How to Install Courses

Information for TW08:

Unfortunately EA did not include a Course Utilities program with TW08. As a double piece of bad luck, Jorgen (the creator of the CLSetup installer) lost the source code to his installer in a hard drive crash and therefore will not be releasing an official CLSetup for TW08. However, TruBluMich from CourseDownloads.com stepped up and has released a program called TW Caddie 08 for installing 08 courses. Please refer to the TW2008 Utility area under Course Installation Tools to download the program and for technical support. A separate help PDF comes with the TW Caddie program explaining how to use that program. This tutorial does not cover how to install using the TW Caddie program.

Files:

Before we get into installing the courses, it is important to know what you are working with when installing courses into your Tiger Woods game.

For installing courses properly, you will need

- The Course zip file (containing either a TCR or TCX course file)
- All required libraries (TCL files) needed for the course to run

On the course pages at CourseDownloads.com, all non-stock libraries (libraries that did not come you're your TW game) needed are listed for the game the course was originally designed for. What that means is that if a course is designed for TW2006, all non-stock libraries needed for that course to run in TW2006 are listed. The stock libraries are the libraries that came with your game and will not be listed because you should already have them since you purchased the game. We will get more into what is needed to play a course from a different year (such as an '06 course in '07) later in the tutorial

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File Management:

At this point we are going to go over a step that I have found to be very helpful when dealing with Tiger Woods in the past, especially when going from one year to the next. I cannot stress how important good file management is when dealing with your course and library files. Course and library files can be installed anywhere on your PC. The more organized you are with your files, the fewer headaches you will run into.

The procedure I use is exactly that, my procedure. You may have a different way of working with your files that is easier for you to do. That is great! Use whatever method works best. If you don't currently have a way of organizing your files, consider following this method.

1. Somewhere on your PC, create a folder to store all of your TW courses and libraries. For my example, I have created a folder called TW under my primary C: hard drive.
2. Next, inside of this folder, create 2 subfolders, one called "Courses" and one called "Libraries".
3. Double click the newly created Libraries folder. Here we are going to create a whole bunch of subfolders for the various library types. Create subfolders for each of the following:
    - TW2002 Stock
    - TW2002 User-created
    - TW2003 Stock
    - TW2003 User-created
    - TW2004 Stock
    - TW2004 User-created
    - TW2005 Stock
    - TW2005 User-created
    - TW2006 Stock
    - TW2006 User-created
    - TW2007 Stock
    - TW2007 User-created

4. When finished, your setup should look something like the following screenshots:

This is how the main TW folder should look

This is how your Libraries structure should look

5. As you would expect, all courses will be installed into the Courses folder. All libraries will be installed into their appropriate subfolder under Libraries.

The whole reason for doing it this way is 1) it is very organized, and 2) when you get ready to move to another version of TW (such as going from ’06 to ’07) all of your libraries are already in one location away from your TW installation and it will make it easy to install the files into the new game.

IMPORTANT NOTE: EA bundled several Architect Libraries that are needed for playing almost all custom courses. In TW versions prior to TW2007, we assumed that all players would have these libraries since most courses used at least 1 of these libraries. Therefore like stock libraries, we did not always list these Architect Libraries as required libraries. It is HIGHLY RECOMMENDED that you download and install all of these since they are so frequently used. They can all be downloaded from the CourseDownloads website. The following are the Architect Libraries:

- Architect
- Bridges
- Buildings
- Miscellaneous Structures
- Stairs && Walkways
- Walls && Fences

Installing Courses and Libraries:

There are 2 ways to install courses and libraries for TW:

Using Jorgen's CLSetup Course Installer (Preferred Method)

Many users have found the easiest way to install courses and libraries into TW is by using a third party program called Jorgen's CLSetup. It is our recommendation to use this method, simply because the installer is much easier to use, especially for courses that include splash screens and flags.

The TW2006 Version of Jorgen's CLSet tool can be downloaded from the CourseDownloads site in the Utilities area under Course Installation Tools.

Download and install the CLSetup tool (a one time installation).

1. Download the course and all required libraries that you have not already downloaded. Once a library file has been downloaded and installed, you do not need to download it again. DO NOT unzip the files.
2. Run CLSetup.
3. When CLSetup opens, it will ask for an archive (zip, tcl or tcx file) to open. You may select multiple files to install at one time.

4. Select all of the library zip files you downloaded for the course you are installing. Click Open.
5. The tool will begin to install each file one at a time. It will prompt you where you want to install each library. Select the folder where you want the libraries installed. In the screenshot below, this course only needed one library I didn't have. It was a TW2006 user-created library, so I am installing it in my TW folder under Libraries in the TW2006 User folder.

6. Once all of the libraries have been installed, it is now time for the course file. In the CLSetup program, click on File…Open installation archive. This will open up a box just like in step 3 above.
7. Now select the zip file for the course you want to install. Once the file has been analyzed by the program, you will see a screen like the one below. Click Yes to continue.

8. When the installation is complete you will see a screen like the one below. The installation was successful and your course is now ready to play.

If you missed installing a library or libraries, you will see a screen like this. Take note of the library(s) you are missing, download them and install them the same way as above.

Using the Course Utilities Program to Install Libraries

You may also use the Course Utilities program that came with your TW game to install courses and libraries.

1. Download the required libraries needed for your new course. All non-stock libraries for your course will be listed on the course page at CourseDownloads.com.
2. Create a temporary folder anywhere on your hard drive where you can extract your libraries prior to installation. Unzip each library into this temporary folder. Again for this example the course I installing only needed one library. So I created a temporary directory (named Temp) and extracted the library TCL file into that folder.

3. Open up the Course Utilities program that came with your TW game. When the program opens the left window will show the courses that are already installed and the right window will show the libraries that are installed.
4. Click on the Install button.

5. Another window will show up divided into 2 parts, the left side being the "Source" window and the right being the "Destination" window. In the left "Source" window, browse to the folder where you extracted your courses/libraries. Once you find the folder, you will see the TCL's (course library files) that are located in that temporary directory. Highlight the files that you want to install.
6. In the right Destination window, browse to the folder where you want to install your libraries to.
7. Once you have selected the files you want to install, press the "Install" button that is in the middle of the screen. One by one the files you selected will be installed.

Using the Course Utilities Program To Install Courses

The process for installing courses is the same as for libraries. However some additional steps have been given below for installing courses properly.

1. Once you have downloaded the course zip file, open up My Computer and browse to where you want to install your course.
2. Create a new subfolder for your course. For my example I am installing the We-Ko-Pa Golf Club, so I have gone to my Courses folder and created a subfolder called We-Ko-Pa Golf Club.

3. Unzip your course into this new subfolder. If the architect has zipped their course file up properly, this will put the CLS files in a CLS subfolder, will unzip any additional files (flag, splash screen), etc.
4. Now use the Course Utilities program to install the course as you did the libraries. The key thing here is that the Source and Destination windows will be **exactly the same!** Click the Install button.

Once the course is installed, you will need to associate the splash screen, course text, music, etc. with the course. You do this in the Course Utilities program as well.

1. Open up the Course Utilities program.
2. From the Courses list on the left, select the course you want and click on Properties.

3. In the Course Picture area, click on the open folder button on the right of this line. This will allow you to browse for the splash screen that will be used for this course. This file should be a TGA or BMP file. Once you find the file you want to use, double click it. The path to this file will appear in the window. (See Course Properties Figure below)
4. In the Course Music area, click on the open folder button on the right of this line. This will allow you to select the music file for this course if one was provided by the architect. This file should be an MP3 or WAV file. Once you find the file you want to use, double click it. The path to the music file will appear in the window. (See Course Properties Figure below)
5. In the Course Text area, click on the open folder button on the right of this line. This will allow you to select the text file for this course if one was provided by the architect. This file should be a TXT file only. Once you find the file you want to use, double click it. The path to the text file will appear in the window. (See Course Properties Figure below)
6. Click Close to finish.

In our example, the course had a splash screen and text file, so steps 3 and 5 were done above.

In order for an architect's custom flag to appear in the game, it must be named flag.dds and it must be in the same location as their course TCR file.

Course Properties Figure

Installing Courses from a Previous Year:

The one question that gets asked over and over when a new version of TW comes out is, “Can I play courses from a previous year in my new version?” The answer to this is “Yes…most of the time”. The file formats for the courses are the same from year to year (TCX or TCR). However every year EA seems to make some tweaks to the game that make some older course run slow or make them unplayable in the new game. With that said, the CourseDownloads staff will not guarantee that every old course will work in a new game. Many will, but not all of them will.

The only thing you need to keep in mind when installing older courses is that the listings at CourseDownloads will not list every library you need. CourseDownloads lists only the non-stock libraries needed to install the course in the game the course was designed for. So for a TW2006 course, the course page will show all of the non-stock libraries needed to play the course in TW2006. This means that any stock libraries from the TW2006 game WILL NOT be listed. This is important because if you want to play this same course in TW2007, you will need those ’06 stock libraries installed in your TW2007 game in order for the course to play.

You will follow the same procedures that have been mentioned earlier in this tutorial to install the courses and libraries. The only difference is that you will need the stock libraries from the previous year’s game in order for the course to work.

Backing Up Stock Libraries:

One final note: For those of you that own TW2006 and are looking to purchase TW2007, it is advisable for you to make a backup copy of your TW2006 stock libraries so you can play the older TW2006 courses in your new game. Here is how I would advise you do this:

1. Create a folder somewhere on your computer to store copies of your stock libraries.
2. Open up My Computer and go to where your TW2006 game was installed (by default this is C:\Program Files\EA SPORTS\Tiger Woods PGA Tour 06\).
3. Go to the Courses folder
4. Each stock course has its own folder. Inside each other those folders will be the course TCR file, splash screen, etc., and the stock TCL library file. The TCL file is what we are interested in. Let’s start by going to the Bethpage folder (BPB).
5. Find the BPB.TCL file. Right click on this file, go to Send To and then to Compressed File. This will create a ZIP file that contains this stock library.

6. Repeat this process for the remainder of the stock courses.
7. When you are finished creating the ZIP files, go back to the BPB folder. Right click on the ZIP file you created (should be BPB.zip). Select Cut.
8. Go to the folder you created in step 1. Right click anywhere in the folder and select Paste. Your ZIP file will be moved to this folder.
9. Repeat steps 7-8 for the remainder of the stock libraries.
10. When you are finished, you will have a copy of all of the TW2006 stock libraries. These can then install them into TW2007 using the instructions in this tutorial for installing libraries.