

Title (en)

GOLF GAME AND COURSE SIMULATING APPARATUS AND METHOD

Publication

**EP 0278150 B1 19920930 (EN)**

Application

**EP 87305767 A 19870629**

Priority

CA 529161 A 19870206

Abstract (en)

[origin: EP0278150A2] An electronic golf game has a simulated ball assembly (26,27) in which the ball rotates in a plane slightly inclined with respect to the horizontal plane. Adjacent the ball (26) is a row of phototransistors (39,40) which senses the shadow of a golf club which interrupts an overhead light as it approaches the ball (26) for a hit. The row of phototransistors (39,40) is sampled approximately every 6 microseconds until the ball is hit, and the samples are stored in DMA buffer. The stored sampled representation is analyzed to determine club movement parameters for swing analysis and for computing the trajectory and lay of a hypothetical real golf ball. The closest stored video frame of the golf hole fairway is then retrieved and displayed on a video monitor screen (24) to the player, who then takes another shot from the presumed new location of the hypothetical ball.

IPC 1-7

**A63B 69/00; A63B 69/36**

IPC 8 full level

**A63B 69/00 (2006.01); A63B 69/36 (2006.01)**

CPC (source: EP)

**A63B 24/0021 (2013.01); A63B 69/0091 (2013.01); A63B 69/3614 (2013.01); A63B 69/3658 (2013.01); A63B 2024/0031 (2013.01); A63B 2069/367 (2013.01); A63B 2220/802 (2013.01); A63B 2220/805 (2013.01); A63B 2225/70 (2013.01)**

Cited by

US6050963A; US5697791A; EP0376846A3; US5269519A; GB2294403A; GB2294403B; US5907819A; US5638300A; US5056791A; US5062641A; WO9616706A1

Designated contracting state (EPC)

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