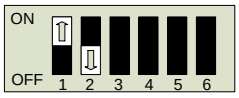
IES Programmable Laser Gen4

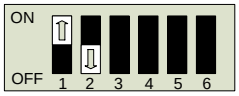
Setup Sheet – 4x4 Capable Systems

Laser Function

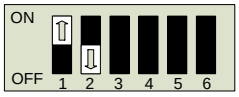
Dry-Fire Firearm



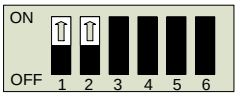
OC



Shotgun

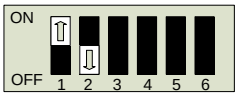


Recoil Weapon



USE ONLY IF DOUBLE SHOTS OCCUR

OR



STANDARD RECOIL

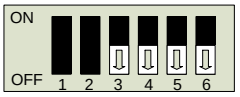
Switch # 1 determines the "mode" the laser operates in. When off, it provides the traditional 4-lane ID operation. When on, it allows 4x4 and 4x2 operation.

Switch # 2 When off, the laser can fire as fast as possible, for the given length of the pulse. When on, the laser will apply a delay after firing, to prevent multiple shots of the laser from a single shot of the weapon.

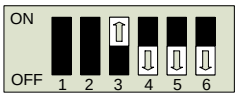
Switches 3 through 6 are used to set the ID of the laser.

Laser ID

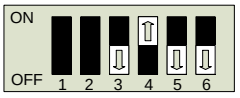
LANE 1



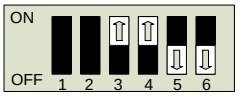
LANE 2



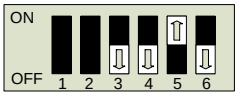
LANE 3



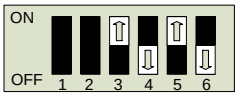
LANE 4



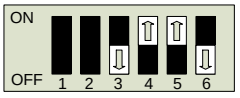
LANE 5



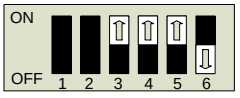
LANE 6



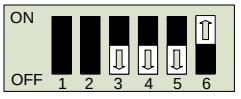
LANE 7



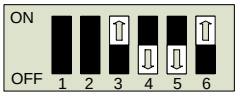
LANE 8



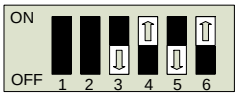
LANE 9



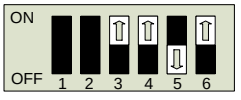
LANE 10



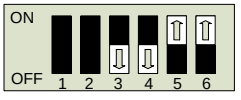
LANE 11



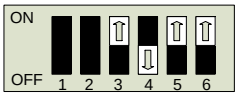
LANE 12



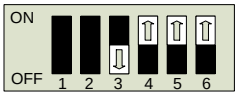
LANE 13



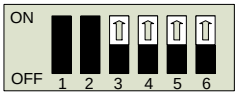
LANE 14



LANE 15



LANE 16



Interactive Training

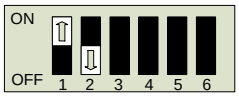
Revised 11/22/2011

IES Programmable Laser Gen4

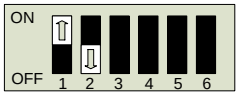
Setup Sheet – 4x2 Capable Systems

Laser Function

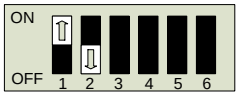
Dry-Fire Firearm



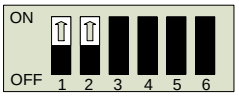
OC



Shotgun

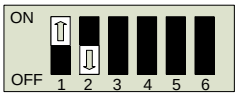


Recoil Weapon



USE ONLY IF DOUBLE SHOTS OCCUR

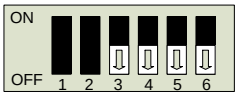
OR



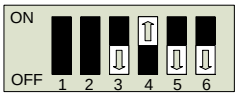
STANDARD RECOIL

Laser ID

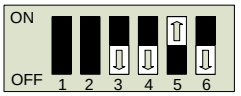
LANE 1



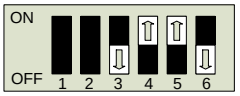
LANE 3



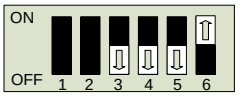
LANE 5



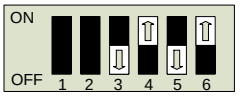
LANE 7



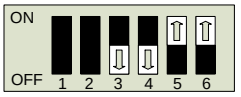
LANE 9



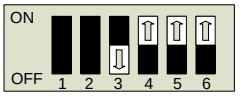
LANE 11



LANE 13



LANE 15



Switch # 1 determines the “mode” the laser operates in. When off, it provides the traditional 4-lane ID operation. When on, it allows 4x4 and 4x2 operation.

Switch # 2 When off, the laser can fire as fast as possible, for the given length of the pulse. When on, the laser will apply a delay after firing, to prevent multiple shots of the laser from a single shot of the weapon.

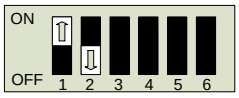
Switches 3 through 6 are used to set the ID of the laser.

IES Programmable Laser Gen4

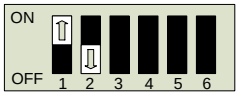
Setup Sheet – 4x2 Classic Lane Capable Systems

Laser Function

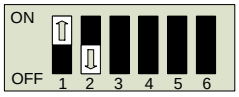
Dry-Fire Firearm



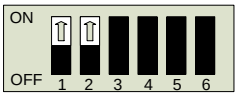
OC



Shotgun

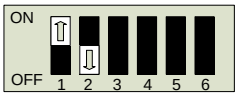


Recoil Weapon



USE ONLY IF DOUBLE SHOTS OCCUR

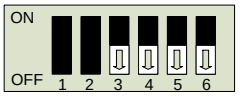
OR



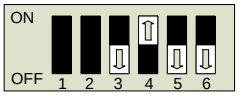
STANDARD RECOIL

Laser ID

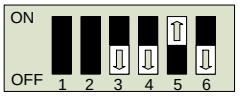
LANE 1



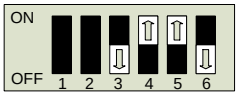
LANE 3



LANE 5



LANE 7



Switch # 1 determines the “mode” the laser operates in. When off, it provides the traditional 4-lane ID operation. When on, it allows 4x4 and 4x2 operation.

Switch # 2 When off, the laser can fire as fast as possible, for the given length of the pulse. When on, the laser will apply a delay after firing, to prevent multiple shots of the laser from a single shot of the weapon.

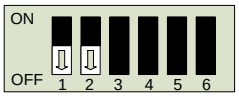
Switches 3 through 6 are used to set the ID of the laser.

IES Programmable Laser Gen4

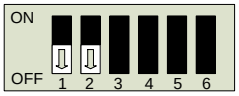
Setup Sheet – 4 Lane Legacy 60fps Systems

Laser Function

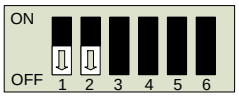
Dry-Fire Firearm



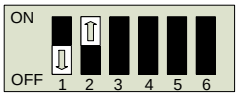
OC



Shotgun

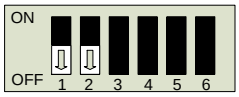


Recoil Weapon



USE ONLY IF DOUBLE SHOTS OCCUR

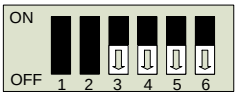
OR



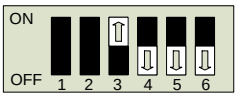
STANDARD RECOIL

Laser ID

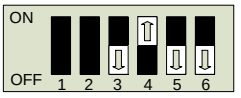
LANE 1



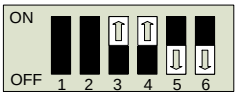
LANE 2



LANE 3



LANE 4



Switch # 1 determines the “mode” the laser operates in. When off, it provides the traditional 4-lane ID operation. When on, it allows 4x4 and 4x2 operation.

Switch # 2 When off, the laser can fire as fast as possible, for the given length of the pulse. When on, the laser will apply a delay after firing, to prevent multiple shots of the laser from a single shot of the weapon.

Switches 3 through 6 are used to set the ID of the laser.

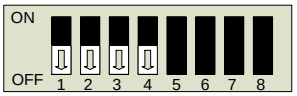
Interactive Training

Revised 4/25/2013

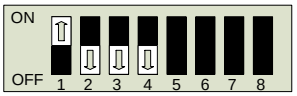
IES Programmable Taser Setup Sheet

Laser Function

Traditional 4 Lane Systems



4x4 Hit Detection Systems



Switch # 1 determines the “mode” the laser operates in. When off, it provides the traditional 4 lane operation. When on, it allows the new 4x4 hit detection operation.

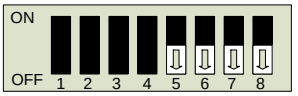
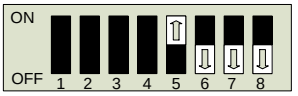
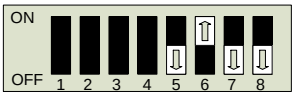
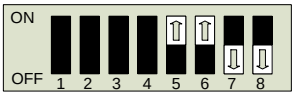
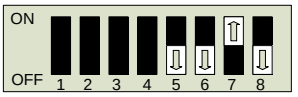
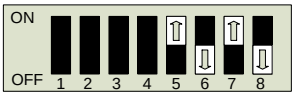
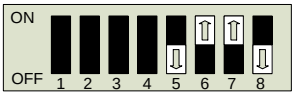
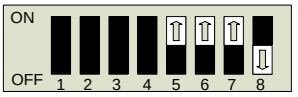
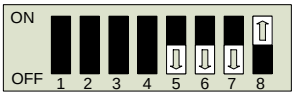
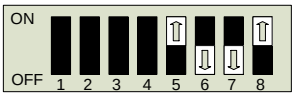
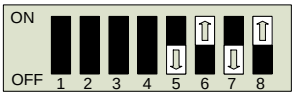
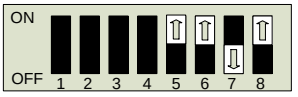
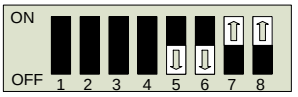
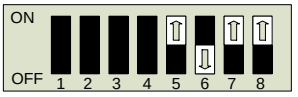
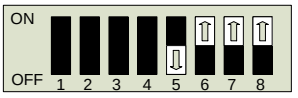
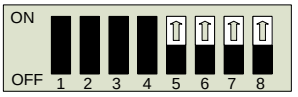
Switch # 2 Currently unused. Should remain in OFF position.

Switch # 3 Currently unused. Should remain in OFF position.

Switch # 4 Used only by IES for production purposes. Should remain in OFF position.

Switches 5 through 8 are used to set the ID using binary coding, using standard binary values; with 5 being the 1 bit and 8 being the 8 bit. Lane 1 is binary value 0, lane 16 is binary value 15.

Laser ID

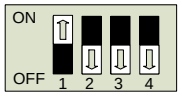
LANE 1	
LANE 2	
LANE 3	
LANE 4	
LANE 5	
LANE 6	
LANE 7	
LANE 8	
LANE 9	
LANE 10	
LANE 11	
LANE 12	
LANE 13	
LANE 14	
LANE 15	
LANE 16	

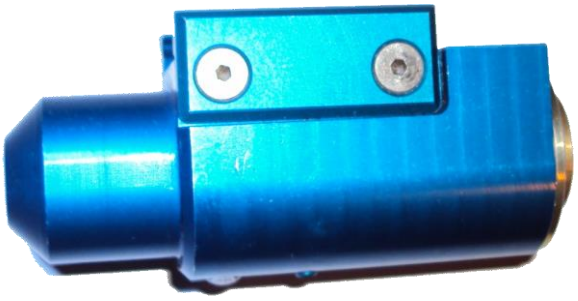
Revised 12/29/2011

IES Aimtrace Laser Setup Sheet

4 Lane Systems

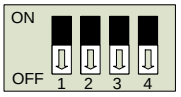
LANE 2





4x4 Systems

LANE 1



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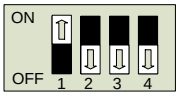

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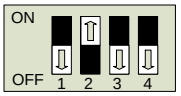
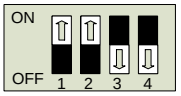


LANE 4



Switches 1 through 4 are used to set the ID using binary coding, using standard binary values; with 1 being the 1 bit and 4 being the 8 bit. Lane 1 is binary value 0, lane 16 is binary value 15.