

TRUGOLF DRIVING REALITY 

e6 golf
by TRUGOLF

AD MANUAL





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• \Customizing Ads

A step-by-step guide on how to setup and configure ads in E6Golf

In order to make use of the customizable ad placement in E6Golf, right-click on the file called **AdData.xml** and select the 'edit' option. **AdData.xml** is located in the following directory:

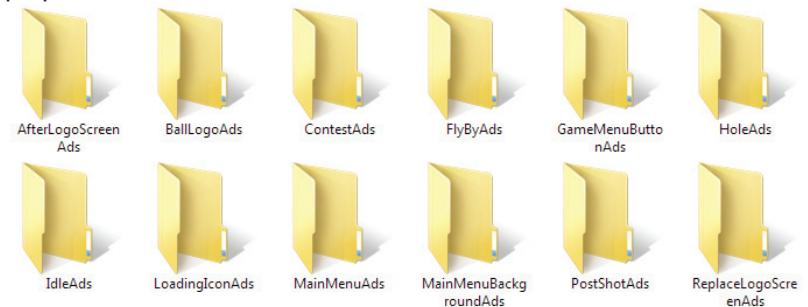
Windows 7 - C:\TruGolf\E6 GolfContent\Ads

Windows XP - C:\Program Files\TruGolf\E6 GolfContent\Ads

AdData.xml will open in **Notepad**. Each section coincides to a location where the ads will appear within E6Golf. Make modifications by following the instructions listed in the subsequent sections. When finished **SAVE** the changes made to the AdData.xml file. **RESTART** E6Golf to apply changes.

• \Ad Guidelines

Each Ad Group has its own corresponding folder. Copy the image files to the appropriate folder.



Accepted file types: .bmp .jpg .png .tga

Maximum filename length: 63 characters (including filename extension)

[Note]: Ad sequences will start over when E6Golf is restarted

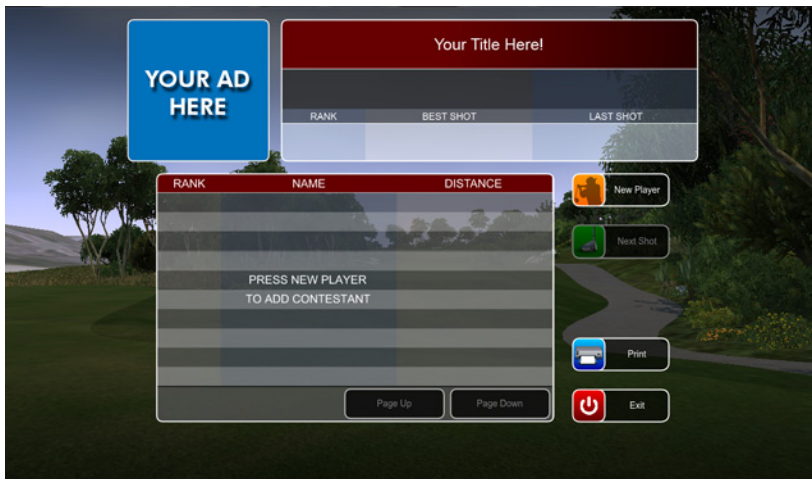
The following ad configurations must be purchased and authorized before being used:

- » After Logo
- » Ball Logo
- » Game Menu Button
- » Loading Icon
- » Main Menu
- » Main Menu Background
- » Replace Logo

All other ads can be added/edited at any time at no extra cost.

• \ContestAds

– Appears on the Closest To Pin or Long Drive leaderboards



- » Titles per contest: 1 (Max length of 47 characters)
- » Ads per contest: 1
- » Recommended resolution: 220x220
- » Scales to fit if different than recommended resolution

EXAMPLE:

(Covers 4 configurations)

1. Closest to pin with title and ad (Hole #2)
2. Closest to pin with title only (Hole #14)
3. Longest drive with ad only (Hole #1)
4. Longest drive with no title and no ad (Hole #13)

<ContestAds> Begins ContestAds

<CloseToPin Contest="CTP Course 2">

Set "CTP Course 2" to match created contest name. Refer to the **E6Golf Manual** for help in creating contests.

<Title Text="Closest To Pin @ Hole #2"/>

Set "Closest To Pin @ Hole #2" to desired contest title
(IE: "Welcome to TruGolf Contest!")

<Ad FileName="ExampleCTPAd.jpg"/>

Set "ExampleCTPAd.jpg" to match desired image filename located in
|ContestAds folder

</CloseToPin> Ends CloseToPin for specified Hole

<CloseToPin Contest="CTP Course 14">

Set "CTP Course 14" to match created contest name

<Title Text="Closest To Pin @ Hole #14"/>

Set "Closest To Pin @ Hole #14" to desired contest title

(IE: "Welcome to TruGolf Contest!")

<Ad FileName=""/>

Set Ad FileName to "" in order to have no ad image displayed on-screen

</CloseToPin> Ends CloseToPin for specified Hole

<LongDrive Contest="LD Course 1">

Set "LD Course 1" to match created contest name

<Title Text=""/>

Set Title Text to "" in order to have no title text displayed on-screen

<Ad FileName="ExampleLDAd.jpg"/>

Set "ExampleLDAd.jpg" to match desired image filename located in
|ContestAds folder

</LongDrive> Ends LongDrive for specified Hole

<LongDrive Contest="LD Course 13">

Set "LD Course 13" to match created contest name

<Title Text=""/>

Set Title Text to "" in order to have no title text displayed on-screen

<Ad FileName=""/>

Set Ad FileName to "" in order to have no ad image displayed on-screen

</LongDrive> Ends LongDrive for specified Hole

</ContestAds> Ends ContestAds



• \IdleAds

– Appears when E6Golf is idle

- » Max # of ads: 100
- » Recommended resolution: Same as screen *(Black border if not the same)*
- » Retains aspect ratio

EXAMPLE:

```
<IdleAds> Begins IdleAds
  <Enabled Set="True"/>
    Set to "True" or "False" in order to enable or disable these ads
  <Display Sequence="Alphabetic"/>
    Set to "Alphabetic" or "Random" to change the sequence
  <AdTimeout Set="5.00"/>
    Set "5.00" to desired ad display time (only when there is more than 1 ad)
  <InGameStart Set="300.00"/>
    Set "300.00" to desired idle time before ad is displayed in-game
    (minimum 45.00 seconds)
  <FrontEndStart Set="300.00"/>
    Set "300.00" to desired idle time before ad is displayed in main menus
    (minimum 45.00 seconds)
  <Ad FileName="Example01.bmp"/>
    Set "Example01.bmp" to match desired image filename located in
    \IdleAds folder
</IdleAds> Ends IdleAds
```



• \HoleAds

– Appears at the start of Hole

- » Max # of ads per Hole: 3
- » Max # of total ads: 54
- » Recommended resolution: Same as screen *(Black border if not the same)*
- » Retains aspect ratio

EXAMPLE:

(3 ads are used)

1. Every time Hole 1 is played "Example01.tga" will display
2. First time Hole 3 is played "Example02.bmp" will display
3. Second time Hole 3 is played "Example03.bmp" will display
4. Third time Hole 3 is played "Example02.bmp" will display

```
<HoleAds> Begins HoleAds
  <Enabled Set="True"/>
    Set to "True" or "False" in order to enable or disable these ads
  <Display Sequence="In Order"/>
    Set "In Order" or "Random" to change the sequence
  <Hole Number="1"/> Set "1" to desired Hole number
  <Ad FileName="Example01.tga"/>
    Set "Example01.tga" to match desired image filename located in
    \HoleAds folder
</Hole> Ends specified Hole

<Hole Number="3"/> Set "3" to desired Hole number
  <Ad FileName="Example02.bmp"/>
    Set "Example02.bmp" to match desired image filename located in
    \HoleAds folder
  <Ad FileName="Example03.bmp"/>
    Set "Example03.bmp" to math desired image filename located in
    \HoleAds folder
</Hole> Ends specified Hole
</HoleAds> Ends HoleAds
```

• \PostShotAds

– Appears after a shot has been taken



- » Max # of ads per Hole: 10
- » Max # of filler ads: 50
- » Recommended resolution: 640x480
- » Scales to fit if different than recommended resolution
- » Filler ads display on Holes that have no ads assigned

EXAMPLE: (5 ads are used) - 3 filler ads (Hole "0"), 1 ad on Hole 2, 1 ad on Hole 5

1. Every time a shot is taken on Hole 1, the next filler ad will display
 2. Every time a shot is taken on Hole 2, Example04.tga will display
 3. Every time a shot is taken on Hole 3, the next filler ad will display
 4. Every time a shot is taken on Hole 4, the next filler ad will display
 5. Every time a shot is taken on Hole 5, Example05.tga will display
- *Filler ads (Hole "0") will display after every shot for the remainder of the round

<PostShotAds> Begins PostShotAds

<Enabled Set="True"/>

Set to "True" or "False" in order to enable or disable these ads

<Display Sequence="In Order"/>

Set "In Order" or "Random" to change the sequence

<Hole Number="0"> Hole "0" is to enable filler ads

<Ad FileName="Example01.tga"/>

Set "Example01.tga" to match desired image filename located in \PostShotAds folder

<Ad FileName="Example02.tga"/>

Set "Example02.tga" to match desired image filename located in \PostShotAds folder

<Ad FileName="Example03.tga"/>

Set "Example03.tga" to match desired image filename located in

\PostShotAds folder

</Hole> Ends specified Hole

<Hole Number="2"> Set "2" to desired Hole #

<Ad FileName="Example04.tga"/>

Set "Example04.tga" to match desired image filename located in \PostShotAds folder

</Hole> Ends specified Hole

<Hole Number="5"> Set "5" to desired Hole #

<Ad FileName="Example05.tga"/>

Set "Example05.tga" to match desired image filename located in \PostShotAds folder

</Hole> Ends specified Hole

</PostShotAds> Ends PostShotAds



THE FOLLOWING AD CONFIGURATIONS MUST BE PURCHASED & AUTHORIZED BEFORE BEING USED. CONTACT OUR SALES DEPARTMENT AT **866.711.GOLF** TO ORDER OR VISIT **WWW.TRUGOLF.COM**.

• \BallLogoAds

– Appears on the golf ball during play



- » Max # of ads: 1
- » Recommended resolution: 512x512
- » Scales to fit if different than recommended resolution

EXAMPLE:

```
<BallLogoAds> Begins BallLogoAds
<Enabled Set="False"/>
Set to "True" or "False" in order to enable or disable this ad
<Ad FileName="Example.tga"/>
Set "Example.tga" to match desired image filename located in \BallLogoAds folder
</BallLogoAds> Ends BallLogoAds
```



• \AfterLogoScreenAds

– Appears full screen after the TruGolf logo appears when E6Golf is booted up



- » Max # of ads: 1
- » Recommended resolution: Same as screen
(black border if not the same)
- » Retains aspect ratio

EXAMPLE:

```
<AfterLogoScreenAds> Begins AfterLogoScreenAds
<Enabled Set="False"/>
Set to "True" or "False" in order to enable or disable this ad
<AdTimeout Set="5.00"/>
Set "5.00" to desired ad display time (maximum 20.00 seconds)
<Ad FileName="Example.tga"/>
Set "Example.tga" to match desired image filename located in
\AfterLogoScreenAds folder
</AfterLogoScreenAds> Ends AfterLogoScreenAds
```

• \ReplaceLogoScreenAds

– Appears in place of the 'TruGolf' logo screen on boot up

- » Max # of ads: 1
- » Recommended resolution: Same as screen
(Black border if not the same)
- » Retains aspect ratio

EXAMPLE:

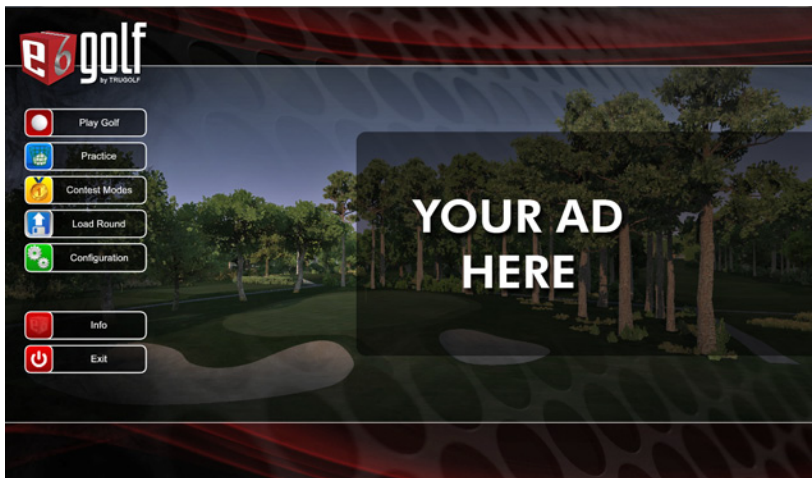
```

<ReplaceLogoScreenAds> Begins ReplaceLogoScreenAds
<Enabled Set="True"/>
  Set to "True" or "False" in order to enable or disable these ads
<AdTimeout Set="5.00"/>
  Set "5.00" to desired ad display time (maximum 20.00 seconds)
<Ad FileName="Example01.tga"/>
  Set "Example01.tga" to match desired image filename located in \
  ReplaceLogoScreenAds folder
</ReplaceLogoScreenAds> Ends ReplaceLogoScreenAds

```

• \MainMenuAds

– Appears in the foreground on the front end main menu screen



- » Max # of ads: 100
- » Recommended resolution: 480x270 (any 16:9 aspect ratio)
- » Retains aspect ratio
- » Scales to fit if different than recommended resolution

EXAMPLE: (3 ads are used) *Randomly displays each ad

```

<MainMenuAds> Begins MainMenuAds
<Enabled Set="True"/>
  Set to "True" or "False" in order to enable or disable these ads
<Display Sequence="Random"/>
  Set to "Alphabetic" or "Random" to change the sequence
<Ad FileName="Example01.tga"/>
  Set "Example01.tga" to match desired image filename located in
  MainMenuAds folder

```



```

<Ad FileName="Example02.bmp"/>
  Set "Example02.tga" to match desired image filename located in
  MainMenuAds folder
<Ad FileName="Example03.jpg"/>
  Set "Example03.tga" to match desired image filename located in
  MainMenuAds folder
</MainMenuAds> Ends MainMenuAds

```

• \GameMenuButtonAds

– Appears in place of the E6 'Menu' button in bottom left of screen in-game



- » Max # of ads: 1
- » Recommended resolution: 75x75
- » Scales to fit if different than recommended resolution

EXAMPLE:

```

<GameMenuButtonAds> Begins GameMenuButtonAds
<Enabled Set="True"/>
  Set to "True" or "False" in order to enable or disable these ads
<Ad FileName="Example01.tga"/>
  Set "Example01.tga" to match desired image filename located in
  \GameMenuButtonAds folder
</GameMenuButtonAds> Ends GameMenuButtonAds

```



• \MainMenuBackgroundAds

– Appears in the background on the front end main menu screen



- » Max # of ads: 1
- » Recommended resolution: Same as screen
(Black border if not the same)
- » Retains aspect ratio
- » Scales to fit if different than recommended resolution

EXAMPLE:

```
<MainMenuBackgroundAds> Begins MainMenuBackgroundAds
<Enabled Set="True"/>
  Set to "True" or "False" in order to enable or disable these ads
<Ad FileName="Example01.tga"/>
  Set "Example01.tga" to match desired image filename located in \
  MainMenuBackgroundAds folder
</MainMenuBackgroundAds> Ends MainMenuBackgroundAds
```



• \LoadingIconAds

– Appears in place of the E6 'Loading' icon on bottom right of screen



- » Max # of ads: 1
- » Recommended resolution: 210x210
- » Retains aspect ratio
- » Scales to fit if different than recommended resolution

EXAMPLE:

```
<LoadingIconAds> Begins LoadingIconAds
<Enabled Set="True"/>
  Set to "True" or "False" in order to enable or disable these ads
<Ad FileName="Example01.tga"/>
  Set "Example01.tga" to match desired image filename located in \
  LoadingIconAds folder
</LoadingIconAds> Ends LoadingIconAds
```



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