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LaserGolf Simulator
A serious indoor golf simulator that can also play the popular Tiger Woods PC Game

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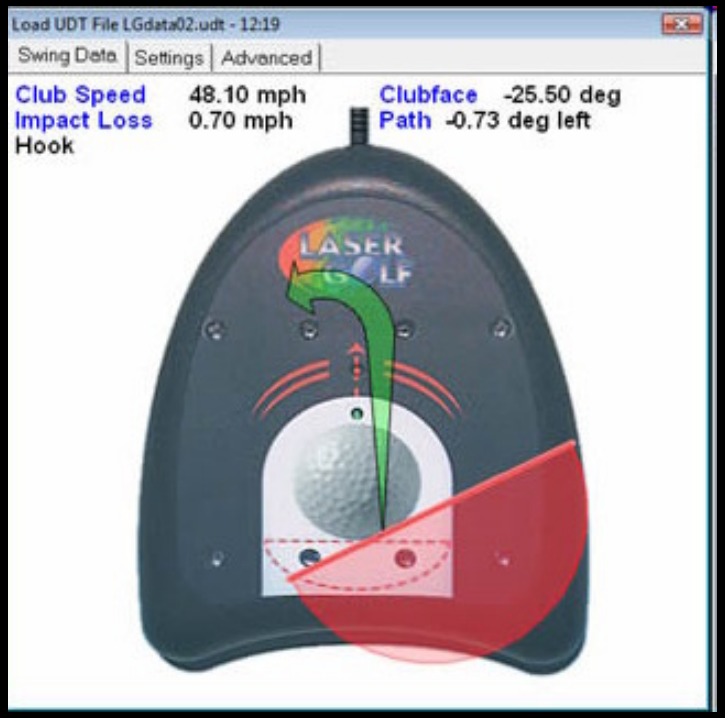
LaserGolf Simulator provides accurate data: club speed, club face angle, impact loss and path angle.

You can visually see any required improvements.



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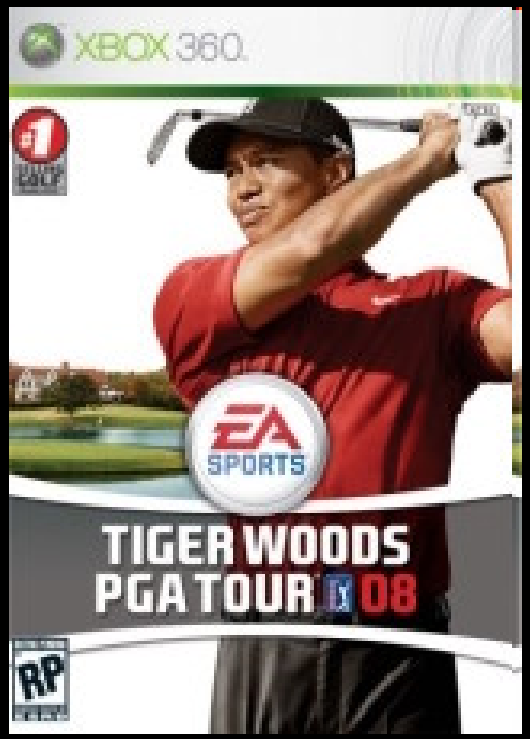
LaserGolf Simulator uses the Tiger Woods TRUE SWING™ (V) method to play Tiger Woods 2008

- This method is based on your real swing or putting



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Overview

Target market : Any serious or recreational golfers who would like to set up a convenient and realistic golfing experience at home or in the office

The PC-Based, LaserGolf Simulator uses the Tiger Woods TRUE SWING™ (V) method to play Tiger Woods 2008 – it does not use a mouse to "guess"

The LaserGolf Simulator is the only low cost system that can be used for fun (playing the game) and for training (showing the results of your swings/putts) at the same time

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Easy set up – plug and play USB device

1. Attach the LaserGolf base unit to a USB port
2. Close all running applications then click on the **LGDriver** desktop icon.
3. The LGDriver program runs and a window opens with a picture of the LaserGolf base unit. You can test that it works normally.

If you have the luxury of a dual monitor system, move this program window to the second monitor.

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Dual monitor display set up

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How to swing

This video clip shows how to setup and take a swing.

Step1: Turn on the Tee base by touching the back row of sensors with the clubhead image. The *flat* side of the **D**-shaped image is the clubface.

The **GREEN** light on the Tee base should now be ON.

Step 2: You now have 6 seconds to take a swing. To reset, touch the sensors again as in step 1. When ready, take your swing.

Ensure that your swing and the clubhead light beam image goes over the moulded ball as if you are hitting an actual ball.

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Features setup

This page allows you to change the power sensitivity of the system to your golf swings.

Full:
Increase or decrease the power transfer setting for the FULL swing type within the game. (For children or beginners, it might be easier to increase this setting.)

Chip:
Increase or decrease the power transfer setting for the CHIP swing type within the game

Putt:
Increase or decrease the power transfer setting for the PUTT swing type within the game

Ignore shots below 5 mph or 8 kph in Full swing mode:
This settings gives the option to ignore small - usually unwanted swings that may occur when users are setting up or passing the club between players.

Show LaserGolf data in metric units:
Toggles between displaying the golf swing data in imperial or metric units. This has no effect within the game.

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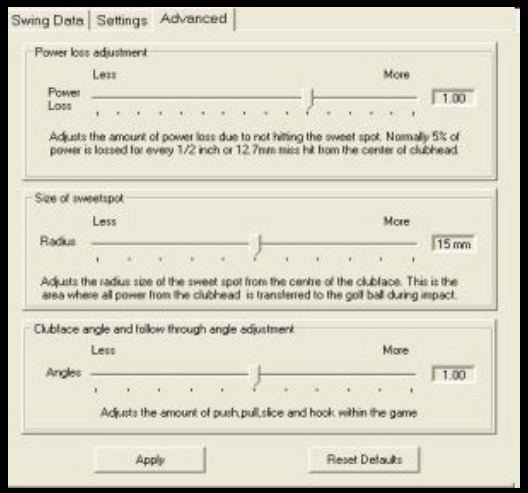
Advanced Features setup



This page allows you to change some advanced settings.

Size of sweetspot:
Changing this value increases or decreases the horizontal radius of the sweetspot in millimeters from the center of the clubface image.

Power Loss Adjust:
Changing this value increases or decreases the amount of power lost due to not hitting the ball within the sweetspot of the clubhead.

Clubface angle and follow through angle adjustment:
Changing this value increases or decreases the amount of angle created by not hitting the ball perfectly straight.

By setting this value to zero effectively makes every shot straight. This is often useful for novice players or for initially calibrating your swings.

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The simulator input to your game

Four important pieces of data that can be sent to any PC based golf game or simulation training program

- How fast is the golfer's swing? (CLUB SPEED when passes over ball)
- What is the angle of the club head? (CLUB ANGLE as viewed from above as the club strikes the ball)
- Where does the golfer strike the ball? (IMPACT POINT is the horizontal distance from the center of the ball to the center of club face)
- What is the path angle? (The club's path as it is coming in to hit the ball)

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Tiger Woods 2008 – TRUE SWING™ (V) mode

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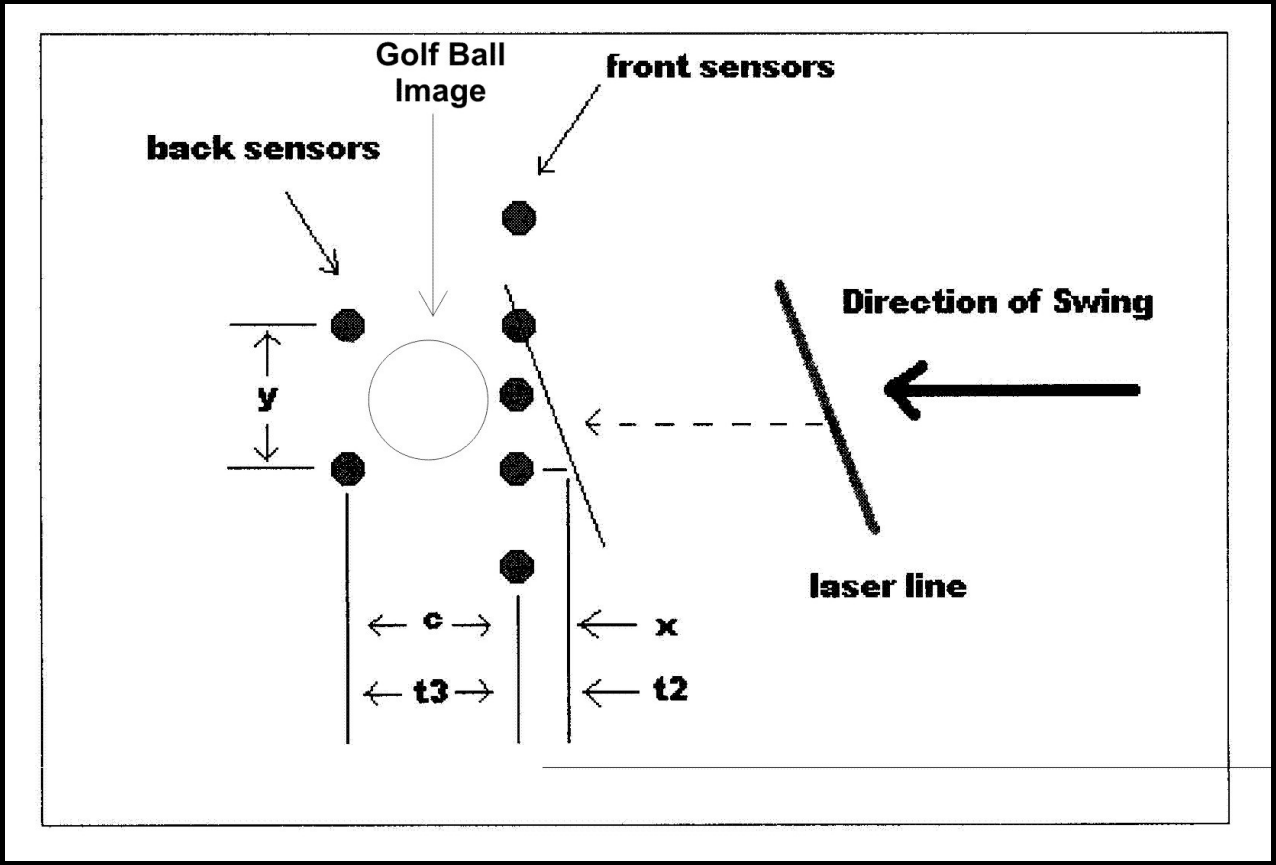
Club Speed & Angle Parameters

Speed Range: 1 to 255 Km/Hr

Angle Range: -75 to +75 degrees



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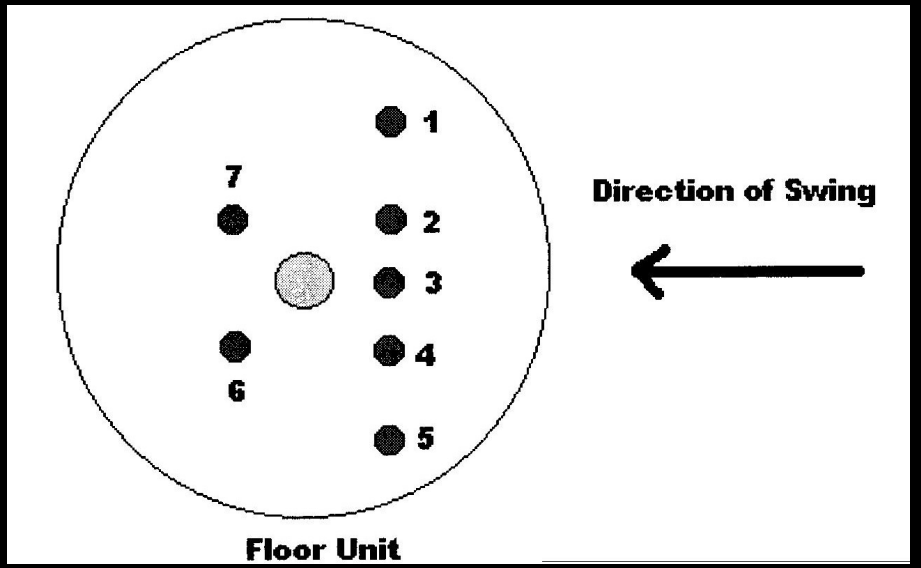
Club Impact Point (Toe/Heel) Parameters



16 possibilities for the Club Impact Point depending on the sensors triggered

Toe/Heel Value	Sensors Triggered	Swing Designation
0	1	Missed ball
1	1,2	Missed ball
2	1,2,7	Severe heel
3	1,2,3,7	Moderate heel
4	1,2,3,6,7	Moderate heel
5	1,2,3,4,7	Slight heel
6	1,2,3,4,6,7	Slight heel
7	2,3,4,7	Square
8	2,3,4,6,7 or 1,2,3,4,5,6,7	Square – optimal hit
9	2,3,4,6	Square
10	2,3,4,5,6,7	Slight toe
11	2,3,4,5,6	Slight toe
12	3,4,5,6,7	Moderate toe
13	3,4,5,6	Moderate toe
14	4,5,6	Severe toe
15	4,5	Missed ball
16	5	Missed ball

Thank you and Enjoy!