



THE LIBRARY CREATOR

TABLE OF CONTENTS



INTRODUCTION	2
<i>THE LIBRARY CREATOR</i> DOWNLOADS	2
NOT INCLUDED	2
QUICK START	3
OVERVIEW OF THE LIBRARY CREATOR	4
LIBRARY ASSETS.....	4
DESKTOP ELEMENTS	5
MAIN WINDOW	5
GETTING STARTED	6
COMMAND REFERENCE	8
MENUS	8
TOOLBAR.....	10
STATUS BAR.....	10
RIGHT-CLICK MENU.....	10
LIBRARY ASSETS AND THEIR PROPERTIES	11
TERRAIN TEXTURES.....	11
OBJECT TEXTURES.....	13
SOUNDS	14
3D OBJECTS.....	14
PANORAMA	15
COMPILING YOUR LIBRARY	16
PREPPING YOUR LIBRARY FOR COMPILE	16
INSTALLING WITH <i>COURSE UTILITIES</i>	17
HOW TO USE IN <i>COURSE ARCHITECT™</i>	17
GLOSSARY	18

INTRODUCTION

Now, you have total control over your *Course Architect™* libraries. *The Library Creator* lets you expand the asset libraries of EA SPORTS *Course Architect* in new directions. From a core set of included assets, you can build unique and personal libraries and assemble them in *The Library Creator*. Technically minded designers can re-purpose existing textures to create libraries for new environments. With *The Library Creator*, you can take your course designs to a different level.

NEED HELP WITH COURSE ARCHITECT™? Please see the help documentation for *Course Architect* at <http://tigerwoods2004.com>.

THE LIBRARY CREATOR DOWNLOADS

For the latest information on *The Library Creator*:

<http://tigerwoods2004.com>

NOT INCLUDED

Some characteristics of a course and its libraries cannot be affected by assets assembled in *The Library Creator*. The following elements are created in *Course Architect* or are adjusted algorithmically from inside the game:

- ⊙ Terrain shapes
- ⊙ Water reflections
- ⊙ All object shadows
- ⊙ Galleries
- ⊙ Weather and sky selections

QUICK START



The Library Creator allows you to bundle data files into libraries for use in EA SPORTS *Course Architect*. You can add terrain textures, 3D objects, sounds and panoramas of various file formats to your library and then compile for use in *Course Architect*. Follow these steps to get up and running in *The Library Creator*.

NEED INSTALLATION HELP? Please see the enclosed Install Guide for installation instructions.

To get started:

1. If they are open, close *Course Architect* and *Tiger Woods PGA TOUR® 2004* first.
 - ⊙ Prior to starting *The Library Creator*, you should set your display to 1024 x 768 or higher in the Display control panel. For information on how to set it, see the Windows® Help file.
2. To start *The Library Creator*, select START from your Windows desktop. Then, select LIBRARY CREATOR from the EA SPORTS *Library Creator 2004* sub-menu.
3. When The Library Creator desktop opens, you are ready to begin.
 - ☛ To create a new library, select NEW from the File menu.
 - ☛ To open an existing library, select OPEN from the File menu. In the dialog box, navigate your local computer to find the .TLB file. Select it and then click OPEN.
 - ⊙ For more information on the desktop in *The Library Creator*, ► *Desktop Elements* on p. 5.
 - ⊙ For more information on the components of a library, ► *Library Assets* on p. 4.

OVERVIEW OF THE LIBRARY CREATOR

Welcome to *The Library Creator*, an easy-to-use tool for organizing and assembling libraries of assets for developing courses in EA SPORTS *Course Architect*. From the desktop of *The Library Creator*, you can bundle together textures, objects, sounds and panoramas to build the courses of your dreams.

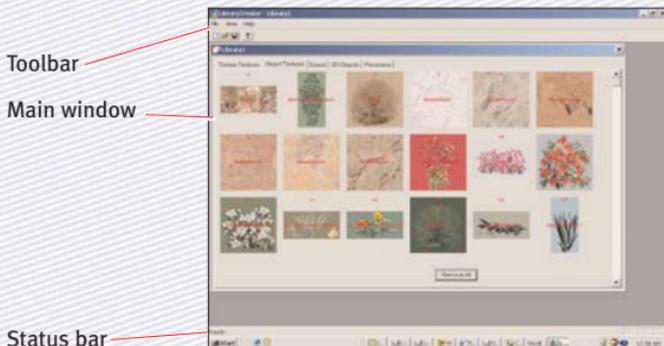
After you have compiled a library in *The Library Creator*, it is automatically available for use in *Course Architect*. If *Course Architect* is open when the compile finishes, close it and re-open it to make the compiled library available through the Librarian.

LIBRARY ASSETS

A library can contain many assets in the five categories described below.

- ⦿ **Terrain Textures** are 2D graphical images that are placed on top of the terrain geometry that defines the surface of the course. Terrain textures define the appearance of the terrain. For more information, ► *Terrain Textures* on p. 11.
- ⦿ **Object Textures** cover the surface of objects. Since each object is a unique shape, its textures apply only to that object. For more information, ► *Object Textures* on p. 13.
- ⦿ **Sounds** are played back to users based on game events, environmental events or as ambience. In *The Library Creator*, sounds are assembled for placement within the *Course Architect*. For more information, ► *Sounds* on p. 14.
- ⦿ **3D Objects** appear on the course as obstacles, course features, or environmental color. For more information, ► *3D Objects* on p. 14.
- ⦿ A **panorama** image surrounds the course to give the perception of a horizon and a sky. For more information, ► *Panorama* on p. 15.

DESKTOP ELEMENTS



- ⊙ **Main window** – The work window where you build your libraries. For more information, ► *Main window* below.
- ⊙ **Menu System** – The File, View and Help menus at the top of the screen. For more information, ► *Menus* on p. 8.
- ⊙ **Toolbar** – The icons in the toolbar at the top of the screen. For more information, ► *Toolbar* on p. 10.
- ⊙ **Status Bar** – The messaging status bar at the bottom of the screen. For more information, ► *Status Bar* on p. 10.

QUITTING THE PROGRAM

- ☞ To safely exit the program, select EXIT from the File menu.
- ⊙ If prompted, save your work, or unsaved changes will be lost.

MAIN WINDOW

In the Main window, you add assets to your library, change their properties, or remove assets that you no longer need.



GETTING STARTED

In a few quick steps, you can be assembling your personal library of assets for creating golf courses in *Course Architect*.

- ☉ Prior to starting *The Library Creator*, you should set your display to 1024 x 768 or higher in the Display control panel. For information on how to set it, see your Windows Help file.

NOTE: When you are using *The Library Creator*, it is recommended that you close all other programs. If a library is compiled when *Course Architect* is open, *Course Architect* must be closed and re-opened before the compiled library can appear in The Librarian.

- ☞ To start *The Library Creator*, double-click the *Library Creator* icon or use the Windows Start menu. The program opens.

CREATING A NEW LIBRARY

When you create a library in *The Library Creator*, it occupies very little space on your hard drive, as it contains only references to objects, textures, and sounds. As you add assets to it, the uncompiled library may grow to about 500KB in size. Compiled libraries, however, bundle all of the referenced objects, textures, and sounds and can be up to 20MB in size.

- ☞ To create a new library, select NEW from the File menu.
Or press **CONTROL** + **N**.
- ☉ You can have multiple libraries open at one time.

NOTE: Be sure to save your work regularly during development of a library.

ADDING ASSETS TO YOUR LIBRARY

- ☞ To add an asset to your library, select the appropriate tab at the top of the Main window. Then, click ADD. Navigate your local computer to select the file to add. Then, click OPEN. The file is added.
- ☞ To edit the properties of the added asset, right-click on the asset and then select EDIT. For more information, ► *Library Assets and Their Properties* on p. 11.
- ☞ To remove an asset from your library, right-click on it and then select DELETE.



SAVING A LIBRARY

- To save your current library, select SAVE from the File menu. Or press **CONTROL** + **S**. If you have not saved your file yet, navigate to the desired location on your local computer and enter a file-name for the library. Then, click SAVE.
- To save your current library under a different name, select SAVE AS... from the File menu. In the dialog, navigate to the new location and enter a new filename. Then, click SAVE.

CLOSING A LIBRARY

- To close the current library yet remain in *The Library Creator*, click the X in the top-right corner of the Main window.
- To close *The Library Creator*, select EXIT from the File menu.

LOADING A LIBRARY

- To load a library, select OPEN from the File menu. In the dialog, navigate to select the .TLB file on your local computer. Then, and click OPEN.

COMPILING A LIBRARY

- To compile a library for use in *Course Architect*, select CREATE LIBRARY... from the File menu. In the dialog box, navigate your computer to a destination directory for your file. Then, click SAVE.
- 🕒 For more information, ➤ *Compiling Your Library* on p. 16.

COMMAND REFERENCE

Use the Command Reference to learn the different menus and toolbars of *The Library Creator* and their effects on the selected items of the displayed library.

- ☉ **Menu** can be accessed from the menu bar at the top of the screen.
- ☉ The **toolbar** appears on screen and can be toggled in the View menu.
- ☉ The **status bar** appears along the bottom of the application window and can be toggled in the View menu.
- ☉ The **right-click menu** allows you to edit properties of a library component or delete it from the library.

MENUS

The menus of *The Library Creator* give you access to all of the functions needed to build full libraries for use in *Course Architect*.

FILE

From the File menu, you can select all of the features to manage your library files and export libraries for use in *Course Architect*.

NEW

- ☐ To start a new project, select NEW from the File menu.

- ☉ **Keyboard Shortcut:** `CONTROL` + `N`

OPEN

- ☐ To open an existing library, select OPEN from the File menu. In the dialog box, navigate your local computer to find the .TLB file. Select it and click OPEN. The library is open.

- ☉ **Keyboard Shortcut:** `CONTROL` + `O`

NOTE: You cannot open compiled libraries (.TCL files) in *The Library Creator*.

SAVE

- ☐ To save the current library, select SAVE from the File menu. If you have not saved the file before, navigate your local computer to the directory where you want to store the file. Enter a name and click SAVE. The library is saved.

- ☉ **Keyboard Shortcut:** `CONTROL` + `S`

SAVE AS...

- ☐ To save the current library under a different name, select SAVE AS... from the File menu. Navigate your local computer to the directory where you want to store the file. Enter a name and click SAVE. The library is saved.

- ☉ **Keyboard Shortcut:** `CONTROL` + `S`

EA TIP: Use the SAVE AS... command to experiment with different versions of your library to get the best combination of assets.



CREATE LIBRARY...

When you are ready to create your library for use in *Course Architect*, *The Library Creator* bundles all of the objects, textures, and sounds into a single file with a database to manage them. When compiled, the .TCL file is ready for immediate use in *Course Architect*.

- ☛ To create the library, select CREATE LIBRARY... from the File menu. In the dialog box, navigate your local computer to the directory where you want to save the created library. Enter a name for the library, and click CREATE. The library is created.

When you have finished compiling your library, you can open *Course Architect's* Librarian to use the assets in the library in your courses.

- ☛ For more information, ► *Compiling Your Library* on p. 16.

EXIT

To quit *The Library Creator*, select EXIT from the File menu. If your project is unsaved, you are prompted prior to exit.

VIEW

From the View menu, you can toggle display of the toolbar and status bar, as well as view other libraries that have been opened.

TOOLBAR

- ☛ To toggle display of the iconic toolbar, select TOOLBAR from the View menu.
- ☉ For more information, ► *Toolbar* on p. 10.

STATUS BAR

- ☛ To toggle display of the status bar at the bottom of the screen, select STATUS BAR from the View menu.
- ☉ For more information, ► *Status Bar* on p. 10.

OTHER LIBRARIES

If you have multiple libraries open at the same time, you can move from one to the other through the View menu.

- ☛ To go to another opened library, select its name from the bottom of the View menu.

HELP

From the Help menu, you can open the Help documentation or learn more about the people who have brought you *The Library Creator*.

CONTENTS

- ☛ To open this documentation, select CONTENTS from the Help menu.

ABOUT LIBRARY CREATOR...

- ☛ To learn more about *The Library Creator*, select ABOUT LIBRARY CREATOR... from the Help menu.

TOOLBAR

The Toolbar provides quick access to important file management functions in *The Library Creator*.

- The toolbar can be repositioned or docked, as needed.
- ☞ To toggle display of the toolbar, select TOOLBAR from the View menu.
- ☞ To find out the function of a toolbar button, move the cursor over the button and let it sit. A pop-up text description of the button is displayed.



STATUS BAR

At the bottom of the screen, the Status Bar displays descriptions of the currently highlighted menu function. When you move the mouse cursor over an item in the menu system, a message appears in the Status Bar to describe it.

- ☞ To toggle display of the Status Bar, select STATUS BAR from the View menu.

RIGHT-CLICK MENU

When you right-click on a library asset, you can select to edit its properties or remove it from the library.

EDIT

- ☞ To edit the properties of a library asset, right-click on it. Then, select EDIT. For more information, ► *Library Assets and Their Properties* on p. 11.

DELETE

NOTE: When you delete an asset from the library, the source file remains. You can still access the original file that was added to the library.

- ☞ To remove an asset from a library, right-click on it. Then, select DELETE. The asset is removed.

LIBRARY ASSETS AND THEIR PROPERTIES



The *Library Creator* lets you bundle assets of different types into a single library for use in *Course Architect*.

- To add a new asset to your library, select the appropriate tab in the Main window. Then, click ADD. Navigate the directory of your local computer to select the file. Then, click OPEN.

NOTE: You can add multiple assets simultaneously from the same directory by pressing **CONTROL** and clicking the asset filenames. Then, click OPEN.

- To remove all of the assets of a particular type from your library, click REMOVE ALL. In the dialog box, click YES. All of the assets of the selected type are removed.
- To edit the properties of a library asset, right-click on the asset in the Main window. Select EDIT.

NOTE: A library may contain only one panorama and a maximum total of 255 terrain and object textures. The only limitation to the number of sounds or 3D objects in a library is disk space.

TERRAIN TEXTURES

In terms of defining the locale of your course, terrain textures may be the most important asset. If the textures in the library do not look like they belong in the same geographic location, players of your course may lose the sense of location. Particularly if you're recreating an existing course, a course created in *Course Architect* must look interesting and natural at the same time. The naturalness of its appearance is determined largely by the quality and selection of terrain textures.

While it's possible to create your own textures and add them to your libraries through *The Library Creator*, doing so requires an artist's eye. Applying them to a course demands attention, too. One of the pleasures of playing golf is the experience of a striking view over beautiful terrain. Keep in mind, though, that a stunning view from a tee box may also be experienced up close when tee shots go awry. Be sure to thoroughly test and examine any created texture from a variety of perspectives in *Course Architect*.

Data Format(s)	BMP or .TGA
Minimum Dimensions	2x2
Maximum Dimensions	1024x1024
Maximum Number	255 total terrain and object textures
Color Depth	8, 15, 16, 24, or 32 bits per pixel

TERRAIN TEXTURE PROPERTIES

In the Terrain Texture Properties pop-up, you can define the type, basic properties, description and collisions of the texture.

- To create an identifying description of the texture for use in *Course Architect*, enter a description in the textbox.
- To set the collision properties, click TERRAIN COLLISIONS. For more information, ► *Terrain Collisions* below.
- To accept the changes to the properties, click OK. To cancel and exit, click CANCEL.

TERRAIN COLLISIONS

In the Terrain Collisions pop-up, you can set the effects on the ball when it collides with this texture.

From the Ball Behavior Coefficients drop-down, you can select the basic physical properties of a type of surface that you may find on the golf course. For example, if the selected texture appears to be wood chips, then you can select WOODCHIPS from the drop-down to apply similar properties.

- To create different collision properties for the texture, enter new coefficients in the textboxes.
- To change the icon that indicates the lie of any ball that lands on the texture, click CHANGE. In the dialog box, select the lie .TGA to apply to the texture. To apply the selection, click OPEN.
- To apply a different sound for the collision with the texture, select a sound from the drop-down list.
- To change the text that is displayed for the ball's lie in the game, enter a new phrase in the Game Lie textbox.
- To apply these changes, click OK. To cancel and return to the Terrain Texture Properties screen, click CANCEL.



OBJECT TEXTURES

While the geometry of an object determines its overall size and shape, the textures associated with the object make it come to life. In *The Library Creator*, you can apply different textures to individual objects, give physical properties to those textures, and associate sounds with impact on the textures.

NOTE: When you add a 3D object, the textures associated with it are also added. However, when you remove the 3D object from your library, the textures remain until you choose to remove them.

Data Format(s) .	BMP or .TGA
Minimum Dimensions	2 x 2
Maximum Dimensions	1024 x 1024
Maximum Number	255 total terrain and object textures
Color Depth	8, 16, 24, or 32 bits per pixel

OBJECT TEXTURE PROPERTIES

- ▶ To create an identifying description of the texture for use in *Course Architect*, enter a description in the textbox.
- ▶ To set the collision properties, click COLLISION PROPERTIES. For more information, ▶ *Object Textures Collisions* below.
- ▶ To accept the changes to the properties, click OK. To cancel and exit, click CANCEL.

OBJECT TEXTURE COLLISIONS

In the Object Texture Collisions pop-up, you can set the physical properties of the object texture that are applied to any ball colliding with it.

- ▶ To apply a different sound for the collision with the texture, select a sound from the drop-down list.
- ▶ To change the settings for restitution and slip after an impact, enter a new number in the space provided.
- ▶ To accept these changes, click OK. To cancel and return to the Object Texture Properties screen, click CANCEL.

SOUNDS

Sound can make the difference between a mediocre computer golfing experience and an exceptional one. By carefully applying ambient and event sounds to your courses, you can create a striking sense of place in the environment. The wind through coastal redwoods tells players on the course that you are in Carmel on Pebble Beach, for example. The sound of a ball landing in the rough in Carmel, however, may be different the sound in Florida. Close attention to these details can really improve the aesthetic experience on your courses.

Data Format(s)	.WAV
Minimum Dimensions	N/A
Maximum Dimensions	N/A
Data Depth	N/A

SOUND PROPERTIES

- To create an identifying description of the sound for use in *Course Architect*, enter a description in the textbox.
- To change the thumbnail to be displayed for this sound in *Course Architect*, click CHANGE.
- To accept the changes to the properties, click OK. To cancel and exit, click CANCEL.

3D OBJECTS

The Library Creator comes with a large suite of 3D objects that you can use to build your own libraries. Using these base geometries, you can apply different textures to them to create different environments. For example, a rock in Scottsdale, Arizona looks different from a rock in upstate New York, so the textures that you use for courses in these places must be different, too.

You can add multiple versions of the same object and then apply different textures to them to create multiple objects.

NOTE: When you add a second version of a 3D object to the library, be sure to note the index number of the object to avoid confusion with the first one.

3D OBJECT PROPERTIES

- In the 3D-Object Properties screen, you can change the texture applied to the selected object.
- Users cannot modify the 3D objects directly. Users can change the textures applied to the 3D objects.
- To select a different texture of this 3D object, select the texture from the drop-down list.
- To change the texture applied to this 3D object, click CHANGE. In the dialog box, navigate your local computer to select the new texture. To apply the new texture, click OPEN.

- To use the default textures for the 3D object, click RESET ALL.
- To edit the properties of the selected texture, click EDIT PROPERTIES. For more information, ► *Object Texture Properties* on p. 13.
- To close the Properties window, click DONE.

PANORAMA

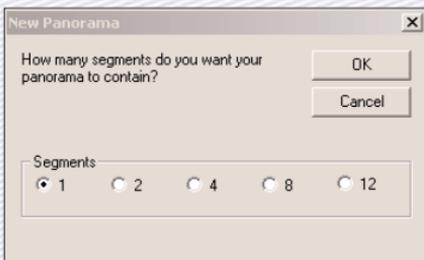
Covering the perimeter of a course, a panorama conveys the impression of a horizon that seamlessly blends into the algorithmically generated sky. Because panoramas are difficult to create and blend into a course, *The Library Creator* comes with a library of panoramas from which you can choose one to include in your library.

A panorama is a combination of a texture and a 3D geometry. The shape is essentially an inverted bowl that covers a course. The texture is applied to the inside of the bowl and is shaped accordingly.

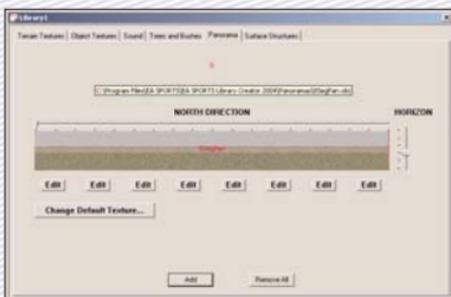
PANORAMA CREATION

To create a new panorama:

1. Click on the panorama tab, and push the “Add Button”
2. A dialog will appear asking how many segments you want your pan to have. Pans can have up to 12 sections. Each section will need to have a texture associated with it. Select the number of segments that you want to have in your pan and select “OK”.



3. The panorama tab will now be shown with a depiction of the default panorama.



4. Now you can customize the pan. By sliding the “North Direction” slider you can change the orientation of the pan as it relates to your course. North is indicated by where the slider points above the pan representation.
5. By adjusting the “Horizon” slider you can change the vertical position of the pan as it related to your course.
6. Each of the segments in your panorama will have a “Edit” button below it. By selecting this button you can specify the texture associated with each panorama segment.
7. By selecting change default texture you can specify the texture that will appear to fill in gaps below the panorama on your course.

COMPILING YOUR LIBRARY

The *Library Creator's* compiling feature can quickly prepare, package and publish your library for immediate use in *Course Architect*. When your library is compiled, the output .TCL file includes all of the assets that you added to the library.

- ☞ To make your created library available for use in *Course Architect*, you must compile it. Before compiling, you should read the rest of this section.

PREPPING YOUR LIBRARY FOR COMPILE

Before you compile your library, you should do the following:

To prep your uncompiled library:

1. Save your uncompiled library.
2. Check amount of space in the volume where your library is stored. Depending on the number of assets, a saved library occupies between 32KB and 20MB.

NOTE: If you have already compiled a library from the current *The Library Creator* file, you must move the compiled version, or it will be overwritten. The compiler overwrites compiled libraries with the same name in the same directory.

3. When you have completed these steps to your satisfaction, save your library.
4. You are ready to compile your library.

- ☞ To compile your course, select CREATE LIBRARY from the File menu. In the dialog box, navigate your local computer to the destination directory for your library. Enter a name for your library. Click SAVE. The library is compiled and saved.

- ☞ Be careful with your file names and locations. Compiled libraries are identified through the Windows registry, so it is possible for two libraries in different directories to have identical names in *Course Architect*. They would appear as separate, identically named tabs in *Course Architect*. Whenever possible, give your libraries unique file names.

NOTE: Larger libraries with more assets take longer to compile. If your library fails to compile, fix any errors before recompiling.



COMPILE COMPLETED

When the compile is completed, a dialog displays the total amount of space consumed by the textures in the library.

- ⦿ The dialog box indicates the amount of video RAM occupied by the textures in the library. Generally, a third of the available video RAM should be used for textures. If you can use fewer textures, the amount of required memory reduces, and the library assets perform better in *Course Architect* and *Tiger Woods PGA TOUR 2004*.
- The file is saved with a .TCL extension.

NOTE: If you forget the location of the compiled library, you can search for compiled libraries as files with the .TCL extension. For more information on how to search your computer, see your Windows Help file.

INSTALLING WITH COURSE UTILITIES

After you compile a library, you can install it through *Course Utilities*.

- To install a library, open *Course Utilities* through the *Tiger Woods PGA TOUR 2004* START menu. Click in the Libraries list. Then, click INSTALL. Navigate to the location of the compiled library on your local computer. Select it, and click INSTALL. The library is now listed under Libraries and is available to *Course Architect*.
- To uninstall a library that you no longer want to use in *Course Architect*, use *Course Utilities* to uninstall the library. Then, delete the file, if needed.
- ⦿ For more information on *Course Utilities*, see your *Tiger Woods PGA TOUR 2004* documentation.

HOW TO USE IN COURSE ARCHITECT™

After you have successfully compiled your library, you can use the components of your library in the Librarian in *Course Architect*.

- To see your library in *Course Architect*, select LIBRARIAN... from the View menu. Use the scroll buttons at the top of the Librarian to find and select your library. You can drag and drop assets from your librarian into the open course.
- ⦿ For more information on adding assets from your library to a course, see your *Course Architect* documentation.

GLOSSARY

TERM

DEFINITION

3D OBJECT

Any object that is to be placed on top of the terrain in a *Course Architect* course. 3D Objects include trees, buildings, golf ball washers, rocks, and animals.

ASSET

Any data file that can be used to build a course in *Course Architect*. The file parameters must fit specific requirements. Course assets include terrain textures, 3D objects, object textures, panoramas and sounds.

COMPILED LIBRARY

A single file of aggregated library assets that can be used in building courses in *Course Architect*. A compiled library is the product of *The Library Creator*.

COURSE ARCHITECT™

EA SPORTS *Course Architect* is a real-time 3D development tool to build golf courses for use in *Tiger Woods PGA TOUR 2004*.

COURSE UTILITIES

An EA SPORTS utility for managing your *Tiger Woods PGA TOUR 2004* courses and their associated libraries.

LIBRARY

A collection of course assets in a single repository. In *The Library Creator*, libraries are built by assembling course assets and then compiling them for use in *Course Architect*.

MAIN WINDOW

In *The Library Creator*, library assets are added, edited and removed in the Main window.

OBJECT TEXTURE

Any two-dimensional image that covers a 3D object. An object texture has been specifically shaped and cut to fit a single object, so in *The Library Creator*, when you add a 3D object, you automatically include the associated object texture.

PANORAMA

A specially designed 2D image that wraps around the perimeter of a *Course Architect* course.

PROPERTIES

Associated with each course asset is a set of properties that describe the course location, physical properties, and appearance in *Course Architect*. The properties for an asset depend on its type; properties for sounds differ from those of 3D objects.



SOUNDS

On the golf course, sounds can be ambient or linked to specific events like collisions. In *The Library Creator*, sounds are loaded into the library for application in *Course Architect*.

STATUS BAR

At the bottom of the Main window, the Status bar indicates the function of the currently selected menu item.

TERRAIN

On a course, the terrain is the set of interlocking geometric facets that define the surface of a golf course. Terrain is shaped in *Course Architect*.

TERRAIN TEXTURE

A texture applied to the surface of a piece of terrain to give it the appearance of a golf course feature such as a bunker, lake, or fairway.

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