



OhMyGolf.com **the Drawer tool**

1.Minimal configuraiton

OhMyGolf! requires an internet connection, and one of those browsers, either on MacOSX, Linux or Windows: **Firefox, Safari or Chrome.**

Internet Explorer is not compatible with OhMyGolf!.

- Should you need to, you can download FireFox from here:
<http://www.getfirefox.com>

2.Drawing a course layout. What for?



OhMyGolf! is an iPhone application that helps the golfer tracks its score and locate himself on the golf course.

In order to show its position, we need to show the hole layout.

We use vector based drawings so we can have more contrast than satellite imagery, thus improving readability especially in a sunny environment.

The hole layout can be drawn using our online Drawer tool.

3.Step-by-step instructions

a.If you have not created an ohmygolf.com account yet
Go to <http://www.ohmygolf.com> and click «Sign up» (top of page).

Fill-in the form, and wait for the activation email.

(It comes from list@ohmygolf.com, watch your spam folder if nothing comes up within 10 minutes)

Sign up for a free membership now...

First name required

Last name required

Pseudo

Email required

Password required

Confirm Password required

I am a golf professional (on tour, at a club, teacher...)

I am in golf management (working at a club)

I agree to [OhMyGolf Terms of use](#) required

b. You already have an ohmygolf account

Go to <http://www.ohmygolf.com>. Click the "Log in" button.

...or log in with your existing account

Email

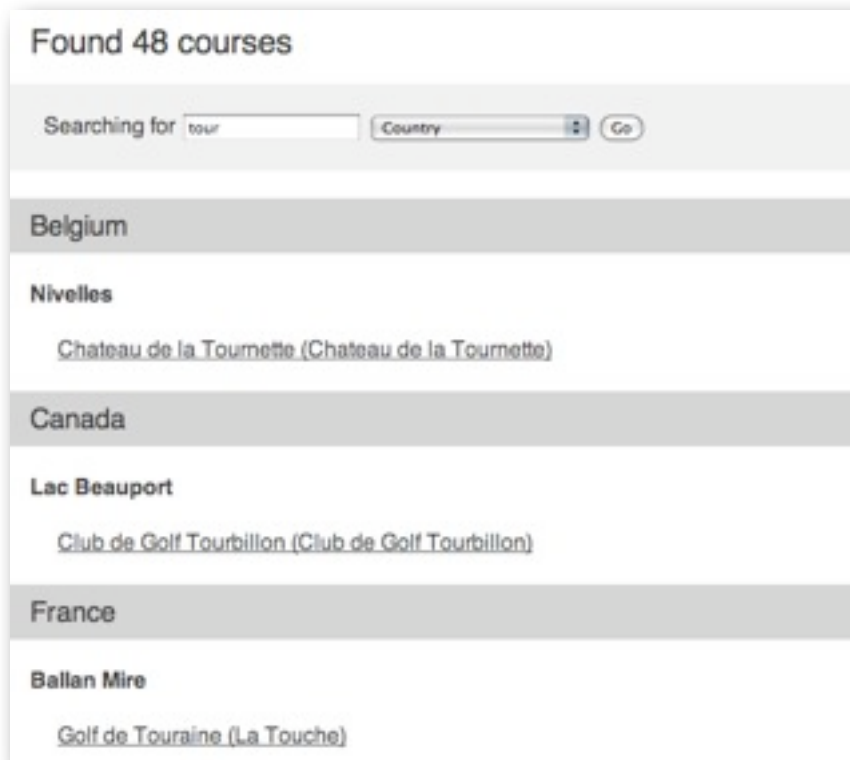
Password

Remember me

c. Find the course you want to draw

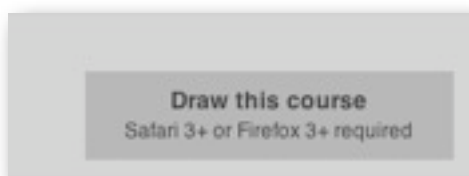
Use the searchbar on the ohmygolf website.

Click on the course on the result page. If your course does not show up, try to use fewer words and alternative spelling. If nothing is found, consider submitting a new club & course to the database. It will be validated within 1-2 hours on open business day.



d. Open the Drawer tool

Click on the «Draw this course» button.

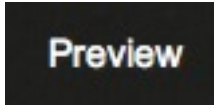


e. The editing tools

The drawer tool has a floating palette with different tools:

- **Zoom**, the “-” and “+” button zoom out and in. (You can also use the “-” and “+” keys on the keyboard)

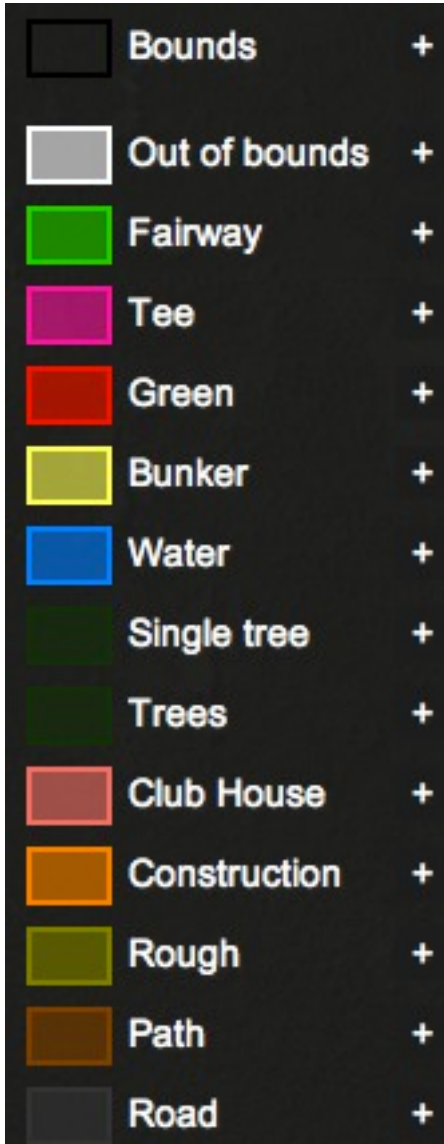




•“Preview” toggle between preview mode and draw mode.



•**Quit & Save buttons**, Consider clicking on the save button every 10 minutes or so. Once drawing is complete, you can click on the Quit button.



•**The Shapes tools** Click on the + button on the side of a shape name to create a new shape. Click on the rectangle button on the left to change the selected shapes type

•**“Disposition”** Will move selected shapes one level up, down, or to the back or the front of the drawing.



For example, a bunker usually lies «on top» of the fairways. So if you drew the bunker before the fairway, consider selecting the fairway and click the «back» button.

f.Move the map

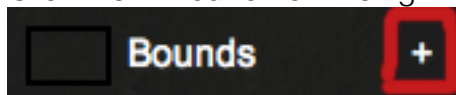
Click on the map and drag your mouse around to move it. If you click on a shape, dragging will move it around, unless you hit the space key while dragging. In such case, it will move the map.

g. Shape creation

To create a shape proceed as described:

Use the zoom buttons to reach a scale where you can easily draw.

Click the “+” button on the right of the desired shape type.



Click then on the map do put shape points.

As you click, you will see control points. They will be joined by a line.

To close the shape, click on the first control point.

The shape will then be «rounded» using Bézier curves.

You may want to alter the shape by moving around some control points.

To delete a shape, select it, and hit the «backspace» key on your keyboard, as you would do in a word processing software to delete some characters.

h. Changing shape type

Select a shape. Click on the desired shape type.



i. Shape ordering

The shapes are drawn in the same order as you created them.

If you draw the Green, then the Fairway, then you will not see the Green anymore in Preview mode, because it lies «under» the fairway. So select the fairway and hit the «Back» button to put it at the bottom of the drawing stack. The Green will then be visible.

- **Front** brings the selected shapes to the top level.
- **Back** sends the selected shapes to the bottom of the drawing stack
- **Up** brings the selected shapes up one level
- **Down** sends the selected shapes down one level



After drawing your shapes, consider switching to Preview mode, to make sure all the shapes you want are visible. If not, use the disposition button to reorder the drawing.

j.Hole numbering

Each hole has its number (usually 1-18 on a 18 holes course). OhMyGolf requires a special shape, called «bounds» that enclose all elements of a given hole.

After drawing all the shape of one hole, add a «bounds» shape around the hole. It must include all tees and the green of this hole, but no green and tees of other holes. For best result, it should be as big as possible. Bounds shapes can overlap. They must only include the tees and green of one hole, though.

Once drawn, the «Bounds» shape should be numbered using the numbering palette. If you are drawing hole «3» of the course, select the «Bounds» shape, then click «3» on the numbering palette.

The «Bounds» shapes are useful to let the OhMyGolf application know where each holes are.

11.Good to know

- A Golf course has many holes
- Each hole need its **Bounds** shape, and you should number it.
- Each hole needs at least one **Tee** shape. There are usually many Tees for one hole.
- The hole usually has one (sometimes more) **Fairway** shapes.
- There must be exactly one **Green** shape for each hole
- Some holes have some **Bunker** shapes
- Some holes have some **Water** shapes
- Some holes are bordered with forest (**Trees**) or scattered with **Single Tree**
- Sometimes there is a **Path** shape (for golf cart for example)

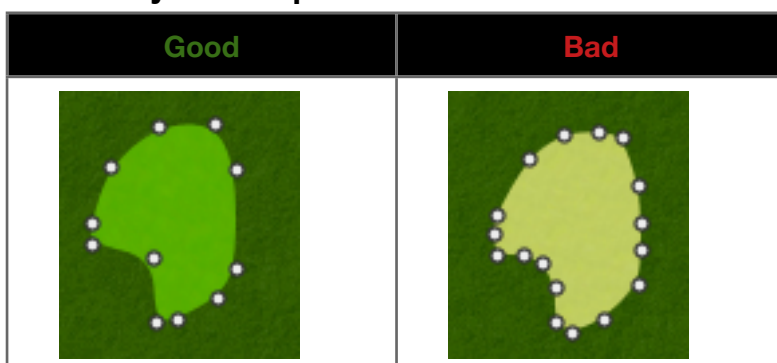
Here is a typical hole:



The «Rough» shape

OhMyGolf assumes a «Rough» background, so you usually never need to draw a **Rough** shape. However, in some case, it is necessary: Consider how you would draw a hole with a little island on top of a water hazard. You would draw the «Water» shape, then add a **Rough** shape on top of it to draw the island.

How many control points should I draw?



There is no absolute answer to this question, and OhMyGolf will perform well in any case. However, the best practice is to use as few points as required to render the shape accurately.

As we use Bézier curve to join the control points, you will need more points when curvature is high, and less points for almost straight lines.

You may also want to see how an already drawn course has been drawn.

Technical support is available by sending a mail to list@ohmygolf.com

Happy drawing!