

## GETTING STARTED

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When starting E6, the Main Menu screen displays the following features:

- **Play Golf:** Start a round of golf
- **Practice:** Go to the practice green, driving range or scoring zone
- **Options:** Choose options before you play a round for camera, sound, auto continue, main view and top view tracers, auto flyby, and measurement system
- **Contest Modes:** Set up Longest Drive and Closest to Pin contests
- **Load Round:** Resume a Saved Round
- **Info:** View E6 current software version

## MAIN MENU - Before Play Mode Settings: Options, Contest Mode, Load Round, Play Golf and Practice

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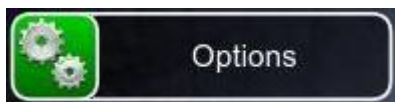
MAIN MENU SCREEN:



**IMPORTANT: SAVE YOUR OPTIONS AS DEFAULTS** - Before playing a round (**Play Golf**), it is recommended to first review and check the **Options** settings (see below). It is best to set your **Options** and save them as defaults before you play a round. To save your options as defaults: During play mode, click or touch the **E6 Cube**, select **More**, click **“Exit Current Round”** and select **Yes**, then touch lower left corner and upper left corner of the touchscreen, click or touch **“Save Defaults”** to save your defaults.

## OPTIONS

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The following game settings are accessible under Options. Click or touch any button to cycle through its settings:

### CAMERA MODES



- **CLASSIC MODE** (camera does not follow the ball)
  - Forward View
  - Reverse View
- **BALL MODE** (camera follows the ball)
- **TV MODE** (camera shows different views)

### SOUND



- On or Off

### AUTO CONTINUE



- 3 seconds, 5, 7, 10 or Off
- NOTE:** This is the length of time before the game automatically continues after a shot.

## MAINVIEW TRACERS



- Solid (tracers stay permanently visible)
  - Comet (tracers fade away)
  - No Tracer (tracers off)
- NOTE:** A tracer is a colored line that shows the flight of the ball.

## TOPVIEW TRACERS



- Solid (tracers stay permanently visible)
- No Tracer (tracers off)

## AUTO FLYBYS



- Auto Flyby On
  - Auto Flyby Off
- NOTE:** These are aerial previews of each new hole.

**IMPORTANT:** Be sure to set this to Auto Flyby OFF if you do not want an aerial preview of each hole before each shot. You have the option during play mode to turn it ON for individual hole(s) of your choice.

## MEASUREMENT SYSTEM



- Imperial (yards, feet, inches)
- Metric (meters, centimeters)

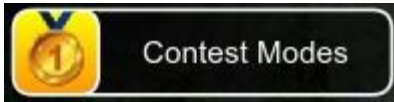
## SESSION TIMER



**Session Timer: Set a time limit for the session.**

- Use +/- buttons to set hours and minutes for the session
- Select the **Checkmark** button to accept the new settings; select the **X** button to cancel

## CONTEST MODES



There are two different types of contests available for play: **Longest Drive** and **Closest to Pin**. Multiple contests can easily be created and saved for use in store promotions, parties, or corporate events. Run one contest all day, or create several contests and switch between them. There is no limit to the number of participants or the duration of the contests.

- **Longest Drive:** Challenge your friends to see who can hit the longest drive in the fairway on a specific par four or par five hole
- **Closest to Pin:** See who can get the ball closest to the hole on a specific par three hole

### LONGEST DRIVE SCREEN:

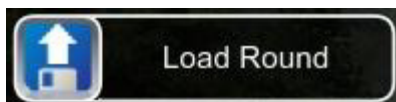




### To set up a Longest Drive or Closest to Pin Contest:

1. Select **Longest Drive** or **Closest to Pin**
  2. Select **New/Copy**
  3. Select a **Course**, and then **Next**
  4. Specify the **Course Conditions**, and then **Next**
  5. Select the **Hole, Tee, and Pin Position**, and then **Next**
  6. Specify the **Number of Attempts** (which each player will get in the contest), and then **Next**
  7. Enter a **Name for the contest**, and then select **OK**
  8. Select **Start**
  9. Select **New Player**
  10. Enter a **Name for the first player** and then select **OK**
  11. Hit away!
  12. Repeat for all the players in the contest
- NOTE:** Select **Next Shot** to have a player hit consecutive shots
13. After all the players have attempted all their shots, a winner is named

## LOAD ROUND



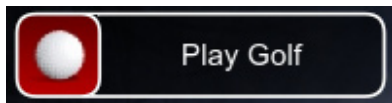
- **Load Saved Round:** Resume a round you have previously saved

### LOAD SAVED ROUND SCREEN:



## STARTING A NEW ROUND

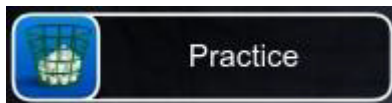
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1. From the Main Menu, select **Play Golf**
2. Select **Players**  
**NOTE:** This is automatically selected when the screen first appears
3. Select the **-/+** buttons in the lower-right corner to change the number of golfers to play in the round
4. Select **Player 1**
5. Enter a name for Player 1, and then select **OK**
6. Select **Tee** to change the tee box from which Player 1 will hit  
**NOTE:** The tee boxes - from most difficult to easiest - are: Championship, Pro, Amateur, Junior and Ladies
7. Select **Boost** if you want to adjust the average club distance for Player 1. Drag the white/red arrow slider to the right to increase or to the left to decrease the power boost.  
**NOTE:** Select the **Checkmark** button to save the change, the **X** button to cancel, or the **green** button to reset.
8. Select **Handicap** to enter your handicap and factor it into the scoring for the round.  
**IMPORTANT:** DO NOT enter a handicap if you don't want to factor it into the scoring!
9. Select **Handed** to switch between right- and left-handed modes
10. Repeat steps **4-9** for each Player

## PRACTICE

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- From the Main Menu, select **Practice** to go directly to the practice green, driving range, or scoring zone. See **Practice: Chip & Putt/Driving Range/Scoring Zone** below for a detailed explanation.

## START UP MENU - Before Play Mode Settings: Courses, Conditions, Settings, Holes, Modes, Start and Back

### START UP MENU SCREEN:



You have complete control over your game. Set the weather conditions, the speed of the greens, the pin position and more. Play a scramble on the front nine, back nine, or all 18. Drive, chip and putt your way through world championship golf courses. These options are at your fingertips and are described as follows:

### COURSES



Select **Courses** to display a list of all available golf courses  
**NOTE:** Select Scorecard to see the course's official scorecard.

- Scroll through the list to highlight the course you want to play

## CONDITIONS

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Select **Conditions** to specify the course conditions

**NOTE:** Select any button to change its default setting.

- **Pins** - Set the **Pin Position** to Easy, Medium, or Hard
- **Time of Day** - Set the **Time of Day** to Morning, Midday, Afternoon or Evening
- **Weather** - Set the **Weather** to Clear, Partly Cloudy, Overcast, Rainy or Random
- **Wind** - Set the **Wind** to No Wind, Breezy, Windy or Strong Wind
- **Green Hardness** - Set the Green Hardness to Soft, Moderate, or Hard
- **Green Speed** - Set the Green Speed to Slow, Medium, or Fast
- **Fairways** - Set the Fairways to Soft, Moderate, or Hard

## SETTINGS

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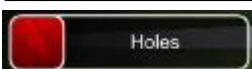
Select **Settings** to specify play options for the round

**NOTE:** Select any button to change its default setting.

- **Mulligans** - Set **Mulligans** (top left button) to 1, 2, 5, 10, **Unlimited** or **No Mulligans**  
**NOTE:** Mulligans are “do-overs” - rehits without penalty. Mulligans are not allowed on “official” rounds.
- **Gimmie Range** - Set the **Gimmie Range** to 6 feet, 8, 10, Player Enters # or Computer Enters #  
**NOTE:** Gimmie Range is the distance within which you automatically hole out with a one-putt. With the “**Player Enters #**”, once the Player’s ball is on the green, s/he can manually enter the estimated number of putts s/he would need to finish the hole; with “**Computer Enters #**”, the computer estimates the number of putts required to finish the hole.
- **Putting Arrow** - Set the **Putting Arrow** (middle left button) to **Play Break**, **Align Break** or **No Putting Arrow**  
**NOTE:** The **Putting Arrow** shows the break and elevation changes between the ball and the hole. **Play Break** aligns the Player to the hole, regardless of break; **Align Break** aligns the Player in the direction of the break.
- **Putting Arrow Fade** - Set the **Putting Arrow Fade** to 3 seconds, 5, 7, 10 or Off  
**NOTE:** This specifies how long the Putting Arrow will be displayed before fading away. Select **Off** to always display the Putting Arrow.
- **Grid** - Set the **Grid** to **On Green**, **Always On** or **Off**  
**NOTE:** The Grid overlays the terrain to highlight undulations and elevation changes.
- **Ball Size** - Set the **Ball Size** to **Small**, **Medium** or **Large**  
**NOTE:** Ball Size is for display purposes only and does not affect play.
- **Course Elevation** - Set the **Course Elevation**. Select **Course Elevation** to play the course at its actual elevation or Choose **Select Elevation** and then drag the slider to set your own course elevation

## HOLES

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Select **Holes** to choose which holes to play during the round. You can select to play all **18 holes**, the **front 9**, **back 9**, or select any individual hole(s) on the course. Select **Remove** to individually de-select any hole or select **Clear** to clear all holes selected.



## MODES

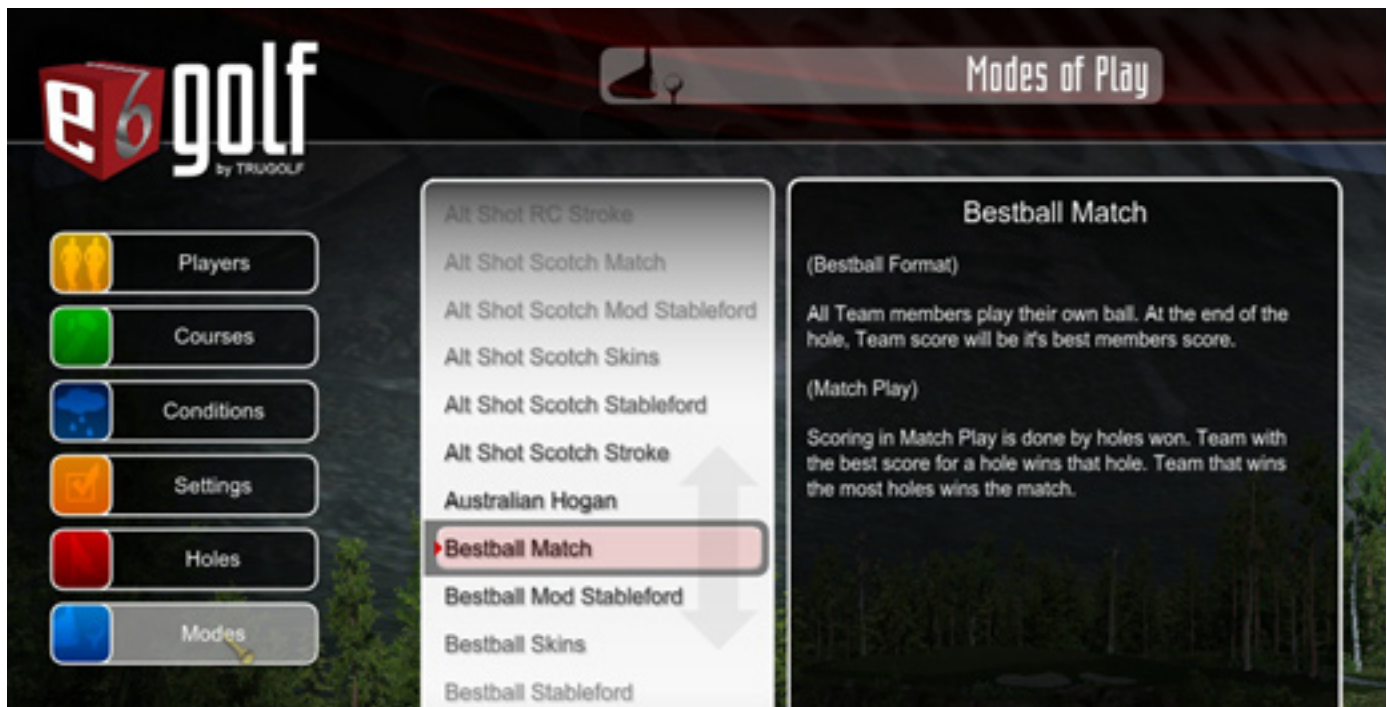


Select **Modes** to choose the **mode of play (MOP)** for the round. There are 36 different modes of play (see below). You can set up teams to play a scramble, or have a friendly game of skins among friends.

**NOTE: Stroke** is the standard mode of play. Scroll through the list to select a different **MOP**. Each **MOP** lists the rules of each game as well as team configurations.

## Modes Of Play

### MODE OF PLAY EXAMPLE:

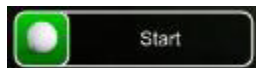


The following is a list of available Modes Of Play:

- |                                  |                           |                           |
|----------------------------------|---------------------------|---------------------------|
| • Alt Shot RC Match              | • Bestball Mod Stableford | • Nassau Stroke           |
| • Alt Shot RC Mod Stableford     | • Bestball Skins          | • Pars Please             |
| • Alt Shot RC Skins              | • Bestball Stableford     | • Recovery                |
| • Alt Shot RC Stableford         | • Bestball Stroke         | • Scramble Match          |
| • Alt Shot RC Stroke             | • Bingo, Bango, Bongo     | • Scramble Mod Stableford |
| • Alt Shot Scotch Match          | • By the Book             | • Scramble Skins          |
| • Alt Shot Scotch Mod Stableford | • Demo Mode               | • Scramble Stableford     |
| • Alt Shot Scotch Skins          | • High Stake Skins        | • Scramble Stroke         |
| • Alt Shot Scotch Stableford     | • Hogan Point Game        | • Skins                   |
| • Alt Shot Scotch Stroke         | • Match Play              | • Stableford              |
| • Australian Hogan               | • Mod Stableford          | • Stroke                  |
| • Bestball Match                 | • Nassau Match            | • Wolf                    |

## START

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Select **Start** to begin the round.

## BACK

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Select **Back** to go to the Main Menu.

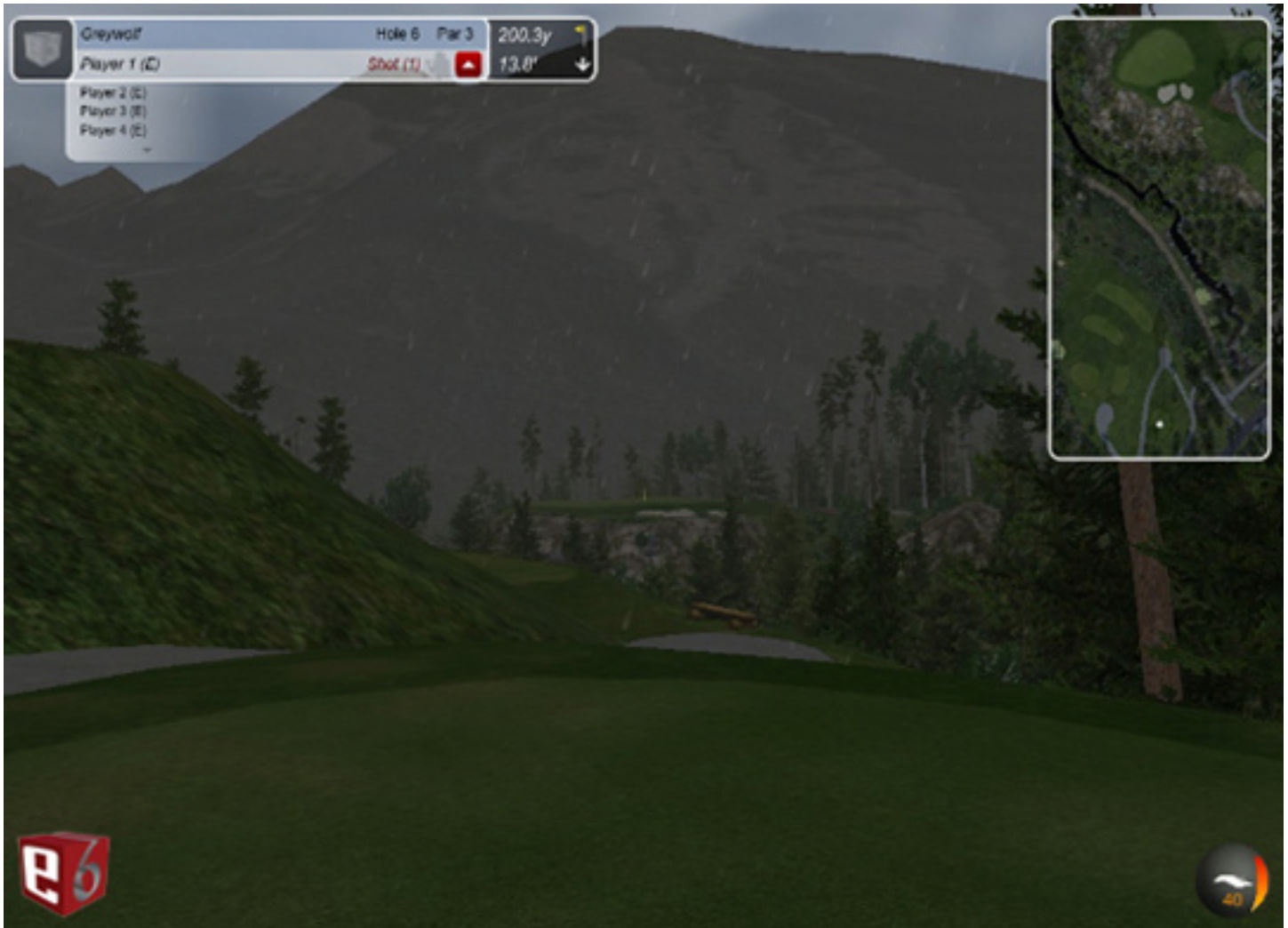
## PLAYING A ROUND OF GOLF

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There are four interface items displayed on screen during play mode:

- **Information Box** (upper left corner)
- **Top View Window** (upper right corner)
- **Wind Gauge** (lower right corner)
- **E6 Menu** (lower left corner)

PLAY MODE SCREEN:



The Information Box displays the following:

- Course Name
- Hole Number Par
- Player next to hit
  - Select to display the order in which the Players will hit on the current hole
- Shot number
- Distance from the ball to the pin
- Difference in Elevation between the ball and the pin

## E6 CUBE MENU - In Play Mode Settings:

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Click or Touch the E6 Cube to display the E6 Menu, which contains the following options:

### ROUND MENU: Make changes to the Round settings

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- **Mulligan:** If available, undo the last shot
- **Replays:** Show a replay of the last shot and select from different camera modes:
  - **TV Replay:** Show a replay of the last shot from several different views
  - **Ball Camera Replay:** Show a replay following the ball flight
  - **Forward Replay:** Show a replay from the golfer's perspective
  - **Reverse Replay:** Show a replay from where the ball came to rest
  - **Back:** Return to the E6 Menu
- **Score Card:** Display or Print the scorecard for the current round
- **Fly By:** Show a fly-by of the current hole
- **Next Hole:** Advance All Players to the next hole; all players receive a set score based on the mode of play
- **Grid:** On or Off
- **Spot Pin:** Close-up view of pin position
- **More...:** More Round Settings (See below)
  - **In-round Practice:** Enter Practice Mode while in-round
  - **Save Round:** Saved Game
  - **Exit Current Round:** Click or touch the E6 cube, select More, click on "Exit Current Round?" and select Yes
  - **Back:** Return to the E6 Menu

### PLAYER MENU: Make changes to the Player Settings

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- **Drop:** Drop the ball, Rehit or select Cancel to return to the previous screen.
- **Pick Up:** Advance the current player to the next hole and receive a set score based on the mode of play
- **Concede:** Concede the hole
- **NOTE:** This option is only available in certain modes of play, such as Match Play.
- **Boost:** Boost your hitting power
- **Skip Options:** See Skip Options Menu in the next section below
- **More...:** More Player Menu Settings
- **Add:** Add a new Player to the group
- **Remove:** Remove a Player from the group
- **Replace:** Change one of the Players (Name and/or Settings)
- **Back:** Return to the E6 Menu

### SKIP OPTIONS MENU: Make changes to the Skip Options

- **Skip Player Once:** Skip the current Player one time
- **Skip Player Till End of Hole:** Allow all other Players to finish the hole before the current Player hits again
- **Skip Player Till End of Order:** Allow all other Players to hit before the current Player
- **Skip Team Once:** Same as Skip Player Once (above) in a Team mode of play
- **Skip Team Till End of Hole:** Same as Skip Player Till End of Hole (above) in a Team mode of play
- **Back:** Return to the E6 Menu



## OPTIONS MENU: Make other changes

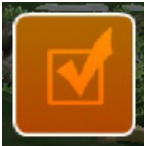
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- **Camera Modes:** Select from the following three options:
  - **Classic Mode:** Camera does not follow the ball
  - **Ball Mode:** Camera follows the ball
  - **TV Mode:** Camera shows different views
- **Sound:** On or Off
- **Auto Continue:** The length of time before the game automatically continues after a shot (3 seconds, 5, 7, 10 or Off)
- **Mainview Tracers:** Solid, Comet or No Tracer
- **Topview Tracers:** Solid or No Tracer
- **Auto Flyby:** These are aerial previews of each new hole. Select Auto Flyby On or Auto Flyby Off
- **Measurement System:** Imperial or Metric

## SETTINGS MENU: Make changes to Settings

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- **Gimmies (Gimmie Range):** Select the number of gimmies. Set the Gimmie Range to 6 feet, 8, 10, Player Enters # of Putts or Computer Enters # of Putts
- **Putt Arrow:** Select Play Break, Align Break or Off
- **Putt Arrow Fade:** This is the length of time the Putting Arrow is on screen (3 seconds, 5, 7, 10 or Off)
- **Grid:** Select On Green, Always On, Always Off
- **Ball Size:** Select Small, Medium or Large
- **Elevation:** Select Course Elevation to play course at its actual elevation or Select Elevation and drag the slider to change the elevation

## CONDITIONS MENU: Make changes to the Conditions

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- **Green Speed:** Select Slow, Medium or Fast
- **Green Hardness:** Select Soft, Moderate or Hard
- **Fairway Hardness:** Select Soft, Moderate or Hard
- **Weather:** Select Clear, Partly Cloudy, Cloudy, Overcast or Rainy
- **Wind:** Select No Wind, Breezy, Windy or Strong Wind
- **NOTE:** Wind Speed and Wind Direction can both be specified in more detail in Practice.
- **Time of Day:** Change the time of day. Select Morning, Midday, Afternoon or Evening. This will dramatically change the lighting on the course

## CLOSE BUTTON: Select Close to take you back to the round

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## AIMING YOUR SHOT

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You are automatically aimed at either the center of the fairway or the pin, whichever is appropriate. To adjust the direction you are aimed:

- Click or touch the terrain either on the course or in the Top View window to display the red and white striped Aim Marker
- Drag the Aim Marker to where you want to aim
- Select the Checkmark button to save the change

**IMPORTANT:** You are aimed in the direction you are facing, regardless of where the Aim Marker is.

**NOTE:** To reset the aim toward the pin or center of the fairway, display the Aim Marker and then select the Flag button (top right).

## POST-SHOT

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POST SHOT SCREEN:



**After a shot, a variety of options are displayed:**

**CONTINUE:** Accept the shot and continue

**NOTE:** By default, if the ball is in play, **CONTINUE** is automatically displayed after five seconds. To change this setting to 3 seconds, 7, 10 or Off go to **Options** on the **Main Menu screen** (see first page of this manual). To go to **Options: Exit Current Round** go to the **Main Menu**, select **Options** to reset **Auto Continue**.

- **Mulligan:** If available, select Mulligan to rehit without penalty
- **Rehit:** If available, select Rehit to rehit with a penalty
- **NOTE:** This is available only after the ball is hit out of play. The errant shot counts for one stroke and there is a one-stroke penalty.
- **Pickup:** Advance to the next hole and receive a set score dependent on the mode of play
- **Drop:** If available, drop the ball in the best allowable location
- **NOTE:** This is available only after the ball is hit out of play and only if there is an acceptable drop location. The errant shot counts for one stroke and there is a one-stroke penalty.
- **TV:** Show a replay of the shot from several different views
- **Ball Cam:** Show a replay following the ball flight
- **Forward:** Show a replay from the golfer's perspective
- **Reverse:** Show a replay from where the ball came to rest

## PRACTICE: CHIP & PUTT/DRIVING RANGE/SCORE ZONE

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### PRACTICE: CHIP & PUTT

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#### To practice Putting or Chipping:

1. From the Main Menu, select **Practice**

-OR-

1. From the **Driving Range**, click or touch the **E6 Cube**, and then select **Choose Practice Area**

2. Select **Chip & Putt**

3. Select the **Flag** button in the top right corner

4. Move the **Flag** icon to - or click/touch - where you want the hole to be

5. Select the **Ball** button in the top right corner

6. Move the **Ball** icon to - or click/touch - where you want to putt from

**NOTE:** The distance and difference in elevation between the ball and the pin are displayed in the upper left corner.

7. Click the **Checkmark** button to accept the settings and start Practice

8. Click the **X** button to return to the last setting

#### CHIP & PUTT SCREEN:





## TO READ THE PUTT OR CHIP:

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1. Click or touch anywhere on the terrain to display the **Aim Marker & Grid**
2. Move the **Aim Marker & Grid** to highlight the undulations of the terrain  
**NOTE:** **Red** indicates a downhill break, **green** uphill.
3. Click the second button from the top (on the right side of the screen) to toggle between an elevated and ground-level view
4. In the elevated view, click the top (Flag) button to toggle between a view from behind the pin and a view from behind the ball  
**NOTE:** Also, while in the elevated view, drag the slider to zoom in or out.
5. To set up in a direction other than at the pin, you must be at ground level. Click or touch anywhere on the terrain to display the **Aim Marker & Grid**, move it to where you want to face, and then select the **Checkmark** button.  
**NOTE:** To reset to face the pin, click or touch the terrain (to display the **Aim Marker & Grid**) and then click the **Flag** button (top button on the right).

## TO CHANGE THE WIND SETTINGS:

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### Wind Gauge



1. Click the **Wind** button (White arrow icon) in the lower right corner
2. Click or touch the perimeter of the Wind Gauge to change the wind direction
3. Drag the slider on the right up or down to change the wind speed
4. Select the **Checkmark** button to accept the new settings; select the **X** button to cancel

## TO CLEAR SHOTS FROM THE PRACTICE AREA:

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1. Click the arrow at the bottom of the Shot Statistics box in the upper left corner to open the drop-down menu
2. Select **Reset** to clear all shots -OR- select **Remove** to clear only the last shot

## TO CHANGE THE BALL AND/OR PIN POSITION:

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1. Click the arrow at the bottom of the Shot Statistics box in the upper left corner to open the drop-down menu
2. Select **Change**

## PRACTICE: DRIVING RANGE



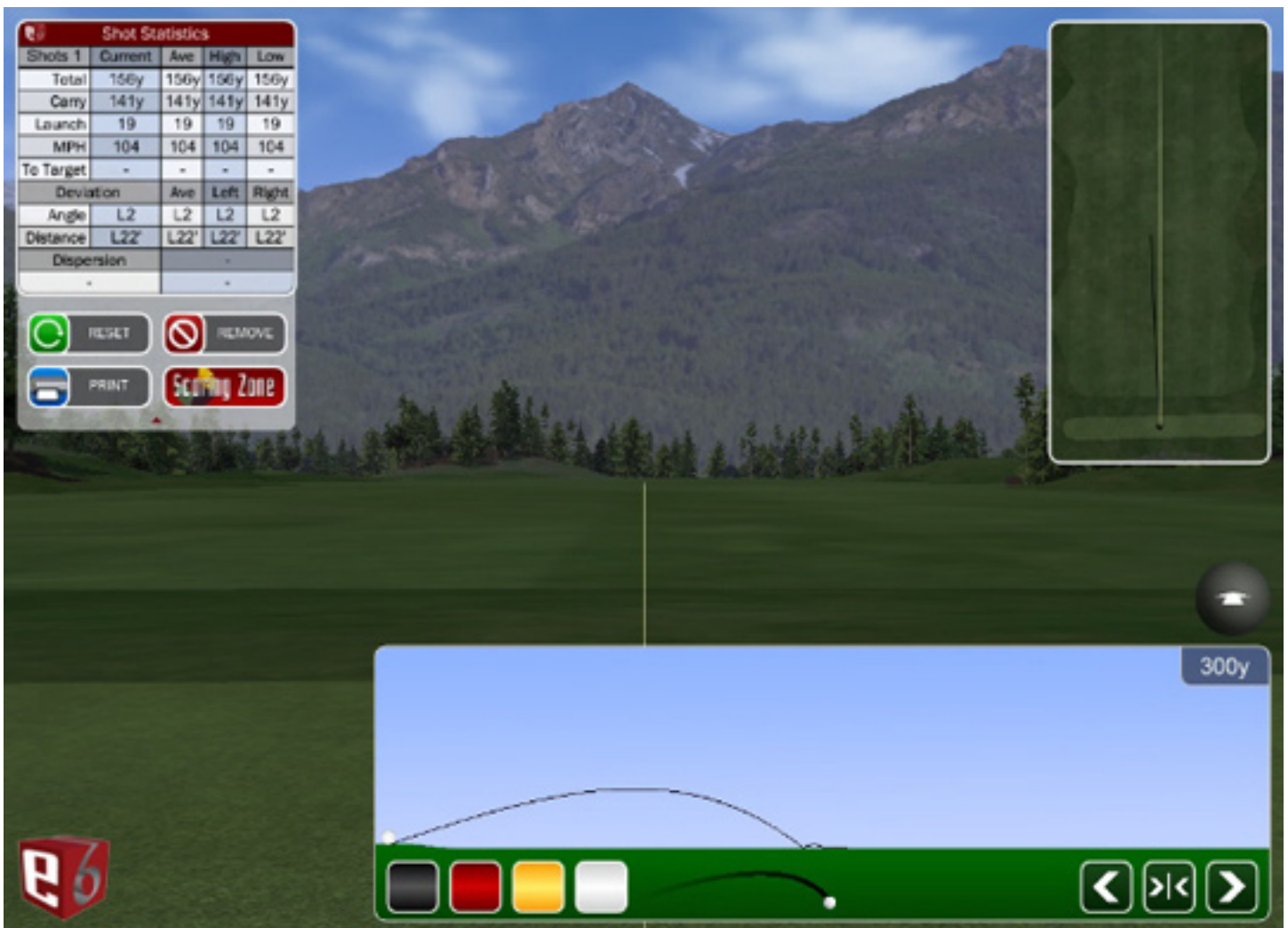
### To Practice on the Driving Range:

1. From the Main Screen, select **Practice** and then **Driving Range**  
-OR-
1. From the Practice Green (Chip & Putt area), click or touch the **E6 Cube**
2. Select **Choose Practice Area**
3. Select **Driving Range**

There are five interface items displayed on screen at the Driving Range:

- **Shot Statistics box** (upper left corner)
- **Top View window** (upper right corner)
- **Wind button** (middle right)
- **Side View window** (lower right corner)
- **E6 Menu** (lower left corner)

### DRIVING RANGE SCREEN:



Shot Statistics					
Shots	1	Current	Ave	High	Low
Total	156y	156y	156y	156y	156y
Carry	141y	141y	141y	141y	141y
Launch	19	19	19	19	19
MPH	104	104	104	104	104
To Target	-	-	-	-	-
Deviation		Ave	Left	Right	
Angle	L2	L2	L2	L2	L2
Distance	L22'	L22'	L22'	L22'	L22'
Dispersion					
	-	-	-	-	-

RESET REMOVE PRINT Scoring Zone

### The Shot Statistics Box displays the following:

- **Total:** Total distance of shot(s)
- **Carry:** Distance of shot(s) in air
- **Launch:** Shot angle
- **MPH:** Ball Speed
- **To Target:** Distance from target
- **Deviation Angle/Distance:** Consistency of shots
- **Dispersion:** Tracks the spread of multiple shots

**IMPORTANT:** The Shot Statistics Box also has a drop-down menu which is opened by clicking or touching on the red arrow at the bottom of the box.

### To Change the Wind Settings:

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1. Click the **Wind** button (White arrow icon) in the lower right corner
2. Click or touch the perimeter of the **Wind Gauge** to change the wind direction
3. Drag the slider on the right up or down to change the wind speed
4. Select the **Checkmark** button to accept the new settings; select the **X** button to cancel

### To Show a Replay of a Shot:

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1. Click or touch the **E6 Cube**
2. Select **Replays:**
  - **Replays:** Show a replay of the last shot and select from different camera modes:
    - **TV Replay:** Show a replay of the last shot from several different views
    - **Ball Camera Replay:** Show a replay following the ball flight
    - **Forward Replay:** Show a replay from the golfer's perspective
    - **Reverse Replay:** Show a replay from where the ball came to rest
  - Back: Return to the E6 Menu

### To Clear Shots from the Driving Range:

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1. Click the arrow at the bottom of the Shot Statistics box in the upper left corner to open the drop-down menu.
2. Select **Reset** to clear all shots -OR- select **Remove** to clear only the last shot

## PRACTICE: DRIVING RANGE - THE SCORING ZONE

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A special feature of E6 Driving Range is the **Scoring Zone**, which allows you to practice getting consistent distance and accuracy for any particular shot.

### SCORING ZONE SCREEN:



### To Display the Scoring Zone:

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1. On the **Driving Range**, open the drop-down menu by clicking or touching the arrow at the bottom of the **Shot Statistics** box
2. Select **Scoring Zone**. The Scoring Zone target is displayed on the driving range and in the Top View window  
**NOTE:** For information on other options in the drop-down menu, see “**To Clear Shots from the Driving Range**”, above.



### To Move or Resize the Scoring Zone:

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1. Open the **drop-down menu**
2. Select **Change**. The following options are now available:
  - **Increase Width**: Expand the target
  - **Decrease Width**: Shrink the target
  - **Center Target**: Move the target to the center of the fairway
3. To move the Target, click or touch and drag it
4. When finished, select **Accept Target**

### To View Shot Results in the Scoring Zone:

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1. Open the **drop-down menu**
2. Select **View**

**NOTE:** The shadowed area shows the Dispersion of shots taken; the crosshairs show the Dispersion mid-point
3. The Shot Statistics box displays the number of shots taken. Click or touch **Next** or **Prev** to cycle through the individual shots
4. Click or touch **Remove** to delete whichever shot is highlighted
5. Drag the slider to zoom in and out
6. Click or touch **Return** to resume hitting

### To Exit the Scoring Zone (and return to the normal Driving Range):

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1. Open the **drop-down menu**
2. Select the **Driving Range**

### To Exit or Switch Practice Areas:

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1. Click or touch the **E6 Cube**
2. Select **Exit Practice** to exit or **Choose Practice Area** to switch Practice Areas

# STARTUP AND SHUTDOWN

## Start Up

1. Locate the surge protector in the computer console and turn the Master Power switch to the **ON** position.
2. Push the large button on the front of the computer tower to switch the computer **ON**.
3. Using the remote control, turn the projector **ON**.
4. The computer will boot up and display the **Full Swing Start Menu**, which will display shortcuts for **E6, Tribute** and/or **LS3** depending upon your configuration.
5. To enter **E6, Tribute**, or **LS3**, select the respective icon in the **Full Swing Start Menu** to be directed to the game of your choice.

**NOTE:** During the start up process the software will automatically check for updates if there is an active Internet connection. If updates are available it is highly recommended that you install the updates as soon as possible. Follow the prompts to install the updates.

## Shut Down from E6

To ensure that your Full Swing Golf Simulator runs optimally, it is important to properly shut the system down. Following these instructions carefully, along with proper maintenance, will provide years of performance.

1. To **End** your current round, click or touch the **E6 cube**, select **More**, click on the "Exit Current Round?" and select **Yes**.
2. To **Exit** the game, touch the lower left corner and upper left corner of the touchscreen. Then click or touch **Exit** to exit E6 software and return to the **Full Swing Start Menu**.
3. From the **Full Swing Start Menu**, touch the lower left corner and upper left corner of the touchscreen. You will then be asked if you would like to **Shutdown, Exit to Windows**, or **Return to Menu**. Select **Shutdown** to turn off your computer

## Shut Down the Computer the Windows Desktop

To properly shut down the computer from the Windows desktop, touch **Start**, then **Turn Off Computer**. In the **Turn Off Computer** window touch **Turn Off**. The computer will automatically power down.

## Shut Down the Projector

Use the projector remote control to turn off your projector (for most projectors you must press the **Power** or **Off** button twice).

**WARNING:** You must allow the projector to complete the cool-down process before proceeding to the next step. Failure to do so will result in shortened lamp-life, and may harm the projector.

## Turn the Master Power Off

After the projector has properly cooled-down, turn the Master Power switch to the **Off** position. Your simulator should now be completely powered off.

**NOTE:** The simulator should be shut down properly every night. Doing so will ensure proper operation of all the components. Also, make sure the Master Power switch is in the **Off** position when vacuuming or servicing your simulator.