---

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. When you first access the file the only entry will be the Administrator. In the picture below, we have added two (2) Master Users so you can see what the list will look like as you add Master Users.
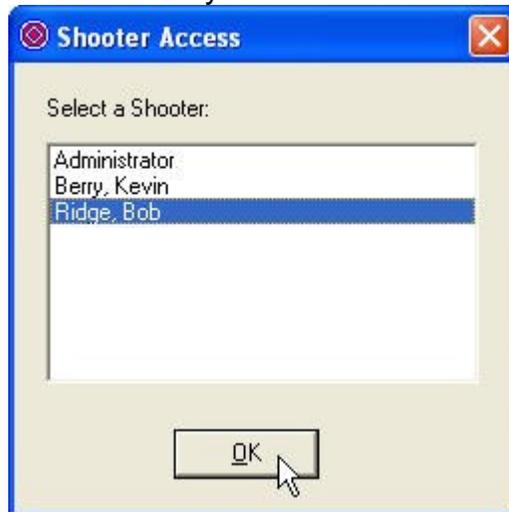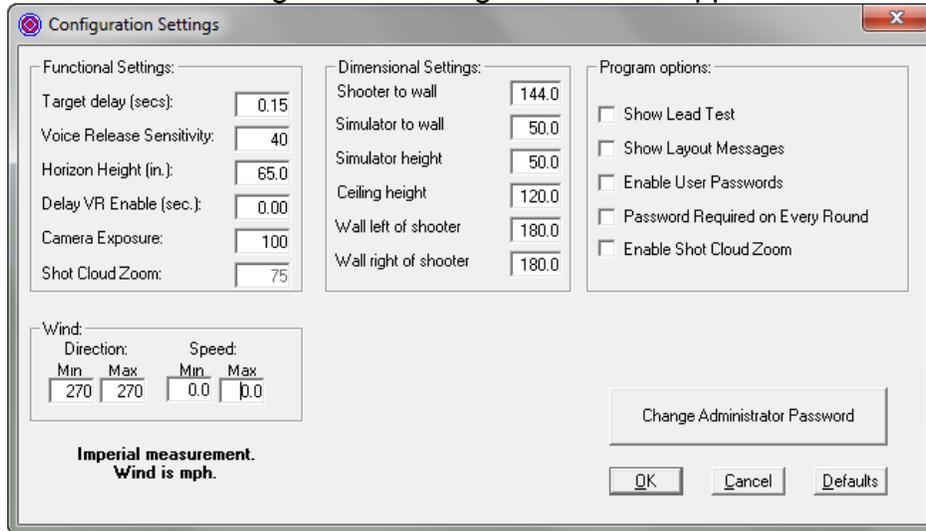

Ridge, Bob has been highlighted. Click the "OK" button to give Bob access.

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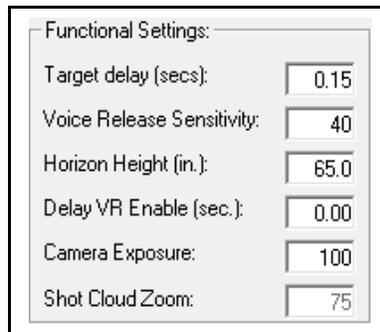

Click "OK"

The configuration Setting Screen now appears.

Below, we will explain all aspects of the Configuration Setting Screen.

Functional Settings

We will start by explaining the Functional Settings in the upper left corner of the screen.

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.

In general, most trap throwers take approximately 0.15 seconds to get the target in the air from the time the trap thrower receives the signal to release a target.

If you are using a Hand Release cord to launch targets, the 0.15 second delay will be correct. However, if you are training alone and are using the Voice Release system, you should change this delay to 0.30 seconds. The reason for making the delay longer, when using Voice Release, is explained in the Note below.

Note: The Canterbury Voice Release product adds 1/6th of a second delay between the time it hears the audible call and the trap machine is given the signal to release a target (0.16 seconds). This is done because a study they conducted came to the conclusion that it takes the average human 1/6th of a second to push a button based upon a voice call.

Voice Release Sensitivity:	40

Voice Release 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 40. 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 20.

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 30, then the Voice Release system will stop functioning if you set the Voice Release Sensitivity value less than 30. Therefore, as you make the Voice Release 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 Voice Release Sensitivity window and the Voice Release system will again become functional.

Horizon Height (in.):	65.0

Horizon Height (in): Because of the multi-shooter capabilities of the Training software, the individual shooters eye height (or where they see the horizon) is not asked for. This window, in the Configuration Setting screen, controls where the trajectories are placed vertically on the shooting wall. In most cases, you will have a background canvas on the wall. This window should then accurately reflect the distance from the floor to the horizon on the canvas.

If a canvas is not being used, this value should accurately reflect the distance from your eyeball to the floor.

Note: If you are using the Hand Release cord you will not need to use this feature, however, if you are using the Voice Release capabilities of DryFire and using an Acoustic Trigger Gun Assembly you will want to use this feature.

Delay VR Enable (sec.):	0.00

Delay VR Enable: When using the Acoustic Trigger Gun Assembly, you will want to change this number from its default value of 0.00 and make it larger (maximum value is 5.00 seconds). Without this delay feature, you will find it impossible to cock your gun without releasing an unwanted target. If for example, you enter a 2.00 second delay, the DryFire system will alter the method of launching targets in the following way. You will call for a target, DryFire will launch the target, after the target is shot, the head will quickly return to home position and then your specified delay will be inserted before the Voice Release circuit is again enabled. This will give you enough time to cock your gun.

A second reason for using this feature is to prevent "servo motor hum" from distorting the Voice Release system. Some heads, when sitting at home position with the brakes applied, make a "humming" sound. This can be loud enough to make it difficult for the Voice Release system to hear your voice call. The result is you may need to call several times before the system hears your call and releases a target. This can be aggravating. The "hum" lasts for about 3 seconds after the head has returned to home position. By entering 3.5 seconds in the "Delay VR Enable" window, you can prevent the Voice Release system from activating until after the "hum" goes away. This means the red light will not turn green and the bell will not "ding" until the 3.5 second delay times out. Therefore, because the bell will not "ding" until the timer times out, you will not call for a target until the "hum" is gone and the Voice Release system can easily hear you. This prevents some frustration and only affects your shot to shot frequency.
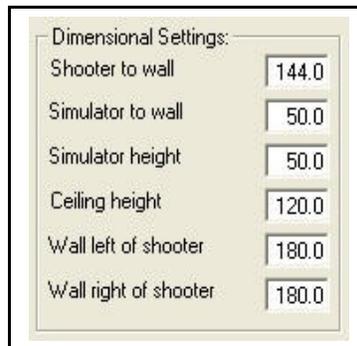
Camera Exposure:	100

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 128. We have set the default value to 100 (a mid range setting).

If, when you are finally ready to shoot your gun you find, *your gun won't shoot,* consult Section 9 titled, "**My Gun Won't Shoot** This document has been written to help you find the problem. It will take you step by step through each process that could be at fault. However, you might find it interesting to know that when we receive calls from customers who are having trouble with their *gun won't shoot*, we find that 95% of the time it is a room problem which is allowing too much infrared (from a window, door, or indoor lighting) onto the shooting wall.

Dimensional Settings

Dimensional Settings:	
Shooter to wall	144.0
Simulator to wall	50.0
Simulator height	50.0
Ceiling height	120.0
Wall left of shooter	180.0
Wall right of shooter	180.0

The Dimensional Settings are located in the top center portion of the Configuration Setting Screen.

Shooter to wall	144.0

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 9, 10, 11, or 12 feet from the wall. Therefore, enter 108, 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's eye to the wall).

Simulator to wall	50.0

Simulator to wall: Again, enter the distance in **"inches."** The recommended distance is 50 inches from the wall, although you can place it from 36 to 60 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

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.

Note: If the DryFire green box is too low, the beam may hit the front surface of the traphouse. If this is happening, raise the green box until the beam hits the wall where the roof touches the wall instead of hitting the front surface of the house. Then, remember to change the simulator height window to reflect the physical change you made.

Ceiling height	120.0

Ceiling Height: Although the acceptable range is from 72 to 180 inches, leave 120 as the value.

Wall left of shooter	180.0

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

Wall right of shooter	180.0

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

Program Options

The Program Options are located in the top right portion of the Configuration Setting Screen.

Show Lead Test: 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 checkmark 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.

Please take notice of the Lead Test windows.

Show Layout Messages: 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 checkmark from the option.

☐ Enable User Passwords

Enable User Passwords: Only the Administrator can checkmark or uncheckmark this feature. By check-marking this feature the Administrator chooses to use the protection of the password system. If it is left unchecked, the system will operate without the protection of the password system.

☐ Password Required on Every Round

Password Required on Every Round: Only the Administrator can checkmark or remove the checkmark from this feature. This feature controls how the system treats the end of a round (whether it is completed by shooting 25 targets or whether it is interrupted by clicking the "Cancel" button before the round is complete).

No checkmark in the box: When the round is completed or terminated, and the print/save option has been answered, you will be returned to the main screen with the previous squad in their original locations and everything is ready to start another round.

Checkmark in the box: When the feature is check-marked by the Administrator and a round is completed or terminated, and the print/save option has been answered, you will be returned to the Squad Set-up screen.

There are two reasons for this feature:

1) If a password is required to begin every round, it makes it inconvenient for a squad to shoot consecutive rounds without the hassle of reentering the squad for every round. This can be overcome by saving a Squad and then simply (with one click) the squad can be reloaded
2) However, if a password is not required to start every round, then the following could happen. Squad 1 completes 4 rounds and is ready to quit. The next squad could shot targets and the previous squad members would be charged for the targets. This can be prevented if the squad, which is quitting, is smart enough to go back to the Squad Set-up screen and clear all its members from the squad.

Wind Control
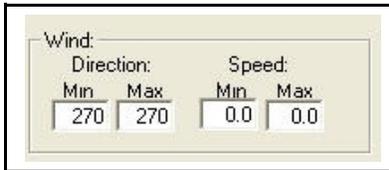
Wind Speed Controls: These controls are found in the lower left corner of the Configuration Setting Screen.

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

Wind speed: Maximum and minimum wind speed in miles per hour (MPH).

Note 1: All Trap layouts (Singles, Doubles, and Wobble) face North (0 degrees).

Note 2: How do the two Direction windows and the two Speed windows work together. If you want the wind direction or speed to always be the same, load the same number in both windows. For example, in the picture above, both wind direction windows are set to 270 degrees; therefore, the wind direction will always be 270 degrees. If you changed the Max wind window to 300, then every launched target would be within the range of 270 to 300 degrees (consecutive targets would not be from the same exact direction, but would be within the range of 270 to 300 degrees). You might think of these two windows working together as defining the spread or range of directions. The same is true for the Speed windows.

Change Administrator Password: When the Training Software loads, it is loaded with dryfire as the Administrator Password (all lower case). Because the documentation package states the Administrator's Password it wouldn't be safe to leave your system with this password. Therefore, you will want to change the Administrator's Password to something you can remember and no one else knows.

Note: The Administrator Password can be anything. The number of characters is not restricted, the system recognizes the difference between upper and lower case letters, and all special characters can be used. Don't make the mistake of creating a one or two character password. It would be too easy for someone to determine your password by watching you enter it a couple of times. But, it's your choice.

After clicking the "Change Administrator Password" button shown above, this screen will appear.

Enter the current Administrator's Password, in this case   dryfire   (all lower case) and click the "OK" button.

The New Password window will open.

Enter your new password in both windows and click "OK."

This window will appear.

Click "OK"

The End