

# IDRA TILE WITH GSPRO

## - USER GUIDE -

## Table of contents

IDRA Menu Intro .....	3
Navigating the IDRA Menu .....	4-5
IDRA Menu left section.....	6-9
IDRA Menu right section.....	10-11
IDRA Settings Intro.....	12
Navigating the IDRA Settings.....	13-14
Troubleshoot Tab.....	15
Shot Analyzer Tab.....	16
Visual Tab.....	17
Game Tab.....	18-19
Round Tab.....	20-21

The IDRA Menu in GSPro provides players with an intuitive interface to adjust essential in-game settings. This menu is designed for players who want to enhance their gameplay experience without modifying system-wide configurations.

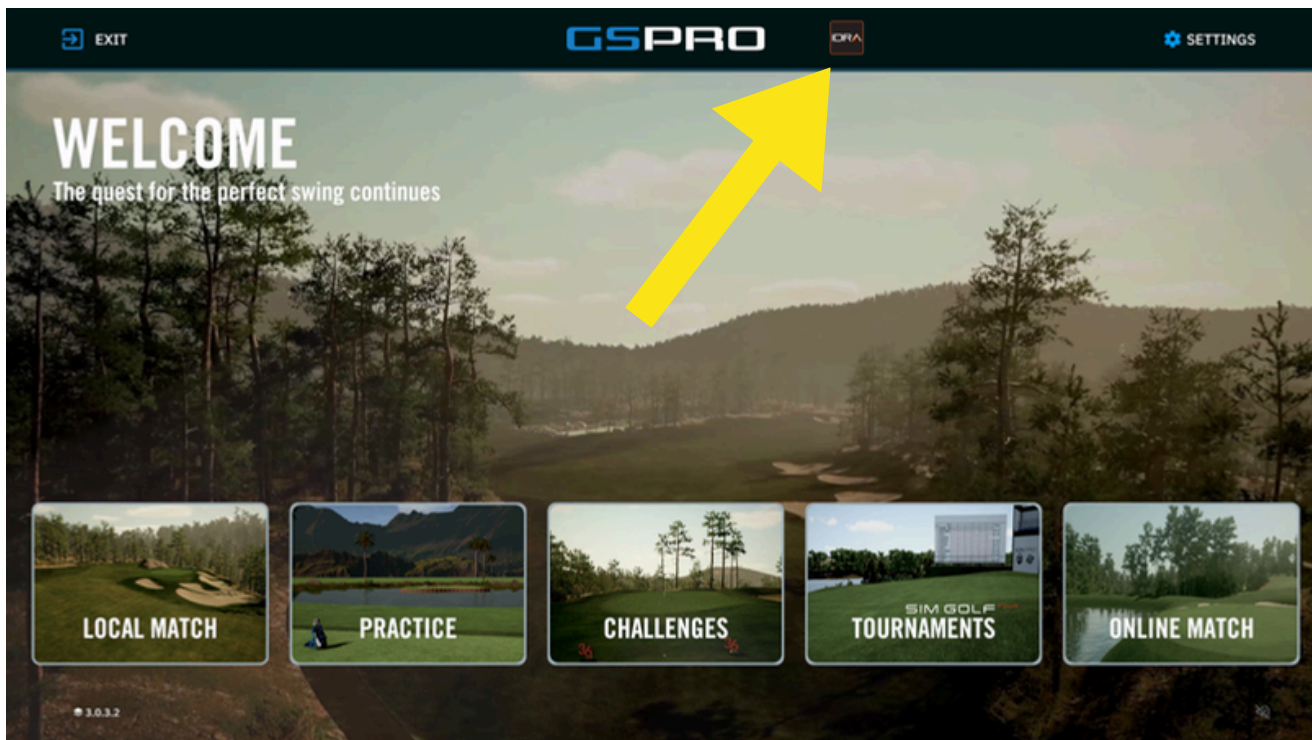
With the IDRA Menu, you can:

- ✓ Control visual and tracking settings (such as shot tracers, aim points, and camera views).
- ✓ Modify gameplay elements (like green grid visibility and pin indicators).
- ✓ Access analysis tools to review shots and improve performance.

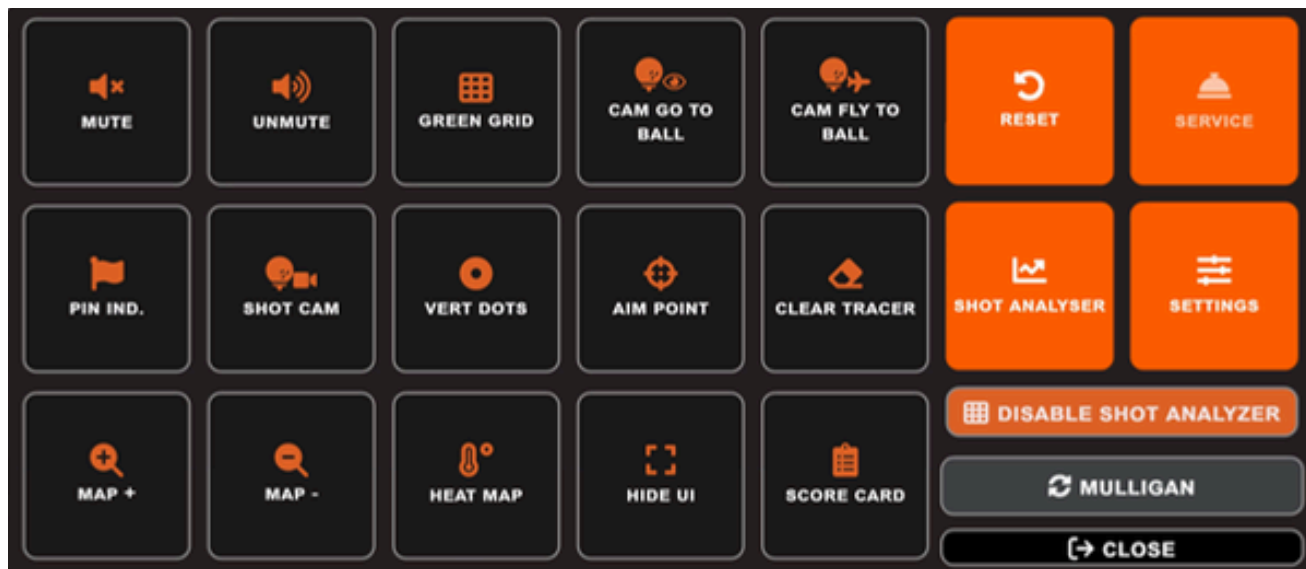
**Important:** Any adjustments made in this menu apply only to the current session and will reset when a new game starts.

How to Access the IDRA Menu: On the main GSPRO screen, find the IDRA tile in the top-right middle of the screen.

1. Locate the IDRA Tile
2. Tap the IDRA Tile (Highlighted in green below)



A menu will appear, displaying various gameplay and analysis options.



Below is a breakdown of available option in the left section IDRA End-User Menu:



**MUTE**

Disables all in-game sounds.



**UNMUTE**

Enables sound effects and game audio.



**GREEN GRID**

The grid along with the Vertical Dots help to view breaks in the green.



**CAM GO TO  
BALL**

Instantly moves the camera to the ball's location.

**CAM FLY TO  
BALL**

Smoothly animates the camera toward the ball's location for a more immersive view.

**PIN IND.**

The Pin Indicator is the small box above the pin indicating the current distance to the pin as well as difference in lie.

**SHOT CAM**

From the direction of your aim point, it will show the approximate distance of where your shot will land.

**VERT DOTS**

On the green, vertical dots help identify breaks.



**AIM POINT**

Your camera will alternate between your selected aim point on the mini-map, the hole, and back to the ball.



**CLEAR TRACER**

Removes the ball flight tracer from the screen.



**MAP +**

Zooms in on the course mini map.



**MAP -**

Zooms out on the course mini map.

**HEAT MAP**

Shows a heatmap over the green both on screen, and on the mini map revealing the elevations.

**HIDE UI**

Hides the on-screen interface for a cleaner, more immersive experience.

**SCORE CARD**

Opens the scorecard, displaying current game player scores.

Below is a breakdown of available option in the right section IDRA End-User Menu:



Resets the cameras of your IDRA if the ball is not detected in the hitting zone.



Calls for assistance (possibly for on-site staff support).

\*This button is not accessible yet\*




Opens a detailed breakdown of shot data and shot replay video, including ball and club parameters.



Grants access to additional configuration options, often reserved for managers or owners.

 **DISABLE SHOT ANALYZER**

Disable the detailed breakdown of shot data and shot replay video, including ball and club parameters.

 **MULLIGAN**

Allows the player to retake their last shot.

 **CLOSE**

Exits the IDRA menu and returns to gameplay.

The Settings section in the IDRA menu provides advanced configuration options that allow simulator owners to fine-tune system performance, user experience, and gameplay settings. Unlike the Menu, these options often require administrative access.

To prevent unauthorized modifications, access to the Settings menu may require a PIN code. This PIN protection is commonly enabled in commercial environments to restrict access to managers only, while residential owners often disable it for easier access.

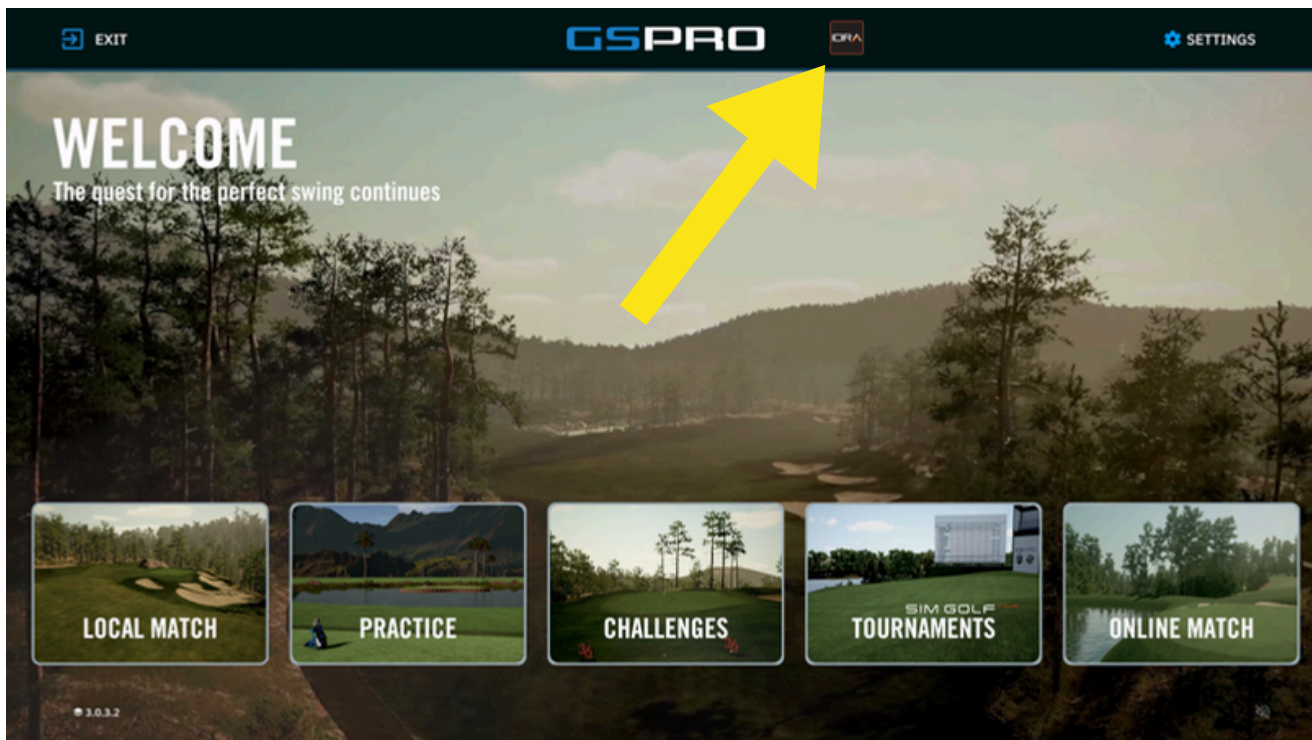
In this section, we'll cover:

- ✔ How to enable or disable the PIN protection
- ✔ An overview of each settings tab and its purpose

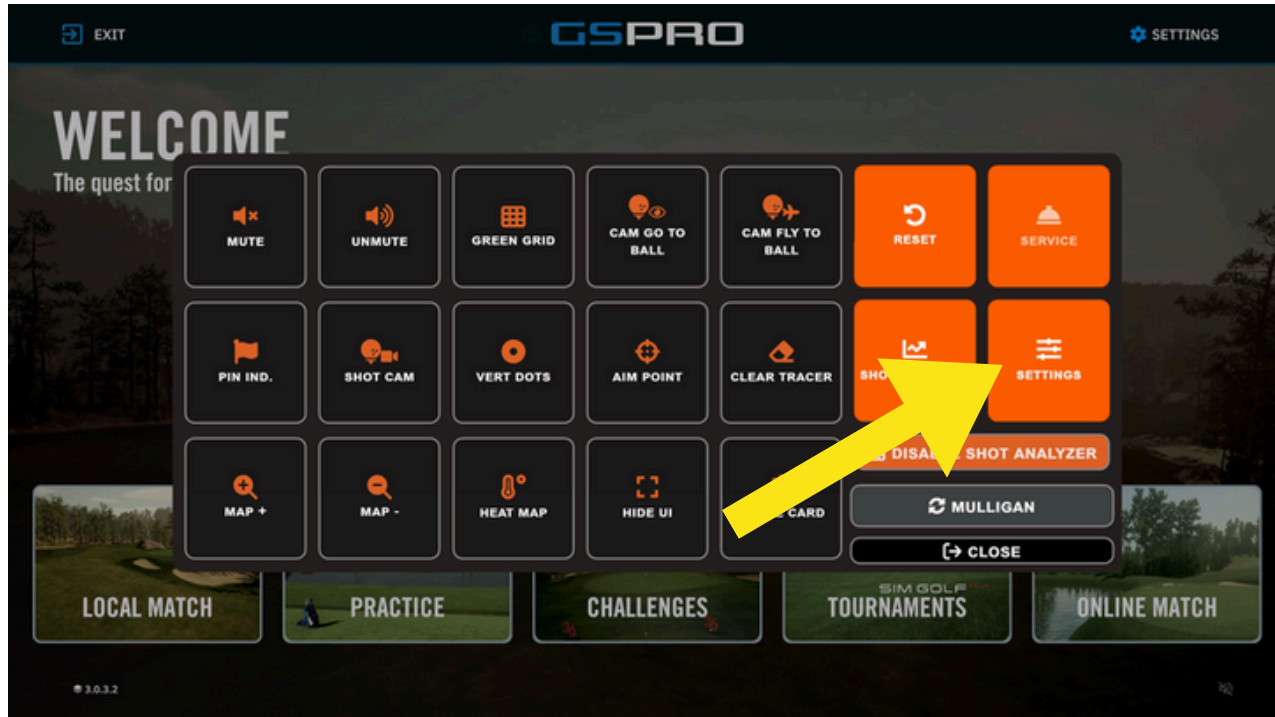
**Note:** Making changes in Settings affects all users of the simulator because it won't reset after each match like the Menu options.

How to access the IDRA Settings: On the main GSPRO screen, find the IDRA tile in the top-right middle of the screen.

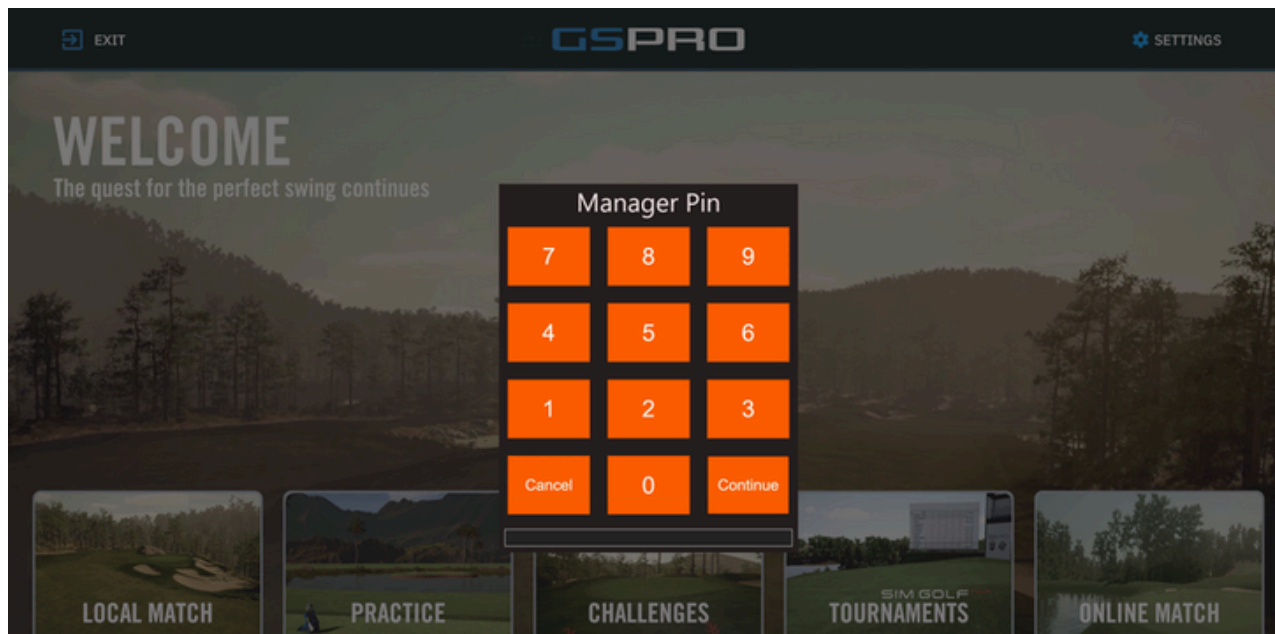
1. Locate the IDRA Tile
2. Tap the IDRA Tile (Highlighted in orange below)

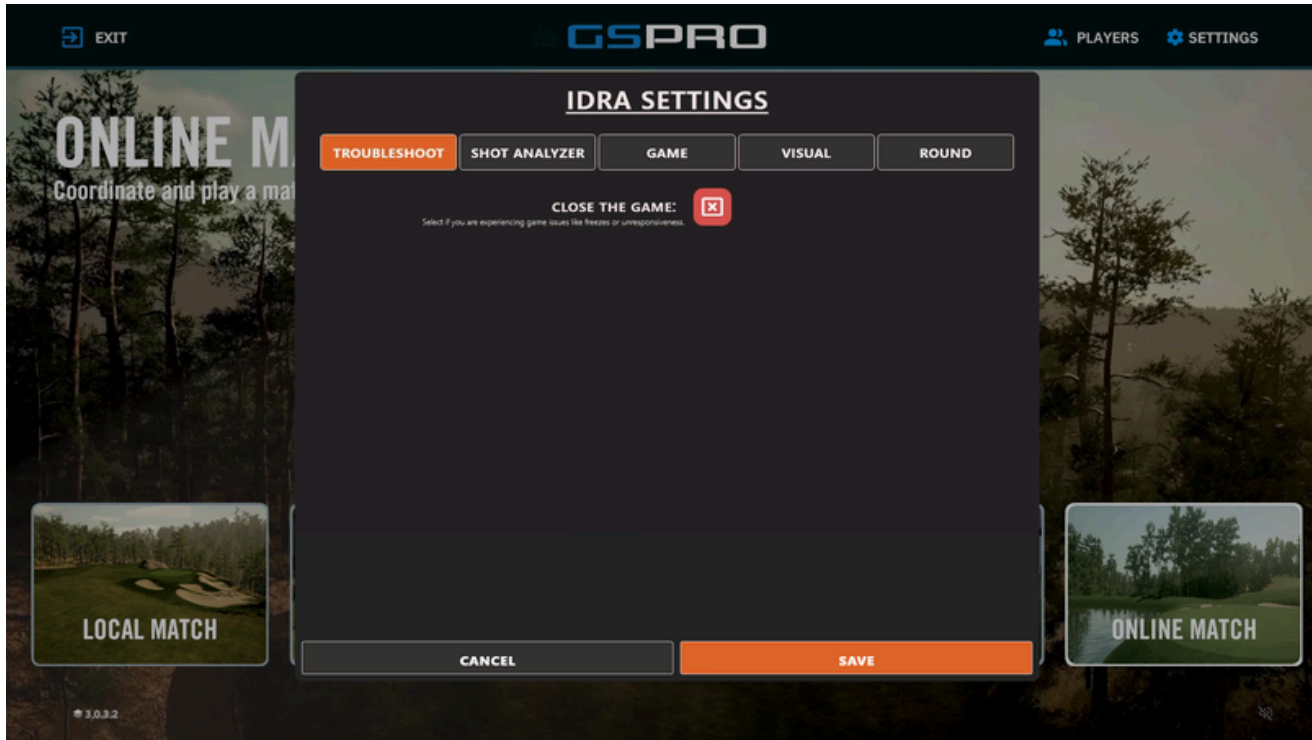


### 3. Select "Settings"

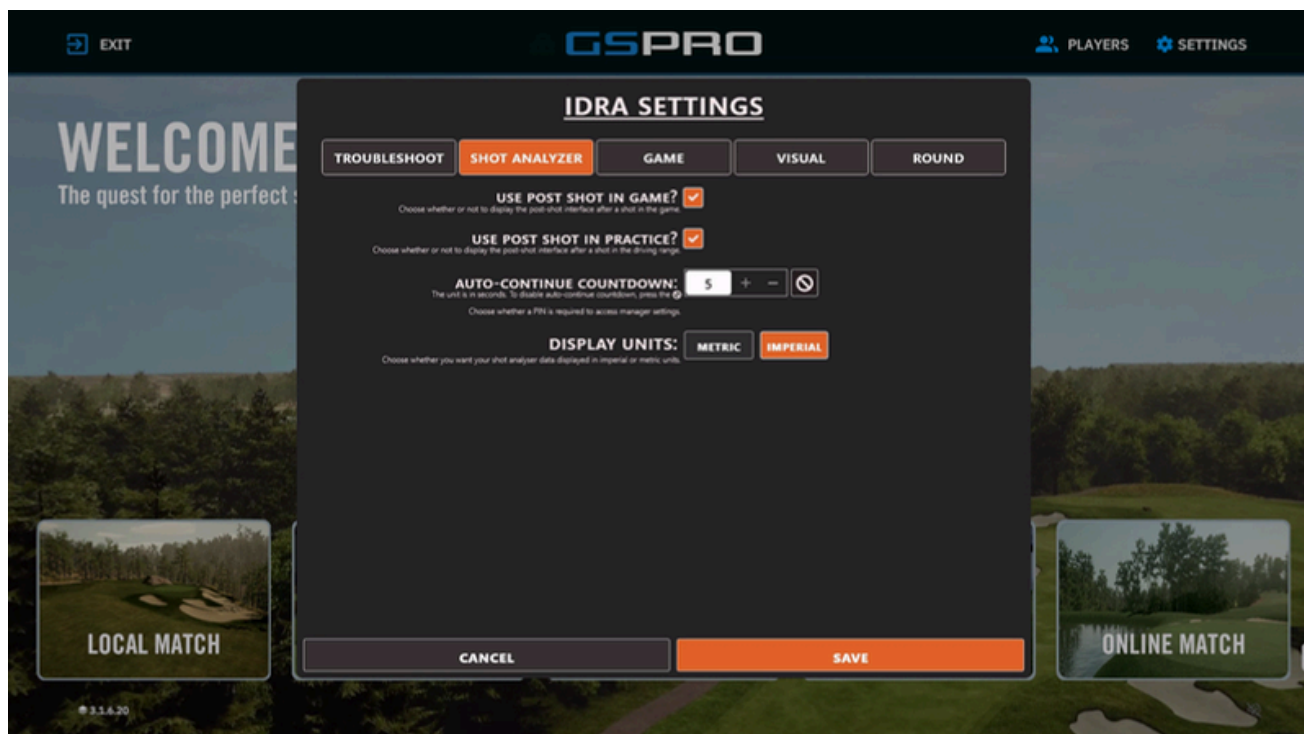


### 4. Enter the PIN (8520)





Close the game: Select  if you are experiencing game issues like freezes or unresponsiveness.

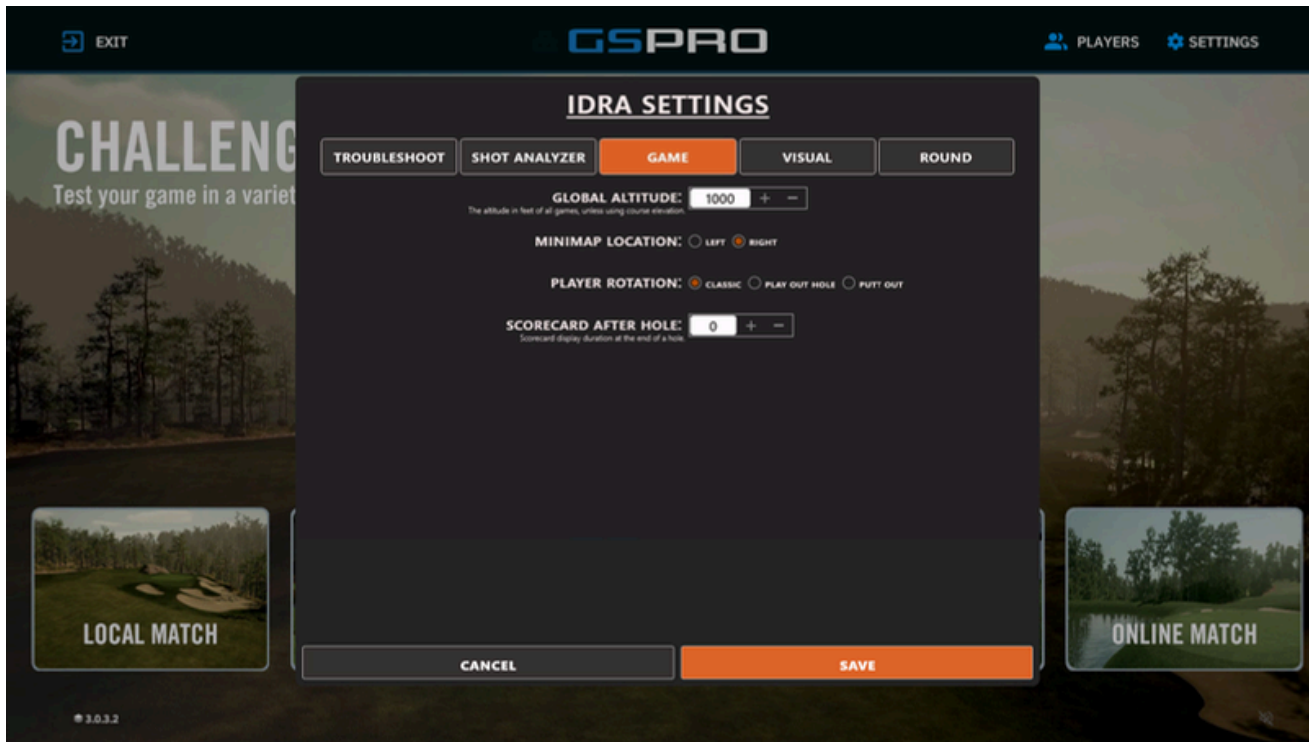


Use post shot in game: Choose whether or not to display the post-shot interface after hitting a shot in the game.

Use post shot in practice: Choose whether or not to display the post-shot interface after hitting a shot in the driving range

Auto-continue countdowns: The unit is in seconds. To disable auto-continue countdown, press .

Display units: Choose whether you want your shot analyzer data displayed in imperial or metric units.

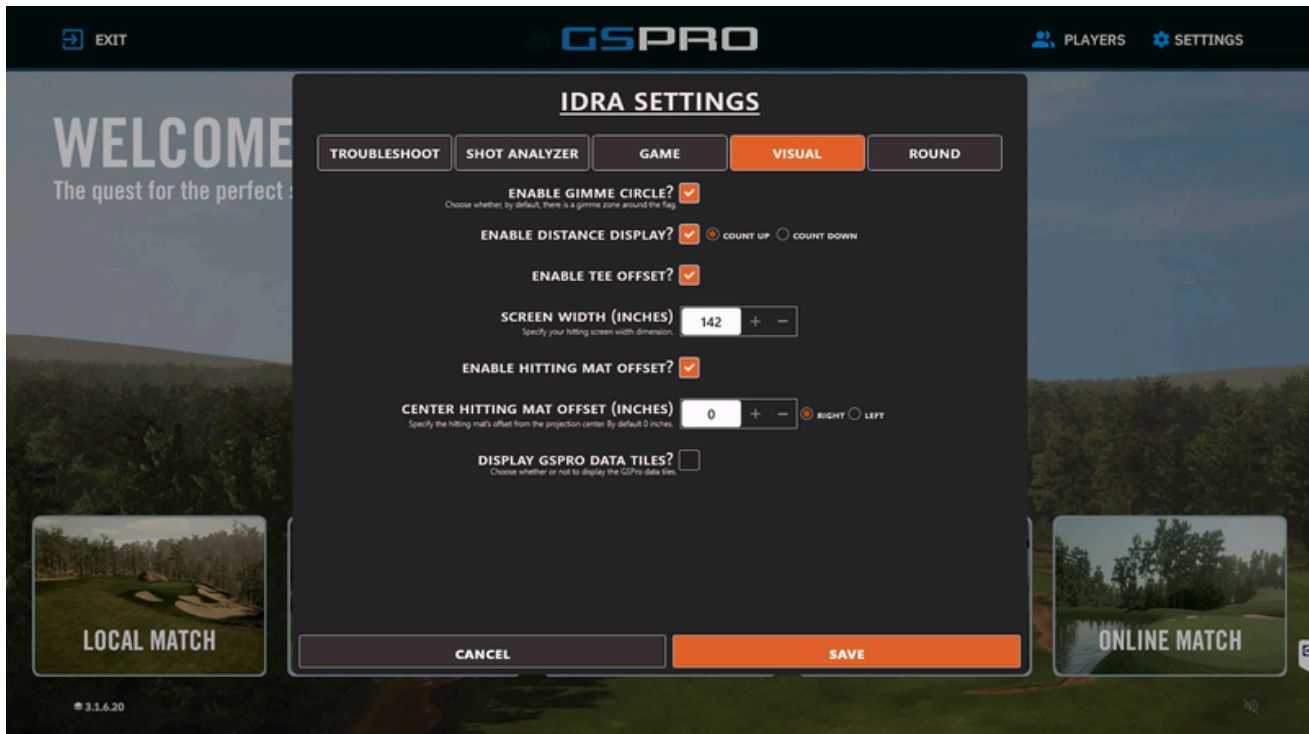


**Global altitude:** The altitude in feet, unless using the real course elevation.

**Minimap Location:** Choose where the minimap is displayed on screen.

**Player Rotation:** Choose the player rotation.

**Scorecard after hole:** Scorecard display duration at the end of a hole.



**Enable Gimme Circle:** Choose whether, by default, there is a gimme zone displayed around the flag.

**Enable Distance Display:** Choose if the distance is display & if it counts up from the tee off or count down towards the pin.

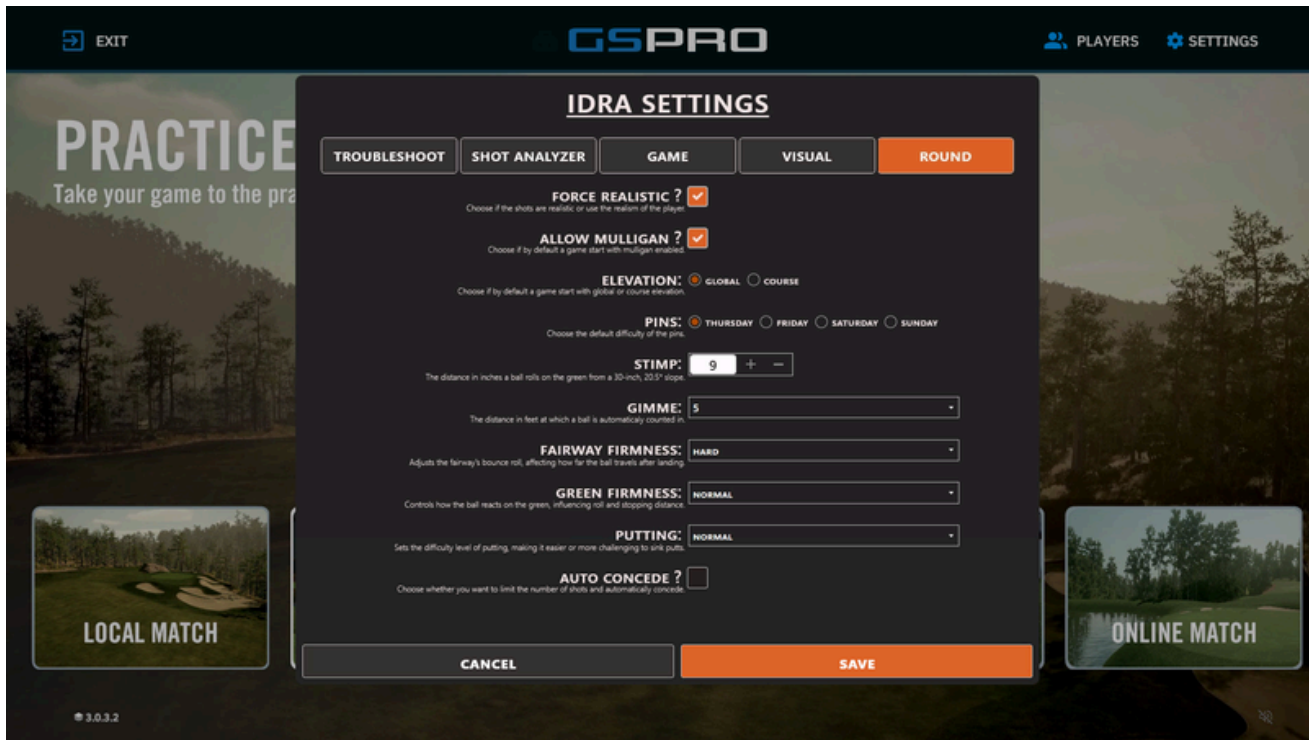
**Enable Tee Offset:** Choose whether or not to centered the screen to the ball in the hitting zone.

**Screen Width (Inches):** Specify your hitting screen width dimensions.

**Enable Hitting Mat Offset:** Choose whether or not to centered the screen to the hitting mat.

**Center Hitting Mat Offset (Inches):** Specify your hitting mat position to the center of the screen.

**Display GSPro data tiles:** Choose whether or not to display the GSPro data tiles.



**Force realistic:** Choose if the shots are realistic or use the realism of the player.

**Allow mulligan:** Choose if by default a game start with mulligan enabled.

**Elevation:** Choose if by default a game start with global course elevation.

**Pins:** Choose the default difficulty of the pins.

**Stimp:** The distance in inches a ball rolls on the green from a 30-inch, 20.5° slope.

**Gimme:** The distance in feet at which a ball is automatically counted in.

**Fairway firmness:** Adjusts the fairway's bounce roll, affecting how far the ball travels after landing.

**Green firmness:** Controls how the ball reacts on the green, influencing roll and stopping distance.

**Putting:** Sets the difficulty level of putting, making it easier or more challenging to sink putts.

**Auto concede:** Choose whether you want to limit the number of shots and automatically concede.