

“File” on the Menu Bar

Below, the word “File” on the Menu bar has been highlighted to show the file list.



1st item in the list above

Singles	Ctrl+F1
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Clicking on this item will load the Singles layout.

2nd item in the list above

Handicap	Ctrl+F2
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Clicking on this item will load the Handicap layout.

3rd item in the list above

Doubles	Ctrl+F3
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Clicking on this item will load the Doubles layout.

4th item in the list above

Wobble Trap	Ctrl+F4
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Clicking on this item will load the Wobble Trap layout.

5th item in the list above

Single 50's	Ctrl+F5
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Clicking on this item will load a version of 16 yard Singles where you will remain on each station for ten (10) targets before moving to the next station.

6th item in the list above



Clicking on this will Start a Round.

7th item in the list above



Clicking on this item will close down the Squadding program and return you to the desktop.

“Edit” on the Menu Bar

Below, the word “Edit” on the Menu bar has been highlighted to show the edit list.



1st item in the list above



Clicking on this item will take you to the Squad Set-up Screen.

2nd item in the list above



Only the Administrator has the privilege of making changes in the “Choke Table,” therefore, clicking on this item will take you to a screen asking for the Administrator’s password.



Enter the Administrator’s password and click “OK”

The Edit Choke Table now appears

Currently there are seven (7) chokes present in the system. These can be changed or you could define more chokes. Looking at the table you will see that you must specify the diameter of the pattern in inches at two (2) different distances from your muzzle. DryFire will take the information in the choke table and create a cone out of the numbers you have provided.

The down arrowhead on the right side of the Choke window has been clicked to expose the current choke list. As you can see seven (7) chokes have been created. To create an additional choke, click the “Add” button, give your choke a name and fill in the four (4) windows, which specify the shape of the pattern.

Or, if you want to fine-tune one or all of the chokes in this table, simply select the choke and change the data in the four (4) windows.

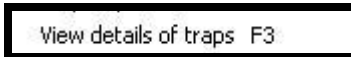
“View” on the Menu Bar

Below, the word “**View**” has been highlighted on the Menu bar and shows the view list.



To see what the top five (5) items on the list will do, simply click on the item and watch.

6th item in the list above



Clicking on this item will open the Trap Information Table for the active layout.

This Table will appear for all the single trap layouts.

	Trap 1	Trap 2	Trap 3	Trap 4	Trap 5	Trap 6
Throw distance	150.00	0.00	0.00	0.00	0.00	0.00
Intermediate distance (post/hoop)	30.00	0.00	0.00	0.00	0.00	0.00
Intermediate height (post/hoop)	9.00	0.00	0.00	0.00	0.00	0.00
Clay flight time (seconds)	3.78	0.00	0.00	0.00	0.00	0.00
Clay flight distance	157.40	0.00	0.00	0.00	0.00	0.00

Distances are shown in feet. Values for some traps are not present in the layout file and will not be shown above.

Single layouts include, Singles, Handicap, Wobble Trap, and Single 50's

This Table will appear for the double trap layout.

	Trap 1	Trap 2	Trap 3	Trap 4	Trap 5	Trap 6
Throw distance	144.00	144.00	0.00	0.00	0.00	0.00
Intermediate distance (post/hoop)	30.00	30.00	0.00	0.00	0.00	0.00
Intermediate height (post/hoop)	9.00	9.00	0.00	0.00	0.00	0.00
Clay flight time (seconds)	3.66	3.66	0.00	0.00	0.00	0.00
Clay flight distance	151.00	151.00	0.00	0.00	0.00	0.00

Distances are shown in feet. Values for some traps are not present in the layout file and will not be shown above.

Notice the shorter throwing distance (144.0 feet) and therefore, the distance the clay travels in the air will be less and the time of flight will be less.

1st item in the list above

Throw distance	144.00	144.00
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This specifies the throwing distance for Trap 1 and 2 (144 feet = 48 yards).

2nd item in the list above

Intermediate distance (post/hoop)	30.00	30.00
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The intermediate distance is 30 feet or 10 yards.

3rd item in the list above

Intermediate height (post/hoop)	9.00	9.00
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Intermediate height (30 feet out from the house) is 9 feet.

4th item in the list above

Clay flight time (seconds)	3.66	3.66
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The clay will be in the air for 3.66 seconds.

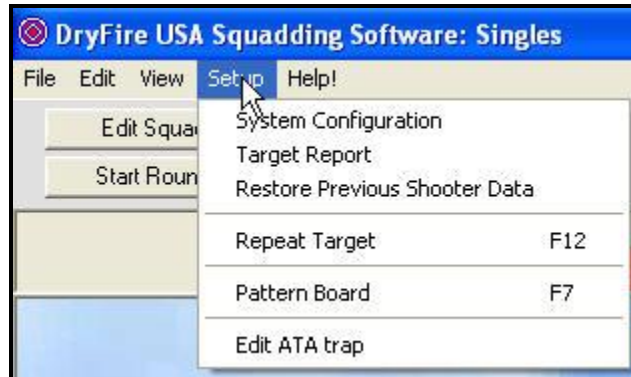
5th item in the list above

Clay flight distance	151.00	151.00
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Because of the trajectory of the clay, it travels 151 feet in the air while covering 144 feet on the ground.

“Setup” on the Menu Bar

Below, the word “**Setup**” has been highlighted on the Menu bar and shows the setup list.



1st item in the list above

System Configuration

The System Configuration Screen is covered in detail in Section 4. The document is titled “**The Configuration Setting Screen.**”

2nd item in the list above

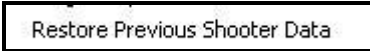
Target Report

Only the Administrator has the privilege of viewing or printing a “**Target Report,**” therefore, clicking on this item will take you to a screen asking for the Administrator’s password.



Enter the Administrator’s password and click “**OK.**” The “*Target Report System,*” is covered in detail in Section 6 titled, “**Target Report System.**”

3rd item in the list above

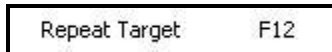


Only the Administrator has the privilege of “Restoring Previous Shooter Data.” Therefore, clicking on this item will take you to a screen asking for the Administrator’s password.



Enter the Administrator’s password and click “OK.” The Restore Previous Shooter Data is covered in detail in section 7 titled, “Restoring Shooter’s Files”

4th item in the list above



Although it is highly unlikely, there may be a reason you want to allow a shooter to repeat a target. DryFire will allow you to repeat the shot as long as the next shooter hasn’t taken his or her next shot. The most convenient way to repeat a target is to press the “F12” function key near the top of your keyboard.

5th item in the list above

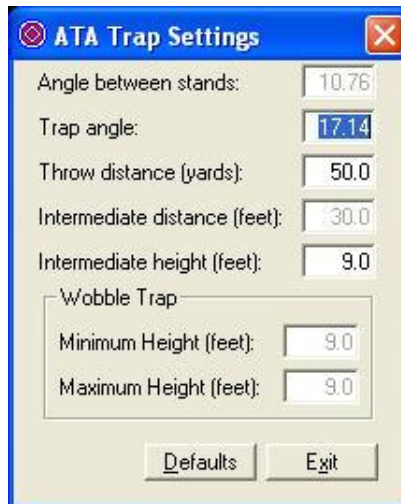


The details related to aligning and patterning entire squads are covered in Section 2, starting near the bottom of page 18 and finishing on page 22.

6th item in the list above

Edit ATA trap

Clicking on this will take you to the ATA Trap Settings table shown below.



The image shows a dialog box titled "ATA Trap Settings" with a blue header and a close button in the top right. It contains several input fields for configuration:

- Angle between stands: 10.76
- Trap angle: 17.14
- Throw distance (yards): 50.0
- Intermediate distance (feet): 30.0
- Intermediate height (feet): 9.0
- Wobble Trap section:
 - Minimum Height (feet): 9.0
 - Maximum Height (feet): 9.0

At the bottom of the dialog are two buttons: "Defaults" and "Exit".

When you use this table, it is just like you are in the traphouse making adjustments. The first and fourth window cannot be changed.

The top window is never used.

Angle between stands: 10.76

2nd window in the ATA Trap Setting table

Trap angle: 17.14

This window sets the maximum angle that DryFire will throw a target. The default setting is as shown, 17.14 degrees.

“Two hole target = 17.14 degrees”

“Three hole target = 21.50 degrees”

3rd window in the ATA Trap Setting table

Throw distance (yards): 50.0

This window sets the distance the target will travel across the ground.

4th window in never used

Intermediate distance (feet):	<input type="text" value="30.0"/>
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5th window in the ATA Trap Setting table

Intermediate height (feet):	<input type="text" value="9.0"/>
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This will set the height of the target when it is 10 yards out of the house.

Bottom two windows

Wobble Trap	
Minimum Height (feet):	<input type="text" value="9.0"/>
Maximum Height (feet):	<input type="text" value="9.0"/>

When the Wobble Trap layout has been selected these two windows will become active, which will then give you the option to set the minimum and maximum vertical height for the Wobble Trap layout.

The End

Notes: