

GOLFZON
VISION PREMIUM

User Guide



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Preface

This manual describes how to use GOLFZON's VISION PREMIUM. All information contained in this manual, including images, is accurate at the time of publication. However, features and specifications may be subject to change without prior notice. Screen images may also be different after software updates.

Intellectual Property

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Notational Conventions



Failure to follow instructions labeled "WARNING" may result in injury.



Failure to follow instructions labeled "CAUTION" may result in property damage.



Additional useful information is labeled "NOTE".

Introduction

As a golf simulator, VISION PREMIUM allows you to play on simulations of real-life golf courses as well as driving ranges.

Key Features

The key features of VISION PREMIUM:

- Playing VISION with T1 Sensor
- The ceiling's two T1 Sensors uses the high-speed stereoscopic camera to measure accurately your club head speed at impact and ball characteristics at launch for a true ball trajectory. The booth with our T1 Sensors is wider to give you the feel of a true tee box.



- Moving Swing Plate automatically adjusts to uphill, downhill, and sidehill lies by simulating course slopes from the tee box to the putting green.



- Fairway, rough, bunker mat deliver a true environment of the real golf course.



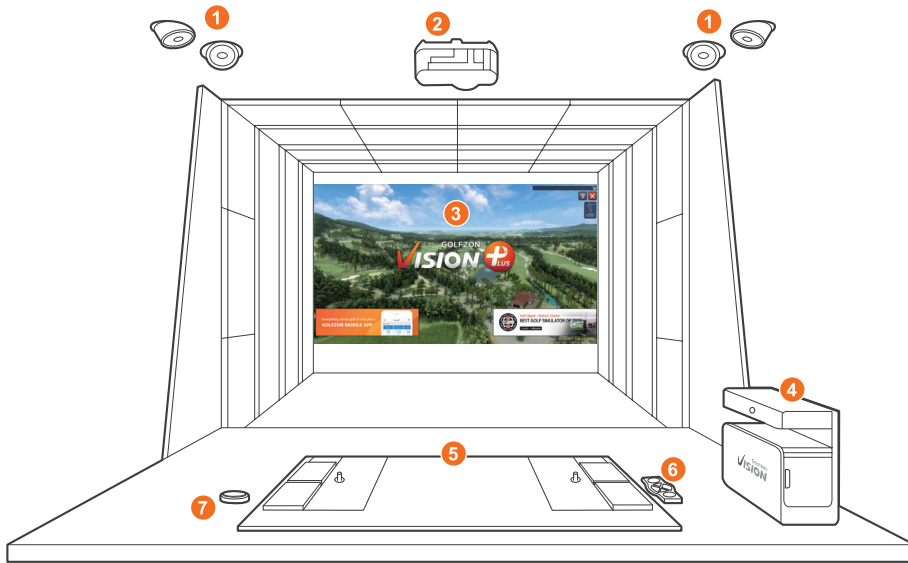
- Many well-known golf courses from around the world
- Golf courses reproduced as accurately as possible, using aerial photographs and terrain data
- Various play modes, including stroke, match, and foursome
- Several customizable environmental conditions, with modifiable weather and time settings
- Every time a stroke is made, the swing motion is captured and replayed immediately, or shown manually, to help improve the player's swing posture.



Some other features and functions are unavailable or disabled depending on the region and devices installed.

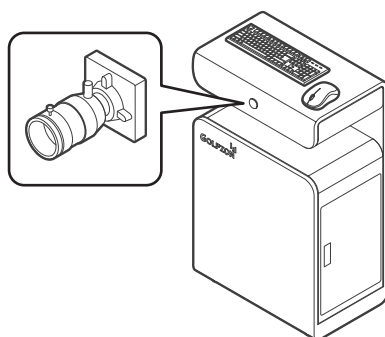
System Components

As shown in this diagram, several components are required in addition to the T1 Console to implement the complete golf simulator.



- 1 T1 Sensor
- 2 Projector
- 3 Screen
- 4 T1 Console
- 5 Moving Swing Plate
- 6 Keypad
- 7 Tee-up button for left-handed users

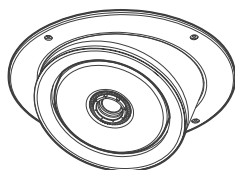
T1 Console



Use the keyboard and mouse to interact with VISION PREMIUM.

The moment a stroke is made, the player's swing motion is recorded by the Swing Motion Camera incorporated in the T1 Console for instant replay.

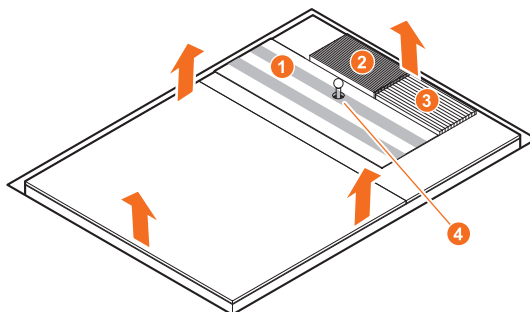
T1 Sensor



One facing the user's front and the other facing the side, the T1 Sensors with stereoscopic high-speed camera instantaneously measures the speed and direction of the club head path at impact and as the ball is launched, its speed and spin rate axis is measured for an accurate and true ball trajectory.

Moving Swing Plate

The Moving Swing Plate replicates the slope of the course where the ball lies, raising its four sides at varied angles and height to match the exact slope on the course.



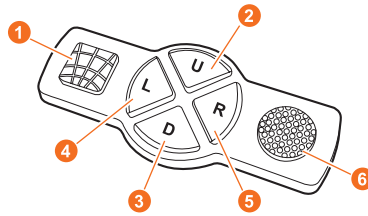
It is also equipped with three different types of hitting surfaces (fairway, rough, and bunker) that replicate where your ball is on the course.

- 1 T1 Fairway Mat: Use this mat when the next shot should be played in the fairway.
- 2 T1 Rough Mat: Use this mat when the next shot should be played in the rough.
- 3 T1 Bunker Mat: Use this mat when the next shot should be played in a bunker.
- 4 Auto Tee-up: The ball is fed automatically through a rubber tee ready to tee-off. For other shots, when the ball is manually placed from the rubber tee on the hitting area (one of three surface mats), the rubber tee automatically retreats back getting ready for the next ball feed.



Do not jump on the Moving Swing Plate. Doing so may cause damage to it.

Keypad

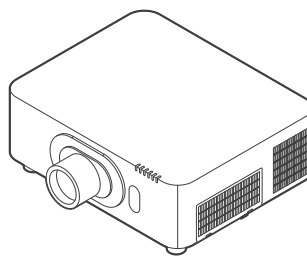


The keypad comes with the auto tee-up module. The keypad allows players to command the following:

- 1 Press the GRID pad to show or hide grid lines that shows the ground terrain features of the course.
- 2 Press the UP pad to raise the tee by 5 mm.
- 3 Press the DOWN pad to lower the tee by 5 mm (for wood or iron tee shots).
- 4 Press the LEFT pad to move the aiming or target direction to the left. The left movement distance varies proportionally to the remaining distance to the pin.
- 5 Press the RIGHT pad to move the aiming or target direction to the right.
- 6 Press the TEE-UP pad to manually feed the ball.

Projector

The projector is required to beam VISION's user interface, including field images, onto the screen. For more information on the projector, see **Specifications**.



NOTE

The projector maker and model is subject to change according to GOLFZON's internal policy.

Screen

The screen is customizable depending on the space availability. It consists of two sheets attached to each other with velcro.



Avoid using cracked or dirty golf balls to maintain durability and extend the life of the screen.

GOLFZON Account

User login is required to use VISION PREMIUM. To create a GOLFZON account, visit <http://www.global.golfzon.com>. Benefits for GOLFZON members are as follows:

- Join GOLFZON Live Festival tournaments to compete with other users over the world.
- View your game records and statistics on the web or mobile app.
- View your recorded swing motions on the web or mobile app.

Even if you do not have GOLFZON account, you can still log in as a guest, but cannot use the features mentioned above.

Safety



WARNING


Failure to observe the precautions described in this section can cause injury or property damage.

To prevent fire or electric shock, observe the following precautions:

- Do not disassemble the T1 Console.
- If the power cable is damaged, replace it with a new one immediately.
- Do not insert foreign objects into any part of the T1 Console.
- Do not expose the T1 Console to moisture or liquids. If it is exposed to water, immediately unplug from power and contact a local authorized service provider for inspection.
- Do not expose the T1 Console to extreme temperatures. Make sure the following environmental conditions are met:
 - Operating temperature: -10 to 55 °C (14 to 131 °F)
 - Operating humidity: Under 95% RH
- Do not expose the T1 Console to direct sunlight.
- Accumulated dust can cause static electricity buildup and discharge. Keep system components clean with routine dust removal and cleaning.

Preparing to Play



Starting VISION PREMIUM

1. Turn on the T1 Console by pressing the power button.
2. Double-click the VISION Launcher icon  on the desktop. A dialog box appears showing software update.
3. Wait for the software update to complete, and then click **START** to launch VISION PREMIUM.
4. Once uploaded, click anywhere on the home screen to **START**.



Preparing a game is as follows:

1. Add players.
2. Select a play mode.
3. Select a golf course.
4. Set game options, including environmental conditions.

Use the **Previous** and **Next** buttons, or the left arrow  and right arrow  buttons to navigate to the previous or next step.



NOTE

You can use the driving range feature for practice by clicking the **D. Range** button at any point before starting a game. See **Driving Range** for details.

Step 1: Adding Players

Up to 6 players can join in to play in a game.



Follow these general steps to add players and to set player options for each one.

1. Add players as either a GOLFZON user or a guest.
2. Set options for each player.
3. Click **Next** to go on to the next step. See below sections for details on each step.

Adding Players

Use one of three methods to add a player:

- If you have a GOLFZON account, click **Login** and enter your ID and the password into the dialog box.
- If you do not have a GOLFZON account, click **Guest Login**. A player entry is added with a preset name. Click the player name to edit it and type a name into the dialog box.

To remove a player, click **Logout** for a GOLFZON user, or click **Delete** for a guest player.

Setting Player Options

Set the following player options for each player:

Tee box	Choose a tee marker suitable for the player. For example, the white tee marker denotes the teeing ground used by players who have a middle or high handicap. (Difficulty High – Low = Black/Blue/White/Yellow/Red/Junior A/ Junior B)
Difficulty	Specify the player's level of skill.
Tee Height	Choose a tee height for the player.
Right/Left	Specify whether the player is right-handed or left-handed.

Viewing Player Records

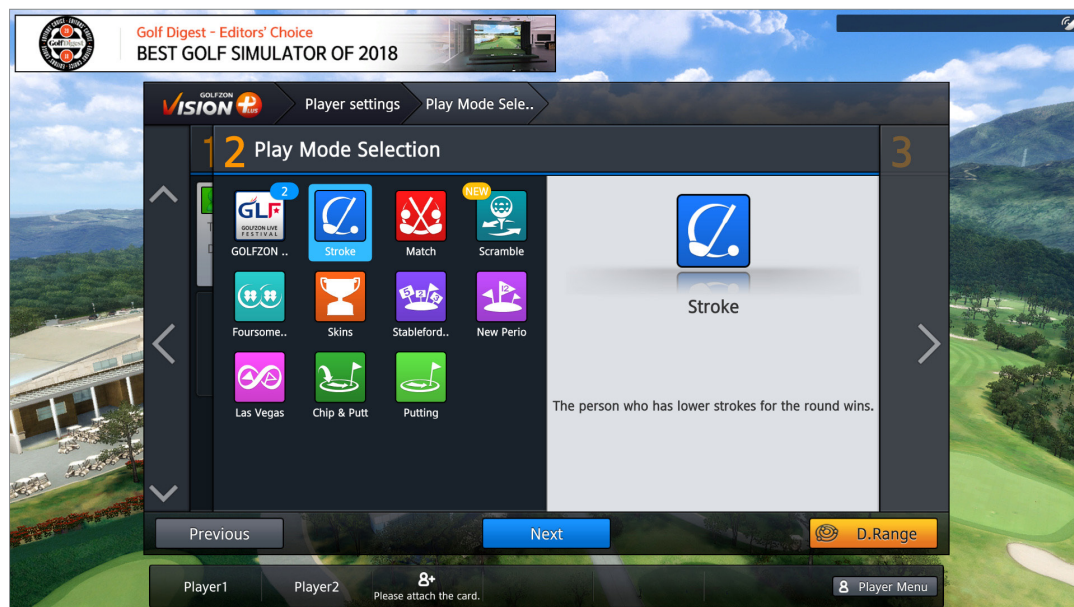
A GOLFZON user can view their game records, including the number of rounds that they have played.



Click **Check level** in the information box of a player who logged on with a GOLFZON account. A dialog box appears showing the total number of rounds, average score, average driving distance, and relevant stats.

Step 2: Choosing a Play Mode

Choose one from among several play modes, and then click **Next**.

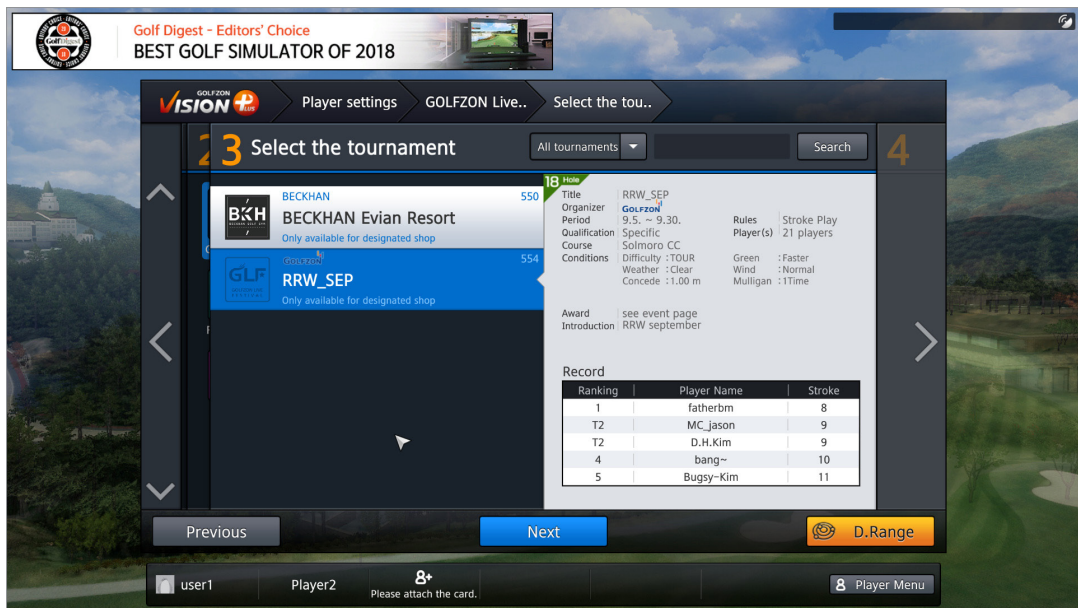


See the following sections for detailed descriptions of each play mode.

GOLFZON Live Festival

GOLFZON users can participate in a tournament game that is hosted by an individual or a community. A tournament game goes on for several days with the competition rules and conditions set by the host. Hosts can determine the details of their games such as:

- Lengths of tournament
- Eligible participants
- Golf course
- Competition rules and conditions



Scroll through the list of tournament games to select one.

Stroke

The player with the lowest number of strokes wins the round.

Match

Two players play one on one. A winner is determined for each hole and the player who wins more holes wins the round.

Scramble

This mode features as follows:

- 4-player scramble format for 2 vs 2.
- Each golfer on the team hits a drive.
- The results of the drives are compared. The best ball is selected automatically by calculating the remaining distance to the green and ball position.
- The other golfers' ball on the team are moved to that selected best ball location.
- The second strokes are played by all golfers and the process repeats: the best ball per team is selected and other players' ball is moved to the selected location for their next stroke.

- And so on, until the ball is holed for each team score.

Foursome

Four players play two against two in an alternate shot competition.

Skins

A winner is determined for each hole. Each hole is given a specific value. A hole's winner takes the hole's value as their score. If there is a tie, the score is carried over to the next hole.

Stableford

Individual points system is accrued per strokes played per hole. Double Bogey = 0, Bogey = 1, Par = 2, Birdie = 3, Eagle = 4, Albatross = 5.

New Perio

With 6 random holes excluded, each player's handicap is determined based on the score of the remaining 12 holes in a round. The winner is determined after the handicaps are applied to the scores.

Las Vegas

Four players play against one another in two teams. Teams are composed of different players for each hole. A winning team is determined for each hole. The team with the lowest number of strokes in total wins the hole. The individual player with most team win wins the round.

Chip & Putt

Every hole is a par 3. The ball must be holed out (no gimmies).

Putting

Holes are played from the putting surfaces only. No tee shots or approaches.

Step 3: Choosing a Golf Course



NOTE

This step may be skipped, depending on the play mode selected. Even when the VISION PREMIUM is not connected to the Internet, St. Andrews Old Course and Taishi Course will still be available for play.



Higher number of stars for the golf course denotes difficulty of play. Some courses are tagged with "PLUS". Plus courses present better picture quality and additional effects, including virtual caddy guidance via mini map of each hole played.

Find and choose a golf course using the methods described below, and then click **Next**.

Sort the list of courses.	Click Plus name and select a course criterion, such as Green Difficulty . Scoring again alters the sorting order to either ascending or descending.
View specific courses.	Click All C.C and select a course category, such as Popular C.C .
View non-specific courses.	Click Random .
Find a specific course.	Click the search box and type a course name.

Step 4: Setting Game Options



NOTE

This step may be skipped, depending on the play mode selected.

Competition settings may be unavailable or preset depending on the play mode (All settings are available for stroke mode).



Refer to below description to set each option. To have them preset automatically, click **Random**. To finish setup and start the play, click **Start round**

Pin Position	Choose the pin location on the green.
Green Location	Two greens are available per hole. One is on the left and the other is on the right. Choose which one to use.
Green Condition	Choose a difficulty level of undulation and speed for the green.
Concede	When the ball is within a specific distance from the hole on a green, the putt is conceded. You need to specify a distance for concession.
Mulligan	Option to redo without penalty. Specify how many mulligans are allowed per round. Each player gets only one mulligan per hole.

Swing Plate	Choose degree of sloping the Moving Swing Plate.
Winning point rule	<p>Choose the betting method for each round of play.</p> <ul style="list-style-type: none"> • Scratch: No handicap is applied. • Double bet scratch: No handicap is applied, and the bet amount is doubled. • Draw: Teams are made by drawing cards of same image for each hole. • Double bet draw: Teams are made by drawing cards of same image for each hole and the bet amount is doubled.
Rotating the bomb	Before using this game feature, players, from the outset, can determine any betting rule for fun. So, the bomb has no effect on the actual score. The bomb will be randomly placed in the bunker, hazard, or OB and the bomb is transferable to the next player if the other player ends up in a bunker, hazard, or OB containing the next randomly placed bomb. At the end of the round, whoever ends up with the bomb will be the one with the 'short end of the stick'.
Putting Grid	Choose the thickness of the grid on the screen.
Selecting hole	Choose which hole to start from or select which holes to play.
Tee off Time	Choose the time of the day to start the game. This setting determines delicate weather effects in accordance with the time of the day, such as sunlight strength and fog thickness.
Time Lapse	Decide whether to keep using the same weather effects or to use different ones over time.
Weather	Choose a weather type.
Wind	Choose a wind strength.
Distance	Choose which unit to use to measure distance.
Distance on the Green	Choose which unit to use to measure distance on the greens.
Speed	Choose which unit to use to measure speed.
D. Range	Specify how much time to spend practicing before starting the game. To start immediately, set this option to Off . See Driving Range for details on how to use the driving range feature.

Playing Games

Follow the voice prompts to play the game when it starts. The general rules governing the order of play are as follows:

- At the first hole, players hit a tee shot in the order they appear in the list of players.
- From the second shot, the order of play is determined according to the distances between the ball and the pin. The player whose ball is furthest from the pin hits first.
- From the second hole, the order of play is established based on the score from the previous hole. The lowest goes first and the highest goes last.



WARNING

Make sure that other people are at a safe distance from you before swing your club.

On-screen Information



Field images are overlaid with some useful information for players:

1. The par and length of the hole are displayed in the upper left corner of the screen with each player's current score and remaining distance to the pin.
2. The hole's mini map is displayed in the upper right corner with wind speed and direction, the distance of the ball to the target position, and the distance from the target position to the pin.
3. A virtual caddy appears in the lower left corner to provide guidance.



NOTE

Virtual Caddy mini map feature is available only with PLUS courses.

4. The golf club selected is displayed in the lower right corner with the tee marker.
5. The O mark appears above the ball image when the ball on the mat is recognized and ready for a shot.


Player Functions

Various player functions are available during a game. Available functions vary depending on the game mode, game conditions, and ball position.

To open the player menu, click **MENU** on the lower right corner of the screen or press the M key on the keyboard.



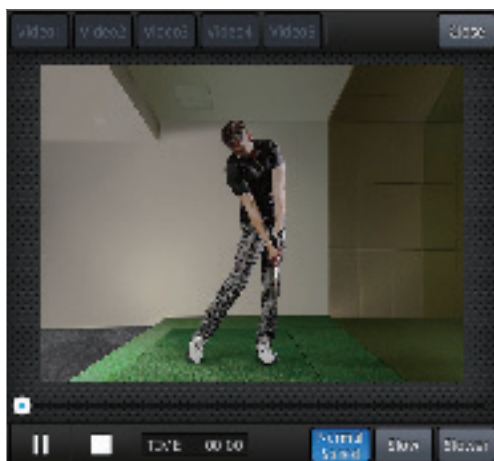
Left arrow key	Move the aiming direction to the left.
Right arrow key	Move the aiming direction to the right.
Up arrow key	Change to a longer club.
Down arrow key	Change to a shorter club.
Clicking on a spot on the image	Measure the distance from the ball to the specific spot.
View green lie [G]	Show contours on the green.
Use Caddy Plus [H]	Get assistance from your virtual caddy.
View Score card [F7]	View players' scores. See Viewing Scores for detail.
Add/Delete Player [F11]	Change players.

Ground view [L]	Look at the ground at knee height. Press the L key again to return to normal view.
Use Mulligan [F12]	Redo the previous shot.
View current ranking [F9]	View rankings of the participants in the tournament.  NOTE This function is available only in GOLFZON Live Festival mode.
Change view [V]	Adjust the viewing angle of the swing motion camera. See Troubleshooting for details.
View/Hide course layout [F6]	Show grid lines to view field terrain. Press the F6 key again to hide the grid lines.
Drop ball, Penalty and drop the ball [D]	The ball is in play with a one-stroke penalty when a player drops the ball is in the wood or bunker.
Swing replay [F8]	See Viewing Swing Motion for details.
Right or left hand [S]	Switch between right-handed or left-handed position.
View to green [F2]	View the entire terrain of the hole. An aerial view flying over the hole shows the path from the tee box to the green.
Concede [K]	Concede the hole. Players can use this when their balls are on the green, regardless of the distance from the ball to the hole. Important to note that your opponent wins the hole if you concede.
view swing motion comparison [Ctrl+F8]	Comparing your swing motions with one another. Select two swing videos to compare them.
Caddy voice setting [N]	Mute your virtual caddy's voice guidance. Press the N key again to enable it.
Hole info [I]	Get a voice tip about the geographical features of the hole with the view of its entire terrain.
Skip the turn [P]	Change the order of play.

Statement of service payment [C]	Check how much the service charge amounts to.
Gamble setup [B]	Enable or disable bets for the holes.
View Target [Space Bar]	View the target spot from the ball's viewpoint.
Skip the Hole [F5]	Finish the current hole and move on to the next hole. Skipped holes are excluded from the total par.
Bug report [U]	Click this if a technical error occurs
Continue the putting [F]	Continuous putting until the ball is holed out.
Option [O]	Refer to Changing Game Options .
Finish Playing [ESC]	Exit game.

Viewing Swing Motion

To view your swing motion, press the F8 key on the keyboard, or click **MENU > Swing replay**.



You can view the most recent five swings. Select one of them by clicking the corresponding numbered button. Click **Slow** or **Slower** to play the video in slow

motion.

Viewing Scores

Rank	Hole	OUT									IN									Total	G-HCP
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18		
	Par	4	5	4	3	5	4	3	4	4	4	4	4	4	3	5	4	3	4	71	
1	user1	4	5	5	5	6	4													29(+4)	--
2	Player2	7	7	5	6	3	4													32(+7)	N/A

Harbour Town GL										
Player	Ranking	Shots	Average distance drivers	Longest drive	Fairway hit ratio	Green hit ratio	Putting accuracy	Total putts	S	
user1	1	14	265m	0m	0.0%	0.0%	0.00	4	10	
Player2	2	19	269m	266m	66.6%	33.3%	3.00	8	0	

To view players' scores during the game, press the F7 key on the keyboard, or click **MENU > View Score card**. You can see scores of each player as well as detailed statistics and analyses about their play, such as average driving distance and ball speed.

Changing Game Options

Option

Option

- Camera Mode: Broadcast
- Shot details: On / Off
- Tee off Time: 12:00
- Time: Lapsing / Fixed
- Weather: Clear
- Wind speed: Strong
- Putting Grid: Normal

Swing Motion

- Marked or not: On / Off
- Club number: View All

Swing Plate

- Leveling initialize [F3]
- Update angle [F4]

OK
Cancel

To change some of the game options, press the O key on the keyboard or click **MENU > Option**.

Camera Mode	With this option set to Move , the movement of balls is displayed using bird's eye view. To track the ball in flight, set to Broadcast .
Shot details	When a shot is played with this option on, its details are displayed on the bottom of the screen, including club head and ball speeds.
Tee off Time	Choose the time of the day to start the game. This setting determines delicate weather effects in accordance with the time of the day, such as sunlight strength and fog thickness.
Time	Decide whether to keep using the same weather effects or to use different ones over time.
Weather	Choose a weather type.
Wind speed	Choose a wind strength.
Putting Grid	Choose the thickness of the grid on screen.
Marked or not	With this option on, swing motions are replayed immediately.
Club number	Choose your club for the upcoming shot.
Leveling initialize [F3]	Make the Moving Swing Plate to be flat.
Update angle [F4]	Adjust the Moving Swing Plate to the ball position on the field.

Driving Range

A player can practice before starting a game. Follow these steps to use the driving range feature:

1. Click **D. Range** at any step before setting game options.
2. Choose one of the four driving ranges in the dialog box that appears. You can practice not only driving but also approaches and putting at the first driving range.



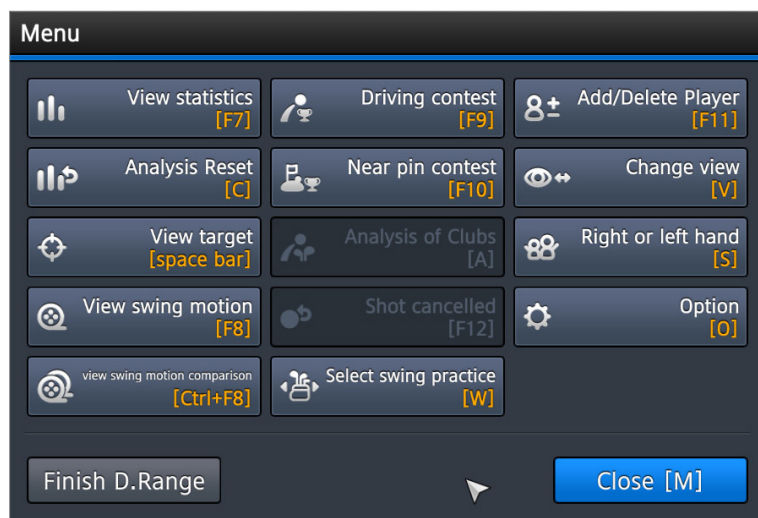
3. Use relevant functions as needed.
4. Click **MENU > Finish D. Range** to exit from the driving range.

Driving Range Functions



Every time a stroke is made, as shown in the screenshot, the trajectories of the club head and the ball are drawn on the screen with details including launch angle and flight distance.

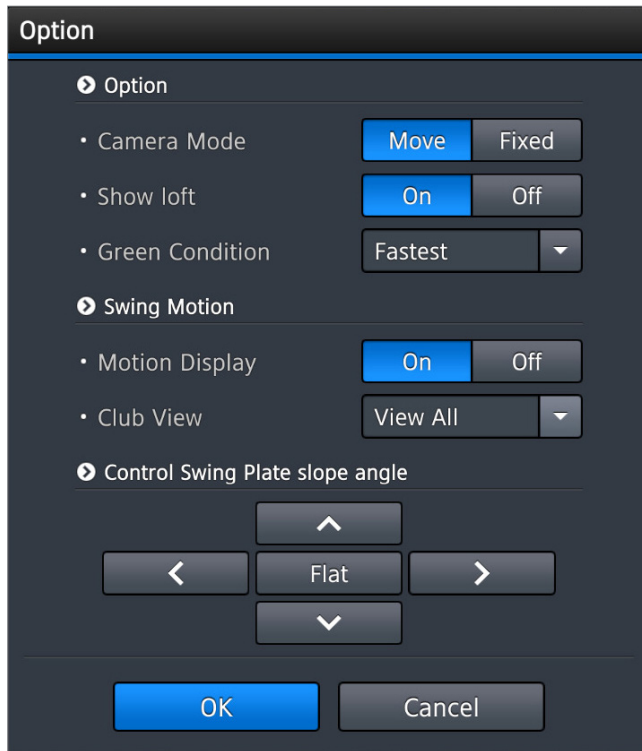
There are various functions for the driving range.



View statistics [F7]	View the statistics of your practice.
Driving contest [F9]	Compete with others in a long drive contest.
Add/Delete Player [F11]	Change players.
Analysis Reset [C]	Remove the record of your practice.

Near pin contest [F10]	Compete with others in a contest to be the closest to the pin.
Change view [V]	Adjust the viewing angle of the swing motion camera. See Troubleshooting for details.
View Target [Space Bar]	View the target spot from the ball's viewpoint.
Analysis of clubs [A]	Get your average distance for each golf club. Repeat the shot 10 times with each club. Based on this data, you will be offered a recommendation for the most suitable club for your situation throughout a game. This feature is only available when logged on using a GOLFZON account.
Right or left hand [S]	Switch between right-handed or left-handed position.
View swing motion [F8]	View your swing motion.
Shot cancelled [F12]	Remove your last shot from the practice record.
Option [O]	See Setting Driving Range Options for details.
view swing motion comparison [Ctrl+F8]	Comparing your swing motions with one another. Select two swing videos to compare them.
Select swing practice [W]	To change practice modes between driving, approaches, and putting, press the W key on the keyboard, and then choose a practice mode in the dialog box that appears. This feature is available only with the HD Training driving range.

Setting Driving Range Options



To change the driving range options, press the O key on the keyboard, or click **MENU > Option**.

Camera Mode	With this option set to Move , the movement of balls is displayed using bird's eye view.
Show loft	With this option on, the cumulative trajectories of previous balls are displayed.
Green Condition	Choose a severity level of undulation and speed for the green.
Motion Display	With this option on, your swing motion is replayed every time you make a stroke with the clubs set to the Club View option.
Club View	Choose a category of golf club for immediate replay of swing motions.
Control Swing Plate slope angle	Use the arrow tabs on screen to move and tilt the Moving Swing Plate to adjust the slope surface angle.

Administrator Settings

Use the administrator mode for the following purposes:

- Changing the default game options
- Changing the default device options
- Adjusting the screen display
- Changing the administrator password
- Examining the hardware and changing the hardware settings.



The **Hardware** tab of the administration menu is for service technicians. Do not change the hardware settings. This may cause a malfunction.

Follow these steps to change the administrator settings.

1. To access the administrator mode, click the key button on the upper right corner of the home screen and then enter the administrator password into the dialog box that appears. The default password is “1234”.
2. Click a tab to change any of its relevant settings.
3. Set the options.
4. Click **Exit** to finish and return to the home screen.

Game Options



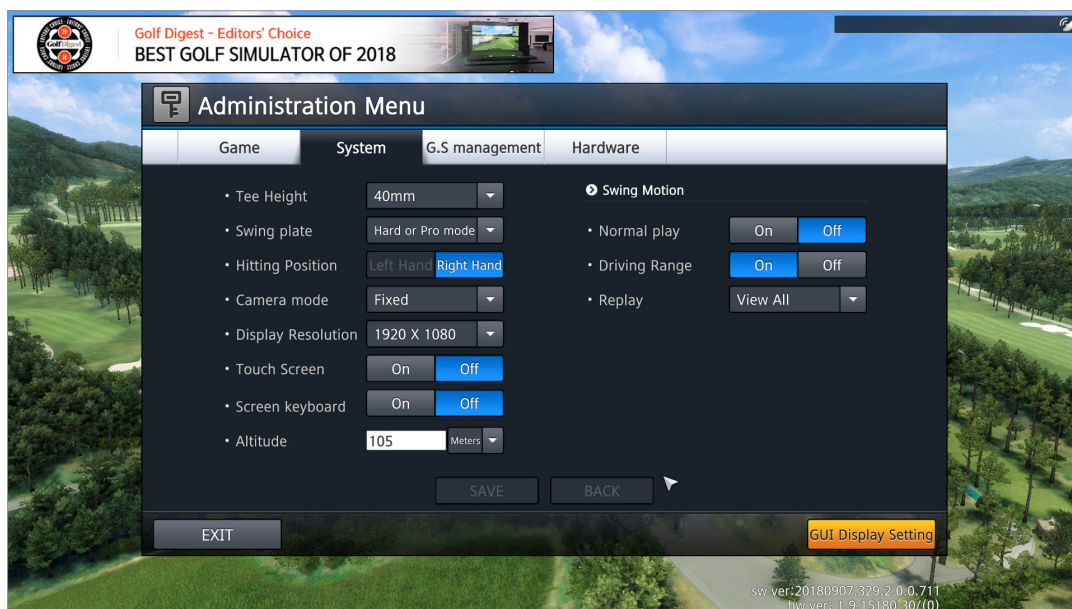
To change the default game options, follow these steps:

1. Click the **Game** tab.
2. Refer to below description to set each option. To return to the previous settings, click **Back**.
3. Click **Save** to save the changes.

Difficulty	Set the level of player skill.
Pin Position	Choose the pin location on the green.
Green Location	Two greens are available per hole. One is on the left and the other is on the right. Choose which one to use.
Green Condition	Choose a severity level of undulation and speed for the green.
Concede	When a ball is within a specific distance from the hole on a green, it is considered to be in the hole. Specify a distance for conceding putts.
Mulligan	Option to redo without penalty. Specify how many mulligans to allow. Each player has only one mulligan to use in a hole.

OB Tee Setting	With this option set to None , when a ball is out of bounds, the player must play another ball from the spot where the last shot was played. With this option set to Yes , the player can continue playing from near the spot where the ball is lost or out of bounds.
Double Par Mode	With this option on, when a player reaches double the par on a hole, the player must skip to the next hole.
Rotating the bomb	Use this feature as an extra event. With this option on, virtual bombs are randomly laid in bunkers or water hazards. When the round ends, the bombs explode with the players who have triggered them.
Weather	Choose a weather type.
Wind speed	Choose a wind strength.
Tee off Time	Choose the time of the day to start the game. This setting determines delicate weather effects in accordance with the time of the day, such as sunlight strength and fog thickness.
Time Change	Decide whether to keep using the same weather effects or to use different ones over time.
Distance	Choose which unit to use to measure distance.
Distance on the Green	Choose which unit to use to measure distance on the green.
Speed	Choose which unit to use to measure speed.
Gamble type	Choose which betting method to use for each hole. <ul style="list-style-type: none"> • Scratch: No handicap is applied. • Double bet scratch: No handicap is applied, and the bet amount is doubled. • Draw: Teams are automatically composed of different players for each hole. • Double bet draw: Teams are automatically composed of different players for each hole, and the bet amount is doubled.
Putting Grid	Choose the thickness of the grid lines on the screen.

Device Options



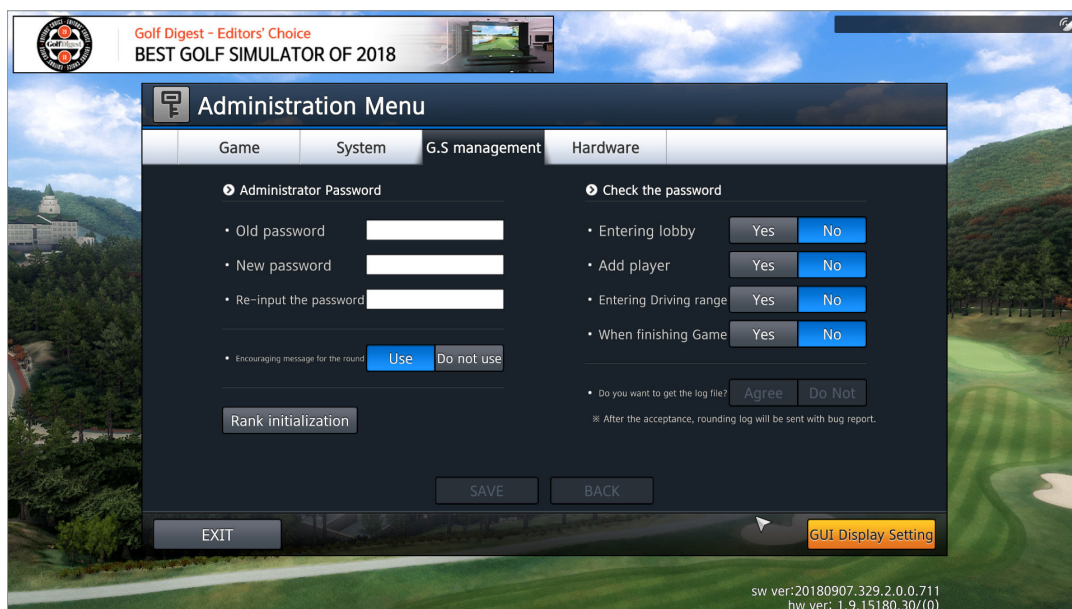
To change the default device options, follow these steps:

1. Click the **System** tab.
2. Refer to below description to set each option. To return to the previous settings, click **Back**.
3. Click **Save** to save the changes.

Tee Height	Choose a tee height.
Swing plate	This option is reserved for future use and currently unavailable.
Hitting Position	Choose which one to use between the right-handed position and the left-handed position on the Swing Plate.
Camera mode	With this option set to Move , the movement of balls is displayed in the bird's eye view.
Display Resolution	Keep the default setting.
Touch Screen	This option is reserved for future use and currently unavailable.
Screen keyboard	With this option on, the on-screen keyboard appears when attempting to type something.
Altitude	Choose an altitude. This setting alters the carry distance.

Normal play	With this option on, swing motions are replayed immediately throughout a game.
Driving Range	With this option on, swing motions are replayed immediately throughout a practice.
Replay	Choose a category of golf club for immediate replay of swing motions.

Changing the Administrator Password



To change the administrator password, follow these steps:

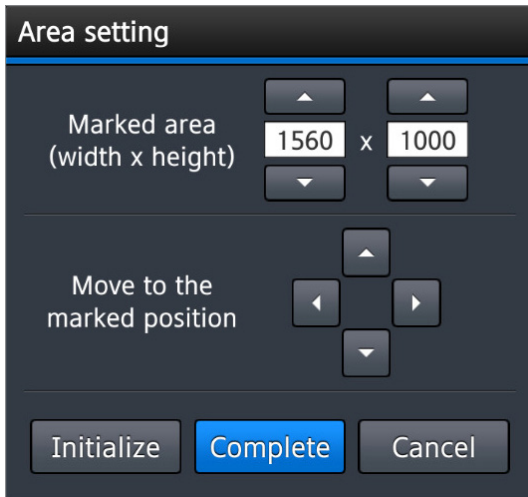
1. Click the **G.S management** tab.
2. Refer to below description to each option, referring to the descriptions below. To return to the previous settings, click **Back**.
3. Click **Save** to save the changes.

Administrator Password	Enter the old password and then a new password.
Check the password	Select when the administrator password is required.
Encouraging message for the round	When play is delayed, turning this option on will result in a message encouraging faster play.
Rank initialization	Click this button to remove all ranking data.
Do you want to get the log file	Determine whether or not to consent to data transfer.

Setting User Interface

The user interface displays some icons and information for players over field images. To shift or resize the user interface for a better fit, follow these steps:

1. Click the **GUI Display Setting** button on the lower right of the screen.
2. In the dialog box that appears, resize the user interface using the **Marked area** buttons and shift its position using the **Move to the marked position** buttons. To reset back to the initial state, click **Initialize**.



3. Click **Complete** to finish and save the changes.

Troubleshooting

Attempt to solve problems using the solutions provided in this chapter. If a problem persists even after the suggested remedy, contact a local authorized service provider for technical support.

Projector

The projector is on but seems not to be working.

1. Make sure that the lamp is correctly mounted.
2. Turn off the projector, wait until it cools down, and then turn it on again.

The projector is on but there is no image displayed on the screen.

1. Close the VISION PREMIUM program.
2. Make sure the projector is on.
3. Open the VISION PREMIUM program again.

Swing Motion Camera

When a swing video is replayed, the image is not clear.

Contact a service provider for technical support.

Swing videos are not fully replayed.

The camera timing is not set correctly. Contact a service provider for technical support.

When the swing motion is replayed, the viewing angle slightly deviates from the normal direction.

Use these steps in the middle of a game or practice:

1. Put a ball on the mat.
2. Press the V key on the keyboard, or click **MENU > Change view**.
3. Adjust the viewing angle of the camera using the arrow buttons in the dialog box that appears.

T1 Sensor

The sensor light stays off.

Turn off the T1 Console and then turn it on again.

A flying ball moves too slow.

Turn off the T1 Console and then turn it on again.

Service Information

GOLFZON provides repair services and replacement parts. Use the contact information below to call for service.

inquiry@golfzon.com

With customer cooperation, some malfunctions can be solved remotely.

Warranty

GOLFZON protects the product under warranty when it is installed properly and used as detailed in this guide. The warranty expires 12 months after the product is installed.

Extended warranty options are available. Contact your GOLFZON service representative for more information.

Limitation of Liability

Using the product in any way not described in this guide immediately voids the warranty on the product. The warranty does not apply in the following cases:

- Failure resulting from negligent or inappropriate use
- Failure caused by improper preservation including, but not limited to, corrosion, dropping, and flooding
- Failure resulting from repairs or modifications performed by any unauthorized party
- Failure caused by force majeure events, including voltage fluctuation and natural disasters such as storm, fire, earthquake, and lightning
- Use of any software other than that provided by GOLFZON
- Modification of the software using reverse engineering tools, including, but not limited to, decompilers

Specifications

T1 Console

Operating System	Windows 7
CPU	Intel i5-4590S
RAM	8 GB
SSD	500 GB
Dimensions	600 × 360 × 950 mm (24.8 × 14.2 × 37.4 in)
Weight	40 kg (88.2 lb)
Swing Motion Camera	60 FPS, 2.1 Megapixel

T1 Sensor

Frame rate	300 FPS
Dimensions	201 × 201 × 90 mm (7.9 × 7.9 × 3.5 in)
Weight	6 kg (13.2 lb)

Moving Swing Plate

Dimensions	130 × 230 × 185-260 mm (51.2 × 90.6 × 7.3-10.2 in)
Limit load	150 kg (330.7 lb)
T1 Fairway Mat	800 × 350 mm (31.5 × 13.8 in)
T1 Rough Mat	400 × 230 × 87 mm (15.7 × 9.1 × 3.4 in)
T1 Bunker Mat	400 × 230 × 82 mm (15.7 × 9.1 × 3.2 in)
Keypad	403 × 176 × 38 mm (15.9 × 6.9 × 1.5 in)

Projector



Available projectors are subject to change due to GOLFZON's internal policy.

Model	Hitachi CP-F650 / Sony VPL-PHZ10
Lamp type	Mercury / Laser
Brightness	6000 lm
Resolution	1920 × 1200
Dimensions	498 × 396 × 135 mm (19.6 × 15.6 × 5.3 in)
Weight	8.8 kg (19.4 lb)
Power consumption	365 W / 403 W (depending on power mode)
Lamp life	2000 h / 15000 h (depending on power mode)



Keep this manual for later use.

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