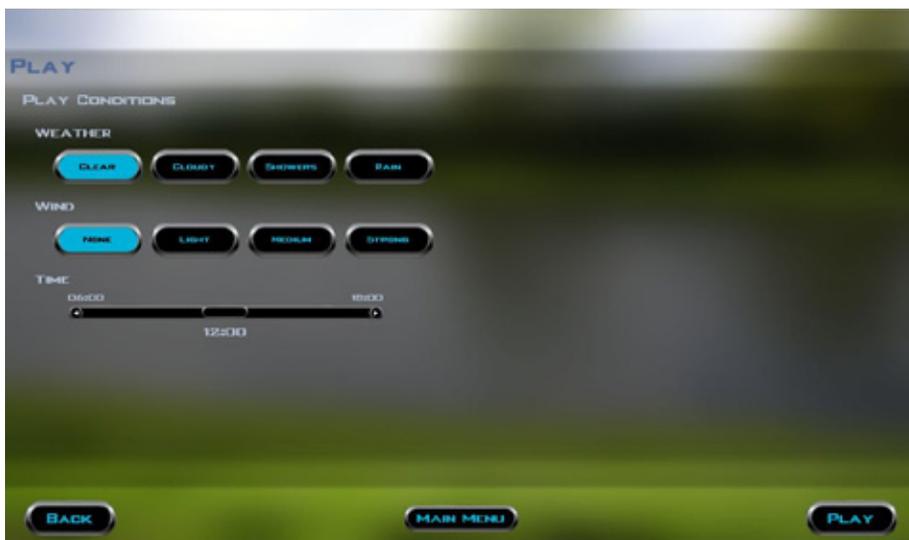
16 PLAY MODE - GAME OPTIONS



The “Game Options” screen allows the placement of the pins, to set the course conditions, to select the number of mulligans allowed in the round, the gimmie distance for putting, the maximum number of strokes per hole and the type of game to be played. Once selected, you cannot change these settings during the game.

Selecting “Auto Putt” allows the players to enter the number of putts desired for each hole without actually putting. New in V2.0.7 is “scramble mode”.

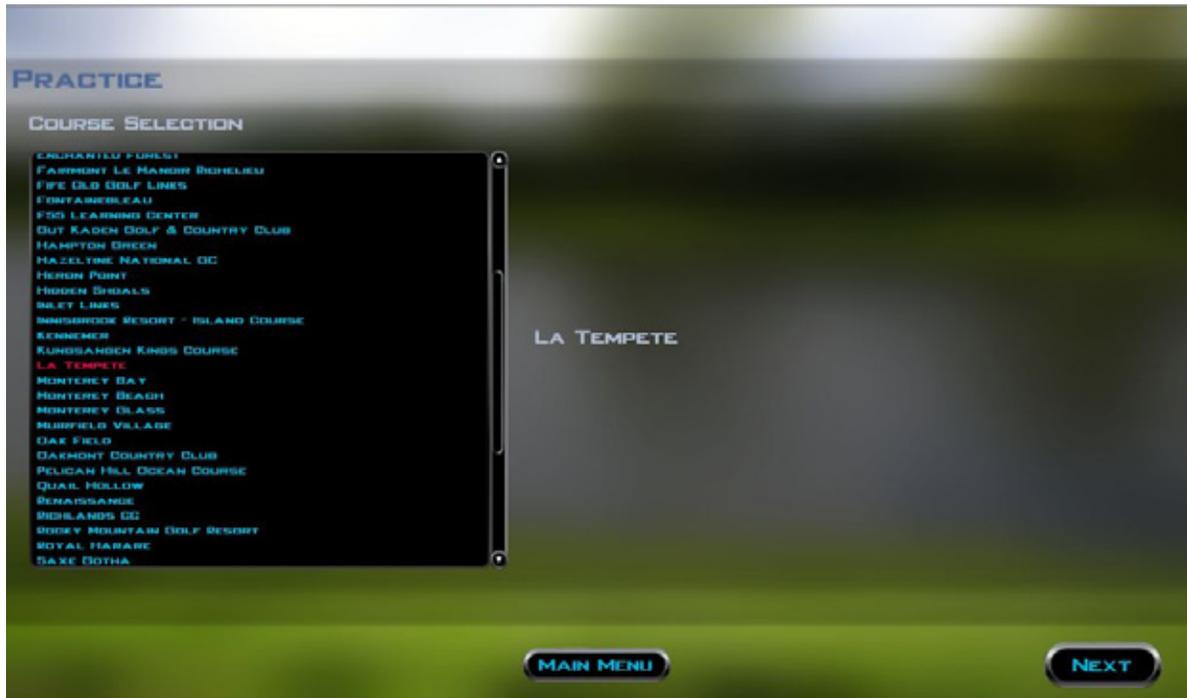
17 PLAY MODE - PLAY CONDITIONS



The “Play Conditions” screen allows the selection of environmental variables. Select the sky condition, the wind condition and the time of day your round will begin. Real-time lighting in the game means shadows and sun position will move as your round continues. When your selection is complete, select “**Play**” to start your round.



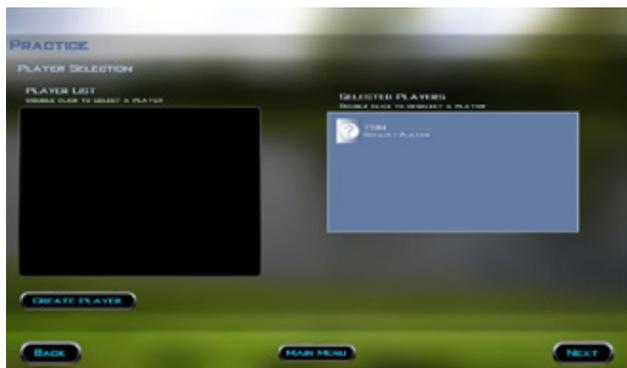
18 PRACTICE MODE



By selecting the **“Practice”** button, you are selecting a special mode that allows you to tee off, hit short game shots, or putt on any hole of any golf course that you have purchased from Foresight Sports.

While in practice mode, you cannot advance any position, nor capture shot statistics. Every hole represents an unique shot for chipping and putting.

Start by selecting a course to practice from.



The practice area allows only 1 player at a time. The default player will already be selected (in the selected player box). You can change players by double clicking on the player icon in the player list. To add a player not listed in the player list, click **“Create Player”** and follow steps.

When the player is selected, click **“Next”**.



19 PRACTICE MODE - TEE OFF



Your practice session will begin on the first tee box of the course selected. The software will allow you to hit from this position for as long as you choose.

Shot information can be recalled by selecting “I” on the keyboard.

20 PRACTICE MODE - PRACTICE AREAS



There are three practice areas on each hole: Tee box; chipping around the green and putting on the green.

To select a different area, click “**Change Practice Mode**”.

Your other options will appear. Select the area desired and you will move to the new position.

21 PRACTICE MODE - DROP FEATURE



You can drop your ball anywhere on the course and practice from that position. This can be accomplished by placing the cursor within the **mini-map** and executing the “right click” button on the mouse. This will drop the ball at the exact location you have selected.

To view the hole, simply hold down the space bar on the keyboard – or depress the **“spyglass” button** in the top right corner and then move the mouse within the mini-map.

22 PRACTICE MODE - CHANGING HOLES & QUITTING

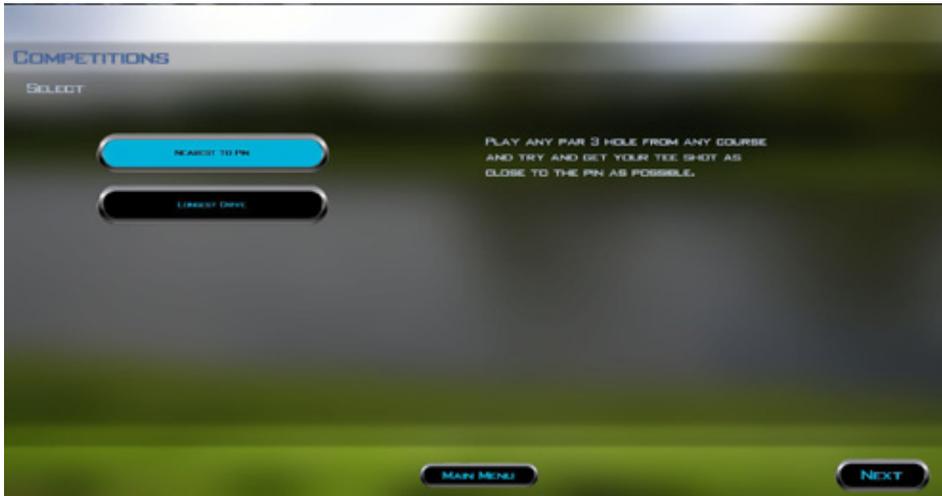


To move to a different hole on the course, navigate to **“Menu”** and select **“Select Hole”**. A hole list will appear. Select the desired hole to move to the new location.

When you are ready to exit your practice session, either press **“Escape”** on the keyboard, or navigate to **“Menu”** and select **“Quit”**.



23 COMPETITION MODE - SET UP

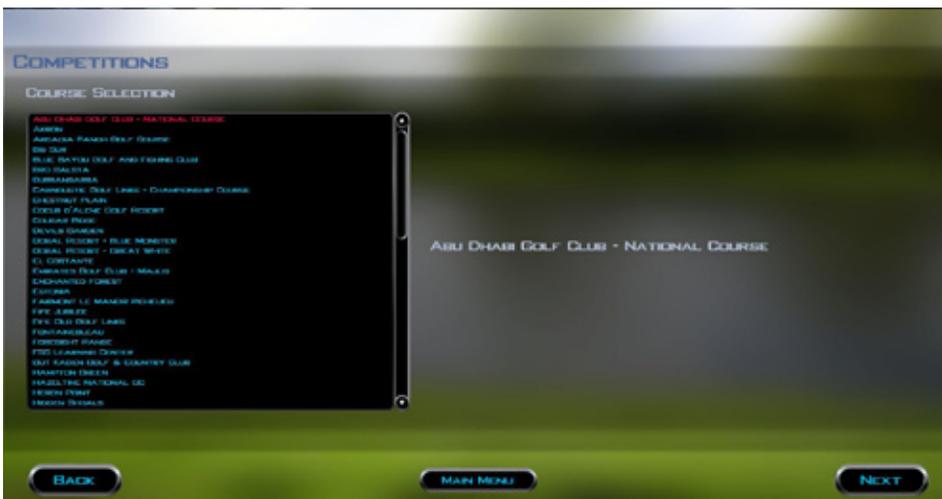


Competitions allow the user to engage in a “Nearest to the Pin” competition or in a “Longest Drive” competition.

Select the desired competition and select **“Next”**

(Only Nearest to the Pin will be shown in this guide as the steps are similar for either challenge.)

24 COMPETITION - COURSE SELECTION



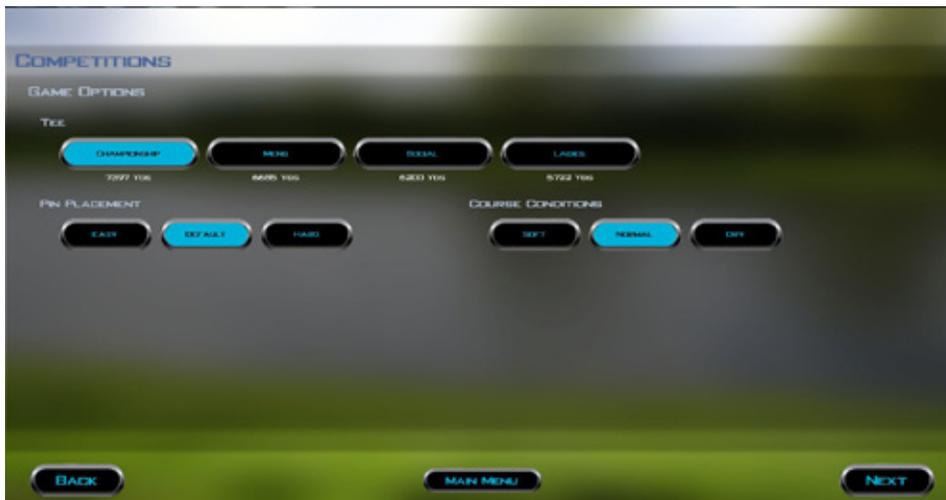
The “Course Selection” screen allows the user to select the golf course where the competition will occur.

Once the selection is made, click **“Next”** to continue to the next screen.



25

COMPETITION - GAME OPTIONS

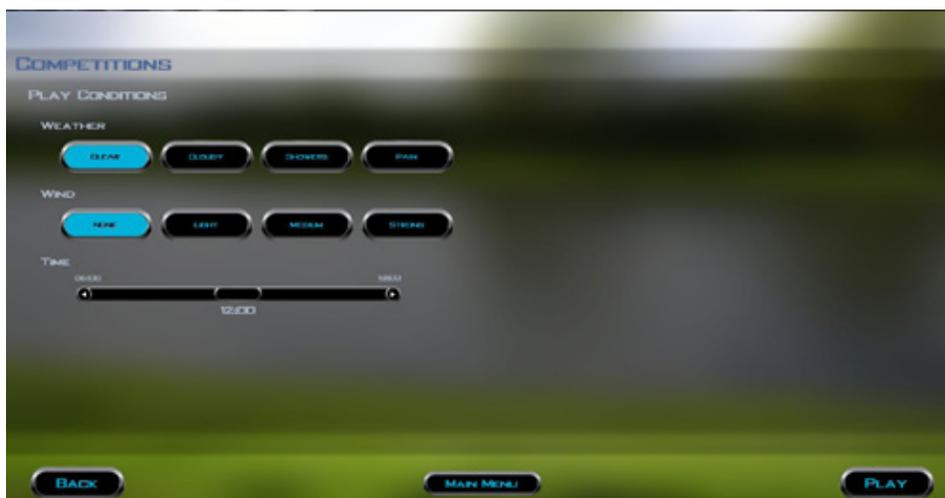


The “Game Options” screen allows the user to select the teeing area of the competition, the pin position(s) and course conditions for the challenge.

Once the selections are made, click “**Next**” to continue to the next screen.

26

COMPETITION - PLAY CONDITIONS



The ‘Play Conditions’ screen allows the user to select the weather conditions and the time of day of the competition.

Once these selections are executed, click “**Play**” to begin the competition.



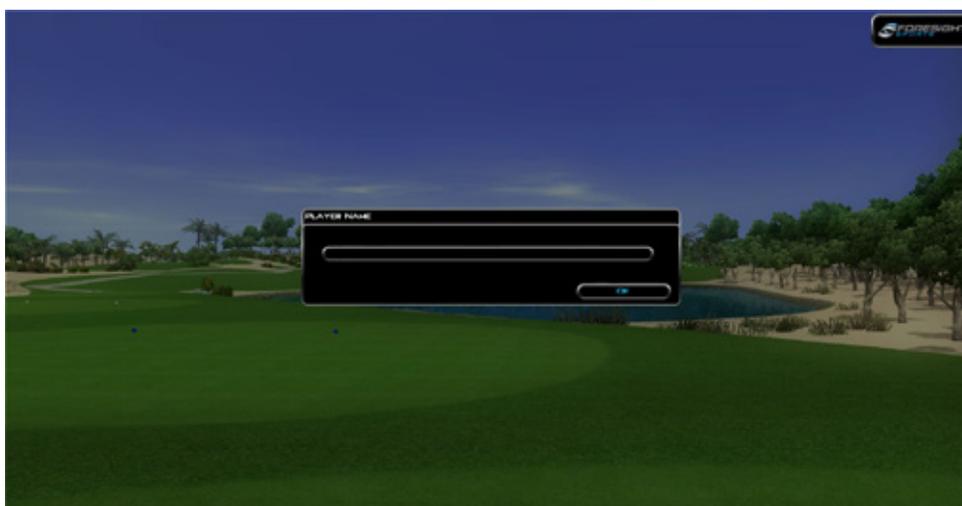
27 COMPETITION - HOLE SELECTION



After the competition loads (this may take a few minutes), a hole selections dialogue box appears showing all of the par three holes on the selected course.

Select one of the displayed hole choices to begin the Nearest to the Pin Challenge.

28 COMPETITION - PLAYER NAME



Next, enter a name and press "OK" to begin the competition.



29 COMPETITION - DISQUALIFYING SHOTS

If you want to only consider shots that come to rest on the green, select “Disqualify Shots” in the main menu. Otherwise, all shots will be used in the closest to the pin ranking.





30 COMPETITION - ON-SCREEN PLAYER BOARD



After each qualifying shot, the leader board will automatically update the ranking based on the top five closest shots.

31 COMPETITION - CHANGING PLAYER

Navigate to the menu button and select "change Player" to enter a new name in the contest.





32 COMPETITION - LEADER BOARD

Navigate to the Menu button and select the Leader Board button to view, print or save the current leader board to a .csv file.



BE AWARE:

Once you leave the competitions area, change holes or change competitions type, the leader board will be deleted automatically and cannot be recovered.





33 FITTING MODE - QUICK START OPTION



Begin your fitting session by selecting "Fitting" at the home screen.

New! Quick Start Option

This new feature brings users directly to the range with a default driver and default user, ready to fit.



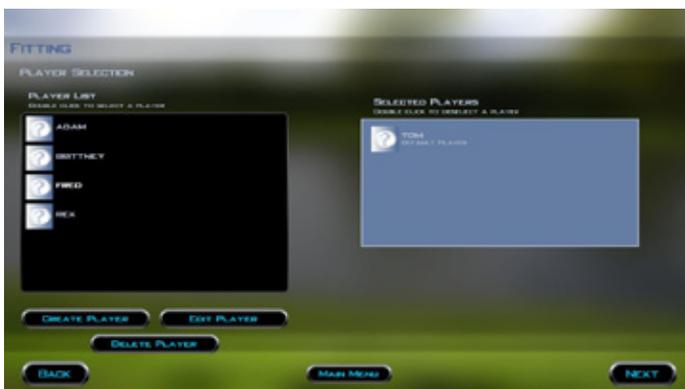
34 FITTING MODE - COURSE & PLAYER SELECTION

Players that have not selected the "Quick Start" option can select the following options for their fitting mode



In the "Course Selection" page, select the Foresight Range or Golf Course you would like to host your fitting section.

Click "**Next**" to continue the Fitting set-up process.



The "Player Selection" screen allows you to select the player that is being fitted.

Only one player is selected in this mode. You can create, edit or delete a player from this screen.

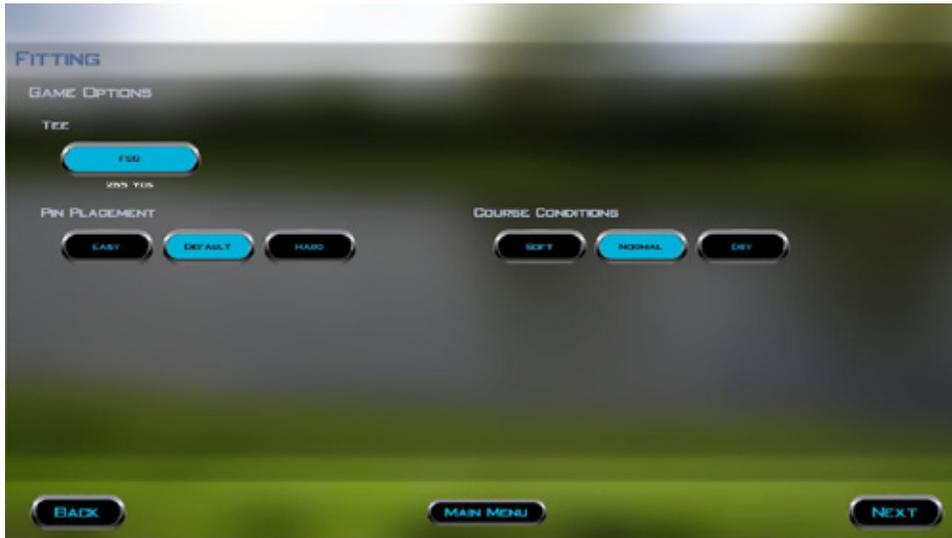
When the selection is completed, click "**Next**" to continue to the next screen.

creating a new player? see step #

7



35 FITTING MODE - TEEING POSITION



In the “Game Options” screen, select the Teeing position, the placement of the pin (if applicable) and the conditions of the course.

When the selections are complete, click “**Next**” to continue to the next screen.

36 FITTING MODE - PLAY CONDITIONS

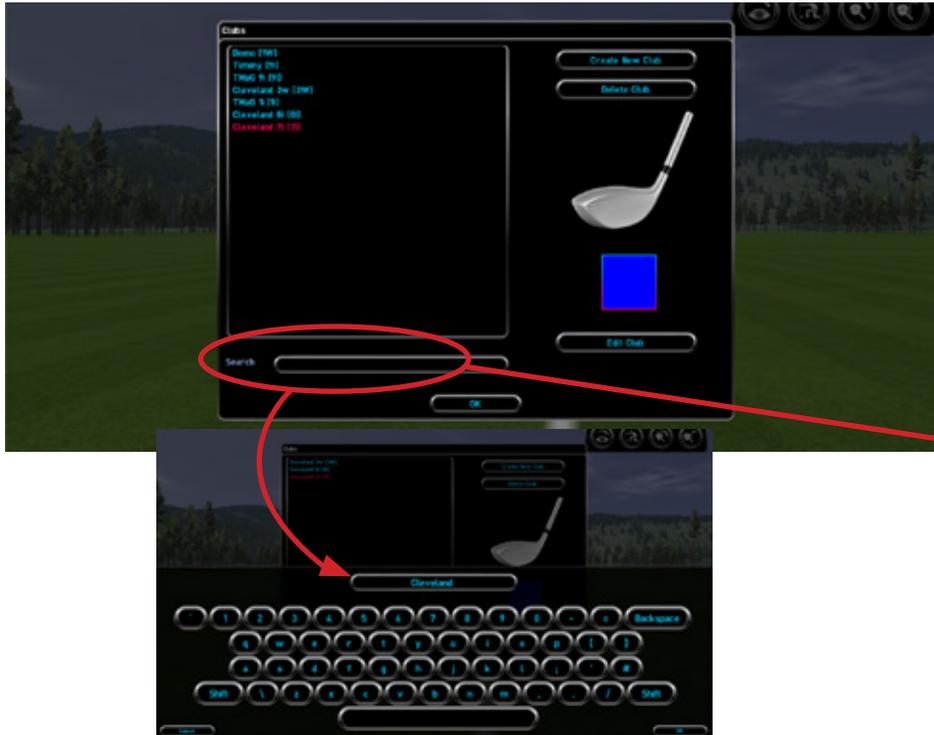


The ‘Play Conditions’ screen allows the user to select the weather conditions and the time of day for the Fitting Session.

Once these selections are executed, click “**Play**” to begin the Session.



37 FITTING MODE - CLUB SELECTION



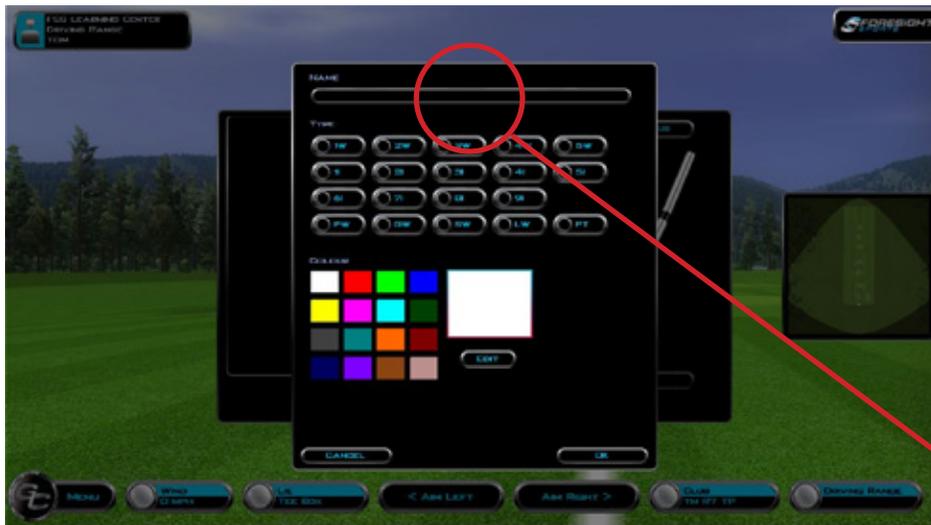
When the fitting area opens, you will see a "Select Club" dialogue box.

You must select a club before proceeding.

Upon initial use of the software, there will be no clubs in the list. Click the "**Create New Club**" button to add a club.

To search for an existing club, click on the "Club" button and use the search field located in the lower left of the pop-up window.

38 FITTING MODE - CLUB CREATION



The club creation tool will appear. First select the type of club you are using, (example "7I" for 7 Iron).

A golf ball will appear next to your selection. Next pick a color to assign to this club. If desired, you can select "**Edit**" to create any color.

Next, click inside the "Name" area.

QUICK START GUIDE



Using the virtual keyboard, type in a custom name for the club.

After you have named the club, click “OK” to return to the club creation tool. Click “OK” to create the club.



Helpful Tip

Using less letters will create a neater display.

For example:

“Brand X 9.5GS” instead of

“Brand X 9.5 Degree Stiff Graphite Shaft”.

39 FITTING MODE - SHOT ANALYSIS

CLUB	EFFICIENCY			LAUNCH CONDITION				FLIGHT			DOWN RANGE			CLUB HEAD									
	MPH	RATIO	[°]	[°]	RPM	RPM	RPM	YDS	[°]	YDS	YDS	[°]	[°]	[°]	MM	MM	MM						
Driver	105	155.4	1.5	13.1	5.6	167L	2283	2298	39	43	281	364	17	3	3	2	5	4	16	-16	-1	✓	
Driver	100	155.8	1.4	16.4	8.4	1936R	3431	3585	36	43	258	268	58	2	9	4	4	4	4	17	5	-16	✓
Driver	105	117.4	1.4	11.4	-8.9	985R	3928	3288	33	41	248	248	44	3	9	4	4	4	9	9	9	-14	✓
Driver	106	156.7	1.5	11.8	1.8	88L	2198	2528	34	37	285	318	8	2	9	1	2	4	15	-11	6	✓	
Average	106	153.5	1.4	11.7	1.0	469R	2710	35	43	264	285	28	3	9	3	4	4	17	-2	-8			
Driver 2	102	158.1	1.5	12.3	4.3	74L	2363	2385	35	39	244	289	14	3	4	2	7	4	16	8	-1	✓	
Driver 2	104	153.7	1.5	12.4	4.5	278L	2839	2898	34	37	288	306	7	4	4	9	5	4	15	-9	-3	✓	
Driver 2	106	154.5	1.5	12.6	3.7	443L	2489	2458	42	42	270	300	-11	4	4	1	6	5	17	-11	-4	✓	
Driver 2	106	154.3	1.5	13.8	7.8	982R	2447	2458	41	42	275	292	42	4	3	3	7	3	17	-9	-7	✓	
Average	104	153.5	1.5	12.9	4.9	155L	2369	2383	38	43	274	297	13	4	4	2	6	4	16	-9	-4	✓	

After each shot in the fitting area, the shot analysis table will appear. All measured data from the GC2 (and HMT if connected) will be displayed here.

This table will continue to display all shots until you quit or select “Clear Shots”.

To **remove the shot** from the averages you may uncheck the shot in the right most field

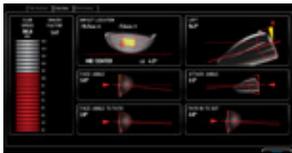
40 FITTING MODE - CLUB COMPARISON

The screenshot shows the 'Shot Analysis' screen with a table of shot data and comparison controls. A red circle highlights the 'Driver' club name in the table. Below the table, two 'Click Here' buttons are circled in red, labeled 'Club A' and 'Club B' respectively. The table columns include: CLUB, MPH, MPH, RATIO, (°), (°), RPM, RPM, RPM, YDS, (°), YDS, YDS, YDS, (°), (°), (°), (°), (°), (°), MM, MM.

CLUB	EFFICIENCY			LAUNCH CONDITION			FLIGHT		DOWN RANGE			CLUB HEAD										
	Club Head Speed	Ball Speed	Efficiency	Launch Angle	Axis Tilt	Side Spin	Back Spin	Total Spin	Peak Height	Descent Angle	Carry	Total Distance	Offline	Vert Path	Horiz Path	Face to Path	Face to Target	Lie	Loft	Horiz Impact	Vert Impact	
Driver	115	155.4	1.5	13.1	5.6	167L	2283	2299	39	48	281	384	17	3	3	2	5	4	16	-14	-1	✓
Driver	118	155.8	1.4	10.4	8.4	1034R	3421	3585	36	43	298	248	50	2	8	4	4	4	17	5	-16	✓
Driver	115	147.4	1.4	11.6	-8.9	1057R	3829	3288	33	41	248	248	46	3	8	4	4	4	19	9	-14	✓
Driver	116	156.7	1.5	11.8	1.8	87L	2118	2128	34	37	285	318	8	2	8	1	2	4	15	-11	8	✓
Average	116	153.6	1.4	11.7	1.5	4.6R	2733	2798	35	48	244	205	28	3	8	3	4	4	17	-2	-8	
Driver 2	112	168.1	1.5	12.3	4.3	74L	2983	2985	35	39	244	289	16	3	4	2	7	4	16	8	-1	✓
Driver 2	114	153.9	1.5	12.6	4.5	21R	2839	2858	34	37	288	386	7	4	4	8	5	4	15	-9	-3	✓
Driver 2	116	156.5	1.5	13.6	3.7	442L	2489	2450	42	42	278	388	-11	4	4	1	6	5	17	-11	-4	✓
Driver 2	116	154.1	1.5	13.8	7.3	104R	2647	2658	41	42	271	292	42	4	3	3	7	3	17	-19	-7	✓
Average	114	153.6	1.5	12.9	4.9	155L	2369	2383	38	48	274	297	13	4	4	2	6	4	15	-9	-4	

Helpful Tip

Clicking on the club name of any specific shot in the table will allow access to the Club Data screens for that shot.



For more information on the Club Data screens, see pages 28 - 29.

Club A

Club B

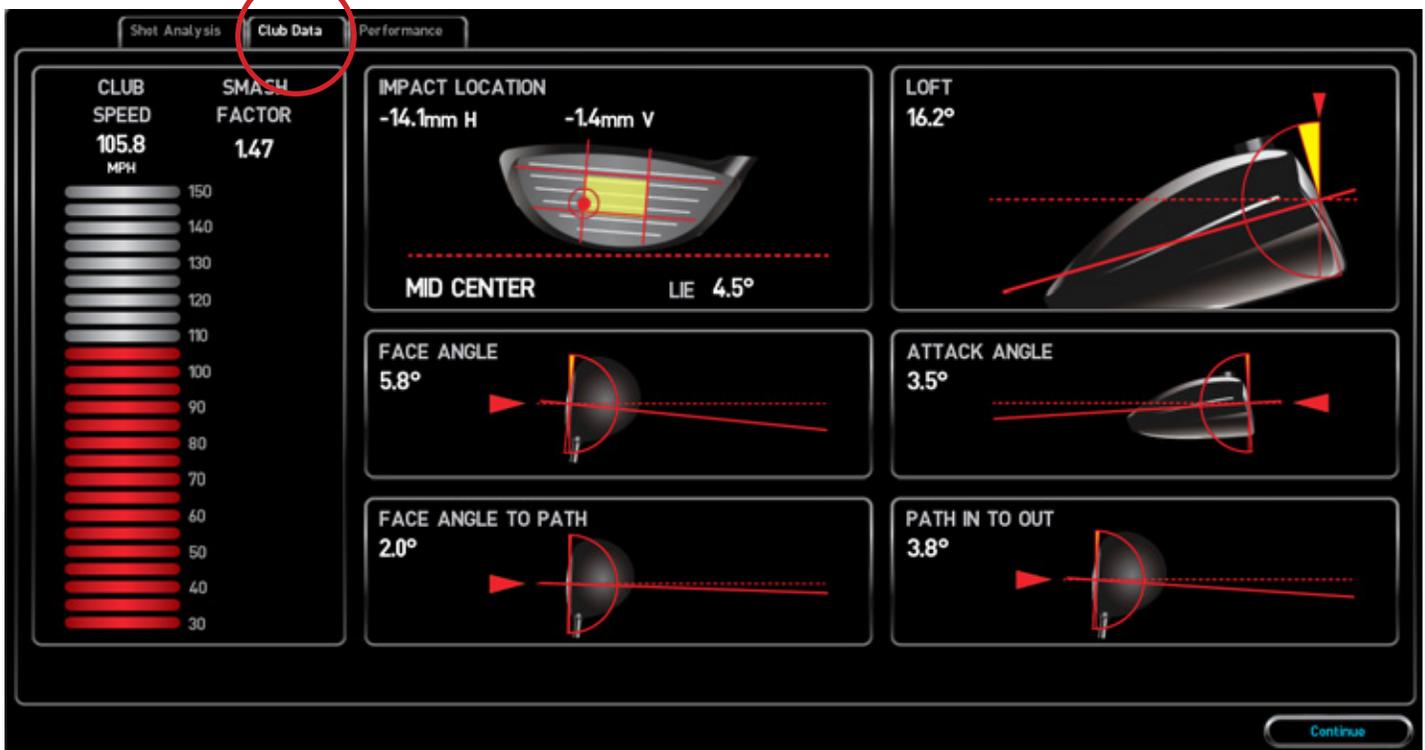
1. When all shots have been generated for the clubs in the comparison, SELECT THE (I) KEY ON THE KEYBOARD to view the shot data comparison. The screen will now display the measured data of ball launch and calculated data of ball flight.
2. To select the first club for the comparison, select the "Club A" button. The list of available clubs will appear. Double-click the appropriate club for the comparison.
3. To select the second club for the comparison, select the "Club B" button. The list of available clubs will appear. Double-click the appropriate club for the comparison.
4. With both clubs selected, click the "Continue" button.

41 FITTING MODE - CLUB DATA



Available with
HMT Head Measurement
Technology

Selecting the Club Data tab will display all performance data provided by the HMT Head Measurement Device.



To save/export individual screen images such as this, you can use the print-screen option by selecting the F8 key. Saved images can be found in the following folder:

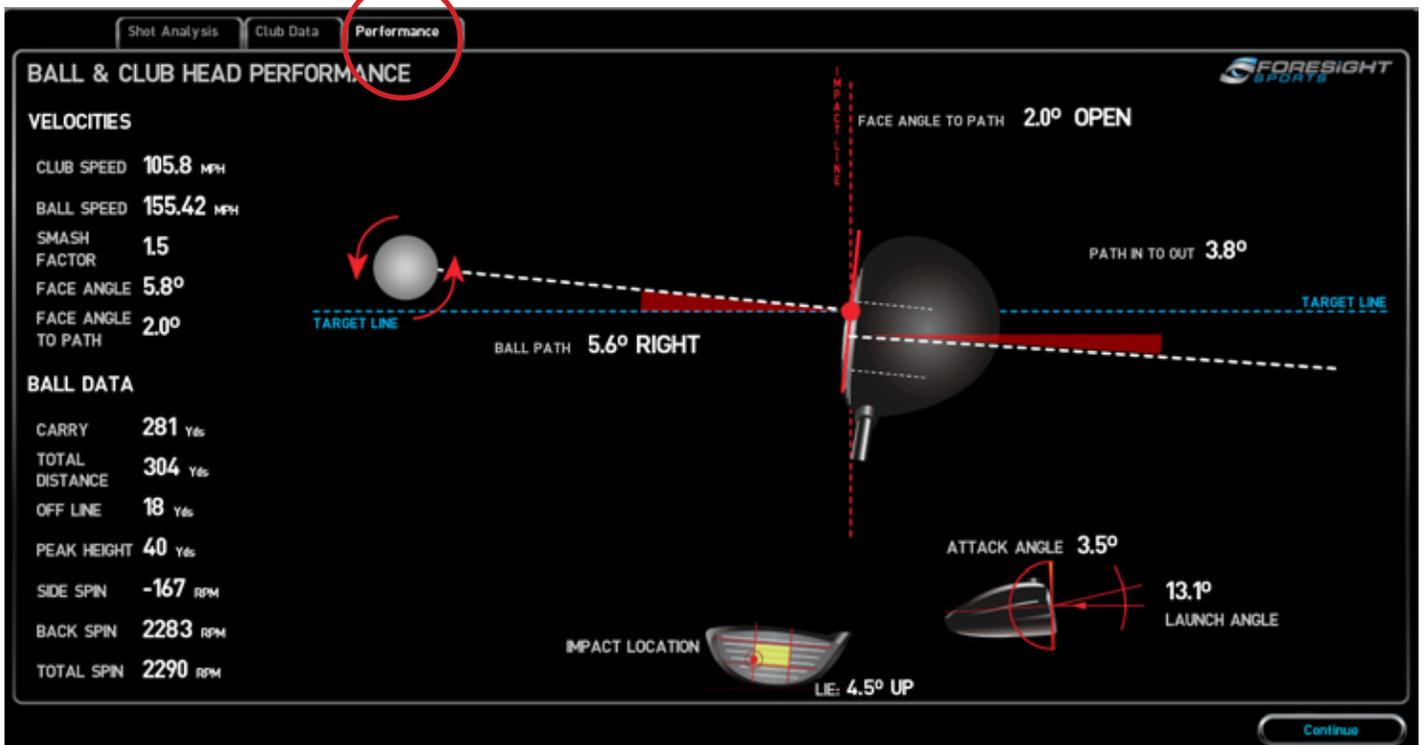
C:\Program Files (x86)\Foresight\SShots

42 FITTING MODE - PERFORMANCE



Available with HMT Head Measurement Technology

Selecting the Performance tab will display the combined ball and club head performance data.

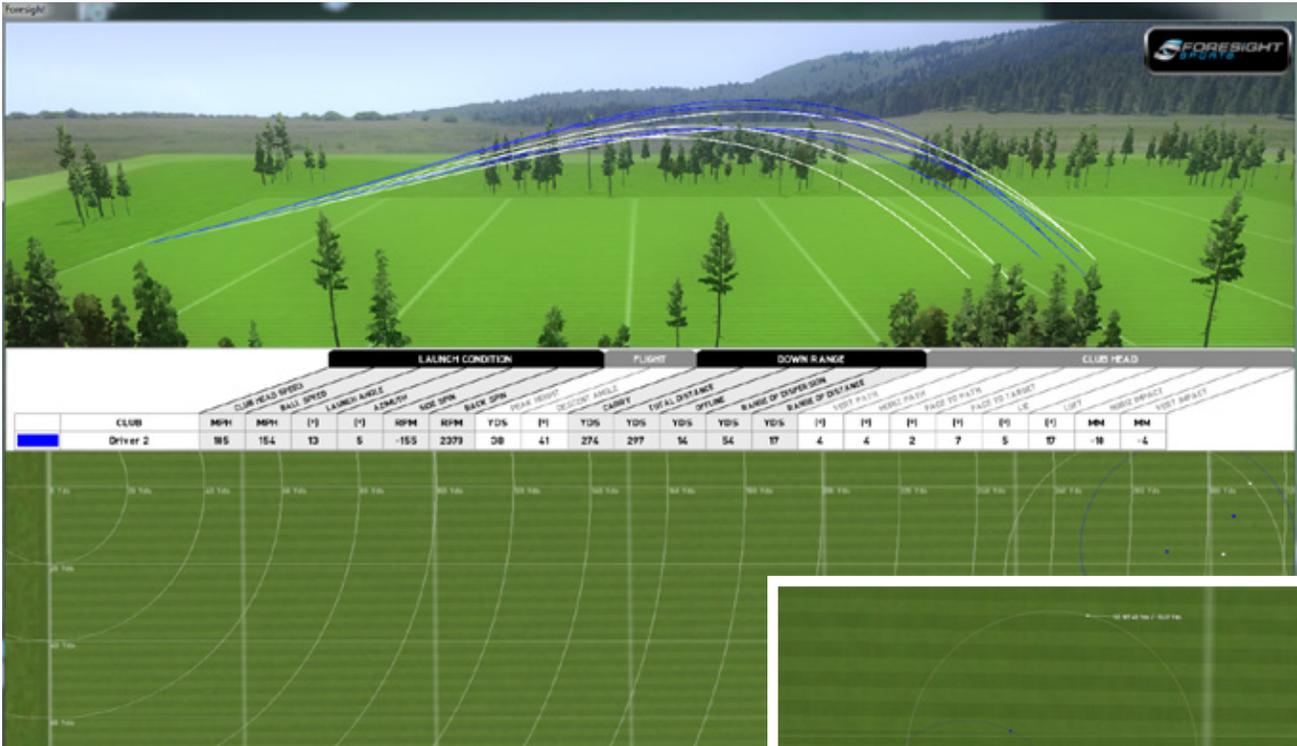


To save/export individual screen images such as this, you can use the print-screen option by selecting the F8 key. Saved images can be found in the following folder:

C:\Program Files (x86)\Foresight\SShots



43 FITTING MODE - SPLIT SCREEN VIEW



1. When the clubs for comparison have been selected, SELECT THE (P) KEY ON THE KEYBOARD to view the Split Screen Shot View. The screen will now display the averages of measured and calculated ball performance for each club, as well as the delta, or difference in performance.
2. Select the (S) key stroke to save the trajectory and shot data split screen.
3. Follow the onscreen steps to name/save the file.
4. This file will be stored in the fitting folder, and can be printed or e-mailed as needed.
5. To print this report directly, press "Control P".

Touch to Zoom Feature

Clicking on a club on the dispersion table will zoom the view onto all shots taken from the selected club, depicting each shot placement along with distance and offset data.

To return to a normal view, click on screen again.



44

FITTING MODE - SAVING DATA

CLUB	EFFICIENCY				LAUNCH CONDITION				FLIGHT				DOWN RANGE				CLUB HEAD					
	MPH	MPH	RATIO	[°]	[°]	RPM	RPM	RPM	RPM	YDS	[°]	YDS	YDS	YDS	YDS	[°]	[°]	[°]	[°]			
Driver	85	155.4	1.5	13.1	5.6	167L	2263	2290	39	48	281	284	17	3	3	2	5	4	16	-14	-1	✓
Driver	88	155.8	1.4	18.4	8.4	1836R	3431	3585	36	43	298	258	58	2	8	4	4	4	17	5	-16	✓
Driver	85	147.4	1.4	11.6	-0.9	1857H	2829	3286	33	41	248	264	68	3	8	4	4	4	19	9	-14	✓
Driver	86	154.7	1.5	11.8	1.8	81L	2188	2128	34	37	285	318	8	2	8	1	2	4	15	-11	9	✓
Average	86	153.6	1.4	11.7	1.8	448R	2753	2790	35	41	264	285	28	3	8	3	4	4	17	-2	-8	
Driver 2	82	188.1	1.5	12.3	4.3	74L	2383	2385	35	39	264	289	16	3	4	2	7	6	16	8	-1	✓
Driver 2	81	153.9	1.5	12.6	6.5	28L	2839	2856	34	37	288	284	7	4	4	8	5	4	15	-9	-3	✓
Driver 2	86	154.5	1.5	13.6	3.7	442L	2489	2450	42	42	278	288	-18	4	4	1	6	5	17	-11	-4	✓
Driver 2	86	154.1	1.5	13.8	7.8	868R	2647	2658	41	42	271	292	42	4	3	3	7	3	17	-19	-7	✓
Average	84	153.6	1.5	12.9	4.9	155L	2389	2383	38	41	274	297	13	4	4	2	6	6	16	-9	-4	

If you would like to save the data captured in the fitting session, click the “**Save to CSV**” button or the “Export” Button, which will export the data to a PDF (Adobe Reader or Similar necessary to open)

A new box will appear:

Click inside the long oval button to name the CSV file. Using the virtual keyboard, name your file.



To acquire the CSV file, navigate to the game directory, select the “Fitting” folder and look for your file. Note: you will need a spreadsheet program like Excel or MS Works to open a .csv file.



Helpful Tip:

The path to your saved file should be:

your computer / your local disk / programfilesx86* / foresight / fitting

To have easy access to this data, to go to the fitting folder and create a shortcut for the file on your desktop.

* Do not remove this folder from your Foresight Directory as this will have adverse effects on simulation.

45 FITTING MODE - GAP TESTING



To begin a “Gap Fitting” session, please first select the first club to be tested and then navigate to the menu button and select “Gap Testing”.



46 FITTING MODE - GAP TESTING



1. On the first screen of the Gap fitting feature, enter the name of the person that is testing his/her clubs followed by the type of ball and the location of the testing.

(These items are optional, but will be reported in the saved record created after testing is completed).

2. Next, starting with the club you selected prior to entering Gap Testing mode, move the clubs to be tested from the CLUBS AVAILABLE box to the CLUBS SELECTED box by using the left or right arrow keys.

Note- you can create clubs that do not reside in the available club list. Use the up or down arrows to arrange the clubs in a sequential order, as shown above.

3. When all clubs to be tested are in order and present, select the “Start gap testing Button” to begin.

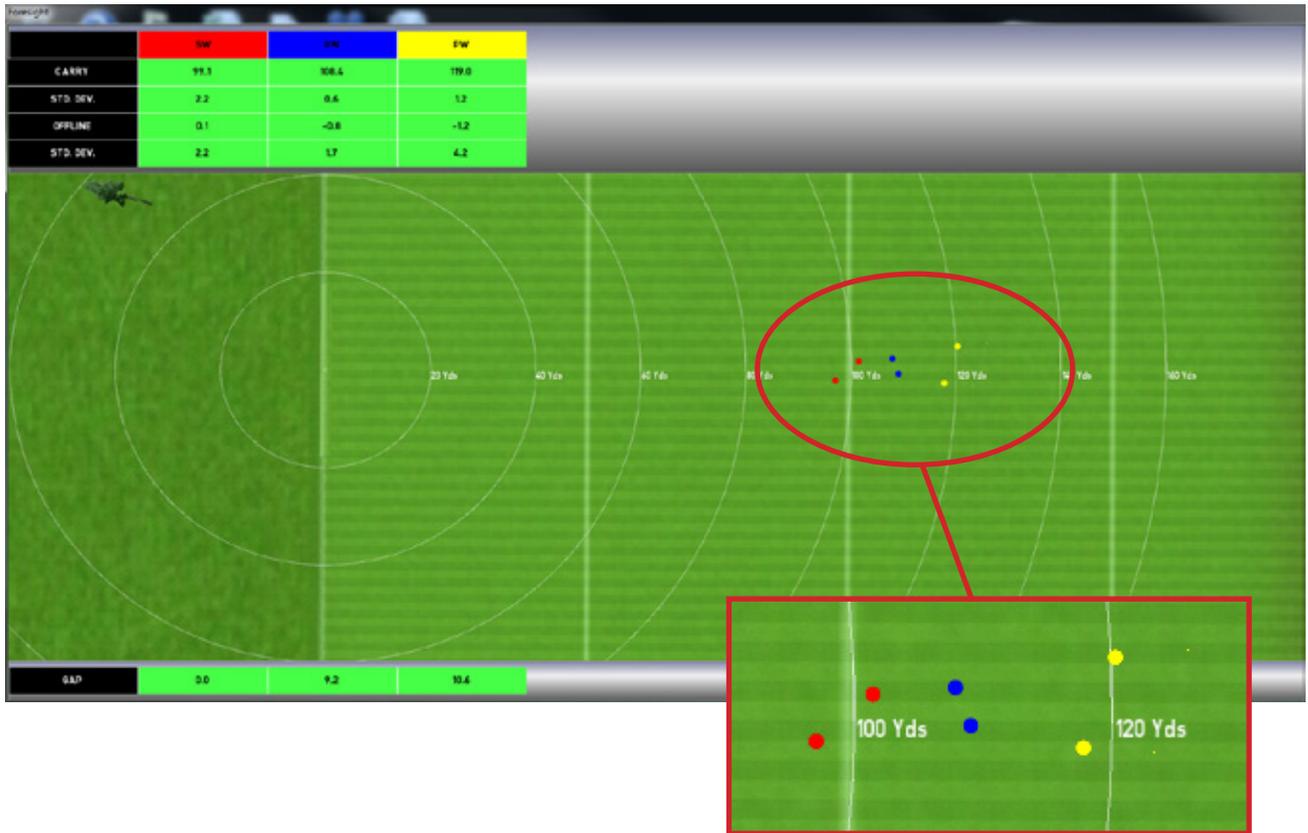
47 FITTING MODE - GAP TESTING



When enough shots are collected that represent the typical shot type of the player, select the Club button to move to the next club in the gap fitting process.



48 FITTING MODE - GAP TESTING



After all the clubs are tested, Press “A” on the keyboard to see the results of the test. Each club will be listed in the top left corner of the report. Included will be the average carry distance of each club and the standard deviation of the club in terms of distance and offline measurements.

In the lower left corner, you will see the average “gap” distance between the clubs. Clubs that are gapped appropriately will be color coded green, clubs that have marginal gaps (either too close or too far apart) will be color coded yellow and if any two clubs have improper gaps, they will be color coded red.

You can save this report by pressing “S” and it will be saved into the fitting folder, or you can print directly by pressing “Control P”.



49 STANDARD GAME FUNCTIONS - SKIP TURN



When using the software, pressing or clicking the “Menu” button in the lower left hand corner will open a dialogue box with many options and features to help you with your experience.

The first button is “Skip Turn”, this allows a user to cycle the available shot to another player.

If more than two players are active, a selection box will appear. Select the name of the player that is available to proceed.

50 STANDARD GAME FUNCTIONS - VIEW SCORES



By clicking on the “Scores” button, you can see the number of strokes each player has taken in the current round.

Select “OK” to return to the game.

NOTE: Handicaps are included in the score card. Handicaps can be adjusted under the Player Options Menu.

Results displayed on the score card will adjust based on the player’s entered handicap.

Gross Score - represents the player’s actual score

Net Score - represents the player’s score after handicap consideration.



51

STANDARD GAME FUNCTIONS - SHOW PIN



Select **“Show Pin”** to see the location of the flag stick on the current hole.

The flag will appear in front of the scenery and slowly return to the green, so that you can see the overall shape of the hole.

52

STANDARD GAME FUNCTIONS - ON-SCREEN INFORMATION



Ball Trail feature toggles the tracer (either solid or comet) on or off.

Mini Map feature toggles the overhead view on or off from the right side of the game graphics.



53 STANDARD GAME FUNCTIONS - PRACTICE SHOTS



Select “**Practice Shot**” (in red letters below the player dialogue box in the upper right hand corner) when you want to practice on the golf course, without incurring strokes in your game.

This feature can be used from any position on the golf course.

Select “**End Practice**” to return to game mode.

54 STANDARD GAME FUNCTIONS - SHOT CAMERAS



Select “**Shot Cameras**” to change the perspective of the ball flight during the game.

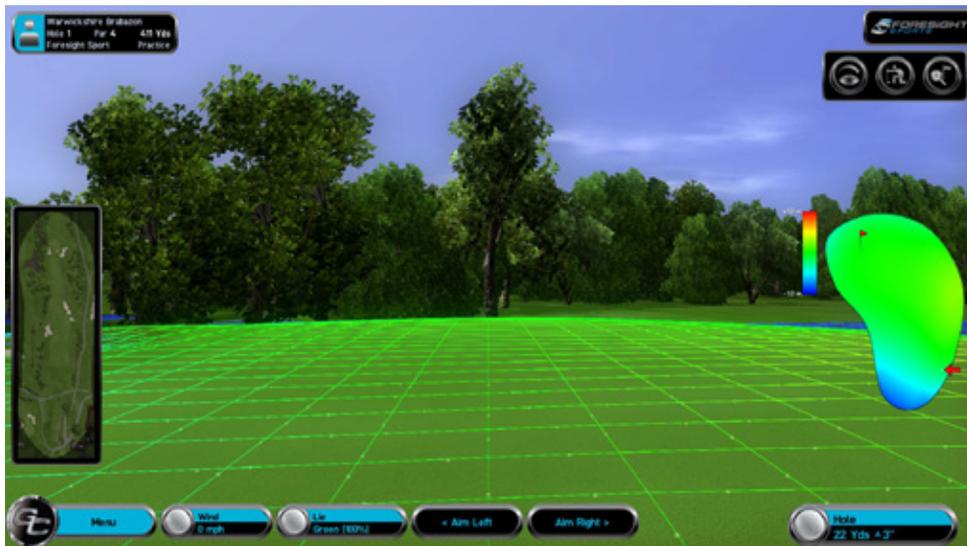
By default, you have selected a camera position when the player was created.

This feature allows you to change the shot perspective during this game only.

If you want to modify the default Shot Camera, navigate to the home screen, select “**Options**”, then “**Players**”.



55 STANDARD GAME FUNCTIONS - GREEN GRID



Select **“Green Grid”** to see a grid around the greens. This is useful for reading the break of a putt or chip.

You can use a hot key shortcut **“G”** from the keyboard to cycle this feature on or off.

56 STANDARD GAME FUNCTIONS - VIEW FLY-BY



Select **“View Fly-by”** to view an aerial look at the current hole.

Once the fly over of the hole is completed, the game will return to the active player.



57 STANDARD GAME FUNCTIONS - PRACTICE SHOTS



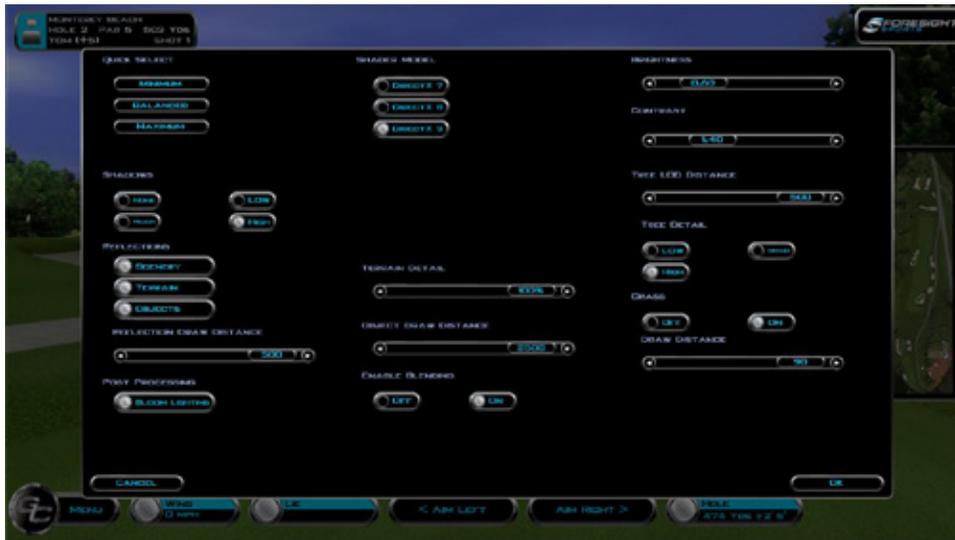
The “**Show Aiming Pole**” toggle is used to cycle the aiming pole in or out of the main view in the game. By default this is always selected.

You can adjust the position of the aiming pole by either clicking on the “**Aim Left**” or “**Aim Right**” buttons that are visible across the bottom of the main view, or by using the arrow left “→” or arrow right “←” keys on the keyboard.

As a feature to help in viewing the undulations around the green, these buttons disappear when the ball is within 25 yards of the green. Click anywhere on the main screen to view the buttons for 5 seconds.



58 STANDARD GAME FUNCTIONS - GRAPHIC OPTIONS



Select “**Graphic Options**” to modify the quality of the graphics in the game. For best performance, set the graphics options in the “**Options**” area from the home screen.

We do not recommend that you adjust the individual values in this screen.

We recommend that you select either “**Maximum**” or “**Balanced**”, which will adjust the individual settings automatically.

59 STANDARD GAME FUNCTIONS - SCREEN SETTINGS



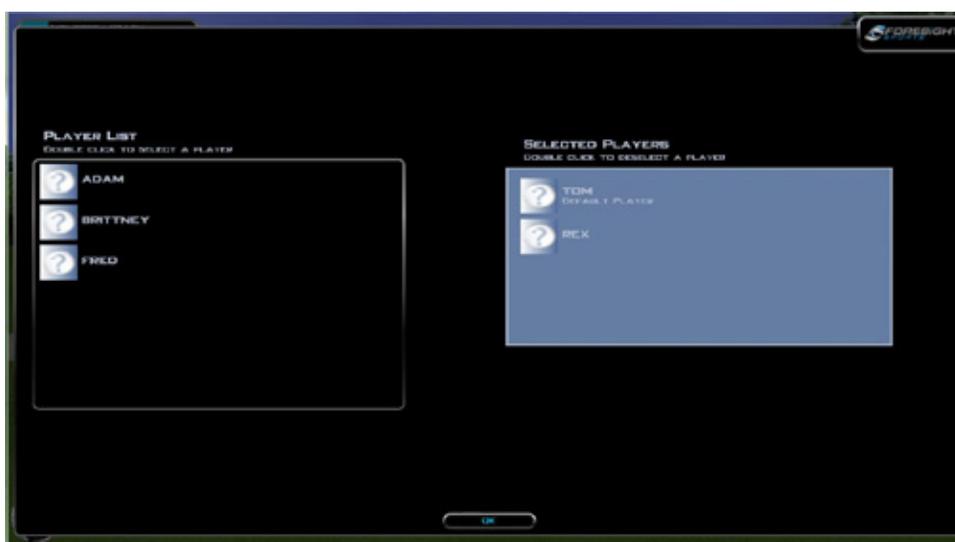


60 STANDARD GAME FUNCTIONS - GAME OPTIONS



Select “**Game Options**” to select the language of the dialogue boxes during the game. You can also control how long the post shot information screen is viewable, adjust the distance of the ball flight, change the unit of measure and toggle between solid tracers and comet tracers.

61 STANDARD GAME FUNCTIONS - MANAGE PLAYERS



Select “**Manage Players**” to remove or add a player to your current game. The available players are in the “Player List” and the current players are in the “Selected Players” box.

Double-click on the player to either remove a player from the game or to add a player to the game.

Once completed, click “**OK**” to return to the game.



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STANDARD GAME FUNCTIONS - SHORTCUTS

Key Stroke	Action
Arrow Left	Aim left
Arrow Right	Aim right
Q	Raise above landscape
A	Return to course elevation (Game Mode)
A	Display gap fitting results (Fitting Mode)
Left Shift	Kneel to see break
G	Toggle grid
F8	Screen capture
R	Record fly-by
I	Recall shot information
P	Split screen shot information
F6	Remove UI
ESC	Exit
ENTER KEY	Enables user to proceed through “OK” and “Continue” commands as well as left-click mouse options.
SPACEBAR	Locks camera view to mouse movement over mini map while being pressed.

63 CONNECTING TO THE GC2 VIA BLUETOOTH

PLEASE NOTE:

YOU MUST BE RUNNING MICROSOFT BLUETOOTH STACK TO CONNECT VIA BLUETOOTH WITH THE GC2.

This is the industry standard for Bluetooth capable devices. If you do not have this, you can purchase a Bluetooth adaptor for your computer that is Microsoft Bluetooth Stack compatible.

To connect to Bluetooth follow the steps below:

1. Turn on the GC2
2. Go to Start Menu (on your computer) > Devices and Printers
3. Then Select the [Add Device] button on the upper left of the window
4. A window will open and populate with the available devices to connect.
When the GC2 is available in the list, select the device to pair with it.
5. If no GC2 units appear to be listed, select the “Refresh” button.
6. You must select [Use Devices Pairing Code] in order to connect correctly.
The pairing code is “0000” (Four Zeros). The Device will now be locatable in the devices list.
7. Open the software and select “Options”. Enter the password “fss01011” and then locate Bluetooth on the bottom right menu.
8. Select the Foresight_GC2 with the correct Serial Number, then connect by clicking on the “Connect” button.
9. Once the GC2 is connected you will see a Connected Status.
You are now successfully connected to the GC2.



Your game. Our focus.™