e6golf™
by TRUGOLF

VERSION 1.6

USER MANUAL

E6GOLF.COM

CONTENTS

INSTALLATION 1
System Requirements 1
E6Golf Software Installation 1
Security Dongle 2

GETTING STARTED 3
Launch E6Golf 3
Main Menu 3

STARTING A NEW ROUND 4
Play 4
Players 4
Courses 5
Golf Course List 6
Settings 7
Holes To Play 9
Modes of Play 10
Start 10

PLAYING A ROUND 11
On Screen Interface 11
E6 Menu 12
AIMING YOUR SHOT 14

SWING ANALYSIS: POST SHOT 15

PRACTICE 16
DRIVING RANGE 17
On Screen Interface 17
PRACTICE SESSION 18
Players 18
Sessions 19
Clubs 19
Shots 20
THE SCORING ZONE 20
CHIP & PUTT 22

ONLINE EVENTS 23
Players 23
Events 23
Start 24

CREATE EVENT 24

FMOD Ex Sound System, Copyright © 2004-2009 Firelight Technologies.

INSTALLATION

SYSTEM REQUIREMENTS

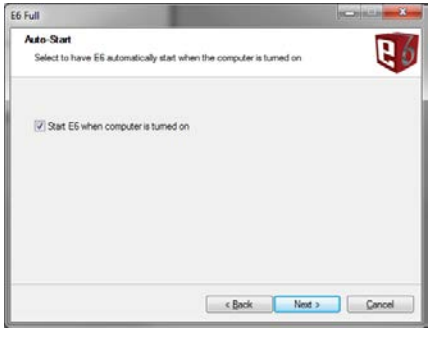
Your system must meet these requirement in order to run E6Golf. Before installing, check the System Requirements:

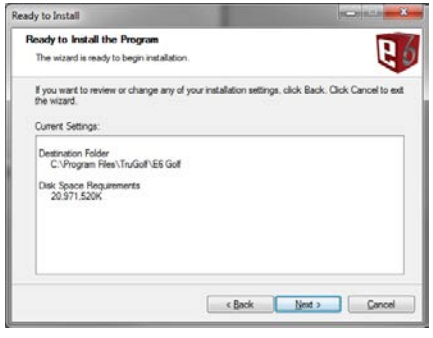
E6GOLF PC/LAPTOP

i3, i5, i7 – 2.0Ghz or faster
4GB RAM | Windows 7|8|10
25GB free hard drive space
PC 1GB NVIDIA GTX 460 / ATI Radeon HD 6000 Series or higher
LAPTOP 1GB GT 520 or Higher
DVD drive

E6GOLF SOFTWARE INSTALLATION

STEP 1: Insert E6Golf Disc 1
STEP 2: AutoPlay
SELECT: Run **e6_full.exe**
User Control Access
SELECT: Yes
STEP 3: Welcome to the E6Golf Setup Wizard
SELECT: Next >
STEP 4: Manufacturer
SELECT: Manufacturer
SELECT: Model (if required)
SELECT: Next >





STEP 5: Auto Start
UNCHECK IF YOU DON'T WANT IT TO AUTOSTART.
SELECT: Next >
STEP 6: Ready to Install Program
SELECT: Next >
STEP 7: Installation Complete
SELECT 'FINISH'

SECURITY DONGLE

THE GREEN USB SECURITY DONGLE IS REQUIRED TO RUN E6GOLF.

A software protection dongle (commonly known as a dongle or key) is an electronic copy protection and content protection device which, when attached to a computer, unlocks software functionality or decodes content.

INSERT THE GREEN SECURITY DONGLE INTO AN OPEN USB PORT ON YOUR COMPUTER AFTER THE INSTALLATION OF THE E6GOLF SOFTWARE HAS FINISHED, BUT PRIOR TO LAUNCHING E6GOLF FOR THE FIRST TIME.

For additional information on updating a dongle, please contact your reseller.

GETTING STARTED

LAUNCH E6GOLF

Launch E6Golf from the Windows start menu or from the icon on the desktop.

MAIN MENU

Navigate the MAIN MENU by TAPPING any of the following menu options:

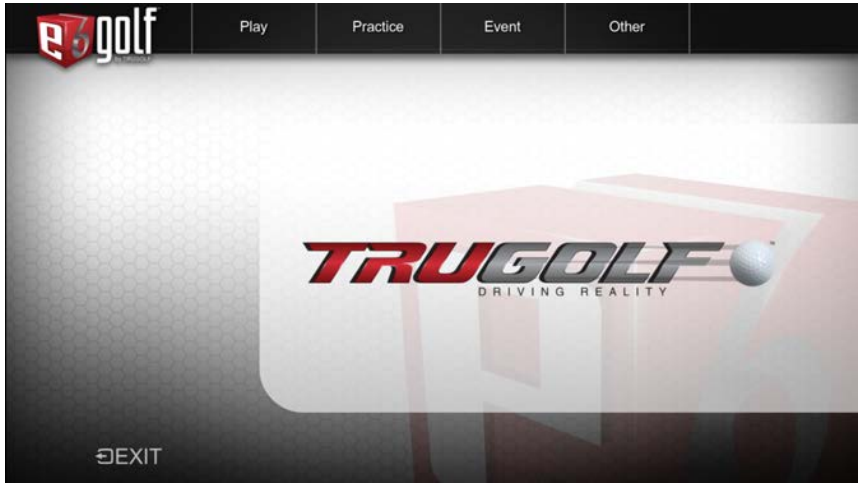
PLAY - Start or resume a round or event.
1. NEW ROUND - Start a new round of golf.
2. RESUME ROUND - Resume a previously play round of golf.

PRACTICE -
1. DRIVING RANGE
2. PRACTICE SESSION
3. SCORING ZONE
4. CHIP & PUTT

EVENTS - Connect to Online Events

OTHER -
1. INFO - Information about E6GOLF Software, including version number & dongle serial#.
2. SAVE DEFAULTS - Save the current configuration as default.

EXIT - Exit E6GOLF



STARTING A NEW ROUND

PLAY

From the Main Menu select **PLAY**. The following sub menu items are available:

PLAYERS - Add Players to a round
COURSES - Select the desired course to play
SETTINGS - Set conditions and round options
HOLES TO PLAY - Set the desired holes to play
MODES OF PLAY - Select from 36 different styles of play
PREVIOUS MENU - Return to the previous menu

PLAYERS

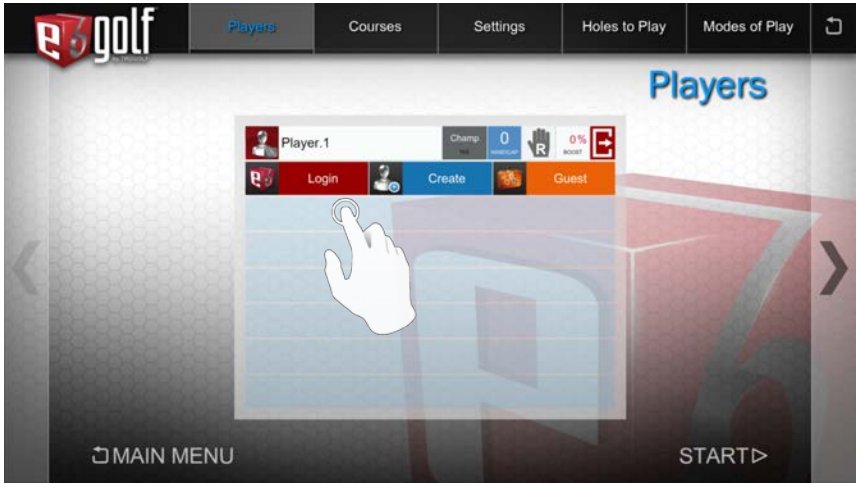
1. To add players SELECT one of the following options:

   LOGIN - If you already have created a Profile.

   CREATE - Create a Profile. A Player Profile is required to track your stats online and to compete in online events.

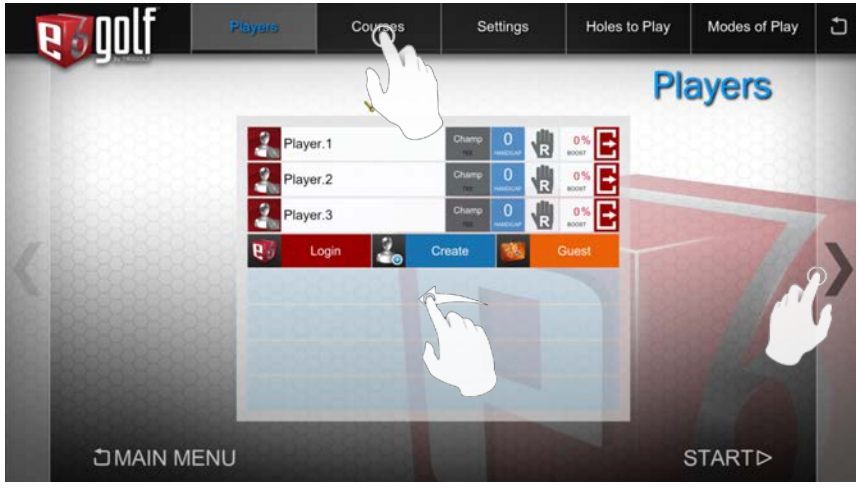
   GUEST - Play *without* creating a profile. Stats are not tracked. Guests *cannot* compete in online events.

2. CLICK to SET the desired PROFILE IMAGE, NAME, COUNTRY, TEE, HANDICAP, HAND, or BOOST.
3. To REMOVE a player TAP the LOG OUT icon on the right.

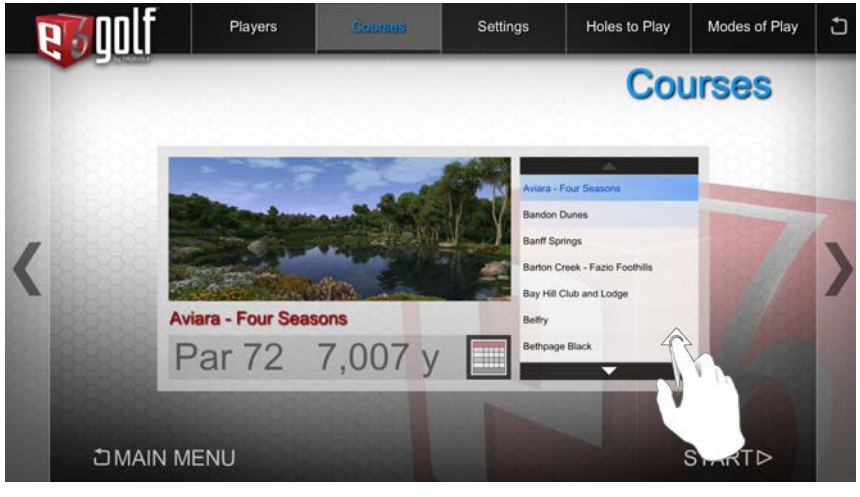


COURSES

NAVIGATE to the COURSES screen



NOTE: There are multiple ways to navigate between screens: tap menu items, tap directional arrows, or swipe in a horizontal direction.



1. VERTICAL SWIPE or TAP the UP/DOWN ARROW buttons to browse the COURSE LIST.
2. TAP the desired course to SELECT.

Score Card Button- *TAP to view the course scorecard*

GOLF COURSE LIST

0 STANDARD COURSE PACK
Banff Springs Resort
Bay Hill Club & Lodge
The Belfry
Bountiful Golf Club
Castle Pines Golf Club
Firestone Country Club
Harbour Town Golf Links
Mauna Kea Resort
Par Three Ocean
Par Three Mountain
Gleneagles Golf Club
Pinehurst Country Club #2
Bethpage Black
Torrey Pines Golf Club
Troon North Golf Club

1 COURSE PACK ONE
Barton Creek
Big Horn
Big Horn Canyons
Cog Hill
Covered Bridge
Devil's Island
Dorado Beach
Emerald Dunes
Latrobe
Sea Island
Kiawah Island
The Tribute at Otsego Club

2 COURSE PACK TWO
Entrada at Snow Canyon
Hapuna
Innisbrook Copperhead
Kapalua Bay
Kapalua Plantation
Kapalua Village
Pelican Hill
Pinehurst Country Club #8
Prairie Dunes
Phoenix Country Club
Three Canyons
Valderrama

3 COURSE PACK THREE
Aviara Resort
Auburn Grand National RTJ
Chateau Whistler
Frankfurter
Mauna Lani
Oakmont Country Club
Princeville
Royal Melbourne
The Judge Capitol Hill RTJ
Stone Canyon
Thanksgiving Point
Westfields

4 COURSE PACK FOUR
Cabo del Sol
Cambrian Ridge RTJ
Gallery North
Greywolf
Kauri Cliffs
King & the Bear
Loch Lomond
New South Wales
Pacific Rim
Raven at South Mtn
Skeleton Coast
Superstition Mountain

5 COURSE PACK FIVE
Le Grand George
Taghazout
Wade Hampton
Bandon Dunes
Pacific Dunes
Owl Creek
Lakeside
Silver Lakes - Heartbreaker RTJ
Silver Lakes - Mindbreaker RTJ
Silver Lakes - Backbreaker RTJ
Hokulia
Panther

6 INDIVIDUAL COURSES
Holtsmark Golf Club
Losby Golf Club
Golf Resort Kunětická Hora
Club de Golf Le Sorcier
Oslo Golf Club
PGA National

7 PEBBLE BEACH PACK
Pebble Beach® Golf Links*
The Links at Spanish Bay®
Spyglass Hill® Golf Course

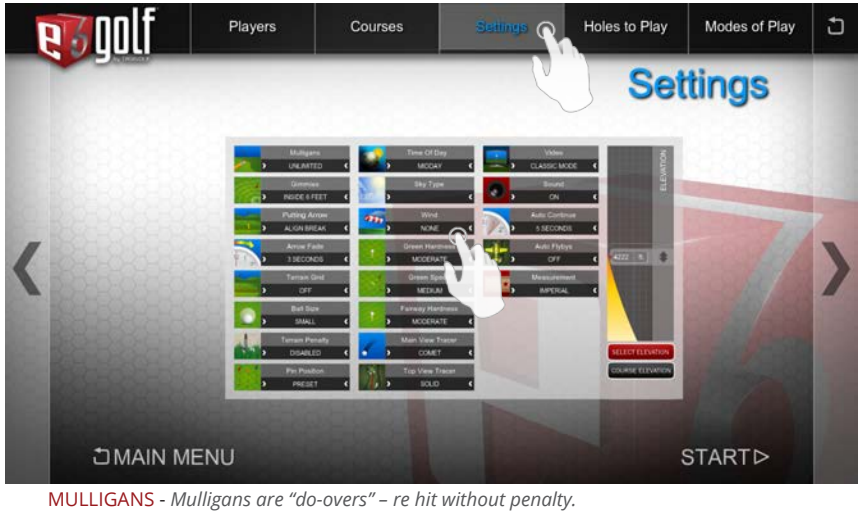
8 ST ANDREWS PACK
St Andrews Old Course
St Andrews New Course
St Andrews Jubilee Course

SETTINGS

NAVIGATE to the SETTINGS screen

NOTE: There are multiple ways to navigate between screens: tap menu items, tap directional arrows, or swipe in a horizontal direction.

TAP ANY BUTTON TO CHANGE ITS DEFAULT SETTING



MULLIGANS - *Mulligans are "do-overs" – re hit without penalty.*
- Unlimited / None / 1 / 2 / 5 / 10

GIMMIE RANGE - *Gimmie Range is the distance within which you automatically hole out with a one-putt.*
- Inside 2 / 4 / 6 / 8 / 10 / feet
- Player Decides
- Computer Decides
- Auto score
- Player Putts Out

PUTTING ARROW - *Shows the break and elevation changes between the ball and the hole. Red indicates downhill, Green indicates uphill.*
- Off
- Play Break - *Aligns the Player to the hole, regardless of break.*
- Align Break - *Aligns the Player in the direction of the break.*

PUTTING ARROW FADE - *Specifies how long the Putting Arrow will be displayed before fading away. Select Off to always display the Putting Arrow.*
- Off / 3 / 5 / 7 / 10 / seconds

GRID - *Overlays the terrain to highlight undulations and elevation changes.*
- Off / Near Green / Always On

BALL SIZE - *Changes the visibility of the golf ball.*
- Small / Medium / Large

TERRAIN PENALTY - *Imposes a spin modifier based on the grass type and location in the grass.*
- Enabled / Disabled

PIN POSITIONS - *6 pin positions for each level of difficulty*
- Preset / Easy / Medium / Hard

TIME OF DAY - *Changes the lighting schemes.*
- Morning
- Midday
- Afternoon
- Evening

SKY TYPE - *Changes the visual appearance of the sky.*
- Clear
- Partly Cloudy
- Cloudy
- Random

WIND - *Wind intensity effects ball flight*
- None
- Breezy
- Windy
- Strong

GREEN HARDNESS - *Amount of bounce the golf ball has on the green.*
- Soft
- Moderate
- Hard

GREEN SPEED - *Amount of roll the golf ball has on the green.*
- Slow
- Medium
- Fast

FAIRWAY HARDNESS - *Amount of bounce the golf ball has on the fairway.*
- Soft
- Moderate
- Hard

MAIN VIEW TRACER - *A tracer is a colored line that shows the flight of the ball.*
- Solid - *Tracers stay permanently visible*
- Comet - *Tracers fade away*
- Off

TOP VIEW TRACERS - *A tracer is a colored line that shows the flight of the ball.*
- Off / Solid

CAMERA
- Classic Mode - camera does not follow the ball
- Ball Mode - *Camera follows the ball*
- TV Mode - *Camera shows different views*

SOUND
- On / Off

AUTO CONTINUE - *The length of time before the game automatically continues after a shot.*
- Off / 3 / 5 / 7 / 10 / seconds

FLYBYS - *These are aerial previews of each new hole.*
- On / Off

MEASUREMENT
- Imperial - *yards / feet / inches*
- Metric - *meters / centimeters*

ELEVATION - *Set the desired elevation*
- Select Elevation - *Select the desired elevation*
- Course Elevation - *Play at the actual course elevation*

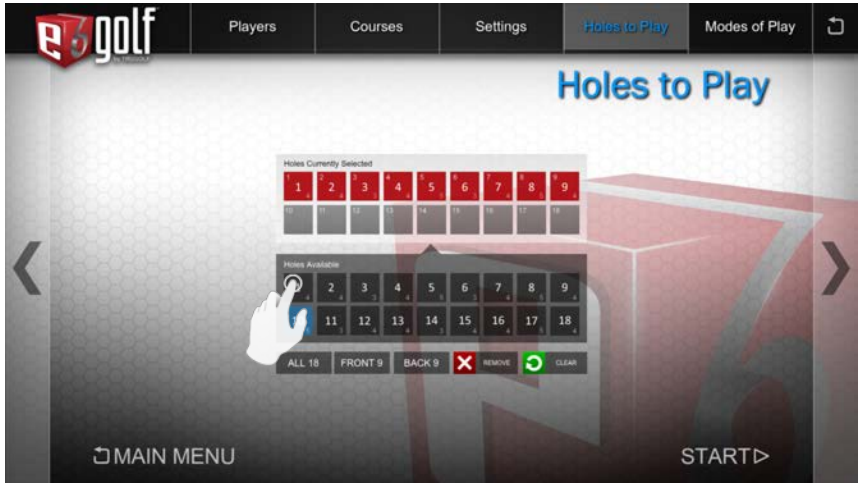
HOLES TO PLAY

NAVIGATE to the HOLES TO PLAY screen

NOTE: There are multiple ways to navigate between screens: tap menu items, tap directional arrows, or swipe in a horizontal direction.

1. By default all 18 holes have been selected to be played in order.
2. Tap **CLEAR** To choose any combination of holes.

HOLES CURRENTLY SELECTED - A red box indicates which hole(s) will be played and in which order. **PAR** is indicated in the Lower Right Corner. **PLAY ORDER** is displayed in the Upper Left Corner of the buttons.



HOLES AVAILABLE - Will add hole to next available spot in Holes Currently Selected.
ALL 18 - Override Holes Currently Selected and play all 18 holes in the correct order.

FRONT 9 - Override Holes Currently Selected and play **ONLY** the front 9 from the chosen course.

BACK 9 - Override Holes Currently Selected and play **ONLY** the back 9 from the chosen course.

REMOVE - Removes the last hole from Holes Currently Selected window.

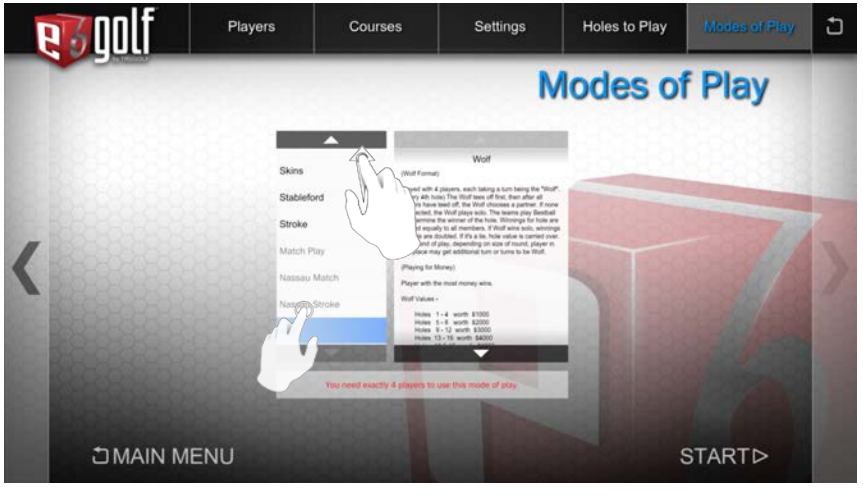
CLEAR - Clears ALL Holes Currently Selected.

MODES OF PLAY

NAVIGATE to the MODES OF PLAY screen

NOTE: There are multiple ways to navigate between screens: tap menu items, tap directional arrows, or swipe in a horizontal direction.

1. VERTICAL SWIPE or TAP the UP/DOWN ARROW buttons to browse the LIST.
2. TAP the desired Mode of Play to SELECT.



NOTE: Stroke is the standard mode of play. A description is displayed of the selected Mode.

START

Select **START** to begin the round or to make modifications SELECT any of the sub menu items.

PLAYERS - Add Players to a round
COURSES - Select the desired course to play
SETTINGS - Set conditions and round options
HOLES TO PLAY - Set the desired holes to play
MODES OF PLAY - Select from 36 different styles of play
PREVIOUS MENU ⮌ - Return to the previous menu

PLAYING A ROUND
ON SCREEN INTERFACE

USER INTERFACE:

- E6 Menu Button
- Information Box
  - Course Name
  - Hole
  - Par
  - Distance from the ball to the pin
  - Player Name
  - Scoring
  - Shot Number
  - Difference in Elevation between the ball and the pin
  - Tracking System Status
  - Wind speed and direction
  - Select Club (only available with some tracking systems)
- Hole Top view

QUICK ACCESS BUTTONS
To access these features, touch/click the indicated area

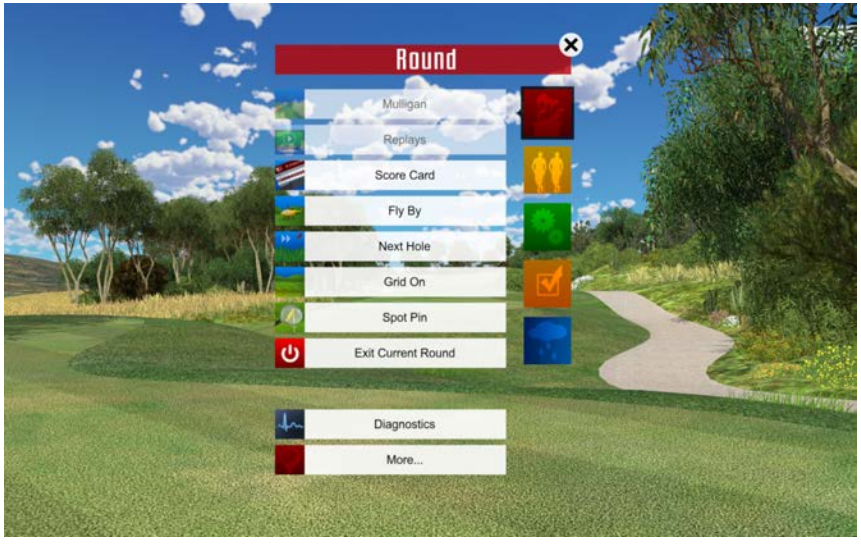
1. View Scorecard
2. Spot Pin

E6 MENU

To access the in game menu Tab the E6GOLF MENU ICON in the BOTTOM LEFT CORNER while in PLAY, PRACTICE OR EVENT MODES.

ROUND MENU:

MULLIGAN: If available, undo the last shot.
REPLAY: Show a replay of the last shot.
SCORE CARD: Display the score card for the current round.
FLY BY: Show a fly by of the current hole.
NEXT HOLE: Advance ALL players to the next hole; all players receive a set score based on the mode of play.
GRID: On or Off
SPOT PIN: Close-up view of pin location
EXIT CURRENT ROUND: Exit Round
DIAGNOSTICS: Assists in troubleshooting tracking system
MORE: More Round Settings
IN-ROUND PRACTICE: Enter Practice Mode while in-round
MODE OF PLAY RULES: Displays rules for current Mode
BACK: Return to the E6 Menu



PLAYER MENU:

DROP: Drop the ball.
PICK UP: Advance the current player to the next hole and receive a set score based on the mode of play.
CONCEDE: Concede the hole.
NOTE: This option is only available in certain modes of play, such as Match Play.

BOOST: Boost your hitting power.
BACK: Return to the E6 Menu.
MANAGE PLAYERS: Add, remove, or change settings of a players
MORE: More Player Menu settings.
STATS: Current Round Stats
LIFETIME STATS: Lifetime stats for a Player (must me logged in).
SKIP OPTIONS:
SKIP PLAYER ONCE: Skip the current Player one time.
SKIP PLAYER TILL END OF HOLE: Allow all other Players to finish the hole before the current Player hits again.
SKIP PLAYER TILL END OF ORDER: Allow all other Players to hit before the current Player.
SKIP TEAM ONCE: Same as Skip Player Once (above) in a Team mode of play.
SKIP TEAM TILL END OF HOLE: See above.
BACK: Return to the E6 Menu.

OPTIONS MENU:

CAMERA MODE: Classic, Ball, or TV Mode
SOUND: On or Off
AUTO CONTINUE: The length of time before the game automatically continues after a shot.
MAIN VIEW TRACERS: Solid, Comet, or Off
TOP VIEW TRACERS: Solid or No Tracer
AUTO FLY BY: These are aerial previews of each new hole. Select On or Off
MEASUREMENT: Imperial or Metric

SETTINGS MENU:

GIMMIES: Select the number of gimmies.
PUTT ARROW: Select Off, Play Break, Align Break
PUTT ARROW FADE: This is the length of time the Putt Arrow is on screen.
GRID: Select On Green, Always On, Always Off
BALL SIZE: Select Small, Medium, or Large
ELEVATION: Select Course Elevation to play the course at its actual elevation or Select Elevation and move the slider.

CONDITIONS MENU:

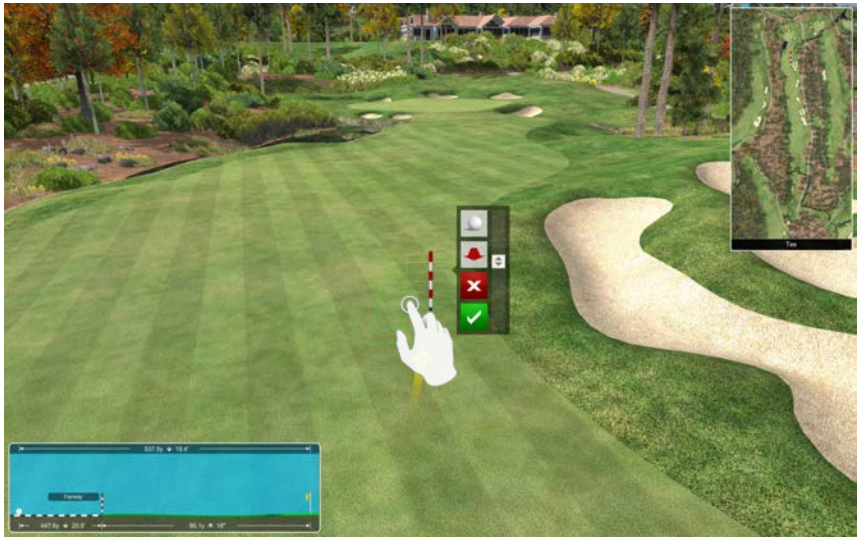
GREEN SPEEDS: Select Slow, Medium, or Fast
GREENS HARDNESS: Select Soft, Moderate, or Hard
FAIRWAYS HARDNESS: Select Soft, Moderate, or Hard
TERRAIN PENALTY: Enable or Disable
Note: The Terrain Penalty feature allows you to turn the affects of taller grass on your ball ON or OFF.
WEATHER: Select Clear, Partly Cloudy, Cloudy, or Random
WIND: Select No, Breezy, Windy, Strong Wind
NOTE: Wind Speed and Wind Direction can both be specified in more detail in Practice.
TIME OF DAY: Change the time of day. This will dramatically change the lighting on the course.

CLOSE BUTTON: Press Close to take you back to the round.

AIMING YOUR SHOT

You are automatically aimed at either the center of the fairway or the pin, whichever is appropriate. To adjust the direction you are aimed:

1. Click or touch the terrain either on the course or in the Top View window to display the red and white striped AIM MARKER.
2. Drag the AIM MARKER to where you want to aim.
3. Select the CHECK MARK button.
4. To cancel the alignment choice, select CANCEL (X).



To reset the aim toward the pin or center of the fairway, display the Aim Marker and then select the RESET button.

Toggles between viewing the Aim Marker from the direction of the Ball or Flag.

Zooms the view closer to or farther from the Aim Marker. *You can move the slider to zoom in or out.*

SWING ANALYSIS: POST SHOT

After a shot, a variety of options are displayed:

CONTINUE: Accept the shot and continue.

NOTE: By default, if the ball is in play, CONTINUE is automatically selected after five seconds. To change this setting go to Options Menu (see Options Menu page 8).

MULLIGAN: If available, select to rehit without penalty.
PENALTY REHIT: If available, select to rehit with a penalty.

NOTE: This is available only after the ball is hit out of play. The errant shot counts for one stroke and there is a one-stroke penalty.

PICKUP: Advance to the next hole and receive a set score dependent on the mode of play.
DROP: If available, drop the ball in the best allowable location.

NOTE: This is available only after the ball is hit out of play and only if there is an acceptable drop location. The errant shot counts for one stroke and there is a one-stroke penalty.

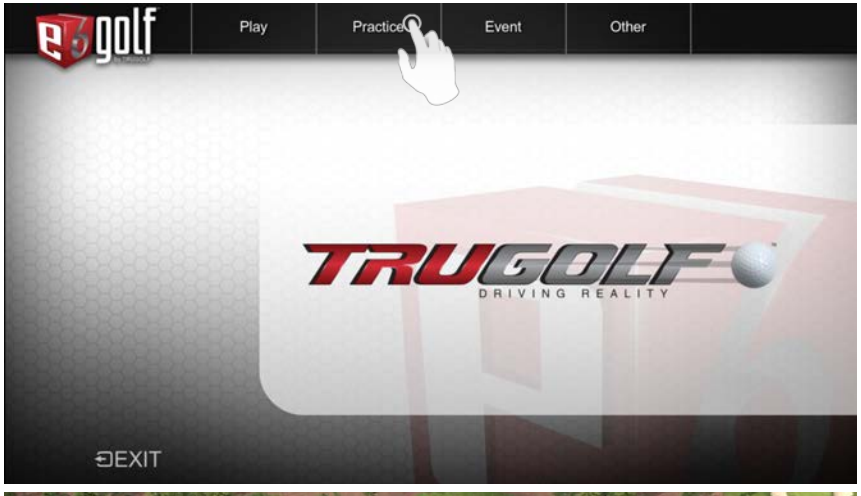
REPLAYS:

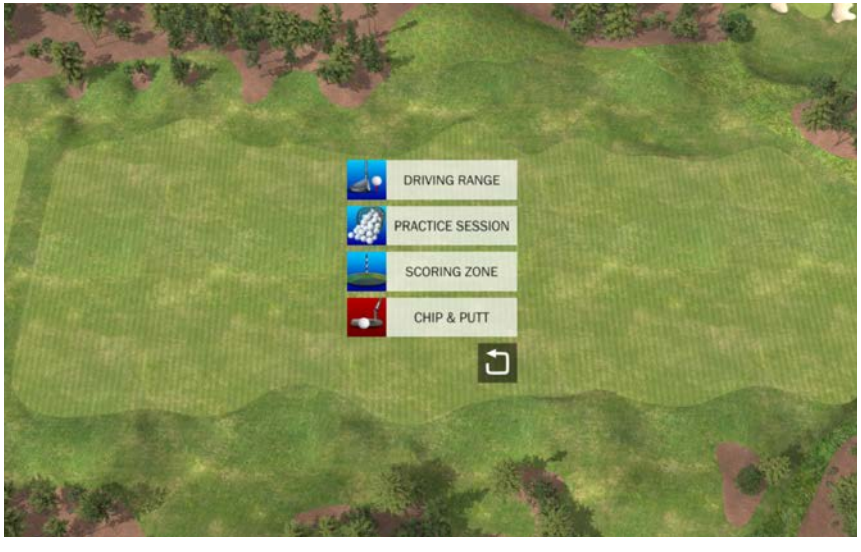
1. TV: Show a replay of the shot from several different views.
2. BALL CAM: Show a replay following the ball flight.
3. FORWARD: Show a replay from the golfer's perspective.
4. REVERSE: Show a replay from where the ball came to rest.

PRACTICE

From the MAIN MENU Select **PRACTICE** then select one of the following options:

1. DRIVING RANGE
2. PRACTICE SESSION
3. SCORING ZONE
4. CHIP & PUTT





DRIVING RANGE

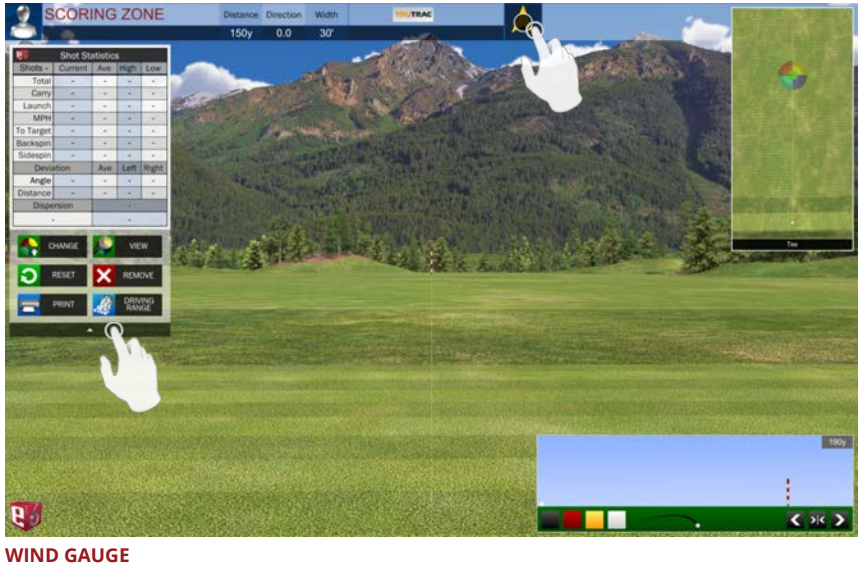
1. From the Main Menu, select **PRACTICE** and then **DRIVING RANGE**.
   –OR–
   From the Practice Area, click or touch the **E6 Cube**.
2. Select **CHOOSE PRACTICE AREA**.
3. Select **DRIVING RANGE**.

ON SCREEN INTERFACE

SHOT STATISTICS

- TOTAL: Total distance of shot(s)
- CARRY: Distance of shot(s) in air
- LAUNCH: Shot angle
- MPH: Ball speed
- TO TARGET: Distance from target
- DEVIATION ANGLE/DISTANCE: Consistency of shots
- DISPERSION: Tracks the spread of multiple shots.
- SPIN: Ball Spin (available with some tracking systems)

IMPORTANT: The Shot Statistics Box also has a drop-down menu which is opened by clicking the arrow at the bottom of the box.



WIND GAUGE

1. Click or touch the **WIND** GAUGE to adjust the wind settings.
2. Click or touch the perimeter of the Wind Gauge to change the wind direction.
3. Drag the attachment on the right up or down to change the wind speed.
4. Select the **Check mark** button to accept the new settings; select the **X** button to cancel.
   Note: The wind can only be adjusted in Practice, and not during regular golf play.

SHOT PROFILE VIEW

- Select a color button to have your shot(s) leave a tracer of that color. This is useful for comparing shots.
- Select the arrow buttons to increase or decrease the area displayed in the TOP VIEW & SHOT PROFILE; select the double arrow button to reset.

CLEAR SHOT STATISTICS

1. Click the arrow at the bottom of the Shot Statistics box to open the drop-down menu.
2. Select **RESET** to clear all shots –OR– select **REMOVE** to clear only the last shot.

PRACTICE SESSION

Practice sessions are a way to practice inside E6 and store all of your data in the cloud. Add clubs to your bag and track the performance of each over time. Analyze how your practice is affecting your game. You can also compare clubs to each to see which is the best one for you or your student.

1. From the Main Menu, select **PRACTICE** and then **PRACTICE SESSION**.
   –OR–
   From the Practice Area, click or touch the **E6 Cube**.
2. Select **CHOOSE PRACTICE AREA**.
3. Select **PRACTICE SESSION**.

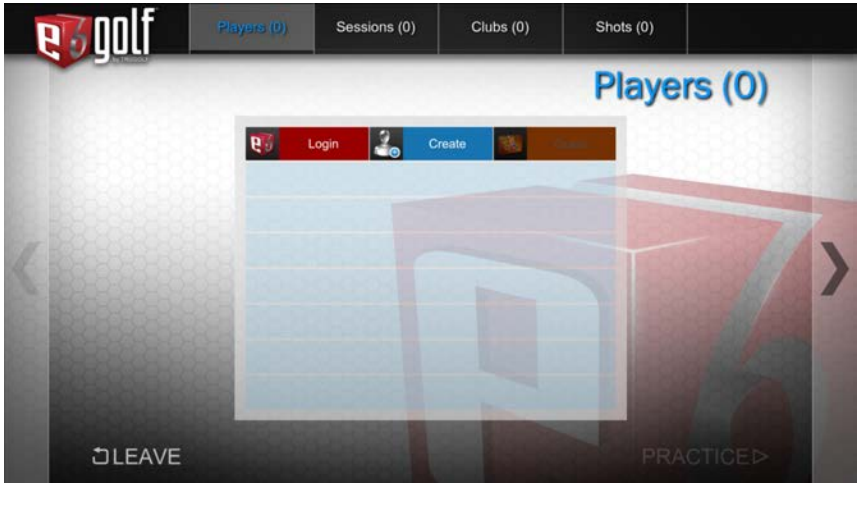
PLAYERS

1. To add players SELECT one of the following options:

   LOGIN - If you already have created a Profile.

   CREATE - Create a Profile. A Player Profile is required to track your stats online and to compete in online events.

2. ADD additional Players (8 players max)
3. To REMOVE a player TAP the LOG OUT icon.

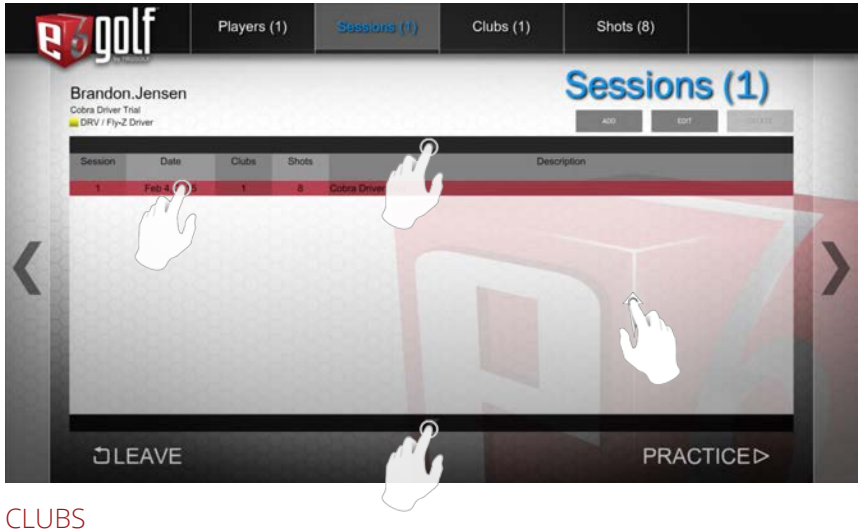


SESSIONS

NAVIGATE to the SESSIONS screen

NOTE: There are multiple ways to navigate between screens: tap menu items, tap directional arrows, or swipe in a horizontal direction.

1. VERTICAL SWIPE or TAP the UP/DOWN ARROW buttons to browse the LIST.
2. TAP the desired Practice Session to SELECT.
   - SELECT **ADD** to create a new PRACTICE SESSION.
   - SELECT **EDIT** to modify an existing PRACTICE SESSION.
   - SELECT **REMOVE** to delete a PRACTICE SESSION.



CLUBS

NAVIGATE to the CLUBS screen

NOTE: There are multiple ways to navigate between screens: tap menu items, tap directional arrows, or swipe in a horizontal direction.

1. SELECT **ADD** to add a CLUB to the Practice Session.
2. SELECT **EDIT** to modify a CLUB.
3. SELECT **COPY** to duplicate a CLUB.
4. SELECT **REMOVE** to delete the selected CLUB.

ADD/EDIT CLUB

MODIFY any of the below options when you ADD or EDIT a CLUB

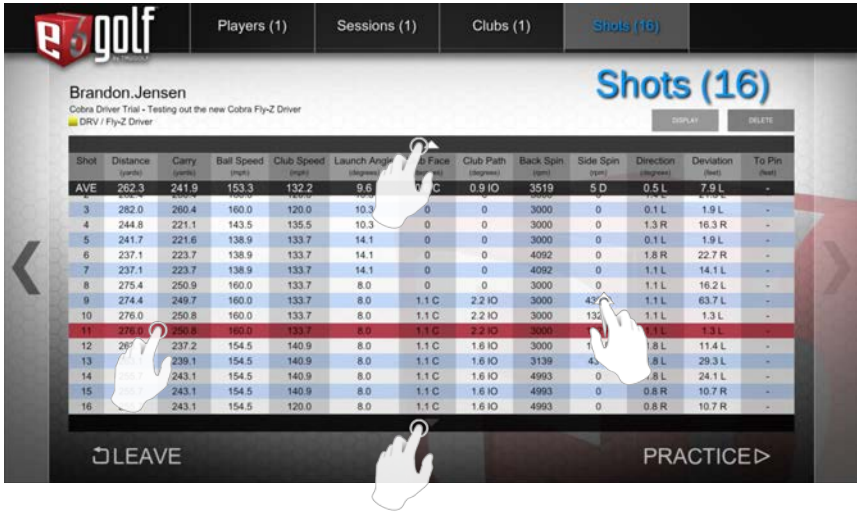
- Name
- Manufacturer
- Model
- Club Type
- Shaft Type
- Shaft Flex
- Loft
- Lie
- Color Swatch

SHOTS

NAVIGATE to the SHOTS screen

NOTE: There are multiple ways to navigate between screens: tap menu items, tap directional arrows, or swipe in a horizontal direction.

1. VERTICAL SWIPE or TAP the UP/DOWN ARROW buttons to browse the LIST.
2. TAP the desired Practice Session to SELECT.
   - SELECT **DISPLAY** to view the POST SHOT ANALYSIS
   - SELECT **DELETE** to remove a SHOT.



THE SCORING ZONE

1. From the Main Menu, select **PRACTICE** and then **SCORING ZONE**.
   –OR–
   From the Practice Area, click or touch the **E6 Cube**.
2. Select **CHOOSE PRACTICE AREA**.
3. Select **SCORING ZONE**.

DISPLAY THE SCORING ZONE

1. On the Driving Range, open the drop-down menu by clicking or touching the arrow at the bottom of the Shot Statistics box.
2. Select **SCORING ZONE**. The Scoring Zone target is displayed on the driving range and in the Top View window.

VIEW SHOT RESULTS

MOVE OR RESIZE THE SCORING ZONE

1. Open the **DROP-DOWN MENU**.
2. Select **CHANGE**. The following options are now available:
   - Increase Width: Expand the target.
   - Decrease Width: Shrink the target.
   - Center Target: Move the target to the center of the fairway.
3. To move the Target, click or touch and drag it.
4. When finished, select **ACCEPT TARGET**.

VIEW SHOT RESULTS

1. Open the **DROP-DOWN MENU**.
2. Select **VIEW**.
   NOTE: The shadowed area shows the Dispersion of shots taken; the cross hairs show the Dispersion midpoint.
3. The Shot box displays the number of shots taken.
4. Select **NEXT** or **PREV** to cycle through the individual shots.
5. Click or touch **REMOVE** to delete whichever shot is highlighted.
6. Drag the slider to zoom in and out.
7. Click or touch **RETURN** to resume hitting.

EXIT THE SCORING ZONE

RETURN TO THE DRIVING RANGE

1. Open the DROP-DOWN MENU.
2. Select DRIVING RANGE.

EXIT OR SWITCH PRACTICE AREAS:

1. Click or touch the E6 CUBE.
2. Select EXIT PRACTICE to exit or CHOOSE PRACTICE AREA to switch Practice Areas.

CHIP & PUTT

1. From the Main Menu, select **PRACTICE** and then **CHIP & PUTT**.
   –OR–
   From the Practice Area, click or touch the **E6 MENU**, and then select **CHOOSE PRACTICE AREA**.
2. Select **CHIP & PUTT**.
3. Select the **FLAG** button in the top right corner.
4. Move the Flag icon to – or click/touch – where you want the hole to be.
5. Select the **BALL** button.
6. Move the Ball icon to – or click/touch – where you want to putt from.
   NOTE: The distance and difference in elevation between the ball and the pin are displayed in the upper right corner.
7. Click the **CHECK MARK** button to accept the settings and start practice.
8. Click the **(X)** button to return to the last setting.

READ CHIP OR PUTT

1. Click or touch anywhere on the terrain to display the AIM MARKER & GRID.
2. Move the AIM MARKER & GRID to highlight the undulations of the terrain.
   NOTE: Red indicates a downhill break, green uphill.
3. Click the **BALL** button to toggle between an elevated and ground level view.
4. In the elevated view, click **FLAG** button to toggle between a view from behind the pin and a view from behind the ball.
   NOTE: While in the elevated view you can move the slider to zoom in or out.
5. To set up in a direction other than at the pin, you must be at ground level. Click or touch anywhere on the terrain to display the AIM MARKER & GRID, move it to where you want to face, and then select the **CHECK MARK** button.
   NOTE: To reset view to face the pin, click or touch the terrain (to display the AIM MARKER & GRID) and then click the FLAG button.

CHANGE THE BALL AND/OR PIN POSITION

1. Click the **ARROW** at the bottom of the Shot Statistics box in the upper left corner to open the drop-down menu.
2. Select **CHANGE**.

ONLINE EVENTS

From the **MAIN MENU**, select **EVENT**.

PLAYERS

1. To add players SELECT one of the following options:

   LOGIN - If you already have created a Profile.

   CREATE - Create a Profile. A Player Profile is required to track your stats online and to compete in online events.

   GUEST - Guests *cannot* compete in online events.

2. ADD additional Players (8 players max)
3. To REMOVE a player TAP the LOG OUT icon.

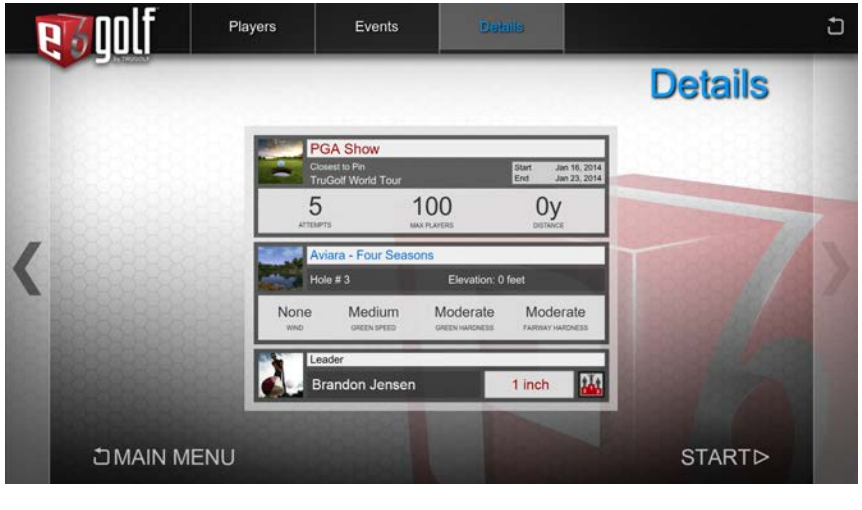
EVENTS

NAVIGATE to the EVENTS screen

NOTE: There are multiple ways to navigate between screens: tap menu items, tap directional arrows, or swipe in a horizontal direction.

1. SELECT an **EVENT** by TAPPING on a row in the LIST.
2. **DETAILS** of the Event will be displayed automatically.

DETAILS



START

Select **START** to begin the EVENT.

–OR–

NAVIGATE back to EVENTS to select another EVENT.

NOTE: There are multiple ways to navigate between screens: tap menu items, tap directional arrows, or swipe in a horizontal direction.

CREATE EVENT

CREATED EVENTS ARE ONLY AVAILABLE ON YOUR LOCAL SYSTEM.

From the **MAIN MENU**, select **EVENT**.

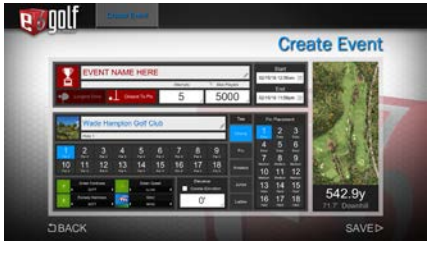
PLAYERS

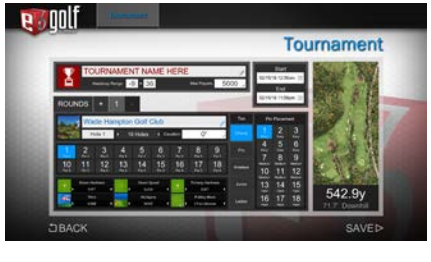
1. LOGIN
2. Navigate to EVENTS

NOTE: There are multiple ways to navigate between screens: tap menu items, tap directional arrows, or swipe in a horizontal direction.

EVENTS

1. SELECT **CREATE.**
2. SELECT the type of EVENT.
   a. Closest to the Pin
   b. Longest Drive
   c. Stroke Play
3. Set the desired OPTIONS for the EVENT.
4. Tap **SAVE**





5. Select the **EVENT** by TAPPING on the row in the LIST.
6. **DETAILS** of the Event will be displayed automatically.
7. Select **START** to begin the EVENT.

e6 golf by TRUGOLF

System Requirements:
i3, i5, i7 (2.0Ghz or equivalent), 4GB RAM,
25GB free hard drive space, DVD drive, Windows 7|8|10
1GB NVIDIA GTX 460 / ATI Radeon HD 6000 Series or higher

TRUGOLF
DRIVING REALITY

E6GOLF.COM