

# GolfSimMaker

Room-first planning for DIY golf simulator builds

## Before You Buy Anything

### The Golf Simulator Planning Starter Guide



A short planning guide and printable handout for golfers who want to avoid expensive equipment mistakes before building a home golf simulator.

**Plan the system before you buy the parts.**

**Free starter guide**  
[GolfSimMaker.com](https://GolfSimMaker.com)

# The Mistake Happens Before the First Swing

Most people start a DIY golf simulator the same way. They start shopping.

They compare launch monitors. They look at projectors. They read reviews. They try to buy something that feels smart and future-proof.

But almost every builder makes a costly mistake before they ever swing a club - not because they chose the wrong product, but because they started in the wrong place.

**A golf simulator is not a collection of parts. It is a system.**

**When the order is wrong, everything gets harder:**

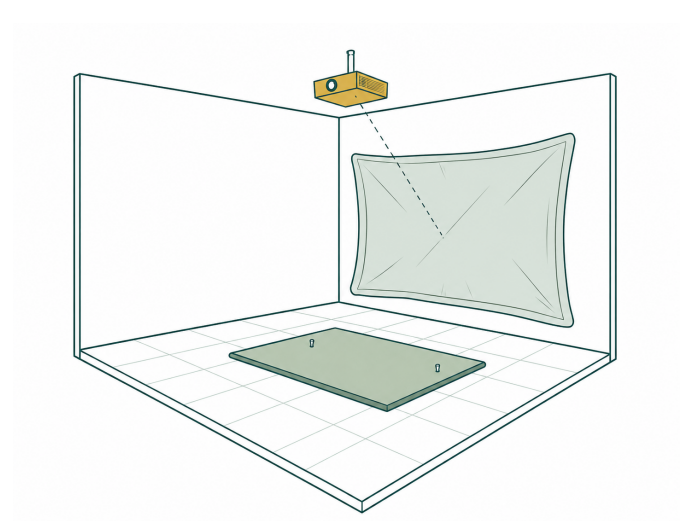
- The room starts fighting the equipment
- The equipment limits future choices
- Money gets spent on upgrades that should not be needed
- Confidence turns into guesswork

**The first real decision is not what you buy. It is how you think.**

# Why the Room Comes First

Rooms are fixed. Ceiling height does not negotiate. Depth does not stretch. Width does not forgive. Equipment is the flexible variable, so the room has to be understood first.

If the room is wrong for the equipment, every later choice becomes a workaround. That is where regret usually starts.



**The room did not change. Your options did.**

Before a major purchase, write down the room facts you cannot change. Those facts become the foundation for the launch monitor, screen, projector, enclosure, mat, lighting, and budget path.

# The GolfSimMaker Planning Sequence

Use this as the simple version of the full system. Do these in order before you let product reviews push you into a purchase.

## WEB LINKS

Clickable PDF note: tap/click the green planning cards below for related GolfSimMaker.com setup pages.

01

### Measure the room honestly

Record ceiling height, width, depth, obstructions, doors, lighting, and outlet locations.

02

### Confirm swing clearance

Test the actual club and swing you expect to use. Do not rely on memory or guesses.

03

### Set screen and hitting position

Choose the impact area, ball position, and safety buffers before sizing equipment.

04

### Match launch monitor to layout

Pick the unit that fits your space, handedness needs, and upgrade path.

05

### Plan projector and lighting

Think through throw distance, shadows, mounting, brightness, and glare.

06

### Build the budget path

Separate must-haves from upgrades so the build can improve without starting over.

**Better sequence protects the budget because it keeps the build intentional instead of reactive.**

# Printable Room Planning Handout

Fill this out before buying the launch monitor, projector, impact screen, enclosure, hitting mat, or bundle package.

**WEB LINKS**

Clickable PDF note: the green worksheet topics open related GolfSimMaker.com planning pages.

**Ceiling height**

\_\_\_\_\_

**Room width**

\_\_\_\_\_

**Room depth**

\_\_\_\_\_

**Longest club to swing indoors**

\_\_\_\_\_

**Right-handed use**

Yes / No

**Left-handed use**

Yes / No

**Expected hitting mat size**

\_\_\_\_\_

**Ball-to-screen distance**

\_\_\_\_\_

**Player-to-side-wall buffer**

\_\_\_\_\_

**Projector mount zone**

Ceiling / Rear / Side / Unsure

**Outlet and internet plan**

Ready / Needs work

**Likely future upgrades**

\_\_\_\_\_

**Do not buy major equipment until you can answer these without guessing.**

# Use the Website as the Living Guide

The downloadable guide gives the framework. The GolfSimMaker website can support it with short, plain-English pages that answer the first planning questions before someone spends money.

## WEB LINKS

Clickable PDF note: tap/click any topic box below to open the matching free planning page.

### Room Size

Start with the space, not the gear.

### Impact Screen

Fit the screen and enclosure to width, height, and impact safety.

### Garage Setup

Plan around doors, storage, lighting, and depth.

### Launch Monitor Basics

Choose based on space and layout needs.

### Projector Setup

Think through throw distance, shadows, and mounting.

### Budget Build Path

Separate essentials from later upgrades.

Use this guide as your first checkpoint before buying gear.  
Then continue with the GolfSimMaker planning pages for room-by-room setup help.

# What Not To Buy Too Early

This does not mean products are bad. It means good products can create bad outcomes when they are chosen before the room and sequence are clear.

## WEB LINKS

Clickable PDF note: green equipment names connect to related GolfSimMaker.com planning pages.

### Launch monitor

until the room layout and handedness needs are clear

### Projector

until throw distance, mounting location, and shadows are understood

### Impact screen

until screen size, ball distance, and enclosure depth make sense

### Enclosure

until side protection and ceiling protection are planned

### Hitting mat

until the hitting position and stance area are set

### Full package

until you know what parts you may want to upgrade later

**Buy when the choice fits the system. Do not build the system around a random first purchase.**

# Your Next Step

Use this starter guide as your first checkpoint before buying gear.

You now have the **GolfSimMaker Starter Guide**. Before buying a launch monitor, screen, mat, projector, enclosure, or simulator package, use it to slow the build down and check the room first.

## Use this as your first build checkpoint:

- Measure the room.
- Think through the layout.
- Match the equipment to the space.
- Keep the build simple, sequenced, and upgradeable.

Continue with the free planning pages at:

**GolfSimMaker.com**

Clickable PDF: tap site/topic links for more setup help.

## Start with:

- Room size and ceiling height
- Garage simulator planning
- Budget build path
- Launch monitor basics
- Impact screen and enclosure fit
- Hitting mat setup
- Projector planning

## Need a second set of eyes before you buy?

Chomping to build right away? Send room dimensions, ceiling height, photos, budget range, and the gear you are considering. GolfSimMaker can help sanity-check the layout, screen fit, projector plan, and buying sequence before money gets spent in the wrong order.  
Email: [bob@caddybytes.com](mailto:bob@caddybytes.com)

**Do not start with gear. Start with the room.**

## GolfSimMaker Starter Guide

Planning primer. Measure your actual room and check equipment requirements before purchase.  
GolfSimMaker.com