



Mobile Display Unit User Guide

5" Cart Mount





Mobile Display Unit User Guide *5"Color*

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FCC STATEMENT OF COMPLIANCE:

Note: This equipment has been tested and found to comply with the limits for Class B digital device, pursuant to part 15, of the FCC Rules and ICES 03. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Caution:

Changes or modifications to this equipment, not expressly approved by the manufacturer could void the user's authority to operate this equipment.

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Getting Started

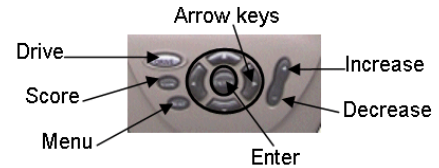
The control keys are in an easy to use layout.

During startup, the unit will display a series of status messages indicating file updates and satellite acquisition. The process only takes a short time and is finished well before players are ready to start their game.

When ready, the unit displays a Welcome screen

The system will start automatically after a few seconds in the tee-box of the starting tee.

If players wish to enter their names, '**Edit Names**' is accessed from the menu through the '**Scorecard**' option. (See page 5 "To enter player names" for further details.)



Understanding the Display



As players enter the tee-box for each hole, the display automatically updates to a view of that hole at the right of the screen and a display of the green showing the pin position for the day to the left. Distances to hazards are identified on the display in addition to the general distance and par information about the hole.



This icon indicates your current position.

The pink icons represent other players on the same hole and will be accompanied by a distance figure indicating how far ahead they are. Several Mobile Display Unit (MDU) icons may be displayed on the hole at any time indicating groups are playing the same hole.

Pro Tips can be displayed at any time by pressing the right arrow key.

Pressing the '**Enter**' key will clear the displayed Pro Tip from the screen.



Using the Menu

Many of the functions require using the main menu and its selections.

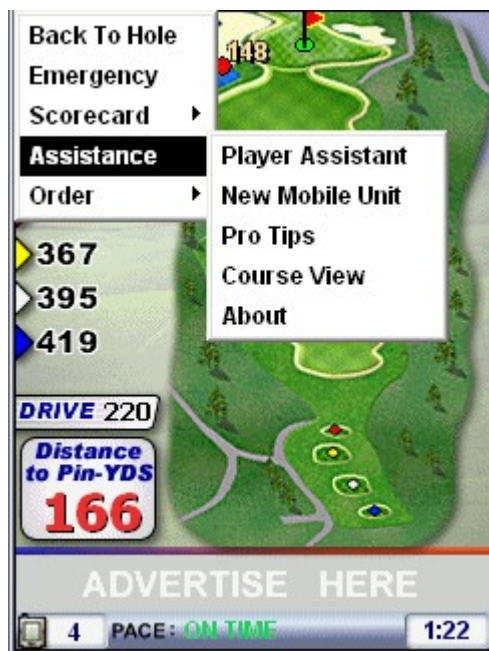
To open the menu:

Press the '**Menu**' button on the unit. The Unit shows a drop-down menu in the upper left-hand corner:

Use the arrow keys to navigate through the menu options.

Use the '**Enter**' key to select a highlighted menu option.

An arrow point ▶ to the right of a menu option indicates a sub-menu. To access the sub-menu, highlight the main menu option and press 'Enter' to select or use the right arrow key.



All menu displays include instructions on how to use the selected option in the lower part of the screen.

Pressing the '**Menu**' key before finishing will always cancel the selected option and return the unit to game play.

Editing Player Names

Golfers have the option of changing player names as the need arises, for example, if players are substituted on the course, or they prefer to use nicknames.

To enter player names:

1. From the menu highlight **'Scorecard'** and activate the sub-menu using the right arrow key.
2. From the Scorecard submenu, select **'Edit Names'**.
3. In the Edit Player Names screen area, navigate to each line to change the name. Use the arrow buttons to move between lines and characters. Use the + and - buttons to change alphabet letters.
4. To save your changes, press **'Enter'**.
5. To cancel the changes, press the **'Menu'** button.



Entering Scores

Players can enter scores into their units using the following steps. The benefit of using the unit to keep track of scores is that scores can be printed back in the clubhouse.

During a tournament, the system will automatically track the course leaders and can display a leader board showing the top 10 players.

To enter scores on the unit:

1. Press the Score button. The unit displays a Scorekeeper screen:
2. Enter scores for each hole as follows then press the Enter key:
 - Move to the player's line by using Up and Down arrow keys.
 - Increase scores (from a starting value of par) by using the + key on the numeric keypad. To decrease scores, use the - key.
 - Use the arrow buttons to move up and down to the required score.



Press **'Enter'** to return to game play.

Printing the Scorecard

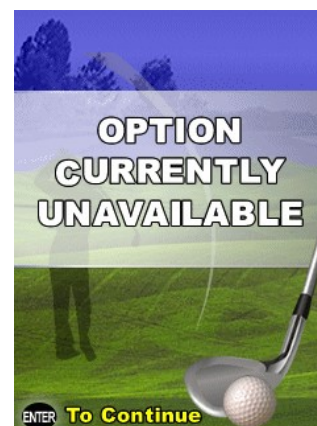
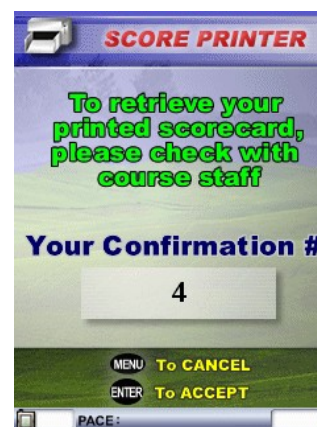
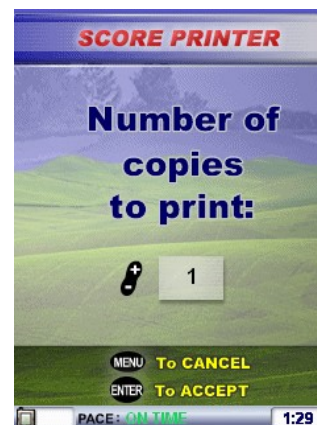
Players have the option of printing their scorecards at any time in the game, and choosing to print up to four copies. The request is sent to the Golf shop printer.

To request printing from the unit:

1. Select '**Scorecard**' from the unit's menu.
2. From the submenu select '**Print**'.
3. To change the number of copies: press the + navigation key until the number displayed shows the desired number of copies (up to a maximum of 4).
4. To print from the unit: choose the '**Enter**' key to print, or the '**Menu**' key to cancel.

A confirmation message appears on the unit:
(Note: the confirmation number = unit #)

If the clubhouse can't print scorecards at the time of the request, the following message appears:



Tournament Options

When assigned for tournament play, players have an additional option on the menu.

The tournament option allows players to view the tournament leaderboard and read tournament news.

From the Tournament option on the menu, selecting 'Leaderboard' allows the player to view the top ten scores on the tournament leaderboard.



TOURNAMENT NAME		
Players	Score	Hole
Chris Kringle	-1	4
Easter Bunney	0	5
May Day	+2	4
Victoria Day	+3	3
Bert C Halliday	+5	5
Deborah Hall	+6	4
Mary Jane Davies	+8	5
Mark Hilter	+8	3
Jeremy Pickett	+10	4
James Johnston	+12	5

ENTER To Return to Game

4 PACE: ON TIME 1:50

Viewing a Course Map

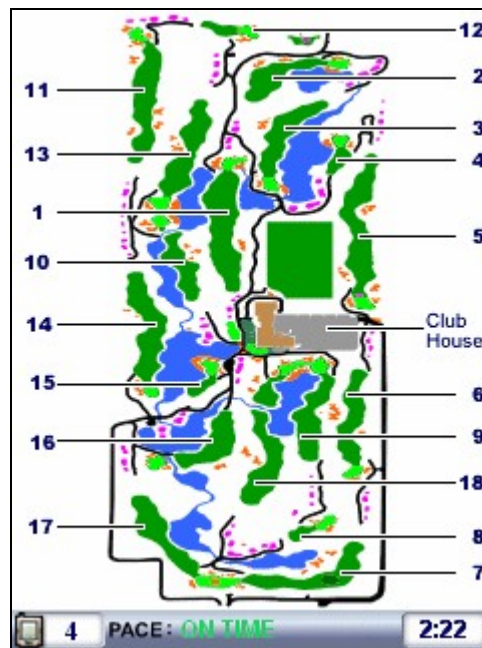
To view a course map:

1. Select '**Assistance**' from the menu by using the arrow keys and activate the sub-menu.
2. Select the '**Course View**' submenu option:

Hole numbers and the club house are identified by text and numbers down the sides of the screen.

To return to game play mode:

Press '**Enter**' to return to '**Game Play**' mode.



Sending Messages

Players can send different types of messages from their units to the clubhouse computer. All messaging options with the exception of **'Emergency'** appear on the **'Assistance'** submenu of the main menu. To send an emergency message, players use the **'Emergency'** option on the main menu.

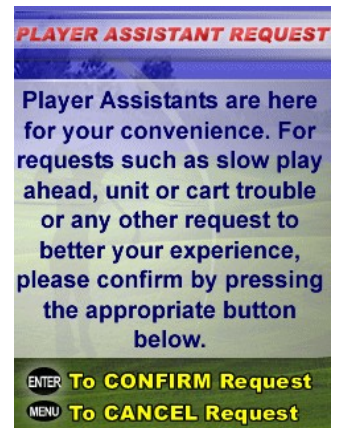
Player Assistant

This option is designed for players who want to report problems with their cart, sprinkler heads, or conflicts with other players.

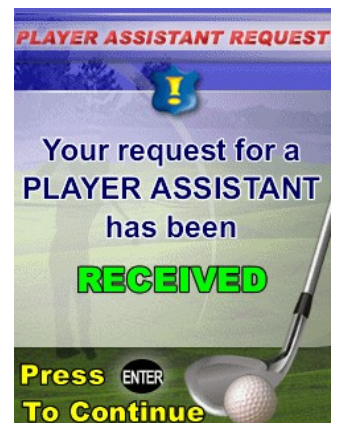
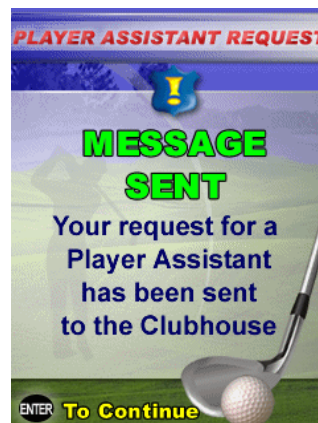
Press **'Enter'** to send the request or **'Menu'** to cancel the request and return to your game.

The clubhouse has the option of replying with a custom message, dispatching a Player Assistant, or letting you know that no Player Assistant is available.

1. Select Assistance from the unit's menu by using the arrow keys.
2. Select **'Player Assistant'**
3. Press **'Enter'** to send.



A confirmation will appear when the message has been sent and when it has been accepted accepted by course staff.



Emergency Messages

Emergency messaging is designed for medical emergencies.

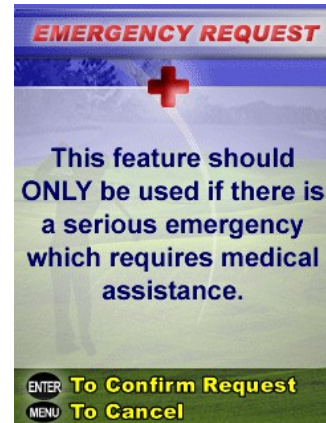
To send an emergency message from the unit:

1. Select '**Emergency**' from the unit's menu by using the arrow keys.

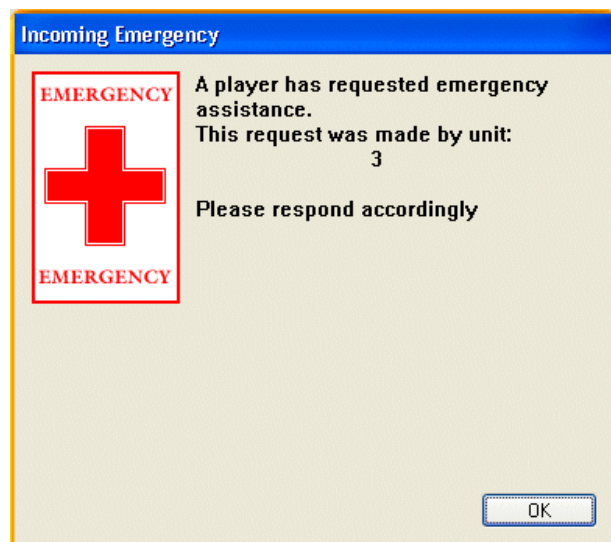
The unit shows an emergency request screen:

2. Press '**Enter**' to confirm.
3. To cancel this request, press the '**Menu**' key on the unit.

If you send the request, an emergency request confirmation screen appears on the unit:



On the clubhouse computer, an alarm sounds and a pop-up window appears:



Ordering From the Unit

The same steps are required when placing an order with the Golf Shop as for placing an order with the kitchen for food and beverages. The difference between the ordering procedures would be the number of selections available: food and beverage selections tend to have more items.

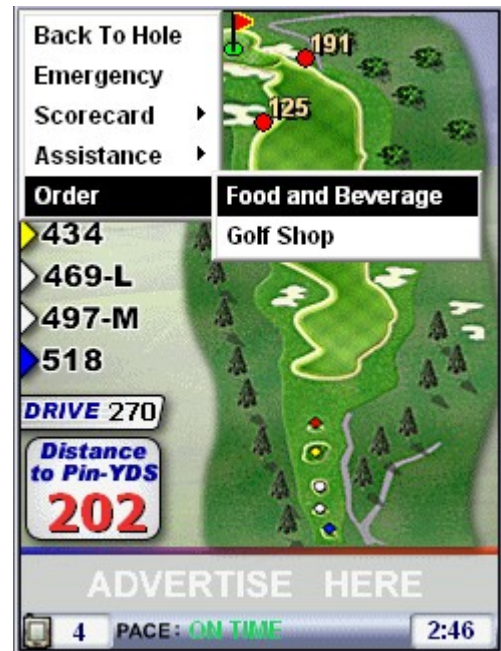
Golf Shop Orders

To order golf shop items:

1. Select '**Order**' from the main menu.

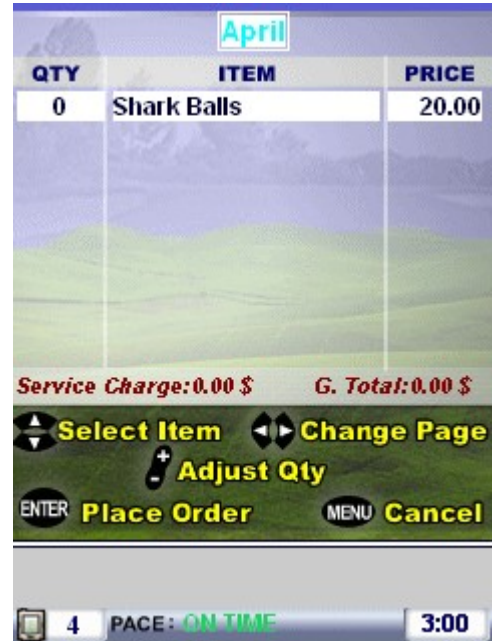
The Order sub-menu appears.

2. Select Golf Shop.



A Golf Shop order screen appears

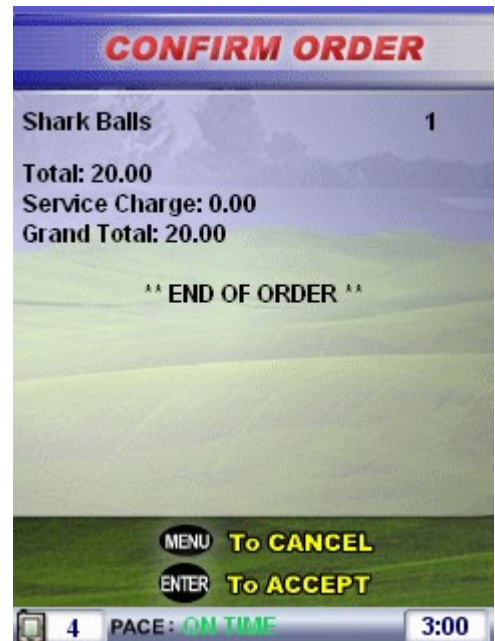
3. Use the arrow keys to navigate to the item(s) you want to order. Use the + and – keys to change the order quantities.
4. Press Enter to order.



On the unit, a Confirm Order prompt appears:

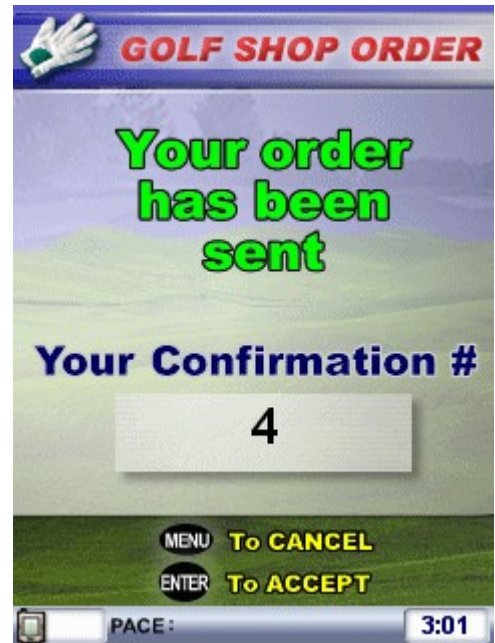
To confirm or cancel an order:

- Press the 'Enter' to confirm your order.
- To cancel, press the Menu button.



Confirmation that the order has been sent is displayed.

Press '**Enter**' to continue your game.



Food and Beverage Orders

To order food and beverages:

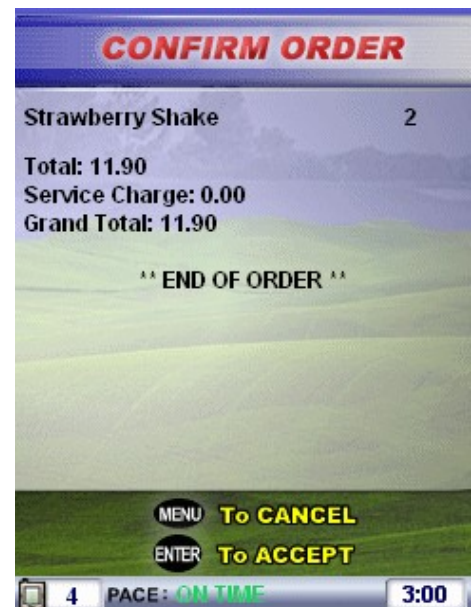
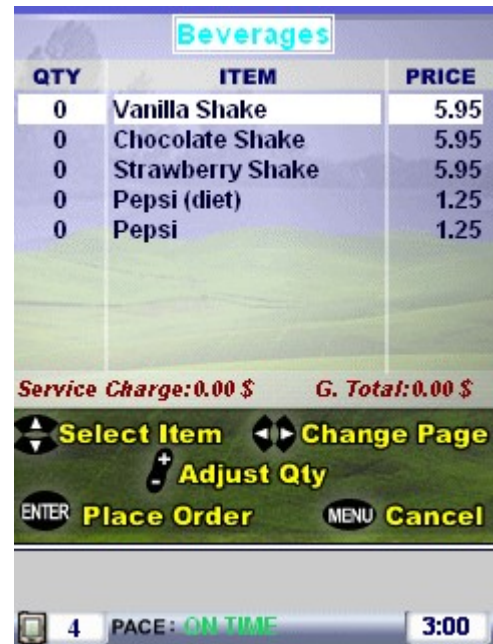
1. Select **'Order'** from the main menu.

The Order sub-menu appears.

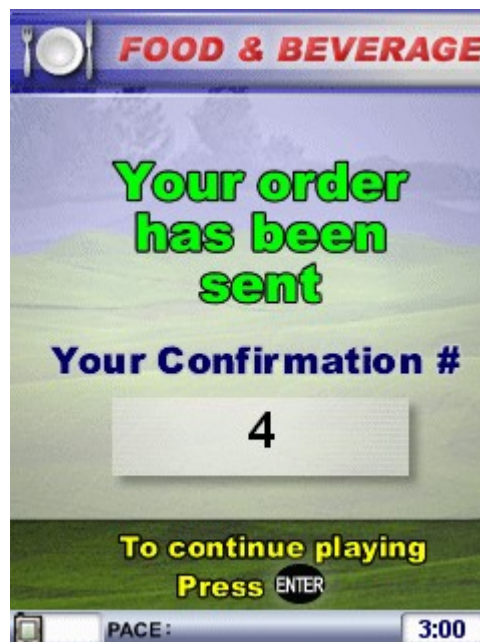
2. Choose Food and Beverage from the Order submenu.
3. A Food & Beverage order screen appears.
4. Use the up and down arrow keys to navigate to the item(s) on the current page you want to order. Use the right and left arrow keys to navigate to pages listing different items. Use the + and - keys to change the order quantities.
5. Press Enter to order.

To confirm or cancel an order:

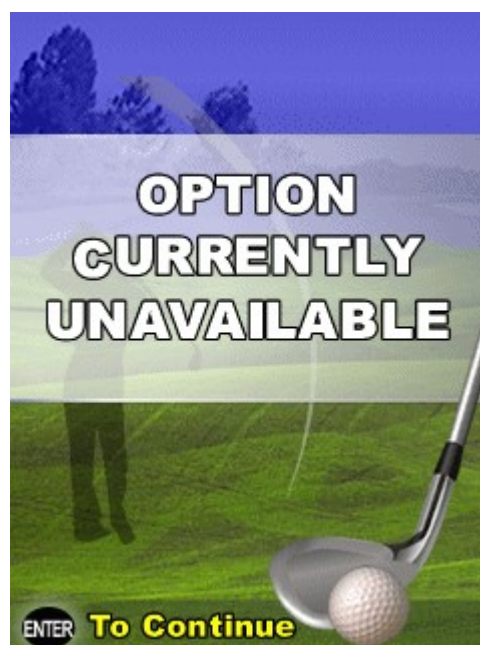
- Press **'Enter'** to confirm the order.
- To cancel, press the **Menu** button.



The order is sent directly to the printer in the kitchen at the club house.



If the order does not print successfully or the kitchen is closed, a message appears on the unit stating the option is currently unavailable.



Cart Return Zones (End of Game)

Portions of the golf course are marked as “**Cart Return Zones**”.

When the cart enters one of these areas, the unit displays a “**Shutdown Warning!**” message.

If the round of golf has not yet been completed, press the ‘**Enter**’ key to continue play.

If the game is finished, use the ‘**Menu**’ key to confirm return of the cart and the MDU.

If neither the ‘**Enter**’ nor the ‘**Menu**’ keys are used, the system will automatically shut the unit down after a default time has expired (usually 30 minutes).

