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

SYSTEM REQUIREMENTS
Your system must meet these requirement in order to run E6golf or E6Golf Lite. Before installing, check the System Requirements:

E6GOLF PC/LAPTOP
- i3, i5, i7 – 2.0Ghz or faster
- 4GB RAM | Windows 7, Windows 8, or 8.1
- 25GB free hard drive space
- nVidia dedicated graphics
- PC GTX 460 or higher with 1GB RAM video memory.
- DVD drive

E6GOLF LITE
- i3, i5, i7 – 2.0Ghz or faster
- 2GB RAM; Windows 7, Windows 8, or 8.1
- 25GB free hard drive space
- ATI or nVidia dedicated graphics with 256MB video memory.
- DVD drive

E6GOLF SOFTWARE INSTALLATION

STEP 1: Insert E6Golf Disc 1
STEP 2: AutoPlay
- SELECT: Run e6_full.exe or e6_lite.exe for E6Golf Lite
- User Control Access
- SELECT: Yes
STEP 3: Welcome to the E6Golf / E6Golf Lite Setup Wizard
- SELECT: Next >
STEP 4: Manufacturer – Select Device
1. TruGolf
2. Accusport
3. Creatz
4. Flightscope
5. GSA
6. iGolping
7. Pro Tee United
8. Trackman
9. Visual Sports
10. XGolf
11. FullSwing
12. Sports Coach
- 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’

BALL PLACEMENT

BALL PLACEMENT FOR TRUGOLF SYSTEMS

FULL SHOTS & CHIP SHOTS

DRIVER, WOODS, HYBRIDS & IRONS
Place the ball on a tee behind the FRONT 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.

PUTTING

For a putt, place 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.

TEES
Rubber tees should be used just as one would use them in outdoor golf. The use of tees does not change ball placement specifications.
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.
3. EVENT - Connect to online Events

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

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. SET the desired TEE, HANDICAP, HAND, or BOOST.
3. ADD additional Players (8 players max)
4. To REMOVE a player TAP the LOG OUT icon.
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
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

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

QUICK ACCESS BUTTONS
To access these features, touch/click the indicated area
1. View Scorecard
2. Spot Pin

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.
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).
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.

   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.

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.

   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.

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 **Checkmark** 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.
SECTIONS

Navigate to the SECTIONS 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.

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.

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
- Loft
- Lie
- Color Swatch
- Shaft Flex
- Club Type
- Color Swatch
**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 crosshairs 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 -
   2. From the Practice Area, click or touch the E6 MENU, and then select CHOOSE PRACTICE AREA.
3. Select CHIP & PUTT.
4. Select the FLAG button in the top right corner.
5. Move the Flag icon to – or click/touch – where you want the hole to be.
6. Select the BALL button.
7. 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.
8. Click the CHECK MARK button to accept the settings and start practice.
9. 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 the 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 PLAY and then EVENTS.

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 a on 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.
System Requirements:
i3, i5, i7 (2.0Ghz or equivalent), 4GB RAM,
25GB free hard drive space, DVD drive, Windows 7, 8, or 8.1
1GB NVIDIA GTX 460 / ATI Radeon HD 6000 Series or higher

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