Microsoft Golf Help Contents

Help Topics on How to Use the Program

Other Help Topics

Note   Click the underlined topic you want to view, or press TAB until the underlined topic you want to view is highlighted, and then press ENTER.

Introduction to Microsoft Golf

Welcome to Microsoft Golf for Windows! In this state-of-the-art golf simulation, Microsoft combines the Windows graphical environment with Access Software's expertise and experience in golf. The result is awesome realism on actual courses from around the world. Whether you are a golf neophyte, hacker, or experienced duffer, you will be amazed by the quality of play.

To get started quickly in Microsoft Golf

1 Choose the Start New Game button in the Welcome to Microsoft Golf <u>dialog box</u>.
2 The New Game dialog box is displayed. Verify that your name is in the Players Selected box. Choose the Continue button.
3 The Player Settings for this Game dialog box is displayed. Choose the OK button.
4 You are now on the tee. Click the Help button in the Swing Control window for directions on how to choose a club and a shot type, and how to swing.
5 To learn how to aim your shot, see How to Aim and Swing in the Help Contents.
6 Take a swing! After the ball comes to a stop, the Post Shot Selections dialog box is displayed. Click the Help button in the Post Shot Selections dialog box for assistance.

Note Help buttons, which provide specific information on the task at hand, are available in most of the windows and dialog boxes. For help on windows and dialog boxes that have no Help buttons, such as Main View and Top View, see On the Tee in the Help Contents.

See Also

<u>Microsoft Golf Help Contents</u>

How to Use the Program

Starting a Game

How do I start a new game?

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How do I choose a course?

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What must I do in the Player Settings for this Game dialog box?

See Also

Choosing Players for a Game

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How do I start a new game?

When you start the program, the Welcome <u>dialog box</u> is displayed. Click the Start New Game button in the Welcome dialog box. Or, press ALT+S.

Note   You may start a new game from any point in the program. Click Game in the <u>menu bar</u>, and then, in the Game menu, click New.

See Also

<u>What must I do in the New Game dialog box before I continue?</u>

<u>How do I resume a previously saved game?</u>

How do I choose a course?

The Course list box is located in the top-left corner of the New Game dialog box.

To choose a course

1 Click the arrow to the right of the box to display all the courses you have loaded.

2 Click the course you want to play.

Note   Torrey Pines is the only course that comes with Microsoft Golf. Click Additional Courses in the Course list box for information on how to get other championship courses.

See Also

What do 18 holes, Front 9 and Back 9 mean?

What do 18 holes, Front 9 and Back 9 mean?

These option buttons are located under the course list box in the New Game dialog box.

Choose	To
18 holes	Play an entire round, starting on Hole 1 and finishing on Hole 18.
Front 9	Play holes 1 through 9.
Back 9	Play holes 10 through 18.

What does Allow Gimmies mean?

A gimmie is a term used when the ball is so close to the hole that not making the putt would be extremely unlikely. To save time, the golfer adds a stroke to his score and does not actually attempt the putt. Gimmies are not sanctioned by the United States Golf Association, or the Royal and Ancient Golf Club of St. Andrews, Scotland, but are an option in Microsoft Golf for players who are within 10 feet, or three meters, of the hole and want to avoid waiting for the screen to redraw prior to a very short putt.

Note   If you allow gimmies, the Post Shot Selections dialog box displays a Gimmie button whenever the ball is within 10 feet, or three meters, of the hole. You then have the option of clicking the button. If you do not allow gimmies, the button does not ever appear.

See Also

What does Allow Mulligans mean?

What does Allow Mulligans mean?

When you take a shot over and don't count the first shot, it is called taking a Mulligan. Mulligans are not sanctioned by the United States Golf Association, or the Royal and Ancient Golf Club of St. Andrews, Scotland, but are commonly allowed in friendly play. Microsoft Golf does not add mulligans to your score, but the number of mulligans taken during a game are recorded on the Score Card.

Note   If you allow mulligans, a Mulligan button is displayed in the Post Shot Selections dialog box after every shot. You then have the option of clicking the button. If you do not allow mulligans, the Mulligan button does not ever appear.

See Also

What does Allow Gimmies mean?

How do I edit a player's settings?

To edit a player's settings

1 Before you start a game, click Player in the menu bar, and then choose Player Settings.

2 The Player Settings dialog box is displayed. Click the button to the right of the Player box to display the list of available players.

3 Click the player you want to edit to highlight the name.

4 Choose the changes you want to make, and then click the OK button.

Note For help on the settings you can choose from, or how to make changes using the keyboard, click the Help button in the Player Settings dialog box.

Tip You can also edit a player by clicking the Edit Player button in the New Game dialog box.

See Also

How do I create a new player?
How do I rename a player?

What does choosing a Cancel button do?

In most <u>dialog boxes</u>, click the Cancel button to close the dialog box and return to the previous <u>window</u> or dialog box without saving any changes. In some dialog boxes, however, such as the Welcome, New Game, and Player Settings for this Game dialog boxes, click the Cancel button to remove all dialog boxes from the screen, leaving only the background.

Note   If only the background is displayed, click the Game <u>menu</u> from the menu bar, and then select one of the Game commands. Or, press ALT+G to open the Game menu, and then select one of the Game commands.

Tip   <u>Double-click</u> anywhere on the background--at any point in the program--to display the Welcome dialog box.

What must I do in the New Game dialog box before I continue?

- Select the course you want to play.
- Choose which holes you want to play.
- Choose to allow or disallow Gimmies and Mulligans.
- Choose the players you want to participate in the upcoming round and make sure they are listed in the Players Selected box.

See Also

How do I choose a course?

What do 18 holes, Front 9 and Back 9 mean?

What does Allow Gimmies mean?

What does Allow Mulligans mean?

How are Players Available and Players Selected different?

Choosing Players for a Game

What does choosing a Cancel button do?

What must I do in the Player Settings for this Game dialog box?

When you click the Continue button in the New Game <u>dialog box</u>, the Player Settings for this Game dialog box is displayed. This allows you to make sure that the players chosen for the upcoming round and their settings are correct. Any changes you make to a player's settings in this dialog box are temporary and will apply only to the upcoming round.

Note   If you want to add or remove a player from those listed, click the Back button to return to the New Game dialog box. For additional information on the level and tee settings, click the Help button.

Choosing Players for a Game

How do I create a new player?

How many players can participate in one game?

How are Players Available and Players Selected different?

How do I use the Add Player and Remove Player buttons?

How do I edit a player's settings?

Can I change a player's settings during a round?

How do I add or remove players from a game in progress?

See Also

Renaming, Editing and Deleting Players

Starting a Game

How do I create a player?

To create a new player

1 Start a new game in order to display the New Game <u>dialog box</u>.
2 Click the Create Player button.
3 The Name Player dialog box is displayed. Type a name in the Name of New Player box, and then click the OK button.
4 The Create Player dialog box is displayed, with the new name in the Player box. Choose the player's settings, and then click the OK button.
5 The New Game dialog box is displayed, with the new player's name displayed in the Players Selected box.

Note   You may also create a player from the Practice dialog box, or from the Player Settings dialog box.

See Also

<u>How do I edit a player's settings?</u>

How are Players Available and Players Selected different?

The Players Available and Players Selected list boxes are found in the bottom-left of the New Game dialog box.

List Box	Displays
Players Available	The names of all the players that have been created. You may create as many as you want.
Players Selected	The names of only those players who will participate in the upcoming round. A maximum of eight players may be displayed in this box.

See Also

How do I use the Add Player and Remove Player buttons?

How do I use the Add Player and Remove Player buttons?

These buttons are located under the Players Available and Players Selected list boxes in the New Game dialog box, and are used to transfer names to and from the Players Selected box.

To move a player to the Players Selected box from the Players Available box

▶ Click the name to highlight it, and then click the Add Player button.

To move a player from the Players Selected box to the Players Available box

▶ Click the name to highlight it, and then click the Remove Player button.

Tip Double-click a name to move it to the other box without having to use the buttons.

See Also

How are Players Available and Players Selected different?

How many players can participate in one game?

Only eight players may participate in a round. If more than eight players are added to the Players Selected box, a warning is displayed.

See Also

How are Players Available and Players Selected different?
How do I add or remove players from a game in progress?

How do I add or remove players from a game in progress?

To add a player to a game in progress

1 Click Player in the <u>menu bar</u> at the top of the screen, and then click the Add to Game command.
2 The Add Player to Current Game <u>dialog box</u> is displayed. Click the arrow to the right of the Player to Add box to display the players not already in the game.
3 Click the player you want to add , and then click the OK button.

   Or, press ALT+P, and then A. Use the up and down arrow keys until the player you want to add is displayed in the Player to Add box, then press ENTER.

To remove a player from a game in progress

1 Click Player in the menu bar at the top of the screen, and then click the Remove from Game command.
2 The Remove Player from Current Game dialog box is displayed. The names of all the players in the game are displayed in the Players in Current Game list box. Click the player you want to remove, and then click the Remove button.
3 Click the OK button.

   Or, press ALT+P, and then R. Press ALT+Y, then use the up and down arrow keys until the player you want to remove is highlighted. Press ALT+R, and then ENTER.

Can I change a player's settings during a round?

If a player is participating in the current round, there is no way to edit his or her settings until the round is finished. If, for example, you want to change the tee from which a player is hitting, you need to start a new game and then edit your player's tee setting.

Note   If a player is not participating in the current round, you can edit his or her settings by choosing Player in the menu bar, and then choosing Player Settings. Any player not in the current round can be edited at this point.

See Also

How do I edit a player's settings?

On the Tee

What can I do in the Main View?

How do I use the Top View?

How do I read the Shot Info?

How do I use the Swing Control?

How do I read the Score Card?

How do I use the Advanced Shot Setup?

How do I rearrange the windows on the screen?

Which windows can change sizes, and how do I do it?

What can I do in the Main View?

The Main View <u>window</u> is a view of the fairway from behind the golfer. The golfer is usually positioned to hit straight at the hole. The only exceptions to this occur when the golfer is teeing off and must hit around a large water hazard or has to play a dogleg (a sharply-angled fairway). In these instances, the golfer is positioned to face toward the middle of the fairway.

What you can do in the Main View

- Face the golfer in any direction by using the Rotate View command.
- Aim your shot in the Main View window.
- View replays of your shots, using the Replay buttons in the Post Shot Selections dialog box.
- Use the grid feature to assist in reading the terrain.
- Click the resizing buttons to change the size of the Main View.

See Also

<u>Can I rotate the Main View and look in any direction?</u>

<u>How do I aim my shot?</u>

<u>Can I see replays of my shots?</u>

<u>How do I read the terrain on the course?</u>

<u>Which windows can change sizes, and how do I do it?</u>

<u>How can I adjust the graphic detail in the Main View?</u>

How do I use the Top View?

The Top View <u>window</u> displays a view from above the hole you are playing. It allows you to see the position of your ball in relation to the fairway, the green, hazards and other landmarks. You can examine the Top View to determine distances.

How to use the Top View

1 Make the Top View window active by choosing the Window menu, and then choosing the Top View command.

2 Move the <u>pointer</u> into the Top View window and hold down the left mouse button.

3 Move the pointer around the window to check distances.

Or, press ALT+A, and then E. Move the pointer with the arrow keys. Press ALT+W, and then press the number to left of the window you want to make active.

Note   Ball to Cursor and Cursor to Pin distances are displayed in the lower-left corner of the Top View window and change as you move the pointer.

See Also

<u>How do I rearrange the windows on the screen?</u>

<u>Which windows can change sizes, and how do I do it?</u>

How do I read the Shot Info?

The Shot Info window displays seven types of information.

Item	Displays
Player	The name of the player who is about to hit.
Hole	The hole currently being played.
Par	Par for the hole.
Shots	The number of shots already taken be the current player on this hole.
Lie	The type of terrain on which the ball is sitting.
Distance to Pin	The distance from the ball's current location to the hole.
Wind	The direction of the wind in relation to the golfer (the compass), and the strength of the wind (the bar).

Note   When the bar is full, the wind velocity is 30 miles per hour, or 48 kilometers per hour.

See Also

What types of terrain are there on the courses?

How do I rearrange the windows on the screen?

How do I use the Swing Control?

The Swing Control window is divided into four sections.

Section	Displays
Clubs	The club selection for the player who is about to hit.
Shot Type	The six shot types available.
Practice	Left and right arrows, which can be clicked to move the golfer away from, or up to the ball, allowing him or her to take a practice swing.
Swing	The Swing button and gauge, which are used to take a swing.

See Also

How do I get help on choosing a club?

What are the different Shot Types and how are they used?

How do I take a practice swing?

How do I swing?

How do I rearrange the windows on the screen?

How do I rearrange the windows on the screen?

The most convenient way to arrange the <u>windows</u> in Microsoft Golf is by using the Arrange All command from the Window menu.

To automatically arrange the windows

▸   Click Window in the menu bar, and then click Arrange All.

Or, press ALT+W, and then press A.

Note   If the Main View is maximized when you choose Arrange All, the Shot Info and the Swing Control windows are arranged beneath the Main View (an exception to this occurs hi-resolution mode, which can display the maximized Main View in addition to all other windows). If the Main View has been reduced to the smaller size when you choose Arrange All, the Main View is placed in the top-left corner, the Top View in the top-right corner, and the Shot Info and Swing Control windows directly underneath. The Score Card and Advanced Shot Setup <u>icons</u> are displayed in the lower-left corner.

Tip   If you want an arrangement other than the two previously referred to, you can reposition any of the windows on the screen by following the steps below.

To move a window

1 Move the <u>pointer</u> into the title bar of the window you want to move.
2 Press and hold down the mouse button, and then <u>drag</u> the window to a new position.
3 When the window is where you want it, release the mouse button.

Or, press ALT+W, and then press the number to the left of the window you want to move. Press ALT+HYPHEN, and then M. Move the window with the arrow keys, and then press ENTER.

See Also

<u>Which windows can change sizes, and how do I do it?</u>

Which windows can change sizes, and how do I do it?

The Main View and Top View <u>windows</u> can be viewed full-size, small size, or can be reduced to icons. The Shot Info, Swing Control,   and Advanced Shot Setup windows can only be seen in one size, or can be reduced to icons. The Score Card window can also be resized by dragging its borders.

To resize a window

1 Click in the title bar of the window you want to resize to make the window active.
2 Click the up or down resizing buttons in the top-right corner of the window.

   Or, press ALT+W to open the Window menu, and then press the number beside the window you want to resize. Press ALT+HYPHEN, and then press X to maximize, or N to minimize.

Note   The Main View and Top View windows have a restore button in the top-right corner. Click this button to maximize the window, or reduce the window to the smaller size.

To maximize an icon

▶   <u>Double-click</u> the <u>icon</u>, or click Window in the <u>menu bar</u>, and then click the name of the window you want to maximize.

   Or, press ALT+W, and then press the number beside the window you want to maximize.

To resize the Score Card window

▶   Position the pointer on a border or corner of the window, and then drag to the new position.

   Or, press ALT+W, and then press 5. Press ALT+HYPHEN, and then press S. Move the borders with the arrow keys.

See Also

<u>How do I rearrange the windows on the screen?</u>

How to Aim and Swing

How do I get help on choosing a club?

Can I change the club selection in the Swing Control window?

What are the different Shot Types and how are they used?

How do I take a practice swing?

How do I aim my shot?

How do I swing?

Can I see replays of my shots?

How do I read the terrain on the course?

See Also

Play Options

How do I get help on choosing a club?

To have Microsoft Golf choose a club for your player before each shot

▶   Choose the <u>check box</u> beside the CaddieWizard option in the Players Settings <u>dialog box</u>. This must be done while creating or editing your player.

Note   Like a good caddie, Microsoft Golf recommends a club for each shot, but it may not always be the best club for the situation. Remember, you are always free to choose a different club.

To check the average distance each club will hit the ball

▶   Click Help in the <u>menu bar</u>, and then click Club Distances.

   Or, press ALT+H, and then press D.

Tip   You may also press F8 to display the Club Distance Chart.

To get information on the different types of clubs (Drivers, Irons, Woods, Wedges)

▶   Refer to the Glossary of Golfing Terms.

See Also

<u>Can I change the club selection in the Swing Control window?</u>

<u>Glossary of Golfing Terms</u>

Can I change the club selection in the Swing Control window?

The 13 clubs which you select when you create a player (the putter is automatically included) are displayed in the Clubs section of the Swing Control <u>window</u>. To change the selection of clubs, you must edit the player's settings.

See Also

<u>How do I edit a player's settings?</u>

What are the different Shot Types and how are they used?

There are six shot types to choose from.

Choose	For
Straight	The standard full swing.
Chip	A half swing, typically used when a golfer is close to the green and wants to make a shorter, more controlled shot.
Putt	The putting swing, normally used only on the green or the fringe of the green.
Draw	A full swing that hooks slightly to the left.
Fade	A full swing that slices slightly to the right.
Custom	A customized shot. This shot type allows you to create a special setup for each club, using the Advanced Shot Setup window.

Note   When using the chip shot type, the Swing Gauge is displayed at half the normal size and allows only a half swing. When using the putt shot type, the Swing Gauge is normal size, but there is no snap in the swing; the color indicator goes up the Swing Gauge as with a full swing, but does not bounce back.

See Also

How do I swing?

How do I use the Advanced Shot Setup?

How do I take a practice swing?

How do I take a practice swing?

Microsoft Golf allows you to take practice swings. As in the actual game, taking a practice swing or two before the shot helps you to relax and focus your concentration.

To take a practice swing

1 In the Swing Control <u>window</u>, to the right of the Swing button, there are two arrows under the word Practice. Click the left arrow under Practice. This will move the golfer away from the ball.

2 After you take a practice swing, click the right arrow. This will move the golfer back up to the ball.

See Also

<u>How do I swing?</u>

How do I aim my shot?

As in the actual game, it is extremely important that you aim your shot before swinging. Microsoft Golf provides an Aiming Marker to assist in aiming your shot.

To aim your shot

1 Move the pointer into the Main View window.

2 Hold down the left mouse button to display the red and white striped Aiming Marker.

3 While holding the left mouse button down, move the Aiming Marker in the direction you want your shot to take.

   Note   The distance from the golfer to the Aiming Marker (as well as the difference in elevation, and the type of terrain) is displayed in the lower-left corner of the Main View window.

4 When the Aiming Marker is in position, release the mouse button.

   Or, press ALT+A, and then press A. The Aiming Marker is displayed in the Main View. Move the Aiming Marker with the arrow keys, and then press ENTER.

   Tip   You may also press F3 to display the Aiming Marker.

Note   The Aiming Marker has no effect on the distance of your shot, only the direction.

See Also

How do I get help on choosing a club?

What are the different Shot Types and how are they used?

How do I swing?

How do I read the terrain on the course?

How do I swing?

The following directions explain how to take a full swing, chip, and putt using a mouse. If you use the keyboard, press ALT+W, and then press 1. This makes the Swing Control window active. Then follow the directions below, using the SPACEBAR in place of the left mouse button.

To take a full swing

1 Move the pointer onto the Swing button in the Swing Control window. Press and hold down the left mouse button to start the swing.

2 When the indicator within the Swing Gauge reaches the green line at 12 o'clock, release the left mouse button. A white line marks the release point, and the indicator continues to the end of the gauge.

   Note   The point at which you release the mouse button determines the power level of the swing. If you release before, or on, the 12 o'clock mark, your swing will be softer and more controlled, making the snap (the second part of the swing) more likely to be accurate. If you release in the red area (after the 12 o'clock mark), your swing will be more powerful than normal and your snap will need to be almost perfect to avoid severely hooking or slicing the shot.

3 The indicator goes to the end of the Swing Gauge, then bounces back around. When the indicator reaches the green line at 6 o'clock, click the mouse button again. A second white line marks the release point.

   Note   The point at which you click here determines how straight the shot is. This is called the snap. If you click before the 6 o'clock mark, the shot will hook to the left; After the 6 o'clock mark, the shot will slice to the right. The severity of the hook or slice depends on both how close you get to the 6 o'clock mark, and, how powerfully you swing. The more powerful the swing, the greater the hook or slice.

To chip

▶   Follow the instructions above.

   Important   When you choose the Chip shot type, the Swing Gauge changes to half its normal length, so you can take only a half swing, and there is no red area. The swing sequence, however, is identical to that of a full swing.

To putt

1 Move the pointer onto the Swing button in the Swing Control window. Press and hold down the left mouse button to start the swing.

2 When the indicator within the Swing Gauge reaches the desired power level, release the left mouse button.

Note   When you choose the Putt shot type, the Swing Gauge changes slightly. There is no green 12 o'clock mark and no red area. The small markings around the Swing Gauge can be used to help judge the strength of a putt. The distance a putt will roll is difficult to determine precisely because of the contours on a green, but with practice, you should be able to effectively use the gauge markings.

See Also

How do I get help on choosing a club?

What are the different Shot Types and how are they used?

How do I take a practice swing?

How do I aim my shot?

Can I see replays of my shots?

To view an instant replay

▶   When the Post Shot Selections dialog box, is displayed after you take your shot, click either the Forward or Reverse Instant Replay button.

Click	To
Forward	View a replay of the shot from behind the golfer.
Reverse	View a replay of the shot from a point above and behind the spot where the ball came to rest.

How do I read the terrain on the course?

Microsoft Golf offers a feature called the grid, which helps you read the terrain on the course. The grid is most useful on the greens, but may be used anywhere.

To display the grid

1 Click Action in the menu bar, and then click Display Grid.

2 A light grid pattern will cover the ground in the Main View window.

   Or, press ALT+A, and then press G.

3 To remove the grid, follow the same steps. The command is changed to Hide Grid.

Tip   You may also press F5 to display the grid.

Note   You can set the grid to be displayed automatically by following the step below.

To display the grid automatically

1 Click Options in the menu bar, and then click Display.

2 Under Grid Default, choose Off, On, or On While Putting.

   Or, press ALT+O, and then press D. Press TAB until the Grid Default, or one of the options is highlighted. Use the arrow keys to select, and then press ENTER.

Tip   You may also use the Aiming Marker to help read the terrain.

See Also

How do I aim my shot?

What types of terrain are there on the courses?

Play Options

How can I make the program run faster?

Is it possible to take a shot over (take a Mulligan)?

What do I do if I hit the ball out of bounds or into the water?

Can I move the ball if it's in an unplayable position?

How do I add or remove players from a game in progress?

Can I change a player's settings during a round?

Can I rotate the Main View and look in any direction?

What types of terrain are there on the courses?

How can I make the program run faster?

- Run the program on a 386, or faster, computer.
- Turn off one or more of the sounds.
- Change to less Terrain Detail in the Display Options <u>dialog box</u>.
- Make sure no <u>windows</u> are overlapping.
- Run fewer Windows applications.
- Run the program in 256-color, not 16-color. This usually requires a new video card driver.

Note For more information about the video driver, see the Windows documentation.

Is it possible to take a shot over (take a Mulligan)?

Microsoft Golf gives you the option to allow mulligans, meaning you take a shot over without penalty. Mulligans are not sanctioned by the United States Golf Association or the Royal and Ancient Golf Club of St. Andrews, Scotland, but are commonly allowed in friendly play.

To allow mulligans

▶   In the New Game <u>dialog box</u>, select the check box beside Allow Mulligans.

See Also

<u>What does Allow Mulligans mean?</u>

What do I do if I hit the ball out of bounds or into the water?

Depending on the options you select before starting a game, there are several choices open to you after hitting the ball out of bounds or into the water.

What you can do after hitting the ball out of bounds

- A Rehit button is displayed in the Post Shot Selections dialog box. Click this button to hit again from the same spot. You will be penalized one stroke.
- Click the Mulligan button if mulligans are allowed.

What you can do after hitting the ball into the water

- A Rehit button is displayed in the Post Shot Selections dialog box. Click this button to hit again from the same spot. You will be penalized one stroke.
- Click the Mulligan button if mulligans are allowed.
- A Drop button is displayed in the Post Shot Selections dialog box. Click this button to drop the ball at the spot where the ball entered the water hazard. You will be penalized one stroke.

Note   For instructions on using the Drop option, refer to the Microsoft Golf Player's Guide, or choose the Help button in the Post Shot Selections dialog box.

See Also

What does Allow Mulligans mean?

Can I move the ball if it's in an unplayable position?

When your ball is an unplayable position, such as behind a tree or large bush, you can drop the ball in a better position, using the Drop option. For instructions on how to drop, choose the Help button in the Post Shot Selections dialog box.

Note For instructions on using the Drop option, refer to the Microsoft Golf Player's Guide, or choose the Help button in the Post Shot Selections dialog box.

Can I rotate the Main View and look in any direction?

You can rotate the Main View in any direction by using the Rotate View option.

Note   This option is used to survey the surrounding area, not to aim. Refer to How do I aim my shot? for instructions on how to aim.

To rotate the view

1 Click Action in the menu bar, and then click Rotate View.

   Or, press ALT+A, and then press R.

2 The Rotate View dialog box is displayed. Hold down the left mouse button and drag the scroll box in the direction you want the Main View to rotate. When the Rotate View setting is in position, click the OK button and the Main View will be redrawn facing the new direction.

   Or, press TAB until the Scroll Bar is highlighted, and then use the arrow keys to move the scroll box.

Tip   The Page Up and Page Down keys can be used to move the scroll box quickly.

Note   If you use the Rotate View, then want to return to the direction in which the golfer was originally facing, move the scroll box back to 0 degrees.

See Also

How do I aim my shot?

What types of terrain are there on the courses?

There are 16 terrain types used in the different courses available for Microsoft Golf:

Asphalt, Concrete, Deep Grass, Deep Rough, Dirt, Dormant Grass, Fairway, Green, Lava, Mud, Ocean, Pine Needles, Rough, Sand, Stream, Water.

Note On the Torrey Pines course, there is a Hazard terrain, which appears as the Dirt terrain.

Sound Options

The way the sound is produced in Microsoft Golf can be divided into two categories, multimedia and non-multimedia. The sound effects in the program are designed for, and sound much better with, multimedia sound drivers. If you have a sound card, such as Sound Blaster or AdLib, and Window version 3.1, or Window version 3.0 with Multimedia extensions, you are using a multimedia sound driver. If you do not have one of these configurations, you are using a non-multimedia sound driver, and the sound you hear in Microsoft Golf is provided by a program called RealSound.

What sounds are available in Microsoft Golf?

Do I need a sound board to get the sound effects?

Why do the sound effects make the program hesitate?

Why is the sound scratchy when the mouse moves?

What is RealSound?

Note   To find out the type of sound driver you are using, choose About Microsoft Golf from the Help menu, and then choose the System Info button. The sound driver is displayed in the System Information dialog box.

What sounds are available in Microsoft Golf?

There are three types of sound effects available in Microsoft Golf, which can be turned on or off in the Sound Options dialog box.

Choose	To hear
Commentary	Exclamations and comments that correspond to actions in the game, such as making a birdie, or hitting the ball into a tree.
Wildlife	Birds, crickets, and frogs.
All Other Sounds	Sounds of the game, such as the club hitting the ball, or the ball falling into the cup.

Do I need a sound board to get the sound effects?

If you do not have a sound board, such as a Sound Blaster or AdLib, you will still be able to enjoy the sounds of Microsoft Golf. RealSound, a program that provides sound through the internal speaker in the PC, is not capable of producing all the sounds that a sound card can, but will provide quality sound effects, especially if you have a faster computer.

Note   For the best sound quality, Window version 3.1, or Window version 3.0 with multimedia extensions is recommended in conjunction with a sound card.

Why do the sound effects make the program hesitate?

Sometimes the sound effects in Microsoft Golf will cause the game to slow down or hesitate. This is less likely to occur if you are using a multimedia sound driver (Window version 3.1, or Window version 3.0 with multimedia extensions, and a sound card). If you do not have one of these configurations, you are using a non-multimedia driver, and the hesitation is to be expected.

See Also

Why is the sound scratchy when the mouse moves?

Why is the sound scratchy when the mouse moves?

The sound effects may sound scratchy if they are generated as you move the mouse. This is less likely to occur if you are using a multimedia sound driver (Window version 3.1, or Window version 3.0 with multimedia extensions, and a sound card). If you do not have one of these configurations, you are using a non-multimedia driver, and the scratchy sound is unavoidable.

See Also

Why do the sound effects make the program hesitate?

What is RealSound?

RealSound, developed by RealSound Inc. and Access Software Inc., is a patented process that allows your PC to produce hardware-quality digitized speech, music, and sound effects without adding any hardware (such as sound cards, like Sound Blaster and AdLib). RealSound will produce good quality sound, but is not as effective on slower computers. The quality of the PC's internal speaker is also extremely important.

Display Options

How can I adjust the graphic detail in the Main View?

How do I read the terrain on the course?

How can I make the golfer swing more smoothly?

How can I adjust the graphic detail in the Main View?

Depending on how you adjust the graphic detail in the Main View, you can either improve the graphic resolution of the terrain, or, speed up the program. The normal, or default, setting is a balance between graphic quality and game speed.

To adjust the terrain detail of the Main View

1 Click Options in the menu bar, and then click Display.

   Or, press ALT+O, and then press D.

2 The Display Options dialog box is displayed. Choose the settings you want in the Terrain Detail box, then click the OK button.

   Or, press TAB to go to the area you want to change, and then use the left and right arrow keys to change the settings. When you are finished adjusting the settings, press ENTER.

Note   In the Terrain Detail box there are detail settings for the Close, Mid and Far areas in the Main View. The Close area can be set at the mid or lowest detail settings, but should be set at the highest detail setting, or some distortion of the graphics may occur. The detail settings in the Mid and Far areas are not as important, since they are in the distance. As is indicated, the more detail, the slower the game will run. The less detail, the faster the game will run.

How can I make the golfer swing more smoothly?

- Turn off one, or more, of the sound effects.

    Note   Sound effects can be turned off in the Sound Options dialog box.
- Don't have the golfer swing at the same time you execute the swing sequence.

    Note   The golfer animation can be changed in the Display Options dialog box.
- Run the program on a faster computer.

See Also

Why do the sound effects make the program hesitate?

How can I make the program run faster?

Saving a Game

How do I save a game?

How many times can I save during a game?

Does adding or removing players from a game affect saving?

See Also

Resuming and Deleting Games

How do I save a game?

To save a game for the first time

1 If you have not saved the current game before, click Game in the <u>menu bar</u>, and then click Save As.

Or, press ALT+G, and then press A.

2 The Save Game As <u>dialog box</u> is displayed. Type a name for the saved game in the Save Game As box, and then click the OK button.

Or, type in the name of the saved game, and then press ENTER.

Tip   You can also press F12 to display the Save Game As dialog box, or press SHIFT+F12 to update a game you have already saved.

Note   If you've already saved the current game and want to update the saved game file, click Game in the menu bar, and then click Save. Or, press ALT+G, and then press S.

See Also

<u>How many times can I save during a game?</u>

<u>Does adding or removing players from a game affect saving?</u>

How many times can I save during a game?

You can save during a game as many times as you want to.

Note   If you have already saved the current game and click Save, it will update the saved game file. If you want to save at different points in the game, click Save As each time you save and give each saved game file a different name.

Tip   You can also press F12 to display the Save Game As dialog box, or press SHIFT+F12 to update a game you have already saved.

See Also

How do I save a game?
Does adding or removing players from a game affect saving?

Does adding or removing players from a game affect saving?

When you add players to a game in progress, their names go on the Score Card and their scores are recorded from that time on, until the end of the round. If the game is saved after a player is added, the player will be included in the updated saved game file. When you remove players from a game in progress, their names are removed from the Score Card.

Note   If you want to remove a player from a game and print out the player's score, remember to print the Score Card first, and then remove the player from the game.

See Also

How do I save a game?

How do I add or remove players from a game in progress?

How do I print the Score Card?

Printing the Score Card

How do I print the Score Card?

1 Click Game in the menu bar, and then click Print.

   Or, press ALT+G, and then press P.

2 The Print Score Card dialog box is displayed. Choose the number of copies you want, and choose the printer you want to use, then click the OK button.

   Or, choose the number of copies you want, and then press TAB until Printer is highlighted. Choose the printer you want to use by using the arrow keys, and then press ENTER.

Tip   You may also print the Score Card by choosing the Print button in the Score Card window.

Note   For information on installing and setting up your printer, see your Windows documentation.

See Also

When can I print the Score Card?

What print options do I have?

How are scores kept for players added or removed from a game?

When can I print the Score Card?

The Score Card can be printed at any time during the game.

See Also

How do I print the Score Card?
What print options do I have?
How are scores kept for players added or removed from a game?

What print options do I have?

- You can choose the number of copies you want to print.
- If you use more than one printer, you can choose which one to print to.
- You can print the Score Card at any time in the game.
- Other options are subject to the printer you use.

See Also

How do I print the Score Card?

When can I print the Score Card?

How are scores kept for players added or removed from a game?

How are scores kept for players added or removed from a game?

When you add players to a game in progress, their names go on the Score Card and their scores are recorded from that time on, until the end of the round. When you remove players from a game in progress, their names are removed from the Score Card.

Note   If you want to remove a player from a game and print out the player's score, remember to print the Score Card first, and then remove the player from the game.

See Also

How do I print the Score Card?

When can I print the Score Card?

How do I add or remove players from a game in progress?

Renaming, Editing and Deleting Players

How do I delete a player?
How do I edit a player's settings?
How do I rename a player?

How do I delete a player?

Deleting a player and removing a player from a current game should not be confused. Deleting a player permanently removes the player file from Microsoft Golf. Removing a player from a current game does not permanently remove the player from Microsoft Golf.

To delete a player

1 Click Player in the menu bar, and then click Player Settings.

   Or, press ALT+P, and then press P again.

2 The Player Settings dialog box is displayed. Click the arrow to the right of the Player box to display all available players. Click the player you want to delete.

   Or, press TAB to highlight the Player box, and then use the up and down arrow keys until the player you want to delete is displayed in the Player box.

3 Click the Delete button, and then click the OK button.

   Or, press ALT+D, and then press ENTER.

Note   You cannot delete a player who is in the current game.

See Also

How do I add or remove players from a game in progress?

How do I delete a saved game?

How do I rename a player?

Microsoft Golf allows you to change the name of a player and keep the same player settings.

To rename a player

1 Click Player in the <u>menu bar</u>, and then click Player Settings.

   Or, press ALT+P, and then press P again.

2 The Player Settings <u>dialog box</u> is displayed. Click the arrow to the right of the Player box to display all available players. Click the player you want to rename.

   Or, press TAB to highlight the Player box, and then use the up and down arrow keys until the player you want to rename is displayed in the Player box.

3 Click the Rename button.

   Or, press ALT+N.

4 The Rename Player dialog box is displayed. Type a name in the New Name of Player box, and then click the OK button or press ENTER.

Resuming and Deleting Games

How do I resume a previously saved game?

How many saved games can I have?

How do I delete a saved game?

See Also

Saving a Game

How do I resume a previously saved game?

Microsoft Golf allows you to save a game in progress, and then resume playing the game at a later time.

To resume a previously saved game

1 Click Game in the <u>menu bar</u>, and then click Open.

   Or, press ALT+G, and then press O.

2 The Open Saved Game dialog box is displayed. Find the saved game you want to resume in the Saved Games box. Click it to highlight it, and then click the OK button.

   Or, press TAB until the Saved Games box is highlighted. Use the up and down arrow keys until the saved game you want to resume is highlighted, and then press ENTER.

Tip   You may also resume a previously saved game by choosing the Resume Previous Game button in the Welcome to Microsoft Golf <u>dialog box</u>.

Note   If there are more saved games than can be seen at once in the Saved Games list box, use the <u>scroll bar</u> to view the other saved games available.

See Also

<u>How many saved games can I have?</u>

How many saved games can I have?

You can have as many saved games as the disk space on your hard drive disk will allow.

Note   If you have more saved games than can be displayed all at once in the Saved Games dialog box, a scroll bar is displayed vertically on the right side of the box.

See Also

How do I resume a previously saved game?

How do I delete a saved game?

How do I save a game?

How do I delete a saved game?

1 Click Game in the menu bar, and then click Delete.

   Or, press ALT+G, and then press D.

2 The Delete Saved Game dialog box is displayed. Find the saved game you want to delete in the Saved Games box and click it to highlight it, and then click the Delete button.

   Or, press TAB until the Saved Games box is highlighted. Use the up and down arrow keys until the saved game you want to delete is highlighted, and then press ALT+D.

   Note   If there are more saved games than can be seen at once in the Saved Games list box, use the scroll bar to view the other saved games available.

   3   Click the OK button, or press ENTER.

See Also

How do I delete a player?

Using the Practice Areas

What types of practice areas are available?

How do I get to the practice areas?

Note   For instructions on how to use the practice areas, click the Help button in the Practice dialog box.

What types of practice areas are available?

The two practice areas in Microsoft Golf are the Driving Range and the Chipping and Putting area.

Choose	To
Driving Range	Practice driving. You are placed on the tee in the Main View. Driving practice is similar to teeing off normally, except that you don't move from the tee.
Chipping & Putting	Practice chip shots and putts. You are placed on a practice green, where you can practice from any spot in the Main View.

See Also

How do I get to the practice areas?

How do I get to the practice areas?

1 Click Game in the menu bar, and then click Practice.

   Or, press ALT+G, and then press R.

2 The Practice dialog box is displayed. Click the option button to the left of Driving Range or Chipping and Putting.

   Or, press ALT+D to go to the Driving Range, or ALT+T to go to the Chipping and Putting area.

Note   You may also go to the practice areas by choosing the Practice button in the Welcome to Microsoft Golf dialog box.

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Exit

You can exit the program at any time.

To exit Microsoft Golf

▶ Click Game in the <u>menu bar</u>, and then click Exit from the Game menu. Or, press ALT+G, and then press X.

Note You may also press ALT+F4 to exit Microsoft Golf.

Help Menu Commands

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Club Distances

Choosing this command displays the club distance chart, where the average distances for each club at each level (Beg, Am, Pro) are provided.

►   Click Help in the <u>menu bar</u>, and then click Club Distances.

   Or, press ALT+H, and then press D.

Search for Help On

The Search feature is provided to help you find specific information in the Help file. Information is located by typing a keyword. All help topics that contain that word are displayed.

▶ Click Help in the <u>menu bar</u>, and then click Search for Help On.

   Or, press ALT+H, and then press S.

About Microsoft Golf

About Microsoft Golf contains copyright information and credits.
▶   Click Help in the <u>menu bar</u>, and then click About Microsoft Golf.

Or, press ALT+H, and then press A.

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Glossary of Golfing Terms

Birdie
Bogey
Chip
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Eagle
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Lie
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Pin
Practice
Putt
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Slice
Tee
Tee Boxes
United States Golf Association
Wedges
Woods

Birdie

The term meaning to finish a hole with one stroke less than par. For example, if Hole #1 is a par 4 and you only needed 3 shots to finish, you birdied the hole.

Bogey

The term meaning to finish a hole with one stroke more than par. For example, if Hole #1 is a par 4 and you needed 5 shots to finish, you bogeyed the hole.

Chip
A short, lofted shot, usually taken when close to the green.

Dogleg
A golf hole with a fairway that is sharply angled, like a dog's leg.

Double Bogey
One stroke worse than a bogey.

Drive
To hit a shot from the tee.

Drivers

The Drivers are actually woods and are used almost exclusively to tee off, since they are capable of hitting the longest drives.

- Driver 1: Has a club face angle of 9.5 degrees.
- Driver 2: Has a club face angle of 12 degrees.

Note   Because of the difference in club face angles, the Driver 1 will hit the ball a shorter distance in the air with more roll on the ground; the Driver 2 should hit the ball farther in the air with less roll on the ground.

Drop

The rules of the United States Golf Association (USGA), or the Royal and Ancient Golf Club of St. Andrews, Scotland, (R&A) state that when a ball is hit into a water hazard, the golfer is penalized one stroke, then may either rehit from the same spot, or may drop at the point where the ball entered the hazard. The golfer would then hit his next shot from the spot where he dropped.

Eagle

Getting an Eagle refers to finishing a hole two strokes under par.

Fairway
The shortly mowed grass between the tee and the green.

Gimmie

A term used when the ball is so close to the hole that not making the putt would be extremely unlikely. To save time, the golfer adds a stroke to his score and does not actually attempt the putt. Gimmies are not sanctioned by the United States Golf Association, or the Royal and Ancient Golf Club of St. Andrews, Scotland, but are an option in Microsoft Golf for players who are within 10 feet, or three meters, of the hole and want to avoid waiting for the screen to draw prior to a very short putt.

Green

The smooth grassy area at the end of the fairway, which contains the hole into which the ball must be played.

Handicap

An advantage given or disadvantage imposed by means of adding or subtracting strokes from a golfer's score. Microsoft Golf does not use handicaps.

Hazard

Any bunker or water hazard. A bunker is a prepared area of ground, often hollow, from which turf or soil has been removed and replaced with sand or the like. A water hazard is any body of water or open water course.

Hole-in-One

The term for hitting the ball into the hole from the tee in one shot. Also referred to as an ace.

Hook

A shot that curves away from the golfer's dominant hand. For example, when a right-handed golfer hooks a shot, the ball curves to the left.

Note   The harder the ball is hit, the more drastically the ball will hook.

Irons

Irons are clubs with metal heads, and range from the 1 Iron (with a club face angle of 18 degrees) to the 9 Iron (with a club face angle of 47 degrees). Wedges are the shortest Irons.

Lie

The position of the ball in relation to the surrounding terrain; the type of terrain the ball is on.

The following terrain types are used in the different courses available to be used with Microsoft Golf:

Asphalt, Concrete, Deep Grass, Deep Rough, Dirt, Dormant Grass, Fairway, Green, Lava, Mud, Ocean, Pine Needles, Rough, Sand, Stream, Water.

Mulligan

When you take a shot over and don't count the first shot, it is called taking a Mulligan. Mulligans are not sanctioned by the United States Golf Association, or the Royal and Ancient Golf Club of St. Andrews, Scotland, but are commonly allowed in friendly play. Microsoft Golf does not add mulligans to your score, but the number of mulligans taken during a game are recorded on the Score Card.

Out of bounds

Any area or ground on which play is prohibited.

Par

The term for how many strokes are deemed necessary to finish a hole; also, the term for finishing a hole at par. For example, if Hole #1 is a par 4 and you finish in 4 shots, you have parred the hole.

Pin

The staff of the flag marking a hole. The terms pin and flag both refer to the hole and are commonly used when a golfer is hitting from the fairway toward the green. For example, a golfer might say: "I'm 180 yards (or meters) from the pin."

Practice

- The practice areas in Microsoft Golf are the Driving Range, and the Chipping and Putting area.
- When you back away from the ball to take a warm-up swing, it is referred to as a practice swing.

Putt

A short, controlled shot taken with the putter.   This type of shot is designed to roll the ball in or as close as possible to the hole, and is used almost exclusively on the green, or the fringe of the green.

Putter

The putter is a club with a metal head and a club face angle of 0 degrees. It is normally used only on the green, or on the fringe of the green.

Rough

The uneven ground covered with high grass, brush, and the like, which borders the fairway.

Royal and Ancient Golf Club of St. Andrews, Scotland

Organization that, in conjunction with the United States Golf Association, determines standard rules of golf.

Slice

A shot that curves in the direction of the golfer's dominant hand. For example, when a right-handed golfer slices a shot, the ball curves to the right.

Note The harder the ball is hit, the more drastically the ball will slice.

Tee

The starting point, from which the first shot is made, on any hole. There are usually three or four different tees for each hole. For example, there are women's tees, amateurs' tees, men's tees and professionals' tees.

Tee Boxes

Colored markers which indicate the playing level of a tee. Generally, red represents the women's tees, white represents the amateurs' tees, and blue, black and/or gold represent the men's and professionals' tees. Other colors may be used on some courses.

United States Golf Association

Organization that, in conjunction with the Royal and Ancient Golf Club of St. Andrews, Scotland, determines standard rules of golf.

Wedges

Wedges are irons with extremely angled club faces. Because of the sharply angled club faces, wedges hit the ball higher in the air, causing the ball to travel a shorter distance and roll less after it lands. Wedges are typically used when a golfer is close to a green and wants the ball to land and stay on the green.

- Pitching Wedge: An iron with a club face angle of 51 degrees.
- Sand Wedge: An iron with a club face angle of 56 degrees.

   Note   Beginners should know that the sand wedge can be used in or out of the sand and is not necessarily the best club to use when hitting out of the sand.

- Loft Wedge: An iron with a club face angle of 60 degrees.

Note   The greater the angle of the club face, the more backspin will be put on the shot. Thus, the ball will usually travel farther on the ground after it lands when using the Pitching Wedge than when using the Loft Wedge.

Woods

A club with a wooden head. Some woods are now made with metal heads. Woods include the 1 Driver, the 2 Driver, and the 2 Wood through the 7 Wood. Woods have flatter club face angles than irons, so woods hit the ball farther than most irons. Some woods and irons (for example, the 5 Wood and the 2 Iron) will hit the ball about the same distance. With the 2 iron, however, the ball will go much higher in the air and will not roll as far after it lands. With the 5 Wood, the ball will have a lower trajectory and roll farther.

Keyboard Guide for Microsoft Golf

Using Function Key Shortcuts

Press the following function keys to execute the corresponding commands.

Press	To
F1	Go to the Help Contents.
F2	Start a new game.
F3	Aim the shot (Aiming Marker appears in the Main View).
F4	Examine the Top View.
ALT+F4	Exit Microsoft Golf.
F5	Turn the grid on or off.
F6	Rotate the view.
F7	Drop the ball.
F8	Display the Club Distance Chart.
F12	Save a current game for the first time (Save As).
SHIFT+F12	Save a current game that has been previously saved (Save).
CTRL+F12	Resume a saved game.
CTRL+SHIFT+F12	Print the Score Card.

Choosing Options and Buttons in Dialog Boxes and Windows

Use the following keys within <u>dialog boxes</u> and <u>windows</u>.

Press	To
TAB	Move from option to option (left to right and top to bottom).
SHIFT+TAB	Move from option to option in reverse order.
ALT+letter key	Move to the option or group with the corresponding underlined letter.
Arrow keys	Move among options within a group, or move the cursor left, right, up or down within a list box.
ALT+Down Arrow	Toggles a drop down list box between open and close.
SPACEBAR	Selects or cancels a selection in a list box or check box.
ENTER	Executes a command button, or chooses the selected item in a list box and executes the command.
ESC	Closes a dialog box without completing the command (same as the Cancel button).

Moving, Resizing, and Closing Windows

To move, resize, or close a window, the window must be made active, and then the window's Control menu must be opened.

Note To make a window active in Microsoft Golf, press ALT+W to open the Window menu, and then press the number beside the window you want to make active (for example, press 5 to make the Score Card window active).

Press	To
ALT+Hyphen	Open the Control menu.
Up or Down Arrow	Move the highlight up or down in the Control menu.
ENTER	Execute the highlighted command from the Control menu.
Arrow key	Move a window when you have chosen Move, or resize a window when you have chosen Size from the Control menu.
ALT+F4	Quit Microsoft Golf.

Using the Menu Bar

Use the following keys to select <u>menus</u> and choose commands.

Press	To
ALT or F10	Select the first menu on the menu bar (Game menu).
ALT+letter key	Select the menu with the corresponding underlined letter.
Up or Down Arrow	Move among menu commands.
Left or Right Arrow	Move among menus.
ENTER	Choose the highlighted menu command.
ESC	Cancel the selected menu.

Product Support Information

▶   Click any underlined topic to display the information.

Using Product Support Services

When You Have a Question

Answers to Common Questions

Microsoft Product Support Services in the United States

Microsoft Product Support Services Worldwide

To get Product Support with a Text Telephone (TT)

Note   For troubleshooting answers, as well as commonly-asked questions about Microsoft Golf, refer to the Microsoft Golf Player's Guide.

When You Have a Question

Microsoft offers a variety of support options to help you get the most from Microsoft Golf.

If you have a question about Microsoft Golf, look in the printed product documentation or online Help, and check the README files that came with your product disks.

If you cannot find the answer, contact Microsoft Product Support Services in the United States or, outside the United States, at the subsidiary office that serves your area.

See Also

Answers to Common Questions

Microsoft Product Support Services in the United States

Microsoft Product Support Services Worldwide

To get Product Support with a Text Telephone (TT)

Answers to Common Questions

This topic provides answers to commonly-asked questions and helps you solve problems that may arise. Before you call for information or technical assistance, please check here for the answer.

Sound

Q: How is the sound produced in Microsoft Golf?

A: You can have sound effects in Microsoft Golf whether you have a sound card or not. You can achieve the best quality sound effects if you have a sound card, such as Sound Blaster or AdLib, and run Microsoft Golf with Windows version 3.0 with multimedia extensions or Windows version 3.1. Any other configuration is referred to as a non-multimedia driver. A non-multimedia driver provides sound, but there are fewer effects, and the quality is considerably lower. Non-multimedia drivers use a program called RealSound, which is built into Microsoft Golf and generates sound through your computer speaker. RealSound provides good sound effects for most computers, although it may not work as well on a slower computer. If you have a sound card and use external speakers, RealSound plays through the external speakers.

Q: Why does the program hesitate whenever a sound comes on?

A: This problem typically occurs with a non-multimedia driver. If there is not enough memory, or your machine is slow (80286/12Mhz or less), the sound causes Microsoft Golf to stop temporarily. To test whether this is the source of your problem, turn off the sound effects in the Sound Options dialog box before starting a round. If Microsoft Golf runs more smoothly, you'll know that the sound effects are causing the problem.

Q: Can I adjust the volume of the RealSound coming out of my computer speaker?

A: There is no way to adjust the volume of RealSound, since it is entirely dependent on the quality of the computer speaker.

Q: Why is there sometimes a pause before certain sound effects?

A: The sound program sometimes takes a few seconds to load a sound.

Memory

Q: How much memory do I need to run Microsoft Golf?

A: A minimum of 1350K of RAM (memory) must be available to run Microsoft Golf. This is the bare minimum; you should have more available RAM to ensure that the program does not stop.

Q: How much memory can Microsoft Golf make use of?

A: Microsoft Golf can use 4 to 8 MB of RAM, depending on which other applications, if any, are running. Additional RAM (beyond 8 MB) cannot be used by Microsoft Golf.

Video

Q: Why does Microsoft Golf appear to be running in 16-color mode instead of 256-color mode?

A: There are many types and brands of video cards that are compatible with Microsoft Golf. The program runs in 16-color mode if you don't have a 256-color driver installed. It is, however, designed to, and runs better in, 256-color mode. Most video cards are capable of running in 256-color mode, but require the proper video driver to do so. Contact the manufacturer of your video card, or your computer dealer for information on video drivers for 256-color mode.

Speed

Q: How can I make the program run faster?

A: Because of the photo-realistic scenery, Microsoft Golf runs best on an 80386, or faster, computer. If you want to try speeding up a slower computer, you can:

- Use less Terrain Detail in the Display Options dialog box.

- Turn off the grid in the Display Options dialog box.
- Make sure none of the Microsoft Golf windows are overlapping.
- Close all other Windows applications.
- Run Microsoft Golf in 256-color mode, instead of 16-color mode.
- Turn off some or all sound effects in the Sound Options dialog box.
- Add more RAM to your system (up to 8 MB of RAM)

Q: Why does the first screen draw more slowly than the following screens?
A: Microsoft Golf loads the program during the first draw.

Note   For information on making Windows run faster, refer to your Windows documentation.

See Also

When You Have a Question

Microsoft Product Support Services in the United States

Microsoft Product Support Services Worldwide

To get Product Support with a Text Telephone (TT)

Microsoft Product Support Services in the United States

If you have a technical question about Microsoft Golf, look in the printed product documentation or online Help, and check the README files that came with your product disks.

If you cannot find the answer, call Microsoft Product Support Services from 6 A.M. to 6 P.M. (Pacific time) Monday through Friday at 1 (206) 637-9308.

Before you telephone Microsoft Product Support Services

When you call, you should be at your computer with Microsoft Golf running and the product documentation at hand. Have your document open and be prepared to give the following information:

- The version of the Windows operating system you are using.
- The type of hardware you are using.
- The exact wording of any messages that appeared on your screen.
- A description of what happened and what you were doing when the problem occurred.
- How you tried to solve the problem.

See Also

When You Have a Question

Answers to Common Questions

Microsoft Product Support Services Worldwide

To get Product Support with a Text Telephone (TT)

Microsoft Product Support Services Worldwide

If you are outside the United States and have a technical question about Microsoft Golf, look in the printed product documentation or online Help, and check the README files that come with your product disks. If you cannot find the answer, you can receive product support, or information on how to receive product support, by contacting the Microsoft subsidiary office that serves your country. Microsoft subsidiary offices and the countries they serve are listed below.

Before you telephone Microsoft Product Support Services

When you call, you should be at your computer with Microsoft Golf running and the product documentation at hand. Have your document open and be prepared to give the following information:
▪   The version of the Windows operating system you are using.
▪   The type of hardware you are using.
▪   The exact wording of any messages that appeared on your screen.
▪   A description of what happened and what you were doing when the problem occurred.
▪   How you tried to solve the problem.

 To contact Microsoft Product Support Services worldwide
▪   Click an underlined name to display the phone number(s) for the countries listed.
England, Scotland, Wales, Northern Ireland, Greece
Sweden, Denmark, Finland, Iceland
Norway
France, French Polynesia
Netherlands, Luxembourg
Switzerland, Liechenstein
Belgium
Austria
Italy
Portugal
Spain
Germany, Eastern Europe, Baltic states, Commonwealth of Independent States
Canada
Mexico
Venezuela, Colombia, Ecuador, Central America, Caribbean countries, Puerto Rico,
    Bermuda
Brazil
Argentina, Bolivia, Chile, Paraguay, Peru, Uruguay
Australia, Papua New Guinea
New Zealand
Japan
Korea
Singapore
Republic of China
India

See Also

To get product support with a Text Telephone (TT)

Microsoft Product Support is available for the deaf and hearing impaired. If you have a Text Telephone modem (also referred to as a Telecommunications Device for the Deaf, or TDD), dial 1 (206) 635-4948 from 6 A.M. to 6 P.M. (Pacific time) Monday through Friday.

See Also

When You Have a Question

Answers to Common Questions

Microsoft Product Support Services in the United States

Microsoft Product Support Services Worldwide

England, Scotland, Wales, Northern Ireland, Greece
(44) (734) 271000

Sweden, Denmark, Finland, Iceland
(46) (8) 752-6850

Norway
(47) (2) 18 35 00

France, French Polynesia
(33) (1) 69-86-10-20

Netherlands, Luxembourg
(Dutch) 02503-77877
(English) 02503-77853

Switzerland, Liechenstein
(German) 01/342.40.84
(French) 022/738.96.88

Belgium
(Dutch) 02-5133274
(English) 02-5023432
(French) 02-5132268

Austria
(43) (222) 68 76 07

Italy

(39) (2) 269121

Portugal
351 1 4412205

Spain
(34) (1) 803-9960

Germany, Eastern Europe, Baltic states, Commonwealth of Independent States
089/3176-1140

Canada

1 (416) 568-3503

Mexico
(52) (5) 325-0912

Venezuela, Colombia, Ecuador, Central America, Caribbean countries, Puerto Rico, Bermuda
0058.2.914739

Brazil
(55) (11) 533-2922

Argentina, Bolivia, Chile, Paraguay, Peru, Uruguay
(54) (1) 814-0356

Australia, Papua New Guinea

(612) 870-2131

New Zealand
(649) 870-2131

Japan
(81) (3) 3363-5040

Korea
(82) (2) 563-9230

Singapore

(65) 227-6833

Republic of China
(886) (2) 504-3122

India
(91) (11) 644-4457

Help on the Welcome dialog box

This <u>dialog box</u> contains start-up options, including starting a new game, resuming a saved game, and practicing

Choose	To
Start a New Game	Begin a round of golf.
Resume Previous Game	Continue a previously saved game.
Practice	Practice driving, or chipping and putting.
Introduction to MS Golf	Introduction, plus Quick Start instructions.
Exit Microsoft Golf	Quit MS Golf.
Cancel	Remove the Welcome dialog box.
Help	Go to the Help Contents

Note   To choose one of these options with the keyboard, press ALT+the key indicated by the underlined letter beneath the corresponding button.

See Also

<u>Microsoft Golf Help Contents</u>

Help on the New Game dialog box

This <u>dialog box</u> contains options that will be used in the upcoming round. Select the course you want to play, which players you want to participate, whether to play an entire round, or only nine holes, and whether or not to allow mulligans or gimmies. For more information, click one of the topics listed below.

<u>Course</u>

<u>18 Holes, Front 9, Back 9</u>

<u>Game Options</u>

<u>Players</u>

<u>Continue</u>

<u>Cancel</u>

<u>Create Player</u>

<u>Edit Player</u>

Game Options

To choose to allow, or not allow, gimmies or mulligans

▶ Click the <u>check box</u> to the left of the option.

Or, press TAB until the option you want to select, or undo, is highlighted, and then press the SPACEBAR.

See Also

<u>What does Allow Gimmies mean?</u>
<u>What does Allow Mulligans mean?</u>

Players

The Players Available and Players Selected list boxes contain the names of all the players created in Microsoft Golf.

List Box	Displays
Players Available	The names of all the players that have been created. You may create as many as you want.
Players Selected	The names of only those players who will participate in the upcoming round. A maximum of eight players may be displayed in this box.

Note   The Add Player and Remove Player buttons are located beneath the list boxes and are used to transfer names to and from the Players Selected list box.

To move a player to the Players Selected box from the Players Available box
- Click the name to highlight it, and then click the Add Player button.

To move a player from the Players Selected box to the Players Available box
- Click the name to highlight it, and then click the Remove Player button.

Create Player

▶   Click the Create Player button to display the Name Player <u>dialog box</u>.
Or, press TAB until the Create Player button is highlighted, and then press the SPACEBAR.

See Also

<u>How do I create a new player?</u>

Edit Player

▶ Click the Edit Player button to display the Edit Player <u>dialog box</u>.

Or, press TAB until the Edit Player button is highlighted, and then press the SPACEBAR.

See Also

<u>How do I edit a player's settings?</u>

Help on the Name Player dialog box

▶   To create a new player, type a name in the Name of New Player box, and then click the OK button, or press ENTER.

▶   To return to the New Game dialog box without creating a player, click the Cancel button, or press ESC.

Note   After you click the OK button, the Create Player dialog box is displayed, where you choose the settings for the new player.

Help on the Rename Player dialog box

1 Make sure the name of the player you want to rename is displayed in the Current Name of Player box.

2 Type the new name for the player in the New Name of Player box, and then click the OK button, or press ENTER.

Note   To return to the Player Settings dialog box without renaming the player, click the Cancel button or press ESC.

Help on the Player Settings for this Game dialog box

This dialog box allows you to make sure the players and their settings are correct before starting a game. Any changes made to the level or tee settings in this dialog box are temporary and will only apply to the upcoming round.

Players
Level
Tee
OK
Cancel
Back

Players

The names of the players you chose to participate in the upcoming round are displayed, with their level and tee settings.

Tee

The tee settings represent which tee boxes the players will tee off from. Generally, red tees are used by women, white tees by amateurs, blue tees by men, and black tees by professionals. This does vary to some extent, such as when a course does not have both blue and black tees.

To change the tee settings

▶   Click the corresponding <u>option button</u>.

Or, press TAB until the current tee setting for the player is highlighted. Use the arrow keys to change the setting, and then press the SPACEBAR.

Note   The strength of the golfer is determined by the level at which the golfer plays (Beginner, Amateur, Professional), not the gender of the golfer. Female and male golfers are of equal strength when they play at the same level.

OK

After you have made sure the settings are correct, click the OK button, or press ENTER, to move on to the course.

Cancel

If you want to remove the Player Settings for this Game <u>dialog box</u> from the screen, leaving only the background, click the Cancel button, or press ESC.

Back

If you want to return to the New Game <u>dialog box</u>, click the Back button, or, press ALT+B.

Help on the Open Saved Game dialog box

This <u>dialog box</u> allows you to resume playing a game that you previously saved.   If you have not saved any games, or have deleted all the saved games, the Saved Game box will be empty.

<u>Saved Games</u>

<u>OK</u>

<u>Cancel</u>

See Also

<u>How do I save a game?</u>

Saved Games

1 In the Saved Games box, find the saved game you want to resume, and then click it to highlight it.
2 Click the OK button to start the game.

Or, use the arrow keys to highlight the saved game you want to resume, and then press ENTER.

OK

▶ After you have highlighted the saved game that you want to resume, click the OK button, or press ENTER, to start the game.

Cancel

▶   Click the Cancel button, or press ESC, to close the <u>dialog box</u> and return to the previous <u>window</u> or dialog box without resuming a saved game.

Help on the Save Game As dialog box

This dialog box allows you to save the game that you are currently playing.

Save Game As

OK

Cancel

See Also

How do I resume a previously saved game?

Save Game As

▶　　　To save a game that you currently playing, type a name in the Save Game As box, and then click the OK button, or press ENTER to save the game.

OK

▶ After you type in a name, click the OK button, or press ENTER, to save the game.

Cancel

▶ Click the Cancel button, or press ESC, to close the <u>dialog box</u> without saving the game.

Help on the Delete Saved Game dialog box

This dialog box allows you to delete any game that you have saved.

Saved Games

OK

Cancel

See Also

How do I delete a player?

Saved Games

1 Find the saved game you want to delete in the Saved Games box, and then click it to highlight it.

2 Click the Delete button.

Or, use the up and down arrow keys until the saved game you want to delete is highlighted, and then press ALT+D.

3   Click the OK button, or press ENTER.

OK

▶ After you have deleted the saved game you want to delete, click the OK button, or press ENTER.

Cancel

▶ Click the Cancel button, or press ESC, to close the <u>dialog box</u> without deleting a saved game.

Help on the Print Score Card dialog box

If you have a printer, this <u>dialog box</u> allows you to print your Score Card.

<u>Copies</u>

<u>Printer</u>

<u>OK</u>

<u>Cancel</u>

<u>Options</u>

See Also

<u>When can I print the Score Card?</u>

<u>What print options do I have?</u>

<u>How are scores kept for players added or removed from a game?</u>

Copies

- To choose the number of copies you want to print, click the up and down arrow keys to the right of the Copies box.

Printer

▸   To choose a printer, click the name of the printer to highlight it.

Or, press TAB until Printer is highlighted. Use the arrow keys to choose a printer, and then press the SPACEBAR.

Note   Only printers that are available to you are displayed in the Printer box.

OK

▸ After you choose the printer and the number of copies, click the OK button, or press ENTER, to start printing.

Cancel

▸ Click the Cancel button, or press ESC, to close the <u>dialog box</u>.

Options

▶   Click the Options button to set up your printer.

Or, press ALT+O.

Note   The options available to you depend on the printer you are using.

Help on the Practice dialog box

This dialog box allows you to choose a practice area, the player you want to practice with, and the level at which the player will practice.   You may also create a new player, or edit an existing player.

Player

Level

Practice (Driving or Chipping and Putting)

OK

Cancel

Create Player

Edit Player

Player

1 Click the arrow to the right of the Player <u>list box</u> to display the names of all the players created in Microsoft Golf.

2 Click a player's name to highlight it, and display it in the list box.

Or, press TAB until the Player list box is highlighted, and then use the up and down arrow keys until the name of the player you want is displayed in the list box.

Practice

[Driving Range](#)
[Chipping & Putting](#)

Driving Range

Practicing at the driving range is similar to teeing off during a game, with some exceptions:

- The Post Shot Selections dialog box is not displayed after a shot.
- The wind is not a factor.
- Each ball that you hit will remain visible.
- Only one person can practice at a time.
- You cannot hit from anywhere except the tee.
- The Shot Info <u>window</u> displays only the player's Name, and the Shot Distance In Air and Total.
- The Score Card is not used.
- Some options are not available from the menu bar, such as Saving, Printing, Adding and Removing Players, and Rotating the View.

Chipping & Putting

Practicing in the chipping and putting area is similar to playing close to or on a green during a game, with some exceptions:

- Each ball that you hit will be visible as long as you are in the chipping and putting area.
- The Shot Info window does not display the usual Hole or Par information.
- The Score Card is not used.
- Some options are not available, such as Saving, Printing, and Adding and Removing Players.
- The Post Shot Selections dialog box displays only the following options:

Option	Allows you to
Drop	Drop the ball, and then hit, from any spot in the practice area.
Continue	Move to where the ball came to rest after the previous shot.
Rehit	Hit again from the same spot.
Instant Replay	View either a forward or reverse replay of the previous shot.

OK

▪   After you have selected a player and a practice area, and checked the player's Level setting, click the OK button. The practice area you chose is displayed.

   Or, press ENTER.

Cancel

- Click the Cancel button, or press ESC, to display the previous <u>window</u> or <u>dialog box</u> without going to the practice areas.

Create Player

Choosing the Create Player button allows you to create a player. You can create as many players as you want in Microsoft Golf.

To create a new player

1 Click the Create Player button.

Or press ALT +T.

2 The Name Player <u>dialog box</u> is displayed. Type a name in the New Player Name box, and then click the OK button.

Or, type a name, and then press ENTER.

3 The Create Player dialog box is displayed with the new name in the Player box. Choose the player's settings, and then click the OK button.

Or, press TAB until the setting you want to change is highlighted, and then use the arrow keys to select. When you finish changing the settings, press ENTER.

Note   Use the SPACEBAR to select or clear check box options.

4 The Practice dialog box is again displayed with the new player's name in the Player box.

Note   For help on the settings you can choose from, choose the Help button in the Player Settings dialog box.

See Also

<u>How do I edit a player's settings?</u>

Edit Player

Microsoft Golf allows to edit any player's settings by choosing the Edit Player button.

To edit a player's settings

1 Make sure the player you want to edit is displayed in the Player box.
2 Click the Edit Player button.

   Or press ALT+E.
3 The Player Settings <u>dialog box</u> is displayed with the player's name in the Player box. Edit the settings, and then click the OK button.

   Or, press TAB until the setting you want to change is highlighted, and then use the arrow keys to select. When you finish changing the settings, press ENTER.

   Note   Use the SPACEBAR to select or clear check box options.
4 The Practice dialog box is displayed with the player's name displayed in the Player box.

Note   For help on the settings you can choose from, choose the Help button in the Player Settings dialog box.

Help on the Post Shot Selections dialog box in the Chipping and Putting area

The Post Shot Selections dialog box is identical to the regular Post Shot Selections dialog box, except for the way that the Rehit, Drop, and Continue buttons work.

Choose	To
Rehit	Hit again from the same spot as the previous shot.
Drop	Reposition the ball so you can hit from a different spot.
Continue	Advance to the spot where the ball came to rest after the previous shot.

Note   For instructions on how to use the Drop feature, choose the Drop button, and then choose the Help button in the Drop <u>window</u>.

Help on the Player Settings dialog box

This dialog box allows you to choose the settings for a player, either while creating a new player, or editing an existing player.

Player

Gender

Level

Tee

Club Selection

CaddieWizard

OK

Cancel

Create

Delete

Rename

Default

Note   This dialog box may also be titled the Create Player dialog box, or the Edit Player dialog box, and when it is used to create or edit, some of the buttons listed above may not be available.

Player

■   If you are choosing the settings for a new player, the new player's name is displayed in the Player box.

■   If you are editing a player, the name of the player you want to edit is displayed in the Player box.

If you are editing a player and the player's name is not displayed in the Player box

■   Click the arrow to the right of the Player box to display the names of all available players, and then click the player you want to edit.

Or, press TAB until the Player box is highlighted, and then use the up and down arrow keys until the name of the player you want to edit is displayed.

See Also

How do I create a new player?

How do I edit a player's settings?

Gender

- Click the corresponding <u>option button</u> to choose whether a female or male golfer represents the player in the game.

Note   The strength of the golfer is determined by the level at which the golfer plays (Beginner, Amateur, Professional), not the gender of the golfer. Female and male golfers are of equal strength when they play at the same level.

Level

- Click the corresponding <u>option button</u> to play at the Professional, Amateur, or Beginner level.

   Or, press TAB until the selected option button under Level is highlighted, then use the arrow keys to select another setting.
- Professional level: Accurate swing timing is extremely important, and club distance is maximized.
- Amateur level: Swing timing is not as demanding, but the club distance is decreased by about 10%.
- Beginner level: Designed for children and should not be used by the serious golfer, since the swing timing is extremely forgiving, the club distance is decreased by about 20%, and the wind has no effect.

Tee

- Click the corresponding <u>option button</u> to tee off from the Red, White, Blue or Black tee.

  Or, press TAB until the selected option button under Tee is highlighted, and then use the arrow keys to select another setting.

Note   In most, but not all cases, the black tees are used for professional tournaments, blue tees are men's tees, white tees are for amateurs, and, red tees traditionally are women's tees.

Club Selection

- To select or undo a club, click the <u>check box</u> to the left of the club.

   Or, press TAB until the check box to the left of the club you want to select or undo is highlighted, then press the SPACEBAR to change the setting.

Note   In accordance with the rules of golf, only 14 clubs--one of which must be the putter--may be carried during a round of golf. For information about how the clubs differ from each other, and how various clubs are most commonly used, refer to the definitions found in the Glossary of Glossary of Golfing Terms.

See Also

<u>Glossary of Glossary of Golfing Terms</u>

CaddieWizard

- Click the check box beside this option to have Microsoft Golf select a club for you before each shot.

Note   Microsoft Golf will automatically select a club, based on how far you are from the hole, what lie the ball is on, and the level at which you are playing. You are not required to use the club that Microsoft Golf recommends, and are always allowed to change to a different club.

OK

- Click the OK button, or press ENTER, when you are done choosing the player's settings. This will save the settings.

Cancel

- Click the Cancel button, or press ESC, to return to the previous <u>window</u> or <u>dialog box</u> without saving changes.

Create

- Click the Create button to initiate creating a new player.

See Also

How do I create a new player?

Delete

- Click the Delete button to initiate deleting a player.

See Also

How do I delete a player?

Rename

- Click the Rename button to initiate renaming a player.

See Also

How do I rename a player?

Default

- Click the Default button to return all the player settings the following default settings: Or, press ALT+D.
- Gender: There is no default setting for gender.
- Level: Amateur.
- Tee: White.
- Club Selection: Driver 2; 3 Wood; 2-9 Irons; Pitching Wedge; Sand Wedge; Loft Wedge; Putter.
- CaddieWizard: On.

Help on the Add Player to Current Game dialog box

This <u>dialog box</u> allows you to add a player to a round that is already underway.

<u>Player to Add</u>

<u>Level</u>

<u>Tee</u>

<u>OK</u>

<u>Cancel</u>

<u>Create Player</u>

<u>Edit Player</u>

Player to Add

To add a player to the current game

1 Click the arrow to the right of the Player to Add box to display the names of all the players which were not selected to play in the current game.

   Or, use the up and down arrow keys until the player you want to add or edit is displayed.

2 Click the player you want to add to the game.

3 The player's level and tee settings are displayed. You may change these settings temporarily for the upcoming game, or you can permanently edit the player's settings by clicking the Edit Player button.

OK

- Click the OK button, or press ENTER, when you are done adding or editing the player.

Edit Player

-     Click the Edit Player button to initiate editing a player's settings.
Or, press ALT+E.

See Also

How do I edit a player's settings?

Help on the Remove Player from Current Game dialog box

This dialog box allows you to remove a player from a round that is already underway.
Players in Current Game
OK
Cancel
Remove

Players in Current Game

▪   The Players in Current Game <u>list box</u> displays the names of all the players in the current game. Click the player you want to remove to highlight it, and then click the Remove button.

Or, use the up and down arrow keys to move the highlight in the list box, and then press ALT+R.

Note   Click the OK button, or press ENTER, to return to the game after removing a player. Click the Cancel button, or press ESC, to return to the game without removing a player.

OK

- Click the OK button, or press ENTER, to return to the game.

Remove

▪ Click the Remove button to remove the player whose name is highlighted in the Players in Current Game <u>list box</u>.

Or, press ALT+R.

Help on the Rotate View dialog box

This dialog box allows you to rotate the direction in which the golfer is facing.   This dialog box should not be used to aim, but is available to survey the surroundings.

Rotate View Degrees

Scroll Bar

OK

Cancel

See Also

How do I aim my shot?

Rotate View Degrees

The normal, or default, setting for the degrees is 0. As you move the scroll box in the Direction Bar, the degrees change and the direction (left or right) is displayed.

Rotate View Scroll Bar

The scroll box, in the center of the Direction Scroll Bar, can be dragged to rotate the view up to 180 degrees left or right.

To rotate the view

1 Move the pointer onto the scroll box.

   Or, press TAB until the Direction Bar is highlighted.

2 Hold down the left mouse button and drag it to the left or right.

   Or, use the left or right arrow keys to move the scroll box.

3 When the Rotate View setting is in position, click the OK button and the Main View will be drawn facing the new direction.

   Or, press ENTER.

Tip   The Page Up and Page Down keys can be used to move the scroll box quickly**.**

Note   If you change the direction in which the golfer is facing, then want to return to the original direction (towards the pin), move the scroll box back to 0 degrees.

OK

- Click the OK button, or press ENTER, when the direction bar is in position, and the Main View window will be drawn facing in the new direction.

Help on the Drop window

In this <u>window</u>, you may drop the ball, which is an option used in three situations: After hitting into a water hazard, if your ball has come to rest on a cart path, or, if the ball is not playable from its current lie (such as behind a large bush or tree).

<u>Original Lie</u>
<u>New Position</u>
<u>Back Up</u>
<u>OK</u>
<u>Cancel</u>

Note   Dropping the ball automatically adds an extra stroke to your score for the current hole, unless you drop after the ball ends up on a cart path. When you choose to drop the ball in Microsoft Golf, you are free to place the ball anywhere, but the rules of the United States Golf Association, and the Royal and Ancient Golf Club of St. Andrews, Scotland state that when you choose to drop the ball from an unplayable lie, such as from behind a tree, you must drop within two club lengths of the original spot (except off a cart path, where it is one club length), and no closer to the hole than the original spot. If you choose to drop after hitting into a water hazard, the ball should be placed as close as possible to the point where the ball entered the hazard, and no closer to the hole.

Original Lie

- If you have moved the ball and tee to another area, and then decide to hit from the original spot, click the Original Lie button, and then click the OK button.

   Or, press ALT+O.

New Position

To drop for a new position

1 Move the <u>pointer</u> into the Main View <u>window</u> and hold the left mouse button down.

   Or, press TAB until the Drop window is highlighted.

2 A ball on a tee is displayed, which you can move anywhere on the screen. If you move the ball on a tee to an invalid area, such as the sky, it will be crossed out. Release the left mouse button to place the ball in the new position, then click the New Position button.

   Or, use the arrow keys to position the ball, and then press ALT+N.

3 If this is the position where you want to be, click the OK button or press ENTER. If not, repeat the steps.

Back Up

The Back Up button allows you to reposition the ball behind the original lie. It is sometimes necessary to drop behind the original lie, such as when you are trapped behind a large shrub or tree and cannot hit through, over or around it.

To back up

- Click the Back button to move backwards about 50 feet, or 15 meters.

  Or, press ALT+B.

Note If backing up would move you into a hazard or out of bounds, clicking the Back button will do nothing.

Tip From the backed-up position, you can move ahead to the spot where you want to drop**.**

OK

- Click the OK button, or press ENTER, when you have placed the ball and are ready to hit.

Help on the Display Options dialog box

This <u>dialog box</u> allows you to choose the display options, such as the grid, the player animation, and the amount of detail of the graphics.

<u>Terrain Detail</u>

<u>Grid Default</u>

<u>Animate Player</u>

<u>OK</u>

<u>Cancel</u>

<u>Default</u>

Terrain Detail

▪ To change the Terrain Detail settings, click one of the <u>option buttons</u> to the right of the area you want to change.

Or, press TAB until the area you want to change is highlighted, and then use the left or right arrow key to select.

Note Terrain detail refers to the quality of the graphics shown in the Main View <u>window</u>. The terrain is divided into three areas: Close (0-100 yards/meters), Mid (100-200 yds/m), and Far (300+ yds/m). There are three settings for the graphics in each of these areas: More detail, medium detail, and less detail. As is indicated, the more detail you give an area, the slower the program will run.

Grid Default

Choose	To
On	Always display the grid.
Off	Never display the grid automatically.
On while Putting	Display the grid automatically whenever the ball is on the green.

Note   To select with the keyboard, press TAB until the Grid Default is highlighted, and then use the up and down arrow keys to select.

Tip   The Grid Default determines if, and when, the grid is automatically displayed.   You may display the grid whenever you choose by choosing Display/Hide Grid from the Action menu, or pressing F5.

See Also

How do I read the terrain on the course?

Animate Player

Choose	To
With Swing	Have the golfer start to swing at the same time you click the Swing button.
After Swing	Have the golfer swing after you complete the swing sequence.

Note   To select with the keyboard, press TAB until the Animate Player section is highlighted, and then use the up and down arrow keys to select.

Tip   Choosing Animate Player After Swing may make the swing sequence smoother**.**

OK

- After making changes to the display options, click the OK button, or press ENTER, to save the changes and return to the game.

Default

▪   Click the Default button to return all the display options to the following default settings:

Or, press ALT+D.

Option	Default setting
Terrain Detail (Close)	More detail
Terrain Detail (Mid)	Medium detail
Terrain Detail (Far)	Less detail
Grid Default	On while Putting
Animate Player	After Swing

Help on the Sound Options dialog box

This <u>dialog box</u> allows you to choose which sound effects you want to hear in the program.
<u>Sounds</u>
<u>OK</u>
<u>Cancel</u>

See Also
<u>Sound Options</u>

Sounds

Choose	For
Commentary	Exclamations and comments that correspond to the action in the game
Wildlife	Bird, cricket and frog sounds
All Other Sounds	Golfing sounds, such as the club hitting the ball, the ball falling into the cup, or the ball landing in the water.

Note   To select or undo with the keyboard, press ALT+C for Commentary, ALT+W for Wildlife, and ALT+A for All Other Sounds.

OK

- After making changes to the sound options, click the OK button, or press ENTER, to save the changes and return to the game.

Help on the Swing Control window

This <u>window</u> displays a player's club selection, the six possible shot types, and the Swing button and gauge, which are used to take a swing.

<u>Swing</u>
<u>Practice</u>
<u>Shot Type</u>
<u>Clubs</u>

Practice

To take a practice swing:

1 Click the left arrow under Practice. This will move the golfer away from the ball.

   Or, press TAB until the left arrow is highlighted, and then press the SPACEBAR.

2 After a few practice swings, click the right arrow to move the golfer back up to the ball.

   Or, press TAB until the Swing button is highlighted, and then take a practice swing. Press TAB until the right arrow is highlighted, and then press the SPACEBAR.

Shot Type

There are six shot types to choose from:
- Straight: The standard shot type.
- Chip: A straight shot, typically used with wedges when the player is close to the green. The swing is shorter and more controlled than the standard full swing.
- Putt: Normally used only on the green or the fringe of the green.
- Draw: A variation of the Straight shot. It will hook slightly to the left.
- Fade: A variation of the Straight shot. It will slice slightly to the right.
- Custom: This shot type allows you to create one special setup for each club using the Advanced Shot Setup window.

To choose a shot type
- Click the option button to the left of the shot type you want to use.

Or, press TAB until the Shot Type section is highlighted, and then use the arrow keys to select.

Note   When using the chip shot type, the Swing Gauge is displayed at half the normal size and allows only a half swing. When using the putt shot type, the Swing Gauge is normal size, but there is no snap in the swing; the color indicator goes up the Swing Gauge as with a full swing, but does not bounce back.

Clubs

The clubs that were chosen when the player was created are displayed in the Clubs section of the Swing Control window:

Abbreviation	Club(s)
d1, d2	Driver 1, Driver 2
2w-7w	2 Wood-7 Wood
1i-9i	1 Iron-9 Iron
pw, sw, lw	Pitching, Sand and Loft Wedges

Note   The Putter is not displayed. To use the Putter, choose the Putt shot type.

To choose a club

- Click the option buttons to the left of the club you want to select.

   Or, press TAB until the Clubs section is highlighted, and then use the arrow keys to select.

See Also

How do I get help on choosing a club?

Help on the Score Card window

This window displays the scores of the players in a round, as well as other pertinent information.

Hole

Par

Bk, Bl, Wh, or Rd

P, A, or B

Over/Under Score (E, +1, -1, etc.)

Out/In

Total

Mul (Mulligans)

Black, Blue, White & Red

Handicap

Back/Front

Print

Note   The Score Card window is the only window in Microsoft Golf that can be resized by dragging the borders.

To resize the Score Card window

▪   Move the pointer over a border of the window, and then drag the border.

Or, press ALT+W, and then press 5. Press ALT+HYPHEN to open the Control menu for the Score Card window. Press S, use the arrow keys to resize the window, and then press ENTER.

Hole

Displays the hole numbers, under which are listed the par for each hole, the scores on each hole for each player, the distance from each of the tees to the hole, and the handicap for each hole.

Par

Displays the par for each hole.

Par: The term for how many strokes are deemed necessary to finish a hole; Also, the term for finishing a hole at par. For example, if Hole #1 is a par 4 and you finish in 4 shots, you have parred the hole.

Bk, Bl, Wh, or Rd

Displays the tee from which each player is hitting (Black, Blue, White or Red).

Note The chart at the bottom of the Score Card displays the distance (in yards or meters) from the tee to the hole for the different tees on each hole.

P, A, or B

Displays the level at which each player is playing (Professional, Amateur, or Beginner).

Over/Under Score

Displays the score of each player through the last completed hole.

Note   A score of +3 would mean that a player's score is currently three over par. Conversely, a score of -2 would mean the player is two under par. E stands for even par.

Out/In

Column	Displays
Out	Displays the players' total number of shots taken for the front nine holes, the par and the total yards or meters for the front nine holes.
In	Displays the players' total number of shots taken for the back nine holes, the par and the total yards or meters for the back nine holes.

Total

The Total column records the total number of shots taken by a player during a round.

Mul

Displays the number of Mulligans taken by each player during the round. Mulligans are not added to the over/under par score, but are always recorded in this column.

Black, Blue, White & Red

Displays the distance from the respective tees to the pin on each hole.

Handicap

Handicaps for each hole are included on the Score Card for realism and informational purposes. Experienced golfers may find them of interest, but the handicaps are not used in Microsoft Golf.

Back/Front

- Click this button to flip the Score Card from front to back, or back to front.

   Or, press ALT+9.

Note   This button toggles, meaning that when you are viewing the front of the Score Card, the Back button is displayed. If you are viewing the back of the Score Card, the Front button is displayed.

Print

Click the Print button to display the Print Score Card dialog box.

Help on the Advanced Shot Setup window

This window allows you to set up a customized shot with a specific club and shot type.

Ball

Club Face

Swing Plane

Stance

Player

Shot Type

Club

Default

See Also

What are the different Shot Types and how are they used?

Ball

▪ Click the up or down button to reposition the golf ball in relation to where the golfer is standing.

Or, press ALT+B, and then use the SPACEBAR to reposition the ball.

Note   Pressing the SPACEBAR will move the ball as far ahead as possible. Continue pressing the SPACEBAR to move the ball back.

Tip   The more you move the ball ahead, the higher the loft of the shot will be. The more you move the ball back, the lower the loft will be.

Club Face

▪ Click the up or down button to adjust the direction that the club faces when it hits the ball.

Or, press ALT+C, and then use the SPACEBAR to reposition the club face.

Note   Pressing the SPACEBAR will move the club face as far as possible in one direction. Continue pressing the SPACEBAR to adjust the club face in the other direction.

Tip   If you close the club face, by clicking the up button, the ball will hook to the left. If you open the club face, by clicking the down button, the ball will slice to the right. The sharper the angle of the club face, the more the ball will hook or slice.

Swing Plane

- Click the left or right button to adjust the path of the club during the swing.

  Or, press ALT+E, and then use the SPACEBAR to reposition the swing plane.

Note   Pressing the SPACEBAR will move the swing plane as far as possible in one direction. Continue pressing the SPACEBAR to adjust the swing plane in the other direction.

Tip   If you click the left button, this will change the swing plane from straight to outside/in, which will cause the ball to slice to the right. If you click the right button, this will change the swing plane to inside/out, and will cause the ball to hook to the left.

Stance

- Click the left or right button to adjust the position of the golfer's feet.

   Or, press ALT+S, and then use the SPACEBAR to reposition the stance.

Note   Pressing the SPACEBAR will adjust the stance as far as possible in one direction. Continue pressing the SPACEBAR to adjust the stance in the other direction.

Tip   If you click the left button, this will move the left foot ahead and the right foot back, closing the stance. If you click the right button, this will move the right foot ahead and the left foot back, opening the stance.

Important   The position of the feet will not affect the swing in Microsoft Golf, but the option is provided to allow the serious golfer to more closely emulate his or her own style.

Player

Displays the name of the player whose shot is to be customized.

Note The Advanced Shot Setup can only be used by the player who is currently hitting.

Shot Type

Displays the shot type selected for this shot setup.

You may create a special setup for any shot type, and with any club. For example, you could create a setup for a 2 Wood Straight shot; a 3 Iron Chip shot; a 6 Iron Draw shot; a 8 Iron Fade shot; and a Loft Wedge Custom shot (Custom is a Straight shot).

Note   The Custom shot type was created specifically so you could set up a special custom shot with each club. Setting up custom shots with the other shot types (such as Straight and Chip) is not recommended. The Advanced Shot Setup is provided for experienced golfers, who understand how changing the settings will affect the shot. Changing the settings without understanding them may only result in confusion and inaccurate shots.

Tip   All changes you make in the Advanced Shot Setup window are saved automatically when you close the window. If you want to restore the settings of a club which you have created a custom setup for, the Advanced Shot Setup window must be displayed with that club displayed in the Club box. Click the Default button to restore the settings.

Club

Displays the club selected for this shot setup.

You may create a special setup for any club, and with any shot type. For example, you could create a setup for a 2 Wood Straight shot; a 3 Iron Chip shot; a 6 Iron Draw shot; a 8 Iron Fade shot; and a Loft Wedge Custom shot (Custom is a Straight shot).

Note   The Custom shot type was created specifically so you could set up a special custom shot with each club. Setting up custom shots with the other shot types (such as Straight and Chip) is not recommended. The Advanced Shot Setup is provided for experienced golfers, who understand how changing the settings will affect the shot. Changing the settings without understanding them may only result in confusion and inaccurate shots.

Tip   All changes you make in the Advanced Shot Setup window are saved automatically when you close the window. If you want to restore the settings of a club which you have created a custom setup for, the Advanced Shot Setup window must be displayed with that club displayed in the Club box. Click the Default button to restore the settings.

Default

- Click the Default button to return all Advanced Shot Setup settings to their normal, or default, positions:

   Or, press ALT+D.

   Note   The default settings change from club to club. The only way to make sure a club is at the default settings is to never make adjustments, or click the Default button.

Help on the Post Shot Selections dialog box

This dialog box displays information about the shot just taken, and offers a variety of Post Shot Selections, depending on what the shot did, and which game options are allowed.

Shot Distance

Instant Replay

Lie

Next Player to Hit

Mulligan

Gimmie

Rehit

Drop

Continue

Shot Distance

Item	Displays
In Air	The distance the ball traveled in the air before it hit the ground.
Total	The total distance the ball traveled, in the air and on the ground.
To pin	The distance from where the ball came to rest to the hole.

Instant Replay

Click	To
Forward	View a replay of the shot from behind the golfer.
Reverse	View a replay of the shot from a point above and behind the spot where the ball came to rest.

To view an Instant Replay

- Click the Forward or Reverse button.

  Or, press TAB until the button you want to select is highlighted, and then press the SPACEBAR.

Note   The golfer is not visible when you view a replay.

Lie

Lie displays the type of terrain the ball is currently sitting on.

The following terrain types are in the different courses available to be used with Microsoft Golf:

Asphalt, Concrete, Deep Grass, Deep Rough, Dirt, Dormant Grass, Fairway, Green, Lava, Mud, Ocean, Pine Needles, Rough, Sand, Stream, Water.

Note   On the Torrey Pines course, there is a Hazard terrain, which appears as the Dirt terrain.

Next Player to Hit

- When teeing off during a round, the player who had the best score on the previous hole will be next to hit.
- If two players had the same best score, the one with the best overall score for all the holes played will be next to hit.
- After all players have teed off, the player whose ball is farthest from the hole is the next to hit.

Mulligan

The Mulligan button will appear in the Post Shot Selections dialog box only if you choose the Allow Mulligans option in the New Game dialog box when you first start the game.

To choose to take a Mulligan

- Click the Mulligan button.

   Or, press TAB until the Mulligan button is highlighted, and then press the SPACEBAR.

See Also

What does Allow Mulligans mean?

Gimmie

The Gimmie button will appear in the Post Shot Selections dialog box only if you choose the Allow Gimmies option in the New Game dialog box when you first start the game. Also, the ball must be on the green, within 10 feet, or three meters, of the hole.

To choose to take a Gimmie

- Click the Gimmie button.

    Or, press TAB until the Gimmie button is highlighted, and then press the SPACEBAR.

See Also

What does Allow Gimmies mean?

Rehit

The Rehit button will appear in the Post Shot Selections dialog box only after the ball is hit out of bounds or into a water hazard.

To choose to rehit

- Click the Rehit button.

  Or, press TAB until the Rehit button is highlighted, and then press the SPACEBAR.

See Also

What do I do if I hit the ball out of bounds or into the water?

Drop

The Drop button will appear in the Post Shot Selections dialog box only after the ball is hit into a water hazard.

To choose to drop

- Click the Drop button.

  Or, press TAB until the Drop button is highlighted, and then press the SPACEBAR.

See Also

What do I do if I hit the ball out of bounds or into the water?

Can I move the ball if it's in an unplayable position?

Continue

- Click the Continue button to move on to your next shot or the next player to hit. Or, press TAB until the Continue button is highlighted, and then press the SPACEBAR.

check box

A small, square box that appears in a dialog box and can be selected or cleared. When the check box is selected, an X appears in the box. A check box represents an option that you can turn on or off.

dialog box

A rectangular box that either requests or provides information. Many dialog boxes present options that must be chosen before the program can continue. Some dialog boxes present warnings or explain why a command can't be completed.

double-click

To rapidly press and release the mouse button twice, without moving the mouse. Double-clicking carries out an action, such as opening an icon.

drag
To hold down the mouse button while moving the mouse.

icon

A graphical representation of various windows in Microsoft Golf, such as the Score Card, or the Advanced Shot Setup.

insertion point

Vertical blinking bar on the screen that shows your current location and where text will be inserted. The text you type appears to the left of the insertion point, which is pushed to the right as you type.

list box

Within a dialog box, a box listing available choices. If there are too many choices for all to be displayed at once, the list box will have a vertical scroll bar.

menu

A list of commands that drops down from the menu bar. The menu bar is displayed across the top of the screen and lists the menus available. The menu bar in Microsoft Golf contains the Game, Player, Action, Options, Window and Help menus.

option button

A small, round button that appears in a dialog box. Within a group of related option buttons, you can select only one.

pointer

The arrow-shaped object which indicates the position of the mouse. The pointer can assume many shapes, including an hourglass, or a hand with a pointing finger.

scroll

To move text or graphics up or down, or left or right, in order to see information file that cannot fit in the area on the screen.

scroll bar

The bars at the bottom and right edge of a window or list box whose contents are not entirely visible. Each scroll bar contains a small box, called a scroll box and two scroll arrows to allow different types of scrolling.

scroll box

In a scroll bar, the small box that shows the position of information currently in the window or list box relative to the contents of the entire window or list box.

text box

A box within a dialog box where you type information needed to carry out a command. The text box may be blank when the dialog box appears or may contain text.

window

A rectangular area on your screen which contains information or options used in the program. The windows available in Microsoft Golf include the Main View, Top View, Shot Info, Swing Control, Score Card, and Advanced Shot Setup.