

# Edit menus

## A. Course

**Course Max Strokes:** Lets you enter a maximum number of strokes per hole in competition mode.

**Hole Par:** Assigns a par value for the hole you are editing.

**New:** Creates a new course.

**Save:** Saves the current course to disk.

**Save as...:** Saves the current course with a new name.

## B. View

**Grid:** Shows or hides the grid.

**Marching ants:** Shows or hides the marching ants around the selected object.

## C. Object

**Move to front:** Moves the currently selected object on top of all other objects.

**Move to back:** Moves the currently selected object beneath all other objects.

**Tunnel settings:** Lets you change the settings if there is a tunnel on the current hole.

**Tunnel direction:** Sets the direction of the tunnel exit if there is one on the current hole.

**Mover settings:** Sets the speed of the mover object if there is one on the current hole.

**Slope Settings:** Sets the slope factor for the selected slope object.

**Sign text:** Lets you enter text into a sign if there is one on the current hole.