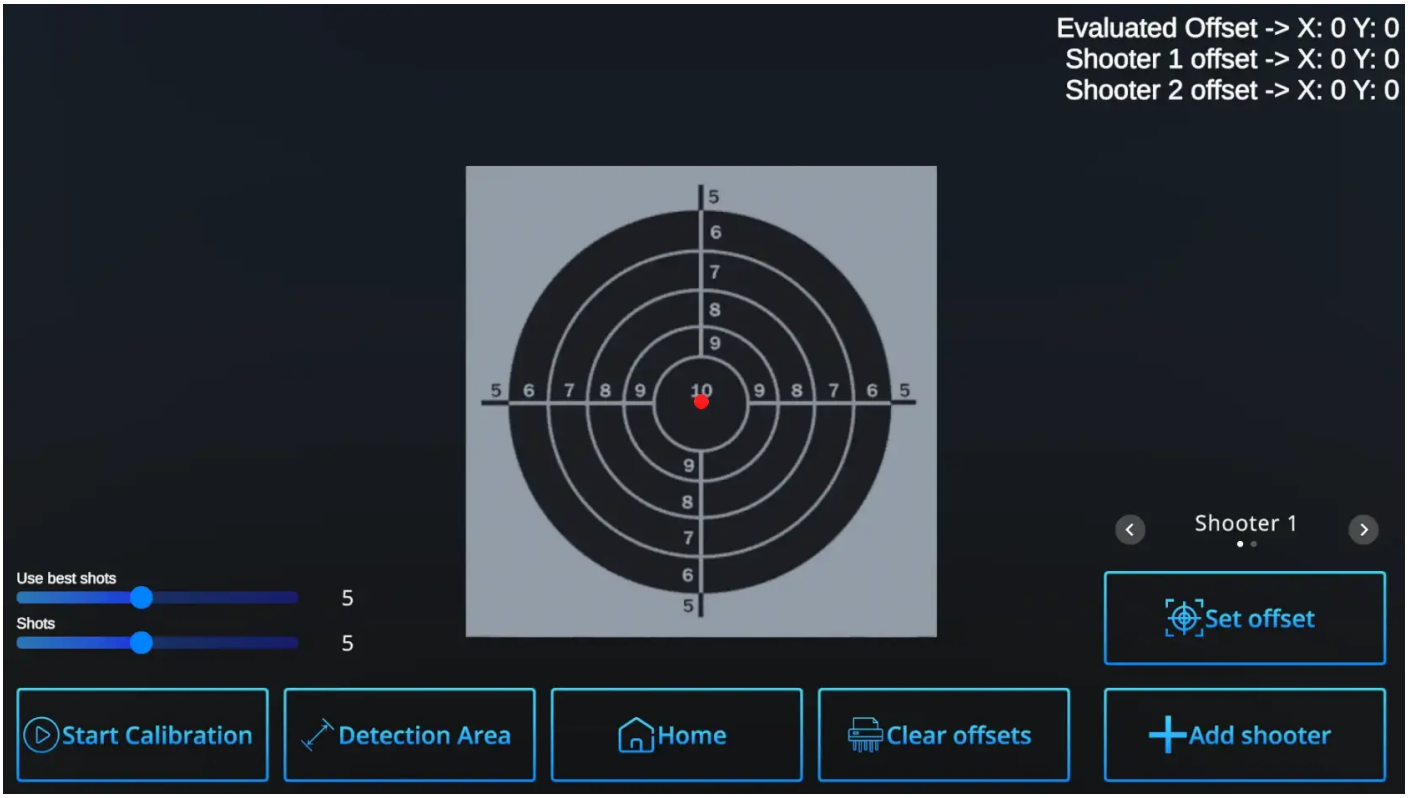
Calibration

The calibration procedure is recommended before introducing a new laser weapon, assigning a new shooter, or changing the shooting position. It is necessary to ensure proper alignment of the laser beam with the gun’s mechanical and optical axes. Range 1 allows up to 10 different calibration profiles to be saved and used throughout the practice for either of the drills.



> Start the Calibration by selecting values of Use best shot and Shots, or use default values 5 + 5.

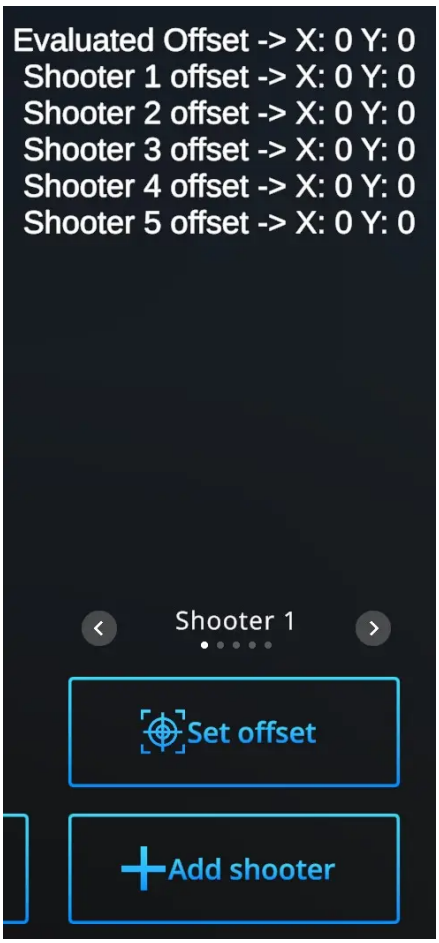
Use best shots : Sets number of shots used to calculate the offset from true 10. Default value is 5 best shots, but can be up to 10 shots.

Shots : Sets number of recorded shots. Maximum is 10, default number is 5.

Example : Use best shots value - 5, Shots value - 10

Even if selected number of **Shots** is 10, the **Use best shots** setting will ensure that only 5 best are used for calculation of the offset.

> **If there are more shooters, use +Add shooter and see how their info appears in the upper right corner.**



Up to 10 Shooters can have their specific calibration data saved. The slider above Set offset selects active Shooter (Shooter 1, Shooter 2 ... Shooter 10) for whom is the calibration performed at the moment.

> Every time you start calibration, ensure that it is performed for the correct shooter.

Start calibration : Shoot at the target aiming at the center. The offset will be shown in the upper right corner on the first line as **Evaluated offset.**

- you are not satisfied and want to try again - hit **Start calibration -** and perform the shots again
- you are satisfied with the shot location on the target and the Evaluated offset- hit **Set offset**

The offset will be shown next to the **Player 1 offset** expressed by the shift coordinates.

Repeat for each of the Players.

> Note that each laser gun, each trainee, and each location should be calibrated separately.

Clear offsets : Offsets can be calibrated for each Player separately. On a slide above the Set offset button, Choose Player whom to change the offset, than hit **Clear offset** button and X=0, Y=0 appears next the the relevant Player. Then go through the Calibration process to get the new offsets.

Detection area : Sets detection area of the camera. For more information, refer to XXX

Home - returns to the Home page with drill selection.

Revision #8
Created 2025-07-18 11:45:46 UTC by Editor
Updated 2025-07-26 11:29:05 UTC by Editor