



creative
Golf 3D

Software User Guide




SKYTRAK
REAL GAME • REAL RESULTS

User Manual

1. Introduction

The Creative Golf 3D program is golf game developed by the Datacrea company for very realistic golf game simulation. The real pleasure from game is enhanced by integration with Skytrak system. The game provides accurate playing of great golf courses, many practice facilities including driving range option and not least the great entertainment games as minigolf, target golf or demolition golf designed for whole family amusement.

2. Installation

2.1 Hardware requirements

The Creative Golf 3D game is designed for Windows XP, Vista, 7, 8 and 10 operating systems. We recommend to play the game on a computer with processor i3 or higher, minimally 2GB RAM and graphics card 512MB not shared with pixel shader 3.0 and higher.

We recommend to run our **Performance test** during the installation on your PC. Test the performance of your hardware - if it is suitable for the game and which graphics mode of game Low/Medium/Height is suitable.

2.2 Installation of game

The installation is possible after downloading of Creative Golf 3D game exe file. The additional sets of courses have separate installation program.

2.3 SkyTrak Requirements

To play Creative Golf 3D with SkyTrak you must first have purchased the following:

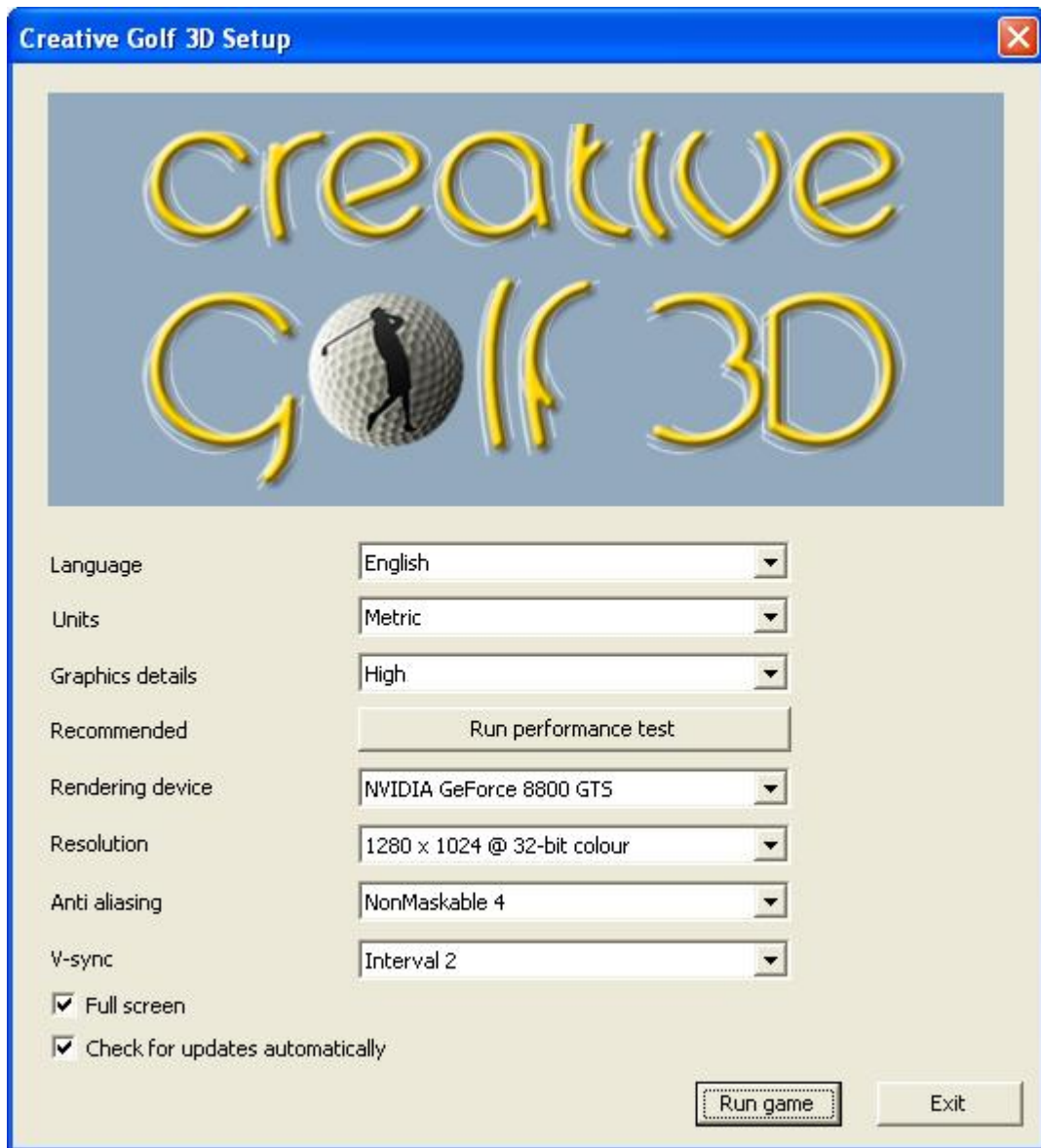
1. A SkyTrak Launch Monitor
2. Have an active Game Improvement or Play & Improve Plan
3. Have an active Creative Golf 3D Plan (Either Annual Subscription or One-Time Purchase)
4. Optionally, additional course packs are available for purchase. Additional course packs are a one-time purchase, but require an active Creative Golf 3D Plan and Game Improvement or Play and Improve Plan.

For more information, please visit: www.skytrakgolf.com/simulation/creative-golf

3. First run of program – The Video and Graphics Settings

3.1 Video/Graphic Settings

The first dialog appears only within the first launch of program:



The game is based on Ogre engine, which requires initial video settings for rendering of scene. The settings are predefined so it is not necessary to change anything. The settings which can be interesting for you:

- **Language:** Choose the language of game dialogs
- **Units:** The display units meters / yards
- **Graphics details:** The game provides 3 modes of graphics settings to allow playing also on lower hardware configurations.
 - High quality - displays the scene with all details
 - Medium quality - some details are not rendered e.g. the reflections in lakes the dynamic shadows of ball and pin. The trees are rendered as billboards in shorter distance.
 - Low quality - All textures are smaller, tees are displayed as billboard even in shorter distance. The scene is from distance 500m not rendered
- **Run performance test:** Run to test your hardware and preset the graphic details
- **Resolution:** Change the screen resolution to render the scene in higher or lower resolution. This can also impact performance of the game. The predefined value is optimum.
- **Anti Aliasing:** Type of anti aliasing used for rendering of scene. This setting influences the quality of rendered edges versus performance.
- **Full Screen:** Yes/No if you want to play in full screen or window mode. The rendering in full screen is faster than in window. The switching to other applications from full screen mode is possible by Alt+Tab shortcut
- **Check for updates automatically:** Switch on if you want to update your game by latest fixes and updates.

To change these settings later:

- pick the Settings button in Main Menu,
- pick the Game Setup in Settings menu,
- change the values in the Graphics Tab

3.2 Connecting SkyTrak to Creative Golf 3D

Method 1 (Direct Connection – USB)

1. Connect the SkyTrak to the PC with the SkyTrak USB Cable
2. Power on the SkyTrak
3. Launch Creative Golf 3D
4. Wait until a message appears that the ‘SkyTrak is successfully connected’

Method 2 (Direct Connection – Wifi)

1. Power on the SkyTrak
2. On the PC, connect to the SkyTrak wifi
3. Launch Creative Golf 3D
4. Wait until you receive the message: ‘SkyTrak is successfully connected’

Method 3 – Recommended (Network Connection)

1. Follow the instructions in the SkyTrak User Guide to place the SkyTrak unit into Network Mode. Once completed, the center LED on the SkyTrak will show an Amber light.
2. Launch the Creative Golf 3D Software
3. Wait until you receive the message: ‘SkyTrak is successfully connected’

4. Menu

The Game provides following features:

MAIN MENU



Play game

Play the golf game on the course according to your choice. You will enter the type of the game and the data of the players.

Practice

Improve your swing in the training mode on the driving range or practice your chipping or putting on the selected golf course.

Driving Range

Play on nice designed driving range courses. Choose from classical, short or long ranges. Compose and print statistic of shots adjusted to varied clubs.

Chip & Putt

Train your short shots and putts on practice green. The first dialog allows to choose the player and flag positions. Choose one circle and one cross to practice your shots.

Putting Challenge

Improve your putting by playing of minigolf game on greens of golf courses.

Practice on Course

Practice your shots from any position at installed golf courses.

Challenge

Compete with your friends in the longest drive or precise shots on selected golf course. Each player has the same number of shots in simple competition game.

Target Challenge

Compete in the precise shots on the special course, where the ball is driven to the target islands, which are located in various distances from the tee. The first dialog allows to define target distance and number of shots for each player. Summarized points from target hittings are recorded to the score sheet, which is accessible from menu or at the end of one player shots.

Distance Challenge

Compete in longest drive from selected tee position. The best attempt is recorded to the score sheet.

Chipping Challenge

Compete in precise shots nearest to pin. The best attempt is recorded to the score sheet.

Mini Games

Enjoy set of the amusing golf games intended for whole family.

Fairytail golf

Play common golf game but on the course designed for children. There are the nice fairytail objects on the course and the holes are modeled with the short distances in order to simplify the playing.

Mini golf

Play nice minigolf courses using only putter to achieve as few strokes to deliver the ball into the hole as you can.

Demolition golf

Try this funny game for teenagers. The courses contain a set of ramshackle old buildings. The player has a number of strokes to achieve the highest score in breaking of windows.

About

Read information about the developer of software and 3rd parties used for its development

Resume Game

Continue in playing of saved not-finished game

Settings

Configure, report possible problems and update version

Game Setup

Change current settings and options of the game.

The Course Conditions allow to change the weather, properties of green, position of hole.

The Game Options settings of golf game e.g. which units to display, if computer should put instead of you, if and what distance to use for gimmie, where to display 3D grid, movement of

camera during shot and many others.

The Default Settings Tab allows to predefine which values should be predefined in the play game dialog and also Language and Sound settings.

The Graphics allows to change Graphics details mode, settings of graphics card, displaying of balloons, birds and so on. If you use touch screen, set Windows mouse option to disabled.

Playing Area

Describe your simulator space. Normally the ball is always displayed on the scene before the shot. This is common behaviour if you use PC monitor to display the scene. But in case you build your simulator using canvas and projector, better is to simulate the ball flight only from the moment when it hits the canvas. In this dialog you can define size of canvas, distance of player from the canvas and this way to ensure the ball flight is calculated correctly.

Generate Log

Save report file to USB and send us in case of any errors you want to point out.

Update Version:

Allows to download a newer version from server - if you are on-line, or install from USB key if you downloaded it first and copied on USB. All USB keys are scanned to look for an update of game in root directory.

Finish Game

Escape from the game.

5. Play Game

5.1 Play Game Initial Dialog

This part of program is intended for playing of common golf game. Fill the dialog box entries to configure your game:



Golf Course:

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

Type of Golf Game:

Generally the score of golf is calculated from the number of shots needed to get ball into the hole. The game which considers also the handicap of player is called Nett. If no handicap is considered, only the number of achieved shots the game is called Gross. The best is the player with minimal number of shots. The best one from the previous hole is starting as the first one on the next hole. Then during playing on the hole follows the farthest player from the pin.

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

Stroke – classic golf game where the score is calculated from the number of shots per hole. The player with minimal number of shots from whole course wins.

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

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

Stableford – the score is calculated from points. The points are derived from number of shots by formula $2 - \text{num of shots} + \text{hole par}$. The player with maximal number of points from whole course wins.

Texas Scrabble – the team game where the score calculating is the same as for the Stroke game, but all players from the team are always playing from one selected (the best) position.

Number of Holes:

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

Number of Players:

Choose number of players in game flight 1- 8

Name:

Type name(s) of player(s) for following game

Tee:

Choose the Tee to play from

HCP:

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

Hand:

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

Team:

Choose number of team for team games like Best Ball or Texas Scramble

Game Options and Course Conditions

You can override the Game Options or Course Conditions for the current game. The default values are defined in Main Menu \ Service \ Game Setup dialog.

Autoplay:

This option is intended for presentation of golf course and your game on the course. Any game you have saved is possible to replay using this option. In nested dialog choose the course, saved game and number of holes to play. The installation already contains some default games to show the playing on courses. During the replay on the course you can pick into the scene to stop replay and to control the game: skip to previous, next hole, exit, skip to previous / next shot using arrow down/up.

Hole View:

The option is again intended for presentation of golf course. Provides hole views of all course holes one after other in never ending loop. During the hole view click in the scene to skip between holes or finish the presentation.

5.2 Play Game Scene



The sheet in the left top displays the score, current position surface, distance to pin, shot length for each player. The shot length contains from 2 numbers. The first one is distance of ball flight, the second is complete distance of shot together with ball rolling. The row of player which already finished the hole is marked by small pin picture. The players in the sheet are sorted according to their distance from pin. The yellow one is on stroke.

Icons in the scene allow handling of the game:

Top View

The panel in right top corner of the scene provides information about the surface the current player is playing from, distance from the pin and elevation between current position and pin. Pick on the panel to maximize Top View. Explore the map of played hole. Pick anywhere to Top View to measure distances in the scene and/or change player view direction. This is another way how to change player view direction.

Left / Right Arrow

Rotate the player view to the scene. The default player view from the tee is to the middle of fairway, from any other position to the pin. This default view predefined by program is not always suitable, because the different shapes of holes so use the icons to change your view.

Tip: For the Launchpad you can also use arrows on the pad's remote control.

Menu

Contains all other icons:



Mulligan

Cancel your last shot. It is possible to cancel only one last shot. Use this for the cases when you do not think the measurement system was measured your shot correctly, or if you were disturbed by something during the shot.

Rehit

Rehit your shot from the previous position. Use it if you played into some forest or any other place where it is impossible to play from. One penalty is added to your score.

Drop

Drop the ball to define the new position where you want to play from. This function is used after playing in water or an area bounded by red/yellow sticks. You can move back to find a better position. Click Finish Drop if you are satisfied. One penalty is added to the score after hitting water or dropping the ball.

Replay and Replay Reverse

Replay your last shot to see the shot again. Replay Reverse gives you the opportunity to see the shot from the position of the golf ball's fall.

Last Shot Info

Shows information about the last shot like the player name, score, length of shot, distance from pin, surface material.

Side View

See the cut of the terrain in the player's view direction. During the shot, it displays the trajectory of the ball's flight.

Restart Hole

Start to play the hole from the beginning.

Hole View

Run flyby to explore the hole

Free Walk

Explore the hole walking on the course

Scorecard

Display dialog with scorecard to see the current score of players

The first column displays the EGA Playing handicap – number of shots subtracted from the score calculated from the player's handicap and course properties (course rating, slope rating).

The second column is the first letter from the name of Tee which is used by player (G-Gentlemen, L-Lady...)

Save Game

Save your game in any state. The game file has extension “.game” and is saved to the directory /save in the installation path. Later you can continue in playing using the Main menu / Resume Game icon.

Finish Game

In nested dialog decide if to save or do not save the game. The same action is invoked by the key Esc

After expanding of menu, the following icons appear:

Full Info

Show / Hide the sheet at the top of screen with information about last shots of players.

Default View

The command can be used after the player view rotation (using yellow arrows). Click on this icon to return the player view to the default direction: middle of the fairway from the tee, otherwise the pin direction.

Show me Flag

Check the direction of flag position. Flag is moving fast near to player and back to its location.

Game Options:

You can override the Game Options for the next play. The default values are defined in Main Menu \ Service \ Game Setup dialog.

Course Conditions:

You can override the Course Conditions for the next play. The default values are defined in Main Menu \ Service \ Game Setup dialog.

Statistics of Game

Display dialog with statistics of player's shots during the game.

Player's (Team's) Name – name o player / name of team in texas scramble game

Holes Played – count of already finished holes

Holes in One – count of holes finished by single stroke

Longest Drive (F) – drive (F) with longest distance between start and stop position, where *Drive (F)* is the first stroke on PAR4 and PAR5 holes which finished on Tee, Green, ForGreen, Fairway, bottom of hole or hole wall

Ave. Drive (F) – sum of drive (F) lengths / Total Drives (F)

Total Drives (F) – count of drives (F)

% Drive – 100 x count of drives (F) / (count of all strokes + penalties)

Greens in Reg. (GIR) – Number of holes, which player played on green according to the rule:

for par 3, ball is on green on 1. stroke
for par 4, ball is on green on 1. or 2. stroke
for par 5, ball is on green on 1., 2. or 3. stroke

% Greens in Reg. – $100 \times \text{Greens in Reg.} / \text{Holes Played}$

% Par Saves – $100 \times \text{Par Save count} / \text{Holes Played}$

Par Save – count of holes where player didn't reach green in regular, but he finished hole with PAR

% Sand Saves – $100 \times \text{Sand Save count} / \text{Holes Played}$

Sand Save – count of holes where player did at least one stroke into sand, but he finished hole with PAR

Total Putts – count of strokes played from green

Putts / Hole – $\text{Total Putts} / \text{Holes Played}$

Putts / Hole (GIR) – count of strokes played from green reached according to rules / Greens in Reg

Chip-ins – count of strokes played outside of green which finished in hole bottom

Ave on Par <N>s – average of count of strokes necessary to finish PAR<N> hole.

EGU Handicap – handicap defined by user

PHCP – EGU playing handicap in stableford netto and texas scramble, EGU handicap in other games

Remove Player

Remove player from the flight who doesn't want to continue in the game.

Skip Player

The player on his turn can be skipped if he is not ready for shooting. It causes no penalty, the skipped player will be on his turn later.

Player to Next Hole

Click this icon if current player wants to give up the next playing of the hole. 8 penalties will be added to the score.

All to Next Hole

Click this icon to icon if all players want to give up the next playing of the hole. 8 penalties will be added to the score of all players.

Practice

Practice your shots from current position any time during the playing of game. Continue in game after finishing of practice mode.

Stereoscopic

Switch rendering to stereoscopic view. This is possible only with stereoscopic monitor and glasses.

The additional icons in Driving Range option:

Driving Range Setup:

Access the dialog for driving range setup. The Driving Range Setup dialog appears also in the beginning of playing on Driving Range. The dialog allows to define:

- **Driving Range course**
- **Pin Distance** - Choose from pin distances predefined on driving range. Except of this you can click any position in the Define Position window to change position of player and thus change the pin distance

- **Flag Display** - Yes/No to show flag or not
- **Target Circle** - Display circle with defined diameter around the pin.
- **Distance Grid, Elevation Grid** - Setup where to display the grid, which spacing from, what kind of grid

Trajectories On/Off:

Switch on/off the display of ball trajectories in the scene

2D View

Switch scene representation to larger 2D view, where top and side view are combined next to each other. Use the **3D View** icon to return back to the original 3D scene view.

Clubs:

The sheet below allows to see your shots sorted according to the different clubs. It is up to player how will be the shots categorized. There can be more different Iron 7 clubs, or according to the player names. We just predefined name of this sheet clubs, because we assumed this will be the most used criteria to sort the shots.

Click the **Add New Club** to assign next shots to a new group

Click the **Delete All Shots** icon to empty the sheet.

Click the **Print** icon to print the sheet of trajectories