

Battle Drill 6 Users Guide
IES Interactive Training



Introduction

This guide will explain the options available to setup and operate Battle Drill 6 and Battle Drill 6 for ShootHouse. It assumes that a correctly installed and configured IES MILO system is being used and Battle Drill 6 is installed.

Battle Drill 6 runs in two modes, scripted action mode and ShootHouse mode. Most options and settings are the same in both modes. The differences are highlighted and explained below.

Operation

Battle Drill 6 presents the trainee with one or more sets of turning targets. The trainee is expected to recognize the target as a Shoot or No-Shoot target and react accordingly. Shoot targets require two(2) shots on the target image to deactivate. No-Shoot targets will deactivate on one(1) shot. Targets displayed using an MMP file may contain hitzone and scoring information which is logged and displayed to the instructor.

Battle Drill 6 (scripted action)

In **scripted action** mode, the trainee view is navigated through a series of rooms in which one or more targets are presented. The trainee is expected to shoot as appropriate when each target activates by turning toward the trainee. Targets may advance on the trainee depending on the target setup (see below). Targets may be shoot or no-shoot depending on the target setup (see below).

Battle Drill 6 provides multiple exercises for the instructor to choose from.

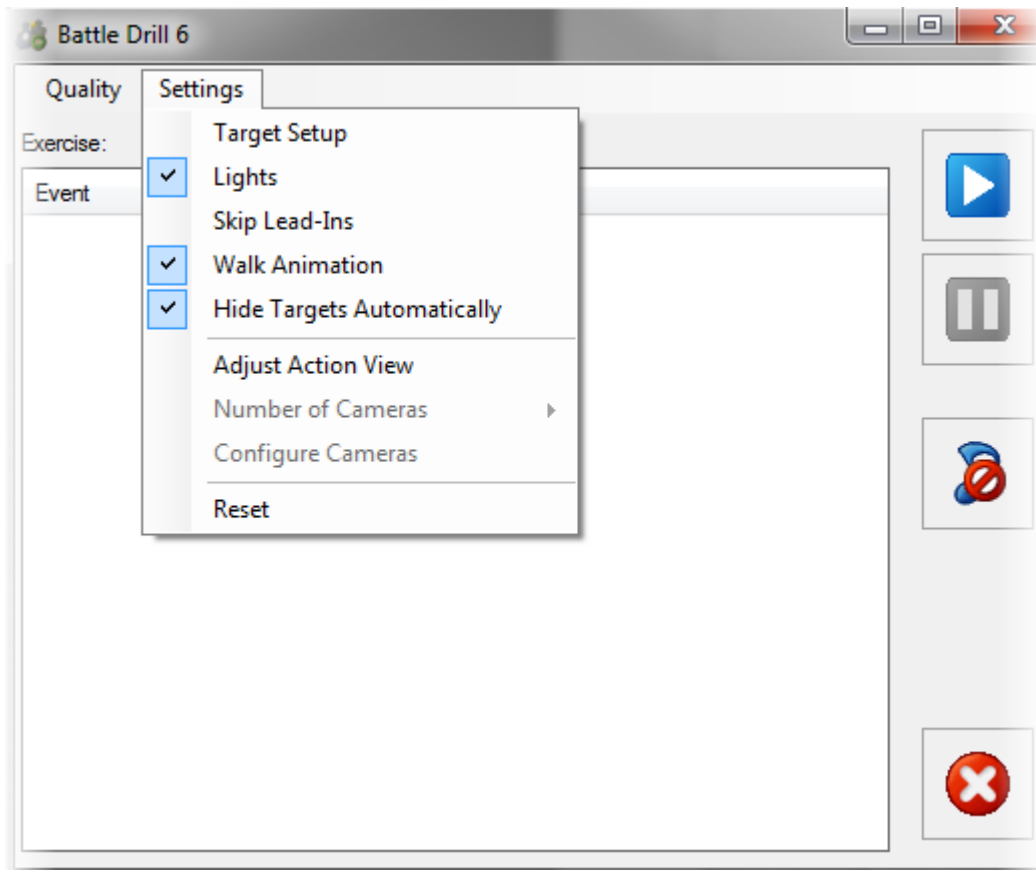
During the scripted navigation the instructor may be presented with choices, such as Left or Right door; after the instructor's choice is made, the scripted navigation will continue.

Battle Drill 6 ShootHouse

In **ShootHouse** mode, the trainee view is a static display using one(1), two(2), or three(3) camera views. The views should be configured to reflect the physical environment in which training is taking place (see below). The trainee will be presented with one or more targets. The trainee is expected to shoot as appropriate when each target activates by turning toward the trainee. After the targets have deactivated, the trainee is expected to follow the instructor's direction, such as exiting to the next room. Battle Drill 6 provides four(4) rooms to choose from.

Setup

To configure Battle Drill 6, launch the game in MILO. Once the game screen and instructor window have opened, you can configure the application from the instructor window Settings menu.



Target Setup

The Target Setup window allows you to configure the images and the behavior for all the targets in Battle Drill 6.

Percent of No-Shoot Targets – a percentage between 0 and 100% representing the chance that a target is **No-Shoot** (the trainee should not shoot the target). There must be No-Shoot target images available (see below).

Aggression Level – a percentage between 0 and 100% representing the chance that a target will advance on the trainee. Both **Shoot** and **No-Shoot** targets may advance on the trainee. A target may be shot at any time after it turns, regardless of advancing on the trainee.

Shoot Targets – a list of images and MMP files that will be used for **Shoot** targets (targets the trainee is expected to shoot). MMP files with hitzone information will produce scoring according to the MMP hitzones. Image files will not produce a score when shot but will display a Hit event with Hitzone: None.

New shoot target files can be added to the list of available files by clicking on the **Add Shoot Target** button located above the target image list. Shoot target files can be deleted from the target image list by *right-clicking* on the file name in the list and selecting **Delete**.

No-Shoot Targets – a list of images that will be used for **No-Shoot** targets (targets the trainee is expected not to shoot). MMP files are not supported for No-Shoot targets.

New no-shoot target files can be added to the list of available files by clicking on the **Add No-Shoot**

Target button located above the target image list. No-Shoot target files can be deleted from the target image list by *right-clicking* on the file name in the list and selecting **Delete**.

NOTE: If the list of Shoot Targets and / or No-Shoot Targets is empty, containing no files, the application will automatically load all the image and MMP files found in the default Turning Targets directory for the MILO installation. This directory is typically at *C:\MILO\graphx\Turning Targets*.

Lights

Each exercise or ShootHouse room contains preset lighting. Lights can be turned off for the exercise or room by unchecking the Lights menu item.

Skip Lead-Ins

When checked, the trainee view jumps to the start of each Target stage and skips the transition from room to room. Instructor choices are still presented at each necessary stage.

*This setting does not effect **ShootHouse** mode.*

Walk Animations

When checked, the trainee view simulates a walking or running motion during transitions from room to room.

*This setting does not effect **ShootHouse** mode.*

Hide Targets Automatically

When checked, targets disappear five(5) seconds after the stage is complete.

NOTE: Some targets are preconfigured to disappear regardless of this setting.

Adjust Action View

This option allows the instructor to adjust the trainee view to accommodate different projector and screen configurations. The action view can be adjusted at any time during an exercise.

*This setting does not effect **ShootHouse** mode.*

Camera Field of View

Adjusts the field of view, or the amount of visible area in the scene.

Vertical Offset

Adjusts the vertical height of the view.

Number of Cameras

This option specifies the number of screens to use for the selected room *when in **ShootHouse** mode*. The installer should choose the number of screens appropriate for the physical configuration of the room.

NOTE: When changing the number of cameras, the installer / instructor will be asked to configure the camera views. This can be done immediately, or later by selecting **Configure Cameras** (below)

Configure Cameras

When in ShootHouse mode, the installer / instructor may choose to configure the cameras to represent the physical configuration of the room. See below for more on camera configuration.

ShootHouse Camera Configuration

Battle Drill 6 ShootHouse is designed to work in conjunction with MILO ShootHouse, providing target training within multiple physical rooms of varying dimension. The installation for each ShootHouse room requires that the views for each room be uniquely configured. Each physical room can host only one Battle Drill 6 ShootHouse **exercise**. The following steps will guide the installer / instructor through the process of configuring a single ShootHouse room; the steps should be repeated for each room.

1. Launch the Battle Drill 6 ShootHouse application on the MILO installation for the room.
2. Identify the **exercise** that will be used in that room. Battle Drill 6 provides four(4) room configurations. The same room exercise can be used in more than one physical room.
3. Select the number of cameras to use in the room by going to the **Settings** menu and choosing from **Number of Cameras**. This should equal the number of projects used in the physical room.
4. If prompted to configure the camera views, select **Yes**. If you choose no or are not prompted, you can choose to configure the cameras at any time by going to the Settings menu and choosing **Configure Cameras**.
5. The configuration for the selected number of cameras will load on the ShootHouse room screens. Each screen displays the current view overlaid with controls to adjust the view. Each of the four(4) rooms available in Battle Drill 6 can be configured for the current physical room. However, you may choose to configure as many or few as you wish.
 1. Field of View – adjust the amount of the scene to display
 2. Rotate – rotate the camera left or right, up or down
-Hold down the <Shift> key while clicking the buttons to rotate at 1/10th increment.
 3. Shift – move the camera left or right, forward or backward
-Hold down the <Shift> key while clicking the buttons to rotate at 1/10th increment.
 4. Reset – reset the view to its default position
6. Once the view is configured, you can move on to configure the next room layout by clicking the Next button on the ShootHouse screen. You may choose to configure one or several of the Battle Drill Exercise rooms for each physical room.
7. When you are done, click Save on the ShootHouse projection screen. Your configurations will be saved until the number of cameras is changed.
8. To end the configuration click the Stop button on the main instructor screen.

It is recommended that each camera view in each room be “Reset” when first installing.