Instruction Manual Golf Sim Studio 13 Deep

13' x 10' x10'

Parts List, Assembly, Projector Set up, Warranty and Support

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Parts List:

Enclosure		Impact Screen		Side Netting
Projector Bracket and Mount		Projector		HDMI Cable
Hitting Mat		Putting Turf		Ball Tray
Frame		A	•	
Male	27 x	3.3ft (1m) pole B	Female	
Male	11 x	3.3ft (1m) pole	Male	
	• Male 1 x	C 2ft (0.6m) pole Fe	male	x
		F	••	$\cap \cap$
Male	1 x i	3.3ft (1m) pole	Hole	1D
1	2	4	5	2 x crossover clamp
				,
2 x 105 3-way c	Launch Monito (model will var	or y)	Onnector 2 x 3-way feet conne	90101

Assembling Frame and Enclosure:



Using the numbered corners, begin partially assembling the frame to match the layout shown below



Attach the enclosure to the ceiling of the frame using the hook and loop (please note hook and loop is often confused for the brand that is Velcro). Orient the enclosure such that the singular white wall creates the back wall.







Option: Add the projector pole (F-C-A-A), leaving the rear couple of inches of hook and loop undone on the A-Pole.

Add the (4) B-Poles to the structure



Assembling Frame and Enclosure:



Attach the (4) A Poles to the upper structure.



Build the bottom base of the frame and connect it to #4 feet and # 5 connectors





Join the upper and lower frame structures



Assembling Frame and Enclosure:

Wrap and secure the remaining perimeter edges to the frame using the hook and loop attachments



Please note - On the rear exterior at the bottom you may find this particular position will never meet. Rest assured this area will not jeopardize the integrity of the enclosure - provided the majority of the strip is joined.



Attaching Impact Screen:

The top of the impact screen is highlighted with a green tab.



With two people, have one person push the outer sidewall inward while the other attaches the impact screen to the left vertical wall.

Start with the left or right side, pull the screen tight as you secure it across the top, then complete the other side.



There are three straps on the side and ceiling of the enclosure. If pulled tighter, they will increase impact screen tension.



Attach clip to Velcro.



Hook it over the back bar.









Optional Side Netting:



Starting on the bottom, attach the side netting to the sidewall of the enclosure. Use the hook and loop band closer to the back of enclosure.





Setting Up Bracket



The bracket needs to be reassembled as it's shown on the picture below. Follow the instructions on the next slides.





One of the arms is redundant and needs to be removed.



Unscrew this screw at the top using cross-head screwdriver.



Remove the arm.

Setting Up Bracket



Tighten the arm wingnut in about this position.

Setting Up Bracket



Loosen this particular arm wingnut and remove it.



Slide out the long attachment.



Take a short attachment and slide it in instead of a long one.



Tighten the arm wingnut in about this position.



Loosen this screw at the top using cross-head screwdriver.



Rotate the arm to about this position and tighten the screw at the top.

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Setting Up Bracket



Turn projector upside down with the lens facing towards you and find three mounting holes.



Ensure that when you position your recently formed bracket, the holes on it match up exactly to the holes on the bottom of your projector. Tighten the screws.

The gimbal mount is welded on the F Pole.





Line up the holes of the gimbal with the holes on the gimbal mount on the F Pole and simply screw four screws in.

Projector Setup: Setting Up Bracket (Pole Mount)



Hang the projector on the gimbal



Screw one screw in as it shown on a picture and the other one on the opposite side of the gimble.



Plug in the power cord to the projector.

Plug the HDMI cable into either of the two HDMI ports

Projector Setup: Setting Up Bracket (Ceiling Mount)

The extension arm is optional. The gimbal can be attached directly to the ceiling bracket if height is limited.



Hang the projector on the gimbal



Screw one screw in as it shown on a picture and E the other one on the opposite side of the gimble.

Projector Setup:

Projector Placement

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The projector will need to be positioned about 9.5 feet back or further from the screen when using a computer, or 10.5 feet back when using a tablet. You can use the digital settings on the following pages to set the correct screen width whether using the projector pole, included ceiling mount, or an alternative setup such as a projector stand, table, or protective floor case.

Power and Input Source & Mirroring/Extending Display



Power and Input Source

To fully access projector settings, the projector must be connected to both a power and display source. There's an included HDMI cable but an HDMI adapter may be required for Apple products and will need to be purchased separately.

Use HDMI port #1on the projector.





Mirroring/Extending Display

Use your display source's settings to set your preference. These will vary by device.

Mirroring and extending displays refer to different ways of using multiple screens with a computer. Mirroring creates a duplicate of the main display on all connected screens, while extending treats each display as a separate screen.

Display Settings



No	Item	No	ltem
1.	Aspect Ratio	9.	Freeze
2.	Power On / Off	10.	AV Mute
3.	Mode	11.	Volume +
4.	Enter	12.	Menu
5.	Return	13.	Four Directional Select Keys
6.	Mute	14.	Settings/Setup Menu
7.	Volume -	15.	Source
8.	Keystone Correction		

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Select orientation where the projector is on the ceiling and in front of the impact screen



Click Display > Projection Orientation

	Display		
	Projection Orientation		
502	Light Source Mode	100%	
200	Dynamic Black	Off	
5	Gaming Mode	Off	
ت	Screen Type	16:9	
1)	Aspect Ratio	Auto	
5	Geometric Correction	•	
~0	Digital Zoom	0	
26	Image Shift	Þ	
(j)	Reset	•	

Be sure to enter yes to apply the projection



Display Settings

Screen Type and Aspect Ratio

Display > Screen Type > and choose a size

4:3 is recommended for **both** Screen Type and Aspect Ratio if using 4:3 for PC, however iPad and other tablets are likely better with 16:9



Similar to the projector not having to be in one exact position, there are different combinations of settings that can be used to adjust the size of the screen.

Display Settings

Keystone

<u>VIDEO</u>

Keystone is adjustment of the trapezoid effect when the projector is off axis (tilted up or down) to create a square image. There is a separate Vertical and Horizontal adjustment within the Geometric Correction menu

Display > Geometric Correction > Keystone



Display Settings

Four Corners

<u>VIDEO</u>

Display > Geometric Correction > Four Corners



Hit Enter to select corner. The image will turn white and highlight which is corner is selected.

Use the remote arrows to adjust the corners direction as needed. Deselect a corner by hitting Enter and repeat for each corner.

Each corner can only be adjusted so far before the other three need to "catch up." If you hit a limit with one corner, try adjusting the others first, then return to the original corner. If alignment is still an issue, consider making a small physical adjustment to the projector's distance or angle. This is the final step of the projector Setup!

Warranty information

The SKYTRAK Golf Simulator Bay Enclosure comes with a 1-year domestic use warranty from manufacturing defect. The impact screen is a consumable that will wear out over time.

To prolong the life of the impact screen, it is strongly recommended that owners only use clean, relatively new golf balls with no marker markings, cuts or scratches. Markings and scratches will significantly increase wear and reduce the lifespan of the screen.

Owners MUST ATTACH the included Velcro border protection around the entire edge of the impact screen (left, right and top) prior to use. Failure to properly set up enclosure and screen and fully attach all parts before use voids the warranty.

All SKYTRAK products have a 30-day return, from point of purchase, window on all undamaged and unused products with a 20% restocking fee. If returned items are being exchanged, then a restocking fee will apply in addition to the exchange price difference.

Please inspect your purchase when your package arrives. Product received damaged must be noted with the freight carrier at time of delivery or as soon as reasonably practicable. Contact us immediately no later than 24 hours from delivery to report any damage. We cannot accept responsibility for damage during shipment if it is not noted on the freight carrier's delivery receipt. Damage must be noted at the time of delivery.

If a product covered under manufacturing warranty is defective or damaged, then a return for a replacement of the same product without the restocking fee is applicable.

COVERED:

Defect in materials Defect in workmanship Damaged or incomplete out of the box

NOT COVERED:

Normal wear & tear Pulled thread & snags in fabric Accidental damage (e.g.,the enclosure or screen is hit with anything other than a golf ball) Product misuse and or improper setup Cleaning related issues Accessories sold separately (e.g.,side net, hitting mats, ball trays, projector)

If you need help with a warranty claim, please contact support@skytrakgolf.com.

Support

If you are having issues or need to speak with someone, please visit or Support page. On this page you will find:

- Live Chat with Support
- FAQ's
- Additional Resources

Scan this code to visit the Support page.

Safety information

Below are some basic safety items to keep in mind before installing your Studio and during use. There is also a QR code linked to our digital resources and safety page.

- · Ensure adequate space around the simulator for safe swinging.
- · Use only the provided or recommended components to prevent damage.
- Keep the area free from obstructions and people during use.
- Follow all safety guidelines when connecting the system.

Scan this code to read more about product safety.

