

## “File” on the Menu Bar

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



1<sup>st</sup> item in the list above



Clicking on this item will load the Singles layout.

2<sup>nd</sup> item in the list above



Clicking on this item will load the Handicap layout.

3<sup>rd</sup> item in the list above



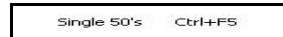
Clicking on this item will load the Doubles layout.

4<sup>th</sup> item in the list above



Clicking on this item will load the Wobble Trap layout.

5<sup>th</sup> item in the list above

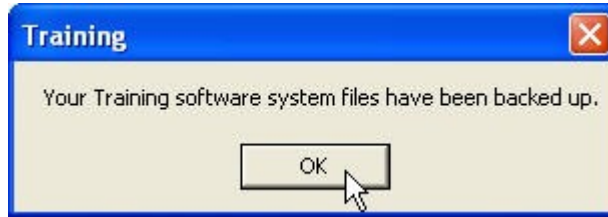


Clicking on this item will load a version of 16 yard Singles where you will remain on each station for ten (10) targets before moving to the next station.

6<sup>th</sup> item in the list above



Clicking on this item will open the window shown below.



Click on the “OK” button and all your unique information you have entered into the Training Software will be encrypted and stored somewhere in your computer. This will be considered by the system as a “Manual” save. We recommend you do this fairly often. It is always a good idea to have the most current information backed up frequently. With this information stored, you will be able to recover from even the most devastating problems.

7<sup>th</sup> item in the list above

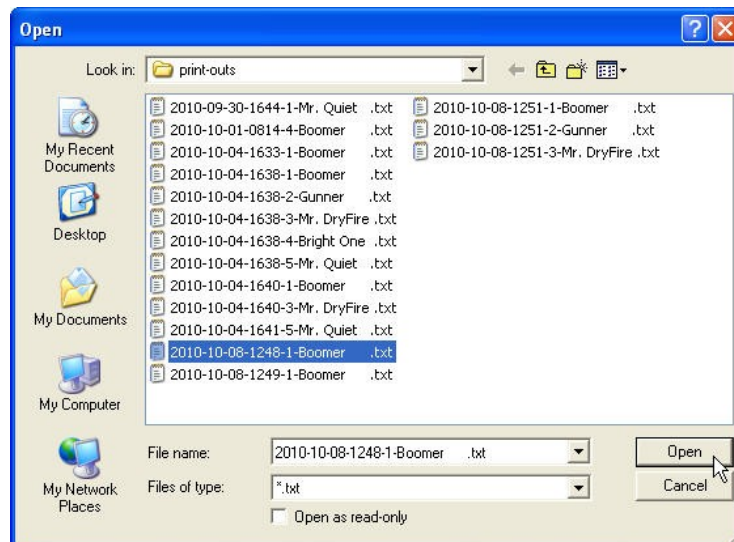


Clicking on this will Start a Round.

8<sup>th</sup> item in the list above



Clicking on this item will take you to the file, which contains all the saved shooting rounds. You will be able to select the round you want to print and print it.



Highlight the file you want to print, as shown above, then click the “Open” button to print.

9<sup>th</sup> 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.



1<sup>st</sup> item in the list above



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

2<sup>nd</sup> item in the list above



Clicking on this item will allow you to adjust the view you see of the Patterning Board when you depress the “F9” key. This process is cover in the USA Friendly 30 page document titled “USA Friendly Initial Set-Up Procedure (approximately page 23 of 30). Only the Administrator and Master User can make adjustment to this feature.

3<sup>rd</sup> item in the list above

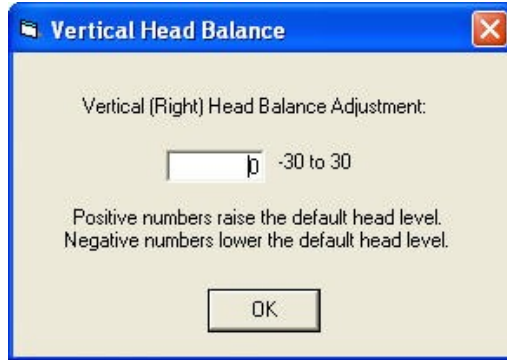


Clicking on this item takes you to the Exercise form. With this form you will be able to create a multitude of pre-planned practice routines. For all the details regarding this feature, read Section 11 titled “Remote Coaching.”

4<sup>th</sup> item in the list above



This Administrator/Master User feature allows the left and right head to be balanced vertically. For instance, when you select ATA Doubles, does the left and right head start on the wall at the exactly the same height? If not, this adjustment will allow you to balance the starting height of the two heads.



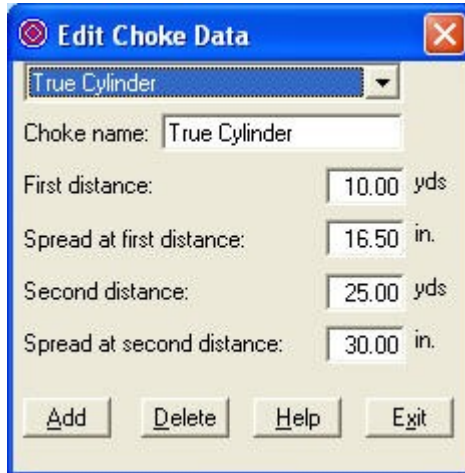
Please notice this adjustment changes the right head and allows you to balance it with the left head.

5<sup>th</sup> item in the list above



Only the Administrator has the privilege of making changes in the Choke Table.

Below is the Edit Choke Table



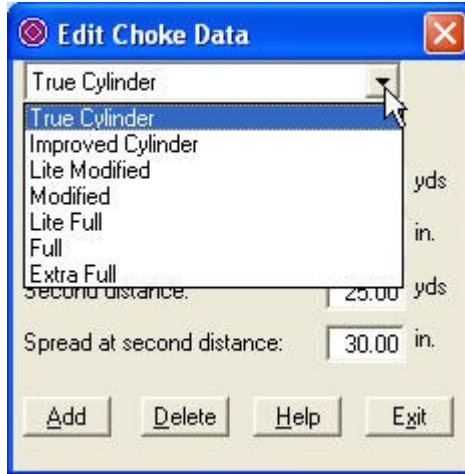
Currently there are eight (8) chokes present in the system. These can be changed or you could define more chokes. Looking at the table you will see that you must specify the diameter of the pattern in inches at two (2) different distances from your muzzle. DryFire will take the information in the choke table and create a cone out of the numbers you have provided.

# Chapter 6

# The Menu Bar Version 1.0.3

Aug 28, 2012

The down arrowhead on the right side of the Choke window has been clicked to expose the current choke list. 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.

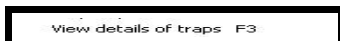
## “View” on the Menu Bar

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.

6<sup>th</sup> 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.

1<sup>st</sup> 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).

2<sup>nd</sup> 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.

3<sup>rd</sup> item in the list above



Intermediate height (30 feet out from the house) is 9 feet.

4<sup>th</sup> item in the list above



The clay will be in the air for 3.66 seconds.

5<sup>th</sup> item in the list above



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.

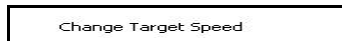


1<sup>st</sup> item in the list above



The System Configuration Screen is covered in detail in Section 5. The document is titled “**Configuration Setting Screen.**”

2<sup>nd</sup> item in the list above



Changing the target speed in the Rotating Mode is accomplished by using this feature. Changing the target speed in the Instructional Mode is accomplished in

# Chapter 6

# The Menu Bar

Version 1.0.3

Aug 28, 2012

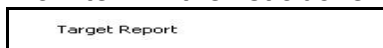
the Shooter's Information file by using either the "Custom Settings" tab or by coding it into an Practice Routines.

When you click this feature the window shown below will open.

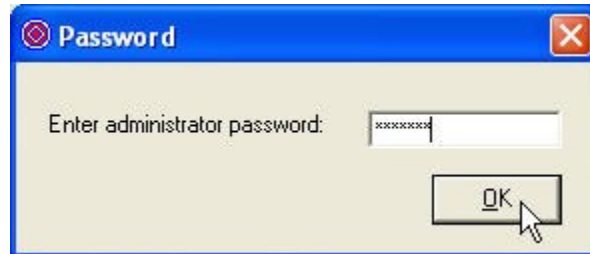


Enter the speed you want and click "OK." You can slow the target down to 20 percent (0.2) of the normal speed, and up to 5 times as fast (5.00).

3<sup>d</sup> item in the list above



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 7, titled "**Target Report System**."

4<sup>th</sup> 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 8, titled "Restoring Shooter's Files"

5<sup>th</sup> item in the list above



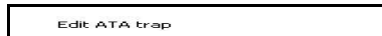
Although it is highly unlikely, there may be a reason you want to allow a shooter to repeat a target. DryFire will allow you to repeat the shot as long as the next shooter hasn't taken his or her next shot. The most convenient way to repeat a target is by pressing the "F12" function key near the top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

6<sup>th</sup> item in the list above



The details related to aligning and patterning an individual or an entire squads guns is covered in Section 3 (page 20 of 30).

7<sup>th</sup> item in the list above



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

# Chapter 6

Aug 28, 2012

# The Menu Bar Version 1.0.3



When Wobble Trap is selected.



When Wobble Trap is not selected.

With Wobble Trap there are five (5) windows to control. With all other layouts, there are three (3) windows to control.

## 1<sup>st</sup> window in the ATA Trap Setting table



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”

## 2<sup>nd</sup> window in the ATA Trap Setting table



This window sets the distance the target will travel across the ground and therefore determines the speed the target will be launched at. If you want to practice faster or slower targets, changing the distance the target is thrown will effectively change the speed.

## 3<sup>rd</sup> window in the ATA Trap Setting table



This will set the height of the target when it is 10 yards out of the house.

# Chapter 6

# The Menu Bar

Version 1.0.3

Aug 28, 2012

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



A screenshot of a dialog box titled "Wobble Trap". It contains two input fields: "Minimum Height (feet):" with the value "5.0" and "Maximum Height (feet):" with the value "13.0".

**The End**