



## USER MANUAL

E6GOLF.COM



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# INSTALLATION

## SYSTEM REQUIREMENTS

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

### E6GOLF PC/LAPTOP

i3, i5, i7 – 2.0Ghz or faster

4GB RAM | Windows 7|8|10

25GB free hard drive space

**PC** 1GB NVIDIA GTX 460 / ATI Radeon HD 6000 Series or higher

**LAPTOP** 1GB GT 520 or Higher  
DVD drive

## E6GOLF SOFTWARE INSTALLATION

**STEP 1:** Insert E6Golf Disc 1

**STEP 2:** AutoPlay

SELECT: Run **e6\_full.exe**

User Control Access

SELECT: Yes

**STEP 3:** Welcome to the E6Golf Setup Wizard

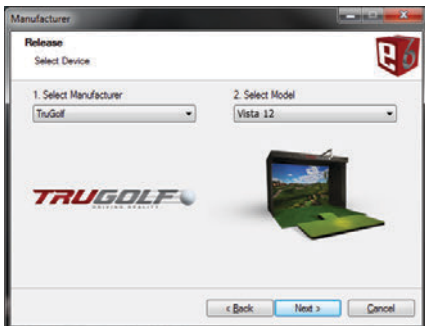
SELECT: Next >

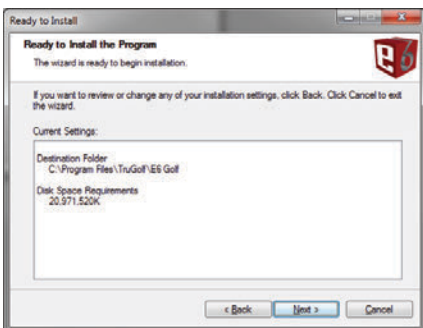
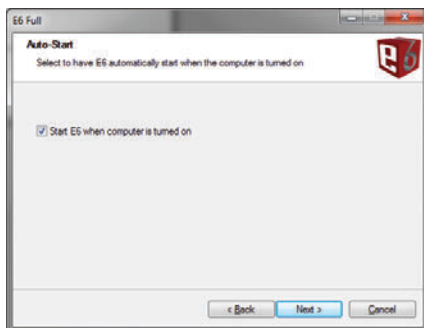
**STEP 4:** Manufacturer

SELECT: Manufacturer

SELECT: Model (if required)

SELECT: Next >



**STEP 5: Auto Start**

**UNCHECK IF YOU DON'T WANT IT TO AUTOSTART.**

SELECT: Next >

**STEP 6: Ready to Install Program**

SELECT: Next >

**STEP 7: Installation Complete**

SELECT 'FINISH'

## SECURITY DONGLE

THE **GREEN USB SECURITY DONGLE** IS REQUIRED TO RUN E6GOLF.



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


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

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



## GETTING STARTED

### LAUNCH E6GOLF

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

### MAIN MENU

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

**PLAY** - Start or resume a round or event.

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

**PRACTICE** -

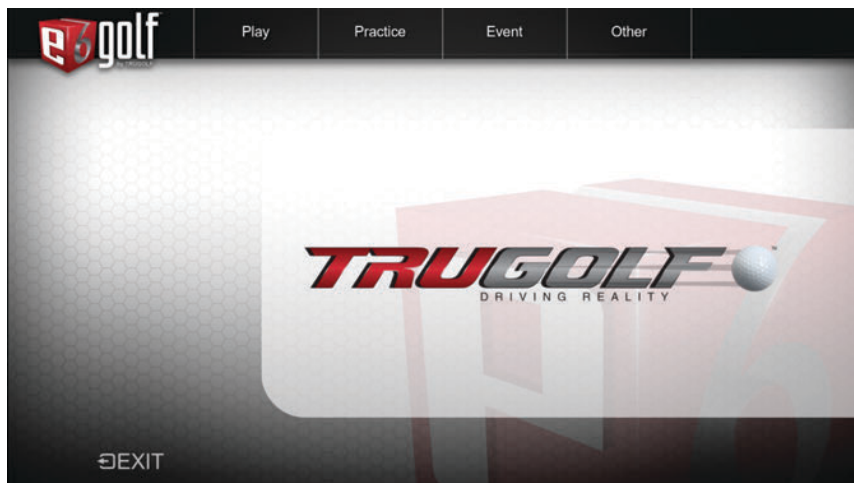
1. DRIVING RANGE
2. PRACTICE SESSION
3. SCORING ZONE
4. CHIP & PUTT

**EVENTS** - Connect to Online Events

**OTHER** -

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

**EXIT** - Exit E6GOLF



## STARTING A NEW ROUND

### PLAY

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

**PLAYERS** - Add Players to a round

**COURSES** - Select the desired course to play

**SETTINGS** - Set conditions and round options

**HOLES TO PLAY** - Set the desired holes to play

**MODES OF PLAY** - Select from 36 different styles of play

**PREVIOUS MENU** ↩ - Return to the previous menu

### PLAYERS

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

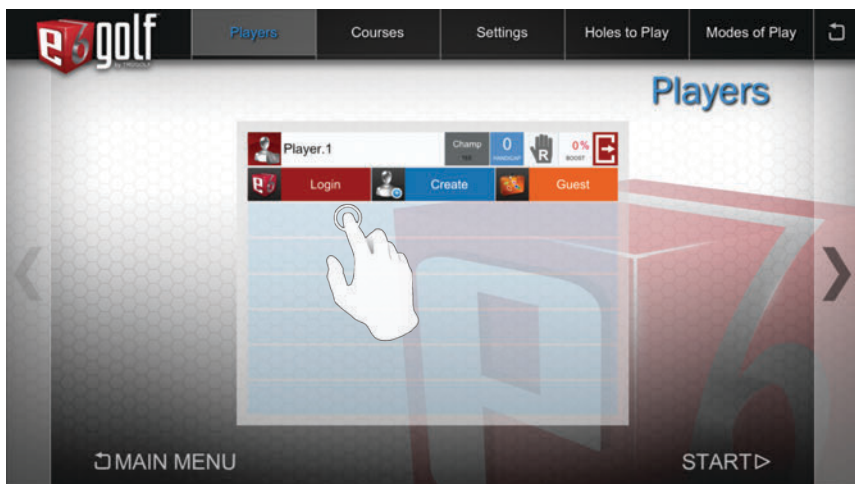
**LOGIN** - If you already have created a Profile.

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

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

2. **CLICK** to **SET** the desired **PROFILE IMAGE**, **NAME**, **COUNTRY**, **TEE**, **HANDICAP**, **HAND**, or **BOOST**.

3. To **REMOVE** a player **TAP** the **LOG OUT** icon on the right.

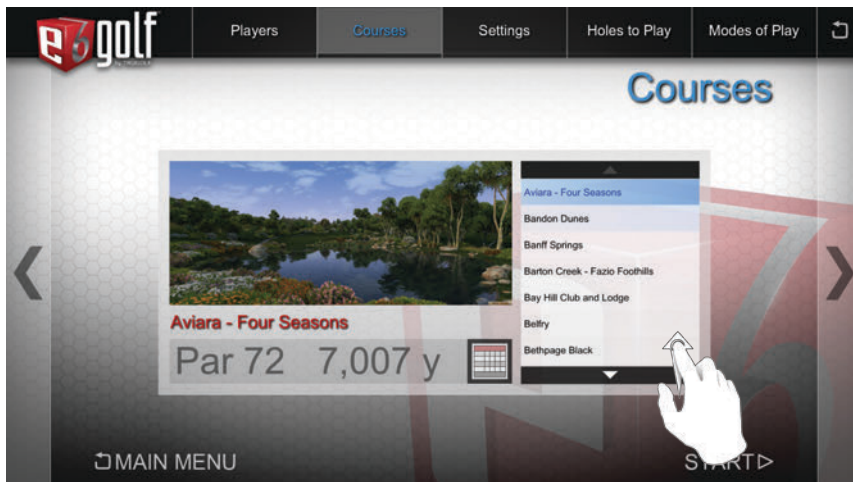


## COURSES

NAVIGATE to the COURSES screen



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



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



Score Card Button- TAP to view the course scorecard

# GOLF COURSE LIST

0

## STANDARD COURSE PACK

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

1

## COURSE PACK ONE

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

2

## COURSE PACK TWO

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

3

## COURSE PACK THREE

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

4

## COURSE PACK FOUR

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

5

## COURSE PACK FIVE

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

6

## INDIVIDUAL COURSES

Holtsmark Golf Club  
Losby Golf Club  
Golf Resort Kunētická Hora  
Club de Golf Le Sorcier  
Oslo Golf Club  
PGA National

7

## PEBBLE BEACH PACK

Pebble Beach® Golf Links\*  
The Links at Spanish Bay®  
Spyglass Hill® Golf Course

8

## ST ANDREWS PACK

St Andrews Old Course  
St Andrews New Course  
St Andrews Jubilee Course

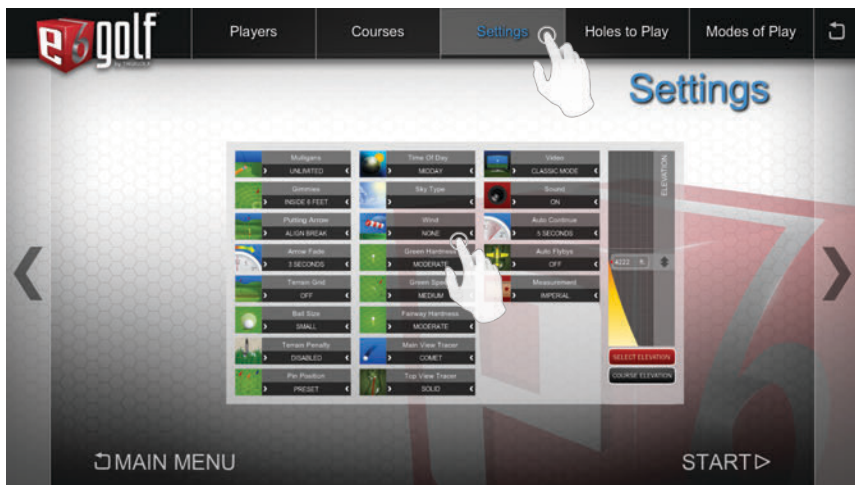


## SETTINGS

NAVIGATE to the SETTINGS screen

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

**TAP ANY BUTTON TO CHANGE ITS DEFAULT SETTING**



**MULLIGANS** - Mulligans are “do-overs” – re hit without penalty.

- Unlimited / None / 1 / 2 / 5 / 10

**GIMMIE RANGE** - Gimmie Range is the distance within which you automatically hole out with a one-putt.

- Inside 2 / 4 / 6 / 8 / 10 / feet
- Player Decides
- Computer Decides
- Auto score
- Player Putts Out

**PUTTING ARROW** - Shows the break and elevation changes between the ball and the hole. Red indicates downhill, Green indicates uphill.

- Off
- Play Break - Aligns the Player to the hole, regardless of break.
- Align Break - Aligns the Player in the direction of the break.

**PUTTING ARROW FADE** - Specifies how long the Putting Arrow will be displayed before fading away. Select Off to always display the Putting Arrow.

- Off / 3 / 5 / 7 / 10 / seconds

**GRID** - Overlays the terrain to highlight undulations and elevation changes.

- Off / Near Green / Always On

**BALL SIZE** - Changes the visibility of the golf ball.

- Small / Medium / Large

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

- Enabled / Disabled

**PIN POSITIONS** - 6 pin positions for each level of difficulty

- Preset / Easy / Medium / Hard



**TIME OF DAY** - *Changes the lighting schemes.*

- Morning
- Midday
- Afternoon
- Evening

**SKY TYPE** - *Changes the visual appearance of the sky.*

- Clear
- Partly Cloudy
- Cloudy
- Random

**WIND** - *Wind intensity effects ball flight*

- None
- Breezy
- Windy
- Strong

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

- Soft
- Moderate
- Hard

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

- Slow
- Medium
- Fast

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

- Soft
- Moderate
- Hard

**MAIN VIEW TRACER** - *A tracer is a colored line that shows the flight of the ball.*

- Solid - *Tracers stay permanently visible*
- Comet - *Tracers fade away*
- Off

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

- Off / Solid

**CAMERA**

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

**SOUND**

- On / Off

**AUTO CONTINUE** - *The length of time before the game automatically continues after a shot.*

- Off / 3 / 5 / 7 / 10 / seconds

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

- On / Off

**MEASUREMENT**

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

**ELEVATION** - *Set the desired elevation*

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

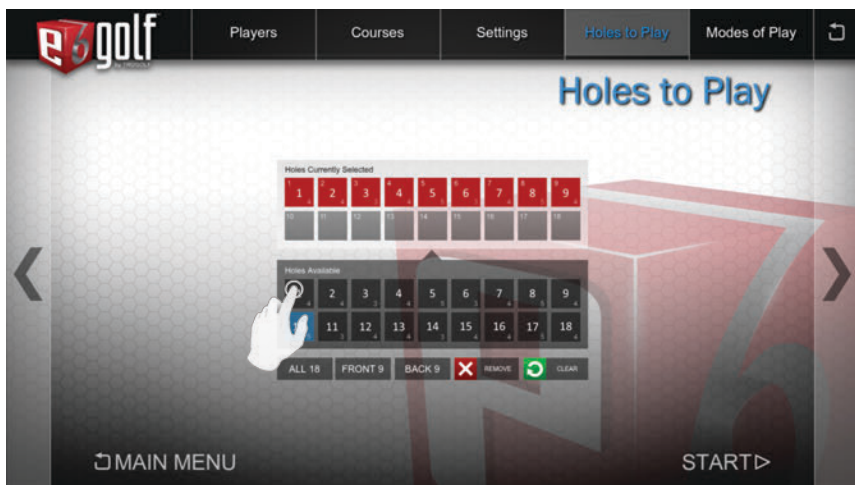
## HOLES TO PLAY

NAVIGATE to the HOLES TO PLAY screen

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

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

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



**HOLES AVAILABLE** - Will add hole to next available spot in Holes Currently Selected.

**ALL 18** - Override Holes Currently Selected and play all 18 holes in the correct order.

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

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

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

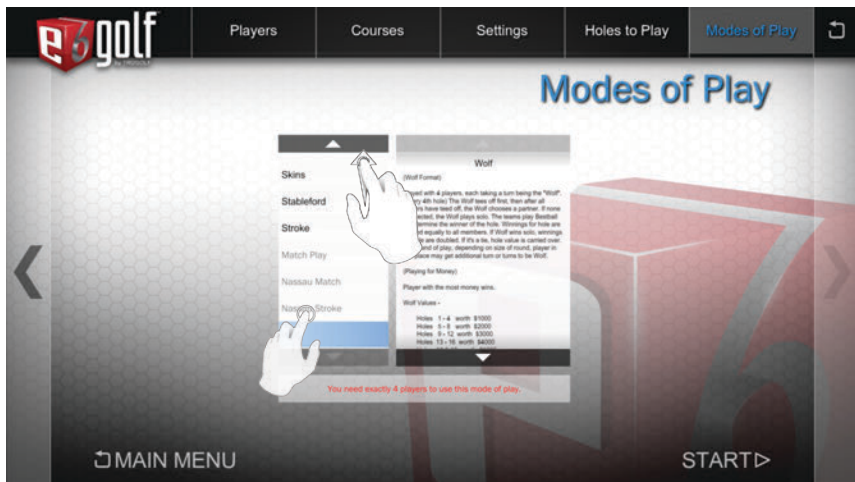
**CLEAR** - Clears ALL Holes Currently Selected.

## MODES OF PLAY

NAVIGATE to the MODES OF PLAY screen

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

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



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

## START

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

**PLAYERS** - Add Players to a round

**COURSES** - Select the desired course to play

**SETTINGS** - Set conditions and round options

**HOLES TO PLAY** - Set the desired holes to play

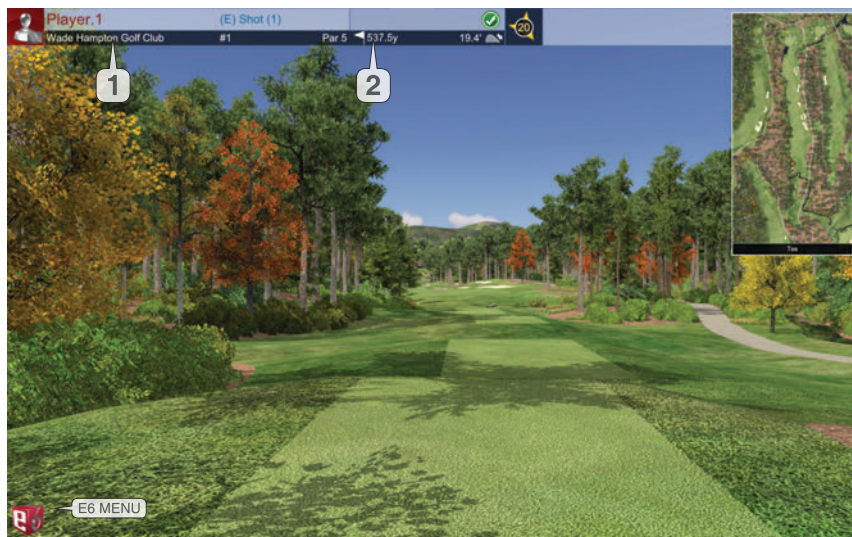
**MODES OF PLAY** - Select from 36 different styles of play

**PREVIOUS MENU** ↩ - Return to the previous menu

## PLAYING A ROUND ON SCREEN INTERFACE

### USER INTERFACE:

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



### QUICK ACCESS BUTTONS

To access these features, touch/click the indicated area

1. View Scorecard
2. Spot Pin

## E6 MENU



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

### ROUND MENU:

**MULLIGAN:** If available, undo the last shot.

**REPLAY:** Show a replay of the last shot.

**SCORE CARD:** Display the score card for the current round.

**FLY BY:** Show a fly by of the current hole.

**NEXT HOLE:** Advance ALL players to the next hole; all players receive a set score based on the mode of play.

**GRID:** On or Off

**SPOT PIN:** Close-up view of pin location

**EXIT CURRENT ROUND:** Exit Round

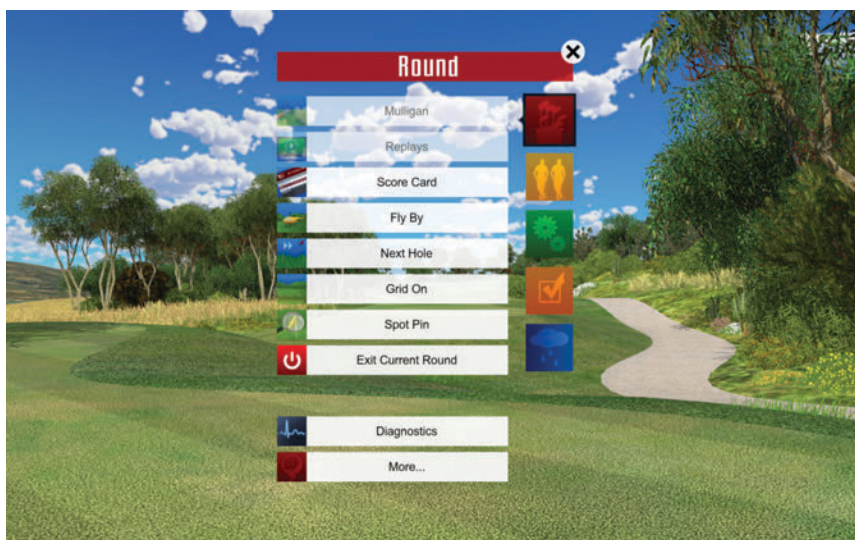
**DIAGNOSTICS:** Assists in troubleshooting tracking system

**MORE:** More Round Settings

**IN-ROUND PRACTICE:** Enter Practice Mode while in-round

**MODE OF PLAY RULES:** Displays rules for current Mode

**BACK:** Return to the E6 Menu



### PLAYER MENU:

**DROP:** Drop the ball.

**PICK UP:** Advance the current player to the next hole and receive a set score based on the mode of play.

**CONCEDE:** Concede the hole.

*NOTE: This option is only available in certain modes of play, such as Match Play.*



**BOOST:** Boost your hitting power.

**BACK:** Return to the E6 Menu.

**MANAGE PLAYERS:** Add, remove, or change settings of a players

**MORE:** More Player Menu settings.

**STATS:** Current Round Stats

**LIFETIME STATS:** Lifetime stats for a Player (must be logged in).

**SKIP OPTIONS:**

**SKIP PLAYER ONCE:** Skip the current Player one time.

**SKIP PLAYER TILL END OF HOLE:** Allow all other Players to finish the hole before the current Player hits again.

**SKIP PLAYER TILL END OF ORDER:** Allow all other Players to hit before the current Player.

**SKIP TEAM ONCE:** Same as Skip Player Once (above) in a Team mode of play.

**SKIP TEAM TILL END OF HOLE:** See above.

**BACK:** Return to the E6 Menu.

### OPTIONS MENU:

**CAMERA MODE:** Classic, Ball, or TV Mode

**SOUND:** On or Off

**AUTO CONTINUE:** The length of time before the game automatically continues after a shot.

**MAIN VIEW TRACERS:** Solid, Comet, or Off

**TOP VIEW TRACERS:** Solid or No Tracer

**AUTO FLY BY:** These are aerial previews of each new hole. Select On or Off

**MEASUREMENT:** Imperial or Metric

### SETTINGS MENU:

**GIMMIES:** Select the number of gimmies.

**PUTT ARROW:** Select Off, Play Break, Align Break

**PUTT ARROW FADE:** This is the length of time the Putt Arrow is on screen.

**GRID:** Select On Green, Always On, Always Off

**BALL SIZE:** Select Small, Medium, or Large

**ELEVATION:** Select Course Elevation to play the course at its actual elevation or Select Elevation and move the slider.

### CONDITIONS MENU:

**GREEN SPEEDS:** Select Slow, Medium, or Fast

**GREENS HARDNESS:** Select Soft, Moderate, or Hard

**FAIRWAYS HARDNESS:** Select Soft, Moderate, or Hard

**TERRAIN PENALTY:** Enable or Disable

*Note: The Terrain Penalty feature allows you to turn the affects of taller grass on your ball ON or OFF.*

**WEATHER:** Select Clear, Partly Cloudy, Cloudy, or Random

**WIND:** Select No, Breezy, Windy, Strong Wind

*NOTE: Wind Speed and Wind Direction can both be specified in more detail in Practice.*

**TIME OF DAY:** Change the time of day. This will dramatically change the lighting on the course.

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



## AIMING YOUR SHOT

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

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



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



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



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



## SWING ANALYSIS: POST SHOT

After a shot, a variety of options are displayed:

**CONTINUE:** Accept the shot and continue.

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

**MULLIGAN:** If available, select to rehit without penalty.

**PENALTY REHIT:** If available, select to rehit with a penalty.

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

**PICKUP:** Advance to the next hole and receive a set score dependent on the mode of play.

**DROP:** If available, drop the ball in the best allowable location.

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



### REPLAYS:

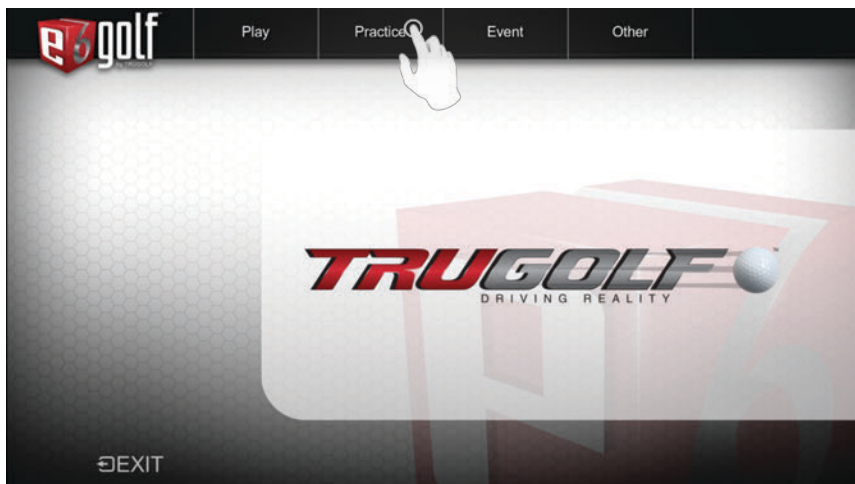
1. TV: Show a replay of the shot from several different views.
2. BALL CAM: Show a replay following the ball flight.
3. FORWARD: Show a replay from the golfer's perspective.
4. REVERSE: Show a replay from where the ball came to rest.



## PRACTICE

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

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





## DRIVING RANGE

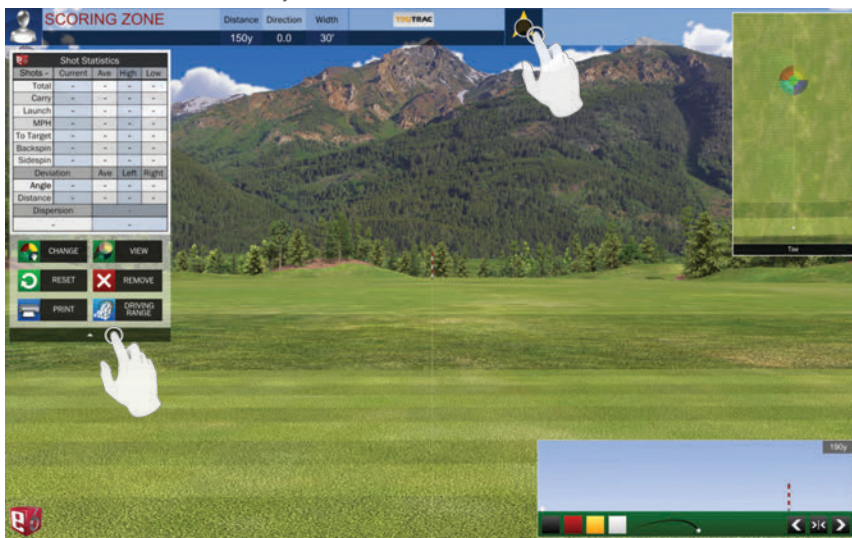
1. From the Main Menu, select **PRACTICE** and then **DRIVING RANGE**.  
-OR-  
From the Practice Area, click or touch the **E6 Cube**.
2. Select **CHOOSE PRACTICE AREA**.
3. Select **DRIVING RANGE**.

## ON SCREEN INTERFACE

### SHOT STATISTICS

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

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



### WIND GAUGE

1. Click or touch the **WIND GAUGE** to adjust the wind settings.
2. Click or touch the perimeter of the Wind Gauge to change the wind direction.
3. Drag the attachment on the right up or down to change the wind speed.
4. Select the **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**.

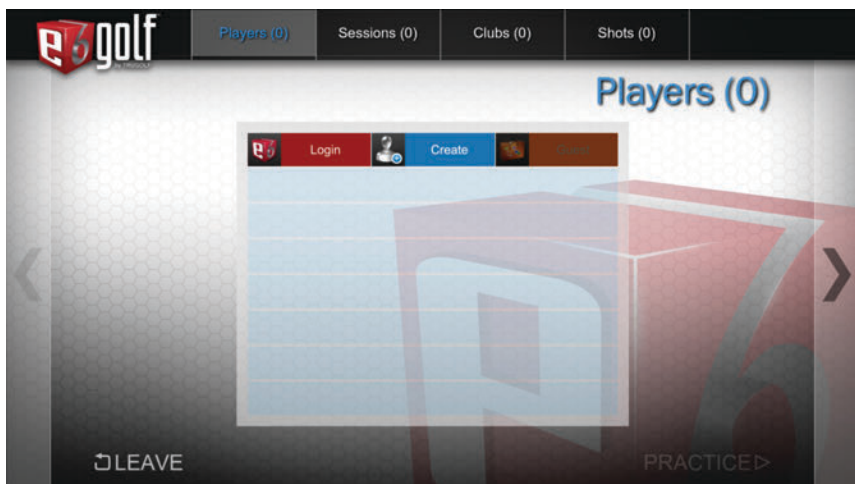
## PLAYERS

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.



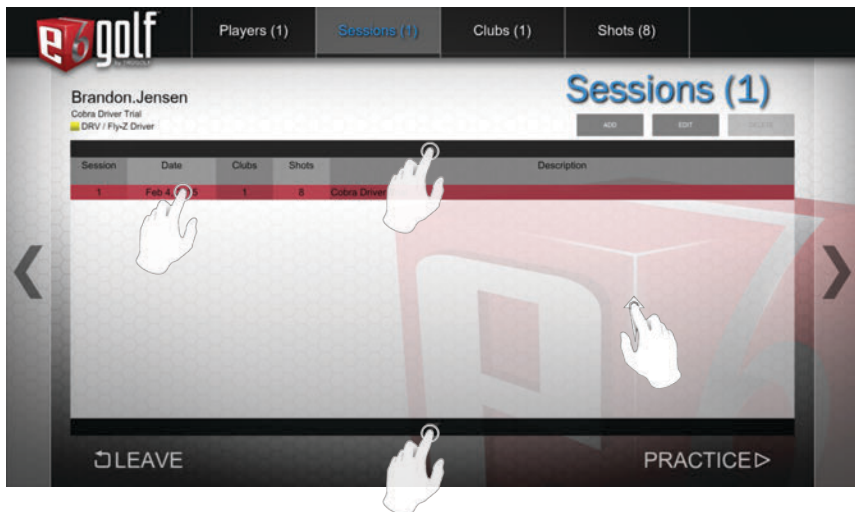


## SESSIONS

NAVIGATE to the SESSIONS screen

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

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



## CLUBS

NAVIGATE to the CLUBS screen

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

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

### ADD/EDIT CLUB

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

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

## SHOTS

NAVIGATE to the SHOTS screen

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

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

**Brandon Jensen**  
Cobra Driver Trial - Testing out the new Cobra Fly-Z Driver  
DRV / Fly-Z Driver

**Shots (16)**

Shot	Distance (yards)	Carry (yards)	Ball Speed (mph)	Club Speed (mph)	Launch Angle (degrees)	Club Face (degrees)	Club Path (degrees)	Back Spin (rpm)	Side Spin (rpm)	Direction (degrees)	Deviation (feet)	To Pin (feet)
Ave	262.3	241.9	153.3	132.2	9.6	1.1 C	0.9 IO	3519	5 D	0.5 L	7.9 L	-
3	282.0	260.4	160.0	120.0	10.3	0	0	3000	0	0.1 L	1.9 L	-
4	244.8	221.1	143.5	135.5	10.3	0	0	3000	0	1.3 R	16.3 R	-
5	241.7	221.6	138.9	133.7	14.1	0	0	3000	0	0.1 L	1.9 L	-
6	237.1	223.7	138.9	133.7	14.1	0	0	4092	0	1.8 R	22.7 R	-
7	237.1	223.7	138.9	133.7	14.1	0	0	4092	0	1.1 L	14.1 L	-
8	275.4	250.9	160.0	133.7	8.0	0	0	3000	0	1.1 L	16.2 L	-
9	274.4	249.7	160.0	133.7	8.0	1.1 C	2.2 IO	3000	43 D	1.1 L	63.7 L	-
10	276.0	250.8	160.0	133.7	8.0	1.1 C	2.2 IO	3000	135 D	1.1 L	1.3 L	-
11	276.0	250.8	160.0	133.7	8.0	1.1 C	2.2 IO	3000	135 D	1.1 L	1.3 L	-
12	237.2	237.2	154.5	140.9	8.0	1.1 C	1.6 IO	3000	1	0.8 L	11.4 L	-
13	239.1	239.1	154.5	140.9	8.0	1.1 C	1.6 IO	3139	43	0.8 L	29.3 L	-
14	243.1	243.1	154.5	140.9	8.0	1.1 C	1.6 IO	4993	0	0.8 L	24.1 L	-
15	243.1	243.1	154.5	140.9	8.0	1.1 C	1.6 IO	4993	0	0.8 R	10.7 R	-
16	243.1	243.1	154.5	120.0	8.0	1.1 C	1.6 IO	4993	0	0.8 R	10.7 R	-

← LEAVE PRACTICE →

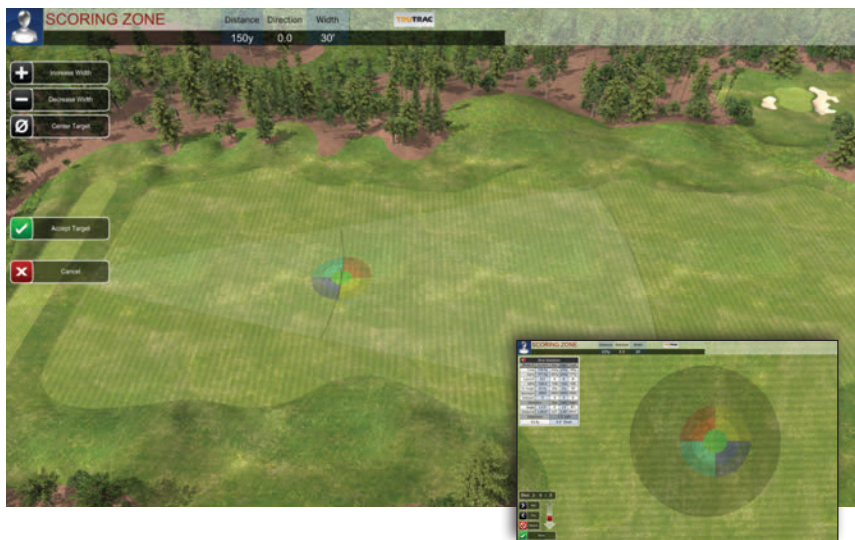
## THE SCORING ZONE

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

### DISPLAY THE SCORING ZONE

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





### MOVE OR RESIZE THE SCORING ZONE

### VIEW SHOT RESULTS

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



## READ CHIP OR PUTT

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





## CHANGE THE BALL AND/OR PIN POSITION

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

## ONLINE EVENTS

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

## PLAYERS

1. To add players **SELECT** one of the following options:
  - LOGIN** - If you already have created a Profile.
  - CREATE** - Create a Profile. A Player Profile is required to track your stats online and to compete in online events.
  - GUEST** - Guests *cannot* compete in online events.
2. **ADD** additional Players (8 players max)
3. To **REMOVE** a player **TAP** the **LOG OUT** icon.

## EVENTS

**NAVIGATE** to the **EVENTS** screen

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

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

## DETAILS

The screenshot shows the e6 golf app interface. At the top, there's a navigation bar with 'Players', 'Events', and 'Details' (highlighted in blue). Below the navigation bar, the 'Details' screen is displayed. It features a large 'Details' title in blue. The main content area shows event information for the 'PGA Show'. It includes a small image of a golf course, the event name 'PGA Show', and dates 'Start: Jun 16, 2014' and 'End: Jun 23, 2014'. Below this, there are three large numbers: '5' (Attempts), '100' (Ball Players), and '0y' (Distance). Further down, there's a section for 'Aviara - Four Seasons' with 'Hole # 3' and 'Elevation: 0 feet'. This section includes four categories: 'None' (Wind), 'Medium' (Green Speed), 'Moderate' (Green Hardness), and 'Moderate' (Fairway Hardness). At the bottom, there's a 'Leader' section showing 'Brandon Jensen' with a score of '1 inch' and a small icon of a golfer. At the very bottom, there are two buttons: 'MAIN MENU' and 'START'.

## START

Select **START** to begin the EVENT.

–OR–

NAVIGATE back to EVENTS to select another EVENT.

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

## CREATE EVENT

**CREATED EVENTS ARE ONLY AVAILABLE ON YOUR LOCAL SYSTEM.**

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

### PLAYERS

1. LOGIN
2. Navigate to EVENTS

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

### EVENTS

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



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



System Requirements:

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



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