

# Table of Contents

- System Setup..... 2
  - Lighting ..... 2
  - Projector or TV ..... 2
    - Projector..... 2
    - Flat Screen TV ..... 2
  - Camera Placement ..... 2
  - USB Extenders ..... 3
- Load Software ..... 3
  - Software Activation ..... 7
- Run a Training Course..... 9
  - Load Course..... 9
  - Start Tone Delay ..... 10
  - Shot Indicator ..... 10
  - After Action Review (AAR) ..... 10
- Course Editor..... 11
  - Create or Edit Course..... 11
  - Add Stage ..... 12
  - Add Target..... 12
  - Add More Stages ..... 14
  - Add Stage Instructions..... 15

## System Setup

The following section will cover the physical setup and lighting conditions required for operation of the DARTT system.

### Lighting

The DARTT uses a USB camera to track the laser from the training firearm when the trigger is pulled. The following lighting conditions should be met to ensure proper tracking.

1. No sunlight at all. Sunlight anywhere near the screen will be too bright for the camera to see the laser.
2. No direct lighting on the screen. Make sure that any spot or canned lights that might shine on the screen are turned off.
3. No lights in direct view of the camera. Make sure there are no lamps or lights behind the screen that the camera can see.
4. You do not want a completely dark room other than the projector or TV. It is best to have room lights or a lamp on behind the camera to illuminate the room so that you can see to train.

### Projector or TV

The DARTT requires the use of a projector or a flat screen TV to be used. The following are settings and specs that need to be met in order for proper functionality.

#### Projector

1. Capable of projecting 1280x720 resolution.
2. Minimum of 2000 lumens
3. To match the field of view of the camera should be capable of a 1.5:1 throw ratio. If it is not, then the camera may have to be mounted in a different location than the projector to ensure the camera can see the image correctly.

#### Flat Screen TV

1. Capable of 1280x720 resolution.
2. Requires the TV Filter Pack.
3. TV brightness will need to be lowered to at least 25% or possibly lower.
4. TV cutoff feature will need to be turned off so that the entire image is displayed. Most TVs cut off the very edge of the TV image for normal TV images. The DARTT system needs to see the entire image so that it can be properly calibrated. This can usually be set in the TV menu. You may need to consult your TV manual to find the setting.

### Camera Placement

The Scout tracking camera that comes with the DARTT software has approximately a 1.5:1 field of view. So to calculate how far away from the image it will need to be to see the entire image you would multiply the width of the display by 1.5 which will give you the distance back from the screen. As an example, if I had an 8 ft wide image then the camera would need to be approximately 12 ft back from the screen.

Also, the camera must be mounted right side up as there is no option to invert the image in the software.



## USB Extenders

If the camera is to be mounted at a distance farther than the attached USB cable an active USB 2.0 extender can be used. There are many different brands out there that are available and they all work differently. So we cannot guarantee that any one extender will work correctly.

## Load Software

To load the software follow the instructions bellow.

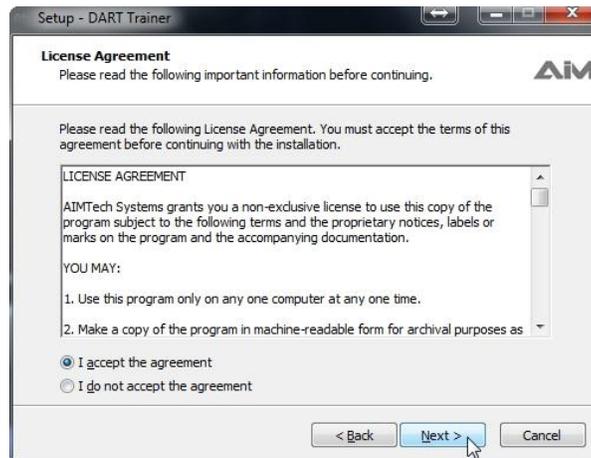
1. Run the DARTTrainer.exe file from the install disc.
2. If a Windows security window pops up click Yes.



3. Click Next



4. Read the License Agreement and select I accept the agreement. Click Next.



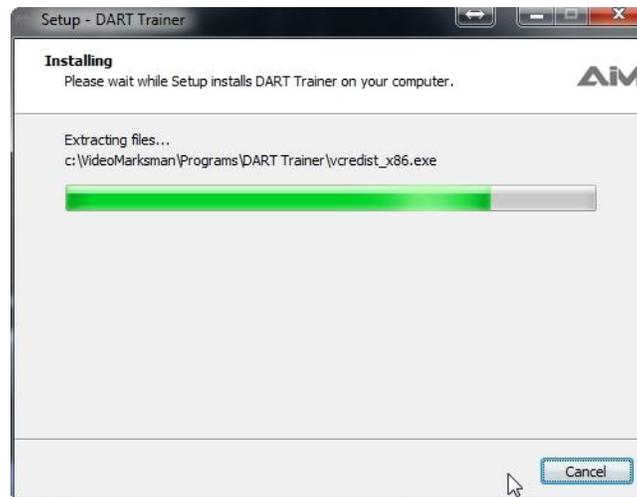
5. Click Next.



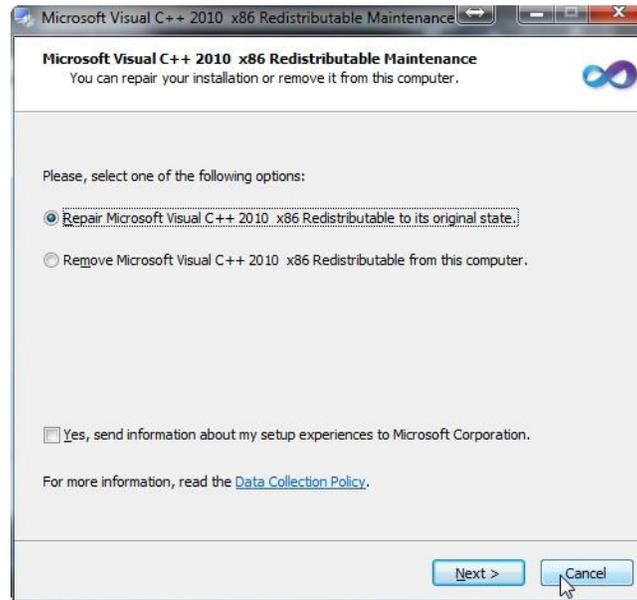
6. Click Install.



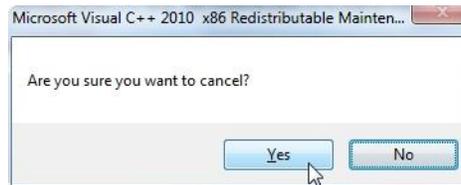
7. The software will now begin to install.



8. Supporting software will now be loaded if needed. If the below window is shown asking to repair or remove Visual C++ then the correct files are already loaded and you can select Cancel.



9. Select Yes to confirm canceling.



10. Supporting audio driver will now be loaded. Click Ok to load.



11. Once it is done loading click Ok.



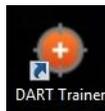
12. The DARTT software and supporting software is now done loading. Click Finish to finalize installation.



## Software Activation

The DARTT software is protected by a security program. By default it is loaded with a full featured 5 day trial license. If you have already purchased the DARTT software then you only need to complete the activation process.

1. Launch the DARTT software by double clicking on the DART Trainer icon on the desktop.



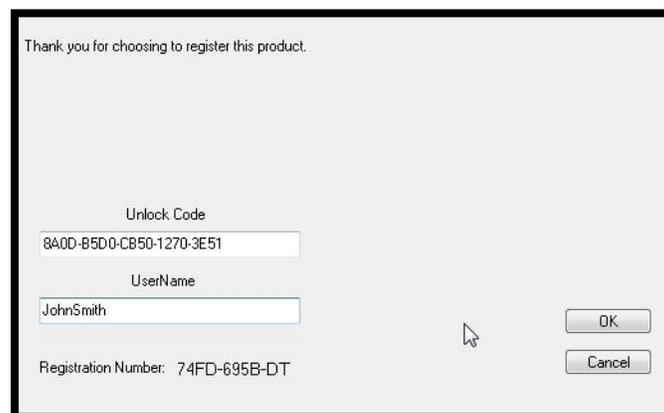
2. The security splash screen will now be shown. If you are just evaluating the software then click Try to launch the software.



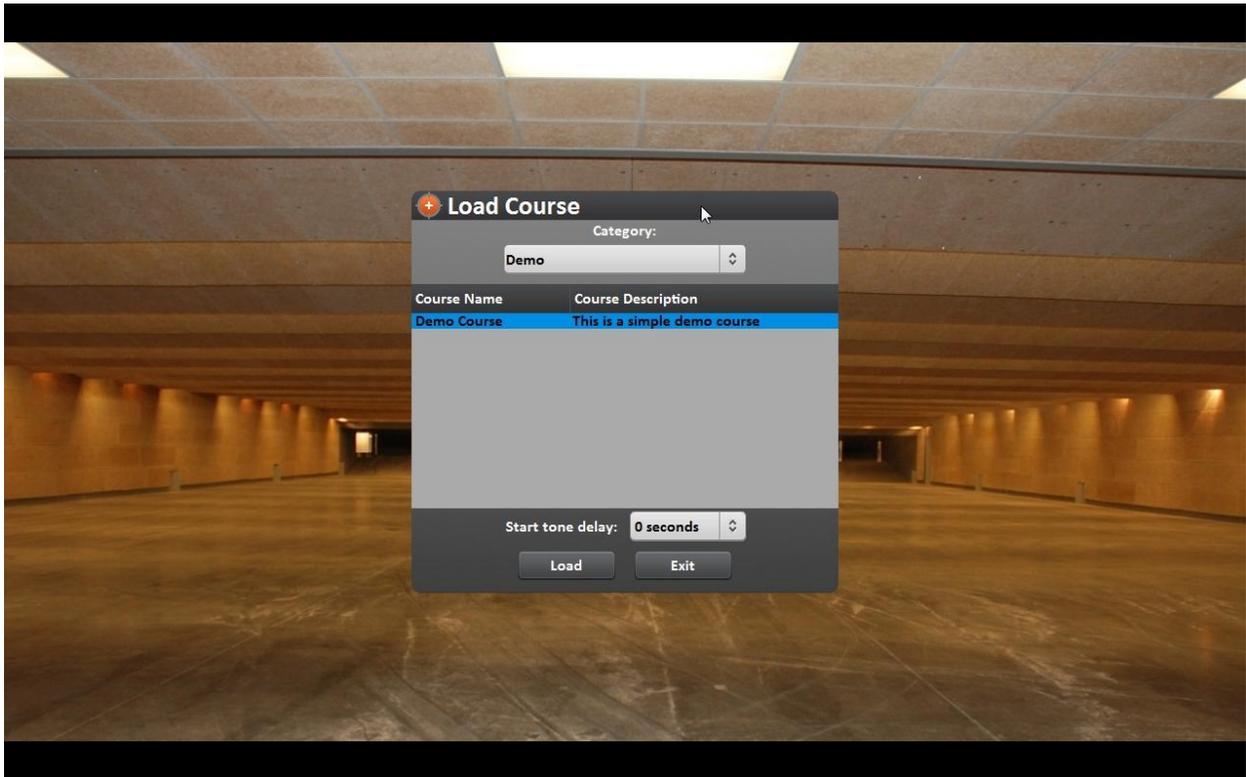
3. If you have already purchased the software then you will need to copy the Registration Number by left clicking on the number and selecting copy.



4. Paste the Registration Number in an email to info@aimtechsystems.com and include the name that was used when purchasing the software.
5. An Unlock Code and User Name will be emailed back to you that will fully register your software. Copy the User Name and Unlock Code from the email and past them into the appropriate box. Then click Ok to finalize the registration.



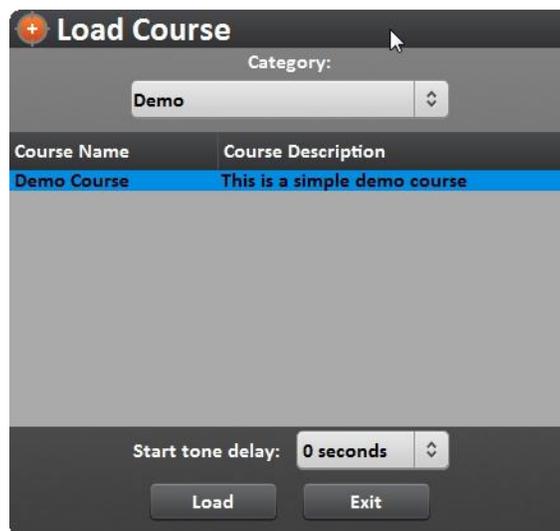
6. The DARTT software will then launch and you are ready to use the software.



## Run a Training Course

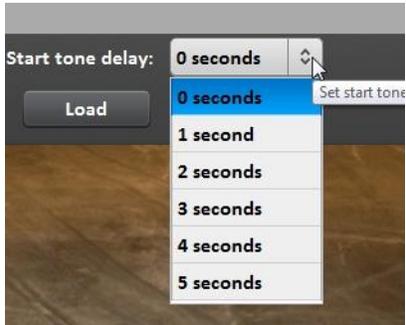
### Load Course

Select the desired course from the course list.



## Start Tone Delay

A start tone delay may be added to any course by select click on the Start tone delay drop down and selecting the delay time. By default, there is no delay and the course will start immediately once the Load button is clicked.



## Shot Indicator

By default, the shot indicator mark is not shown during a course. The shots will be shown in the AAR once the course is complete. The shot indicator mark can be turned on while a course is running by pressing the S key on your keyboard.

## After Action Review (AAR)

Once a course stage has completed an AAR screen will be displayed showing where your hits and misses were. Red shot markers are hits and Blue markers are misses.

To see a shot list showing the split time for each shot click on the plus icon under Stage Review at the top of the screen. Click Close to close the shot list.

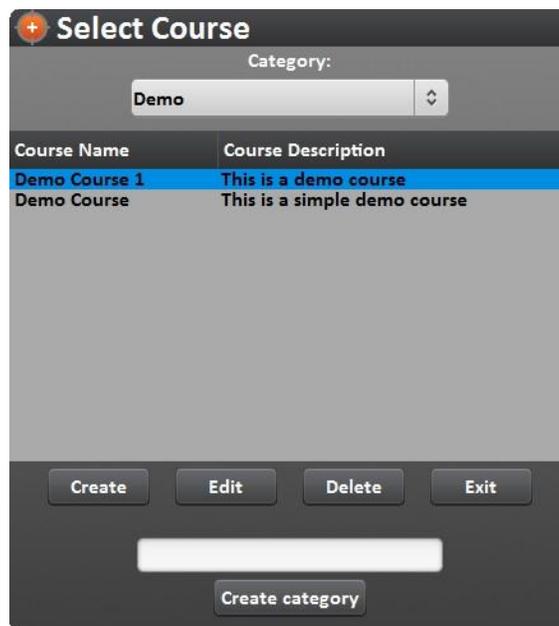


## Course Editor

The DARTT includes a course editor to allow you to create your own training course as well as edit existing ones. A course can consist of a single stage or multiple stages.

### Create or Edit Course

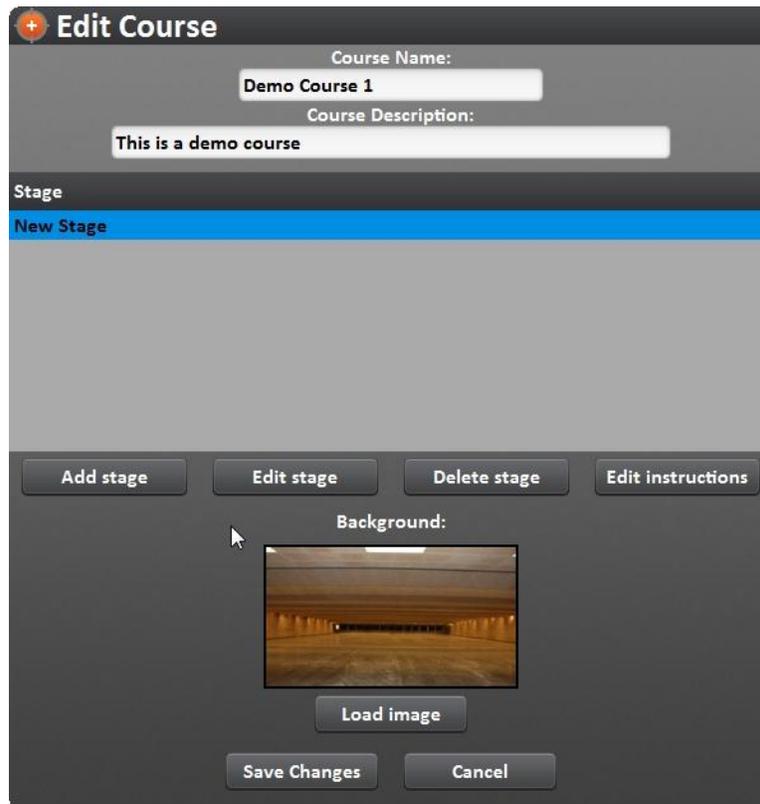
1. Locate the DART Trainer Editor icon on the desktop and double click to launch the editor.
2. Either select a course to edit or click Create to make a new one.
3. You can also create categories so it is easier to organize courses.
4. To create a category, enter a name in the white category box and click Create Category.
5. You can now click the Category drop down list and select the category you would like to create a new course in.



6. The course edit window will now be displayed.
7. Enter a course name and a description.

## Add Stage

8. Click Add Stage and click Load Image under Background to select a background for the course.
9. Click Edit Stage.



10. You will now see the Edit Stage bar at the top of the screen.

## Add Target

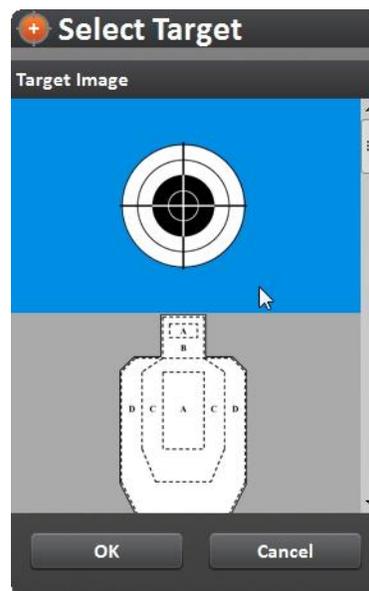
11. Click Add Target to add a new target to the stage.



12. Select the Target Image place holder to highlight it red and click Edit Target.



13. Click Load Image and select the desired target from the list and then click Ok.



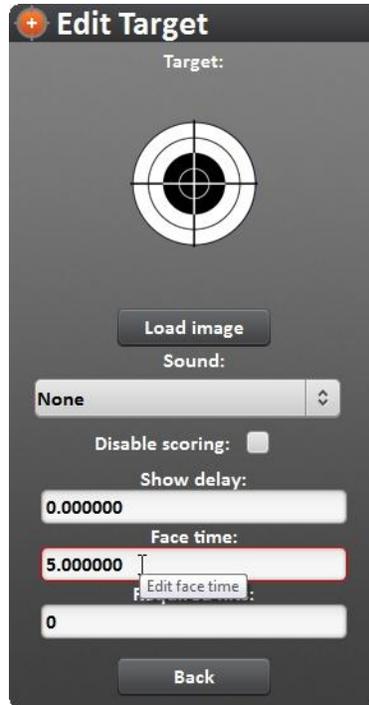
14. Now configure the target parameters as needed.

- Sound - Select a sound you want when the target is shot.
- Disable Scoring - select this box if you do not want the target to get scored like with a target stand.
- Show Delay - time in seconds to delay showing the target after the start tone.
- Face Time - time in seconds the target will be displayed for. Enter zero to leave the target up until the course is manually ended by pressing the escape key.

- Required Hits - number of hits required to knock down target. Enter zero to keep the target from being knocked down by shots.

15. Click Back once all setting are done.

16. Repeat this process until all targets are created for this stage.



17. Click Back on the Edit Stage bar once all targets have been added.

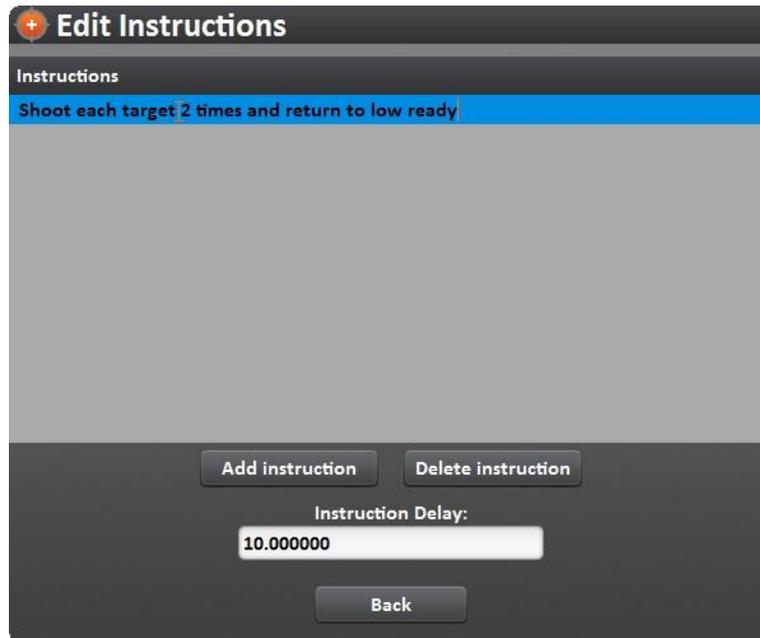
## Add More Stages

Once back at the Edit Course window, additional stages can be added as desired by repeating the above process. Each stage can be named by clicking on the stage name and typing the desired name.



## Add Stage Instructions

Stage instructions can be displayed before each stage. To add a stage instruction click on Edit Instructions from the Edit Course window with the desired stage selected. In the Edit Instructions box click the instruction like and begin typing. The time in seconds that the instructions will be displayed can be set in the Instruction Delay box. Click Back when finished.



When you are done editing the course, click Save Changes at the bottom of the Edit Course box. When done adding courses click the Exit button from the main window to exit the editor.