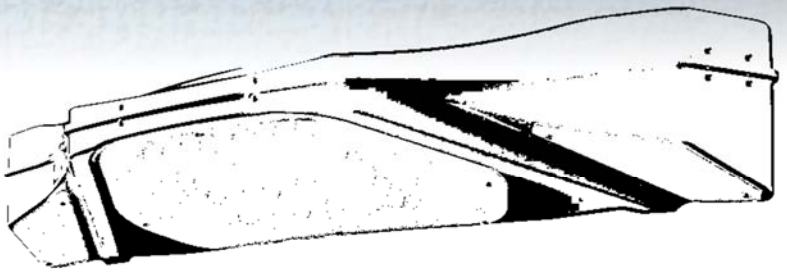
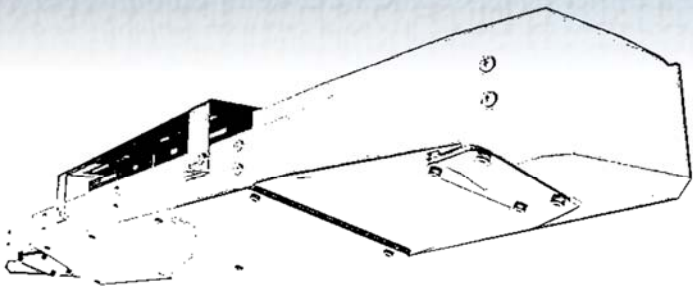


FIELD ZONE

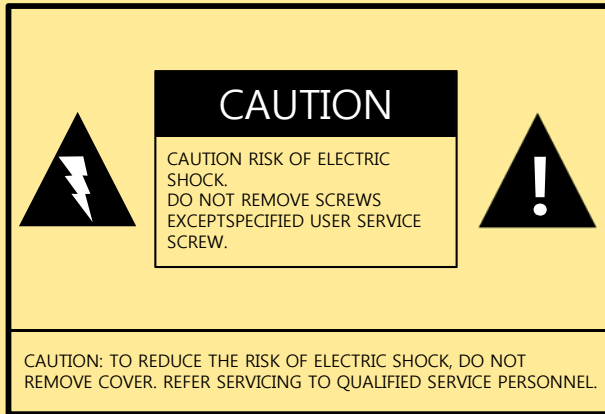


FieldZone USER GUIDE

For Practice Range

필드존을 사용하기 전에 본 사용설명서를 주의 깊게 읽어 주십시오.

WARNING: To reduce the risk of fire or electric shock, do not expose this product to rain or moisture.



The lightning flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk or electric shock to persons



The exclamation point within a triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the product.

CAUTION

This product should be operated only from the type of power source indicated.

Under the thunder and lightning, do not touch the power plug (Risk of electric shock).

Do not block the vents of this product.

Do not place heavy objects on this product.

Do not use this product near water or dust.

Disconnect the cable system when moving the product.

Do not put the product on an unstable place.

Do not pull out the power cable when plugging out.

Do not touch the power plug with wet hands

The power plug must be put into the bottom firmly.

This product should be situated away from heat sources.

The power cord must be unplugged under maintenance.

Unplug it if it is abnormal with smoke, weird smell or sound.

Never open the main system (risk of high voltage electricity)

Do not open the main system except qualified service personnel.

(Careless touch is extremely dangerous as high voltage electricity flows)

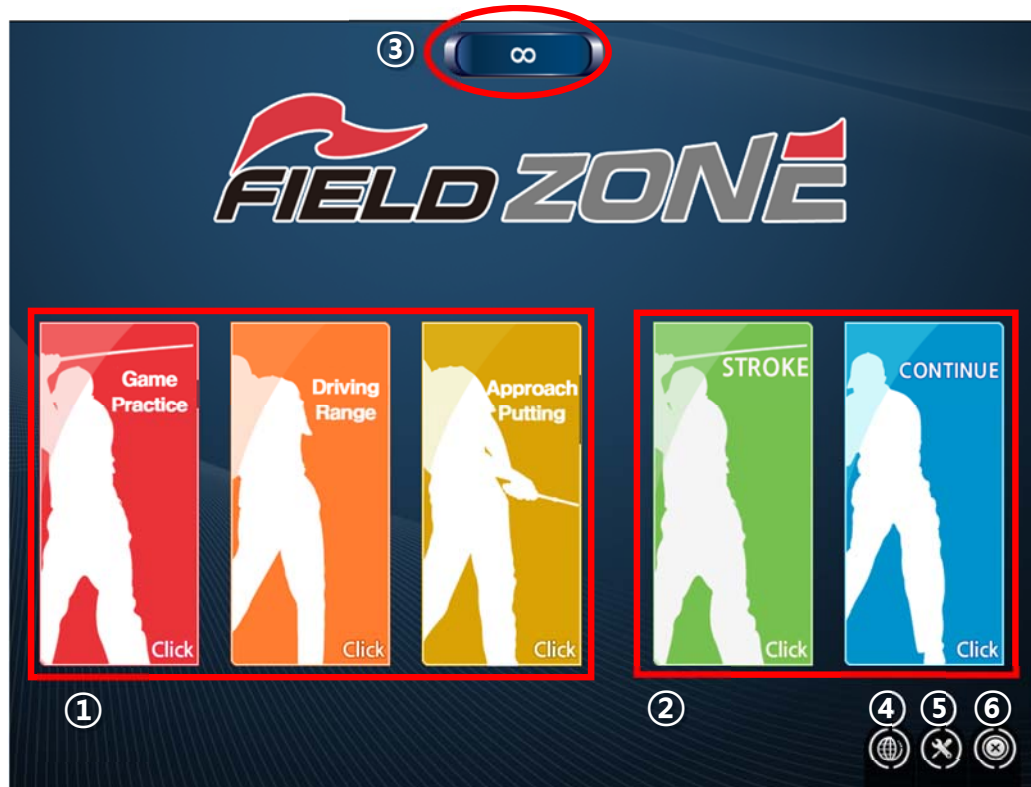
Do not remodel this product (Fire or electric shock can be cause).

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1

Start the game and menu composition



1. Game Practice (for single player), Driving Range and Approach/Putting are selectable.
2. Up to 8 players can play the game without time limit.
3. Remaining time
4. Select language : Support English, Chinese, Taiwan, Japanese, Korean
5. Settings
6. Exit

2

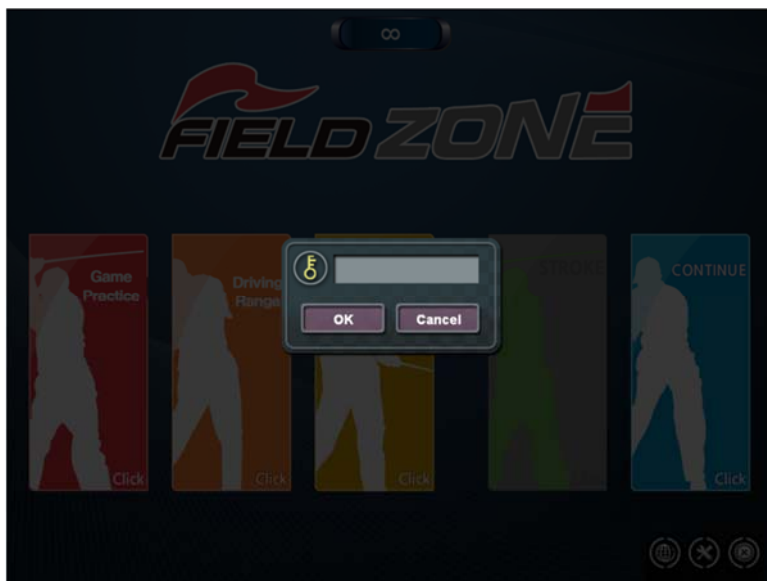
Stroke / Continue



Stroke : Can play the game for up to 8 people without time limit.

Continue : Resume the stopped game from the last point the game stopped.

(When the 18-hole game completes normally, the Continue button is disabled.)



If a password has been set, enter the password and press the OK button(or the Enter key).

* Stroke game preferences



1. Select players (up to 8 players) :
Turn on the yellow button and input player's name.
2. Select gender (Men/Women)
3. Select a tee box
4. Select the level
5. Select the tee height : available only with auto tee device
6. Select the number of Mulligan
7. Select the concede distance
8. Select the wind velocity
9. Set the real hole-cup putt
10. Swing plate availability
11. Select distance unit : Meter / Yard
12. Select gallery display on / off
13. Select caddy display on / off
14. Select putting speed
15. Select tee-up time: Real-time / Automatic / Morning / Day / Evening / Night mode selectable
16. Select a golf course
17. Select the hole : 9-hole / 18-hole
18. Select the starting hole
19. Exit
20. Start the game

* Stroke game composition

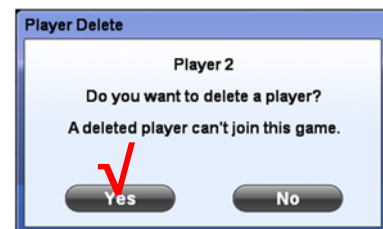
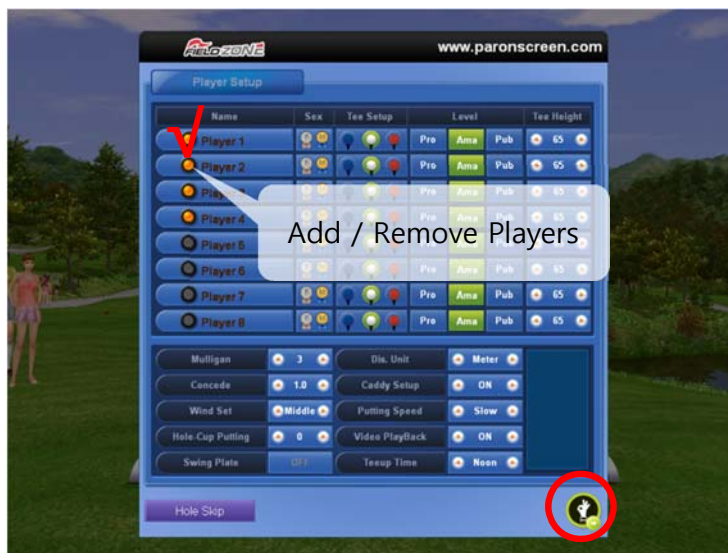


1. Name : Player's name and tee box
2. Hit : Number of strokes in current hole
3. Distance : Players remaining distance
4. Score : Number of strokes from the 1st hole to the current hole
5. Available mulligan number
6. Green Map : Green's gradient and putting speed
7. Mini Map : Hole overview, Stroke direction, Velocity and direction of wind
8. Field status of Fairway / Rough / Green, and its difficulty(deceleration rate) of the area where the ball is placed
9. Calculated distance : Automatically calculated distance based on course height, rough and bunker conditions (Press "F8" key to turn on / off the calculated distance.)
10. Remaining distance and gradient
11. Side view from ball to hole
12. View the score card
13. Settings
14. Exit
15. Shortcut buttons such as keyboard, mouse and function buttons
16. Next player's name

* Add / Remove Players and Settings



Press the Settings button.



- Add Players

Select the yellow button with an unused name below the players, enter a name and press the OK button.

- Remove Players

Turn off the yellow button of the player to delete and press Yes and OK button.

* Player order change and hold function



1. Right mouse button click: Player hold function.

The player hold function only applies to the current hole, and the game of the held player is completed after the other player has been holed out.

To activate a held player during a game, press the right mouse button once more on the held player.

2. Left mouse button click: Change the order of the players temporarily.

* landscape view and ball drop



Press "D" key to move to the desired position by clicking the arrow on the screen, and select the penalty. (Drops can be left / right / backward)



Press the PgUp / PgDn keys

- Landscape view of desired location

Click the mouse wheel button on the minimap.

- Landscape view from current location

Press the PgUp / PgDn keys or press the "Landscape view" button on the control button installed on the floor.

* Putting



1. Putting angle: Recommended putting angle according to the green slope.
2. Putting guide: Recommended Putting direction according to green slope.
(Press "F6" key to turn on / off the putting angle and putting guide.)
3. concede distance
(Press "F7" key to turn on / off the concede distance.)
4. Green Map : Green's gradient and putting speed.

* Hole Skip : Move to next hole



Press the Settings button.



Press the Hole Skip button.

* View score card and next hole information



Press the Score Card button.

Hole	1	2	3	4	5	6	7	8	9	Sum	10	11	12	13	14	15	16	17	18	Sum	Total
Red	301	445	228	378	121	238	337	102	282	2,437	268	245	125	221	378	133	340	371	235	2,320	4,758
White	322	467	260	394	138	309	422	123	388	2,828	294	289	144	275	395	166	394	406	273	2,641	5,469
Blue	355	499	293	410	163	359	444	141	413	3,082	317	305	174	310	436	188	423	441	324	2,922	6,004
Par	4	5	4	4	3	4	5	3	4	36	4	4	3	4	5	3	4	5	4	36	72
Player 1	4									4/8										0/0	4/8



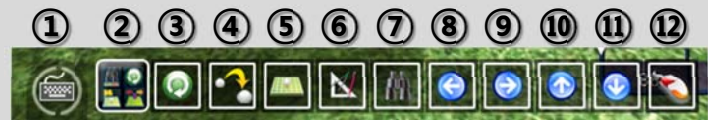
Press the Next Hole button to see the hole information for the next hole.

* Icon Function Buttons

Button expansion icon



Menu type expansion



Button type expansion

- | | |
|--|--|
| <ol style="list-style-type: none"> 1. On-Screen Keyboard 2. Button expansion icon : It can be selected by button type or menu type. 3. Mulligan 4. ball drop 5. Grid On / Off 6. Calculated distance On /Off | <ol style="list-style-type: none"> 7. Hole Preview 8. Turn left 9. Turn right 10. Landscape view 11. Lower Screen 12. Mouse Left / Right Button Selection :
Select the function of the left / right mouse button.
(Useful when using the touch screen) |
|--|--|

* How to calculate distance from Field

Calculation in the Field



Calculated distance = (((100 - deceleration rate)/100) x remaining distance) + remaining distance + gradient

For example : remaining distance 200m, deceleration rate 85%, Uphill 3.8m

$$(((100\% - 85\%) / 100) \times 200\text{m}) + 200\text{m} + 3.8\text{m} = \text{Approximately } 233.8\text{m}$$

* The calculated distance displayed on the screen and the distance calculated by the formula may be different, and are approximate estimated distance.

* Press "F8" key to turn on / off the calculated distance.

* How to calculate distance from Green

Calculation in the Green

- Uphill

Calculated distance = (uphill * 7.5) + remaining distance

For example : Uphill 0.5m, Remaining distance 7m

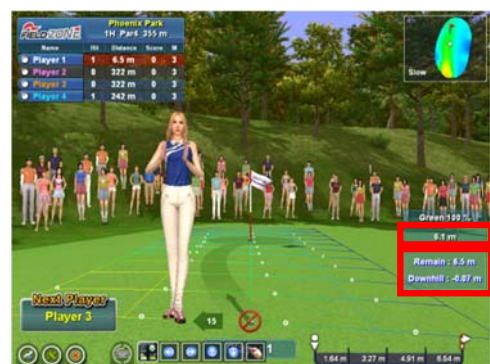
$$(0.5\text{m} * 7.5) + 7\text{m} = 10.75\text{m}$$

- Downhill

Calculated distance = (downhill * 6.5) + remaining distance

For example : Downhill -0.5m, Remaining distance 7m

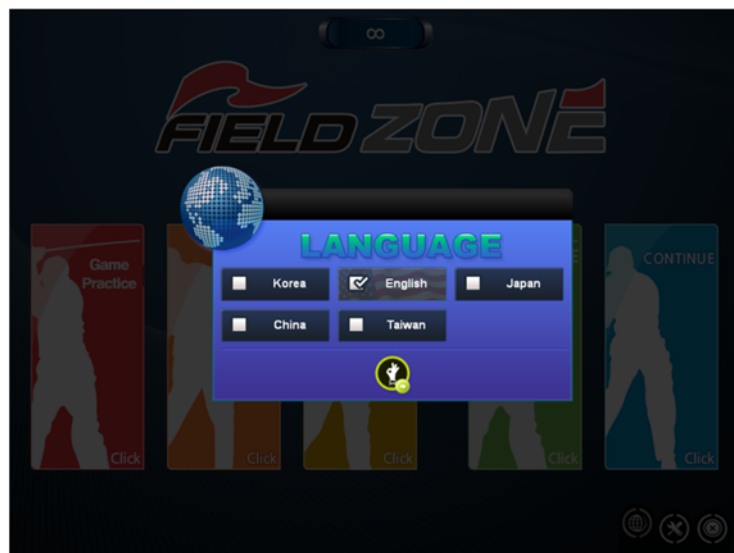
$$(0.5\text{m} * 6.5) + 7\text{m} = 3.75\text{m}$$



* Change the language



Press the Language button.



Languages can be selected : English, Chinese, Taiwan, Japanese, Korean

3

Game Practice



Practice in the Game Practice (single player rounding) within a set time.



Practice the 18 hole game (single player rounding).

* Game Practice preferences



1. Enter player name.
2. Select gender (Men/Women)
3. Select a tee box
4. Select the level
5. Select the tee height : available only with auto tee device
6. Select the number of Mulligan
7. Select the concede distance
8. Select the wind velocity
9. Set the real hole-cup putt
10. Swing plate availability
11. Select distance unit : Meter / Yard
12. Select gallery display
13. Select caddy display
14. Select putting speed
15. Select tee-up time: Real-time / Automatic / Morning / Day / Evening / Night mode selectable
16. Select a golf course
17. Select the hole : 9-hole / 18-hole
18. Select the starting hole
19. Exit
20. Start the game

* Game Practice composition



* Each screen composition is the same as the stroke game.

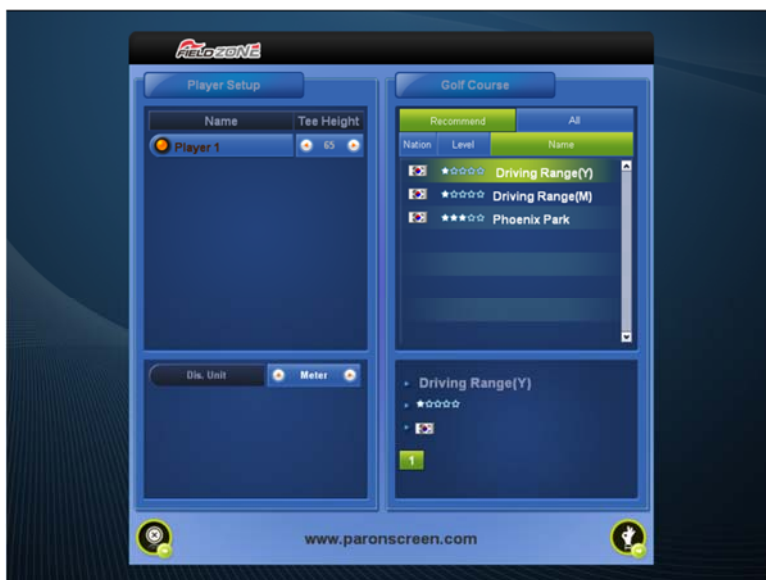
1. Name : Player's name and tee box
2. Hit : Number of strokes in current hole
3. Distance : Players remaining distance
4. Score : Number of strokes from the 1st hole to the current hole
5. Available mulligan number
6. Remaining time.
7. Green Map : Green's gradient and putting speed
8. Mini Map : Hole overview, Stroke direction, Velocity and direction of wind
9. Field status of Fairway / Rough / Green, and its difficulty(deceleration rate) of the area where the ball is placed
10. Calculated distance : Automatically calculated distance based on course height, rough and bunker conditions (Press "F8" key to turn on / off the calculated distance.)
11. Remaining distance and gradient
12. Side view from ball to hole
13. View the score card
14. Settings
15. Exit
16. Shortcut buttons such as keyboard, mouse and function buttons

4

Driving Range



Practice in the Driving Range within a set time.



Swing practice in the driving range and in any holes of any CC.

* Driving Range preferences



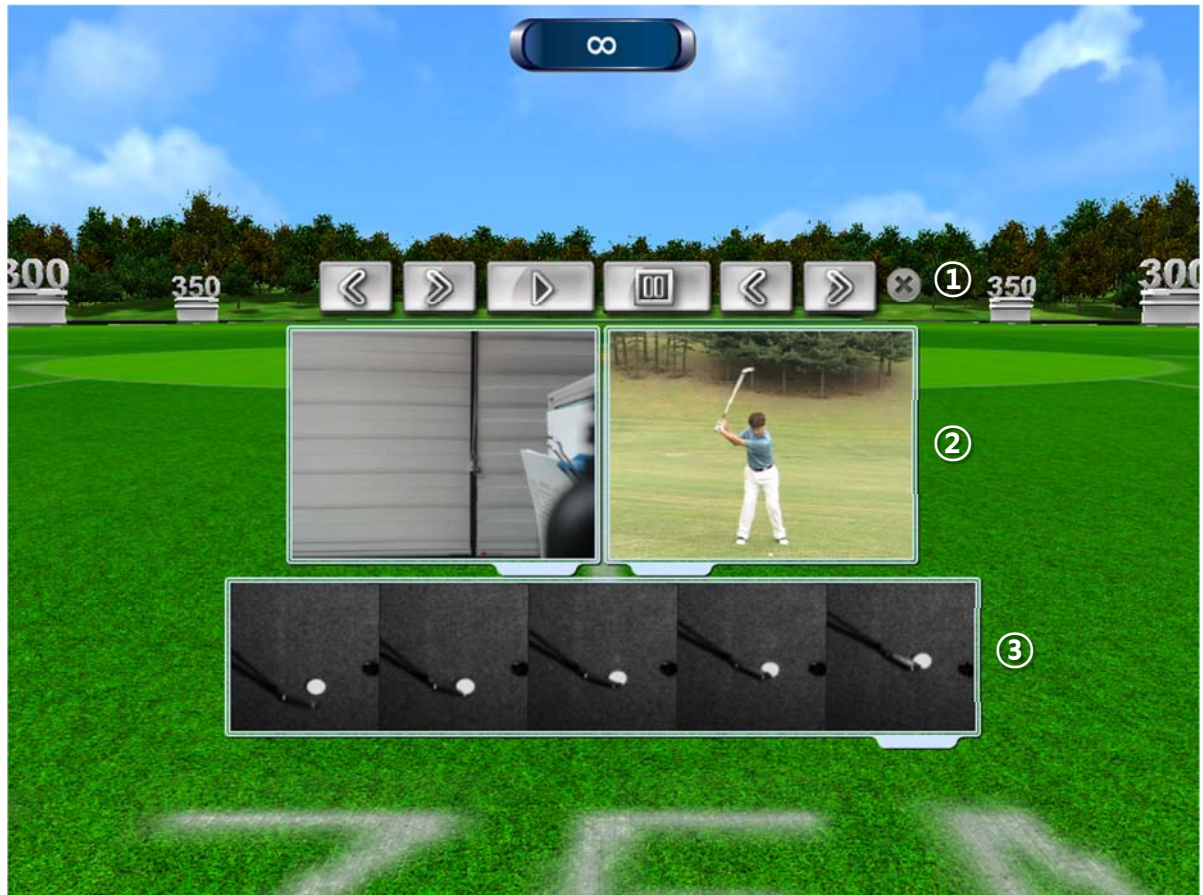
1. Enter player name.
2. Select the tee height : available only with auto tee device
3. Select distance unit : Meter / Yard
4. Select a golf course : Swing practice in the driving range and in any holes of any CC.
5. Select the hole number
6. Exit
7. Start the game

* Driving Range composition



1. Remaining time
2. Ranking
3. Delete the ranking
4. Shot information
- 5, 6. Trajectory, direction and shot trace graph
Red : last shot, Blue : previous shot, White : old shots
7. Live motion camera image.
(Up to two camera images can be displayed, one for each front and side image)
8. Graph and shot information window on / off
9. Erase the graphs
10. Settings
11. Exit

* Playback video



1. Motion camera video and professional player video playback button.
2. User and professional player posture comparison video.
3. Club and ball image during impact.

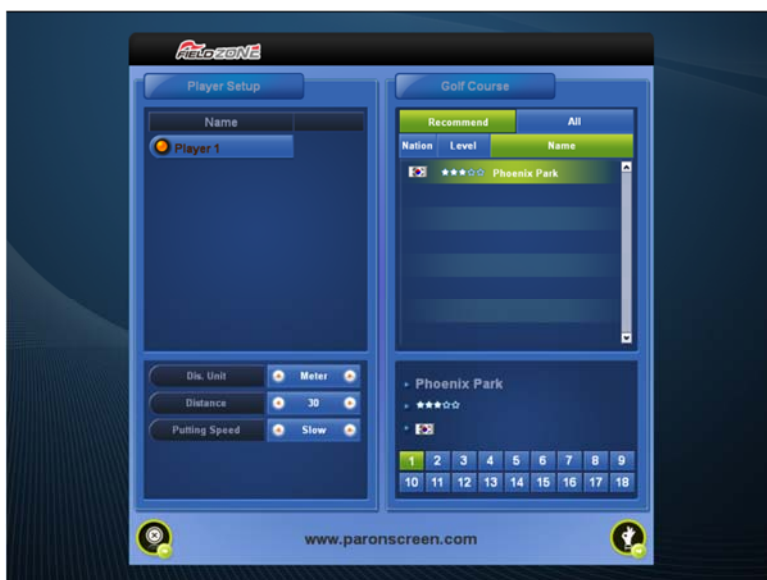
* Press "R" key to replay the last video.

5

Approach / putting



Approach shot and putting practice in any position on a any CC within a set time.



Approach shot and putting practice in any position on a any CC.

* Approach / Putting preferences



1. Enter player name.
2. Select distance unit : Meter / Yard
3. Select the initial practice distance (Default 30M)
4. Select putting speed
5. Select a golf course : Approach shot and putting practice in any position on a any CC.
6. Select the hole number
7. Exit
8. Start the game

* Approach Practice



* Each screen composition is the same as the stroke game.

How to move Approach Practice positions

- **When the distance to move is near**
Right-click on the desired point on the fairway or rough.
- **When the distance to move is far**
Right-click on the desired point on the mini map.
- **Switch to Putting Practice**
Right-click on the desired point on the green map.

* Putting Practice



* Each screen composition is the same as the stroke game.

How to move Putting Practice position

- When moving the putting position

Right-click on the desired point on the green or green map

- Switch to Approach Practice

Right-click on the desired point on the mini map.

Keyboard Shortcuts and Mouse Functions

In the Stroke / Game Practice

M : Mulligan

D : Drop

G : Grid On/Off

F2 : Preview hole

F6 : Putting guide On/Off

F7 : Concede area On/Off

F8 : Calculated distance On/Off

←→ : Turn left/right

Page Up : Landscape view up

Page Down : Landscape view down

Left click on the name : Change player order once

Right click on the name : Hold Player Order

Wheel button click and move on the mini map : Landscape view of desired location

In the Driving Range

R : Replay Motion Camera Video

↑ ↓ : Select club

In the Approach / Putting

Right click on the mini map or field : Move Approach Practice positions

Right click on the green map or green : Move Putting Practice positions

Wheel button click and move on the mini map : Landscape view of desired location

When the ball is not recognized or the ball does not fly.

- Q. "Connection error of camera - Failed to the main/side camera connection" message is displayed when running the game.
A. Turn off the computer, unplug the USB cable from the sensors and back side of the computer, and plug again it, and turn on the computer.
- Q. "Sensor License Error-Camera system error: Offline" message is displayed when running the game.
A. Check your computer's Internet connection.
If there is no internet connection, the sensor will not work.
- Q. When the infrared light inside the sensor is turned off.
A. When the infrared light inside the sensor is turned off, the ball can not be recognized.
Check that the sensor power is connected and check the status of the infrared light inside the sensor.
- Q. When there is an additional LED lights or infrared heater around the sensor or mat.
A. If an additional LED light or infrared heater illuminates the mat, the camera image may change at the sensor and the ball may not be recognized.
Turn off any added LED lights or infrared heater.
- Q. Q. When more than one ball is on the mat.
A. The ball to be shot may not be recognized.
Please put only one ball to use.
- Q. When bow a lot of upper body when approaching or putting.
A. The shot may not be recognized if the direction of the ball is obscured by the body.
When addressing or impacting, be sure to change the position of the ball so that it is not obstructed by body, or be careful not to obscure the ball by posture.
- Q. When the ball is not ready after replacing the mat
A. The Tee position may have changed when replacing the mat.
Check the Tee position again and change the Tee position, or change the area setting.
A. If the replaced mat is too bright, the ball may not be recognized.
Replace the mat with a dark one, or change the setting based on the brightness of the replaced mat.
- Q. When a blue screen occurs during the game.
A. Turn off the computer, unplug the USB cable from the sensors and back side of the computer, and plug again it, and turn on the computer.



Memo



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