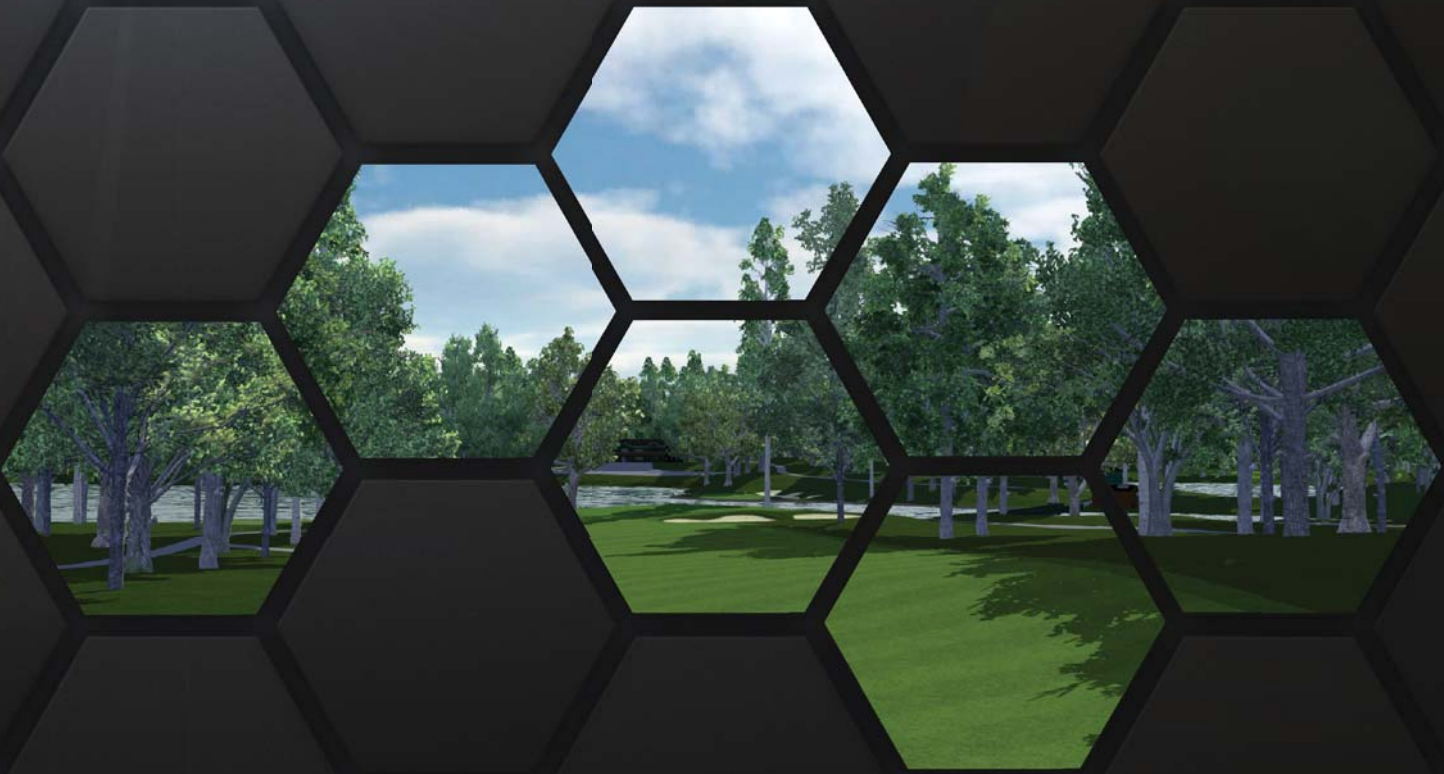




USER MANUAL



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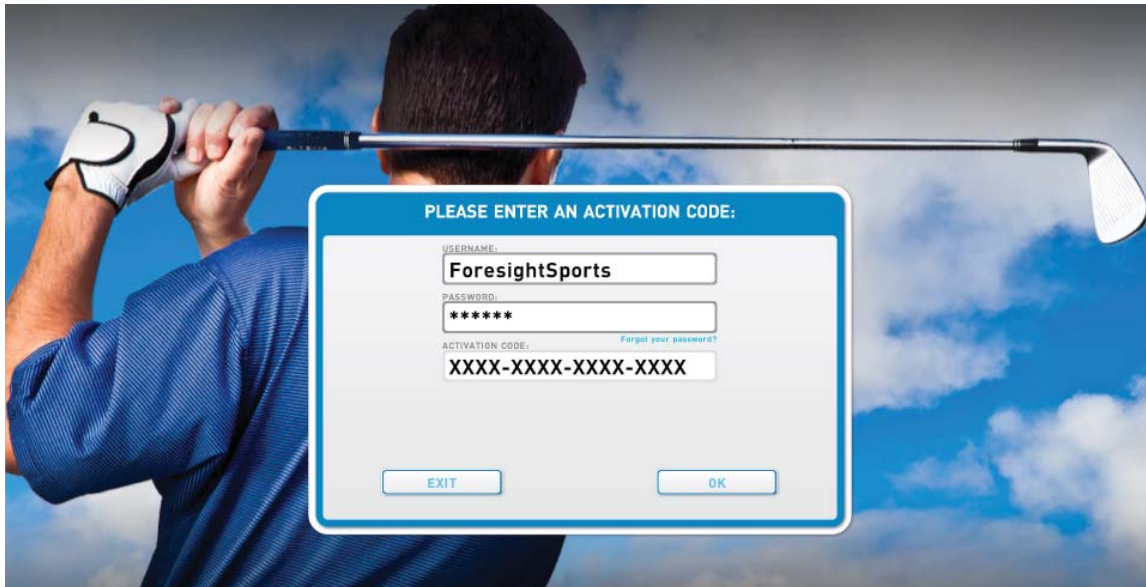


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03 Activation

FSX Activation



On the initial launch of FSX, you will be prompted to enter the username and password for the MyPerformance account you would like to assign to FSX.

Note: This should be the same account that any additional course purchases are made with. If you do not have a MyPerformance account, please visit performance.foresightsports.com/register.

You will also be required to enter the 16-digit activation code provided to you at purchase. Be sure not to include additional characters or spaces. The activation code is not case sensitive.

Note: Internet connection is required when using FSX.

Golf Course Activation

Golf courses can be activated through any of the three game modes (Play, Compete, Fit). All golf courses that have not been activated will show a small lock icon in the upper left and Not Activated text under the course name. The course will activate once it is selected by the user.

If a golf course is shown as Not Purchased, the MyPerformance account associated with FSX has no available licenses for the course. Additional licenses can be purchased by contacting your Foresight Sports sales representative.

A single course license cannot be used to activate a course on multiple computers. If you would like to transfer a license to a different computer running FSX, you must first deactivate the license on the original computer where it was used. This can be done by selecting the Deactivate icon located at the top of the Select Course screen while the course is selected.

Note: FSX can only use course licenses associated with the My Performance account entered during FSX activation.

04 Getting Started

Launching the Foresight Sports Experience software



Launch FSX from the icon on your desktop or the directory where the program is installed.

Navigating the Main Menu



Play

Begin a new round of golf or resume a previously saved round of golf.

Compete

Challenge other players (locally or online) in Closest to the Pin, Long Drive, or Skills Challenge competitions.

Improve

Collect and analyze data for fitting and instruction, or practice your game on the driving range or golf course.

Player Menu

View all players in the current session.

Menu Bar

Add, edit, or remove a player, change game settings, view updates, or view software information.

Connection Settings

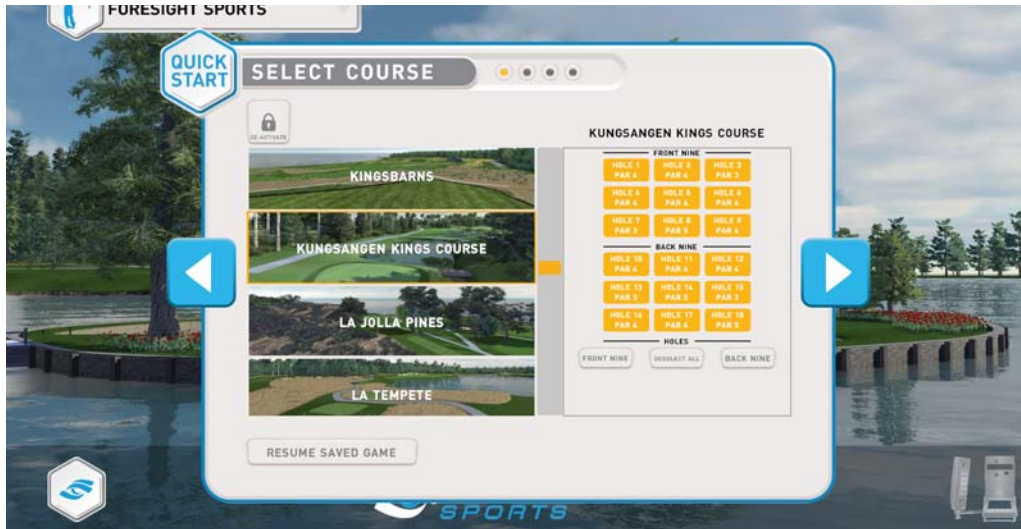
View and connect available devices to FSX.



Starting a new round

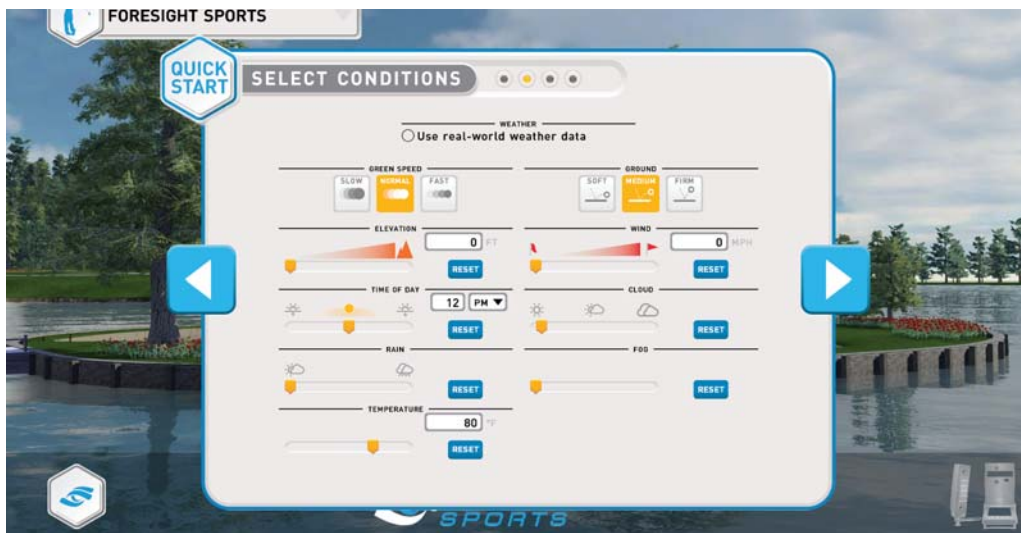
To start a new round, follow the on-screen instructions to customize round settings. To proceed with default settings at any time during round set-up, select the **Quick Start** button at the top left of the screen.

Select a Course



Select the course and holes that you wish to play. Selected holes are highlighted in orange.

Select Course Conditions



Option 1: Real-World Weather

Selecting this option will apply the live weather conditions for the course selected. If real-world weather is applied, all other weather settings cannot be set.

Note: This feature is only available with course versions 1.8 and above and requires an internet connection.

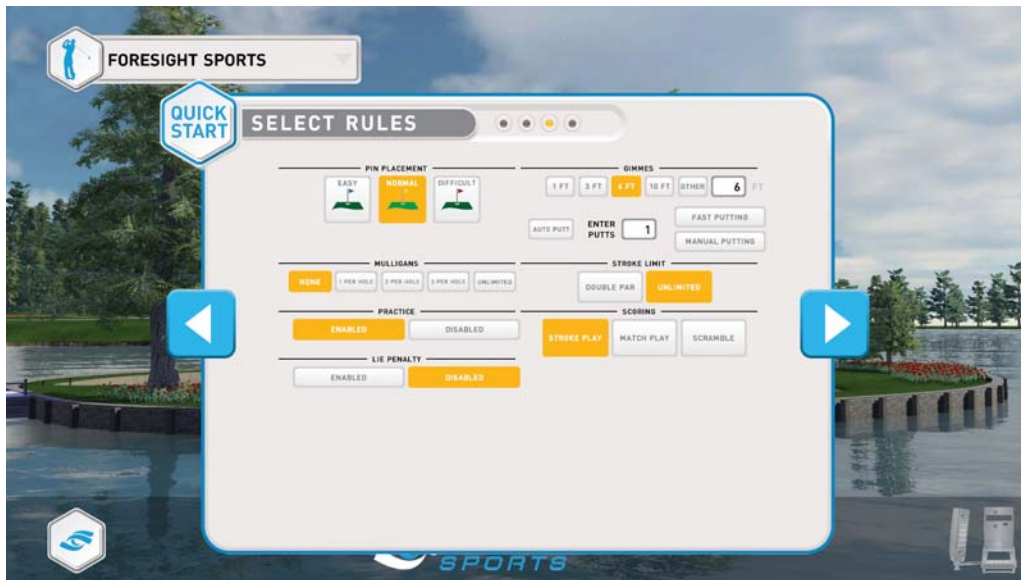
Option 2: Custom Weather Selection

Select the desired weather settings and course conditions for the round.

Note: These settings cannot be edited in game.



Select Rules



Pin Placement: Adjusts the difficulty of the pin on the green.

Putting Mode:

Gimmes: Select a gimme distance for the round. Once a ball is inside the gimme distance, the player is given one stroke and the ball is considered holed.

Auto Putt: Pre-select the amount of putts a player takes once the ball is on the green.

Fast Putting: Player will be allowed one putt when on the green. If the putt is not holed, a tenth of a stroke is added for every foot remaining from the hole.

Manual Putting: Manually enter the amount of putts taken once a player's ball is on the green.

Mulligans: Select the amount of mulligans allowed per hole.

Stroke Limit: When enabled, a hole will end when a player's stroke count reaches double the par.

Practice: When enabled, a player can enter practice mode at any time during the round. A Player is able to practice the current shot without penalty to their score.

Scoring:

Stroke Play: Standard golf scoring. The player's score is determined by the cumulative strokes taken throughout the round.

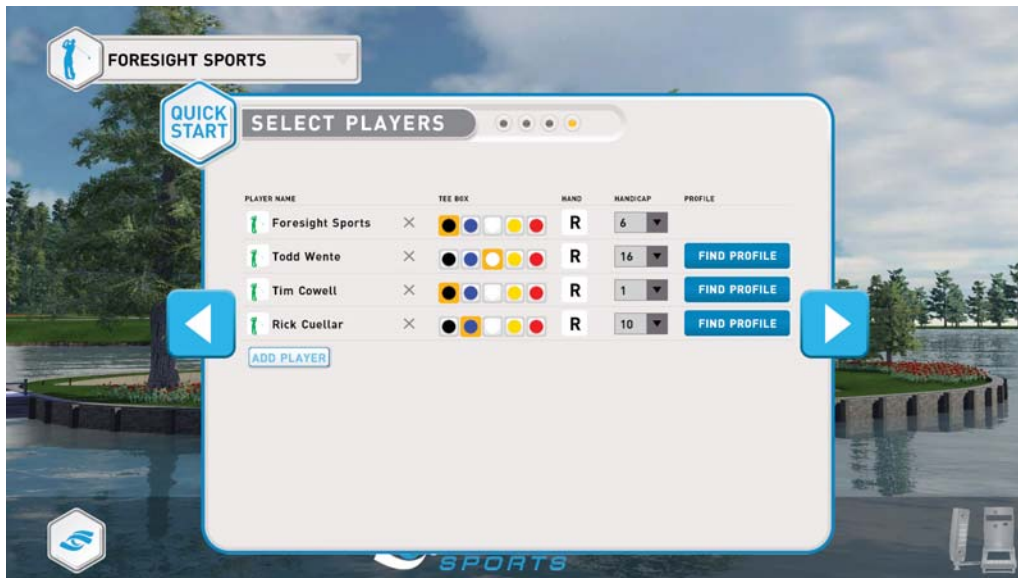
Match Play: Two players only. Scoring is based on the number of holes won during the round as opposed to number of strokes accumulated.

Scramble: Teams of at least two players are required. Once all players on a team hit, the team selects the best shot to use. This continues until the ball is holed.

Lie Penalty: When enabled, a player's shot has the chance to be negatively affected by its lie.

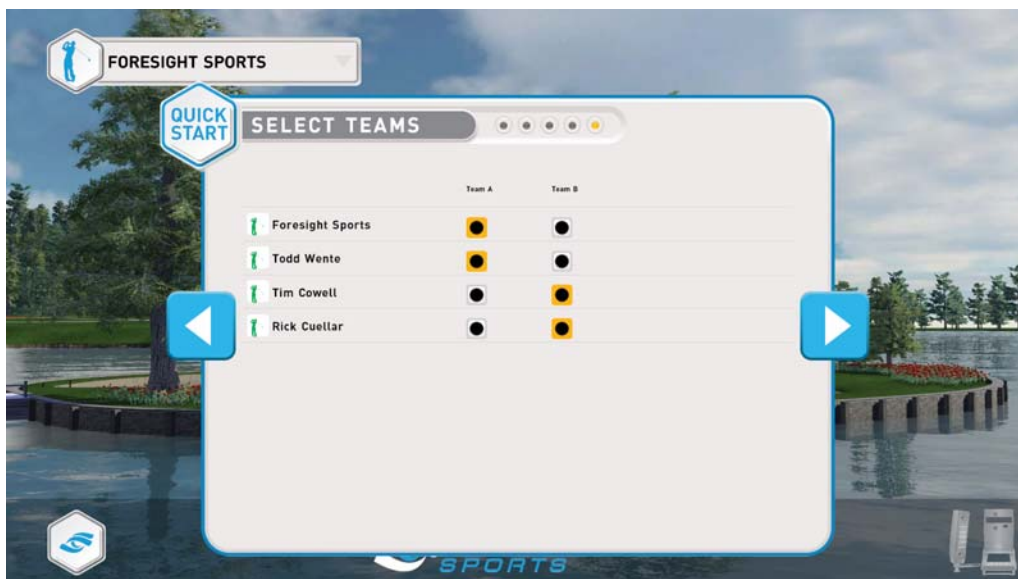


Select Players



All players in the current session will be automatically added to the round. Players can be added or removed as desired. Tee box, handedness, and handicap can be set for each player. To associate a MyPerformance account with an offline player (a player without or not currently linked to a My Performance account), select the **Find Profile** button.

Select Teams (if applicable)



If a game mode is selected that requires teams, they can be set on this screen. Clicking on the current team names will allow them to be edited.

Resuming a Saved Game

To resume a saved game, select the **Resume Saved Game** button located at the bottom of the **Select Course** screen.



Play-Game Interface

1. Player Menu

You can switch to a different player at any time during the round (as long as they have not completed the hole) by selecting them through the player menu.

2. Heads Up Display

Displayed are the shot number, distance to pin, stroke number, total score relative to par, and current club selected. Clicking the club icon will allow the player to select a new club.

3. Course/Hole Info

Displayed are the hole number, hole par, hole index, current wind speed and direction, hole elevation relative to current location, and hole distance.

4. Mini Map

The Mini Map can be expanded by clicking the **double arrows** and minimized by clicking the **x**. Hovering the mouse over the Mini Map will display both the distance to the ball and to the pin from that location. A player's aim can be adjusted by clicking anywhere on the Mini Map.



5. In-Game Menu

Skip Hole: Moves the current player or all players to the next hole. Players will be given a score of 9 for the hole that was skipped.

Practice: Enters practice mode. Player can practice the current shot without penalty to their score. Note: only applicable if practice mode was enabled during round set-up.

Scorecard: View the scorecard for the round.

Mulligan: Retake the previous shot without penalty (only applicable if mulligans were enabled during round set-up).

Re-Hit: Retake the previous shot. Player will incur a one-stroke penalty.

Player

- Analysis:** View the data analysis screens for the current player.
- Club:** Change the club for the current player.
- Add Player:** Add a new player to the round. Player will begin the round at the current hole.
- Edit Player:** Edit the current player.
- Sign Out:** Remove player from the round.

View

- Grid:** Toggle the green grid on and off.
- Drop Balls:** Add slope indicators to the green grid (only applicable if green grid is on). The opacity of the green grid and slope indicators can be toggled by holding the CTRL key and selecting this option.
- Camera:** Change the in-flight camera view.
- Bird's Eye:** Gives an aerial view of the entire hole.
- Flag:** Moves the camera to the location of the flag.
- Replays:** View any previously hit shot for the selected player.
- Flyby:** Gives a flyby of the current hole.

Settings: Edit graphic, general, and swing camera settings.

Exit: Return to the Main Menu.

Saving your game

If a round is exited before it is completed, you will be prompted to save the game. Saved games are accessible at the **Course Selection** screen during round set-up (See page 5).



Joining an Online Competition

Online Closest to the Pin and Long Drive competitions are accessible from the expandable Compete menu. Each course offers Closest to the Pin competitions for all Par 3s and Long Drive competitions for all Par 4s and Par 5s, with unique leaderboards for each hole and tee combination.



Players entered into a competition are given 3 shots. Leaderboard rankings are determined from the best shot.

Note: Player must be logged into a MyPerformance account to appear on the leaderboard.

10 Compete



Skills Challenge



The Skills Challenge competition is accessible from the expandable Compete menu. Players will progress through 14 stations at varying distances and accrue points by landing in the target zones. The point system is as follows:

- Blue Zone: 5 points**
- White Zone: 3 Points**
- Green Zone: 1 Point**
- Target Miss: 0 Points**

At the end of the Challenge, the point total will be tallied and uploaded to the MyPerformance leaderboard.

Note: Players must be logged into a MyPerformance account to appear on the leaderboard.

11 Compete



Creating a Local Contest

Players without MyPerformance accounts can participate in contests by selecting **Local Contest** from the expandable Compete menu. Both online and offline player scores are displayed in a local leaderboard; however, no contest data is uploaded to the cloud.



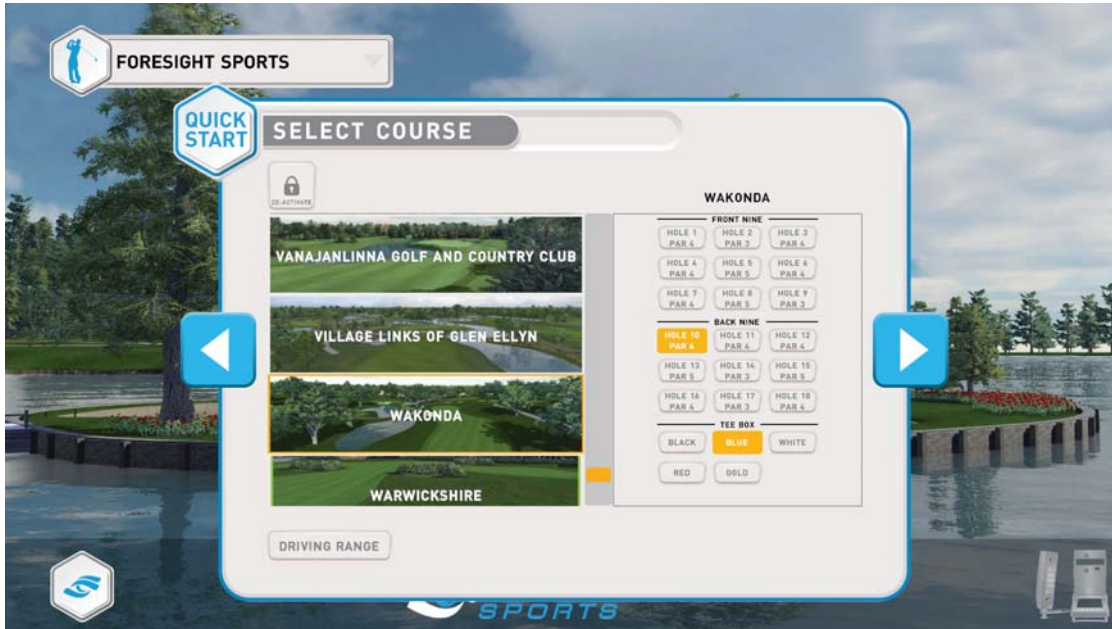
Local contests can be held on golf courses or the driving range. Contests can be created and customized by selecting the **Create Contest** button at the bottom of the page.

Contest status is indicated by the color to the left of the contest name. Expired contests are shown in gray, active contests in **orange**, and upcoming contests in **blue**.

12 Improve



Starting an Improve Session



To start an improve session, select a course, hole, and tee from the **Select Course** screen. The driving range is available by selecting the **Driving Range** button at the bottom of the screen. You can change the conditions for your session (wind speed/direction, elevation, ground firmness, roll speed) in-game by selecting the **Conditions** option in the menu bar.

Changing Your Distance

You can drop the golf ball anywhere on the golf course or driving range by hovering the mouse over the mini map and right-clicking. Alternatively, if you are on the driving range, you can change your distance by selecting the distance drop-down menu located in the Heads Up Display.



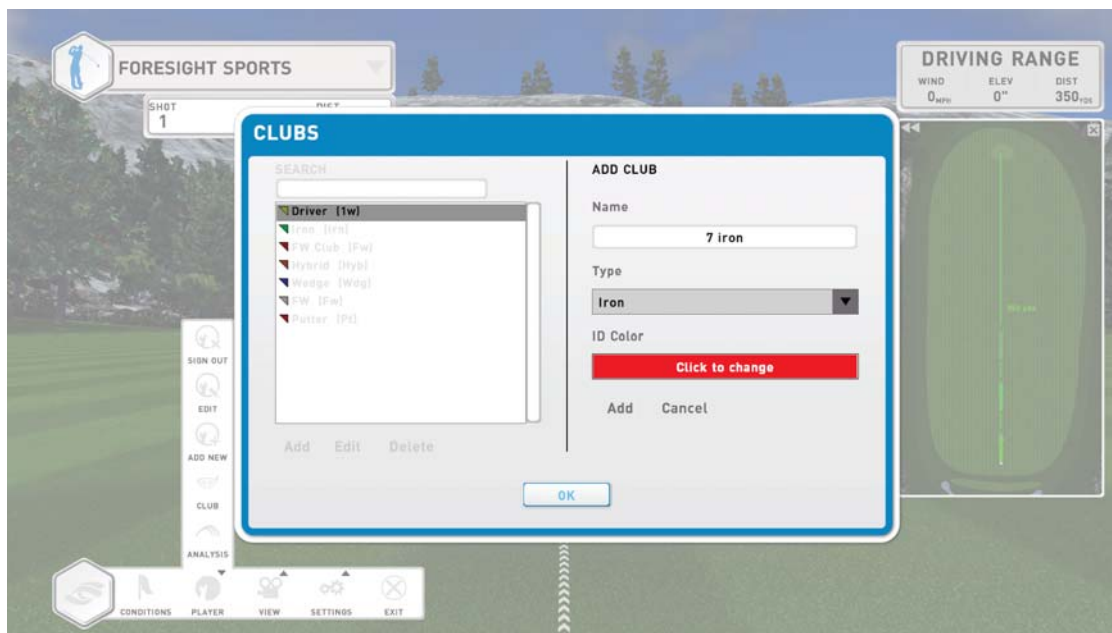
13 Improve



Selecting a Club

The club being used can be changed at any time by clicking the club graphic located in the Heads Up Display to bring up the Select Club dialog. This dialog will show default clubs for each club type, as well as any clubs created by the player.

Creating and Editing a Club



To add, edit, or delete a club, select the **Club** option from the expandable player menu located in the menu bar at the bottom left of the screen. To add a club, select the **Add** button at the bottom left of the screen. You will be prompted to enter a club name, select club type, and change the ID color. **Note: The club will only be added once you click the Add button located under the ID color. If you select OK, the club will not be saved.**

To edit or delete an existing club, select the club from the list and click the corresponding option at the bottom of the dialog.

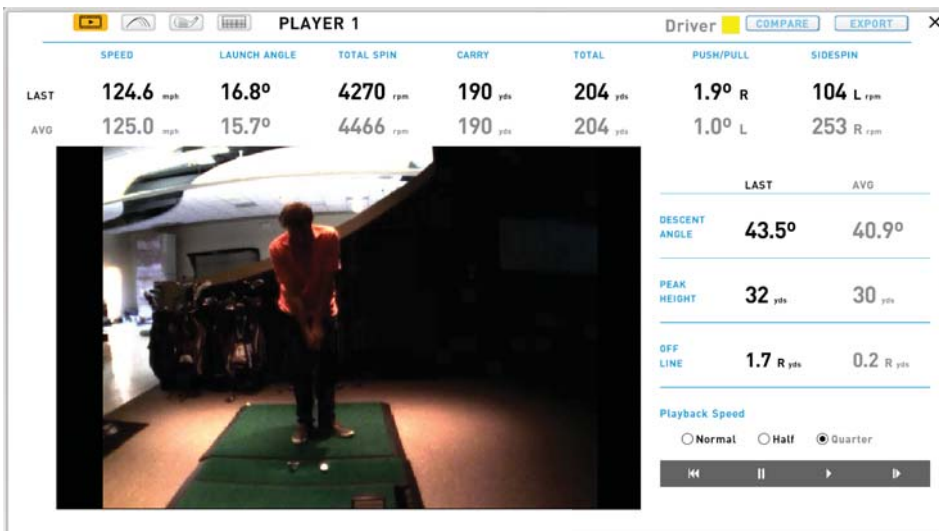
14 Improve



Data Analysis Screens

The data analysis screens can be accessed at any time by selecting the **Analysis** option from the expandable player menu located in the menu bar. They can also be accessed by pressing the "I" key on your keyboard. There are four analysis screens: video, ball, club, and shot table. You can switch between screens by selecting one of the four icons in the top left. You can also have the screens automatically trigger after every shot by enabling the shot timers from the Language and Units page in General Settings.

Analysis: Video



The video screen displays recorded video of the last shot (if a swing camera is connected), as well as the shot data. Video playback options are available in the bottom right of the screen. **Note:** If no camera is connected, there will be no video displayed.

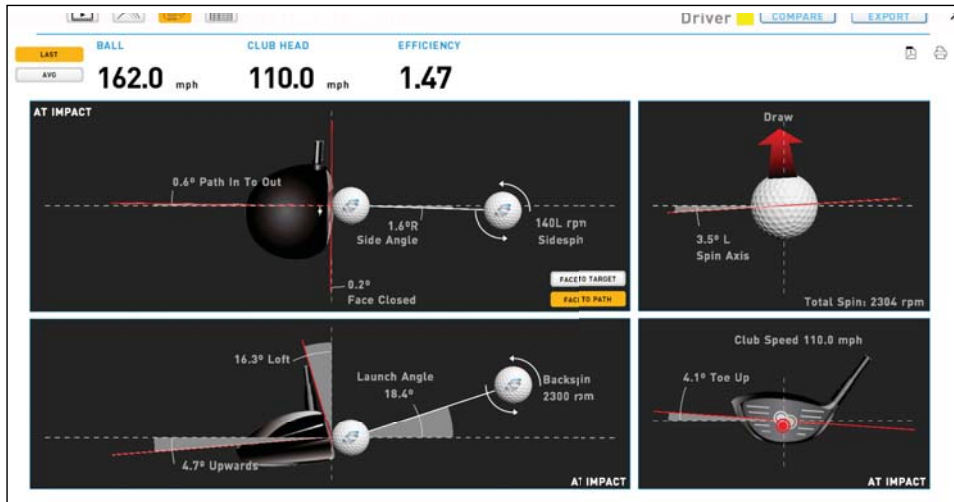
Analysis: Flight Data



The flight analysis screen displays all ball data for the last shot, the averages for the current club, and the shot trajectories (top and side) for the current club. This page can be saved to PDF or printed by selecting the PDF or printer icons at the top right of the screen.



Analysis: Club Data



Note: This screen is only active if an HMT is connected.

The club analysis screen displays all club data for the last shot. You can toggle between last shot and average shot by selecting the **Last** or **Avg** buttons at the top left of the screen. Face measurement can be displayed either to target or to path by selecting the corresponding option in the middle of the screen. This page can be saved to PDF or printed by selecting the PDF or printer icons at the top right of the screen.

Analysis: Shot Table

The shot table displays all shots that have been taken during the current session. All shots are grouped by club. You can toggle between flight and club data at any time by selecting the corresponding option at the top left of the screen. You can view the video, flight, or club analysis screens from a previous shot by left-clicking on the corresponding line of data.

		Driver2										COMPARE	EXPORT	X	
		FLIGHT										CLUB			
DELETE	ID	BALL SPEED (mph)	LAUNCH ANGLE	SIDE ANGLE	BACKSPIN (rpm)	SIDESPIN (rpm)	DESCENT ANGLE	OFFLINE (yds)	PEAK (yds)	CARRY (yds)	TOTAL (yds)	DISABLE			
<input checked="" type="checkbox"/>	Driver	156.0	17.5°	2.6° R	2450	450 L	47.6°	12.7 L	49	269	284	<input type="checkbox"/>			
<input type="checkbox"/>	Driver	158.0	17.2°	4.3° R	2200	540 L	45.9°	12.3 L	47	277	294	<input type="checkbox"/>			
<input type="checkbox"/>	Driver	162.0	18.4°	1.6° R	2300	140 L	48.4°	1.4 R	55	286	301	<input type="checkbox"/>			
AVERAGE		158.7	17.7°	2.8° R	2317	377 L	47.3°	7.8 L	51	277	291				
STD. DEV.		2.5	0.5°	1.1°	103	171	1.0°	6.6	3	7	8				
<input type="checkbox"/>	Driver2	153.0	15.3°	5.0° R	2500	900 L	44.5°	23.7 L	40	255	271	<input type="checkbox"/>			
<input type="checkbox"/>	Driver2	154.0	15.3°	6.0° R	2463	855 L	44.5°	17.4 L	41	259	274	<input type="checkbox"/>			
<input type="checkbox"/>	Driver2	155.0	16.0°	4.0° R	2250	965 L	44.3°	36.1 L	41	262	271	<input type="checkbox"/>			
AVERAGE		154.0	15.5°	5.0° R	2466	987 L	44.4°	25.7 L	41	259	271				
STD. DEV.		0.8	0.3°	0.8°	110	45	0.1°	7.7	0	3	3				

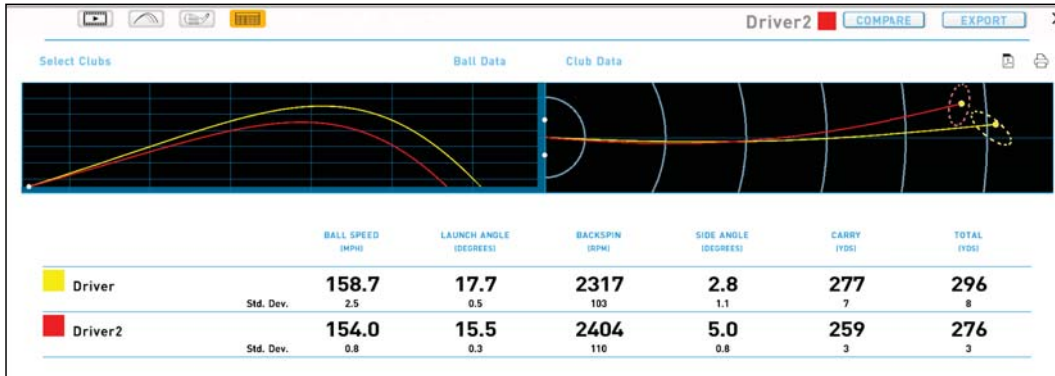
Deleting and Disabling Outliers

Outliers can be either disabled or deleted from the data set. To disable a shot, select the **Disable** option on the right side of the screen. Disabled shots will remain in the data set but will not factor into the averages. To delete a shot, select the **Delete** option on the left side of the screen. The shot will be completely removed from the data set. To delete all shots from the current session, select the **Delete All** option at the bottom of the screen.

16 Improve



Analysis: Club Compare



You can compare multiple clubs in a session by selecting the **Compare** option at the top right of any of the analysis screens. Choose the clubs you wish to compare in the **Select Clubs** option at the top left of screen. You can compare up to 6 clubs at a time. You can toggle between ball and club data by selecting the corresponding option at the top of the screen. This page can be saved to PDF or printed by selecting the PDF or printer icons at the top right of the screen.

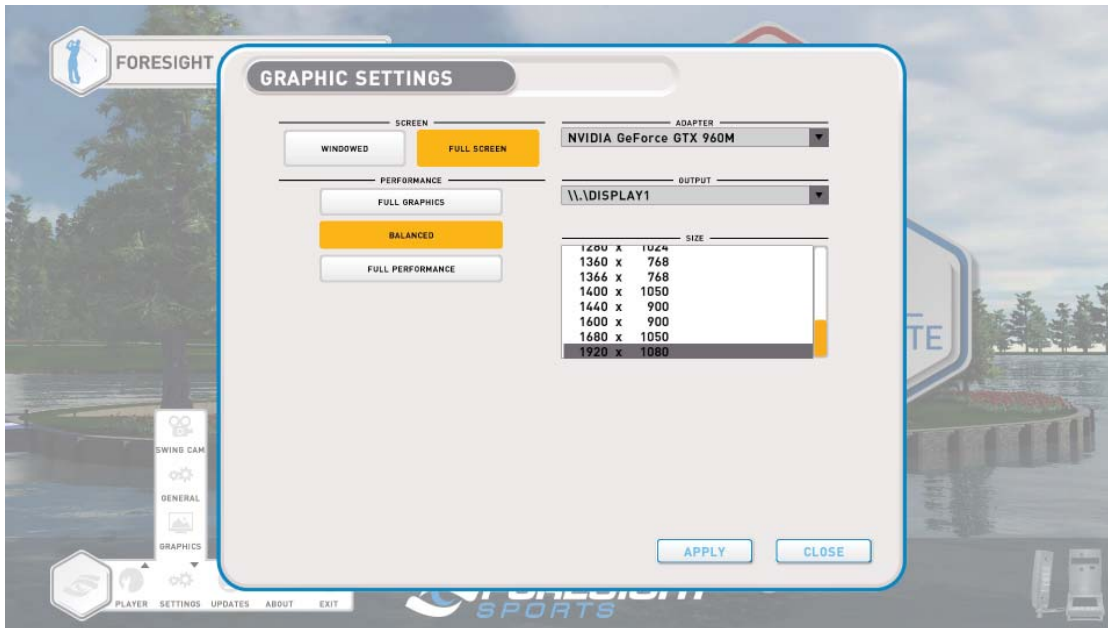
Analysis: Export Data



Data sets can be emailed, printed, or saved locally to the computer in CSV or PDF format through the **Export** option accessible from the top right of any of the analysis screens. You can customize the data being exported by selecting the **Create Customer Report** option, or use one of the existing reports. All custom reports created will be saved for future use.

17 Settings

Graphic Settings



The graphic settings can be accessed at any time through the menu bar. You can change the screen setting, graphic performance setting, video card adapter, display output, and screen resolution. You must hit **Apply** before leaving the screen in order for any changes to take effect.

Performance Settings

There are 3 different performance settings designed to optimize FSX:

Full Graphics: Graphics are delivered at their full potential. Recommended only for high-performance computers.

Balanced: Graphics and performance are balanced to optimize the FSX experience.

Full Performance: Graphics are significantly reduced in order to boost performance. Recommended for lower-performance computers.

For a full list of the computer specifications required to run FSX, please contact support@foresightsports.com.

18 Settings

General Settings

Language and Units: Allows player to change language and select desired units of measure.

Audio: The volume of course sounds and commentary can be adjusted. Commentary can be enabled/disabled.

On-Screen Data:



Show Tracers: Enable or disable ball tracers during shot.

Zoom to Overhead: Enable or disable camera pan to overhead view once shot is completed. Shows carry distance, total distance, and distance offline to target.

Wait for Spin: FSX will wait until spin is calculated and received from the GC2 before showing the shot. If wait for spin is disabled, FSX will show the shot immediately and adjust shot shape once spin is received. **Note: Disabling Wait for Spin will result in limited flight camera options. We recommend using the software with Wait for Spin selected.**

Enable On-Screen Keyboard: When enabled, a keyboard will appear in FSX if a text field is selected.

Enable On-Screen Ball Find: Ball find displayed on the GC2 screen will also display on-screen in the software. Note: This option is important when using Foresight products that do not have a screen (GC2T, Kiosk, etc.)

Enable Video Preview: Only applicable if using a camera with FSX. Shows a small preview window of the live camera feed in-game.

Write Shots CSV: When enabled, FSX will write all shot data to the "shots.CSV" file located in the System folder under the Foresight Sports Experience directory on your computer.

Enable Aiming Pole: When enabled, a large pole is visible in-game to assist with aim.

19 Settings

Connection Settings

Connection settings can be managed by selecting the GC2 icon at the bottom right of the main menu. All devices ready to be connected are listed under Available Devices. This list can be refreshed by selecting the Refresh button at the bottom of the screen, or sorted and filtered by selecting the corresponding option buttons.



Connecting your device via USB

Once connected to the computer via a USB cable, the GC2 will automatically connect to FSX (if another device is not already connected). If multiple devices are connected via USB, they can be managed from the connection settings screen. To connect a device to FSX, select the desired GC2 from the list and then drag and drop the icon to the designated area on the right side of the screen.

Connecting your device via Bluetooth

To connect the GC2 to FSX via Bluetooth, the GC2 must first be paired with the computer. From the Windows desktop, access Devices and Printers via the Control Panel. In the top left corner, select "Add a Device." Select the GC2 from the list provided to pair. Once successfully paired, you may return to FSX.

From the FSX main menu, access Connection Settings. All Bluetooth devices within range will be listed under Available Devices. (If no Bluetooth devices appear, make sure the Bluetooth option is enabled under Connection Type in the Filter options). Select the desired GC2 from the list and then drag and drop the icon to the designated area on the right side of the screen.

Note: FSX only supports ONE GC2 device connected via Bluetooth at a time. Connecting two devices to FSX via Bluetooth at the same time may result in connection issues.

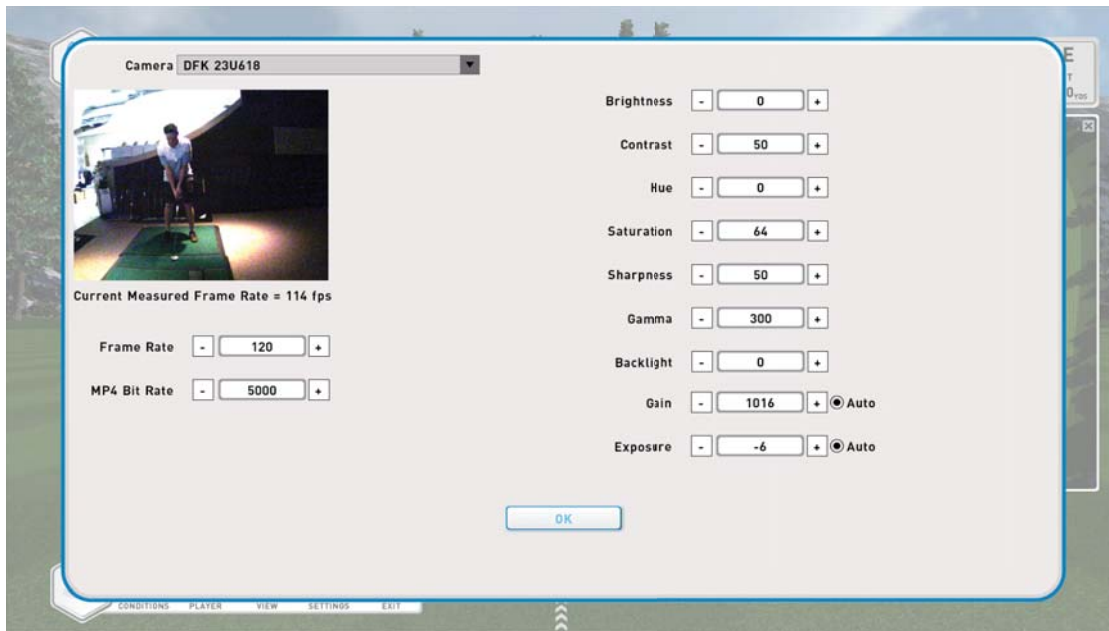
Device Options

Device options can be accessed by selecting the Options button beneath a connected device.

- **Auto-Connect to this Device**
When selected, FSX will always try to connect to this device when it is available.
- **Enable Dual Launch Monitors**
When selected, a second area will become available to connect an additional device.

20 Settings

Camera Settings



The camera settings can be accessed at any time through the menu bar or by pressing the key command **Ctrl-Shft-A** while in game. The camera used by FSX can be selected by clicking the drop-down at the top of the screen. Once a camera has been selected, live feed from the camera as well as editable camera settings will appear on-screen. All settings can be adjusted by clicking the +/- buttons, or by clicking directly in the field and typing a value.

21 Update Manager



Update Manager is accessible in the Main Menu through the menu bar at the bottom left of the screen. You must be logged into a MyPerformance account to access the Updates window.

The Updates window lists all available updates for both courses and FSX. You can limit which products are displayed by selecting the tabs at the top of the screen. Version notes are displayed once a specific product is selected. Selecting the drop-down arrow to the right of the version number will show all previous versions available for download. **Note: We do not recommend installing previous versions of any products unless directed by our support team.**

To install an update, select the **orange Install** button to the right of the update. A progress bar will appear to let you know the status of the update. If multiple updates are selected to install at the same time, the next update will begin immediately after the previous update has completed.

The **Auto Update** feature will allow the software to check and install updates automatically as they become available. The **View Updates** option, when selected, will hide all updates that have already been installed.

Important: Updates can only be performed while in the FSX menus, and any update in progress will be paused upon entering simulation or exiting FSX entirely. Any paused updates are automatically resumed once the player has returned to the menus.

22 Glossary

Introduction to Ball Flight Data

Launch Condition

The launch condition is described by a combination of the following measured ball-launch parameters:

Ball Speed	Launch Angle	Spin Tilt Axis
Total Spin	Azimuth	

The combination of these measured launch characteristics will determine the ball trajectory, peak height, descent angle, carry, and total distance.

Ball Speed

The measurement of the golf ball's velocity measured just after impact; this is the main component in generating distance.

Launch Angle

The initial vertical angle of ascent relative to the ground plane measured in degrees; the launch angle, combined with ball spin and speed, will determine the ball carry and total distance.

Azimuth

(Also known as side angle or deviation angle) The initial horizontal angle relative to the target line; the azimuth, combined with side spin, will determine the final ball position down range relative to the target-line.

Side Spin

A component of total spin that defines ball curvature or shot shape; related to the spin-tilt axis.

Back Spin

A component of total spin that defines ball lift and trajectory.

Spin Tilt Axis

The Spin-Tilt Axis is the axis that the golf ball rotates around to create shot curvature and lift. When the spin-tilt axis is oriented to the left (looking down range), the ball's trajectory will move from right to left. When the spin-tilt axis is oriented to the right (looking down range), the ball's trajectory will move from left to right.

Total Spin

The total amount of spin around the spin tilt axis that creates curvature and lift.

Carry

The total distance of flight produced by initial launch condition.

Total Distance

The combined ball flight with bounce and roll.

Peak Height

The apex of the trajectory measured from the ground plane.

Descent Angle

The angle of the trajectory measured from the apex to the ground.

Offline

The end position distance to right or left, measured from the target-line.

23 Glossary

Introduction to Club Head Data

Head measurement

Measurement of the delivery of the club head, described by path, face plane, velocity and impact location of the golf ball.

Head Speed

The instantaneous speed of club center point along the club head path.

Efficiency

The ratio between club head and golf ball velocities to determine the quality of the ball strike. Described as ball speed divided by head speed = ratio, efficiency or smash factor.

Attack Angle

The descending or ascending path of the club head measured in degrees.

Club Path

The angle between the target line and club head path line projected on the ground plane at impact.

Face Angle

The dynamic measurement (in degrees) of the club-head's face plane position at a right angle 90 degrees perpendicular, relative to the target line or swing path. Also known as yaw.

Face to Target

The face angle relative to the target-line at impact.

Face to Path

The face angle relative to the club path. The main component in generating side angle and curvature of the golf ball.

Loft

The dynamic measurement in degrees of the club head's face plane position vertically, relative to the ground plane. Also known as pitch.

Lie

The dynamic measurement in degrees of the club head's face plane position horizontally, relative to the ground plane. Also known as roll.

Impact Location

The measurement (in millimeters) of the club face relative to face center.

Closure Rate

The rotation of the club head heel-to-toe measured about the face center in degrees per second or rpm.