

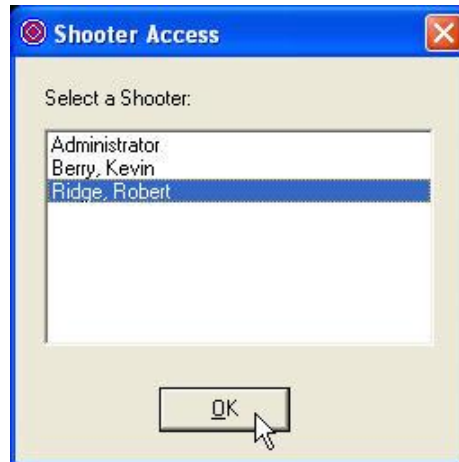
The Configuration Setting Screen

Access to the Configuration Setting Screen is restricted to the Administrator and Master Users. Here are the steps necessary to open the Configuration Setting Screen.

Click on “**System Configuration**” under Setup on the Main Menu.



The list of those authorized to access the Configuration Settings Screen will open as shown below. The Administrator and all Master Users will appear.



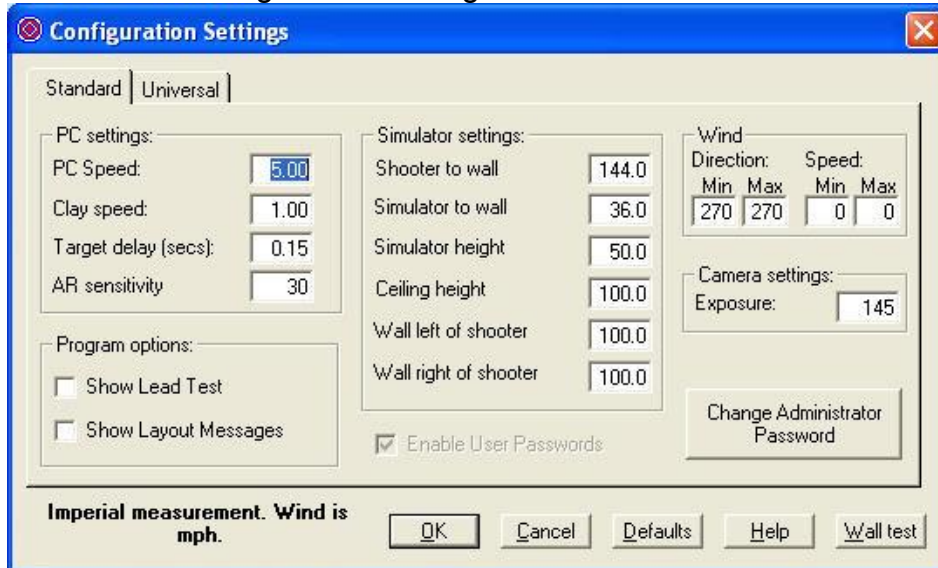
Robert Ridge has been highlighted. Click the “**OK**” button to give Robert access.

Robert is asked for his password and he enters **water**



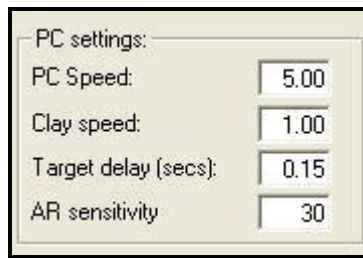
Click “**OK**”

The Configuration Settings Screen is shown below.



The Configuration Settings Screen has two tabs. You are looking at the Standard tab. The Universal tab will be explained after all aspects of the Standard tab have been explained.

We will start by explaining the functions, which fall under the heading of **PC settings**:



PC Setting Group located in the upper left corner.



PC Speed: Increasing this number will decrease the time required to fly around the layout. The program's default setting is 5. Numbers in the range of 0.1 to 20.0 are acceptable.



Clay Speed: Every DryFire layout sets the Clay Speed value to 1.00 (the mathematical norm). If you feel the speed created by the mathematical norm is

too fast or too slow you can change the target speed by changing the number. However, the change in target speed **DOES NOT** change the required lead.

Therefore, this feature can become a very powerful training tool. If for example, a young shooter is learning Station 1 hard left or Station 5 hard right and is having trouble mastering the shot, consider breaking the problem into two parts; gun control and lead picture. Lead picture can be taught by slowing the target down while the lead required remains the same. Then, as the student can perform the shot accurately and consistently at a slower speed, increase the speed little by little. Eventually you will get back to the mathematical norm of 1.00.

You can set it to go as slow as 20% of normal (down to 0.2) or you can set it to go 5 times faster (up to 5.0).

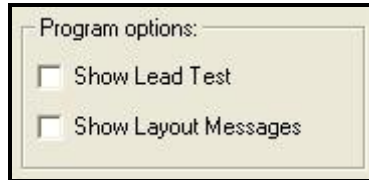
Target delay [secs]: 0.15

Target delay (secs): The voice release system in the DryFire unit has been designed to release the target the instant your voice is detected. This may seem a little faster than the trap at your local gun club, because it doesn't take into account the mechanical delay in launching a clay target. Because slow and fast targets have always been an issue of frustration, DryFire has taken the approach of letting you (the shooter) fine tune the release to your liking. Although we have set the default value at 0.15 seconds you may change it. The range of delays is from 0.00 seconds to 5.00 seconds delay.

AR sensitivity 30

AR sensitivity: Changing the value in this window will change the sensitivity of the voice release system. The range of acceptable values is 1 to 255, one (1) being maximum sensitivity and 255 being deaf. It is suggested you start with a setting of 30. If you find you must call louder than you would like to call to get DryFire to release a target, make the number smaller. If the system is too sensitive and releases targets based on background noise, make the number larger. Generally, the number should not be smaller than 15.

Caution: Every DryFire unit, based upon the sensitivity of the microphone, will produce what we will call a background noise level. If your unit has a noise level of 16, then the Voice Release system will stop functioning if you set the AR Sensitivity value at 16 or less. Therefore, as you make the AR Sensitivity value smaller and smaller you will reach a point at which the Voice Release system stops working. If this happens, simply increase the value in the AR Sensitivity window and the Voice Release system will again become functional.

**Program Options Group**

DryFire has developed a very powerful tool to help shooters determine the correct lead on any target. The target can be stopped stationary on the wall anywhere along its trajectory. If you shoot directly at the stationary target, DryFire will give you a picture of how far behind and how far above or below the center of the target you would be. It also, in the lower left corner of the computer screen, gives you all the dimensional information about the shot. If you want to convert this knowledge into what the target-barrel relationship should be, simply repeat the same process and this time guess exactly how far in front of the target you will need to be to perfectly center the pattern on the target. Continue to repeat this process until you can place your gun at the exact perfect spot. You have now taught yourself the perfect target-barrel relationship for this target. Now, knowing what the proper lead looks like, practice the target at normal speed.

When you place a check mark in front of this option “**Show Lead Test**” new control features will appear on the main screen. Please take notice of the Lead Test Windows in the picture below.



The DryFire software contains many Informational Messages, which will appear from time to time to help you navigate your way through the screens. It is a good idea to check this option when you are new to the equipment. Later, as you become familiar with the system these Messages can become irritating. When you no longer want them to appear, remove the check mark from the option.

Simulator settings:	
Shooter to wall	144.0
Simulator to wall	36.0
Simulator height	50.0
Ceiling height	100.0
Wall left of shooter	100.0
Wall right of shooter	100.0

Simulator Setting Group

Shooter to wall	144.0
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Shooter to wall: Here you will enter a distance in “*inches*” that you intend to stand from the wall. How far you stand from the wall is based on how wide a wall you have to work with. This relationship is important because to properly simulate any target, it is necessary to duplicate your normal gun swing. The distance in inches is measured from your shooting eye to the wall. The distance limits are 36 to 180 inches.

Recommendation: On the back of the front cover page labeled “**Shooting Room Layout,**” we are recommending you stand 10, 11, or 12 feet from the wall. Therefore, enter 120, 132, or 144 inches in this window. Make sure the distance is exactly the distance you are standing from the wall (distance from shooter eye to wall).

Simulator to wall	36.0
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Simulator to wall: Again, enter the distance in “*inches.*” The recommended distance is 36 inches from the wall, although you can place it up to 48 inches from the wall and have good results. Technically, the software will allow a range of 18 to 180 inches. Measurement is from the center of the “*bubble level*” to the shooting wall.

Simulator height	50.0
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Simulator height: We recommend you mount your DryFire unit on a camera tripod. This will allow you to adjust the height easily, and because of the three legs, it is stable. Another method would be to set it on a flat surface that will make the top of the “*bubble level*” 50 inches above the floor. Technically, the software will allow heights between 18 to 72 inches. The proper height is when the DryFire unit (green box) is low enough to be out of the shooters line of vision and yet high enough so the laser beam can start right where the traphouse roof meets the wall.

Ceiling height	100.0
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Ceiling Height: Although the acceptable range is from 72 to 180 inches, leave 100 as the value.

Wall left of shooter	100.0
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Wall left of shooter: Although the acceptable range is from 36 to 180 inches, leave 100 as the value.

Wall right of shooter	100.0
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Wall right of shooter: Although the acceptable range is from 36 to 180 inches, leave 100 as the value.

<input checked="" type="checkbox"/> Enable User Passwords

Enable User Passwords: This option is located near the bottom middle portion of the Configuration Setting Screen. Only the Administrator can place or remove the check mark from the option. So the Administrator chooses to either use the protection of the password system or operate without it.

Wind			
Direction:		Speed:	
Min	Max	Min	Max
270	270	0	0

Wind Speed Group

Wind direction: Maximum and minimum wind direction (where the wind is coming from) in degrees. North is 0 degrees, E is 90 degrees, S is 180 degrees and W is 270 degrees. Having different values will create random wind directions.

Note: The Trap layouts (Singles and Doubles) face the North (0 degrees).

Wind speed: Maximum and minimum wind speed in miles per hour (MPH). Having different values will create random wind speeds - gusts.



Camera Settings

Camera Exposure: The proper value for the camera exposure window is based upon your room. In a perfect room, you will be able to set the camera exposure value to a maximum sensitivity of 145. To get started, please leave the value set to 145 and keep the following concept in your mind.

The higher the value, the easier it is for the camera to see the Infrared beam coming from your Gun Lasers. But that also means it is easier for the camera to see spurious Infrared light which could be filtering in from outside (through windows and doors) or being generated by the lights in your shooting room. The best light source is fluorescent lighting, which produces almost no infrared light.

Two reasons the gun won't shoot:

1) The camera exposure value is too low and therefore, the camera simply can't see the beam coming from your gun. Solution, increase the Exposure value.

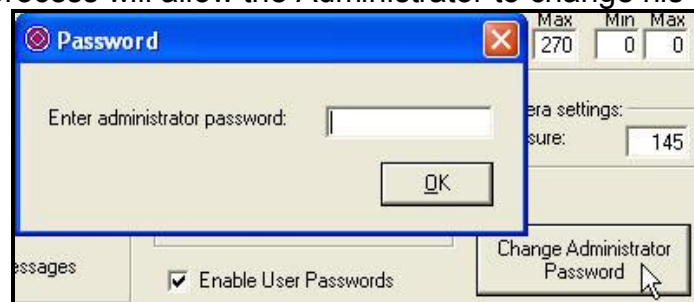
2) There is too much spurious Infrared light on your shooting wall caused by outside light or being generated by indoor lights. The solution is to identify the sources of unwanted Infrared light and block it out.

Note: If you are having trouble, refer to Section 8, "My Gun Won't Shoot," which is a complete troubleshooting guide on the subject.



Change Administrator Password

The following process will allow the Administrator to change his or her password.



Click on "Change Administrator Password" and you will be asked for your current Administrator password.



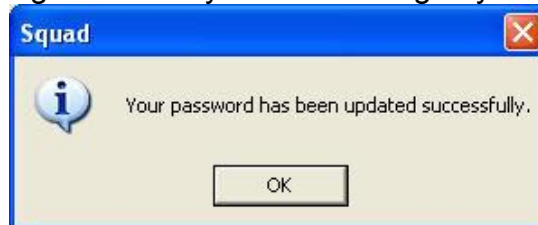
Enter **dryfire** and click "OK"

The New Password window will open.



Enter your new password in the top window and then enter it again in the lower window to make sure you didn't make a typing mistake in the top window. It wouldn't be wise to leave the password **dryfire** because others may find it in the documentation. Change it to something you won't forget. Then click "OK." In this case **bob** was entered in both windows (please remember the password is case sensitive).

This message confirms you have changed your password.



Click "OK"



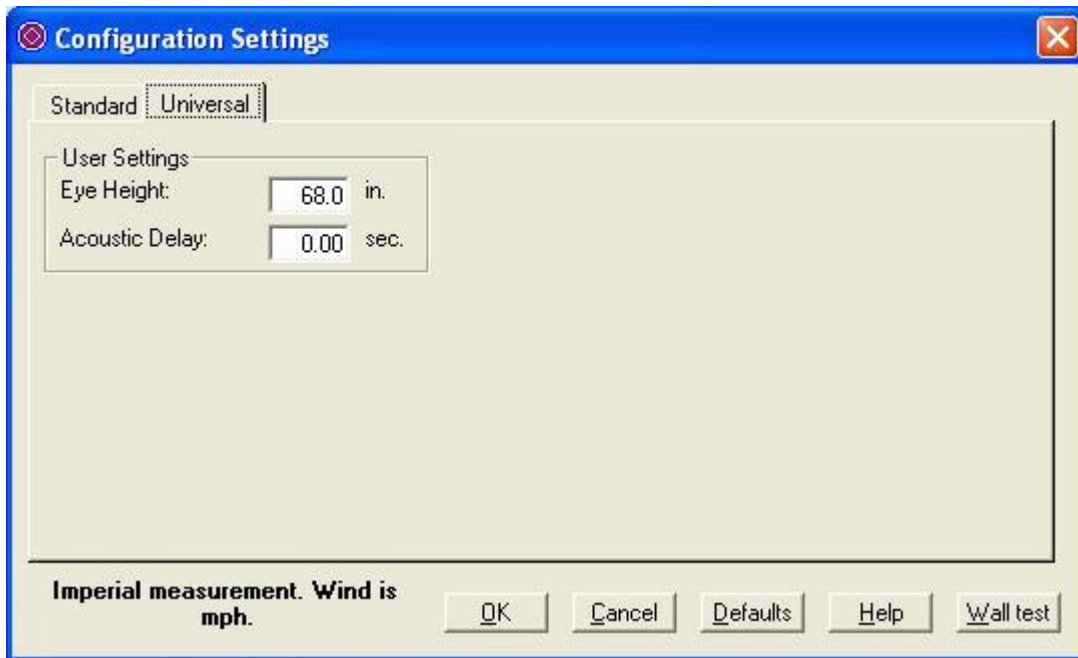
Buttons located near the bottom of the Configuration Settings Screen

Everything on the Standard tab has now been covered.

The Universal tab can be selected by clicking on it as shown below.



The Universal tab is shown below.



User Settings



The value in this window will be used to control the starting height of the laser target dot on the shooting wall. When a traphouse is attached to the wall, this window will allow you to adjust the vertical starting point on the wall. Adjust until the laser dot begins where the traphouse roof meets the wall.



General Information: After a target has been hit or has completed its trajectory and landed on the ground, DryFire will cause the head to return to home position. Shortly after it arrives at home position, it will signal that it is ready for another target by “**dinging**” the bell. The “**ding**” is the signal the voice release system has been enabled and will respond to another voice call.

If you are using the Voice Release system and you want to use an Acoustic Trigger mechanism, you will need enough time to cock your gun before the Voice Release system is again enabled. This is the purpose of the Acoustic Delay and with it you can create an additional delay of from 0 to 5.0 seconds.

Example: By inserting a 3 second delay, the system will throw a target, return to home position, and then wait 3 seconds (giving you enough time to cock your gun and stop making noise) before enabling the Voice Release circuit. Then, the bell will “**ding,**” and the shooter can call for another target.

Note: Keep in mind the best way to work with a squad is by using a Hand Release cable. When it is plugged into the green DryFire box the Voice Release system *goes to sleep* and the Acoustic Delay explained above is *not needed*. But, here is an example of when you might want to use it.

You are planning on shooting alone, you don't have anyone to hand release targets, and you want to use the Acoustic Triggering mechanism. In this situation, the Acoustic Delay feature will be a great help because it will give you the extra time you need to cock your gun without releasing another target.

The End