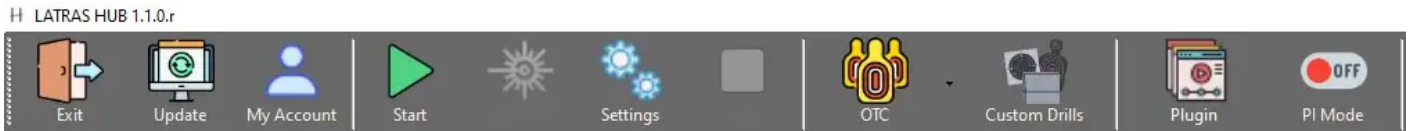


LATRAS Hub

- [General](#)
- [Settings](#)

General

The upper toolbar controls the general settings and main functions of the LATRAS Hub



My Account - general information about product owner, registration, licence keys, and activated products.

Settings - general settings of the system, audio, shooting modes, and advanced settings of laser detection.

Update - use for automatic update of the LATRAS Hub (when an update is available)

Start - starts a camera

OTC - Object-To-Target mode, leads through definition of target areas and their properties.

Custom Drills - define any Custom Drill or Precision Shooting range with the help of this mode.

Plugin - information about existing Plug-ins, activation of new Plug-ins.

PI Mode ON/OFF - indicates if any Plug-ins run. When eg. Range1 is on, PI Mode resets to ON.

Exit - exits the LATRAS Hub

Left sided toolbar controls camera and laser functions.

Settings



Select the Settings button from the main menu in upper toolbar.

Start with the **General** Settings

The screenshot shows the 'Settings' application window with a dark grey theme. On the left is a sidebar menu with icons and labels for 'General' (highlighted in green), 'Audio', 'Shooting Modes', 'Advanced', 'Privacy Policy', and 'Cancel'. The main area is titled 'General Settings' and contains four sections: 'Measurement Units' with a 'Units' dropdown set to 'Metric'; 'Laser Hit' with a 'Color' picker (magenta), a 'Change Color' button, a 'Size' spinner set to '3', and a 'Fill Hit Point' checkbox; 'Targets' with 'Default Strength' and 'Default Value' spinners set to '3' and '1' respectively, a 'Color' picker (green), a 'Change Color' button, and a 'Border Size' spinner set to '1'; and 'Projection' with a 'Projection Screen' dropdown set to 'DISPLAY1 - Primary'.

Measurement Units

Metric (m) / Imperial (f, in, yd)

Laser Hit

Color, Size- select color of the laser hit and its size

Fill Hit Point - if checked,

Target

Default Strength, Value - properties that appear as default target values. Both can be changed within the drill definition dialogue.

Color - selects a color used for drawing target areas in the Custom Targets mode

Border Size - width of the target's area border

Projection - chooses which is used (in cas of multiple available projection screens)

Audio Settings

Settings ×

General

Audio

Shooting Modes

Advanced

Privacy Policy

Cancel

Audio Settings

Gun

Selected Sound: 9MM ▶

Volume: [Slider]

Target Hit

Selected Sound: METAL ▶

Volume: [Slider]

Target Destroyed

Selected Sound: BROKENGLOSS ▶

Volume: [Slider]

Defines default values for sounds

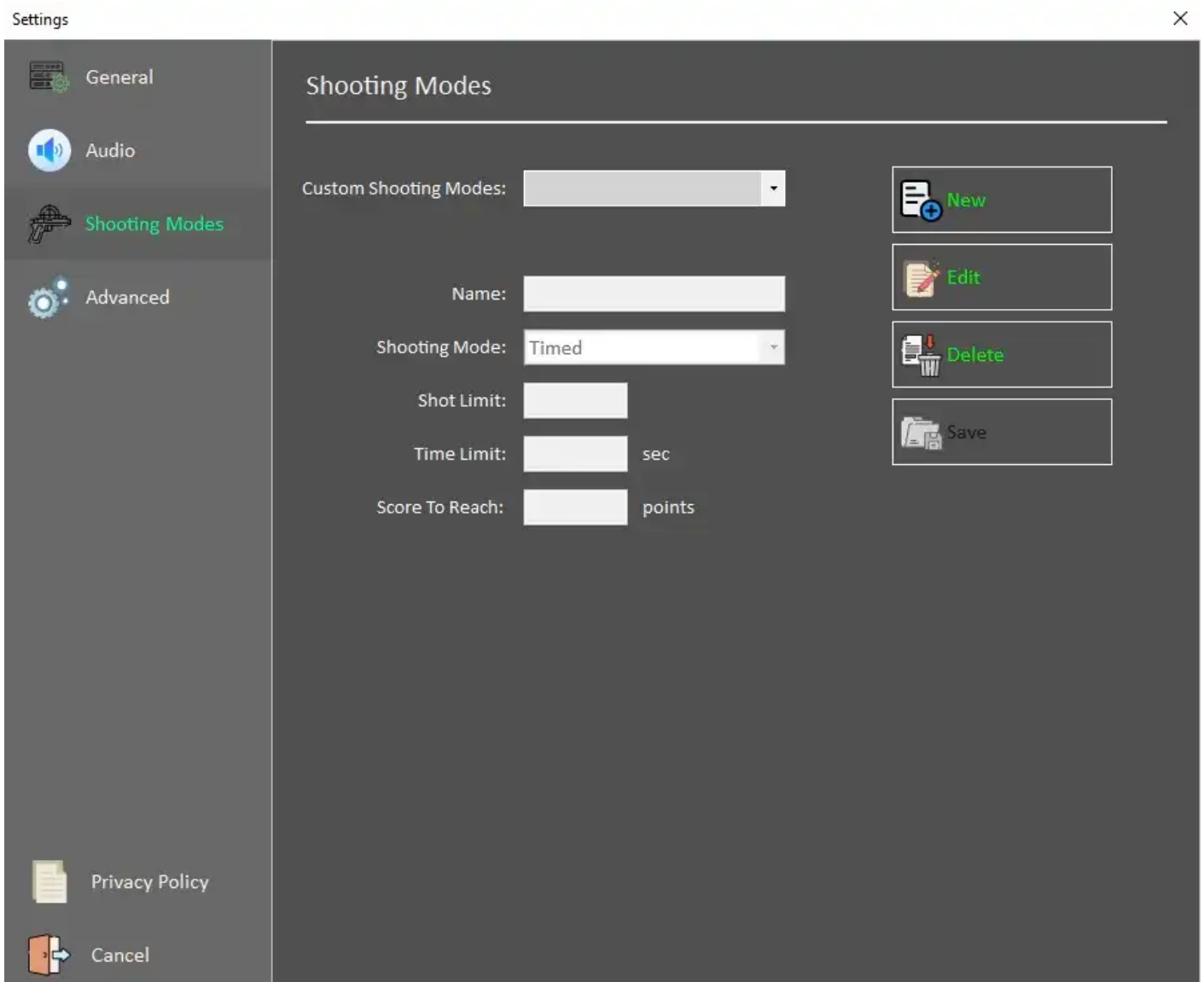
Gun - multiple options of gun sounds, volume selection through a slider

Target Hit - sound of successful target hit - multiple choices of materials, volume selection through a slider

Target destroyed - select sound - multiple choices, volume selection through a slider

Shooting Modes

Custom predefined shooting modes can be created in the Shooting Modes dialog.



The screenshot shows a settings window titled "Settings" with a close button (X) in the top right corner. The left sidebar contains navigation options: "General", "Audio", "Shooting Modes" (highlighted in green), and "Advanced". At the bottom of the sidebar are "Privacy Policy" and "Cancel" buttons. The main content area is titled "Shooting Modes" and contains the following fields and controls:

- "Custom Shooting Modes:" followed by a dropdown menu.
- "Name:" followed by a text input field.
- "Shooting Mode:" followed by a dropdown menu with "Timed" selected.
- "Shot Limit:" followed by a text input field.
- "Time Limit:" followed by a text input field and the unit "sec".
- "Score To Reach:" followed by a text input field and the unit "points".
- On the right side, there are four buttons: "New" (with a plus icon), "Edit" (with a pencil icon), "Delete" (with a trash icon), and "Save" (with a floppy disk icon).

Hit **New** to create a new Shooting mode.

Fill in the Name of the mode, select from available options:

Timed -

ScoreLimit - sets the score to be reached prior to ending the drill

TimeLimit - sets the time limit

TimeorScoreLimit -sets the time and score limit, whichever comes sooner wil end the drill

ShotLimit - limits the number of shots per round

Save - saves the mode

Edit - edits existing mode

Advanced Settings