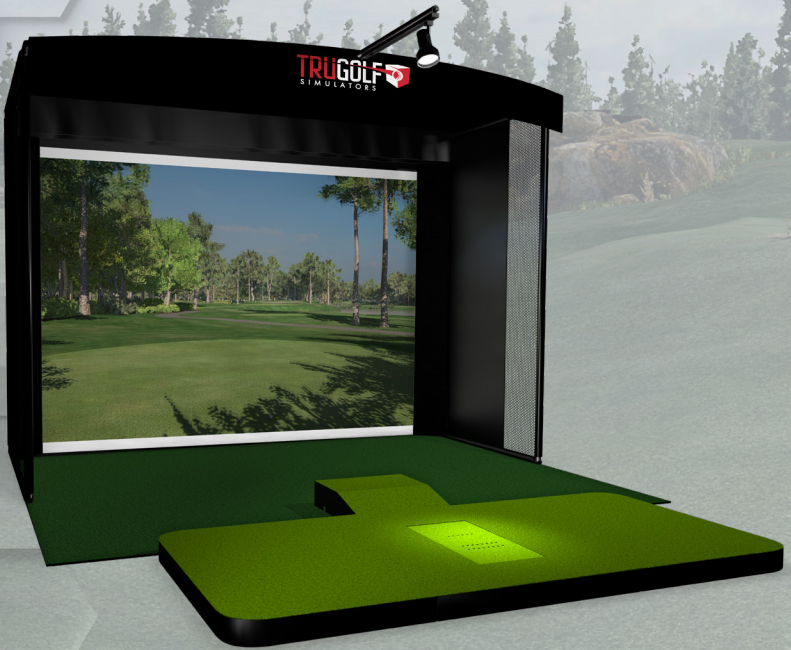




TRUGOLF
SIMULATORS



VISTA 

VISTA 12 & VISTA 10
INSTALLATION GUIDE

IMPORTANT SAFETY INSTRUCTIONS

READ ALL INSTRUCTIONS

ELECTRICAL HAZARD

All electrical systems have the potential to cause harm. When working with provided electronics, proceed with caution to avoid risk of: Electrocutation, Fire, and more.

ELECTRICAL SAFETY GUIDELINES

- Inspect portable cord-and-plug connected equipment, extension cords, power supplies before use. If the product is damaged DO NOT USE and contact TruGolf.
- Only use provided Electronic components, approved by TruGolf.
- Risk of electric shock is greater in areas that are wet or damp; do not place TruGolf products near moisture.
- Always disconnect power source first before handling electric apparatus.

SAFETY AND SETUP GUIDELINES

- The mandatory footprint for the simulator is 15 feet wide by 10 feet high by 18 feet deep. If your space does not have sufficient space, we cannot guarantee the functionality or safety of the simulator.
- Because the simulator uses sonic triangulation and infrared light, the location must meet strict ambient requirements.
 - Textured walls or material are required to dampen reverberation. If your room is taller than 10 feet high, or if your walls are concrete, please speak with a Sales Representative about ways to improve the performance of the simulator.
 - The simulator must be able to clearly distinguish the sounds of the impact of individual shots to work. Any space with too much reverb or echo will interfere with the performance of the simulator.
- Only one individual may use the simulator at a time. All other individuals must retreat to a position at least 5 feet behind the user, giving the user enough space to swing safely.

Congratulations on your purchase of a TruGolf simulator! We are thrilled to have you as part of our team. Throughout the years, TruGolf's simulators have been used in country clubs, training facilities, sports clubs, and private residences around the world. Our customers love the realism provided by our units. Before you begin play, be aware of the following safety and set up guidelines. Failure to follow these guidelines may result in personal injury or degrade the performance of the simulator. **IF YOU HAVE ANY ISSUES WITH SETUP OR OPERATION OF THE SIMULATOR, PLEASE CONTACT OUR SUPPORT TEAM FOR ASSISTANCE.**

CONTACT CUSTOMER SUPPORT
Monday-Friday
9:00 am-5:00pm MST
Toll Free: 877-711-6691
Direct Line: 801-677-1123
<https://trugolf.com/support>

- The simulator is not intended for use by persons (including children) with reduced physical, sensory or mental capabilities, or lack of experience and knowledge, without supervision and instruction concerning use of the simulator by a person responsible for their safety.
- Children should be supervised to ensure that they do not use the simulator in a manner contrary to these guidelines and the intended use.
- Do not use while intoxicated or otherwise impaired.
- The ball must hit the screen – do not hit golf shots that will not hit the impact screen first. Lob shots, flop shots, and other high-trajectory shots are not accommodated in the simulator.
- Users should completely power down the unit after use. Take care to discharge static by unplugging cables from the wall when not in use.
- While setting up the cabling for the simulator, take care to route wires where they will not be stepped on.
 - DO NOT set wires under the projector box, as it may kink, crush, or cut through them.
- DO NOT step on the projector box. It is not designed to support more than 30LBS.
- Mis-hits and shots that fail to stay in the booth may result in damage to the surrounding area or to individuals. To avoid any such damage, ensure to hit the ball to the center of the impact screen avoiding any of the framing or other objects the ball could deflect off of.
- Do not allow anyone to walk around the booth while the simulator is in use, including behind the simulator. People must remain at least 5 feet behind the golfer at all times.
- The simulator is only to be used with the accessories provided. If you need a replacement power supply unit, please contact TruGolf.
 - Accessories include impact screens, hitting surface, microphones, mic cables, power supply unit, grounding cable, and ribbon cable provided.
- Discard golf balls after their protective coating wears off to avoid damage to the impact screen.

TRUGOLF AND ITS RESELLERS SHALL NOT BE RESPONSIBLE FOR ANY DAMAGE OR INJURY CAUSED BY FAILURE TO FOLLOW THESE GUIDELINES. IN NO EVENT WILL TRUGOLF BE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE OR CONSEQUENTIAL DAMAGES OF ANY KIND OR NATURE WHATSOEVER RELATING TO THE SIMULATOR OR THE USE OF OR INABILITY TO USE THE SIMULATOR, INCLUDING WITHOUT LIMITATION, LOST PROFITS, LOST GOODWILL, AND WHETHER BASED ON BREACH OF ANY EXPRESS OR IMPLIED WARRANTY, BREACH OF CONTRACT, TORT (INCLUDING NEGLIGENCE) OR STRICT LIABILITY, REGARDLESS OF WHETHER SUCH PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGE OR IF SUCH DAMAGE COULD HAVE BEEN REASONABLY FORESEEN. SOME JURISDICTIONS MAY NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE FOREGOING LIMITATION MAY NOT APPLY TO YOU. YOUR CONTINUED USE OF THE SIMULATOR SIGNIFIES YOUR AGREEMENT WITH THESE TERMS.

SAVE THESE INSTRUCTIONS

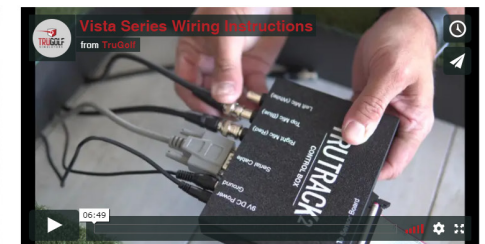
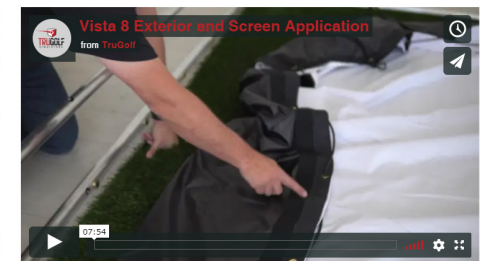
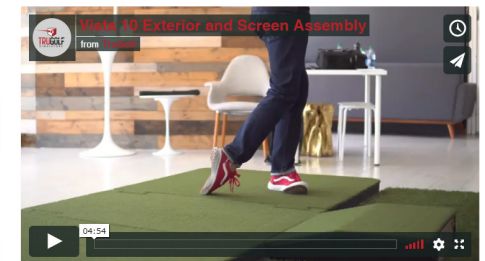
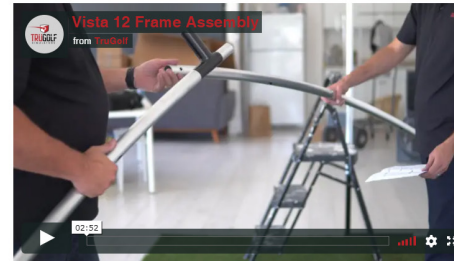
CONTENTS

- Setup Assistance 1
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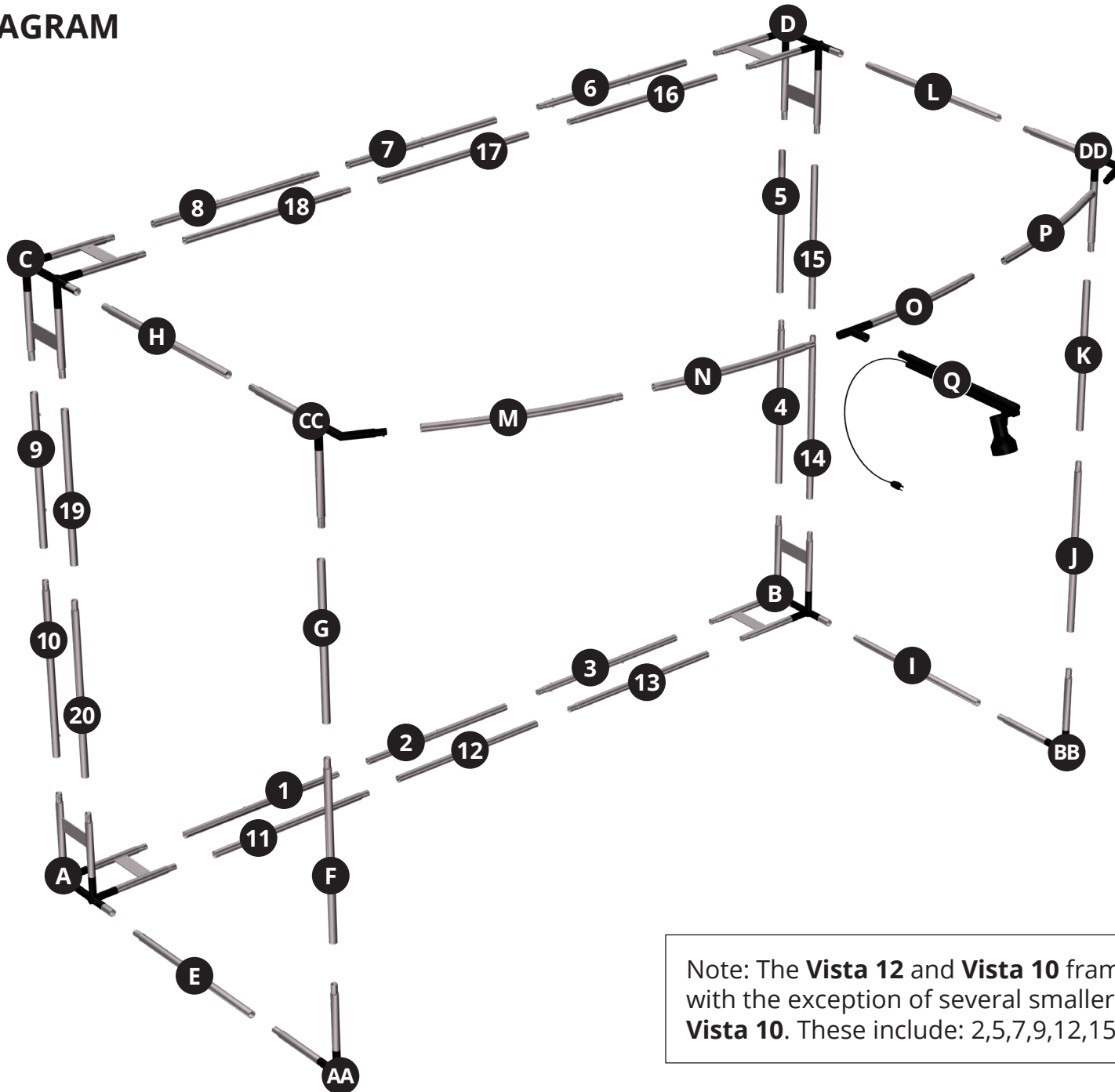
SETUP ASSISTANCE

We suggest you watch a few videos before or during setup to help you assemble your Vista 12 or Vista 10 Golf Simulator.

Visit: <https://trugolf.com/vista-setup>



FRAME DIAGRAM



Note: The **Vista 12** and **Vista 10** frame's assemble the same with the exception of several smaller frame pieces on the **Vista 10**. These include: 2,5,7,9,12,15,17,19,G,K, & M.

ASSEMBLE FRAME

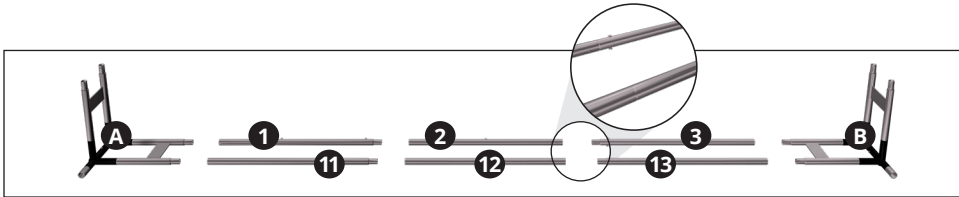
STEP 1 | CORNER PIECES

Start assembling the frame with the back corner pieces labeled **[A]** & **[B]**. Place these several feet from the back wall and 10 feet apart.



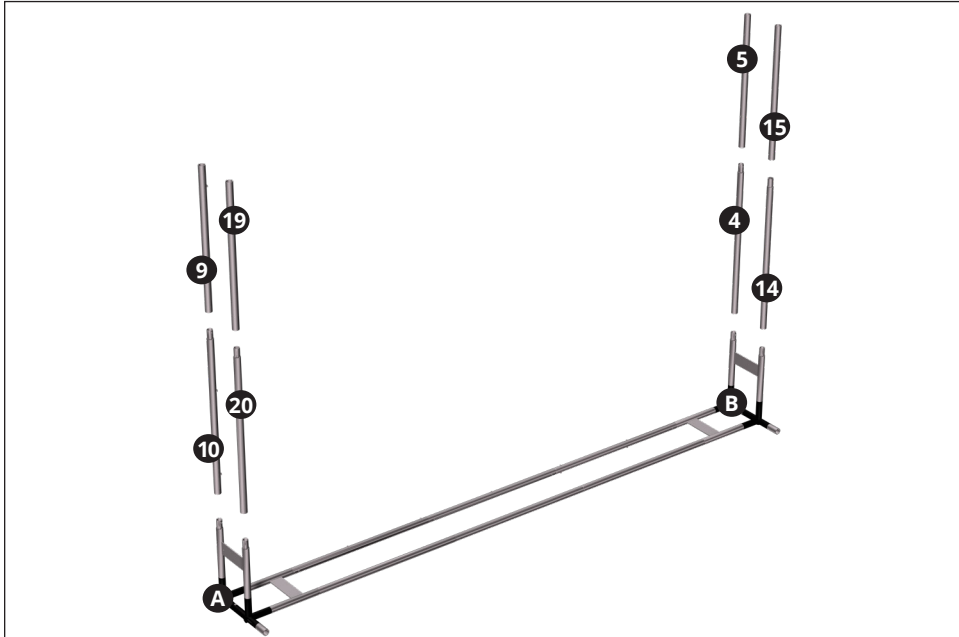
STEP 2 | CONNECT CORNERS

Connect the frame tubular pieces by sliding the male & female ends together until the SPRING BUTTON pushes through the hole and locks the pieces together. Connect corners **[A]** & **[B]** together using the pieces shown below. Use the D-rings to secure the tubular pieces to the **[A]** & **[B]** corners.



STEP 3 | ASSEMBLE SIDES

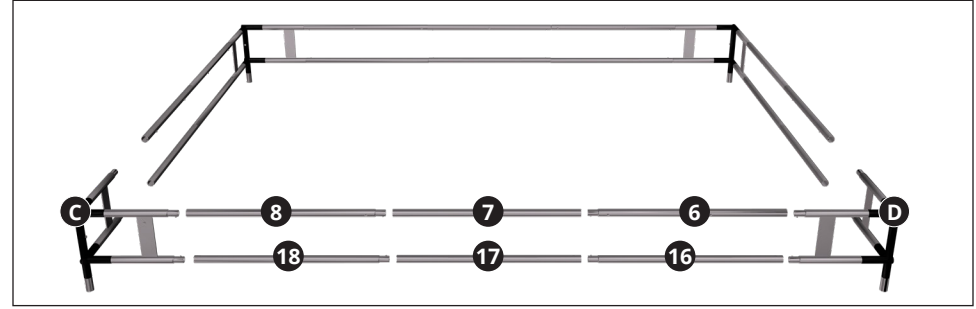
Connect the side frame pieces to the base as shown below.



STEP 4 | TOP CORNER PIECES

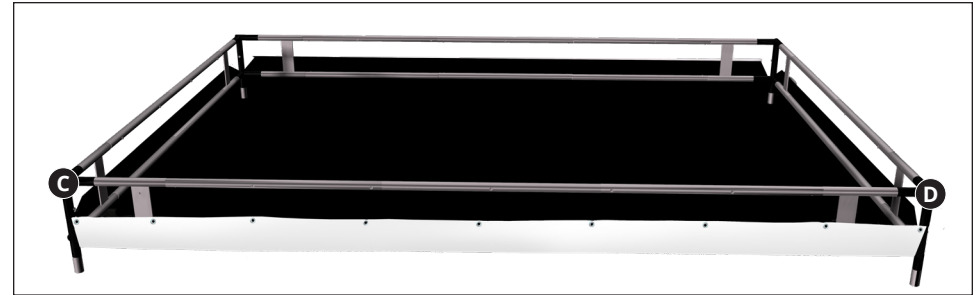
Assemble the top portion of the frame. Connect **[C]** & **[D]** to the sides, then insert the top frame pieces between **[C]** & **[D]** as shown below.

Tip: To make assembling the frame top easier, tip the frame forward and lay it on the ground.

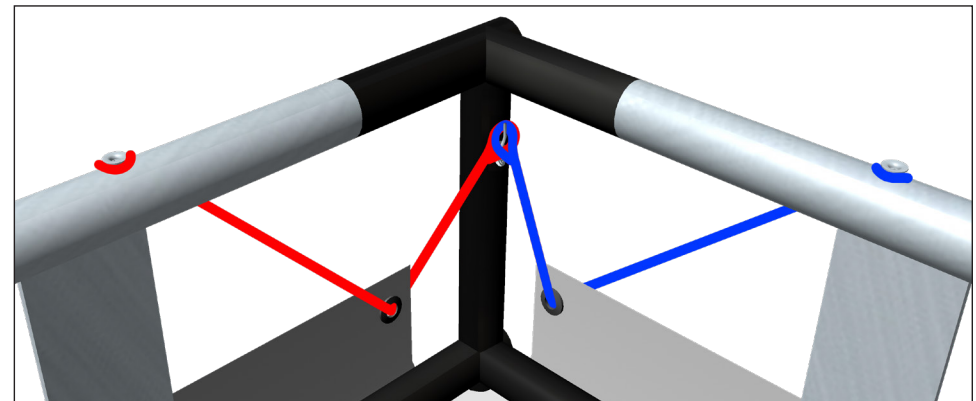


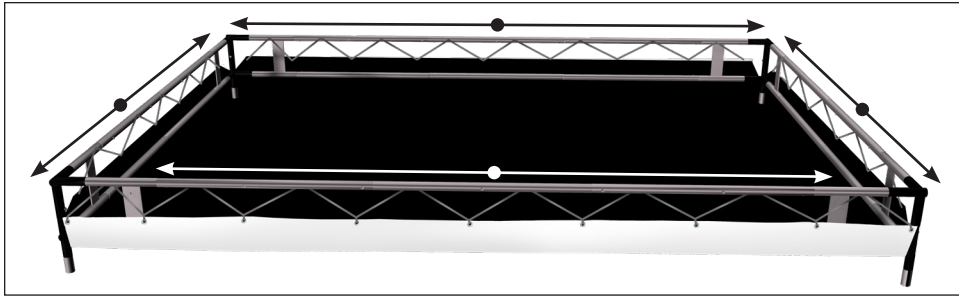
STEP 5 | ATTACH THE SCREEN

From within the frame, unfold the SCREEN, black side up. Make sure the edge labeled TOP is between Corners **[C]** & **[D]**.

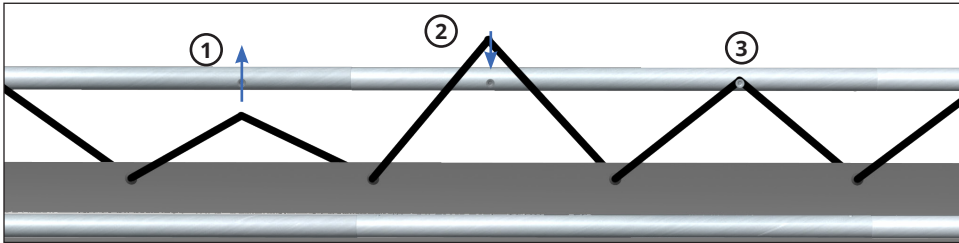


On each corner loop the bungee cord ends over the hooks that are mounted on frame as shown below.





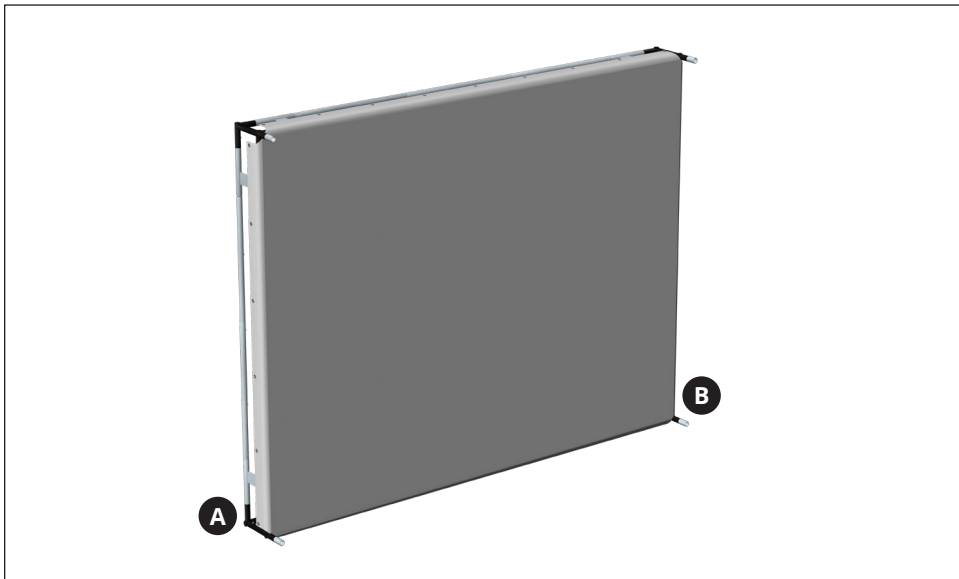
Attach the remaining bungee cord to the frame. Start from the center moving out to the corners.



Stretch bungee cord up and onto the INSIDE KNOBS to create a zigzag pattern.

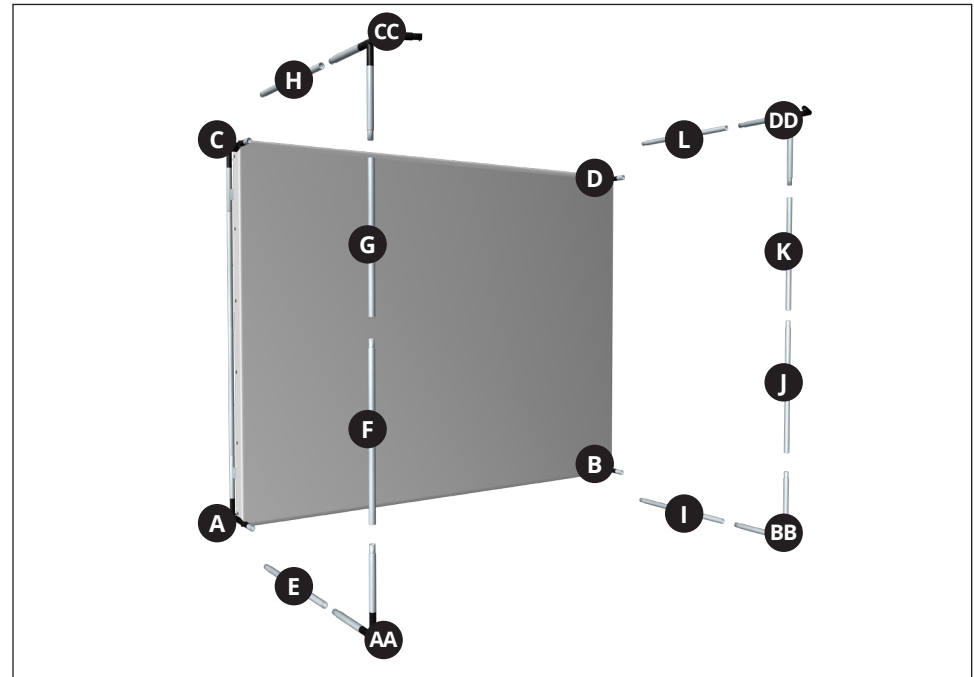
STEP 6 | STAND IT UP

Tip the frame back up so that Corner pieces [A] & [B] are on the bottom.

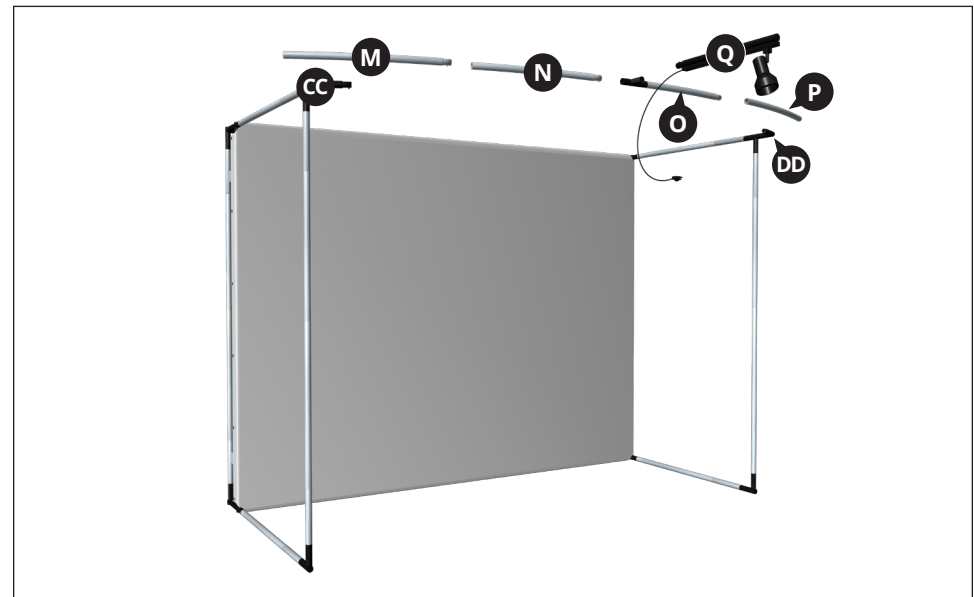


STEP 7 | SIDES AND TOP

Assemble the walls as shown below.



Next, assemble the FRONT of the frame, start from one side and work your way to the other. Connect the LIGHT BAR [Q] last. **See Overhead Light Instructions (pg 20) for connecting light.**



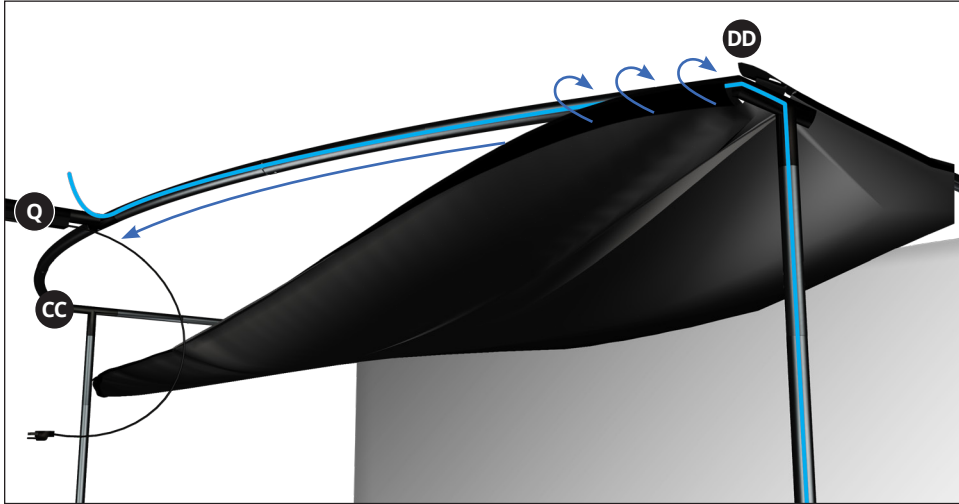
ENCLOSURE

STEP 1 | TOP

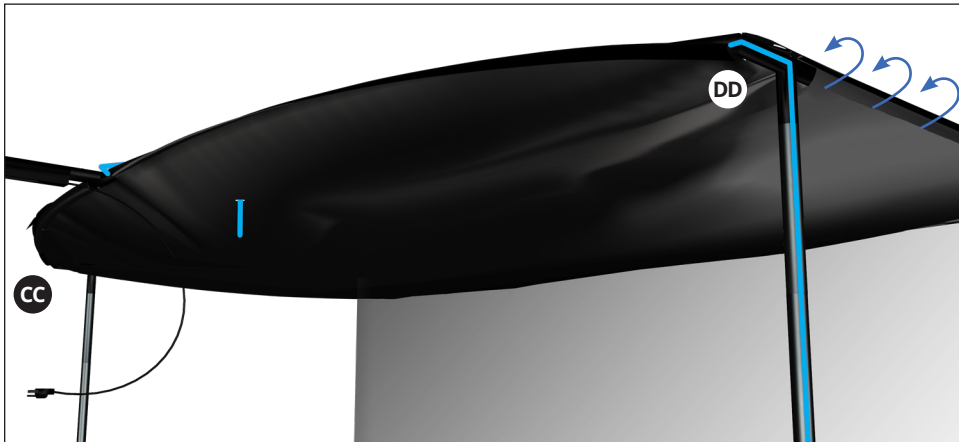
The enclosure is attached by stretching the fabric around the frame attaching the fabric back onto itself using the Velcro.

2 Cables will need to be run along the frame as you wrap.

1. BNC cable (50ft)
2. Power Extension cord for overhead light



Begin installing the top enclosure at pieces **[CC]** & **[DD]** working your way towards **[Q]**, include the cables as you go. Feed BNC cable end through the hole in the ceiling



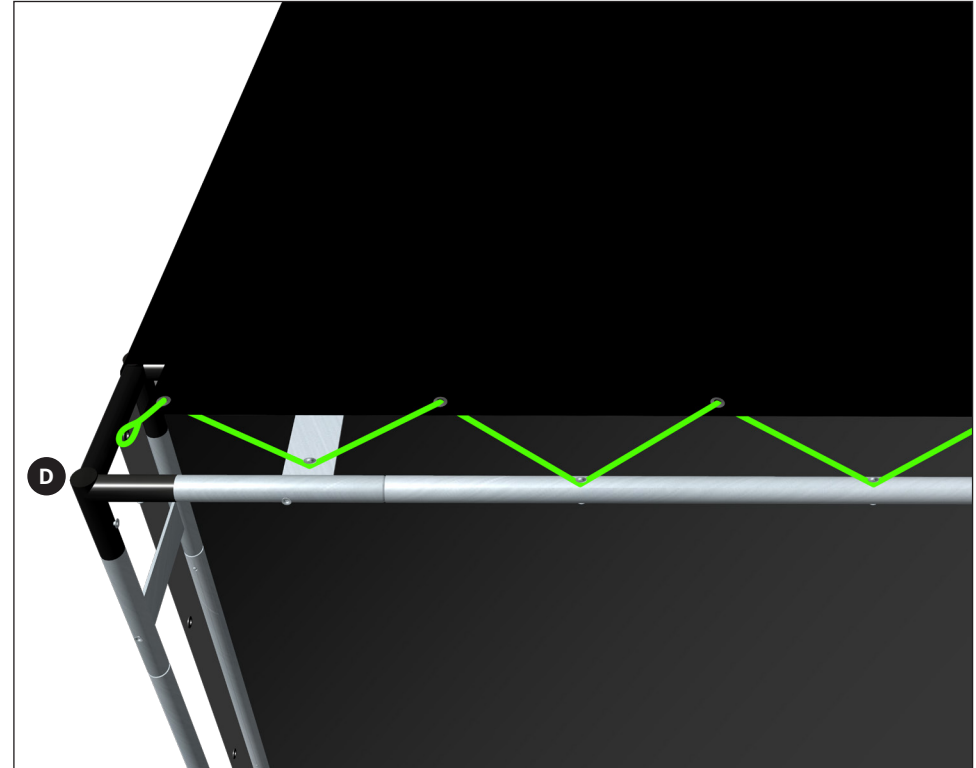
Next, starting from **[CC]** & **[DD]** work your way long the sides towards the back of the frame, stretching the fabric around the frame attaching the fabric back onto itself using the Velcro.

STEP 2 | TOP BUNGEEES

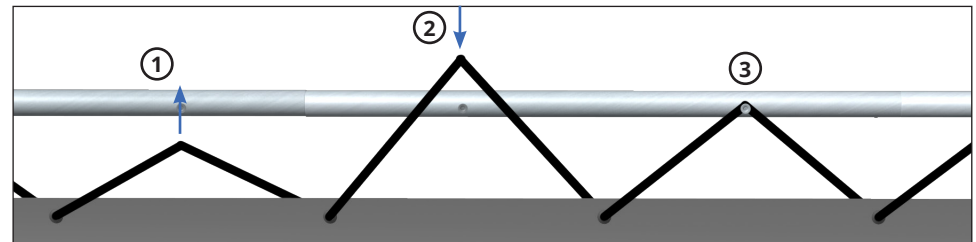
Once the top sides have been attached, continue securing the enclosure back edge to the frame using the integrated bungee system.

TIP: This is done in a similar fashion used to attach the screen.

First, attach the ends of the bungee cord to the frame as shown below.



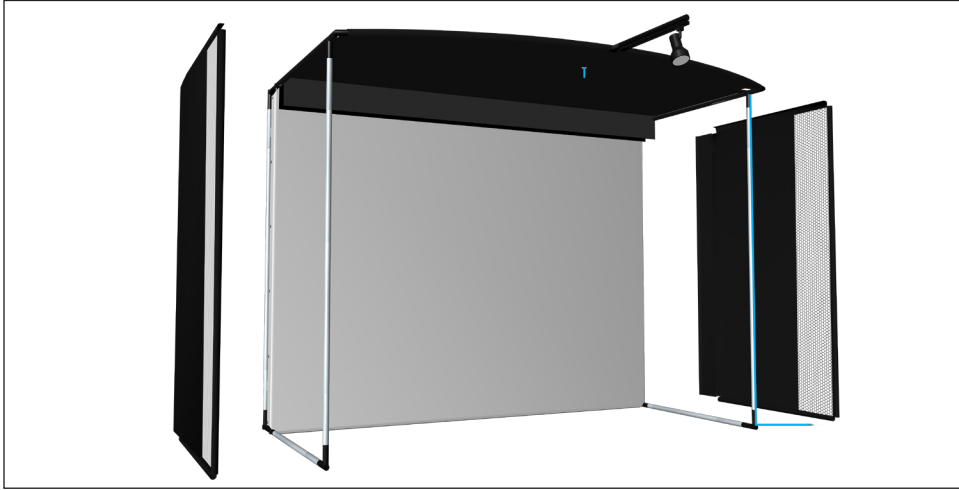
Next, stretch bungee cord onto the TOP KNOBS to create a zigzag pattern, moving from the center out to the ends.



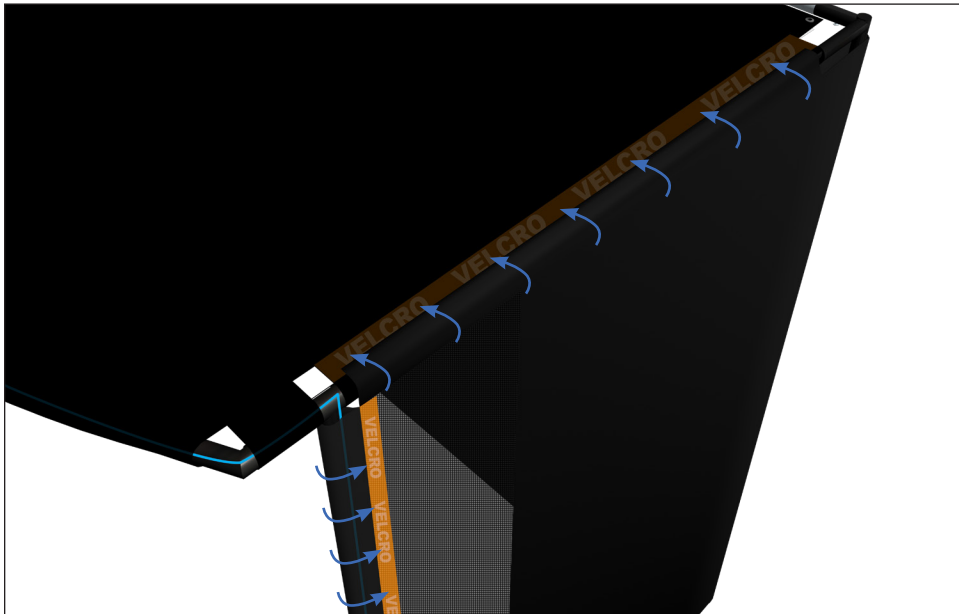
STEP 2 | SIDE WALLS

Attach the SIDE WALLS to the frame.
Connect the SIDE WALLS by first attaching the Velcro on the top edge to the Velcro that runs along the side of the top.

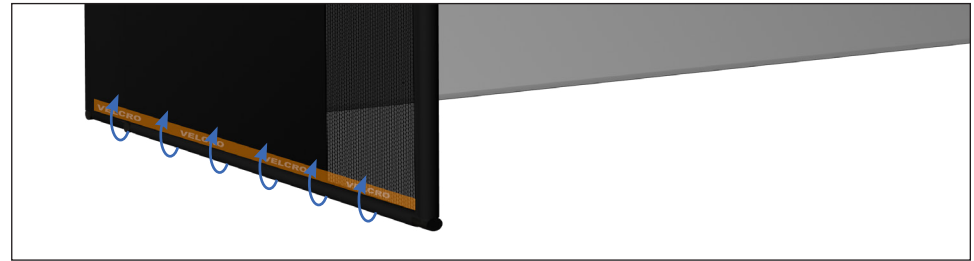
NOTE: Identify the left and right skin by the little neoprene sleeve. The sleeve will be inside the booth and away from the screen.



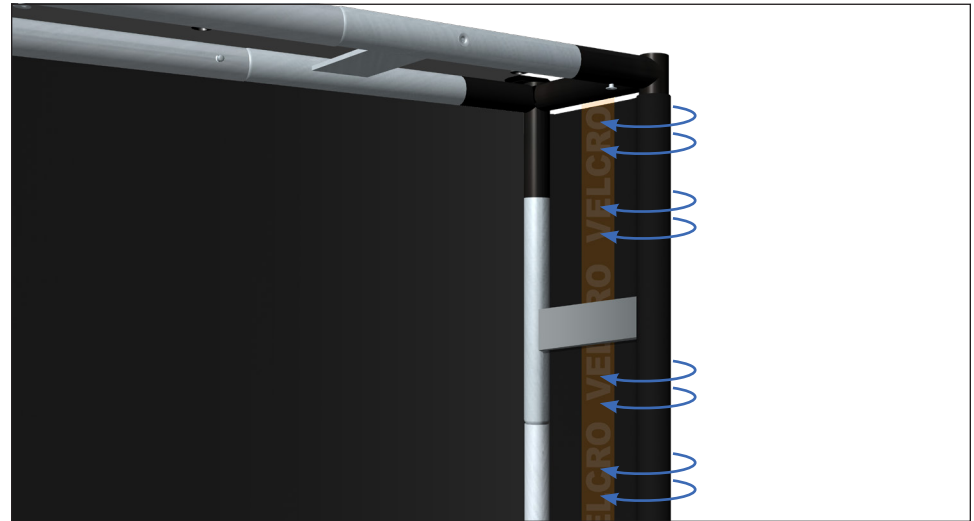
Second, attach the front edges by stretching the fabric around the frame and attaching the fabric back onto itself using the Velcro. Wrap any cables to the frame at this time.



Next, attach the bottom edges using the same technique, stretch the fabric around the frame and attaching the fabric back onto itself using the Velcro.



Lastly, attach the back edges by stretching the fabric around the frame and attaching the fabric back onto itself using the Velcro.

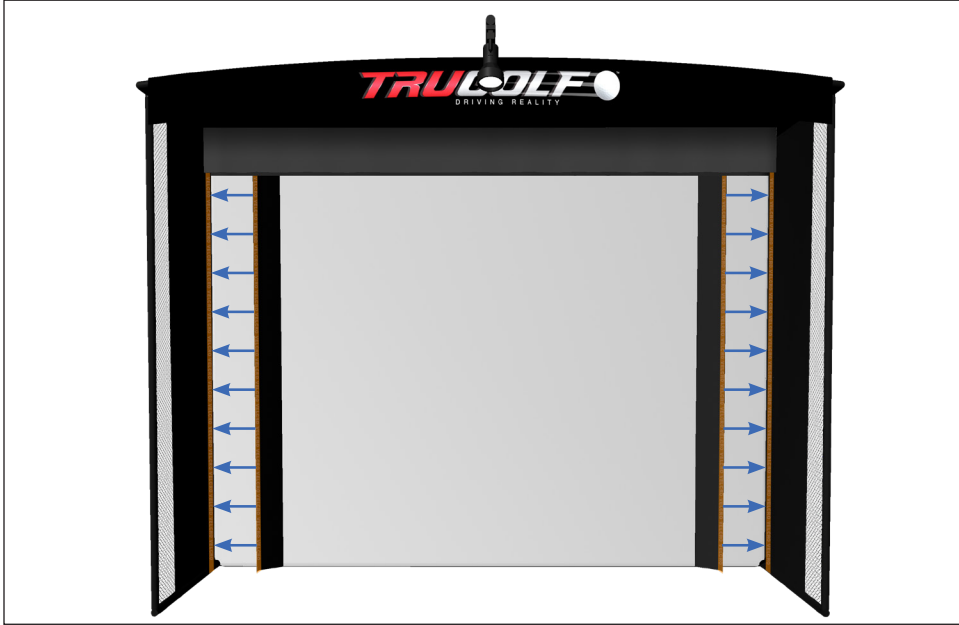
**STEP 3 | AWNING**

Attach the TRUGOLF BANNER to the top front edge of the simulator using the integrated Velcro. Start at the middle of the banner, attaching it around the LIGHT BAR [Q], then move towards the sides.

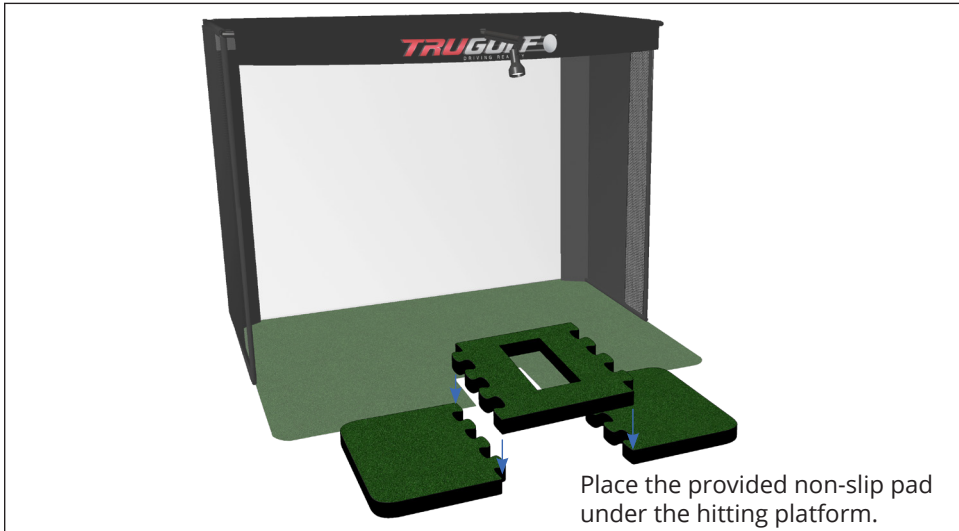


STEP 4 | SIDE BAFFLES

Attach the SCREEN BAFFLES to the SIDE WALLS using the integrated Velcro.

**FLOOR****STEP 1 | TURF & PLATFORM**

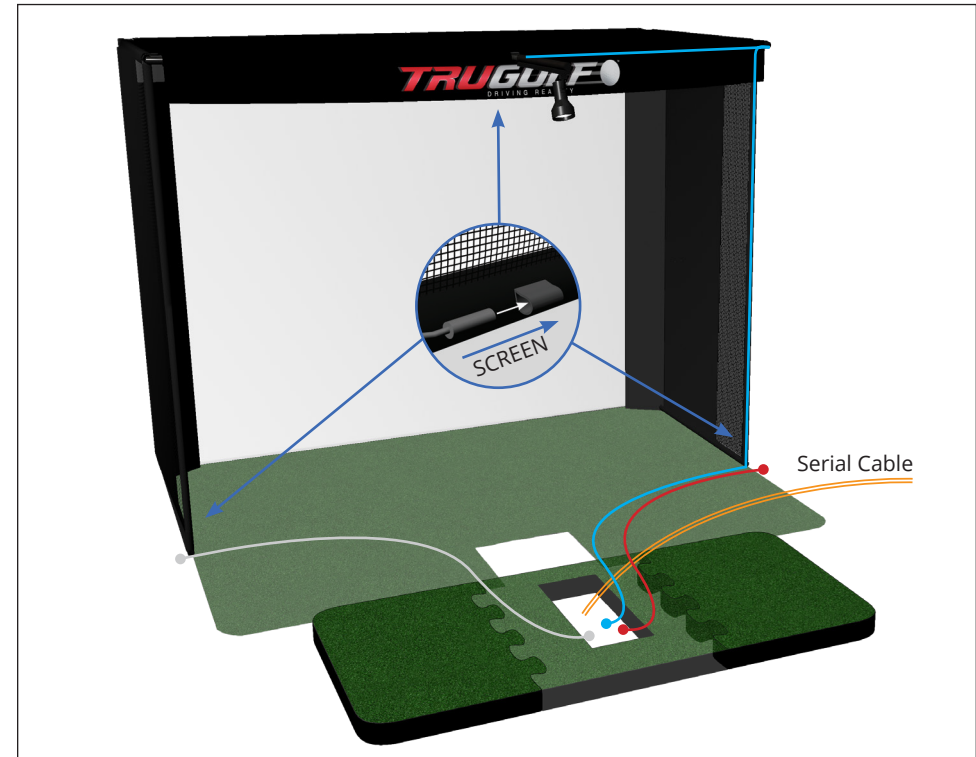
Unfold the TURF and place on the floor within the enclosure as shown below. Assemble the raised HITTING PLATFORM and position at front edge of turf.

**WIRING****STEP 1 | CABLES**

First, run SERIAL CABLE and VIDEO CABLE under the TURF and HITTING PLATFORM to the center cutout. (SERIAL CABLE will be connected to the COMPUTER later.)

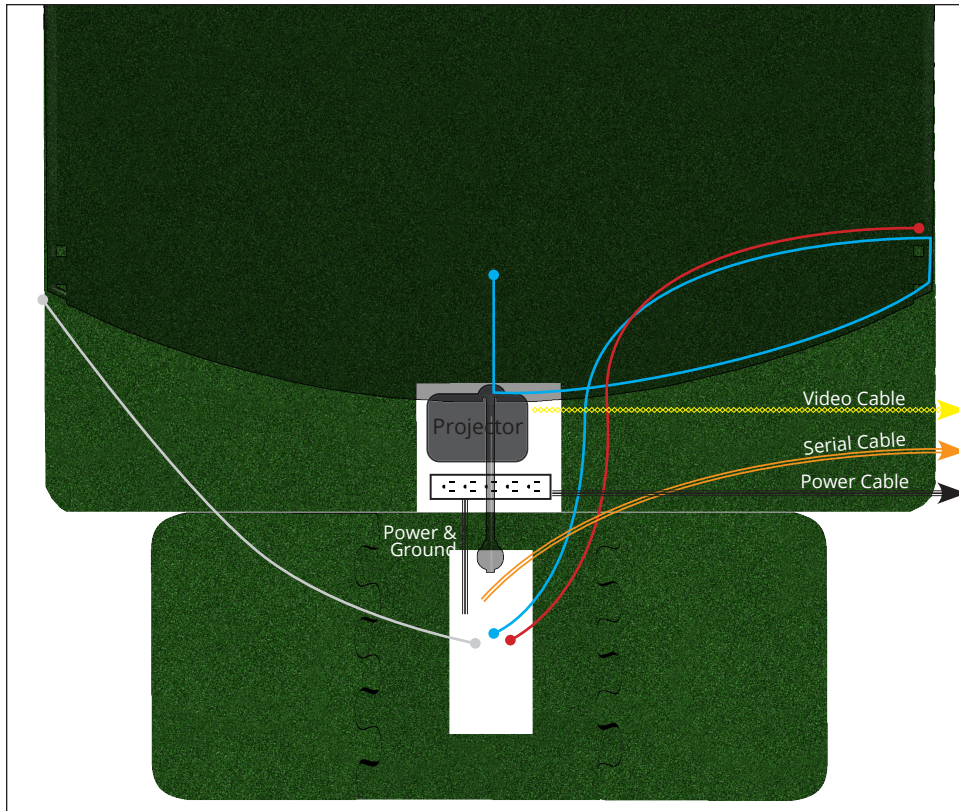
Next, run the **LEFT (25ft), RIGHT (25ft), & TOP (50ft)** BNC MICROPHONE CABLES to the center cutout in the raised HITTING PLATFORM.

NOTE: Minimum 18 inches of slack on all cables connecting to the TruTrack Hitting Mat.

**STEP 2 | MICROPHONES**

Connect MICROPHONE to by twisting connections & place through hole and into sleeve with microphone pointing towards the screen.

NOTE: An extra (1) microphone is included as a spare.

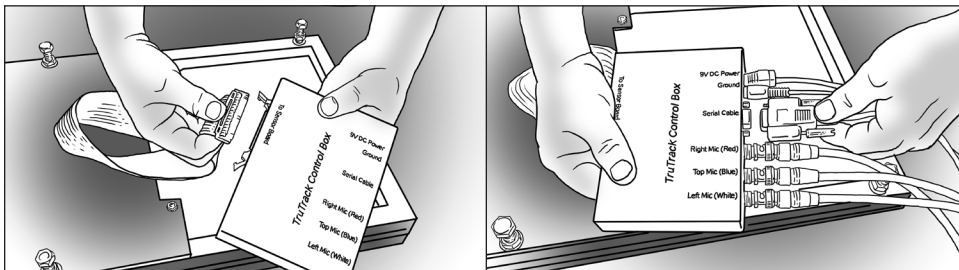


STEP 3 | CONNECT TRUTRACK

Connect the RIBBON CABLE on the HITTING MAT to the TRUTRACK CONTROL BOX.

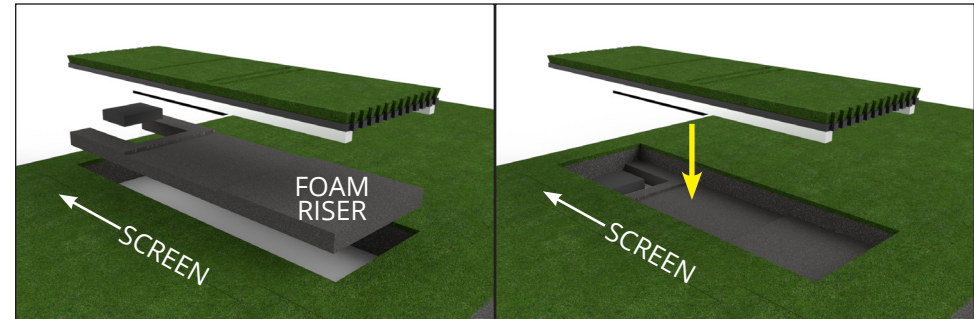
Connect the POWER CABLE, SERIAL CABLE, and the BNC CABLES (x3) from the microphones to the TRUTRACK CONTROL BOX.

To help dissipate static electricity, TruGolf has provided a 3 PRONG CORD to RCA connector as a GROUND. Connect the RCA end to the CONTROL BOX in the port labeled "GROUND" and the 3 Prong end to the PLUG STRIP inside the PROJECTOR BOX.



STEP 4 | HITTING MAT INSTALLATION

Place the FOAM RISER into the cutout of the hitting platform, as shown below, with the notched opening toward the screen.



Press down firmly so the FOAM RISER lies flush against the floor. Place the CONTROL BOX in the notched opening. Attach the TRUTRACK 2 FIBERBUILT HITTING MAT on top of the FOAM RISER.

STEP 5 | PROJECTOR

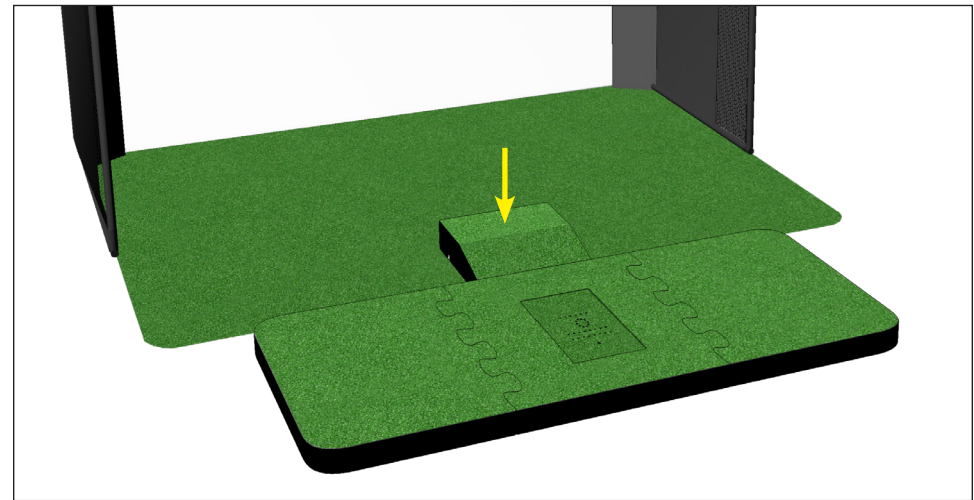
Position PROJECTOR so that lens is centered with the screen. Connect POWER CABLE and VIDEO CABLE to projector.

NOTE: See Projector Manual for further instructions on adjusting the image.

STEP 6 | PROJECTOR COVER

Plug COVER FANS into POWER STRIP. Place COVER over projector.

NOTE: Do Not scratch projector lens with projector cover. TruGolf will not replace projectors with scratched lens.

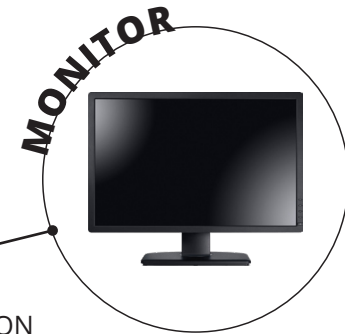


COMPUTER COMPONENTS DIAGRAM

[1] Connect USB Devices to any available **USB PORT**.

- Mouse
- Keyboard

[2] Connect **MONITOR** to **COMPUTER** using both a **USB** and **DVI CONNECTION**



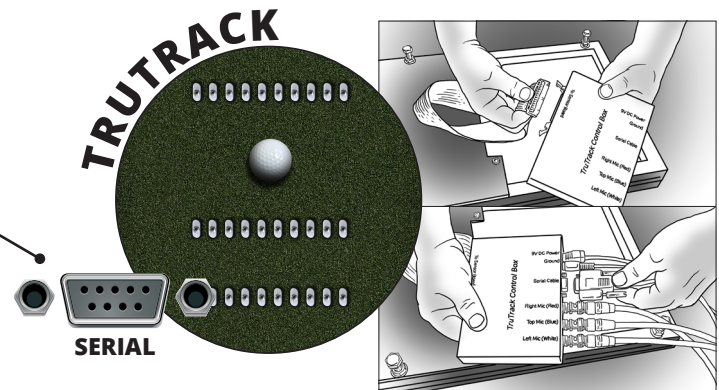
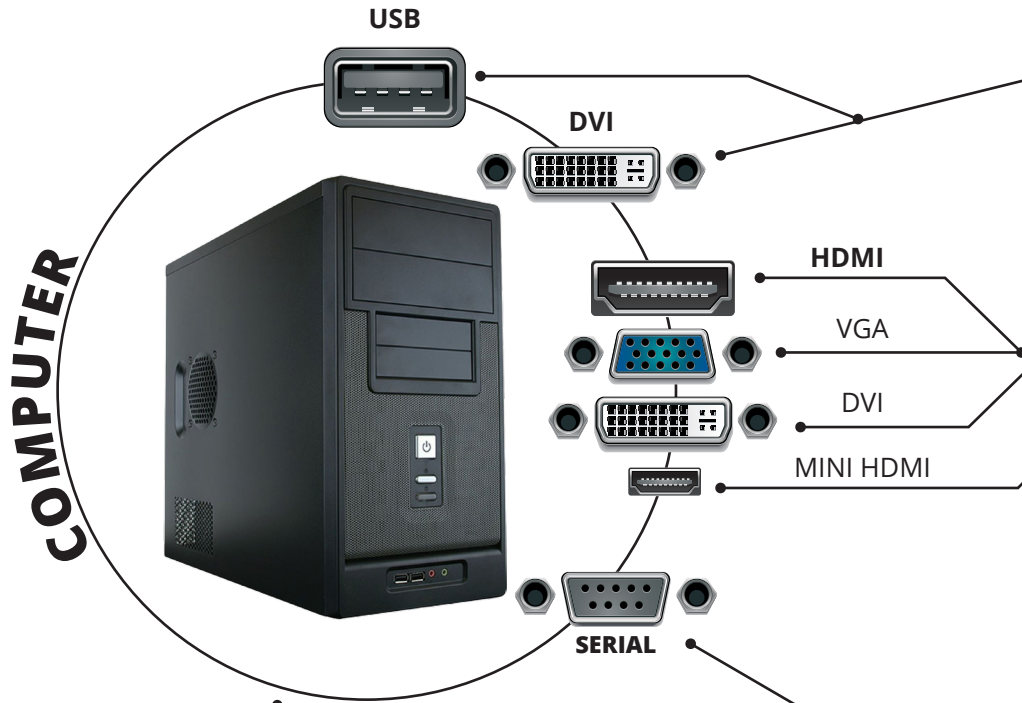
TO CLONE IMAGE ON DISPLAYS SEE PG 19

[3] Connect **COMPUTER** to **PROJECTOR** using **HDMI** or other available **CONNECTION**.



[4] Connect the Computer* to the **TRUTRACK CONTROL BOX** using the **SERIAL CABLE**.
(*Serial Port Required.)

[5] Connect **POWER CABLES** to **COMPUTER, MONITOR, PROJECTOR, & TRUTRACK**, then insert into surge protector or power outlet.



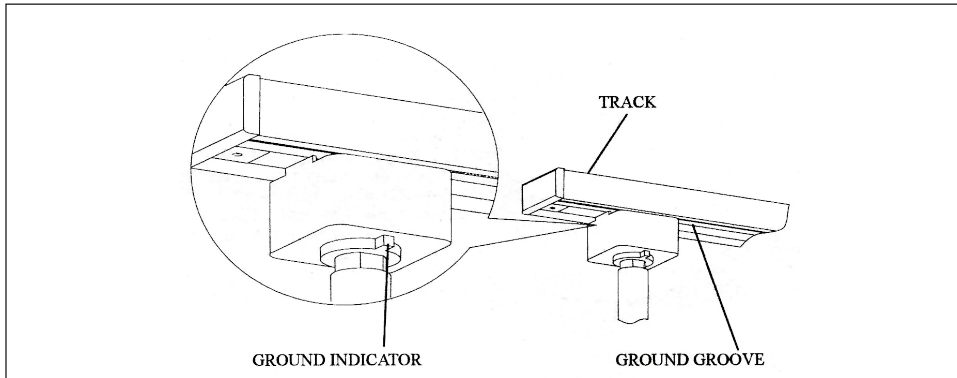
OVERHEAD LIGHT INSTRUCTIONS

INSTALLATION

1. Push the top portion of the head adapter into the slot of the track section.
2. Pull down the adapter's locking tab.
3. Turn "Ground Indicator" tab towards the ground groove on track to align ground tab with ground conductor.
4. Move adapter to the **end of the track closest to the Hitting Mat. Aim the lighting fixture at the club head sensors.**

REMOVAL

1. Pull down the adapter's locking tab.
2. At the same time, rotate the adapter 90 degrees and remove from track.



CAUTION: Refer to the re-lamping label located on the fixture for recommended maximum wattage. Adapter is designed to lock into the track section by turning adapter in one direction only. Turn the "ground indicator" tab towards the "ground groove" on the track to align the ground tab with the ground conductor inside the track.

INSTALLING NEW BULB OR RE-LAMPING

1. Turning the power off. Make sure that the bulb is cool before re-lamping the fixture.
2. Remove the head from the track. The track head sleeve must be pulled down then twist 1/4 turn.
3. Twist to remove bulb from the socket, replace with new bulb.
4. Replace the track head onto the track. Pull down the locking sleeve and reverse the 1/4 turn.



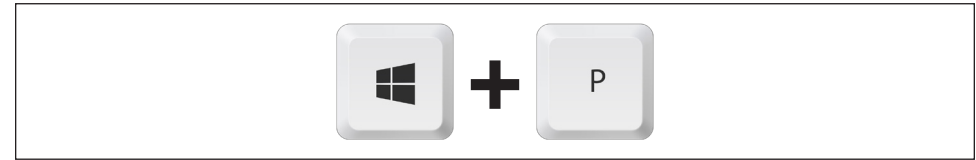
OVERHEAD LIGHT MUST BE POSITIONED TO LIGHT THE 3 ROWS OF SENSORS ON THE HITTING MAT. OVERHEAD LIGHT MUST BE ON WHILE PLAYING.

CLONE DISPLAYS

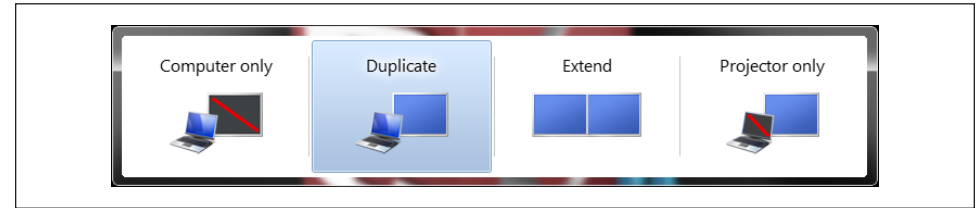
There are two methods to set up multiple monitors in Windows 7. Make sure that you connect the external monitors to your laptop or your desktop computer first.

METHOD 1:

1. Press the **Windows logo key + P** on your keyboard.



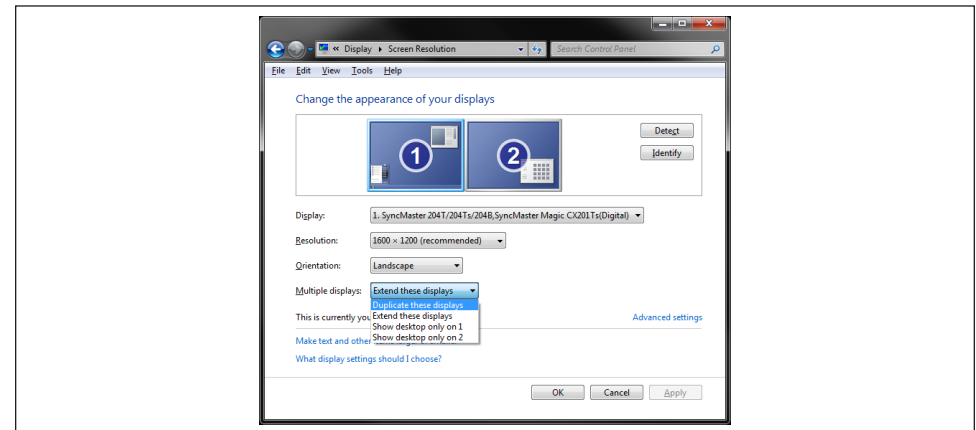
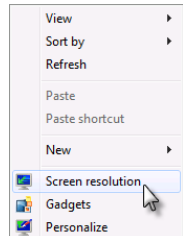
2. Select the **DUPLICATE** option



METHOD 2:

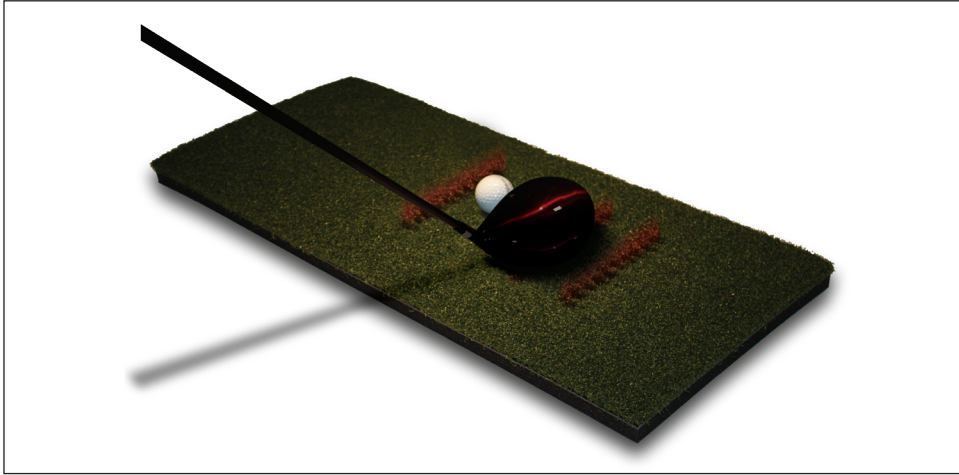
1. **Right-click** any empty area of your desktop, and then click **Screen resolution**.
2. Click the Multiple displays drop-down list, and then select **Duplicate these displays**.

Note: If you cannot see the additional monitor(s) listed, click Detect. If does not work, try restarting your computer and do step 1 to 2 again.



BALL PLACEMENT: FULL SHOTS

DRIVER, WOODS, HYBRIDS & IRONS



Place the ball on a tee between the FRONT and MIDDLE row of sensor holes closest to the screen. As your club passes over the sensors on its way to make contact with the ball, critical information is gathered helping determine the speed, path, and face angle of the club.

NOTE: Rubber tees should be used just as one would use them in outdoor golf. The use of tees does not change ball placement specifications.

BALL PLACEMENT: PUTTING



For a putt, place the ball BEHIND the back row of sensor holes (3-4"), and then follow through to hit the putt. The speed and direction of PUTTS are determined exclusively by the movement of the ball over the THREE ROWS of sensor holes.

TROUBLESHOOTING

ERROR MESSAGE

"No TruTrack system was found. Please ensure the system is plugged in."

Do the following:

1. Check all connections on TruTrack Hitting Mat.
2. Check that the TruTrack Power and Ground Cables are plugged in.
3. Check that the Power Strip is plugged in and turned on.

SHOTS ARE NOT REGISTERING WHEN I HIT

1. Make sure the overhead spot light is turned on and the beam is focused on the 3 rows of sensors.
2. When chipping or putting be sure your head or body doesn't cast a shadow over the sensors, this will cause the sensors not to see the club head or ball pass over, resulting in no shot data being sent to E6Golf.
3. Make sure your club head is passing over each row of sensors as the club hits the ball. If the club head misses passing over the first or last row of sensors no shot will be detected.
4. Solid golf shots hit directly into the golf image screen are best detected by the tracking system. Shots hit into the netting above or to the side of the booth will not be detected.

STATIC

Static electricity can affect the TruTrack sensor system's ability to detect your shot. To check for issues with static electricity, run **DIAGNOSTICS** (see next page for instructions). Static may be an issue if you see one or both of the following when running Diagnostics:

1. Optical sensors are flashing or stay red, even though nothing is blocking the overhead light from shining on them
2. Acoustic sensors are flashing even though there are no loud noises or vibrations near the sensors

Static electricity is increased in low humidity. Environments using high levels of heating, air-conditioning, or those with a lot of insulation can have low humidity.

REDUCE STATIC BY TRYING THE FOLLOWING:

1. Unplug sensors overnight for static to dissipate out
2. Avoid installing on varnished or epoxy finished floors
3. Use Industrial Grade Static Spray

We recommend using a spray bottle of 50% Unscented Downy fabric softener and 50% Water.

Lightly spray the turf floor, stance mat, under and on top of the sensors board avoiding direct contact with cables and optical sensors. Continue daily until you notice a buildup of the material, then reduce the frequency of application.

4. Using a humidifier

DIAGNOSTICS

To run Diagnostics:

1. Open **E6 CONNECT**.
2. From the MAIN MENU, select the **OPTIONS** button.
3. Select the **SIMULATOR** tab (on the left).
4. With **TruTrack 2** selected under Tracking System, click **CONFIGURE**.
5. If TruTrack 2 is detected, you can click the highlighted **DIAGNOSTICS** button.

Note: To run Diagnostics while you're playing, click the In-Game Menu (E6 icon) button. If TruTrack is detected, you can click the DIAGNOSTICS button.

OPTICAL SENSORS

To check the optical (in-floor) sensors, select the **OPTICAL** tab (on the left). If the optical sensors are working correctly, they will change from white to red as a golf club is moved across them. If they stay red when there is no club moving over them, one of the following may be happening:

1. Overhead light is off.
2. The main focus of the light should be directed onto the middle and back rows of optical sensors.
3. Too much static electricity has built up (*see previous page*).
4. One or more Optical Sensors are covered.

For the sensors to work properly, there must be no debris or overhanging grass turf blocking the overhead that would block its view of the spotlight. If sensors are blocked, follow these steps:

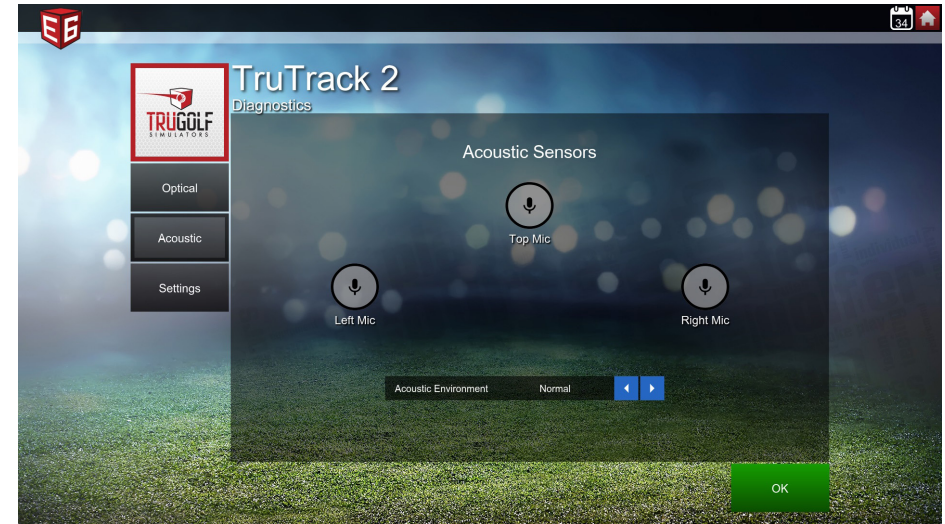
1. Vacuum any debris or turf from the holes.
2. Use a flashlight on the blocked sensor(s) to see if it reacts. If the sensor does react, ensure the overhead light is placed properly.
3. Trim any overhanging turf with a pair of scissors (*repeat step 1*).



ACOUSTIC SENSORS

There are three acoustic ball impact sensors (*see page 13*). Tap each sensor to verify each one is connected correctly. A sensor may be unresponsive if:

1. Microphone is not connected to the cable.
2. Cable is not connected to TruTrack (*see pg 14*).
3. Microphone is covered.
4. Microphone or cable is defective.



SETTINGS

Select the **SETTINGS** tab to find the option to send shots using the Mat Data only. Generally, there is no reason to change this setting.



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