

The Shooter's Information File

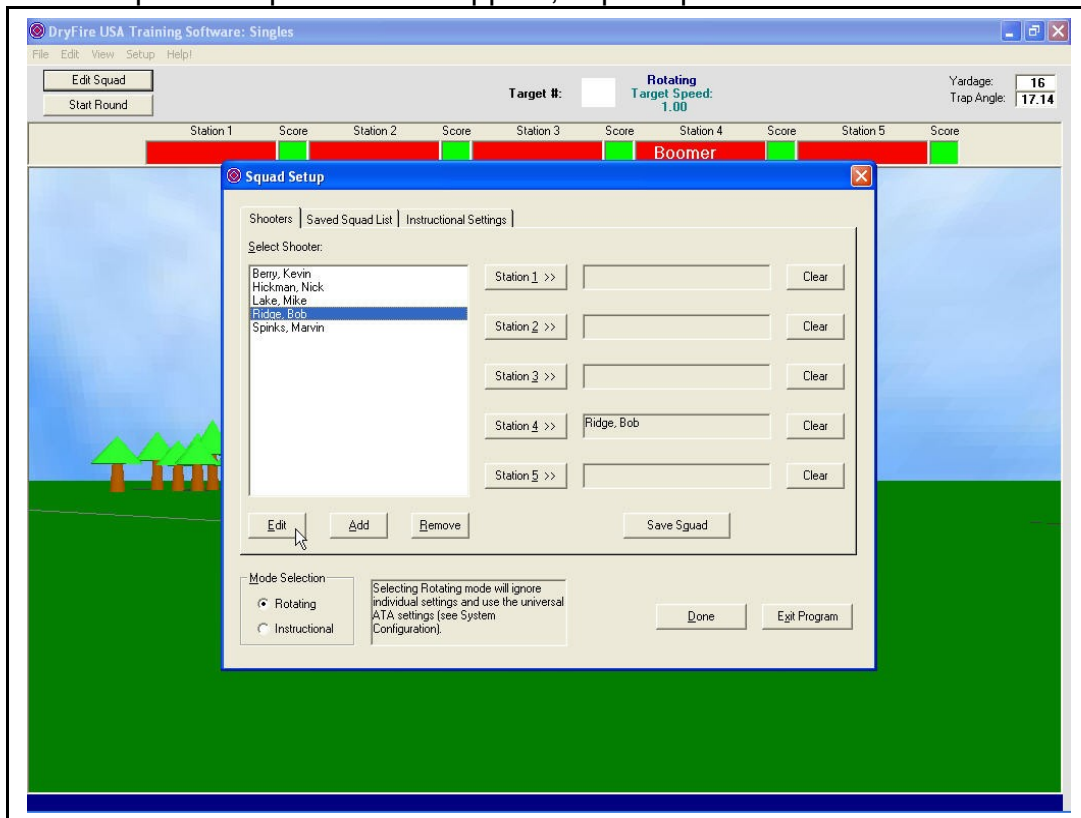
There are two (2) ways to get to your "Shooter's Information File."

If the Training Software is not loaded, click the Training Icon (shown below) on the desktop and it will take you to the "Squad Setup Screen."

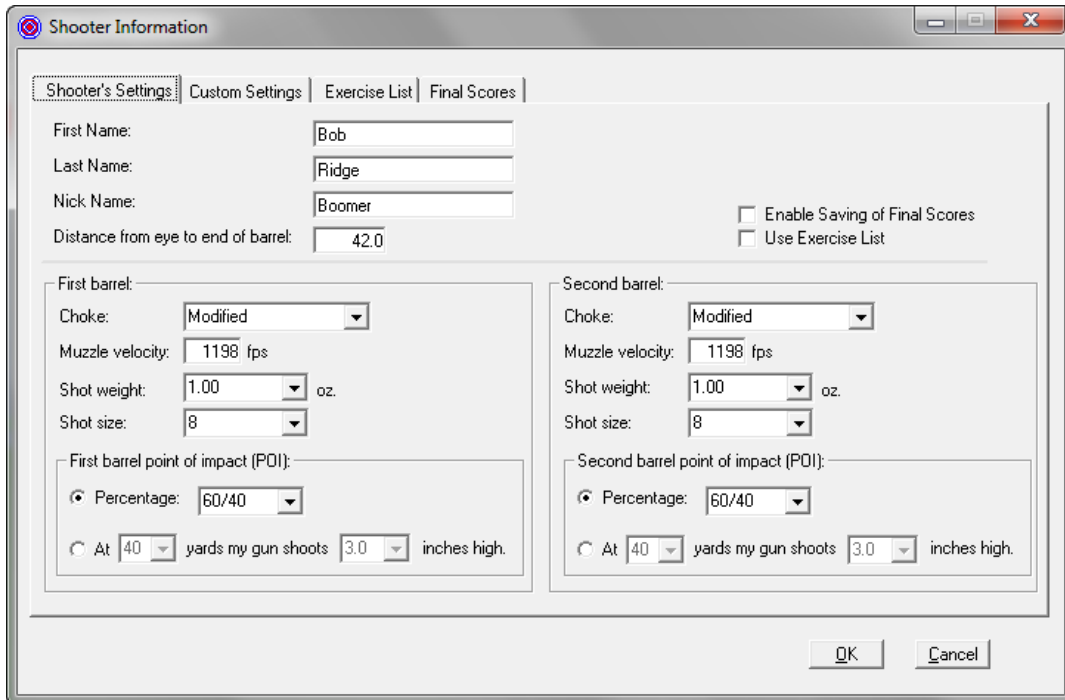


If the Training Software is open and you are on the Main screen, click on the "Edit Squad" button, which will take you to the "Squad Setup" screen shown below.

The Squad Setup screen will appear, superimposed on the Main Screen



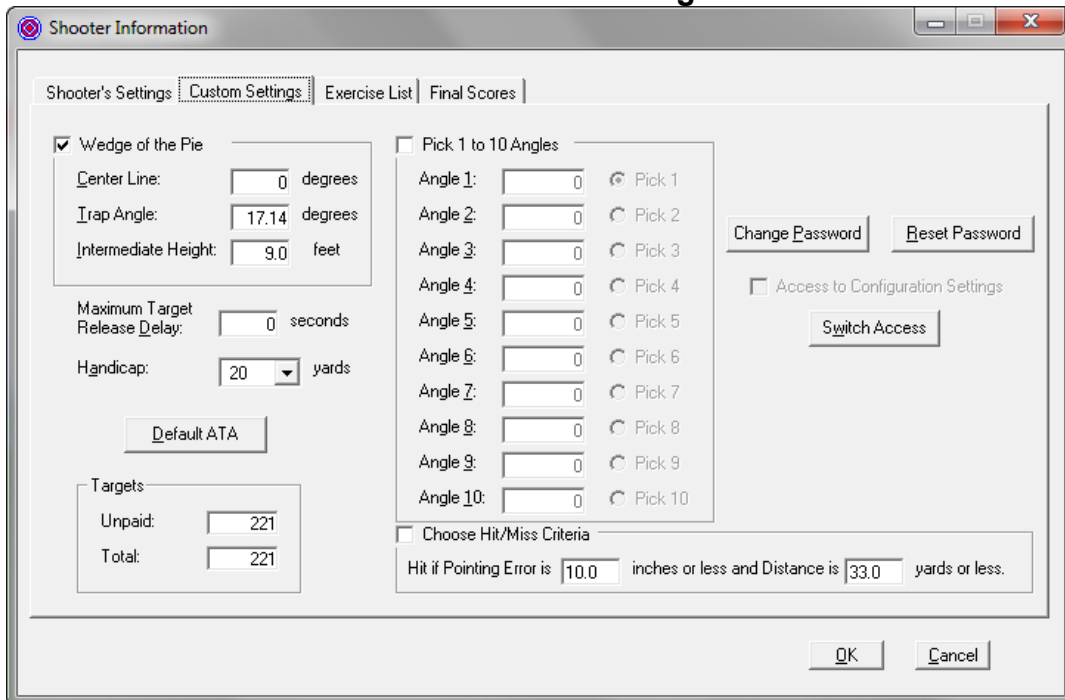
Highlight your name and then click "Edit."



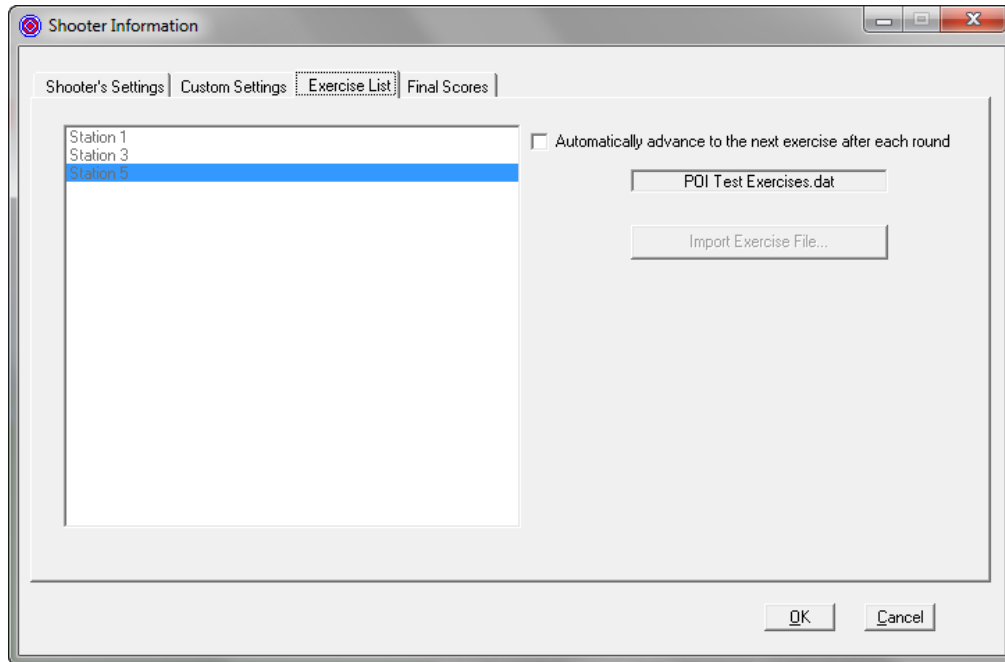
The Shooter's Information screen appears.

Although everything you can see in the above screen looks fairly normal to you (because you are familiar with the Single User Software), notice there are three additional tabs called, “**Custom Settings, Exercise List, and Final Scores**.”

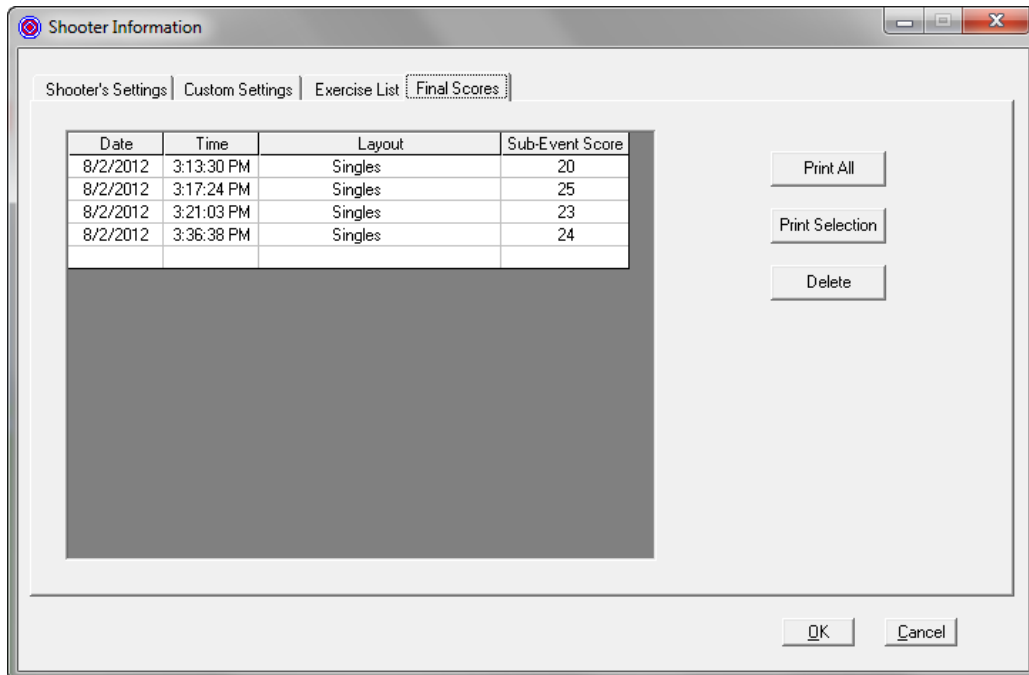
This is the “**Custom Settings**” tab.



This is the "Exercise List" tab.

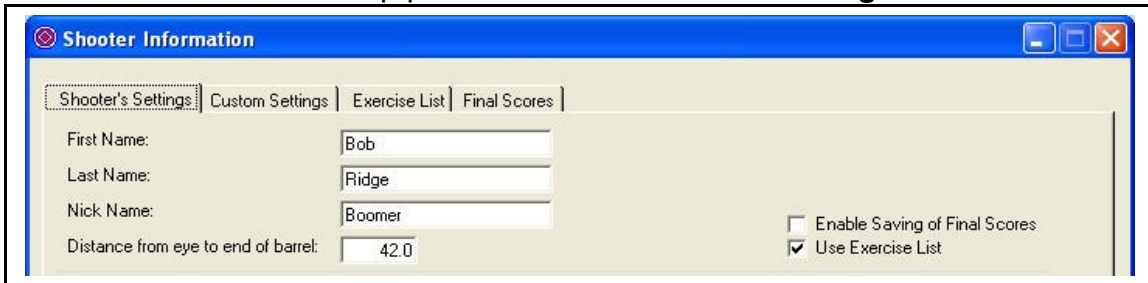


This is the "Final Scores" tab.



In the process of creating new features for the Training Software, we found it necessary to have more controls and displays and we placed them on a second tab we labeled, “**Custom Settings.**” But, to keep things in the proper order, let's go back to the “**Shooter's Settings**” tab and see what changes have occurred when compared to the USA Friendly Software.

This is the top portion of the “**Shooter's Settings**” tab



The top window is your First Name. The next window down is your Last Name followed by your Nick Name, which will be used on the Main Screen when you are shooting as part of a Squad. You can change your Nick Name any time you want, but remember you will not be able to change your First Name or your Last Name. Only the Administrator has the authority to change a First or Last Name. This is a safeguard to prevent a Shooter from shooting an abundance of targets and then changing his or her name to avoid paying for the targets.

In the lower right portion of the above image, you will find two control checkboxes.



Use Exercise List: If this is check marked, the Exercise List will be used instead of the Custom Settings tab when the Instructional mode is being used.



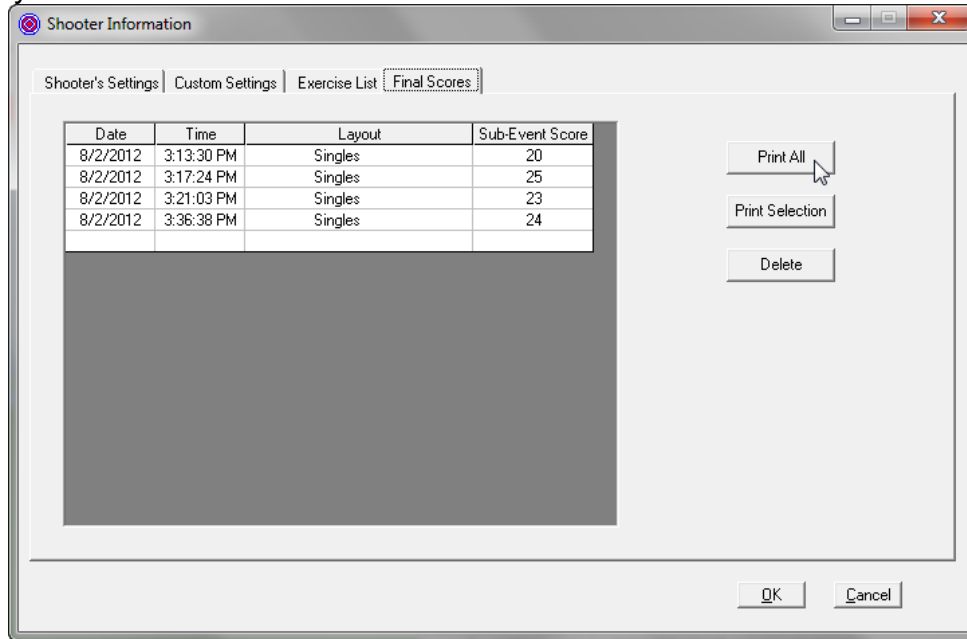
Enable Saving of Final Scores: One of the Arkansas High School users asked if we could save the shooters Final Scores. So, the fourth tab in the Shooter's Information file (if check marked) is used to keep a chronological list of all the shooter's Final Scores (all 25 targets must be shot or the results will not be posted to the fourth tab).

Chapter 4

Aug 28, 2012

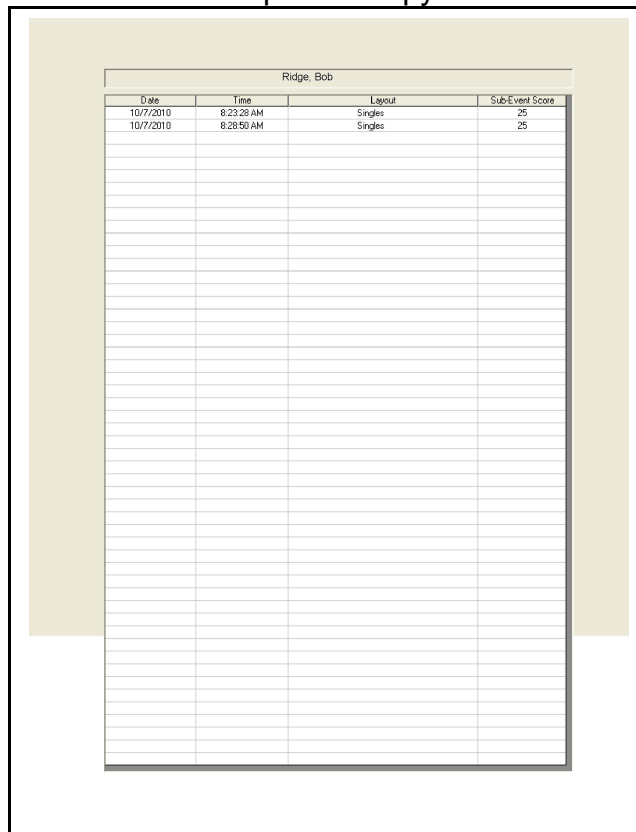
Shooter's Information File Version 1.0.3

Below you will see that four final scores were recorded in a little over 23 minutes.



Anytime the shooter wants a copy, he or she can simply click on "Print All."

This is what the printed copy will look like.



The picture to the right was taken from the Custom Settings tab of one of the shooters. It clearly shows this shooter has shot a total of 233 targets and has not paid for any of them.



Targets

Unpaid:	233
Total:	233

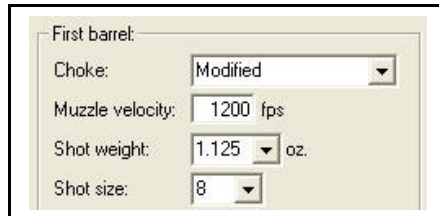
For the same reason, a Shooter cannot remove his or her Shooter's Information File from the Shooter's List. Therefore, the owner/operator is completely in charge. If you shoot targets on the system, they will be recorded in your Shooter's Information File (on the Custom Settings tab) and the owner/operator can run an "Unpaid Target" report to learn who has shot targets that need to be paid for. This doesn't force the owner/operator to charge for targets, he or she is free to do whatever they want. Even if the owner is charging for targets, the owner can give free targets either before the targets are shot or after they are shot.

"Distance from eye to end of barrel" Mount your gun and have someone measure from your shooting eyeball to the front bead of your gun and enter the measurement (in inches) in the window.



Distance from eye to end of barrel: 42.0

The next portion of the Shooter's Information File has been Americanized to reduce confusion. The choke, shot weight, and shot size windows only use terms familiar to USA shooters.

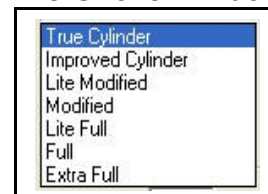


First barrel:

Choke:	Modified
Muzzle velocity:	1200 fps
Shot weight:	1.125 oz.
Shot size:	8

If other chokes are desired, the Administrator can use the "Edit Choke Parameters" feature to change current chokes or create new chokes.

The Choke Window

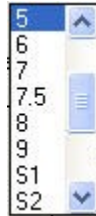


- True Cylinder
- Improved Cylinder
- Lite Modified
- Modified
- Lite Full
- Full
- Extra Full

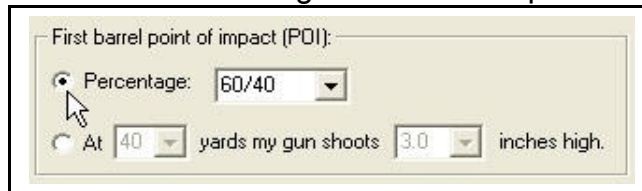
The Shot Weight Window is in ounces only.



The Shot Size Window is in USA terms only.

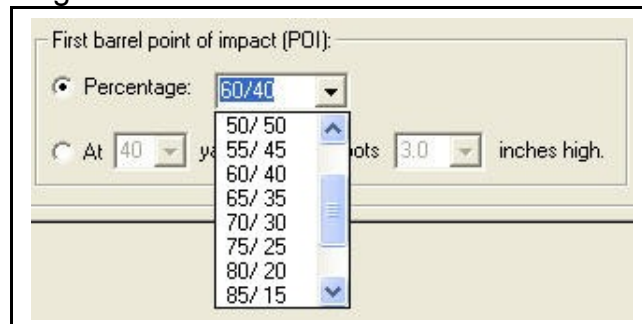


There are two methods of setting the Point of Impact for each barrel.

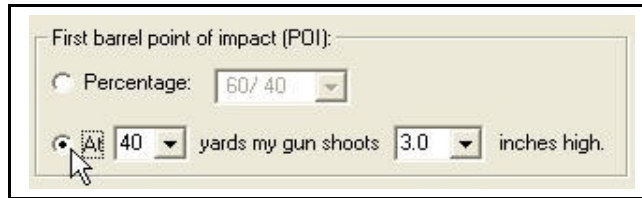


The two-radio buttons on the left edge select the method you will use to define the POI. The "Percentage" method selected above will allow you to choose a percentage and this percentage is always based upon the POI at 40 yards.

In the window below, the drop down menu has been opened to reveal some of the choices. The range of choices is from 35/65 to 100/0.

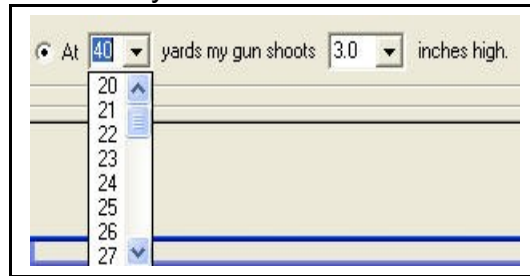


The second method, shown below is chosen by clicking the radio button in front of the sentence, "At 40 yards my gun shoots 3.0 inches high."

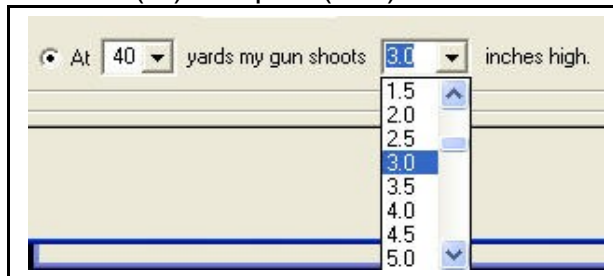


After selecting this method you can select a yardage and a distance (in inches) above or below your aiming point. This method can be used if you know your POI at any distance between 20 and 50 yards.

In the window below, the “yardage” drop down window has been opened. Your choices are between 20 and 50 yards.

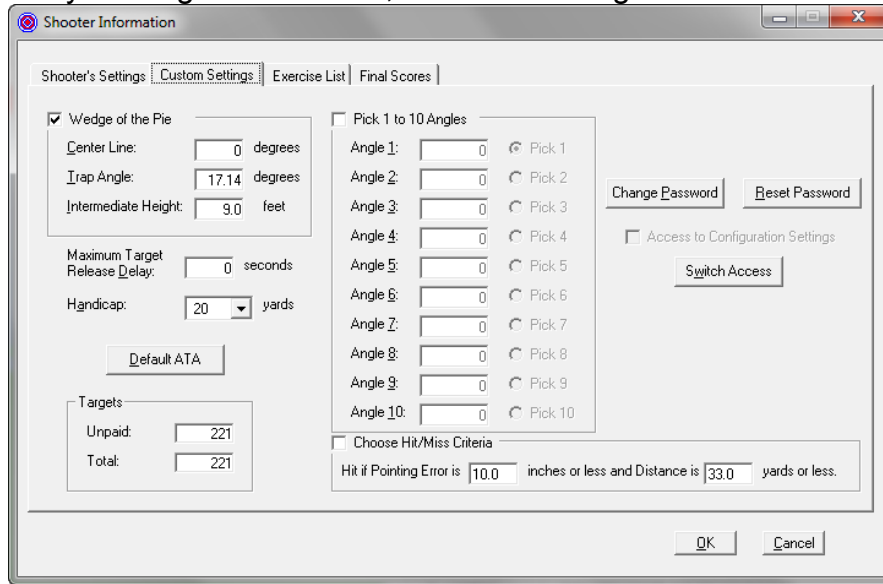


In the window below, the “inches” drop down table has been opened. Your choices are between minus (-9) and plus (+40).



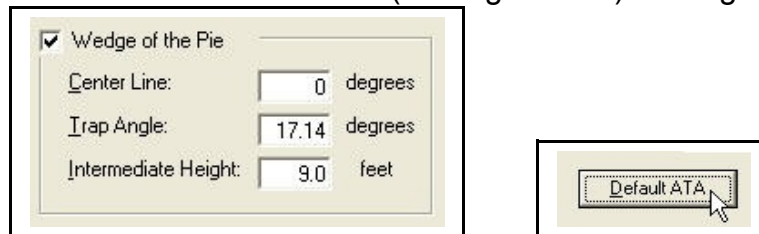
Custom Settings Tab

Next, we will explore the Custom tab shown below. You gain access to the Custom tab by clicking on the words, "Custom Settings."



You have already been introduced to a fairly large portion of the Custom Settings. Let's review these controls and cover those that were not covered in Section 2.

"Wedge of the Pie" is part of the Instructional Shooting (specialized practice). The explanation can be found in Section 2 (Getting Started) starting on page 6.



The "Default ATA" button is shown here next to the "Wedge of the Pie" to show that when it is clicked, it will set "Wedge of the Pie" values to the normal ATA settings of 17.14 degrees to the left and right of center @ an intermediate height of 9 feet as shown above. Refer to the "Custom tab" picture to find the location of the Default ATA button.

"Pick 1 to 10 Angles" is also part of the Instructional Shooting (specialized practice). Refer to Section 2 (Getting Started) starting on page 8.

Pick 1 to 10 Angles

Angle 1: Pick 1

Angle 2: Pick 2

Angle 3: Pick 3

Angle 4: Pick 4

Angle 5: Pick 5

Angle 6: Pick 6

Angle 7: Pick 7

Angle 8: Pick 8

Angle 9: Pick 9

Angle 10: Pick 10

“Maximum Target Release Delay” features have been thoroughly discussed in section 3, page 8.

Maximum Target Release Delay: seconds

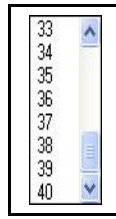
Anytime the Handicap layout is selected and you are part of the squad, the Training Software will look into your “Shooter’s Information File” to determine your Handicap distance. You can choose any distances between 19 and 40 yards or you can choose 16 yards. The reason for including 16 yards is to allow one or more of the squad members to shot 16 yard targets while the rest of the squad members are shooting their Handicap distance.

Handicap: yards

Top portion of the drop down yardage table

16
19
20
21
22
23
24
25

Bottom portion of the drop down yardage table



There are two buttons for changing your personal password.

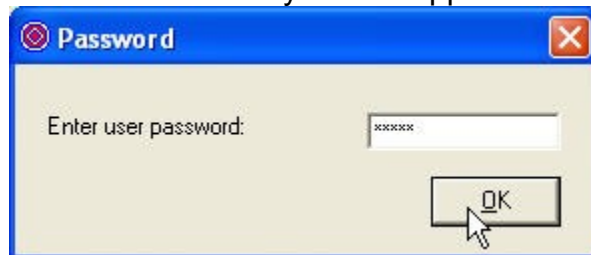


If you know your password, but simply want to change it click the “**Change Password**” button shown below.



Click “**Change Password**”

Password entry screen appears



Enter your current Password and click “**OK**”

New Password screen



Enter your new password in the top window and then tab to the next window and enter it again. Now, click the “**OK**” button.

The password system responds with this message.



Click "OK"

If you have forgotten your password (and that can happen, especially for those of us that aren't exactly spring chickens) you will need to get the Administrator to help you. When you and the Administrator are together, enter your " **Shooter's Information File**," by letting the Administrator use his or her password to get you into your File. Then, go to the "Custom Settings Tab," and click the " **Reset Password**" button shown below.



Click "Reset Password"

The password system responds with this message.



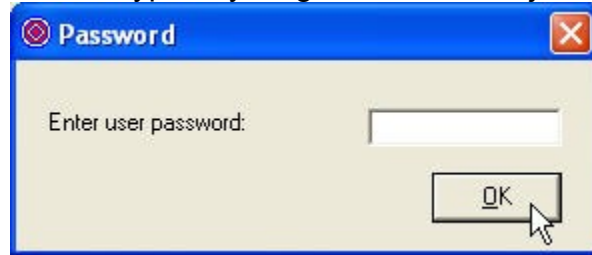
The Administrator now enters his or her password and clicks, "OK."

The password system now responds with this message.



Click, "OK"

Be careful at this point. In the message above when it says, "Your password has been reset." it means your password is actually all blanks. Therefore, when this screen appears you will not type anything in the window, just click "**OK**."



The enter "**New Password**" screen appears.



Enter your new password in the top window and then tab to the next window and enter it again. Now, click the "**OK**" button.

The password system responds with this message.



Click, "**OK**"

Another feature of the "Custom Settings Tab" is to allow the Administrator the opportunity to make you a "**Master User**," which would give you two additional rights that you don't have as a "**Shooter**." As a Master User you will be allowed to add a "**New Shooter**" to the system by helping the new shooter create a "Shooter's Information File." And you will have access to the "**Configuration Setting Screen**."

The Administrator makes you a "Master User" by first clicking the button shown below.



Click the "**Switch Access**" button

The password system responds by asking for the Administrator's password.



The Administrator's password, **dryfire** is entered and the "OK" button is clicked.

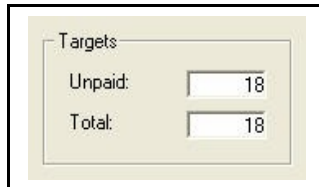
The system responds by putting a very faint checkmark in the small window (the arrowhead is pointing to this checkmark).



This process has made you a "**Master User.**"

If the Administrator decides to remove your "Master User" status he or she can do this by repeating the process, which will remove the checkmark and remove your "Master User" status.

The Unpaid and Total Target counter is also located on the Custom Settings tab.



Choose Hit/Miss Criteria

Choose Hit/Miss Criteria: If this program option is check-marked, the person placing the check-mark will now specify whether a target is Hit or Missed by entering two values in the sentence shown below. The statement will then control how the DryFire system determines if the target was “Hit” or “Missed”. The normal method of determining the hit or miss status will be suspended in favor of the new definition. This feature gives the coach the flexibility to control how the DryFire system deals with the target. In the window below, the variables are defaulted to 10.0 inches and 33.0 yards. Therefore, if the statement is left unchanged, DryFire will declare you hit the target if your “Pointing Error” is 10.0 inches or less and the target was shot at 33.0 yards or less. However, if your “Pointing Error” is 10.1 inches or greater or your shot cloud intersects the target at 33.1 yards or farther, DryFire will declare a “Miss.”

 Choose Hit/Miss Criteria
Hit if Pointing Error is inches or less and Distance is yards or less.

The range of “Pointing Error” values is 0 to 20.0 inches. The range of acceptable target distance values is 0 to 50.0 yards.

The End