

# Custom Scenarios

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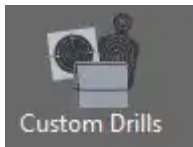
# Custom Scenarios Setup

**Custom Scenarios and Drills** is a module that extends the simulation set with an editor that helps to create personalized scenarios composed of custom, creatively edited images.

The module is directly integrated into the LATRAS VSR console.

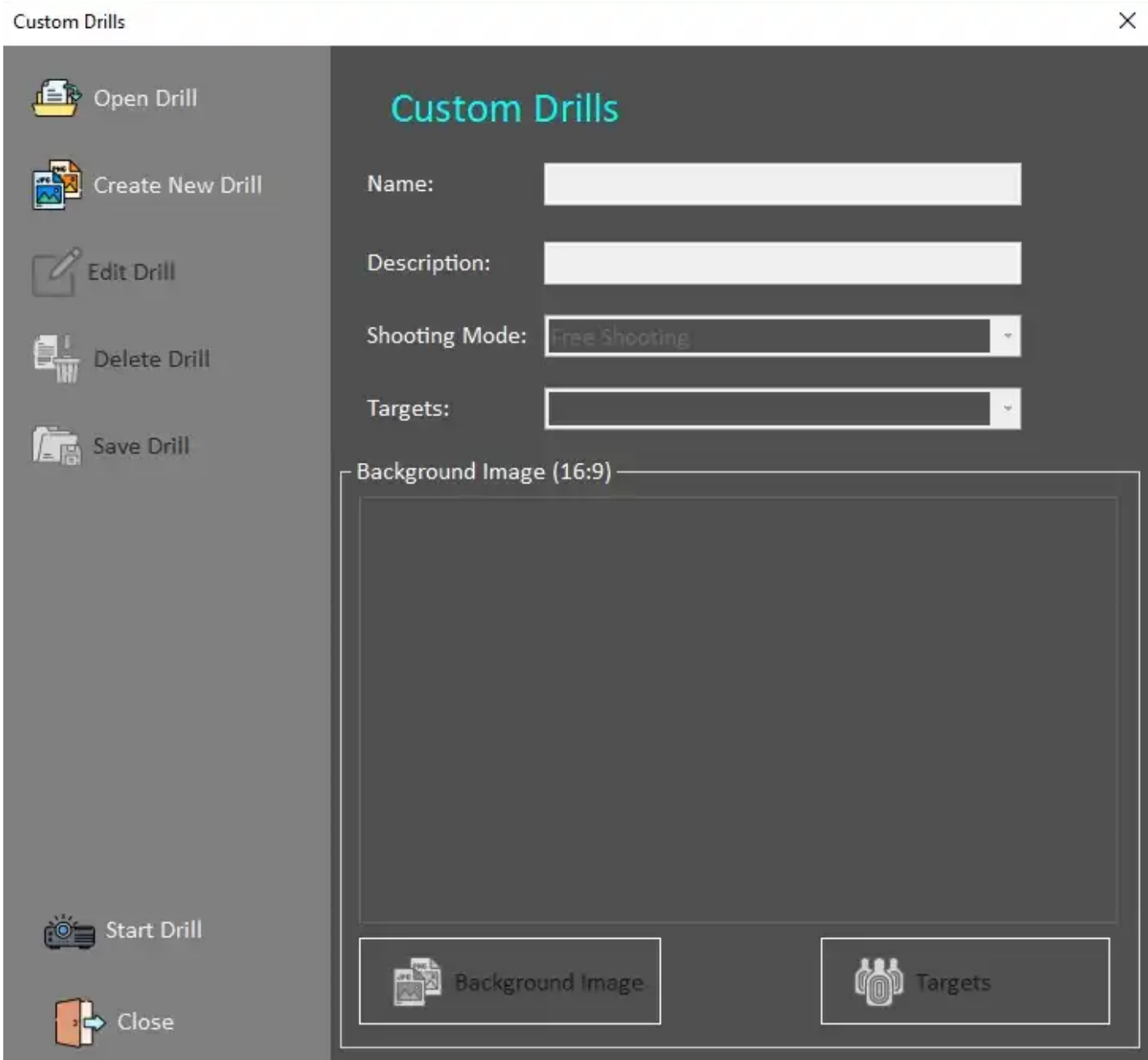
This means that no additional application needs to be installed.

In order to define Custom drills:



Click on the **Custom Drills** button.

Now dialog appears:



**Open Drill** - opens already defined and saved drill. Use this path for editing existing drills. To run already defined drill, use the direct access from the main page of LATRAS Hub. See the right handed side directory.

**Create New Drill** - builds a new drill from scratch.

Start by filling in the desired **Name** of the drill and **Description** of the Drill. Both lines need to be filled out in order to proceed.

**Select Shooting mode:** available options are

Free Shooting - no restrictions, no preset time limits

All targets down - all targets must be eliminated

10sec High Score - drill lasts 10 seconds, aim for maximum score within the time limit

Fast 20 Point - drills ends when 20 points are reached

10 for 10sec - 10 shots in 10 seconds drill

Shooting mode can be changed during the drill without reaching back to the Drill Edit, it is accessible from the main page for LATRAS Hub, right sided directory.

## Targets

**Custom Targets** - select either predefined image and define your own drill conditions or load any 16:9 image and convert it into a target scene.

**Precision Targets** - shooting at a defined distance. The size of the target changes depending on the distance from the shooter.

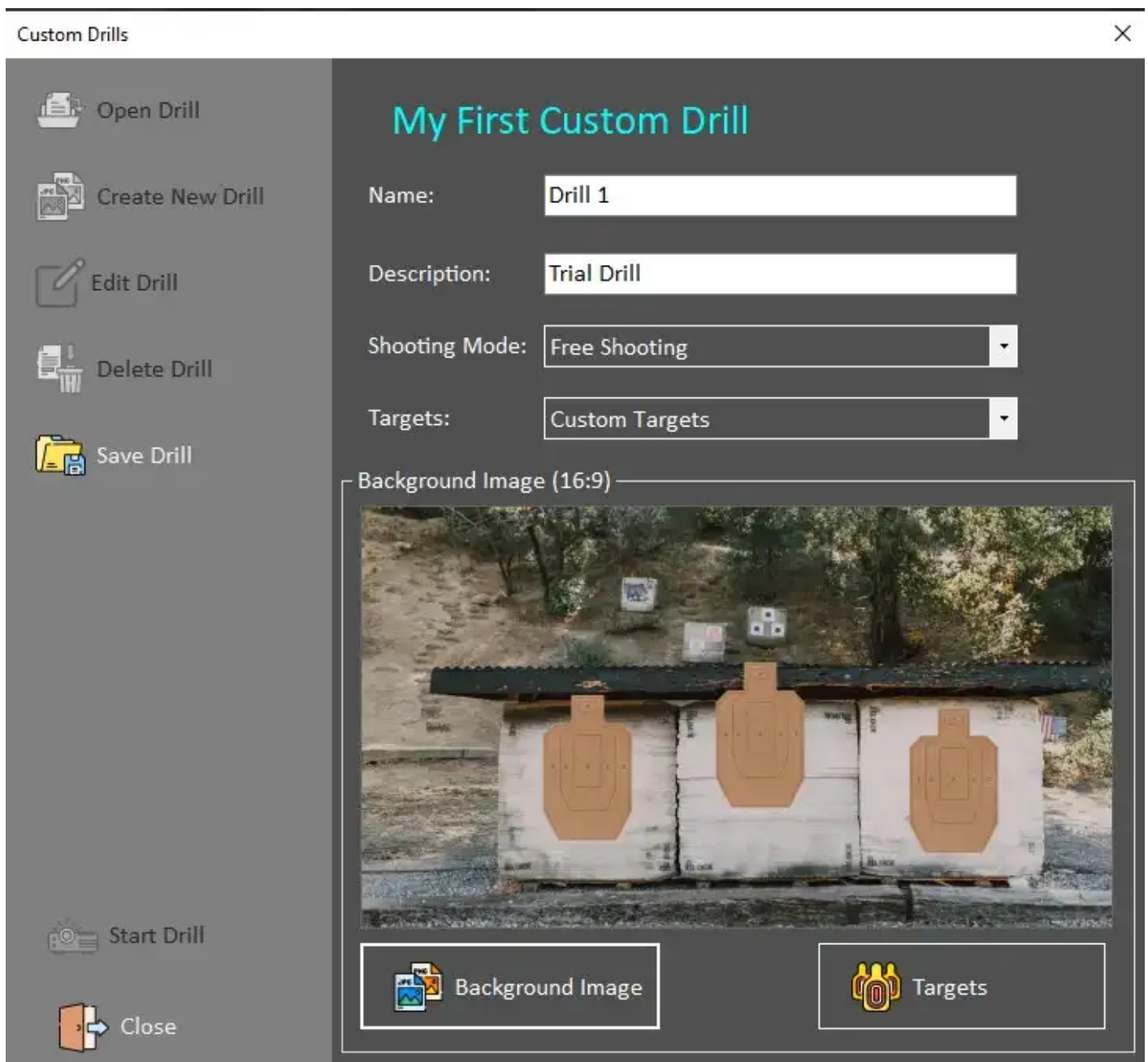
# Custom Targets

## How to create a custom target

Select Background Image

- predefined image from C:\Program Files\Helion Interactive\LATRAS\Latras-HUB\Assets\Targets (or other location that has been selected while installing LATRAS Hub)
- any custom 16:9 image from any location on your computer

Only the image size of 16:9 (width:height) ratio is supported.



The selected image appears in the dialog window.

Follow with selecting target areas by clicking the **Targets** button.



Create active Target areas using available tools:

**Add Circle Target** - select center of the circular target are and then pull as far as desired with the mouse button pressed. Release the mouse button when the circle is the right size. To each created target area is an order number and Target C type assigned. Each target can be further modified (strength, value, sounds, etc.).

**Add Rectangular Target** - select one of the corners of the rectangular target area and drag the cursor across. Release the mouse button when the area is the right size. To each created target area is an order number and Target R type assigned. Each target can be further modified (strength, value, sounds, etc.).

**Add Polygon Target** - each mouse click creates one point of the polygonal target area. To close the area and to finalize the polygonal area use the right click. To each created target area is an order number and Target P type assigned. Each target can be further modified (strength, value, sounds, etc.).

When two target areas overlay, only one area will be recognized. For example, polygonal area C includes 2 areas A, when area A is hit, only the value of area A will be recognized and scored.

Drill Targets

Exit Edit Delete Up Down

Order	Targets	Strength	Points
1	Target R	3	1
2	Target R	3	1
3	Target R	3	1
4	Target R	3	1
5	Target R	3	1
6	Target R	3	1
7	Target C	3	1
8	Target C	3	1
9	Target C	3	1
10	Target R	3	1
11	Target P	3	1
12	Target P	3	1
13	Target P	3	1

Background Image (16:9)

[X:4, Y:431]

Add Circle Target Add Rectangle Target Add Polygon Target

For further editing of the targets - select the target in the list - it gets highlighted. By clicking **Edit**, following options can be selected:

Target Properties

Target

Target Name: Target P

Strength: 3 Value: 1

Use for all Targets

Sounds

Custom name can be typed in.

Strength - number of hits before elimination of the target  
Value - number of points awarded for selected target area

Use for all targets - sets this Strength and Value for all targets defined in this drill

Target Impact - sound of the impact when the area is hit

Volume - position the slider as desired, max is on the right

Target Destroyed - sound of the last impact when the target is destroyed (Strength= 3 --> 3rd hit)

Volume - position the slider as desired, max is on the right

Target Size/Position

Move Target - for more precise positioning - arrows move selected target in either direction in small increments (or 10x bigger when the checkbox is selected)

Resize Target - scales target in small increments, available for rectangular and circular areas only

Original width applies only to Precision Targets' mode.

To remove target, select it in the list of targets and click **Delete**.

When all desired target areas are set, return to main page by clicking **Exit**.

**Proceed with Save Drill.**

**Start the drill by clicking Start Drill.**

The drill is prompted to the main screen and the projector. Further control over the drill is located in the right hand side of the main page of LATRAS Hub.

# Precision Targets

## How to create a precision target

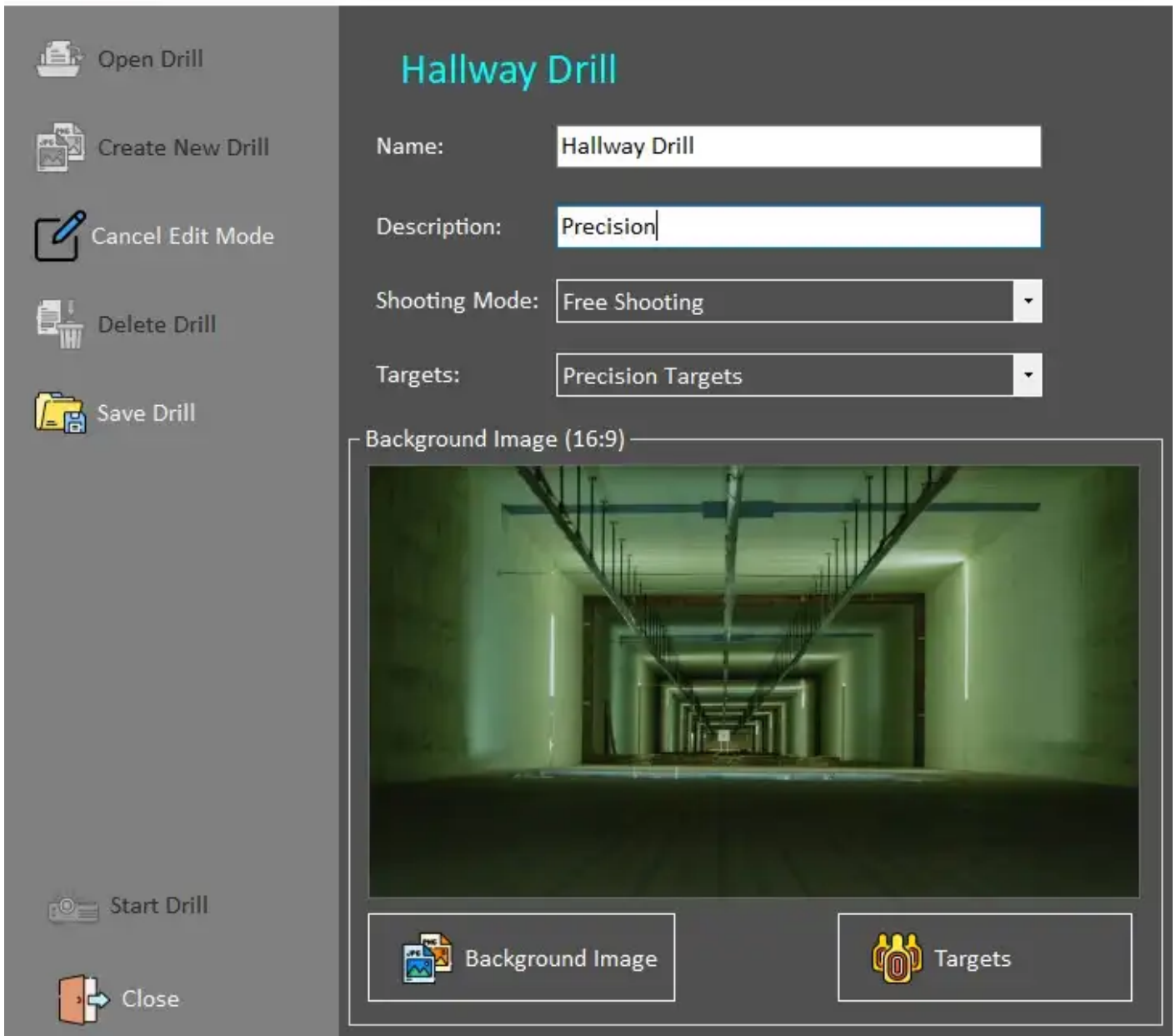
Follow **Customs Scenarios Setup** and create a New drill.

Select Background Image

- predefined image from C:\Program Files\Helion Interactive\LATRAS\Latras-HUB\Assets\Targets (or other location that has been selected while installing LATRAS Hub)
- any custom 16:9 image from any location on your computer

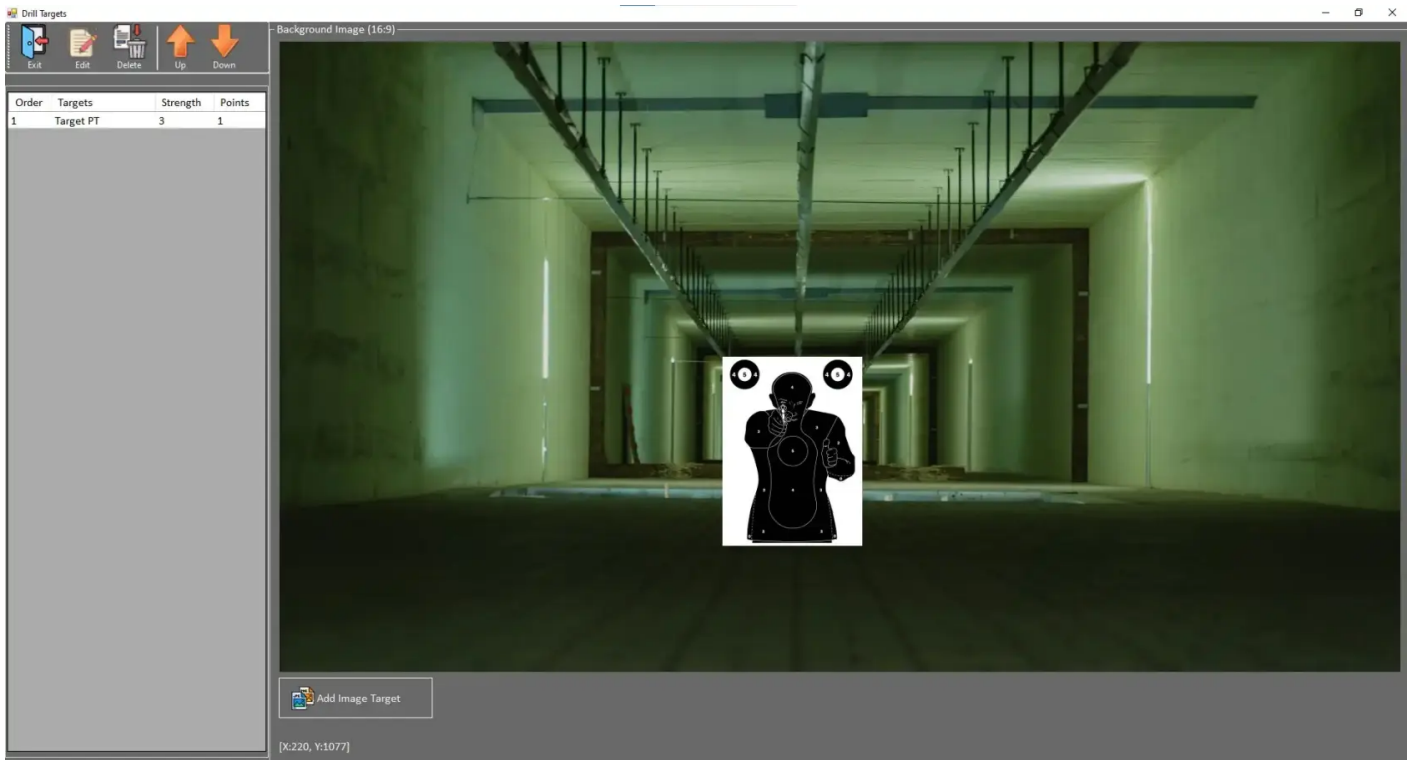
Only the image size of 16:9 (width:height) ratio is supported.

When background image is selected, continue with the **Targets** button.



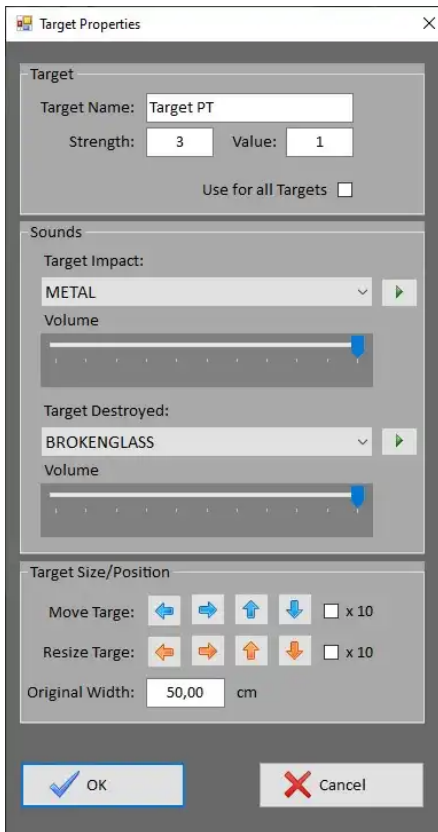
In the newly opened background enlargement, select **Add Image Target** button and select desired target from

- C:\Program Files\Helion Interactive\LATRAS\Latras-HUB\Assets\Targets (or other location that has been selected while installing LATRAS Hub)
- any custom target image



The selected target is placed into the background image by simply clicking to anywhere in the background and then sliding the image with a mouse to a desired location.

To Edit the properties of the target, click on the Target's description line in the left banner and select the **Edit** button.



Custom name can be typed in.

Strength - number of hits before elimination of the target  
 Value - number of points awarded for selected target area

Use for all targets - sets this Strength and Value for all targets defined in this drill

Target Impact - sound of the impact when the area is hit

Volume - position the slider as desired, max is on the right

Target Destroyed - sound of the last impact when the target is destroyed (Strength= 3 --> 3rd hit)

Volume - position the slider as desired, max is on the right

Target Size/Position

Move Target - for more precise positioning - arrows move selected target in either direction in small increments (or 10x bigger when the checkbox is selected)

Resize Target - scales target in small increments, available for rectangular and circular areas only

Original width - fill in the width of the Target in the real world.

The system will work with this dimension and scale it according to the distance in the scene.

Hit OK when finished.

To remove target, select it in the list of targets and click **Delete**.

When the target is set, return to main page by clicking **Exit**.

**Proceed with Save Drill.**

**Start the drill by clicking Start Drill.**

The drill can also be started from the main screen. The control over the drill is located in the right hand side toolbar on the main page of LATRAS Hub.

The distance of the target can be adjusted by scrolling the mouse. The information about the current distance is displayed in the left hand corner of the drill.