# GSPRO

# Users Guide

Version 2.0.2

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## What is GSPro

GSPRO is here to revolutionize the golf simulation software industry. It comes packing quite a punch to the market with best in class shot realism, ball physics, next gen 4K graphics, and a fully connected sim golf community. Play on courses the Pros play, WHEN the Pros play with a fully integrated, week to week, golf Tour called SGT (Simulator Golf Tour). Some of the key features of GSPro are:

- Beautiful 4K graphics!
- Realistic Ball Physics for all types of shot shapes, trajectories, and spin characteristics
- Great course library currently available and still growing
- PLAY ONLINE with up to 8 players at once playing an array of both team and single game modes. Stack your game up against anyone in the world.
- Extensive and customizable Practice Facility
- Driving Range – Simply move a slider to adjust distance to pin and play into a real green from any distance. Excellent for gapping clubs
- Practice any shot, from any place, on any course using the Place Ball feature in Practice Mode. Automatically re-hit over and over to hone in your game in Practice Mode.

## Prerequisites before installing

### Computer requirements

- Windows 10
- 8 GB RAM (16 GB recommended)
- I5 Intel (i7 Recommended)
- Nvidia GTX 1060 (RTX 2070 or better recommended)
- 500 GB free Hard Drive space to download several courses. Recommend more space as more courses are downloaded.

## Installation

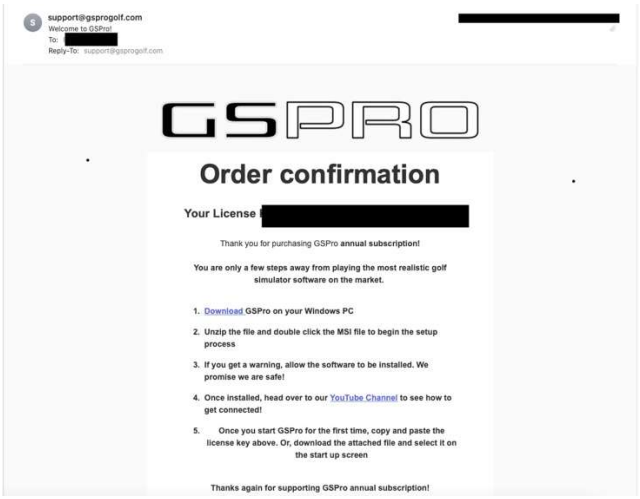
### Download

The software can be purchased at https://gsprogolf.com. There are 2 models for purchase:

- Subscription
- Lifetime

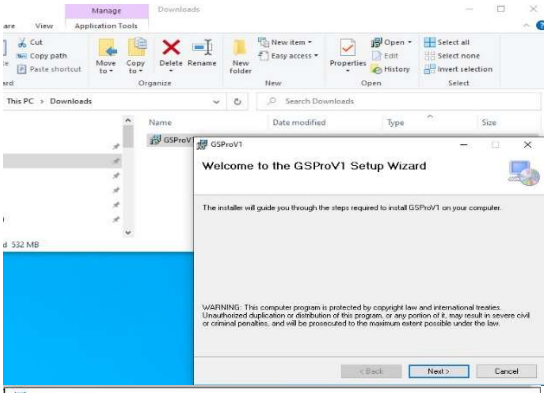
Once purchasing has been completed on the website you will receive an email with your license key and link to download the software. Click the link, download the software

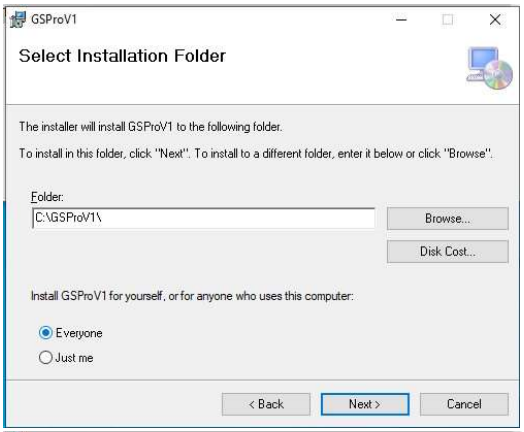
Once you have purchased the software and have downloaded your software you can begin installation.

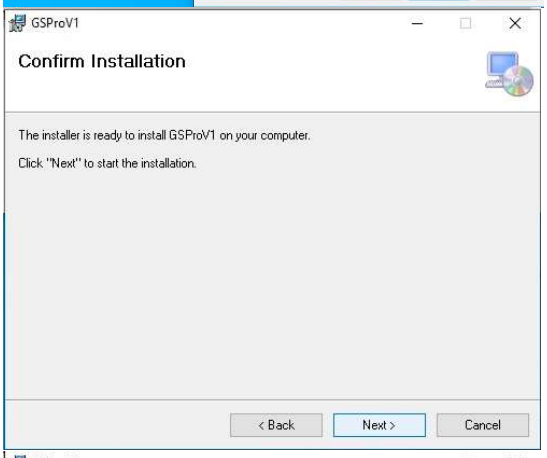


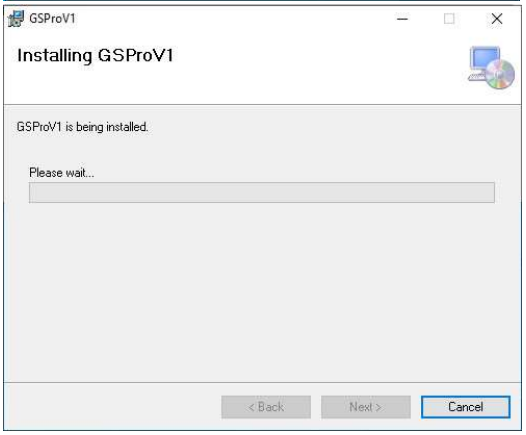

**Installing**:

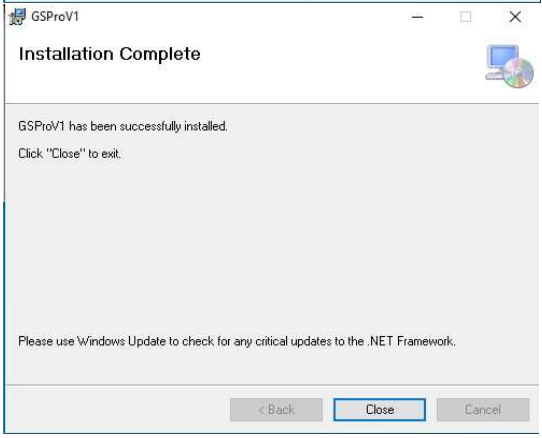
1. Run the MSI package you received in the download
2. Accept the defaults when prompted.
3. An icon will be placed on your Desktop the Launcher application.



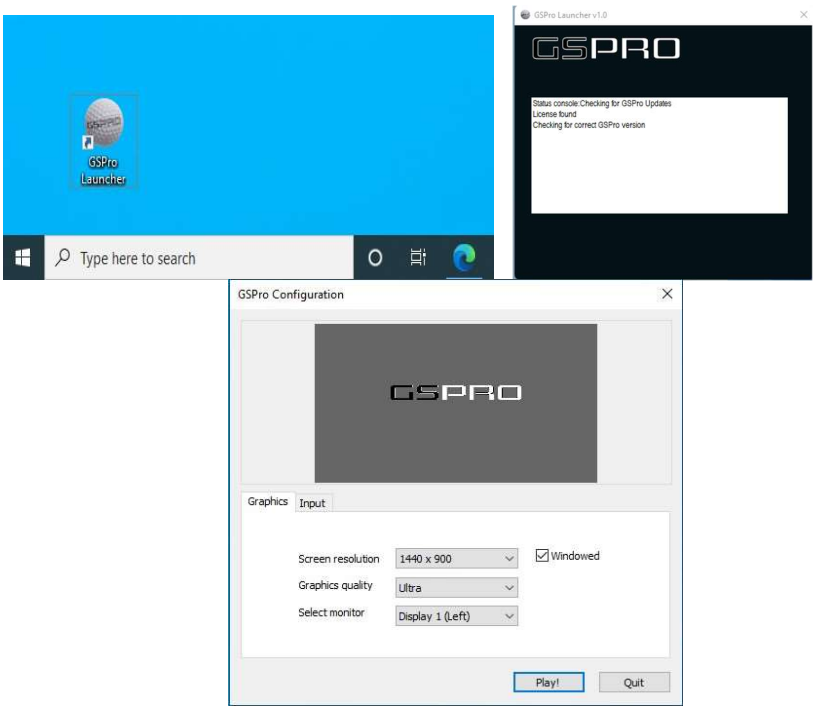




## Launcher

This is the main application you will execute when starting up the game every time. Using the Launcher will ensure that the game is always kept up to date. Double click on the Launcher shortcut placed on your desktop.




The first screen is Configuration Screen to setup GSPro for your use and can be customized to your preferences.

- Screen Resolution – GSPro should default to your screens current resolution or will return to the last selection you made on subsequent execution of the Launcher.
- Windowed – This checkbox when checked will begin the game in a windowed mode. The default is unchecked for Full Screen viewing.

  **NOTE:** F11 can be used while in game to switch between full screen and windowed mode

- Graphic quality – The various setting available determine what quality level of graphics will be presented to you in game. Depending on your graphics card and this setting will determine the performance of your computer during game play. If game play is stuttering a bit, lowering this setting can improve that. This is something one will need to experiment with to get the best graphics and best performance for your individual setup and configuration.
- Select Monitor – If you are running in a multi-monitor setup. This will present GSPro on the selected (Right or Left) monitor.

***NOTE: For further details and specifics on screen resolutions. Please refer to Appendix 2 at the end of this document.***

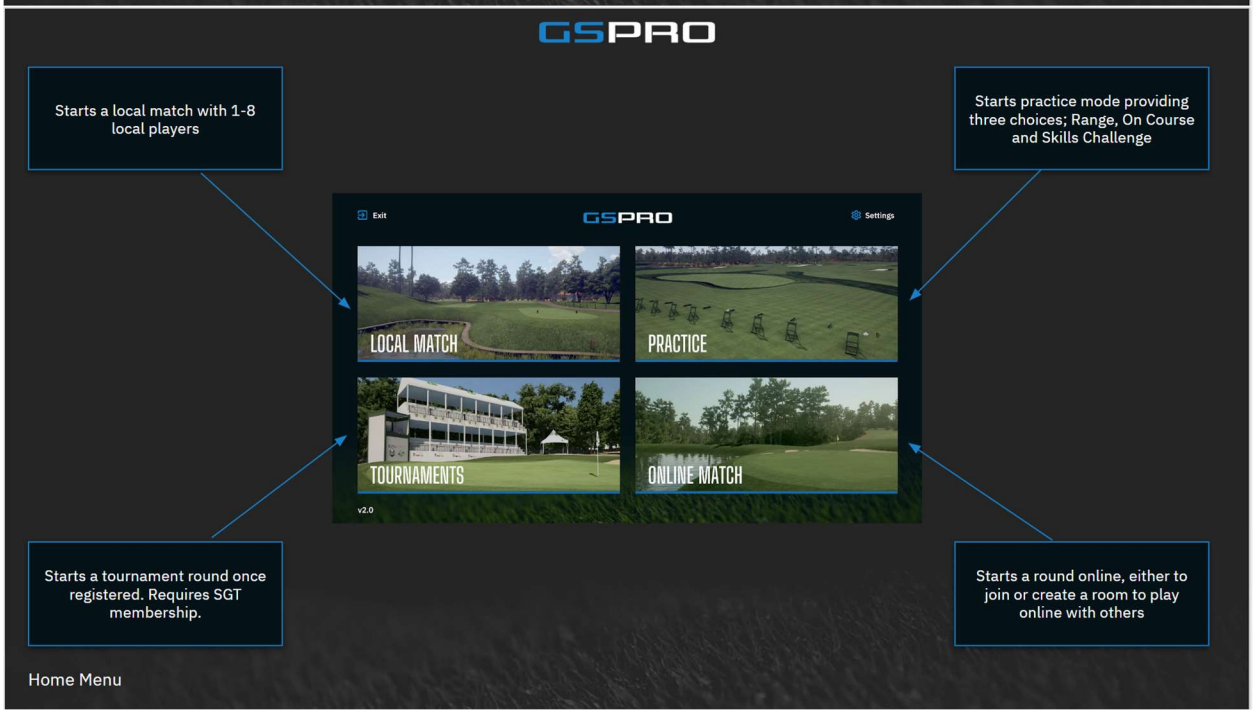
**Post-Installation Overview**

- GSPro Folders
    - C:\GSProV1
        - Core
            - GSP – The Main GSPro application
                - Courses – Location of all your Courses (Default)
            - GSPC – This is the location for the GSPro Connect

Courses Folder – if you wish to store your courses in an alternate location. In Settings you will need to change the default location (noted above) to the location you have placed your courses.

# Main Menu

GSPRO
Exit GSPro
Enter Settings Menu
Exit
GSPRO
Settings
LOCAL MATCH
PRACTICE
TOURNAMENTS
ONLINE MATCH
v2.0
Your current version of GSPro
Global Navigation


GSPRO
Starts a local match with 1-8 local players
Starts practice mode providing three choices; Range, On Course and Skills Challenge
Exit
GSPRO
Settings
LOCAL MATCH
PRACTICE
TOURNAMENTS
ONLINE MATCH
v2.0
Starts a tournament round once registered. Requires SGT membership.
Starts a round online, either to join or create a room to play online with others
Home Menu

GSPro's main menu has several options to begin with.

- Local Match
- Practice
- Tournaments
- Online Match
- Settings

Below we will cover each section one at a time.

## Settings

Here you will find many of the basic configuration settings, players setup, and other items for GSPro. Please take a moment to look through all of them as each of the 3 tabs have many selections and choices. "Settings" is divided into three categories: Players, Game, Visual Settings.

# Players:

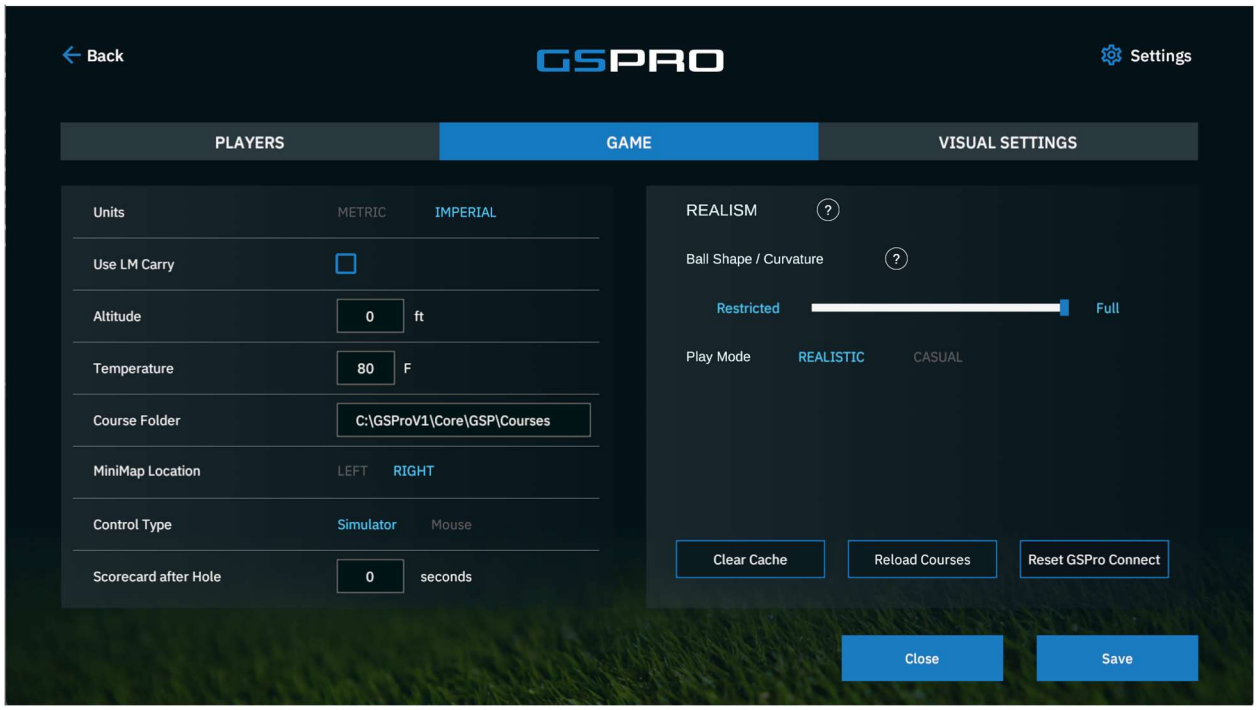
Adding players is as easy as filling out the form.

**Name:** If an SGT Member, use the exact spelling of your SGT account. Otherwise, use any name you like here.
**UID:** If an SGT Member, this is provided to you by SGT. This is what is used to populated Tournaments you have signed up for on the Simulator Golf Tour (SGT) Mini Map Location
**Handicap:** The handicap here is used while in game locally with friends (or online) during non-tournament (SGT) events. Use your own discretion here, remember it is Golf, a game of integrity. When setting up your Round, this is the handicap used when figuring Net Score.
**Handedness:** Right or Left-handed player
**Mini Map Location:** This preference for lower left or right in mini-map placement. Global will accept the Global settings used in round setup.
**Realism:** Global will accept the setting from round setup. Custom allows for the configuration of surface penalties (rough, deep rough, etc) as well as power boosts.

***NOTE:*** Take some time to try this if it is desired on the range to see the results of the setting and to find what settings will work for you or your other guest players that

may not be as good at golf or who are new and would like to have fun playing while learning the game of golf.

# Game:

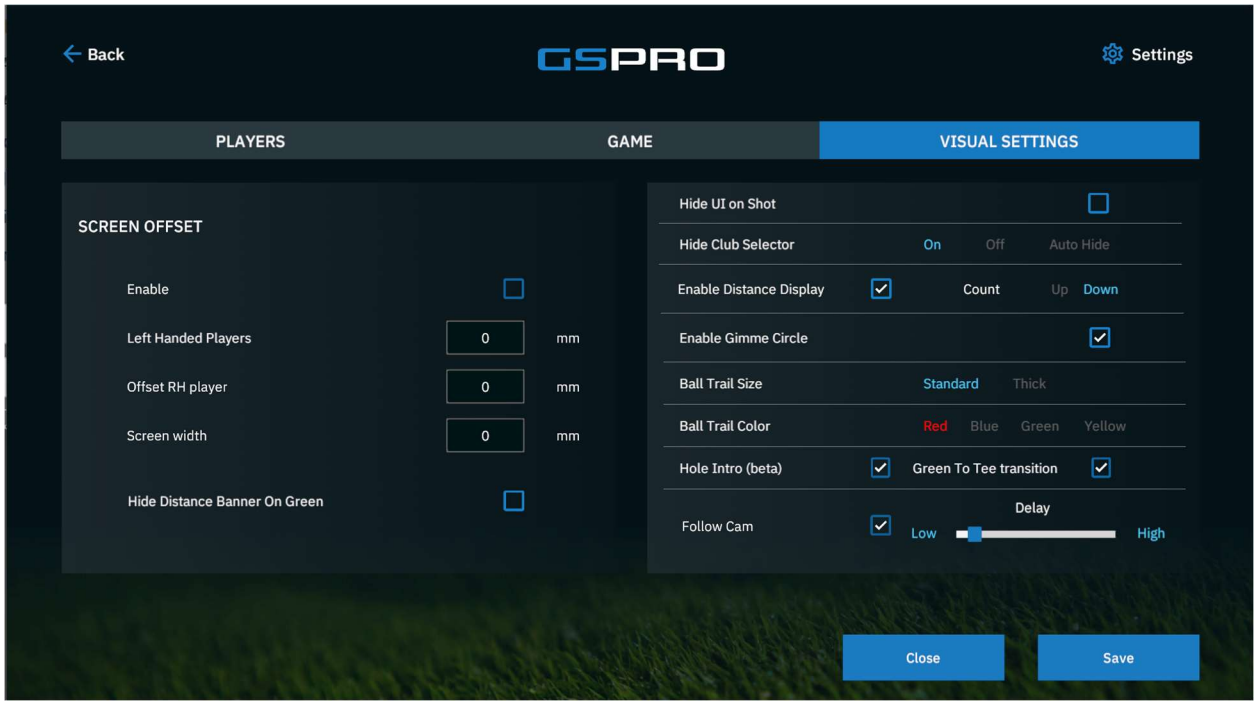



Game tab deals mostly with how the game is played and location of game specific items.

**Units:** Numbers will be either Imperial (USA) or Metric (most of the rest of the world)
**User LM Carry:** Default is to use GSPro algorithms when determining ball flight. If this is selected, the carry of the monitor will be used instead.
**Altitude:** This sets the global parameter for current altitude of your setup. When in game you can use this setting launch “Global” or the altitude of the actual golf course. Leaving this at zero will play the course as if at Sea Level and is default setting.
**Temperature:** The temperature is used in the trajectory calculation.
**Course Folder:** Location of where courses are located. If you need to store them on a different location, this can be changed, and the course folder can be moved within windows to the new location.
**MiniMap Location:** This is the “Global” setting for minimap location. Individual player can set up the minimap location for themselves in Player setup. Default setting is “Right”

**Control Type:** Default setting is “Simulator”, which is your Launch Monitor. You are also able to play GSPro using your Mouse as a controller. Setting this to Mouse will disable all Tournament play if you are a member of SGT.
**Scorecard after hole:** Default is set to 0. This is the amount of time the scorecard will be displayed between holes.

# Visual Settings:




Here in this tab will be most of your configurations for what effects the game visually.

**Screen Offset:** There are some folks whose room and Simulator configurations require them to have to hit off center of their screens. This creates a very strange visual effect. Hitting the ball into the side of the screen and the ball launching in the middle of the screen. To correct that, the game can slide, or “Off Set” the middle ball line either to the left or right, depending on your setup. This requires a bit of math if you measure in inches and feet. To use this, check the box to “Enable” it. Enter in the width of your screen and then if the amount of Offset needed for either Left or Right-handed players. Convert all numbers to millimeters.

NOTE: YOU CAN ALSO CONFIGURE OFFSET IN THE LIGHTING EFFECTS SETTINGS (Keyboard shortcut “L” while in game).

**Hide UI on Shot:** Selecting this will hide all the Heads-up Display on the screen. The only thing shown is the Golf Course, nothing else. This results in a very immersive experience.
**Hide club Selector:** Some launch monitors require you to select a club before striking the shot. Others do not require you to do so. Hiding the Club selector is for the latter group. The selector is in the lower left-hand corner of the GSPro Game Screen.
**Enable Distance Display:** A small window can be shown that displays distance next to and slightly below the ball on the game screen while it is in motion. Checking the box turns it on. Then select either distance to the pin (count down) or distance you hit the ball (count up).
**Enable Gimmie Circle:** This turns the visual circle on in game. Turning it off does NOT negate a gimmie from happening. It just visually turns it off on your screen.
**Ball Trail Size:** The trails can be made to be standard or thicker. Some simulator setups make the ball trail difficult to see and this should help in that regard.
**Ball Trail Color:** This defaults to Red, some simulator setups don't allow this to appear clearly and so there are 3 other colors to choose from; blue, green and yellow.
**Hole Intro (BETA):** This adds a bit of visual pizazz to the transition between holes. When turned on it will float you up above the tee box and down towards your hitting location. Giving you a view of the entire hole. Likewise, you can also select "Green to Tee" and it will also fly you from the green you just putted out on to the next Tee box.
**Follow Cam:** The default is for this to be turned on. Sliding the slider will adjust how soon the camera takes off after the ball takes flight. Unchecking this box will result in the ball flying down the fairway (we hope LOL) and your view remaining in the location you struck it at, just like in real life golf.

## Game Interface

The main Game interface screen is divided up into various parts and sections. Going from Top Left Clockwise we have Players Panel, Wind, Course Info, Menu, Data Tiles, MiniMap, Teebox movement, Club Selector (Shot Options).

**Player Panel:** Each player in the round will display here. It presents the shot count, yardage to the pin and the pins elevation in relation to the balls. It also indicated your overall score in relation to Par.

***NOTE:*** Clicking on a player will move that player to hit next.

**Wind:** The indicator will let you know direction as well as speed. Please keep an eye on this when playing with wind turned on, it will impact your ball flight
**Course Info:** Displays Hole being played, course being played, Par of the hole and distance of the hole.
**Menu:** This will bring up the menu covered in detail in the next section
**Data Tiles:** These tiles are turned on by default. They can also be turned off if so desired in the Menu. Clicking a tile will bring up the Data Tile selection screen covered in a section following. Data about your ball and club can be displayed here.
**MiniMap:** Will not only show where you are on the golf course, but the other players as well. The colored dots match the colors in the Player Panel. By clicking on the minimap, you can aim where you want your next shot to be. When clicked the Pink Aim circle will give you distance to that point and the distance beside the flag is what

remains to the hole from that point as well. At the bottom of the minimap is the lie angles. See the Appendix for Lie Angle information.
**Tee box Movement:** These arrows allow you to slide left/right while on the Tee Box
**Club Selector:** Some launch monitors require the club to be selected prior to the shot being taken. This is where you would do that.
**Shot Options:** After each shot (except for Tee Shot) there will be a selector for options available to you. They are; Rehit, Sim Drop, Concede, Replay

*Rehit:* This results in a stroke penalty just like in real golf. Returns you to the previous spot, adds a stroke and you will be hitting once again from there.

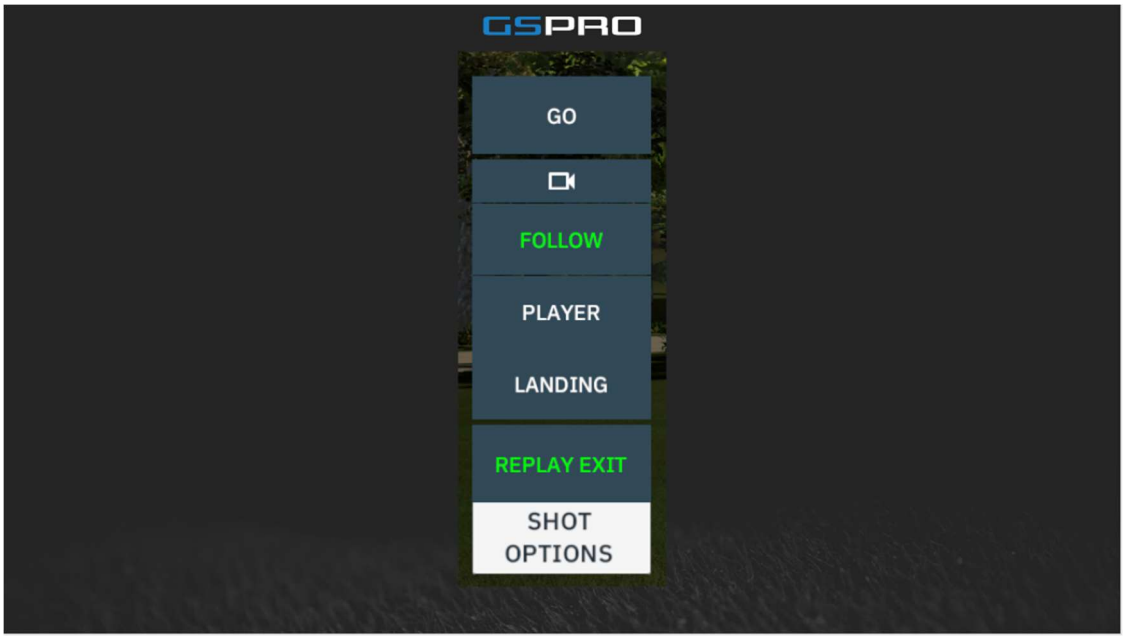
*Sim Drop:* This is a very important feature in GSPro. There are times when you have hit it to a location that is simply not a play to successfully get out from, IE: deep in the woods, behind a rock, tree, etc. When you have no play left and instead of taking 17 wacks at the ball, take a 1 stroke Sim Drop.

Clicking the -/+ buttons will zoom out and in on the map. Red area is the location you are NOT allowed to drop in (no closer to the hole of course). Clicking on the unshaded areas will allow you to place your ball and give you distance to the pin.

Once you have placed the ball where you would like, click Accept and game play will resume.

*Concede:* This concedes the hole and will result in loss of hole in Match Play and X number of strokes in Stroke Play. The amount of strokes is configured in Settings | Game menu.

*Replay:* This brings up the "Instant Replay" buttons while in game. Hit a hole in one and want to watch it again? Your playing partner stepped away and you want to show your last shot he missed? User Replay.




**Go:** replays the shot
Camera icon: Presents 3 choices, Follow, Player, Landing
Replay Exit: leaves the replay menu and returns you to shot options

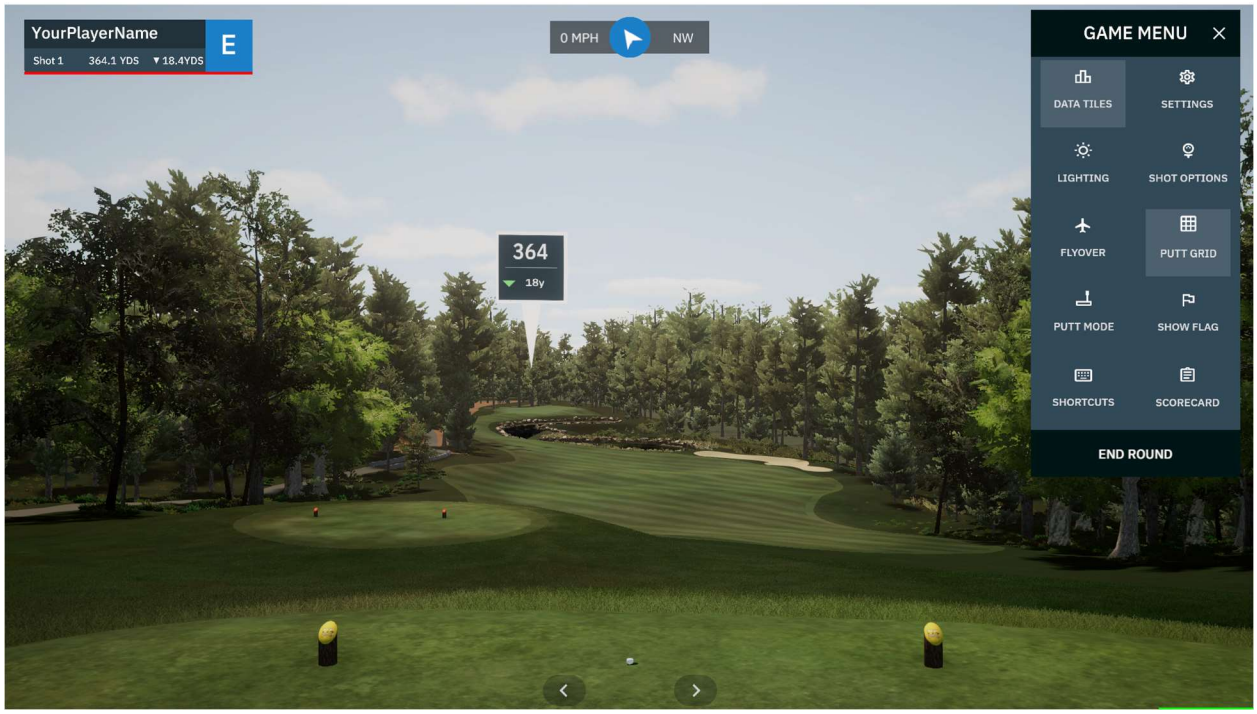
**Shot Penalties:** This will display whenever you incur a shot reduction penalty hitting out of the rough for example (deep rough, sand and other surfaces also incur a penalty).

In an effort to replicate real world conditions of deep rough, we have decided to use the launch angle and ball speed of the shot to determine the penalty. This would greatly discourage people blasting long irons and 3W out of deep rough and play it more like they would in real life by hitting a mid to higher lofted club. In summary, the lower the launch angle, the more the penalty. The display presents what you actually got for the shot. The example here shows a reduction of 7% speed and 45% spin loss. The shot actually played at a 95% of actual speed and played only 55% of the actual spin.

## Game Menu:

During game play, the Game Menu is available to you, clicking on the “Waffle Board” will bring up the Game Menu. Your choices are then:

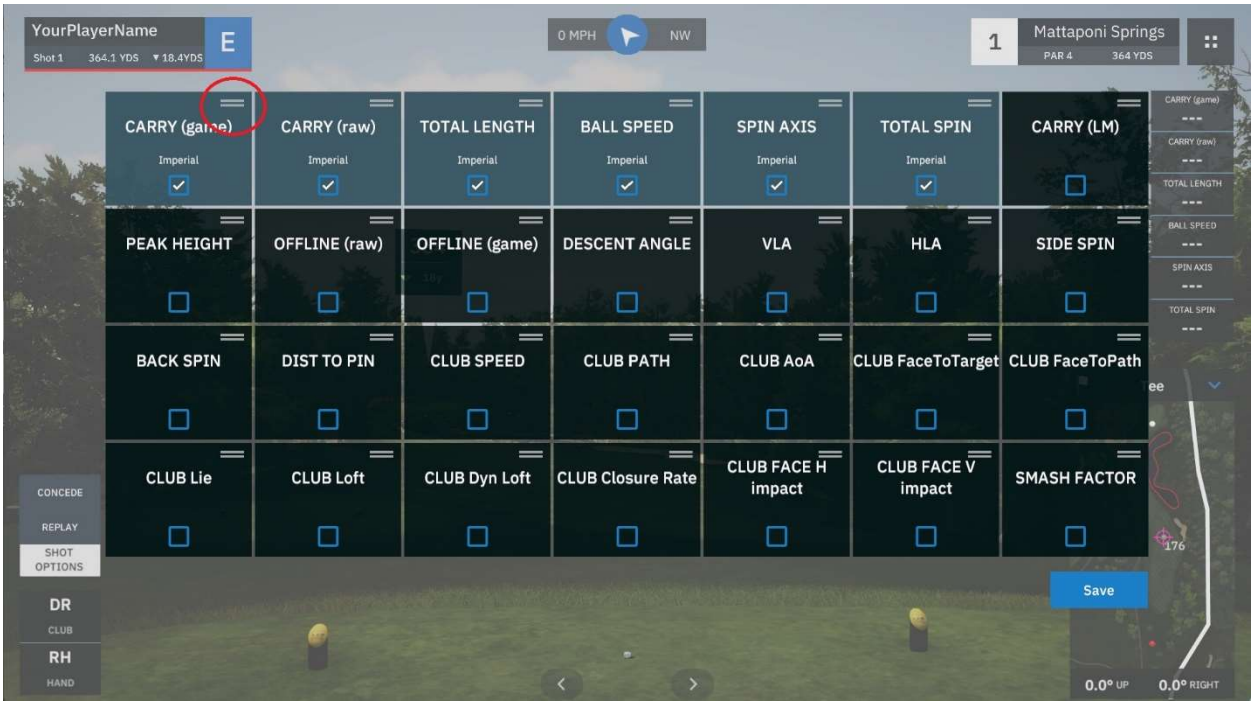
Data Tiles, Settings, Lighting, Shot Options, Flyover, Putt Grid, Putt Mode, Show Flag, Short Cuts, and Scorecard.




**Data Tiles:**

This menu item will turn on or off the Data Tiles in game. When on they can be adjusted and changed by clicking on any of the tiles themselves while in game play.

When adjusting your tiles, you can include up to six data tiles of choice in the Game Play area. Check the boxes of the desired boxes. Place them in the order (top to bottom) by dragging and dropping the boxes.

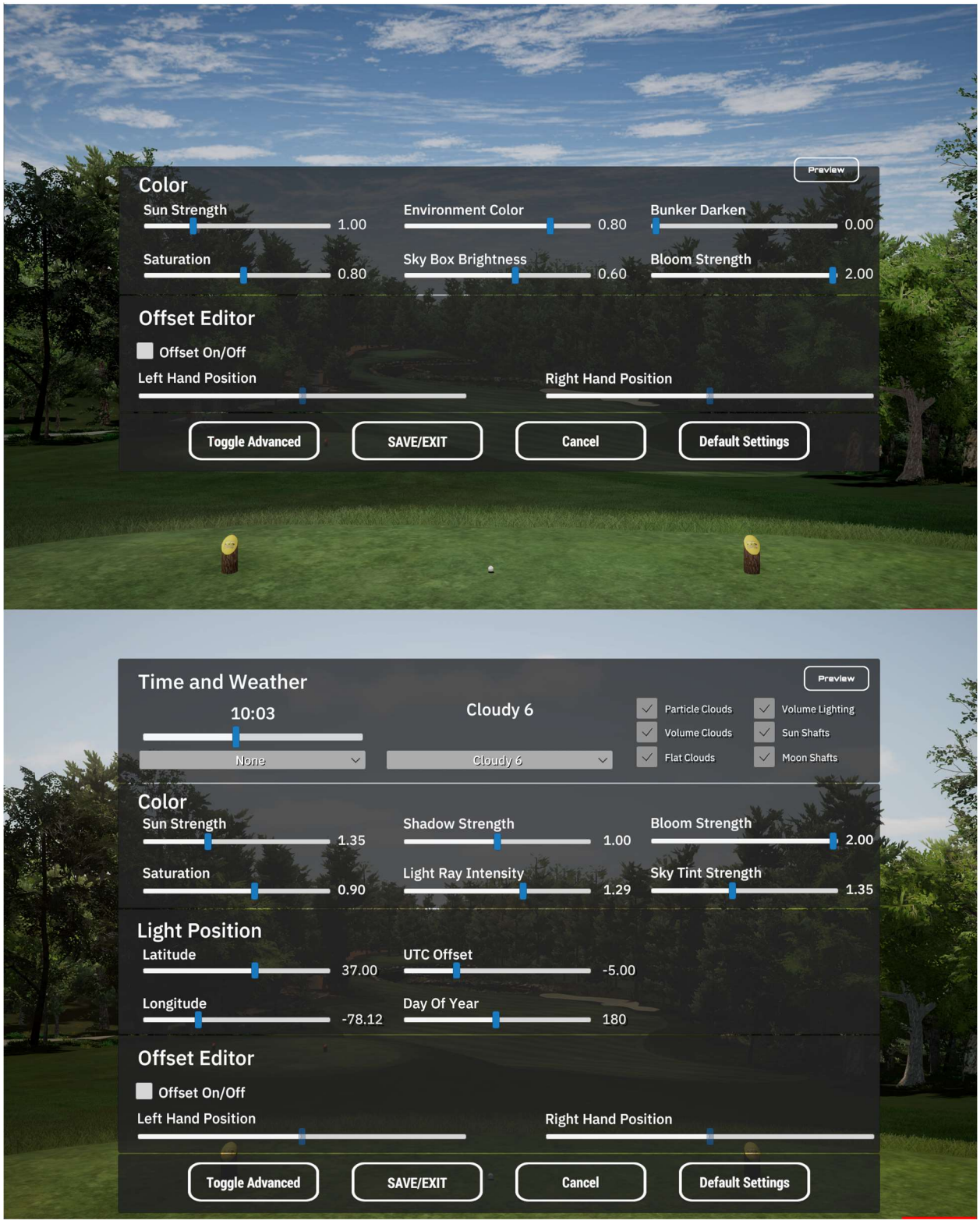



## Settings:

These have been covered in previous sections. See “Settings”

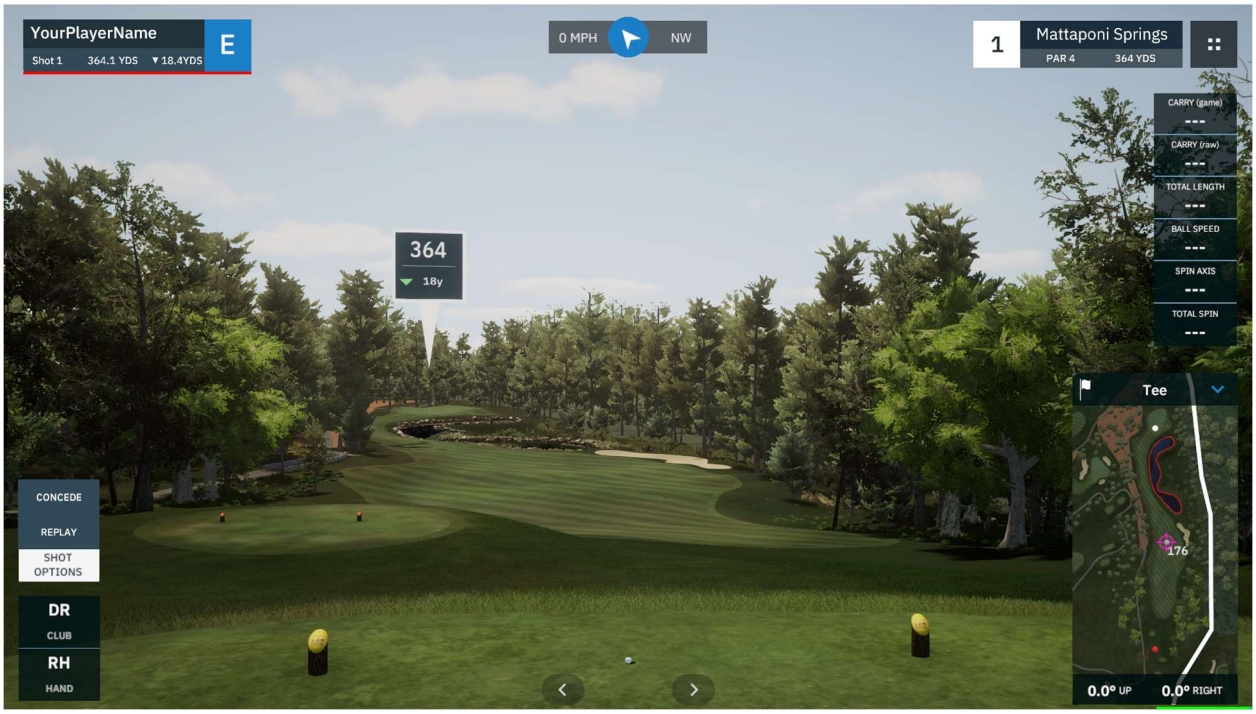
## Lighting (or hitting L in game)

The lighting panel offers granular control over the appearance of the game on your setup. There are Standard and Advanced lighting options. Additionally, the offset setup can be adjusted here.




## Shot Options:

Also covered in a previous section. Clicking this menu item will bring up available shot options above the Club Selector (if turned on).




**Flyover:**

A very nice feature of GSPro is the ability to fly over the hole you are playing and see the layout of the hole. Click the button on the menu or select “O” on the keyboard. The flyover animation will begin from your location to the green.

**Putt Grid:**

This is either an on or off selection. The rolling dots on the green that indicate breaks on the green are the grid that is turned on or off

**Putt Mode:**

Some launch monitors require telling GSPro that you are putting. Please check on yours before using this option.

**Show Flag:**

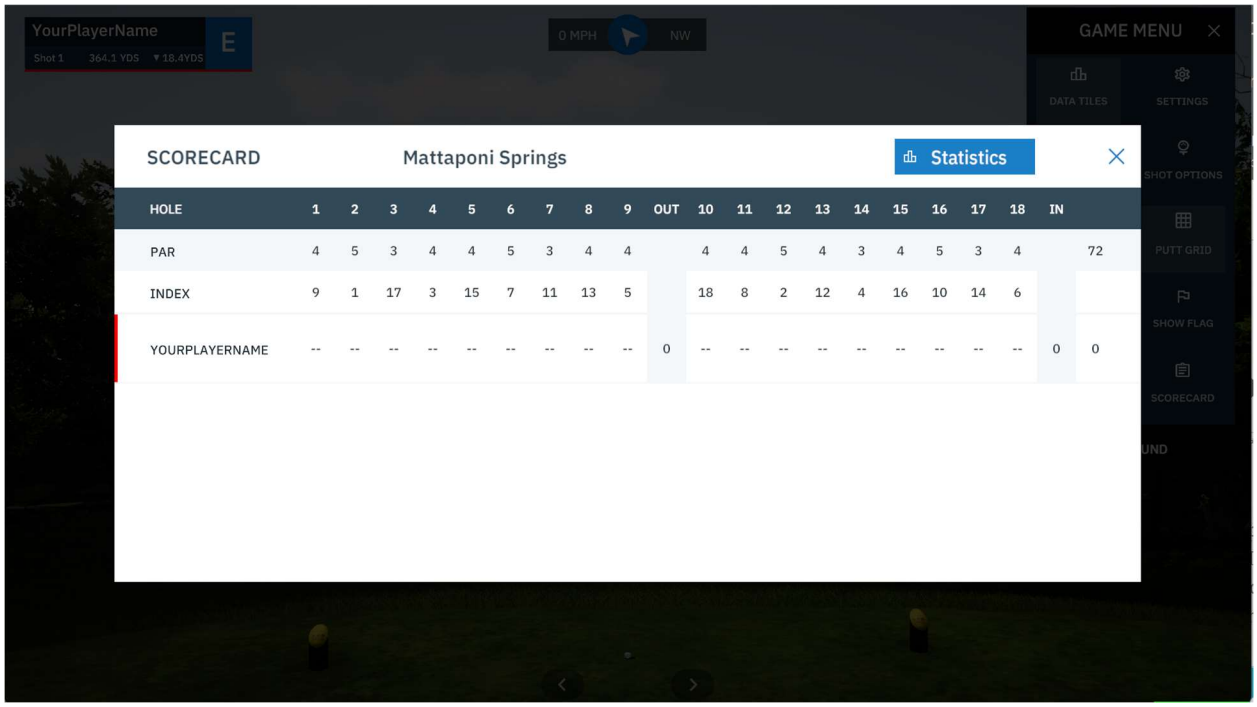
This is an on or off selection. On always shows the flag stick, off removes the flag stick

**Shortcuts (TAB):**

This brings up the keyboard shortcut mapping diagram.

**Scorecard:**

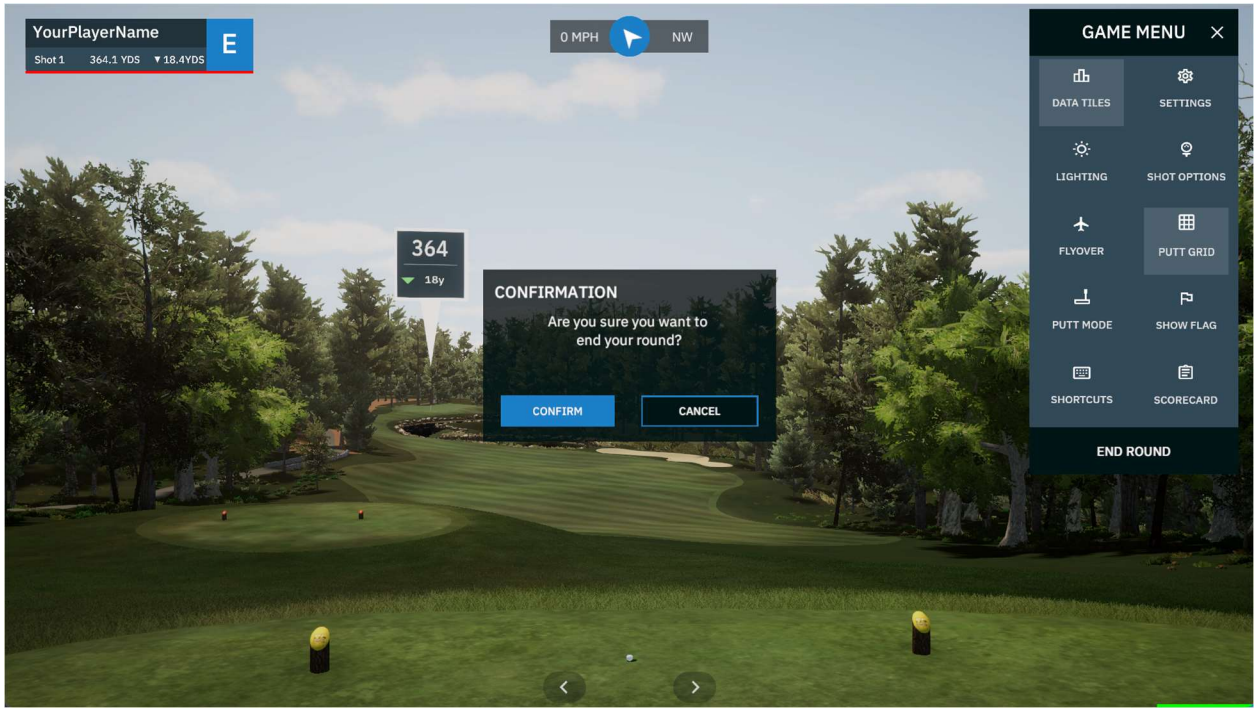
At any time during the round, you can display the scorecard with selecting this menu item. You also have the option to just click <Tab> on the keyboard to bring it up and to also make it go away.




**End Round:**

If for any reason during game play, you must leave the round, select “End Round”. You will be presented with a confirmation dialogue just in case it was selected by accident. Confirm you wish to end the round and you will be brought back to the Main Menu.

NOTE: You will be able to resume the round at a later time. By going to the same course, if a previous round was played, RESUME will be one of your options.


YourPlayerName
Shot 1
364.1 YDS
▼18.4YDS
E
0 MPH
NW
GAME MENU
DATA TILES
SETTINGS
LIGHTING
SHOT OPTIONS
FLYOVER
PUTT GRID
PUTT MODE
SHOW FLAG
SHORTCUTS
SCORECARD
END ROUND
364
18y
CONFIRMATION
Are you sure you want to end your round?
CONFIRM
CANCEL

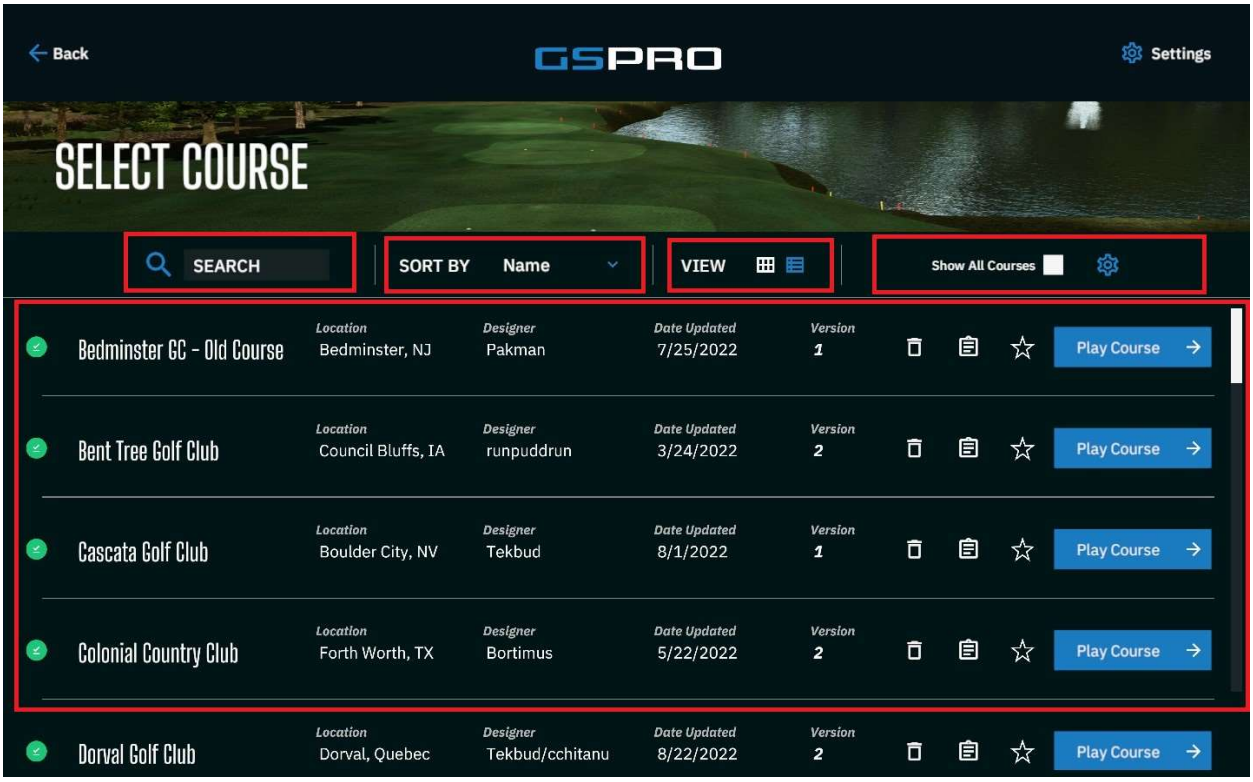
## Game Play

There are 4 modes in which to play GSPro:

- Local Match
- Practice
- Tournaments
- Online Match

**Local Match**

This one is played locally, as in by yourself or with friends. It is a self-contained round of golf to enjoy. Up to 8 Players can be selected to play (Players are added in the “Settings” menu for detailed creation or quickly added in Local Match). When selecting “Local Match” another selection menu will be presented.




**Search**: This will allow you to search through the list of course by any of the displayed fields; Name, Location or Designer

**Sort By:** You will be able to change the order the courses are displayed with this pull-down menu. Available options include - Name, Name (z-a), Newest, Oldest, Location, Location (z-a), Designer, Designer (z-a), Availability, Favorites.

**NOTE**: Sorting by "Availability requires the "Show All Courses" checkbox to be check. Then this sorting will bring all courses NOT in your library to the top of the sort list.

**NOTE**: Sorting by Favorite requires you have at least one course marked as a Favorite (Click the Star icon for the course). This will bring your marked Favorites to the top of the sort list.

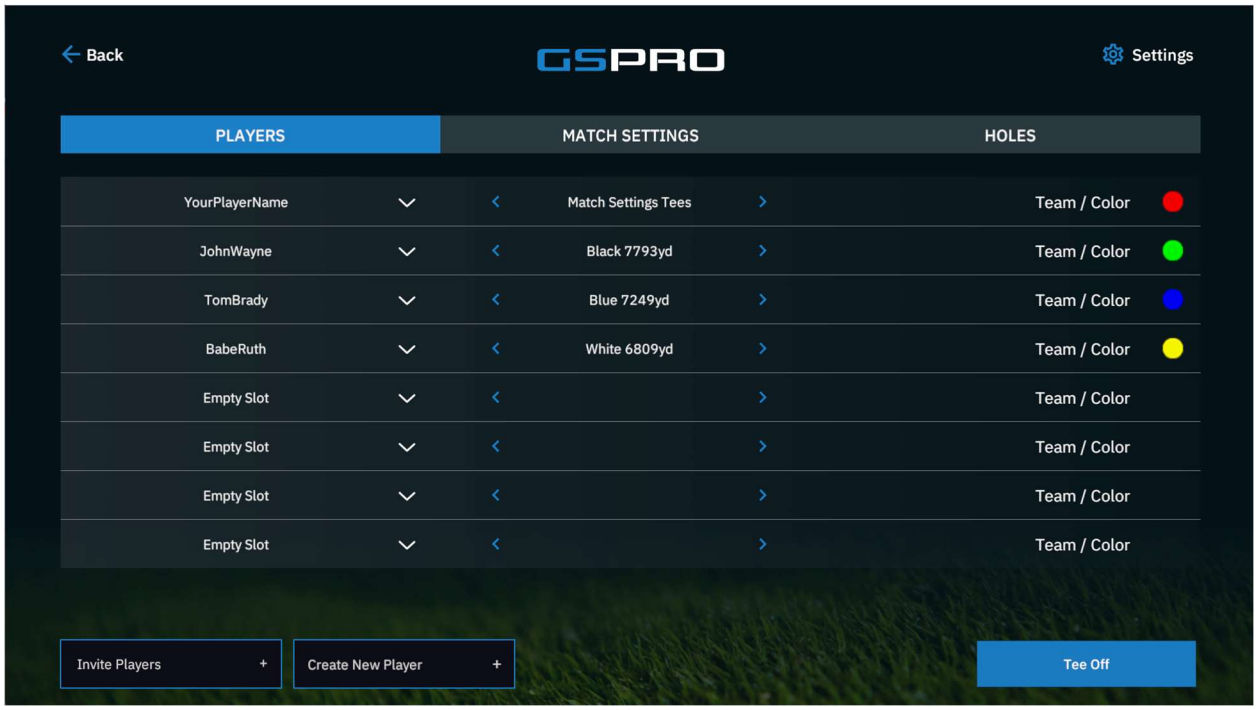
**View**: There are 2 options for this, Tile View, and List view. Game will default to list view.

**Show All Courses**: This checkbox when clear will show only courses in your local library. Checked will display all courses available.

**NOTE**: The gear icon next to this checkbox is to add/remove other Course servers.

## *Local Match Setup*

Once you select a course which you want to play, the following options and setup is presented to you.




**Players Tab:**

- Select your player(S)
- Select desired Tee box or allow it to be setup in Match Settings
- Select Color (if playing on a team, all team members need to be same color)

**Match Settings tab:**

**Game Type:** Select Stroke, Match, Scramble, Stableford, etc
**Tee:** This is the tee box used if not specified by player
**Pins**: Thursday, Friday, Saturday, or Sunday
**Gimmies:** Select distance to cup, Auto-Putt Fixed or Auto-Putt Random
**Elevation:** Global (configured in setting) or Actual course elevation
**Stimp**: speed in which the greens will roll
**Putting:** This will dictate the degree of difficulty and how the cup will 'gobble' the ball
Normal – is what is designed to be as close to real life as possible. It is also the default used
Easy – Creates a much easier approach to putting and what will 'go in' as the ball approaches the cup.
Hard – Challenge yourself and become a better putter. This will ensure your putts are pure **to** drop in the cup
**Mulligan:** On or Off (CTRL M is keyboard shortcut in game for taking a mulligan)
**Game Play:** Force Realistic (GSPro algorithm) or Player Setting (in setting to make game penalties easier and to add boost)
**Fairway Firmness:** 5 different settings from super soft to super hard (Links style).
**Green Firmness:** 5 different settings from super soft to super hard (Links style).
**Concede Score:** Setup for score when hole is conceded in Stroke play

**Putting Assist:** Turn on/off the games ability to semi-autocorrect ball line when putting. Some Launch Monitors will skew ball roll +/- when putting. This will ensure that skew is no more than 2 degrees.
**Break-line:** On/off to enable or disable the 'aiming stick'. This red stick has a white tail that indicates the amount of break in the green and its severity. Longer the white tail, the more severe the break.
**Handicap:** On or Off. This is used to automatically tally Net scores if Handicap between golfers is set in player configuration. Scoreboard will reflect handicapped scoring.
**Resume Previous:** If a previous round for this course was ended prior to completion, there will be the ability to resume that round from were you left off. Checking the box will ghost out all the other settings. This is due to the fact you will be forced to use the previous rounds settings as they were when you ended the round. This includes local multi-player rounds. If you were playing with 3 local players, then all 3 will be present in the resume.

**Holes tab:**

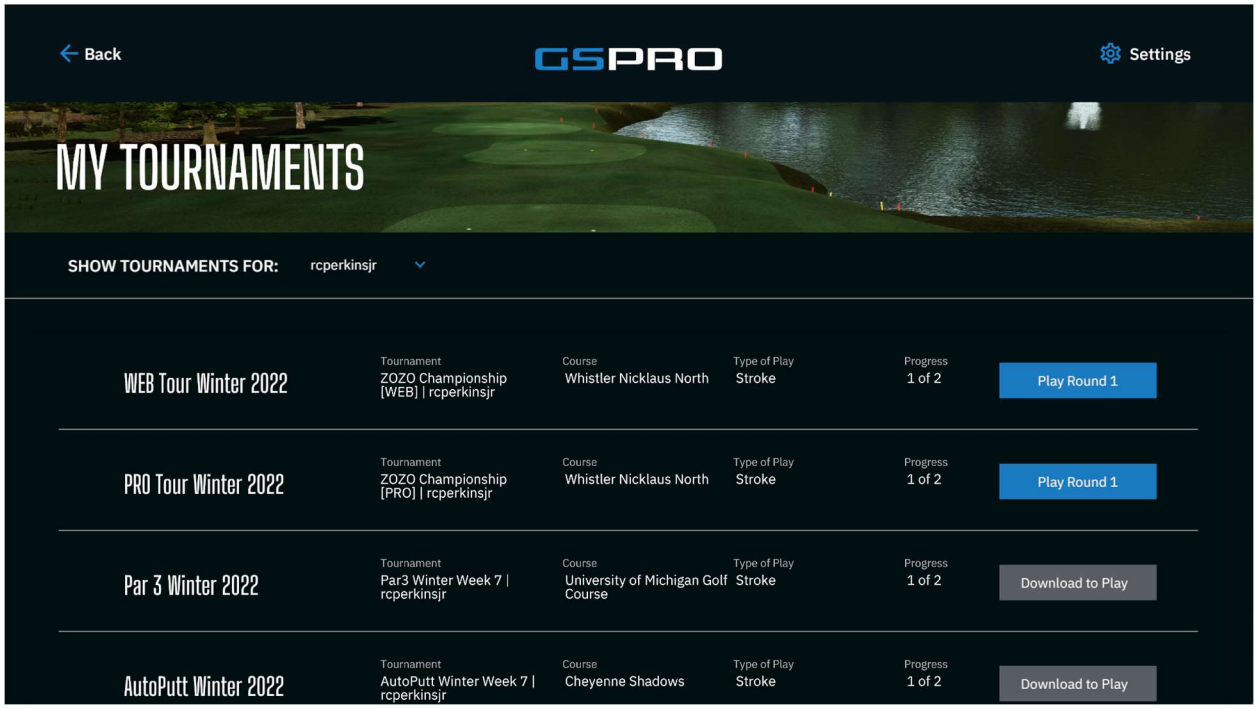
Simply select which holes you desire to play. Defaults to all 18.
When ready to play, simply click "Tee off" on any of the screens in Match Setup.

**Tournament**

Playing tournaments is another fun, social and competitive way to play GSPro. This will require a membership with “Simulator Golf Tour” otherwise known as “SGT”. Please visit My Login - Simulator Golf Tour and click “Register” to begin the process in joining the “SGT Tour”

Once you have joined and become a member, you will then be able to Register for different Tours (Web, PGA, Pro) and register for individual events within those tours. Once registered for an event, it will appear in the Tournament section of GSPro.

**NOTE:** in the event a tournament round is interrupted, you can “Resume” by pressing the resume button. Where you were is stored online and game can be started where you left off




If a course is not in your library there is an option to download it from within this menu.

Additionally, if there is more than one SGT member using this Sim setup, there is a pulldown menu to select for whom Tournament rounds should be displayed for.

## Practice

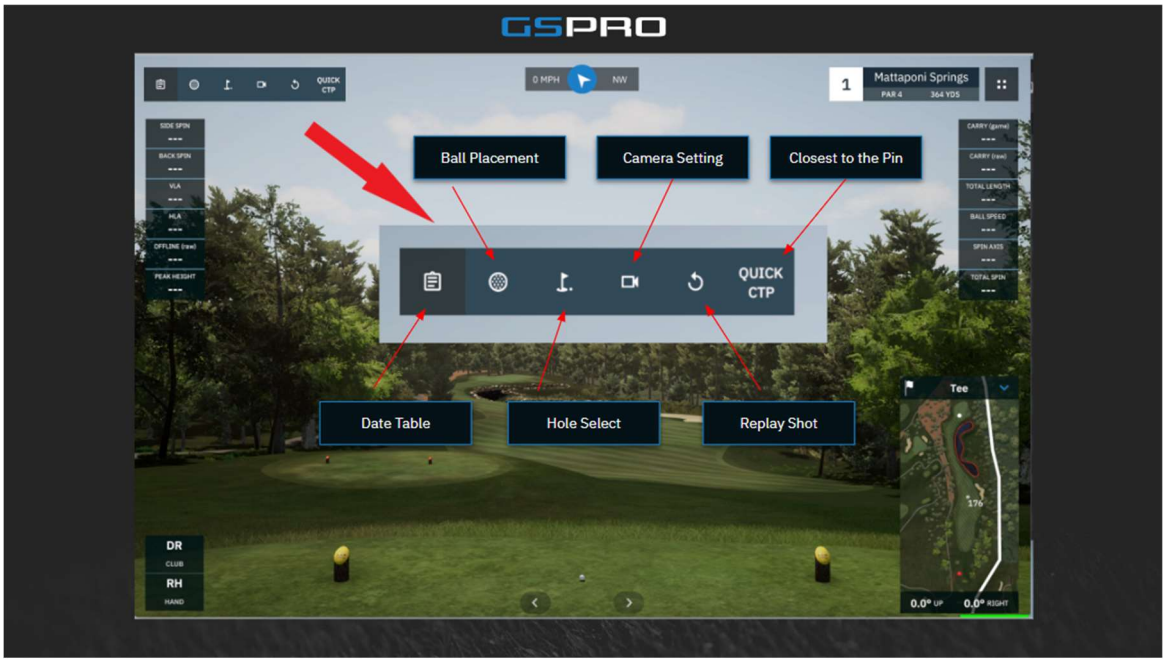
Practice is a large part of what Golf is all about. To provide as many options as possible, GSPro offers 3 different practice methods currently.

## *Driving Range*

Exactly what it sounds like, a driving range.

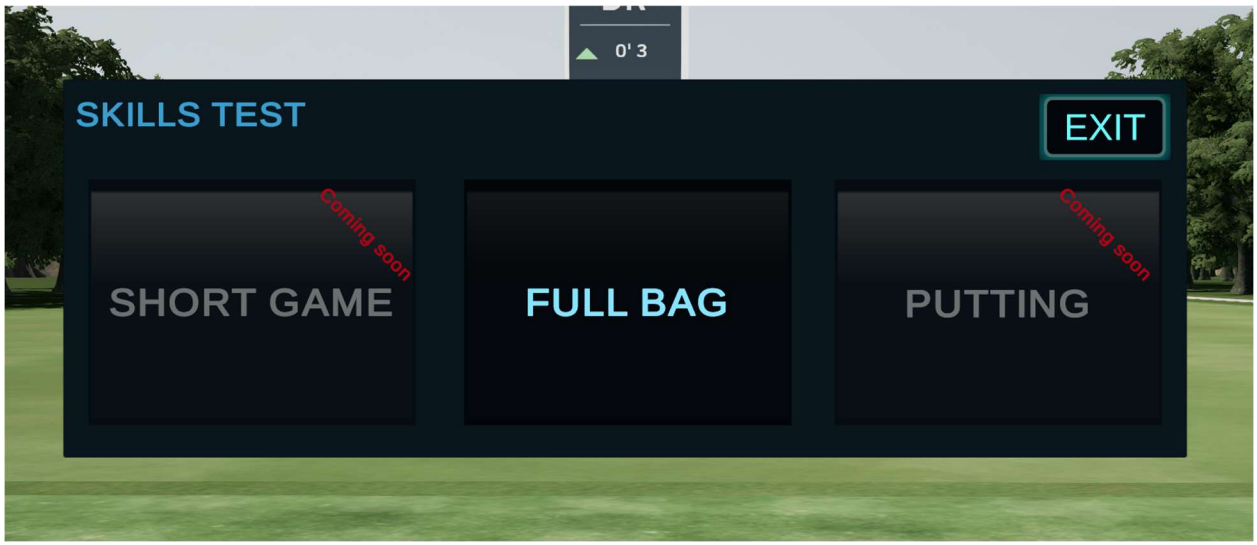
## *On Course Practice*

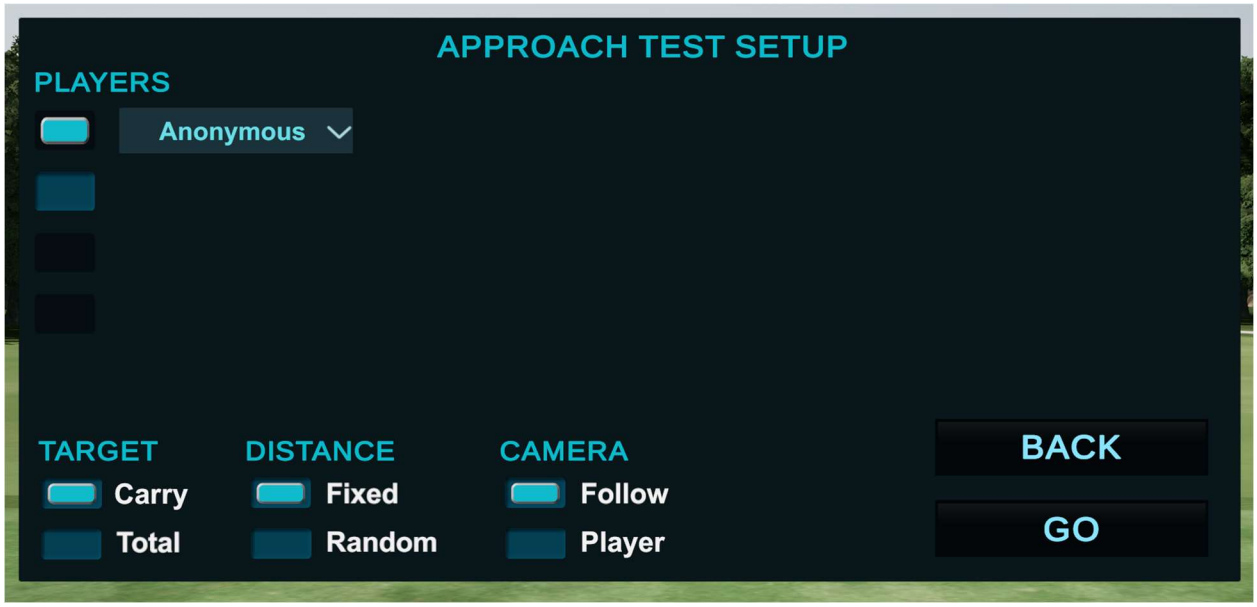
On Course Practice allows you to do many things I think we all would like to be able to do on the real course. Place the ball in ANY location on the golf course, practice that shot until our hearts content. Then move on to a different shot. On course practice has a little different interface than the others.




## *Skills Challenge*

This is a measure of your ability to play the ball to a certain distance (Total or Carry – your choice) during the course of 60 shots from various distances measuring your skill, hopefully, of your entire bag. As of this writing the only option is “Full Bag”.



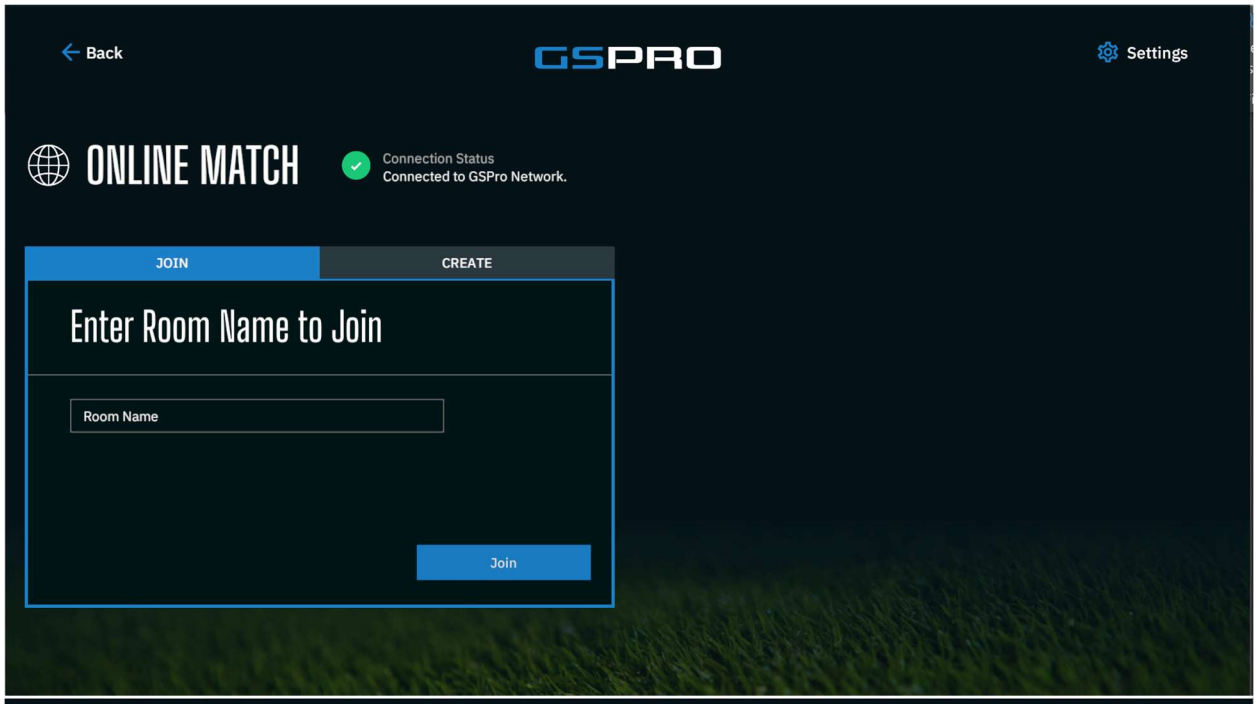


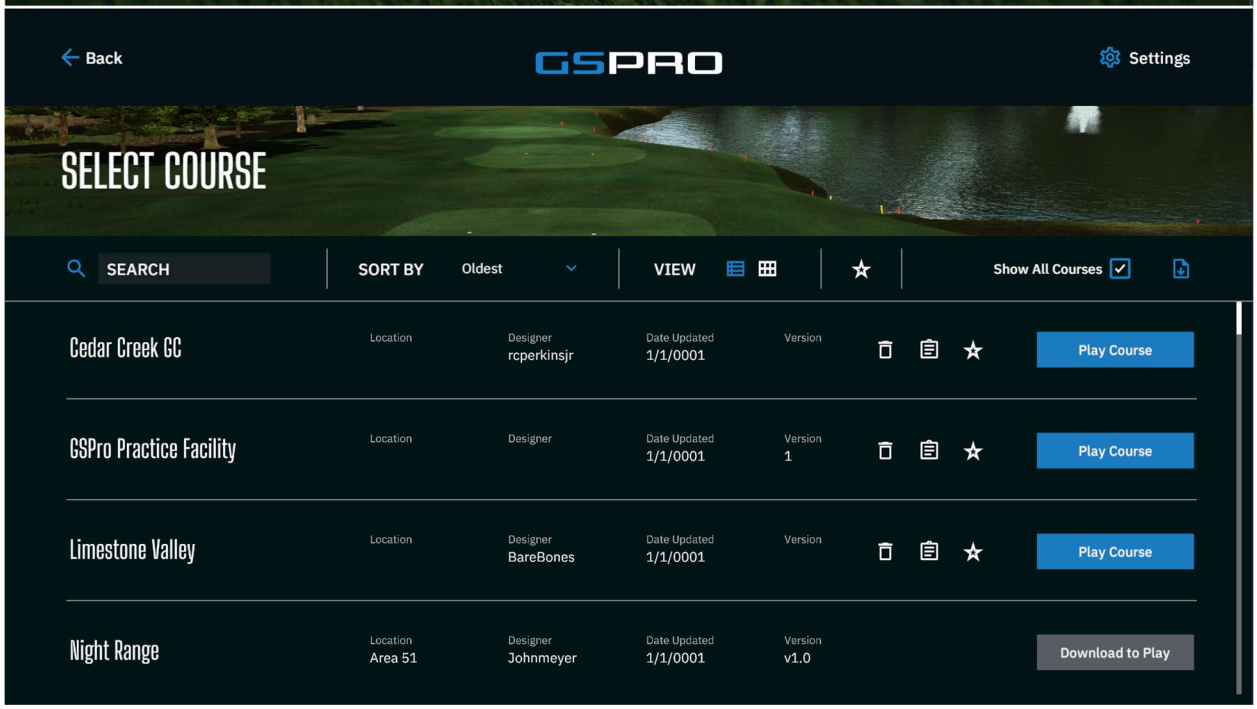

- Please select the Player to execute the challenge
- Target – this is what is being measured, your Carry distance or Total Distance. Points are awarded based on this selection.
- Distance – Fixed or Random. You choose
- Camera – Select your desired camera action. Follow will follow the ball, Player will remain at the players perspective.

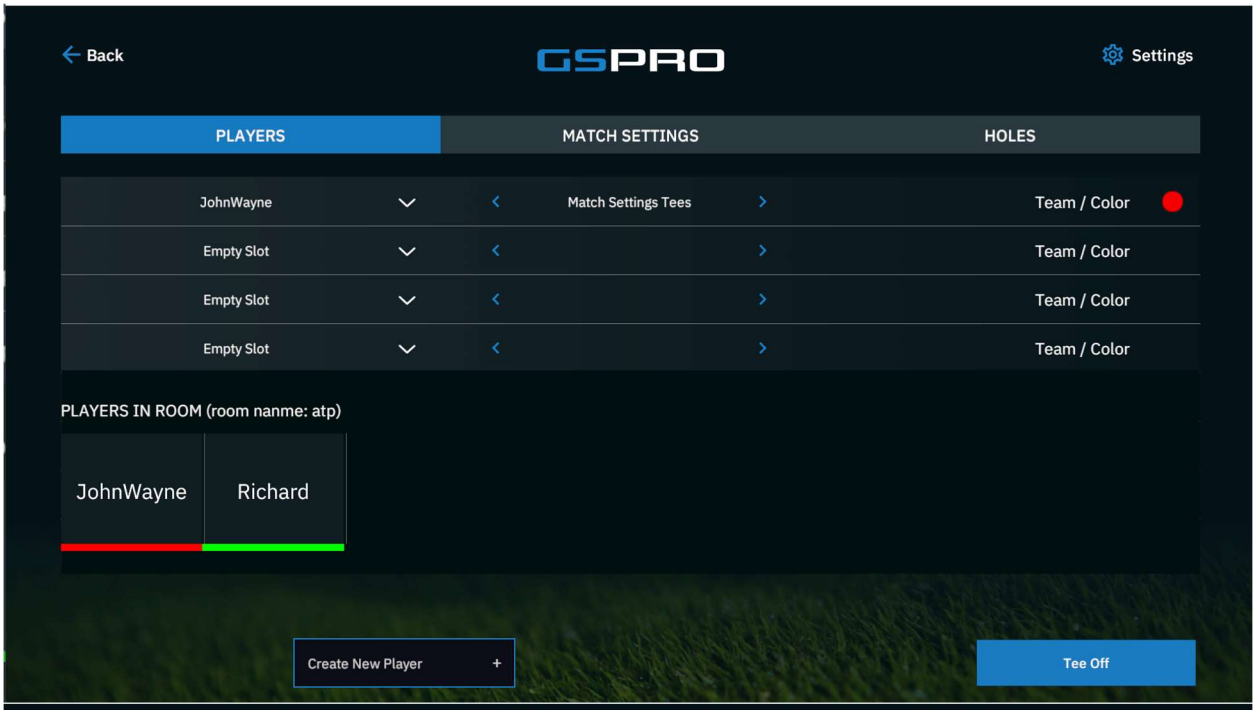
**Online Game**

Creating an online room for game play is a fun way to enjoy golf's social aspect when playing in your Simulator Room at home. Setup a round much like you would a Local Game (above) and then invite others to play with you.

When playing online there are 2 roles, HOST or GUEST.
Host will create a unique room name.
Host will select the Course and then let the GUEST know to join.
Host will configure the round like a Local Round (above setup)
Host will direct each player to set a certain color if you are playing a team event
**NOTE: ALL PLAYERS ON A TEAM MUST BE THE SAME COLOR**
Guest will enter room name given by HOST to enter the room
Guest will set the correct player color to be on the correct team
Guest can set personalized tee boxes as directed by the host if needed.
Host will begin the round (Pressing Go) when all settings and players are configured.


Back
GSPRO
Settings
ONLINE MATCH
Connection Status
Connected to GSPro Network.
JOIN
CREATE
Enter Room Name to Join
Room Name
Join


Back
GSPRO
Settings
SELECT COURSE
SEARCH
SORT BY
Oldest
VIEW
Show All Courses
Cedar Creek GC
Location
Designer
rcperkinsjr
Date Updated
1/1/0001
Version
Play Course
GSPro Practice Facility
Location
Designer
Date Updated
1/1/0001
Version
1
Play Course
Limestone Valley
Location
Designer
BareBones
Date Updated
1/1/0001
Version
Play Course
Night Range
Location
Area 51
Designer
Johnmeyer
Date Updated
1/1/0001
Version
v1.0
Download to Play


Back
GSPRO
Settings
PLAYERS
MATCH SETTINGS
HOLES
JohnWayne
Match Settings Tees
Team / Color
Empty Slot
Team / Color
Empty Slot
Team / Color
Empty Slot
Team / Color
PLAYERS IN ROOM (room nanme: atp)
JohnWayne
Richard
Create New Player +
Tee Off

Back
GSPRO
Settings
PLAYERS
MATCH SETTINGS
HOLES
Game Type
Stroke Play
Tee
Blue 6680yd
Pins
Thursday
Gimme/Auto Putt
5
Elevation
Course (2510ft)
Stimp
10
Putting
Normal
Mulligan
No
Game Play
Force Realistic
Fairway Firmness
Normal
Green Firmness
Normal
Wind
No Wind
Recipe
Default
Concede Score
Double Bogey
Putting Assist
Breakline
HCP
Tee Off

## Glossary

HLA: Horizontal Launch Angle – the angle (left or right) in which the ball launches upon being struck. Negative number is Left, and a positive number is Right

VLA: Vertical Launch Angle – the angle upwards a ball launches when stuck.

BLI: Break Line Indicator – This is the aiming tool used in game to show where one is aiming (The red stick location). The tool also shows distance to the stick and elevation relative to the stick from your ball's location. Additionally, the BLI has a white 'tail' that will indicate the amount of break and in what direction the surface is taking. The longer the white 'tail' the more severe the break. The BLI can also be used in and around trees to show where the colliders are located when trying to punch out of the trees (which none of us have had to do as professional golfers….)

Carry (game): This data point is the result of a shot taken in GSPro with all data points taken into consideration. This includes, lie (right/left up/down), if the ball flies uphill or downhill, surface (fairway, rough, deep rough), wind and elevation.

Carry (raw): This data point is the same as (game) above except for uphill/downhill. It is measured as on a flat surface. It also ignores any obstruction like trees. It will give results as if the obstruction wasn't there.

Carry (LM): This data point is the data as received from the launch monitor using the manufacturers algorithm.

## Appendix 1: GSPro recommended display settings

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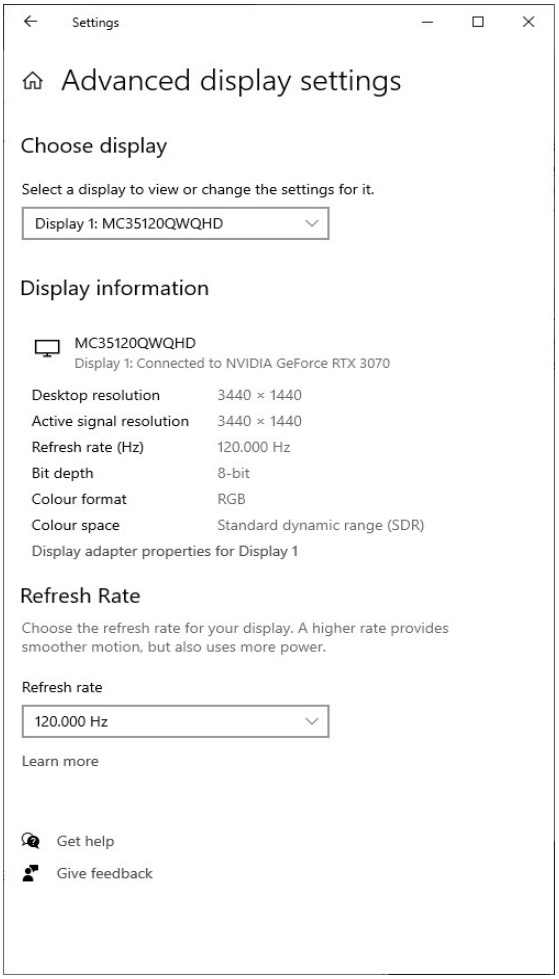
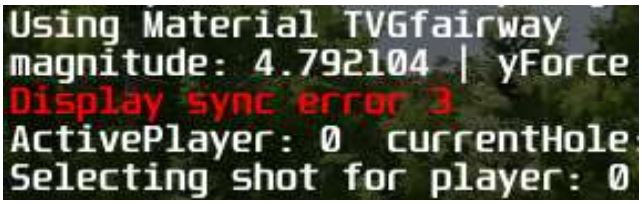
1. Go to Settings->System->Display (or right click on desktop and choose “Display Settings”
2. In case of multiple displays like a projector + PC monitor running concurrently. Set the display where you will run GSPro as the main display. Select it and mark the check box as shown below.

3. Click the “Advanced display settings” and set Refresh rate to 60Hz or as close to 60Hz as possible. Do this for each display by selecting them one by one in the drop-down menu at the top.




4. Check in game if your hardware behaves as expected by loading a course. When the course is up, press the 'F' key to bring up the FPS display.
The first number shows the game FPS at Vsync 1 that should be same as the D: number that represents display refresh. If the numbers are close but not exactly the same is fine.
The first image below shows a good setup.
The second example image that shows FPS 80 and display refresh 59 is not OK and will most probably cause all kinds of unpredictable behavior. A large difference is worse than a small difference.
The 3rd example image shows the debug console that can be invoked by pressing F8 or F9 keys. The message “Display sync error 3” indicates that the game engine is out of sync with 1 frame. If it gets worse, you will get.
“Display sync error 2” and
“Display sync error 1”.

If you see the last message that means 3 frames out of sync that can eventually end up in the ball not behaving as expected. For example, you will not get a bounce making it look like the ball got “plugged” in the play surface.



## Appendix 2: Lie Angle

Lie angle is indicated on the minimap, at the bottom. It is going to read Left or Right and Up or Down.

Like in real golf, the location of your feet in relation to your ball is very important for shot selection. It plays a part in what shot to hit, your stance, your club selection, and your stroke. Lets talk about it in GSPro terms.

Left: A lie angle of ‘left’ in GSPro indicates your feet are below the ball. This indicates that the ball will tend to start off left. The larger the number the steeper the slope towards your feet.

Right: A lie angle of ‘right’ in GSPro indicates your feet are above the ball. This indicates that the ball will tend to start off Right. The larger the number the steeper the slope away from your feet.

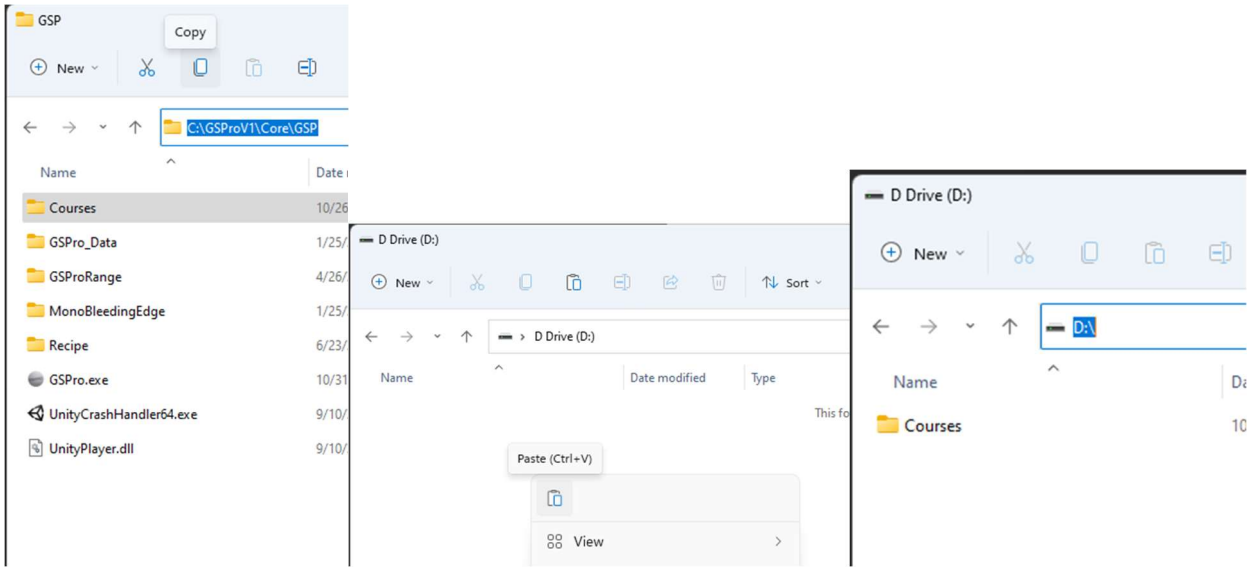
Up: This indicates that the ball is on an upwards Lie. An upwards lie is going to add loft to your shot and tend to fly higher. If severe enough, can create a loss of yardage due to the amount of height the ball travels.

Down: This indicated that the ball is on a downward Lie. A downward lie is going to reduce the loft of your shot and will tend to fly lower. The more severe the downward the less likely you have of getting a good high golf shot. The ball will tend to travel shorter distances and roll more.

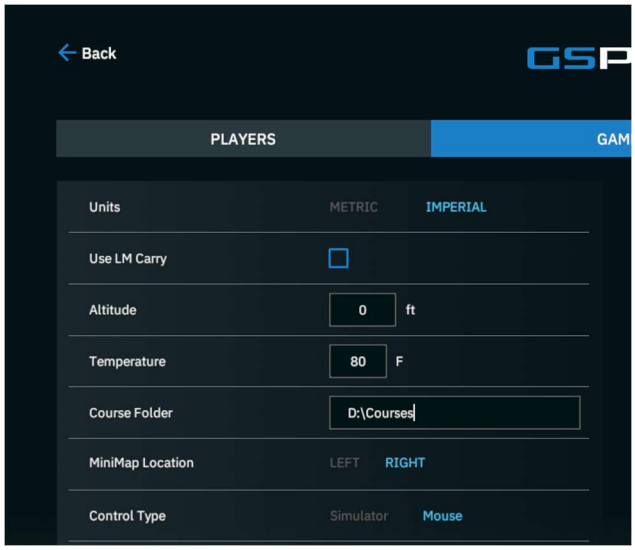
## Appendix 3: Change Course Folder

The default location for GSPro to place downloaded courses into is C:\GSProV1\Core\GSP\Courses. Some computers don't have a ton of space available on the C: Drive requiring the courses to be located in an alternate location.

Lets use a D: drive for our example.




- Copy the Courses folder.
- Navigate to the new desired location
- Paste into the new location



Open GSPro and update the courses setting to reflect the new location. Go back and delete the Course folder in C:\GSProV1\Core\GSP\ and you are all set!

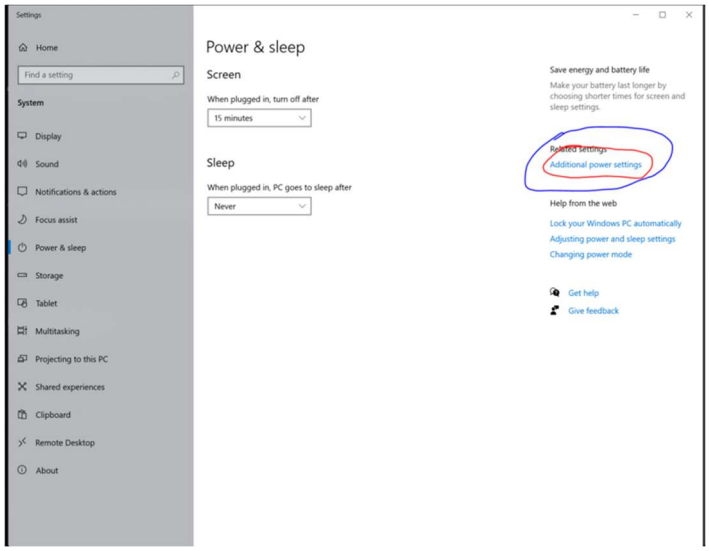
## Troubleshooting:

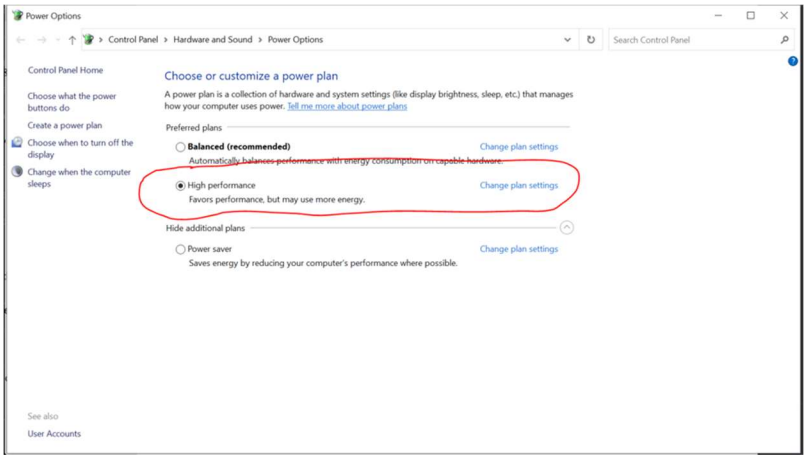
# V-Sync Issues

**Issue:** If power settings are not properly configured, they tend to force a switch to the built in Intel GPU instead of the more powerful discrete GPU. The built in Intel GPU is very low performance and can't run GSPro in any useful way.

**Solution:**
Down in bottom left hit SEARCH icon.
Type Power and Sleep Settings
Set your Power and Sleep settings to HIGH PERFORMANCE.

What this will cause and "maybe" most won't even notice it, but it will cause a loss of frames altogether and create a jerky image when ball is rolling or even in flight. I'm not 100% sure if it's truly a power saving deal or what but just make sure you do this






# Anti-Virus setup:

It is highly recommended that these settings be implemented on all machines running GSPro to ensure anti-virus software doesn't affect how it works and to avoid it from being an issue.

The short video will walk you through the configuration.

https://www.youtube.com/watch?v=clHlgxFplZ0&t=16s

## Release Notes:

**Version 2.0.2 – 1 November 2022**

Overhaul to design and user interface
New driving range
Shot replay
Powerful course management
Mark courses as favorites
Club data added to data tiles
Drag and drop data tile management
Up to 100 saved players
Show scorecard after hole
Hide club selector
Hole intro animations
Tournament easy course download
Tournament player select
Quick add player
Auto save course settings
Hole selection with info
More concede options
"Quick" closest to pin
Course round history
Updated tree physics
Better ball, cup, & shadow detail
Ball fast forward option
Better widescreen support
Persistent aim banner
Offset visual editor
New Users Guide (posted to the website)
Many defects fixed