GSPRO

V2 Quick Start Guide

Rev 0.1 // 10/13/2022

GSPRO

Exit GSPro

Enter Settings Menu

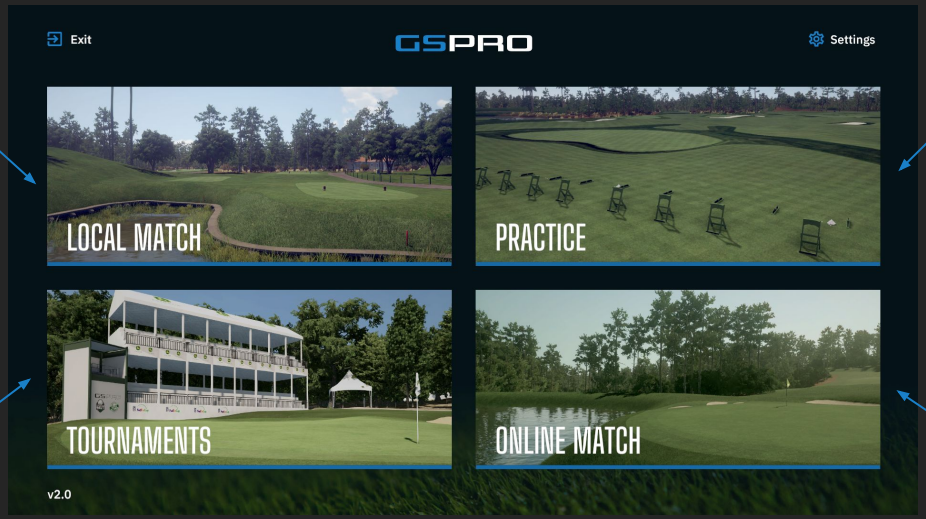
Your current version of GSPro

Global Navigation

GSPRO

Starts a local match with 1-8 local players

Starts practice mode providing three choices; Range, On Course and Skills Challenge



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

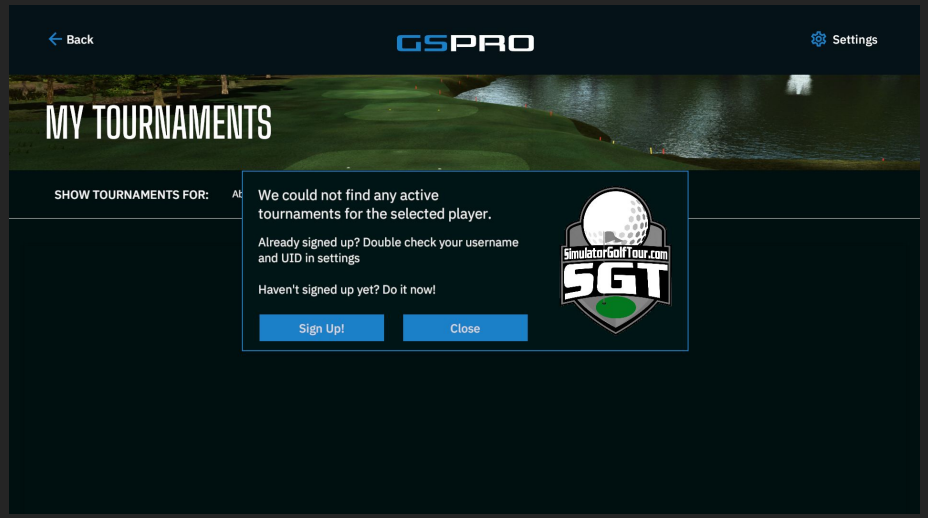
Enter a driving range session

Test your skills in a 60 shot skills challenge

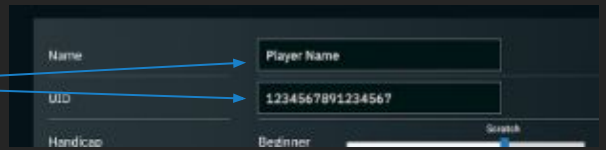
Use on course practice for selecting a specific course and location on the course to practice your shots

Practice Main Menu

To play in online tournaments, sign up at:https://simulatorgolftour.com/



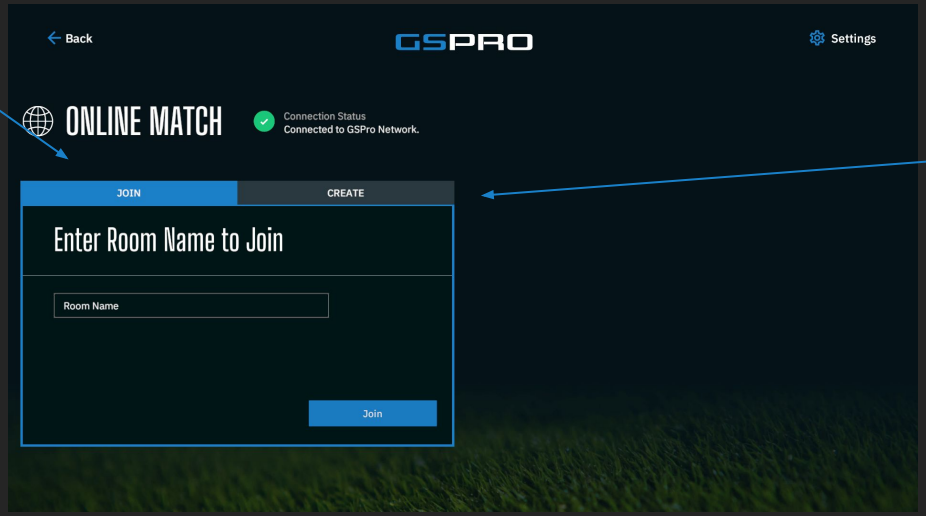
Once signed up, update your Name and UID to match EXACTLY what SGT gives you



Select Join or Create

JOIN:

To join a match, enter the room name that the host provided you (obtained away from GSPro - Discord, text, etc)



CREATE:

To create a match and become a host, click CREATE and decide on a room name. Select your course and share the room name with other players

Online Play Menu

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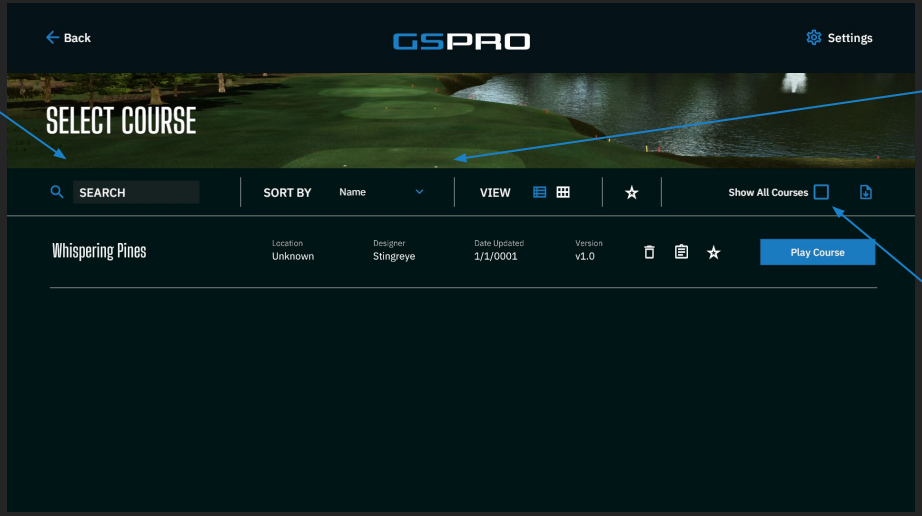
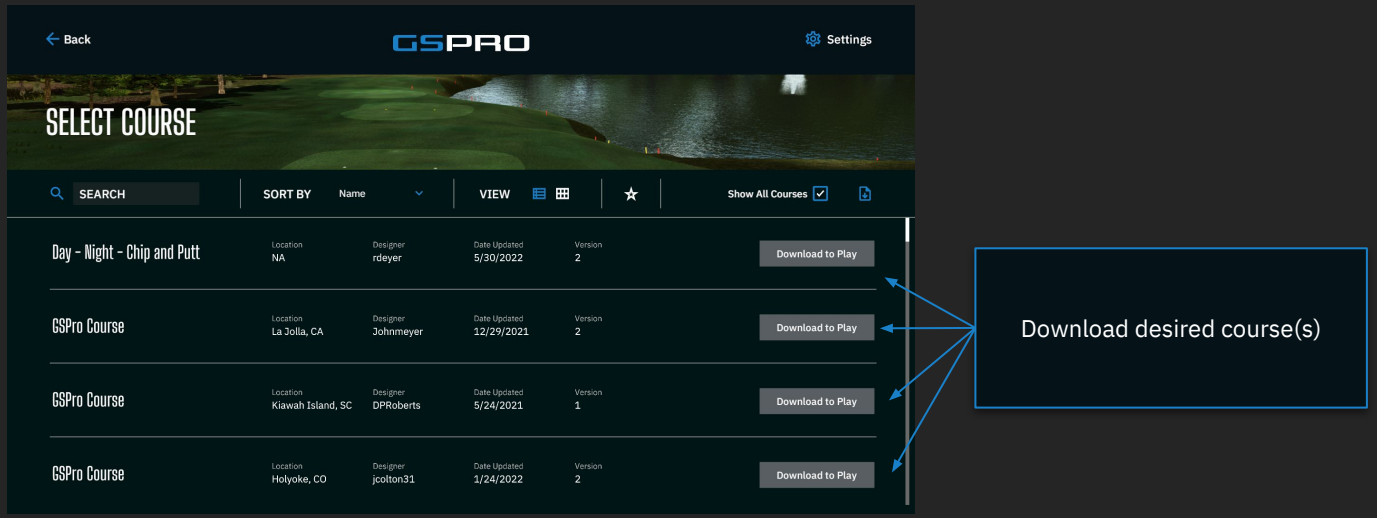
Use this screen to select the course you want to play



Search, sort, change view, and filter courses available to you

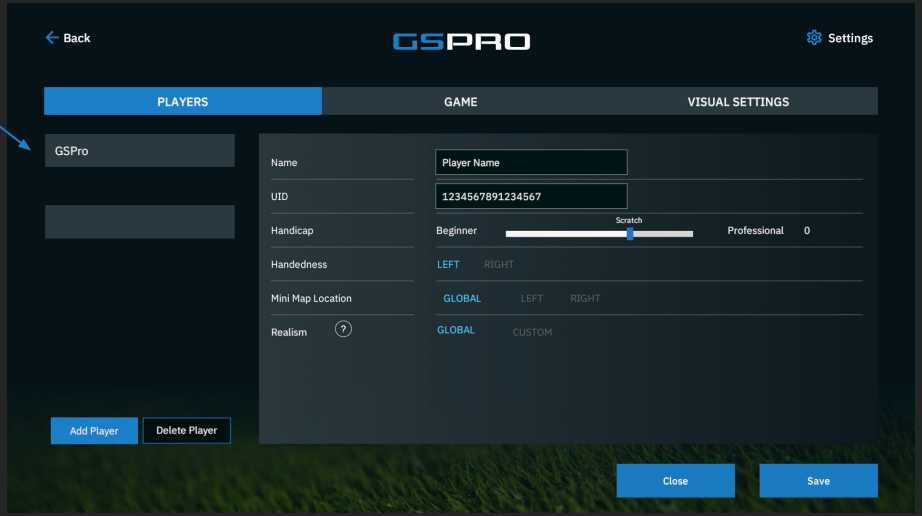
Show community created courses available for download

Course Select - Local Courses



Course Select - Download Courses

Use this screen to add, delete, and edit saved players



Name: Used as a display name and SGT name

UID: Used for SGT tournaments

Handicap: Set for optional HCP rounds

Handedness: Set right or left handed

MiniMap Location: set where the mini map shows

Realism: Adjust realism and casual game play settings

Settings - Players

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Edit game wide settings

Units: Metric (meters) or Imperial (yards/feet)

Use LM Carry: Optional force “launch monitor” carry distance

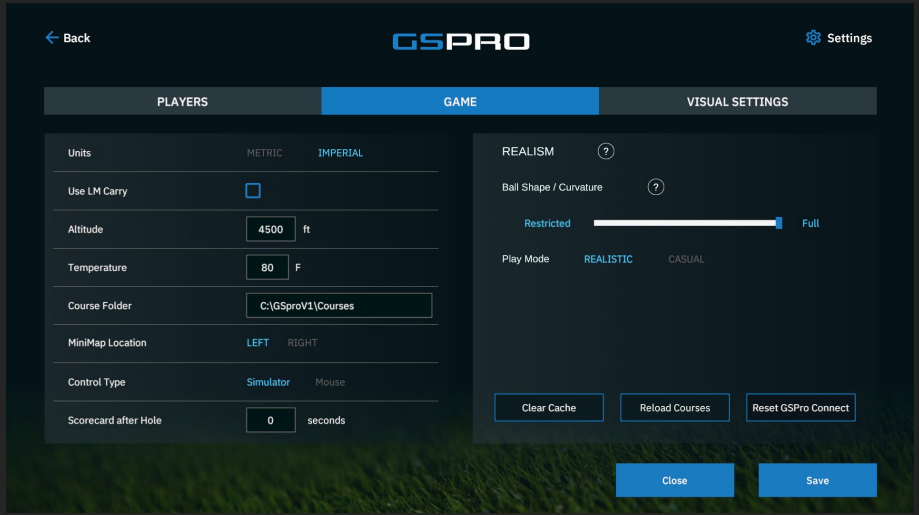
Altitude: Set global altitude/elevation (impacts ball flight)

Course Folder: Specifies where GSPro will download and look for courses

MiniMap Location: Left/Right side of screen

Control Type: Simulator or mouse (for testing)

Scorecard after hole: option to display scorecard for a second number of seconds after each hole



Realism settings allow you to adjust how forgiving GSPro plays

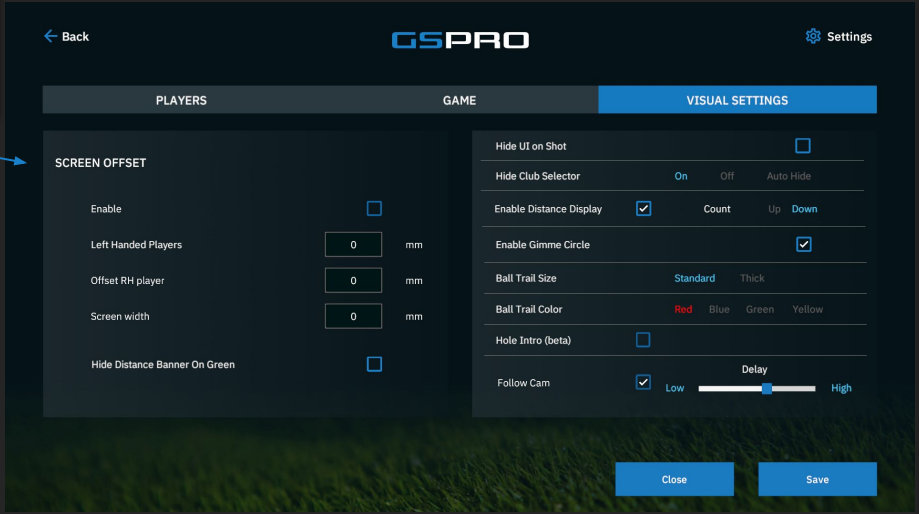
Ball Curvature:
Full: Ultra realistic ball flight that represents real life
Restricted: Reduces the impact spin has on a given shot

Play Mode:
Realistic: Realistic terrain penalties, tree penalties, and shot power
Casual: Penalties reduced and allows for shot boost

Settings - Game

Screen Offset: Used to adjust where the ball is in relation to the center of your screen.

RECOMMENDATION: Use the in-round lighting and visual tool for setting your screen offset



Hide UI: Auto hide the user interface when ball is struck

Hide Club Selector: options for hiding the in-game club select (typically not used)

Enable Distance Display: Option for showing indicator of shot distance or distance remaining

Enable Gimme Circle: Visual for gimme circle

Ball Trail Size and Color: Options for the ball trail when ball is struck

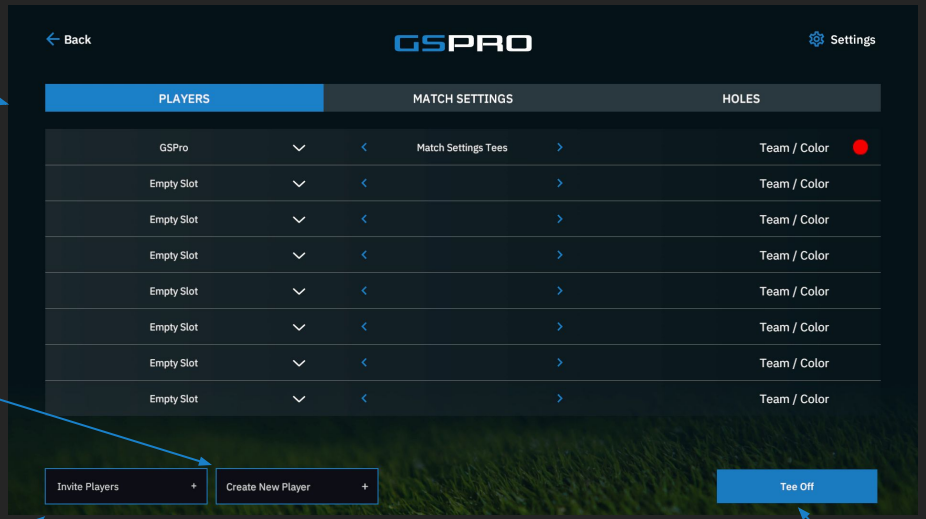
Hole Intro: Options for “flying” to the next hole

Follow Cam: Adjust camera delay settings before it catches up to ball.

Settings - Visual

Select the player, tee box and team color for each player

Team color: used for team matches such as scramble



Create a new player on the fly

Convert to an online match

Start Match!

Match Settings - Players

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Game Type: Type of match (stroke, scramble)

Tee: Default tee box

Pins: Thurs-Sun pin options

Gimme/Auto Putt: Used to set the gimme circle size OR used to select one of the auto putt options

Elevation: Global or course specific

Putting: Realism setting for putting

Mulligans: Option to enable mulligans

Game Play: Player settings or force realistic

Fairway Firmness: Used to adjust how hard the fairways are

Green Firmness: Used to adjust how hard the greens are

Wind: Wind speed options

Concede Score: Allows to select what outcome of when a hole is conceded

Putting Assist: Limits the allowed offline for a putt

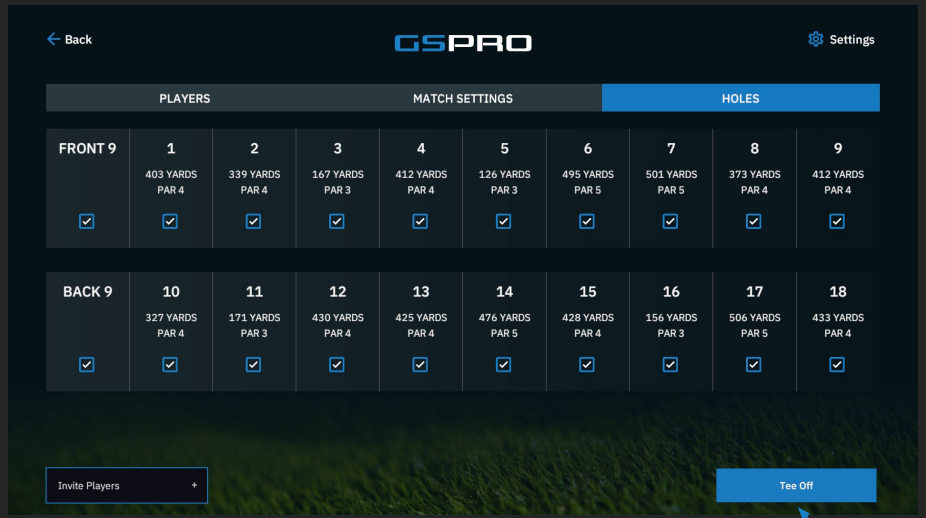
Breakline: When aiming, a breakline is shows to help determine shape of green

HCP: Enables HCP scoring (requires more than 1 player)

Start Match!

Match Settings - Match

Adjust what holes you watch to play



Start Match!

Match Settings - Holes

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Player Information Panel

Wind Indicator

Course & Hole Information

Toggle Flyout Menu

Distance to Pin

Data Tiles - tap any tile to edit

Club and Hand Selector -

Typically not used, but can be manually select in the case of launch monitor requires it.

Mini Map

Lie angles

Move Ball on Tee

In-Match: Main Screen

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Flyout Menu

Data Tiles: Hide or show the data tiles

Settings: Enter settings area

Lighting: Used to adjust lighting and offset

Shot Options: Opens options for rehit, mulligan, etc

Flyover: Initiates flyover of current hole

Putt Grid: Hide or show putting grid

Putt Mode: Manually enter putting mode

Show Flag: Hide or show the flag stick

Shortcuts: Displays graphics with keyboard shortcuts

Scorecard: View scorecard

In-Match: Flyout Menu

Enable and/or disable desired data tiles.

Drag and drop to reorder

In-Match: Data Tile Editor

Adjust Range Distance

Show Shot Summary

Driving Range - Unique Features

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Place ball anywhere and repeat shot from select spot

Select hole to practice on

Change camera options

Shot replay

Enable a “Quick Closest To Pin” session

On-Course Practice: Unique Features

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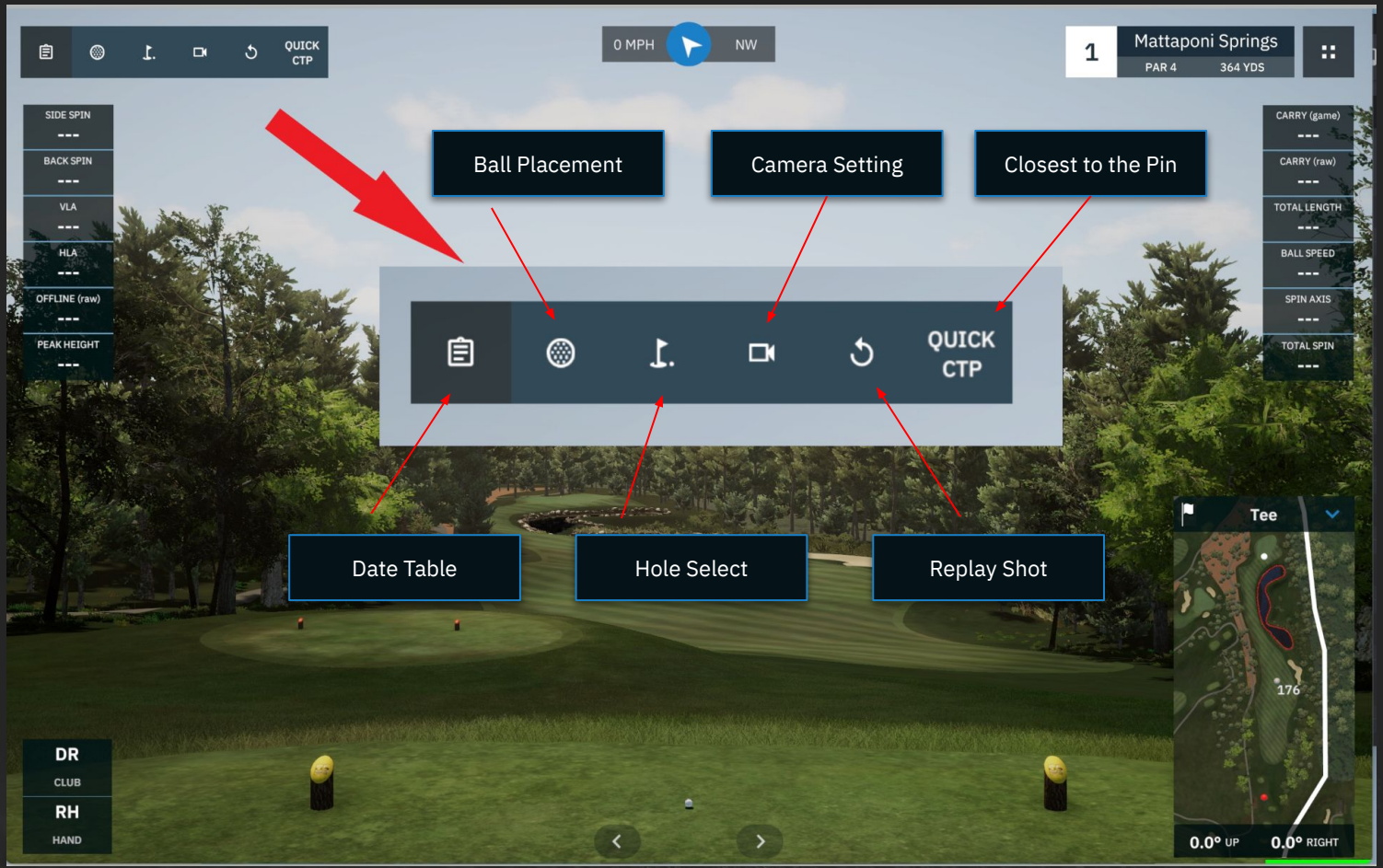
QUICK CTP
0 MPH
NW
1
Mattaponi Springs
PAR 4
364 YDS
SIDE SPIN
BACK SPIN
VLA
HLA
OFFLINE (raw)
PEAK HEIGHT
CARRY (game)
CARRY (raw)
TOTAL LENGTH
BALL SPEED
SPIN AXIS
TOTAL SPIN
Ball Placement
Camera Setting
Closest to the Pin
QUICK CTP
Date Table
Hole Select
Replay Shot
Tee
176
DR
CLUB
RH
HAND
0.0° UP
0.0° RIGHT

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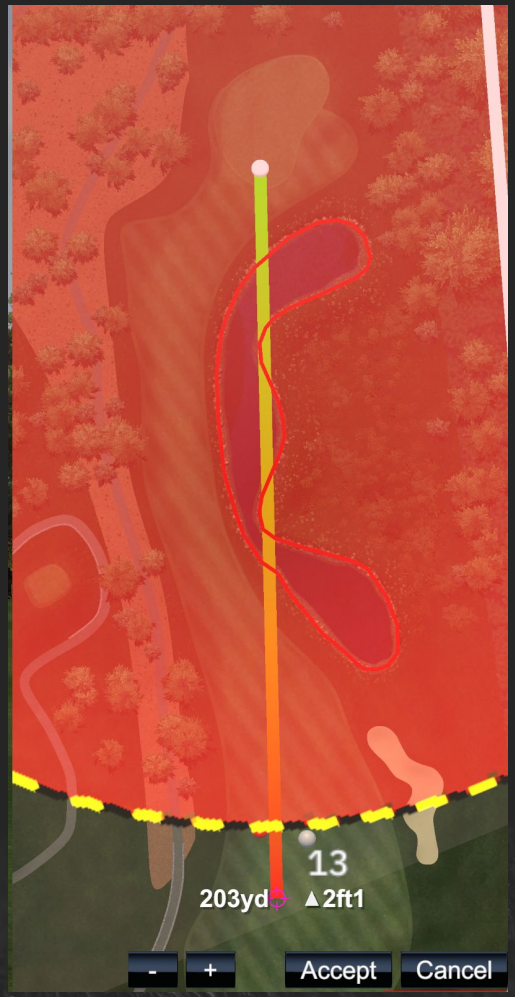

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