

# **Users-Manual for GolfUtil and GolfUtilC**

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by  
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## **Technical Support:**

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or visit me at **www.Witkowski-Design.com**

## **Brief Summary:**

GolfUtil is an electronic ScoreCard and Database to not only keep track of your scores but also to archive your scores into a database to be recalled whenever you need them! GolfUtil will keep a running sum of up to 4 players scores, sort them in order of whose winning, track your # of putts, hit fairway, and Up/Downs, and allows you to play as many holes as you want before saving your data!

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## Chapter 1 - Purchasing / Registering

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### **Palm-Basics**

Above is a diagram showing where the different buttons are and what they are called. The diagram's main purpose is as a guide for the next section on how to Register the program you purchased.

**Registering Program  
Sending the Fee**

For up-to-date instructions on how to pay the \$10 fee visit me at  
<http://www.witkowski-design.com> .

**Registration-Screen**



A Reg-Key will unlock the 15-day limitation and allow the program to run indefinitely. In order for me to Generate your unique Reg-Key I need you to send me your REFERENCE# and which Palm-Model (PalmIII, PalmV, etc.) you use. The REFERENCE# is found on the Registration-Screen.

**There are two ways to get to the Registration-Screen:**

- 1) Allow the program to expire and the only screen it goes to is the Registration-Screen.
- 2) Hit the REGISTER button on the Introduction Screen. The REFERENCE# should be 8 Capital Letters and/or Numbers. In some instances it will say "No Ref#" which is a valid REFERENCE#.

**Reg-Key**

The Reg-Key must be entered in the Text-Field to the right of "Registration Code:" The Reg-Key is case sensitive and MUST be entered exactly as I give it to you. After entering the Reg-Key into the Text-Field press the REGISTER button. If you entered it incorrectly it will display INVALID. If you entered it correctly it will return to the application and refuse you further access to the Registration-Screen.

### **Upgrading Older Versions**

Upgrading versions to applications you already purchased are FREE as long as the Reg-Key given when you purchased is still valid. Contact the programmer for further assistance. There are two ways to upgrade a newer version: Delete Old One or Overwrite Old One.

Don't forget to HotSync first to back up your database with your PC so you don't lose any saved data. Assuming you have your PalmDesktop Software set to Synchronize Palm and PC, or Palm overwrites PC, the 1st being the best choice, your database will be backed up on your PC during a HotSync.

#### **Delete Old One**

To delete ANY Palm application you must go to the Palm System Menu (see diagram) and choose DELETE. Then a list will appear showing all currently HotSynced programs. Choose the application name you want to DELETE (in this case GOLFUTIL) and delete it. You are now ready to HotSync the new version into your Palm.

#### **Overwrite Old One**

As the Programmer/Developer, I often just HOTSYNC the newer version of a program into my palm over top of the older version. This usually works, however, I have encountered times when it still sees the older version no matter how many times I HotSync the newer version over top of the older version. In this case, you must DELETE the older version BEFORE HotSyncing the newer version (see section-a above.)

## **Chapter 2 – DataBase and Data Loss**

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### **Database Files**

There are 2 database files for GolfUtil called

- 1) GUdb1.PDB (Golf Course Database)
- 2) GUdb2.PDB (Golf Scores Database)

### **Backup**

Everytime you HotSync your Palm in its cradle the databases are backed-up on your PC, assuming your System Conduit is set to "HandHeld overwrite PC". This is good and bad. It is bad because it overwrites the PC files with the HandHeld files every time you HotSync, which could potentially overwrite good data with bad data. There is no conduit at this time. Conduits are a more sophisticated (and more complicated for both programmer and end-user to set-up) and allow for synchronization between both PC and Handheld (similar to your Address Book and MemoPad). What is happening here is a blind copy to your PC every HotSync.

### **Restoring**

If you ever DELETE GolfUtil or do a Hard-Reset you will need to re-HotSync GolfUtil.PRC and then HotSync each of the PDB-files listed above into your Palm. This should restore everything.

### **Location**

Where are they located? Well, your PalmDesktop Software sets up a Palm Folder and then in that folder sets up a USER-NAME folder and then in that folder sets up a BACKUP folder. Each installation can be customized and I can not say where it will be on everyone's, but I can say where it is on my PC. I took Default values and for my User-Name I choose "WitkowE", so my database files are located in:

**C:\Palm \ WitkowE \ Backup**

## Chapter 3 – Introduction Screen

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### Description

The Introduction Screen contains the Title and the version # so you know if you have the latest version. At the bottom it contains the developer's name (who you will contact if you have any questions) and e-mail address [ed@witkowski-design.com](mailto:ed@witkowski-design.com)

### Continue Button

The **Continue** button will take you to the Main Screen that contains a list of all your currently stored Golf-Courses and is the starting point to the program.

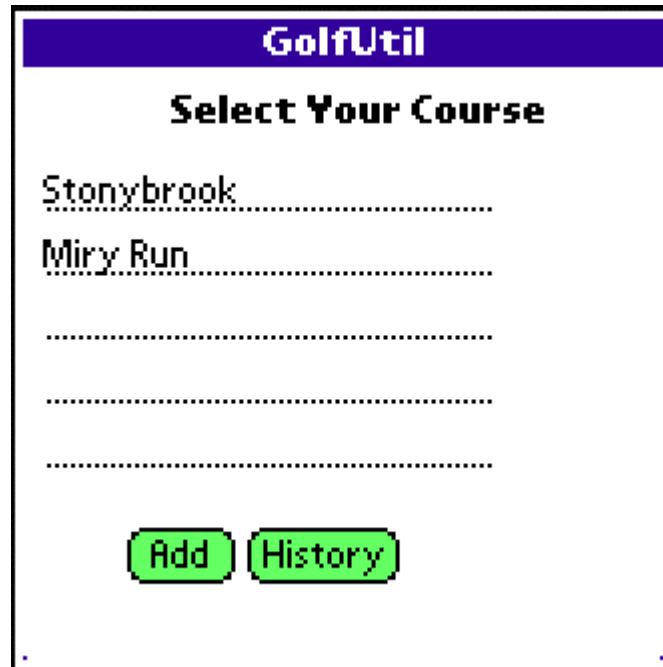
### Register Button

The **Register** button takes you to the Registration Screen where you enter your unique Reg-Key to unlock the 15-day limitation.



## Chapter 4 – Main Screen

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### **Brief Summary**

The Main Screen shows all of your currently stored Golf-Courses. If this is your first time using it you will need to add the course you are about to play on by hitting the Add Button. Or if you've used this program before you can hit the History Button to view past scores. Or you can select a course to play on and start the program.

### **Add Button**

To add a Golf-Course simply hit the Add Button and you will go to the Course Edit Screen.

### **History Button**

To view your past scores in the Database hit the History Button to go to the Score History Screen.

### **Starting a New Game**

Start by selecting one of the courses in the course list by tapping the text on your Touch-Screen. Then on the Setup Screen enter up to 4 player's names and hit the NEXT Button. Then enter each holes data hole by hole until the end.

## Chapter 5 – Course Add/Edit

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The screenshot shows a window titled "Golf Course Layout" with a yellow header bar. Below the header, the text "Course: Stonybrook" is displayed in a yellow box. A table with four columns: "Hole", "Par", "Yards", and "Handicap" is shown. The "Par" column contains dropdown menus, and the "Handicap" column contains circular buttons. At the bottom, there is a yellow triangle icon, a "Done" button, and a "Cancel" button.

Hole	Par	Yards	Handicap
1	▼ 3	223	3
2	▼ 4	240	7
3	▼ 3	81	17
4	▼ 4	310	5
5	▼ 3	182	9
6	▼ 5	505	1

### Brief Summary

This is the same screen whether you are adding a new Golf-Course or editing an existing Golf-Course.

### Course Title

Enter the Golf-Course description or title at the top along the dotted lines.

### Holes 1-18

There are 3 screens that make up the entire 18-hole Golf-Course. Each screen holds 6 of the 18 holes. The hole-#'s are listed in the far left column under the heading "Hole".

### Par

Each hole has its own individual Par. Drop down the list-box next to each corresponding hole and select its Par number.

### Yards

After selecting the Par for each hole you have to write in the Yardage for each hole in its corresponding Text-Field.

### Handicap

The final quantity to enter for each hole is its rating or handicap. Just hit the button to bring up a pop-up window where you can select its rating on a scale of 1 to 18.

**Up Down Arrows**

To go between the Course screens hit the up and down arrows in the lower left corner.

**Done Button**

When you are finished hit the Done Button to continue.

## Chapter 6 – Setup Screen

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**Setup**

Course: Stonybrook

delete edit

**Enter each Golfer's Name**

Owner: John

2nd Player: Tony

3rd Player:

4th Player:

Back Next

### **Brief Summary**

The Setup Screen is where you either edit the current Golf-Course or enter up to 4 player's names that will be playing the course with you.

### **Edit Course**

Hitting the Delete Button will delete the currently selected Golf-Course from your Course Database. Hitting the Edit Button will take you to the Course Screen where you can modify the Course Layout.

### **Player's Names**

Enter up to 4 player's name. The first player is referred to as Owner because that is the Owner of the Palm. The Owner has the ability to enter advanced scoring data such as # of putts, hit the Fairway, and Up/Downs.

### **Starting the Game**

After you have entered the names you are ready to start the game by hitting the Next Button.

## Chapter 7 – Score Screen

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**Score Card**

Stonybrook Quit

Hole 1  
Hole 2  
Hole 3 ↓

Par - 3  
Yards - 223  
Handicap - 3

John	Tony		
▼ 4	▼ 3	▼ 0	▼ 0

adv

NEXT HOLE >> Score

### Brief Summary

The Score Screen is what GolfUtil is all about. This is where you enter your score-data as you play a game of golf.

### Hole Info

According to the data you entered on this particular Golf-Course you are playing, the current hole's information (Par, Yards, and Handicap) is shown in the upper right corner.

### Advancing Holes

You can easily advance to the next hole by hitting the big "Next Hole>>" button at the bottom (which advances them in increasing order from 1 to 18.) Or you can use the list box in the upper left to select any hole that you want to play.

### Score

To enter the # of hits it takes to sink the ball for each hole, for each person, there is a drop down list-box with a choice of 0 to 10. (Hopefully no one takes more than 10 hits to sink the ball.)

### Advanced Scoring

For the Owner of the Palm (or Player-1) there is a further screen called the Advanced Scoring Screen.

**Advanced Scoring**

For Hole # 1      Total hits = 4

# of Putts ▼ 2

Hit Fairway   

You Had Up & Down   

You Made your Up & Down   

#### # of Putts

The # of Putts has a drop down list box that has choices 0 to 6, but it won't allow you to select an invalid choice. If you select the Total hits or more it will say Zero.

#### Hit Fairway

The option "Hit Fairway" allows you to say Yes or No if you hit the Fairway.

#### Greens In Regulation

The Greens In Regulation is Automatically calculated for you (Yes or No) based on the data you enter for each hole.

#### Up and Downs

There are two parts to properly calculating the % of Up and Downs you made. First you have to enter if you had an Up and Down, and Second you have to say whether or not you made your Up and Down.

### Score Summary

The Score Summary shows each person's total current score so far. The scores are sorted and displayed in the order of whose winning at the top down to the person coming in last at the bottom.



The image shows a screenshot of a 'Score Summary' screen. At the top, there is a purple header bar with the text 'Score Summary' in white. Below the header, the text 'Current Hole # 1' is centered. A table with three columns: 'Player', 'Score', and 'Par' is displayed. The first row shows 'Tony' with a score of '3' and a par of 'even'. The second row shows 'John' with a score of '4' and a par of '+1'. At the bottom of the screen, there are two green buttons with black outlines: 'Continue' on the left and 'End' on the right.

Player	Score	Par
Tony	3	even
John	4	+1

The Par shows how much above or below the current Total Par you are even if you play the holes out of order!

### End Game

To end the game at any time, just click the END Button on the Score Summary Button. Once you end the game you can't re-start it again, but you can still view and edit your score data on a hole-by-hole basis.

## Chapter 8 – Score History

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### **Brief Summary**

The History Screen is allows you to view all of your saved Game Score Records. You can go back and view any game hole-by-hole and edit the scores as well as view statistics for individual games.

### **Individual Records**

The Up and Down arrows appear on the right side of the screen as needed. If you are on Record #1 then you can't scroll down any more. And if you are on the last Record you can't scroll up anymore.

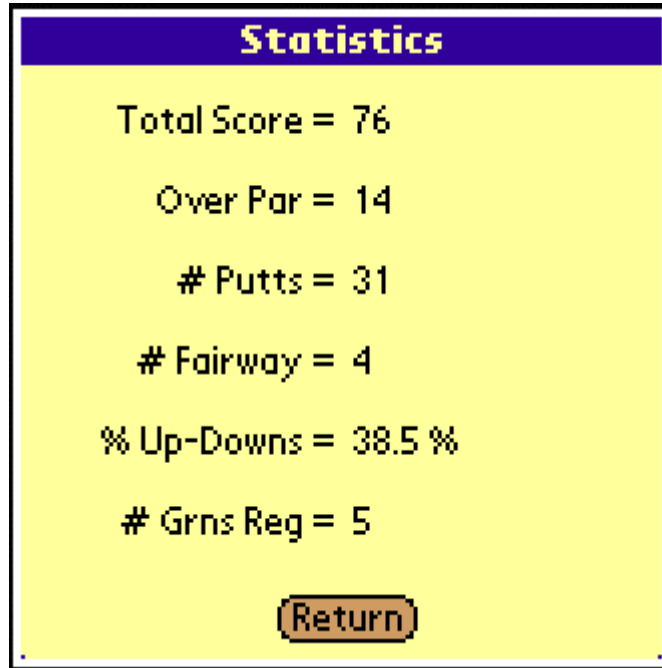
### **Score Button**

The Score Button shows the Score Summary of the current Record for all players.



**Stats Button**

The Stats Button shows the Statistics Screen of the current Record for Player-1 only.



The image shows a screen titled "Statistics" with a yellow background and a dark blue header. The statistics listed are:

Total Score =	76
Over Par =	14
# Putts =	31
# Fairway =	4
% Up-Downs =	38.5 %
# Grns Reg =	5

At the bottom center of the screen is a button labeled "Return".

**Delete Button**

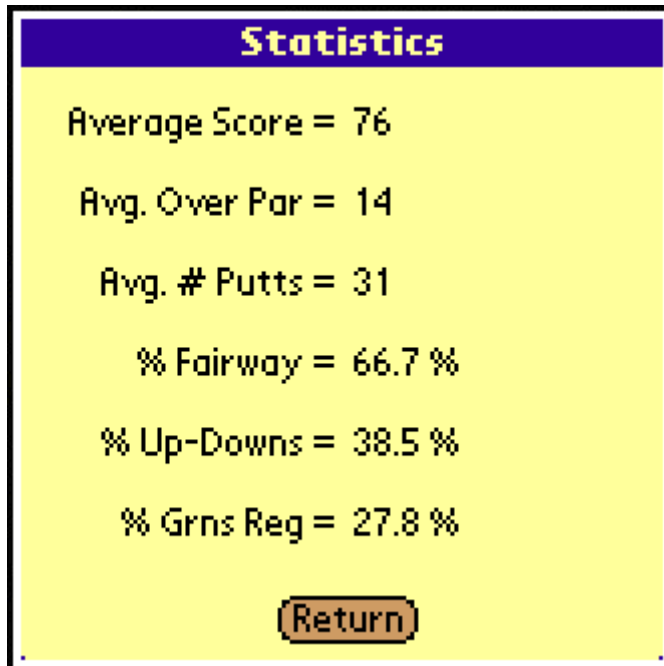
The Delete Button deletes the current Record from the Score Database.

**Edit Button**

The Edit Button allows you to view the current Record's scores hole-by-hole and even edit them and re-save the data.

**Average Button**

The Average Button shows the Statistics Screen of ALL of your records in the Score Database for Player-1 only.

**Return Button**

The Return Button returns you back to the Main Screen.