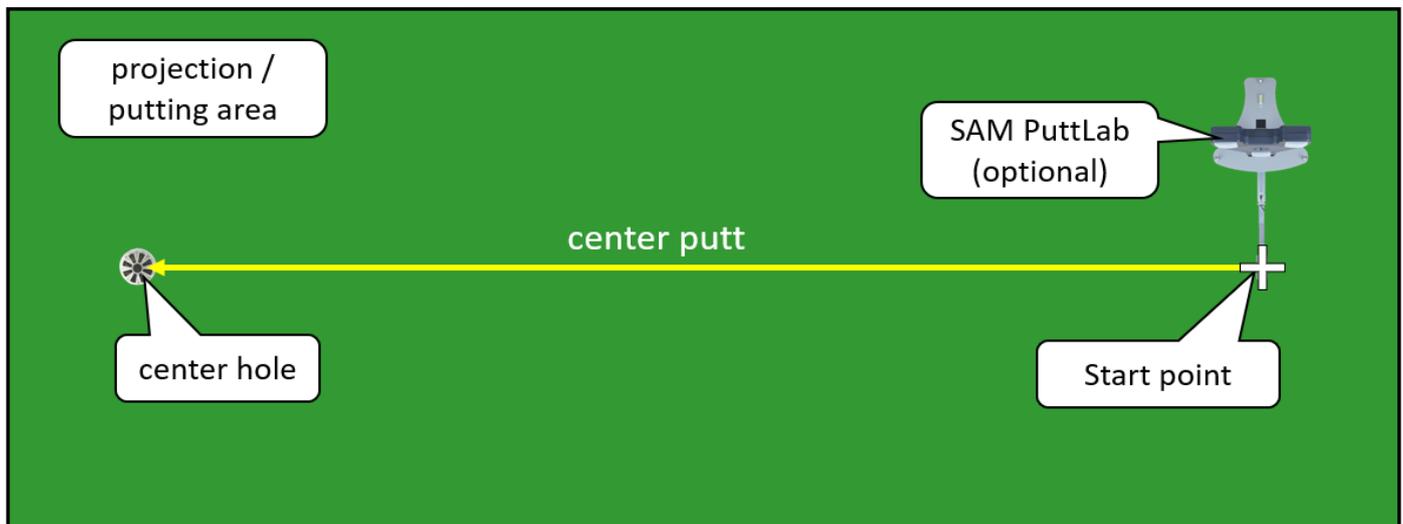


How to set or validate Start and Hole positions for SAM PuttStudio

Please note: It is assumed that the SAM Studio hardware is already set up and fully calibrated!

General note:

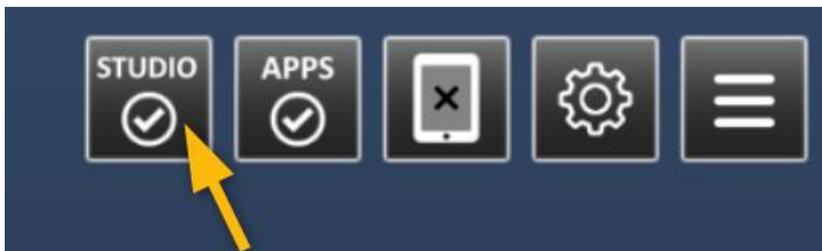
The putting space for SAM Studio is defined by a start position and a master hole. This should represent a putt from a centered start position to a center hole. This hole is called "Master" hole. If there is no real center hole you can define a "virtual" hole in the software. To do that please mark start and hole positions with a chalk pen or small white marker.



It is important to mark the exact start point (and the master hole position if it is a virtual hole). A permanent sticker or mark with a pen is preferred to be very accurate (it is important to find the start position again as it is a reference for the system).

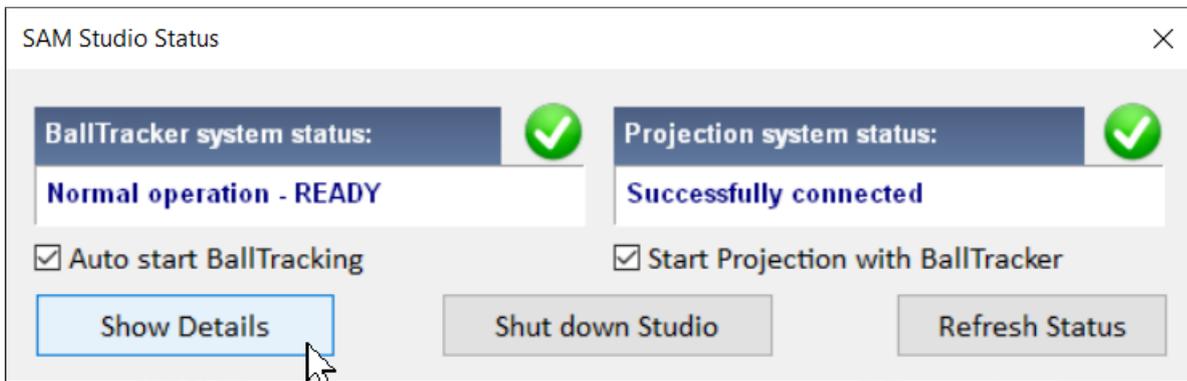
1) Open the Studio setup window

Press the studio button:

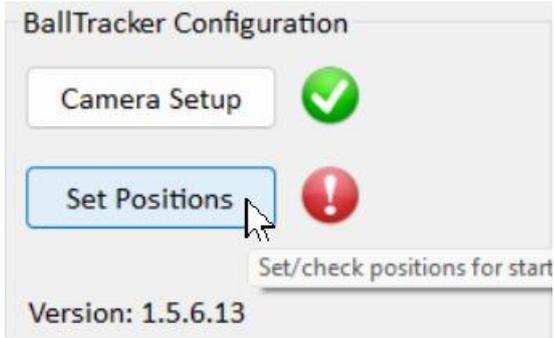


In the pop-up window on the left check if both BallTracker and Projection status is shown with green checkmark. If not, please be sure camera is connected and projector is switched on.

Press the "Show Details" button:

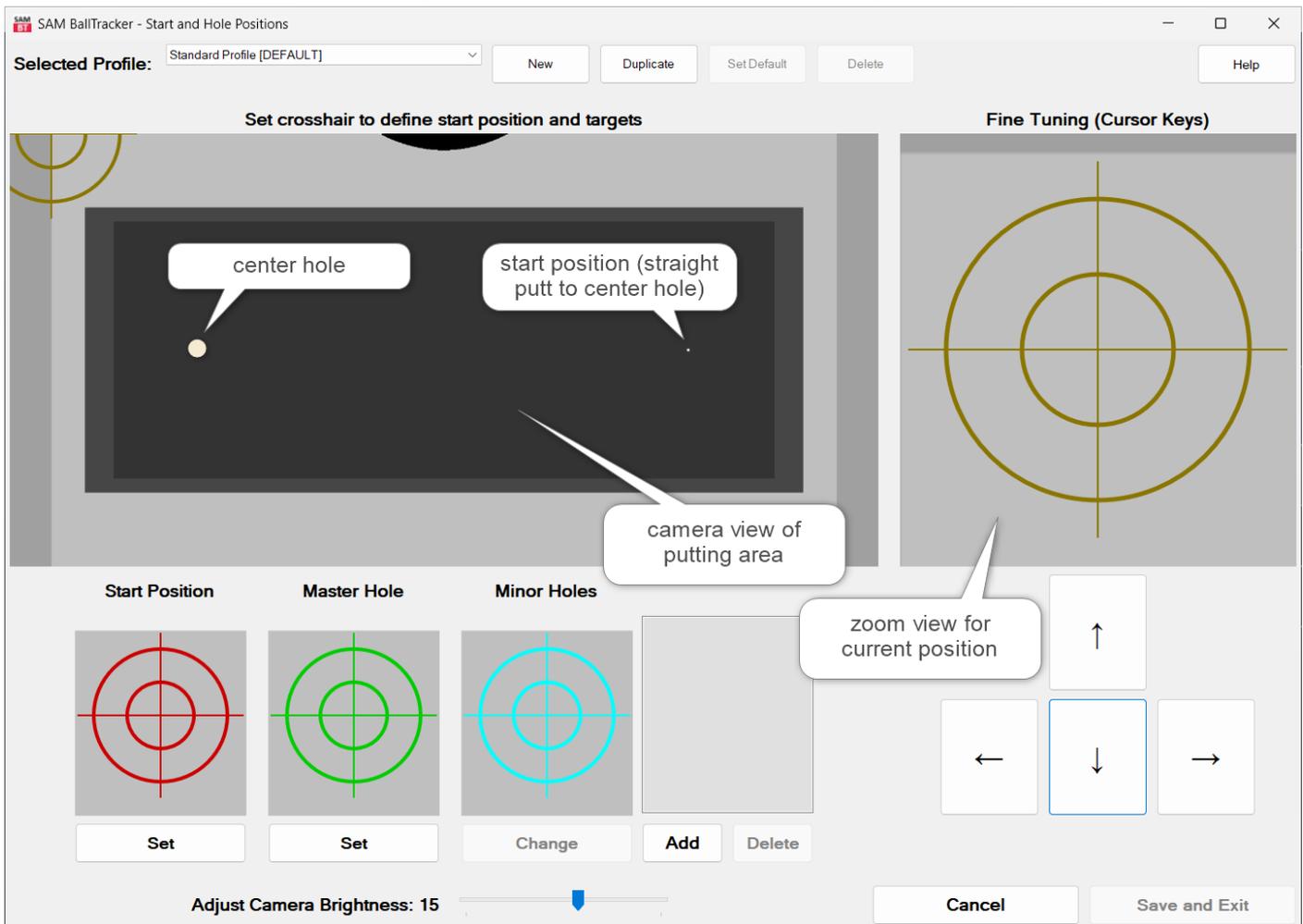


In the BallTracker Configuration section press the “Set Positions” button:



2) Position setting window overview

This example starts with an empty positions list.
If there are already positions set you will see them here.
This is how the initial position teaching window looks:



You should be able to see your putting area / putting green in the main camera view. That is a live picture from the Ball tracking camera. If the picture is too dark or bright you can control the brightness with the slider at the bottom of the window:



Slide to the right to have higher brightness.

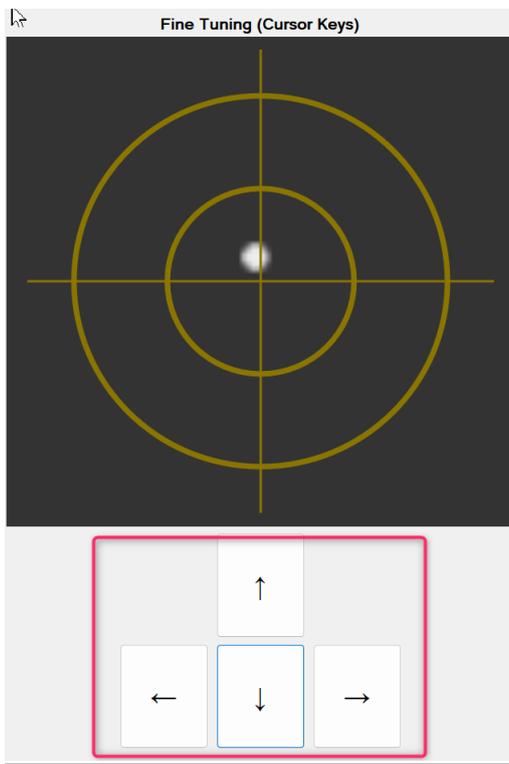
Positions:

At least there needs to be a start position (your default putt start position) and the standard target position (center hole or virtual hole).

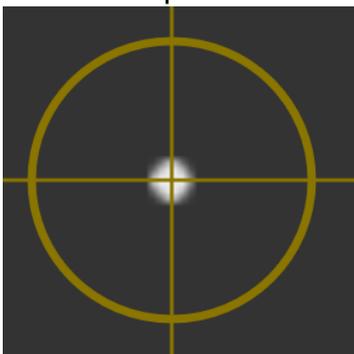
These positions should define a straight putt along the center line of the projection area.

3) Set the START position

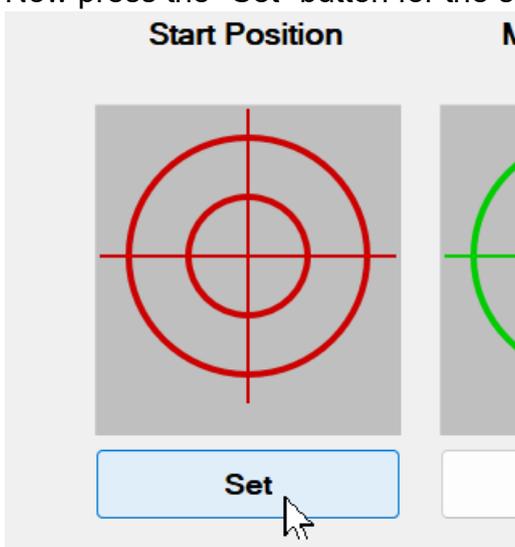
In the big view from the camera click on the start position with the mouse. You now see the position in the zoom view on the top right:



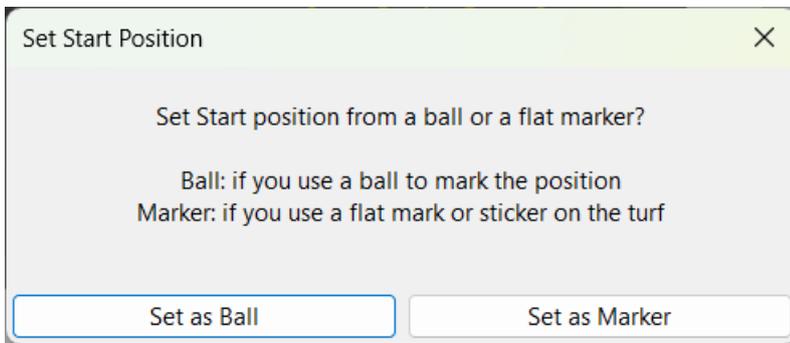
Now use the arrow keys or the arrow buttons to position the cross center exactly on the mark of the start position:



Now press the "Set" button for the start position:

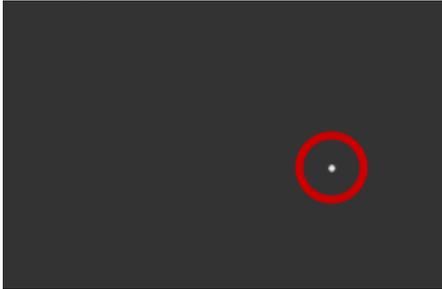


A popup window will open:



If the start position is marked with a sticker or dot then select "Set as Marker".
If you used a golf ball to mark the position select "Set as Ball".

Start position is now defined and in the big overview window marked with a red circle:



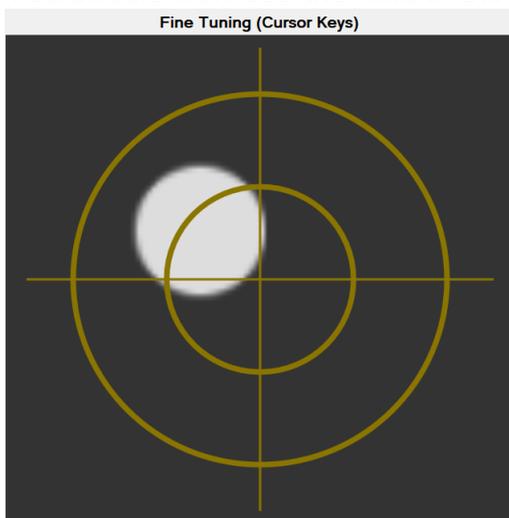
4) Set the Master hole position

The "Master hole" is the center hole for a straight centered putt.

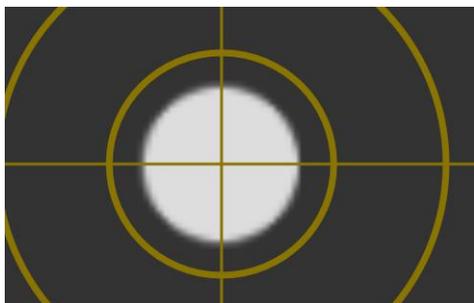
If there is no real hole in the middle of the putting area you need to use a "virtual" hole as the Master hole. Please mark a center position with a sticker, a golf ball or lay down a rubber hole.

In the big overview click on the Master Hole with the mouse.

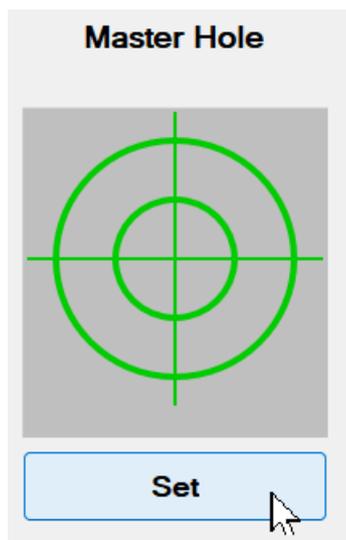
You should now see the hole in the zoom view on the top right:



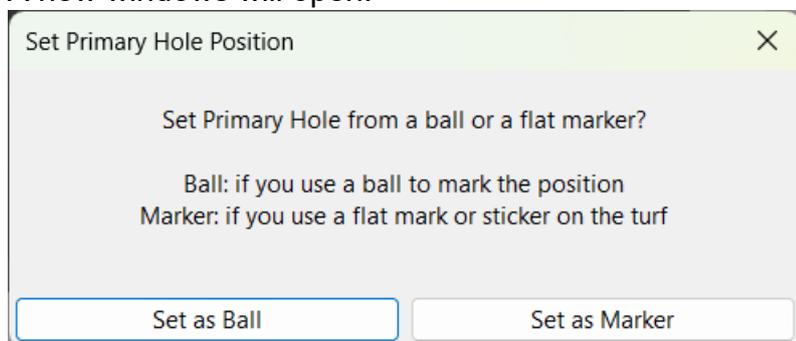
Adjust the hole position with the cursor keys or buttons until the hole is centered:



Then press the "Set" button for the Master hole:

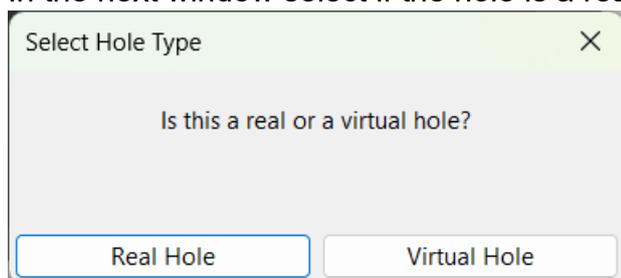


A new windows will open:

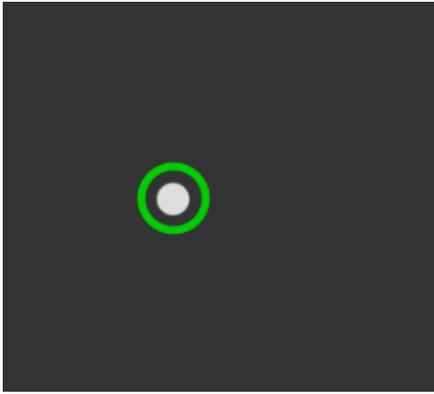


If the hole is marked by a golf ball please select: "Set as Ball"
In any other cases and for a real hole select: "Set as Marker"

In the next window select if the hole is a real hole (cup) or a virtual hole:



The Master hole should now be marked with a green circle in the overview window:

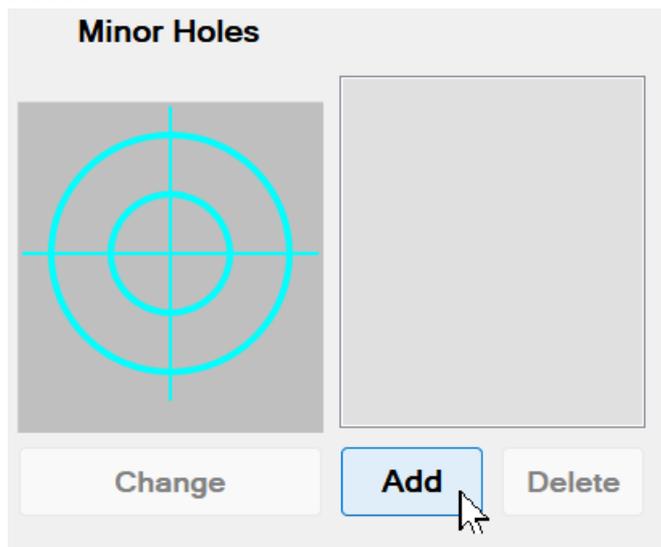


5) Add additional holes (virtual or real holes)

Additional hole positions beside the Master hole are called "Minor holes" in the SAM Studio software.

To add holes first select a position in the overview window by mouse click.

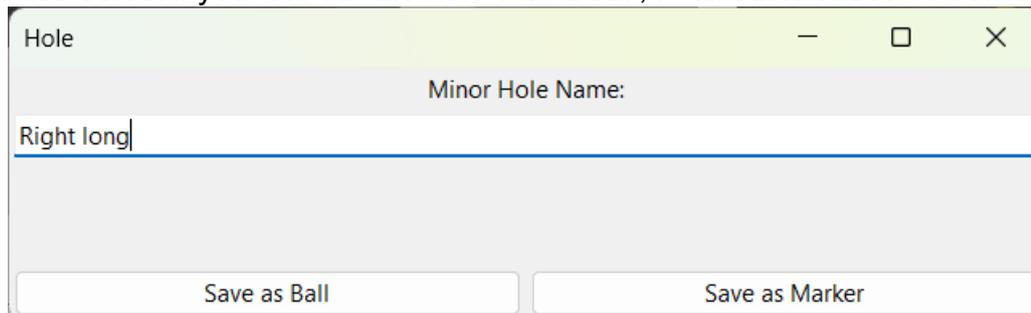
Then do the fine positioning to center of hole the same way as for the Master hole by using the arrow buttons or keys. When the position is perfect click on the "add" button in the Minor holes section:



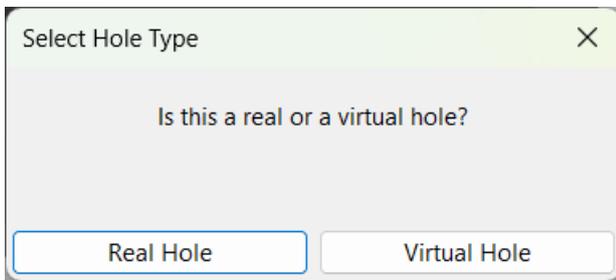
In the next step give your new minor hole a name (like in this example "Right long").

This needs to be a unique name.

Also select if you learn in the hole with a ball, in all other cases select "Save as marker".



In the next window select if the hole is a real hole (cup) or a virtual hole:



All minor holes should be marked with cyan colored circles in the overview window.

After you Save these settings all minor holes should be available as target when you start a Training session.

When all holes are defines click on the "Save and Exit" button on the bottom right to permanently save your settings.

If you don't want to save/overwrite the settings press the "Cancel" button.

