



MILO Range Shoothouse

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Overview

The MILO range Shoothouse software is designed as a centralized- remote control station for a single instructor to control two (2) to five (5) MILO Range computers, acting either independently or, as an interactive series of encounters where the trainees move from one MILO Range system to the next.

The MILO Range Shoothouse software is designed to be operated by a single instructor and so the user interface is minimized to avoid unnecessary instructor input or action.

The first few sections of the manual will cover key terminology for the system and a brief overview of the system concept and capabilities. However, the majority of this user manual will cover topics from the perspective of the various software screens available in MILO Range Shoothouse software. In order to learn more about a particular feature, identify the relevant software screen it is found in, and review that section of this guide.

IES Technical Support

IES Interactive Training offers 24/7 telephone technical support as well as email-based technical support. Please contact IES with any concerns or problems at:

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System Terminology

- MILO Range Shoothouse – The general name of the system or software that provides the multi-room training, multi-screen training capability.
- Shoothouse Control Station (SCS) – The SCS is the instructor system that enables session controls and debrief functions. The SCS will also provide software for creating new scenarios and ShootHouse Scripts.
- ShootRoom System (SRS) – The ShootRoom or SRS, is the display and interaction component of the Shoothouse system, providing content display, weapon detection and other features related to trainee actions inside each room of the shoothouse. An SRS systems is essentially a MILO Range system.
- Shoothouse Script – The Shoothouse script is an IES file, created in MILO Course Designer software that defines the list of MILO lessons to be used for a particular training session on a Shoothouse system. ShootHouse scripts need to reside on the SCS system, but because they reference specific lesson files for each room, the lesson files and any dependent videos files for those lessons do need to be on the SRS systems in the appropriate folders.
- Multi-Range Mode: Multi-Range Mode is a session mode of the MILO Range ShootHouse software that allows the ShootHouse software to control two (2) to five (5) MILO Range systems as independent MILO Range training systems. Each system can run scenarios, GraphX or Firing Range without regard to what the other MILO Range systems are doing.
- Script Mode: Script Mode is a session mode of the MILO Range ShootHouse software that allows the instructor to send a team of trainees is through each room/system in the training facility in series of scenario encounters. In each room, the trainees encounter a scenario and interact with it. When they complete the last room, the instructor can provide a debrief (AAR) including all weapon use and TAC video review of all actions. In Script mode, instead of selecting a scenario or GraphX application, the instructor selects a Shoothouse Script. A Shoothouse Script is in fact just a list of MILO Range lessons, each of which will be played in a particular room in the system. Scripts, and the scenarios used in them, can be changed at any time to accommodate new training objectives. Arrangement and order of the training rooms can be changed to support alternate training programs and ShootHouse setups as well.
- MILO Range Server: MILO Range Server is a “headless” mode of the standard MILO Range software. MILO Range server does not provide an instructor interface on the ShootRoom system screen. Instead it provides only the projected view. There is a small task-tray icon which can be accessed for setup and configuration of the MILO Range system options, including calibration, when needed. Depending on the hardware configuration of the ShootHouse system, either MILO Range or MILO Range server can be run on the ShootRoom systems.

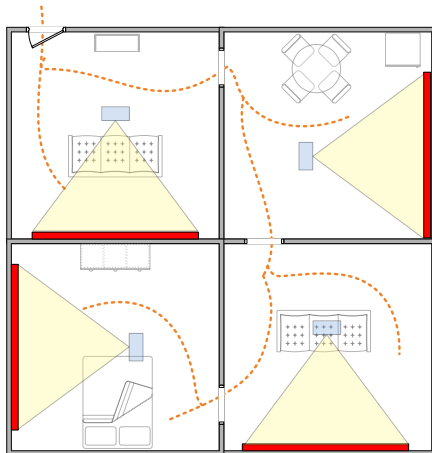
MILO Range ShootHouse – System Concept

The MILO Range ShootHouse system is a Use of Force simulation training system that provides interactive high definition video, GraphX (CGI graphics) and Firing Range (multiple lanes of marksmanship) in a multi-room training environment to meet the needs of team training as well as high-throughput training programs.

In each room, a projection screen will display video or GraphX training content. All rooms are operated by a single instructor, significantly reducing the operator/instructor resources needed to provide effective training. All features and capabilities of MILO Range systems can be available in each room including:

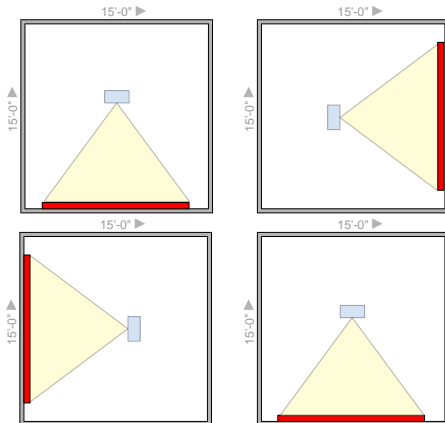
- High Definition Interactive Video Training Scenarios
- GraphX & Marksmanship Exercises
- America's Army and VBS2 scenario training
- Laser and/or live fire hit detection
- Simulated Flashlight & Trainee Action Capture options
- Sound & Environmental Effects

Each MILO Range ShootHouse system should have two (2) to five (5) physical rooms (or partitions to create them) to setup equipment to support a MILO Range ShootHouse system.



Script Mode

In Script mode, a team of trainees is sent through each room in the training facility in a series. In each room, they encounter a scenario and interact with it. When they complete the last room, the instructor can provide a debrief (AAR) including all weapon use and TAC video review of all actions.



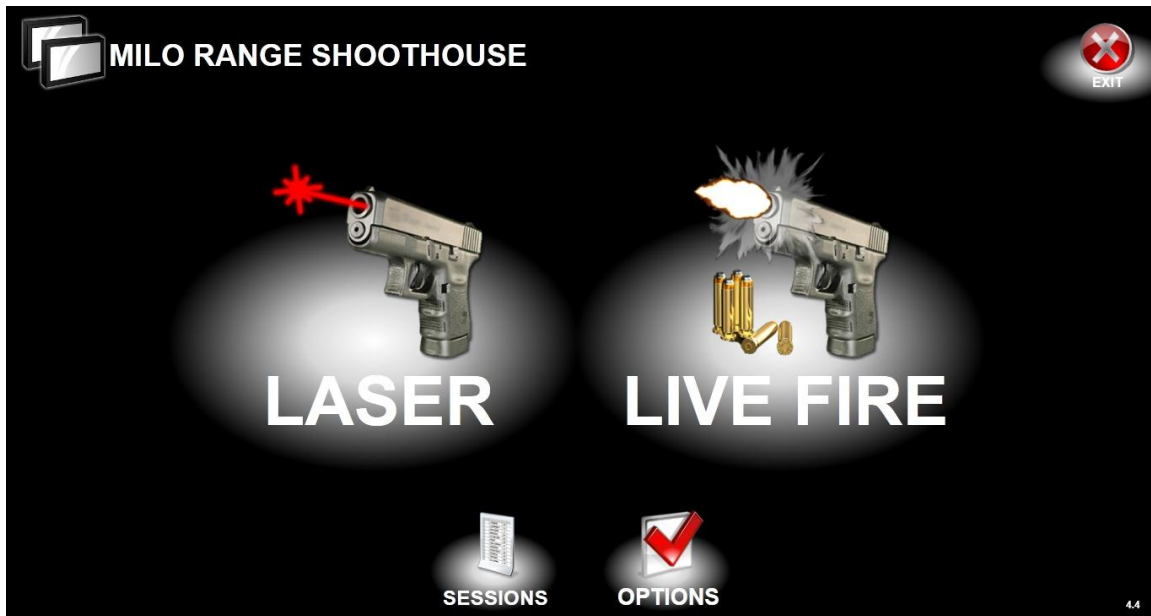
Multi-Range Mode

Each room in a ShootHouse system can be run as a standalone MILO Range system, to provide training to multiple trainees or groups at the same time using different scenarios or GraphX applications. Since each system is running independent training content, each will also have its own debrief/AAR capabilities as well.

The option to control each room from a dedicated wireless tablet is also available. The instructor(s) can switch between the ShootHouse software and the wireless tablet at any time by just picking up the wireless tablet for the room or returning to the control station.

Home Screen

The Home screen is designed to allow the instructor to choose to begin training sessions, setup the ShootRoom and system features or generate reports. Note that the version of the MILO Range Shoothouse software is listed in the lower right hand corner of the home screen.



Laser

Select the Laser button to begin training sessions using laser-based weapons.

Live Fire

If your system is equipped for Live Fire training, the Live Fire button will be shown here. Select the Live Fire button to begin training sessions using live fire weapons.

NOTE: If you attempt to select Laser or Live Fire mode and receive a message that not all rooms are connected, you can click Yes to try to reconnect to all rooms and if successful, you can proceed to the session normally. If you click No, you will only be able to proceed using Multi-Range mode, and only for the rooms that are connected. You will need to exit to the ShootHouse home software screen in order to reconnect to all rooms.

Sessions

You can review saved ShootHouse mode training sessions with this system. Click here to browse the ShootHouse Control computer for saved ShootHouse session files. When a saved ShootHouse session file is selected, the debrief screen will appear and the ShootRoom systems will be loaded with appropriate debrief contents.

Options

The Options button will allow you to setup the ShootRooms this ShootHouse system will control as well as set various system options.

Exit

The Exit button will close the MILO Range ShootHouse software.

Safety Warning & License Acceptance

Before starting a session, you will be prompted to accept the system warning information and the software End User License Agreement. This warning will be displayed on the ShootHouse Control screens as well as on all ShootRoom system screens. In order to use the system for training you must click OK to acknowledge your responsibility for following all applicable firearm and weapon safety guidelines, and to accept all terms of the MILO Range software End User License Agreement. You can read the entire End User License Agreement by clicking on the appropriate link on the warning screen.



System Options Screen

The Options screen allows the user to define the ShootRoom systems that are controlled by the ShootHouse software. Further the Advanced Options can be used to set ShootHouse system software options as well.

APPLICATION OPTIONS

Room 1
IP Address: 192.168.2.206
☒ Has Flashlight
☐ Has LiveFire

Room 2
IP Address: 192.168.2.236
☒ Has Flashlight
☐ Has LiveFire

[advanced options](#)

Define ShootRooms

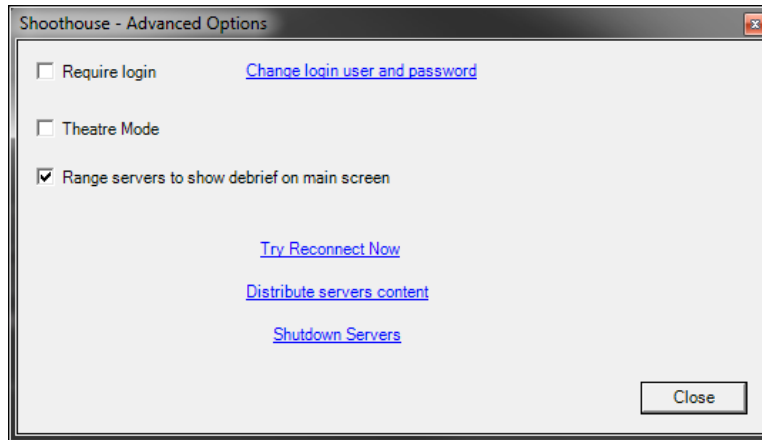
There are add, remove and clear all buttons for the ShootRoom list. Note that any ShootHouse system should have at least two (2) and no more than five (5) ShootRooms defined here.

For each ShootRoom, the user can define the following information:

- **Name**: The name of the ShootRooms can be any name the user wants. It is typical to use a number-based name so that the rooms are named according to the order in which the trainees will enter the rooms (Room1, Room2, etc.)
- **IP Address**: This is the IP address of the ShootRoom computer. The standard for the network for ShootHouse systems is 192.168.2.X where X is the number of the room. Note that the standard IP address for the ShootHouse system itself is 192.168.2.10.
- **Has Flashlight**: This option should be checked only if the ShootRoom system has a flashlight camera and software license. When checked this option lets the ShootHouse system know that the ShootRoom has flashlight capability. When not checked, the Flashlight option will not be available in the training sessions for that ShootRoom.
- **Has Live Fire**: This option should be checked only if the ShootRoom system has a live fire screen and software license. When checked this option will allow the ShootHouse system to display the Live Fire session option on the main screen, so that Live Fire training sessions can be selected.

Advanced Options

The advanced options screen allows you to set system-wide ShootHouse software options.



- **Require Login:** This option allows the user to require a username and password to open the MILO range ShootHouse software. The link next to the check box provides a prompt to set the username and password.
- **Theater Mode:** This option sets the ShootHouse and ShootRoom systems to work in MILO Range Theater mode. This is a future option that will be implemented and used only for MILO Range Theater systems.
- **Range servers to show debrief on main screen:** This option will cause MILO Range Server (but not normal MILO Range software) to move the output screen (projected view) of the system to the primary or main screen of the system when the session transitions to debrief. This is useful for traditional ShootHouse applications where the debrief is more easily managed at the instructor station rather than in each ShootRoom for debrief.
- **Try Reconnect Now:** Causes the ShootHouse software to immediately try to reconnect to all defined ShootRoom systems.
- **Distribute servers content:** Causes all content folders on the ShootHouse system to be copied to the ShootRoom systems.
- **Shutdown Servers:** Causes all ShootRoom systems to shut down the computer. Note that this same function is automatically performed if the ShootHouse system is intentionally shutdown while the ShootHouse software is running.

ShootHouse Mode

The session setup screen allows the instructor to select the session mode as either ShootHouse Script mode or Multi-Range Mode.

ShootHouse Mode – Session Setup

Select ShootHouse mode by clicking the upper-left most icon on the screen. In ShootHouse script mode, the user can select only ShootHouse Scripts files, which will be shown in the coverflow or grid-based preview.



Script Selection

The script preview image shows a video frame of the scenario and a Play button. Clicking the Play button will immediately begin the training session. If no weapons are assigned to the trainees, the instructor may be prompted to confirm continuing the session without weapon assignments. The user can switch between coverflow and grid-view using the light-gray buttons located on the upper-right-center of the screen.

The presence of a flashlight icon indicates that the flashlight feature is on for the current scenario. To turn it off, select the session options button on the left-hand side of the screen and uncheck the flashlight.

The “i” icon allows the instructor to view training objective information. This information was entered when the scenario was created. It cannot be changed here.

Folder Selection

At the center-top of the screen is an icon and text indicating the name of the current folder whose contents are displayed in the preview. The default folder for ShootHouse script files that is displayed here is “C:\MILO\ShootHouse”. The preview below shows folders and scenario images for the lessons in the selected folder.

To change the folder, click on the folder name. A list will appear with subfolders, allowing the instructor to select any subfolder. The instructor can also click on any folder displayed in the preview to navigate to that folder.

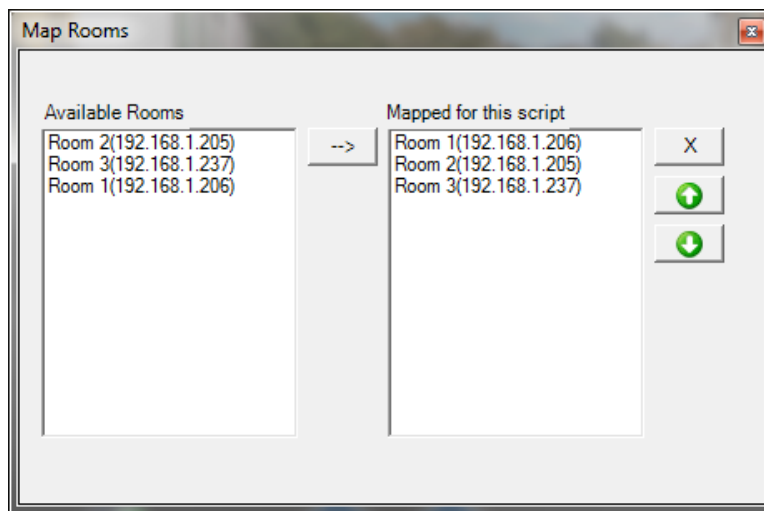
To navigate up a folder from the current folder, click on the Folder Up button in the upper-left area of the screen.

Session Options

Flashlight: When checked, the training session will have flashlight enabled on all ShootRoom systems that support it.

Room Mapping

For each script, the user can alter the order in which the rooms are physically entered. The lessons will still be played/applied in the order they are defined in the script. To alter the order the rooms are entered, right-click on the desired script and choose “Map rooms” from the menu. The left-hand list displays the ShootRoom systems that are available. The right-hand list shows the rooms that will be used for this script, in the order that they will be used. TO change the order, click on a room in the right-hand list and use the Up/Down buttons to change their order. To exclude a room from being used in this script, click on it and click the “X” button. Note that you must have at least as many rooms in the right-hand list as there are lessons in the script. Close the window using the red X close button in the upper-right hand corner of the window.



Trainee Selection

In each laser-based training session, it is important to assign weapons to trainees so that the system knows what weapons to watch for and react to. Optionally, you can select trainees from the system database, rather than leaving them anonymous.

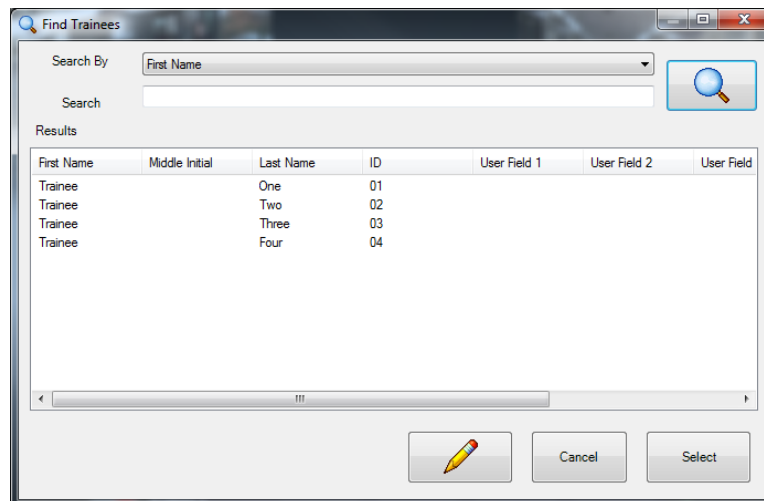
NOTE: The system will remember the last used trainee (and weapon) assignment from session to session, even if the software or computer is restarted.



Add, Select, Remove

By default, the session will have some anonymous trainee(s) as shown above. To add a trainee, click the Add Trainee button to the left. This will add an anonymous.

To select a trainee from the database, click the blue silhouette of the trainee. The trainee search window will open.



Select a trainee from the search results or type a search string to filter the trainees. Once selected, the name on the trainee will be updated with the selected trainee's name.

To remove a trainee, click on the trainee and then click the Remove Trainee button.

Clear All

This will clear all trainees and weapon assignments and set only 1, anonymous trainee with no weapons assigned.

Weapon Assignment

In order for the system to properly identify each weapon that will be used and associate that weapon with each trainee in the training session, the instructor must assign laser-based weapons to the trainees.

Assign Weapon

To assign a weapon to a trainee, click the image of the weapon. The system will prompt the trainee to fire the weapon at the projection screen. The system will then read the encoded ID of the laser that is fired and assign that ID to that weapon and that trainee. If the weapon was successfully assigned, the weapon will have a green background.

Note that you cannot add weapons to the trainees. The ShootHouse script mode of the system is designed to support limited weapons, give the limited reaction time and the presumption for the escalated types of situations the system is designed to support. Therefore, only two weapons can be assigned to each trainee.



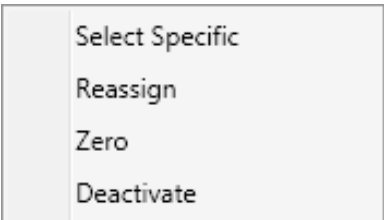
Assign Alternate Weapon

If you wish to assign a weapon other than what is displayed by default, right-click any unassigned weapon and choose the image of the desired weapon type from the pop-up window. The system will then prompt the trainee to fire the weapon at the projection screen.



Assigned Weapon Options

For each assigned weapon, there are several options you can select. Right-click on an assigned weapon to see the options menu for that weapon.



Select Specific

If you wish to assign a weapon model other than what is displayed by default, choose Select Specific. The system will present the weapon selection window. Choose the desired weapon and click OK.

Reassign

If you wish to assign an alternate laser weapon to this weapon icon, choose Reassign. The system will prompt the user to fire the new laser weapon at the projection screen.

Zero

This will allow you to zero the assigned laser weapon. Follow instructions for Zero Weapon shown above.

Deactivate Weapon

To deactivate an assigned weapon, right-click on the weapon and choose “deactivate” from the menu.

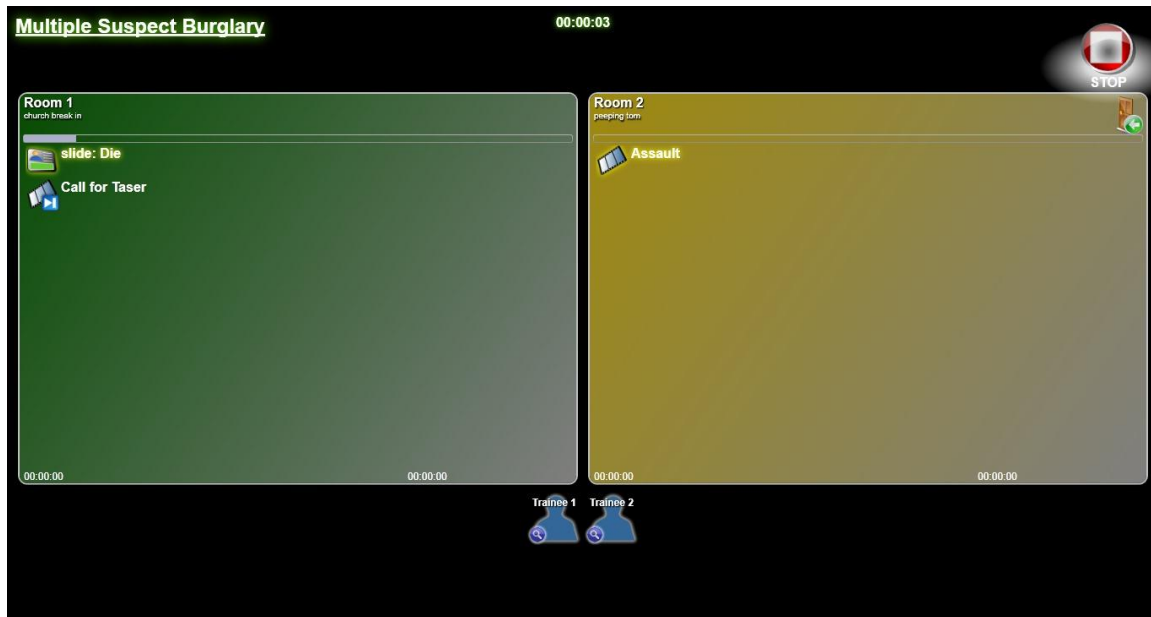
Zero Weapons

Once a laser weapon is assigned, it should be zero'd to be sure that the real point-of-aim and the detected location for the shot are accurately aligned. To zero an assigned weapon, click the weapon.

The system will automatically enter zeroing mode. The trainee must fire 3 well-aimed shots at the center of the target. They will not see a graphic for these 3 shots. Firing additional shots, after the 3 required for zeroing, will allow the trainee to confirm the accuracy of the weapon by comparing their point-of-aim and a graphic displayed at the detected shot location.

ShootHouse Mode – Session Running

While the script mode session is running, the instructor will have several controls available.



The title of the script is shown at the top left of the screen and total elapsed time for the training session is displayed at the top-center. The Stop button located in the upper-right corner of the screen will end the script training session and go the debrief screen, regardless of whether or not the script has ended.

ShootRoom Status

Each room in the script can be current (active), waiting (upcoming) or complete, without regard to the status of other rooms, however, typically each room will start yellow, transition to green when the trainees enter the room, then turn red when the scenario in that room is completed and the trainees move to the next room. Instructors typically need to be concerned only with selecting branches in the active room, or with triggering the yellow room to become active.

Active Room (Green)

The upper-left shows the name of the ShootRoom, the name of the scenario playing in that room as part of the overall script, a progress indicator for the current item (video, slide, etc.) playing in that lesson in that room, and a list of branch options for the instructor to select, if desired. The bottom of the active room displays the time (relative to overall session time) that this room became active and the time it was completed.

Upcoming Room (Yellow)

An upcoming room has the same information, but all items should be paused or deactivated until the room becomes active. The room will become active either by the design of the script (events defined in the lesson running in the prior room) or the instructor can force the room to become active by clicking the "Trigger Room" button (Door icon) located in the upper right of the Room container. Note that clicking this icon will not necessarily affect any other ShootRoom in the system, unless there are events in this lesson that are designed to do so.

Completed Room (Red)

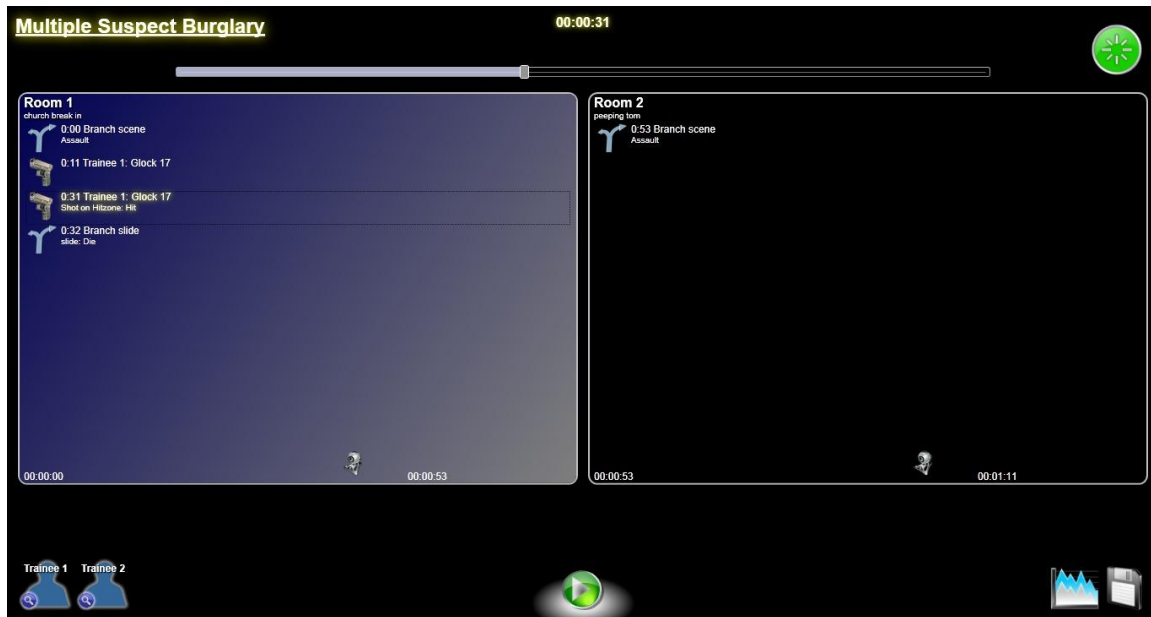
Once completed, the ShootRoom cannot be interacted with by the instructor or the trainee any longer.

Trainee List

The trainee list shows the trainees and weapons assigned to this session. The instructor can reload weapons if needed.

ShootHouse Mode – Session Debrief

When the script mode session ends, the debrief screen will appear.



The title of the script is shown at the top left of the screen and total elapsed time for the training session is displayed at the top-center. The New Session button in the upper-right corner of the screen will return to the Session Setup screen.

Session Timeline Slider

The slider at the top of the screen allows quick access to any point the session. The timeline will update during replay or when any item in the debrief log of each ShootRoom container is clicked.

Play

Click the Play button to replay the session from the current replay position. Replay will be in standard or TAC view depending on the selected option in each ShootRoom container.

Reports

Click the Reports button to select a the type of report to generate for the training sessoin.

Save Session

Click the Save Session button to save the results of this session. You can save the file in any folder.

ShootRoom Container

Each ShootRoom container will display ShootRoom name, scenario name that played in that room and a chronological list of the events that occurred in that ShootRoom (branches, weapon use, etc.). The bottom of the container shows the time that this room became active, the time it was completed, as well as a button to toggle TAC debrief view on or off.

Clicking any debrief log item in the ShootRoom container will cause the session replay to jump to that point in time.

Note that the ShootRoom will be either black or blue, depending on the position of the replay or session timeline slider. If the room was active at the current replay timeline position, the room will be blue.

Trainee List

The trainee list shows the trainees and weapons assigned to this session. The instructor can select trainsess from the database here, if desired.

Multi-Range Mode

Select Multi-Range Mode by clicking the 4-screen icon on the left side of the session setup screen. In Multi-Range mode, each ShootRoom will act as an independent MILO Range system and can be setup, run and debriefed independently from the status of the other ShootRooms. Each ShootRoom has a container on the screen. The ShootRoom container is color coded to indicate the status of the session for each ShootRoom.

- Black: Session Setup
- Green: Session Running
- Red: Session Debrief



Multi-Range Mode – Session Setup

During session setup, the instructor has several controls for defining the training session.

Session Options

Currently, the only session option available is the Flashlight, which applies to video lessons. Click the gear icon in the lower left of the ShootRoom container. The session options menu will pop-up. Check the box for Flashlight Enabled and session will now have Flashlight when the lesson is run. This option only applies to video lessons.

Trainee Assignment

When initially switching to Multi-Range mode, the system will prompt to assign the current trainee and weapon arrangement from ShootHouse mode to each ShootRoom for Multi-Range mode. To keep the trainee and weapon assignments from ShootHouse mode when switching to Multi-Range mode, click Yes. To start Multi-Range mode with no trainee or weapon assignments in each ShootRoom, click No.

To edit the trainees assigned to a ShootRoom, click one of the trainees and a pop-up will appear.

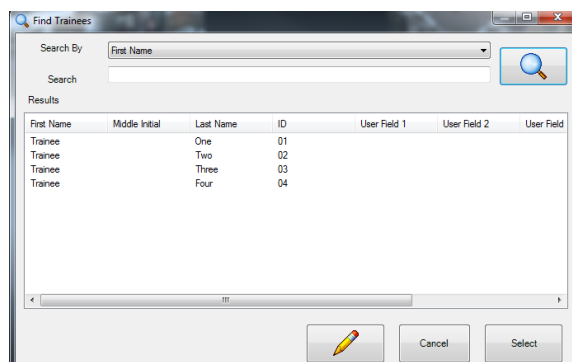
NOTE: you must assign and zero laser-based weapons before beginning any lesson or GraphX application.



Add, Select, Remove Trainees

The session will have anonymous trainee(s) as shown above. To add a trainee, click the Add Trainee button to the left.

To select a trainee from the database, click the blue silhouette of the trainee. The trainee search window will open.



Select a trainee from the search results or type a search string to filter the trainees. Once selected, the name on the trainee will be updated with the selected trainee's name.

To remove a trainee, click on the trainee and then click the Remove Trainee button.

Clear All Trainees

This will clear all trainees and weapon assignments and set only 1, anonymous trainee with no weapons assigned.

Weapon Assignment

In order for the system to properly identify each weapon that will be used and associate that weapon with each trainee in the training session, the instructor must assign laser-based weapons to the trainees.

Assign Weapon

To assign a weapon to a trainee, click the image of the weapon. The system will prompt the trainee to fire the weapon at the projection screen. The system will then read the encoded ID of the laser that is fired and assign that ID to that weapon and that trainee. If the weapon was successfully assigned, the weapon will have a green background.

Note that you cannot add weapons to the trainees. The ShootHouse script mode of the system is designed to support limited weapons, give the limited reaction time and the presumption for the escalated types of situations the system is designed to support. Therefore, only two weapons can be assigned to each trainee.



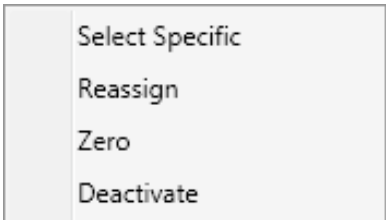
Assign Alternate Weapon

If you wish to assign a weapon other than what is displayed by default, right-click any unassigned weapon and choose the image of the desired weapon type from the pop-up window. The system will then prompt the trainee to fire the weapon at the projection screen.



Assigned Weapon Options

For each assigned weapon, there are several options you can select. Right-click on an assigned weapon to see the options menu for that weapon.



Select Specific

If you wish to assign a weapon model other than what is displayed by default, choose Select Specific. The system will present the weapon selection window. Choose the desired weapon and click OK.

Reassign

If you wish to assign an alternate laser weapon to this weapon icon, choose Reassign. The system will prompt the user to fire the new laser weapon at the projection screen.

Zero

This will allow you to zero the assigned laser weapon. Follow instructions for Zero Weapon shown above.

Deactivate Weapon

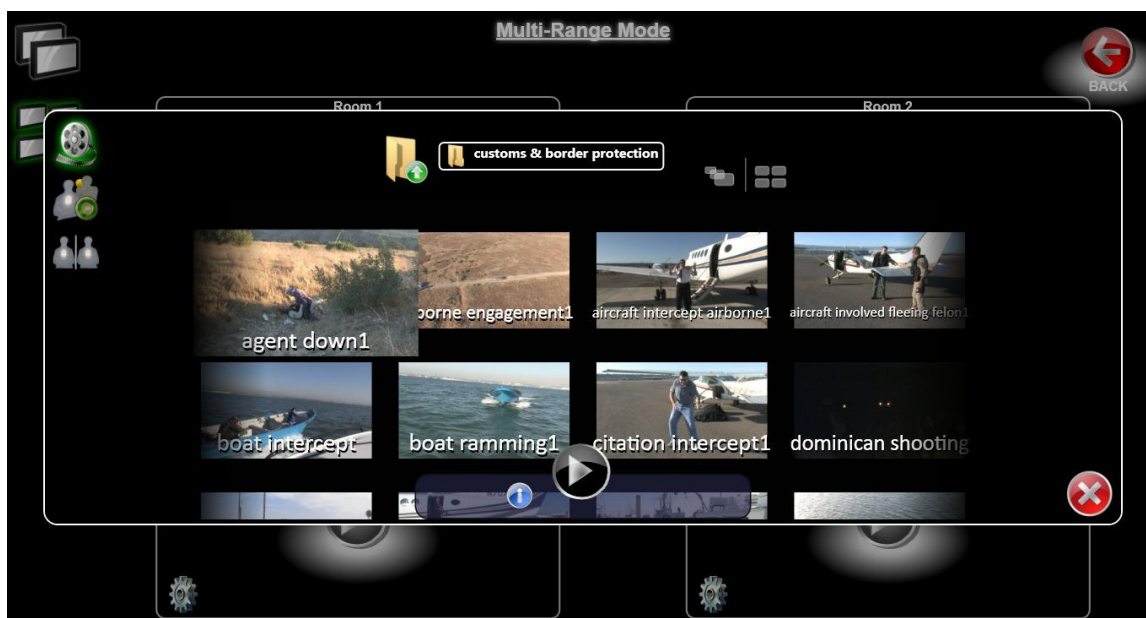
To deactivate an assigned weapon, right-click on the weapon and choose “deactivate” from the menu.

Zero Weapon

Once a laser weapon is assigned, it should be zero'd to be sure that the real point-of-aim and the detected location for the shot are accurately aligned. To zero an assigned weapon (green color), click the weapon. The system will automatically enter zeroing mode. The trainee must fire 3 well-aimed shots at the center of the target. They will not see a graphic for these 3 shots. Firing additional shots, after the 3 required for zeroing, will allow the trainee to confirm the accuracy of the weapon by comparing their point-of-aim and a graphic displayed at the detected shot location.

Session Content (Lessons/GraphX/Firing Range)

The content selection is located at the top of the container. The image displayed shows a preview of the selected lesson, GraphX application or Firing range. To select new content to run on a ShootRoom, click on the preview image. A pop-up window will appear. Once you have selected a lesson or GraphX application, click the large Play button at the bottom of the ShootRoom container to launch the training session.



In the pop-up, on the left hand side, you can choose between video scenarios, GraphX or Firing Range content for the ShootRoom. The user can switch between coverflow and grid-view using the light-gray buttons located on the upper-right-center of the screen.

Lessons (Video Scenarios)

To select video scenarios ("lessons") click the icon of the video reel in the upper-left hand corner. The preview will display the available lessons on the system.

Video Preview Folder Selection

At the center-top of the pop-up screen is an icon and text indicating the name of the current folder whose contents are displayed in the view. The preview below shows folders and scenario images for the lessons in the selected folder.

To change the folder, click on the folder name. A list will appear with subfolders, allowing the instructor to select any subfolder. The instructor can also click on any folder displayed in the preview to navigate to that folder.

To navigate up a folder from the current folder, click on the Folder Up button in the upper-left area of the screen.

Lesson Image & Information

The scenario preview image shows a video frame of the scenario, a Play button and an "i" button. The enlarged scenario image indicates the currently selected lesson. Clicking the Play button will close the pop-up with the currently selected lesson selected for this ShootRoom.

The "i" icon allows the instructor to view training objective information. This information was entered when the scenario was created. It cannot be changed here.

GraphX (CGI firearms exercises)

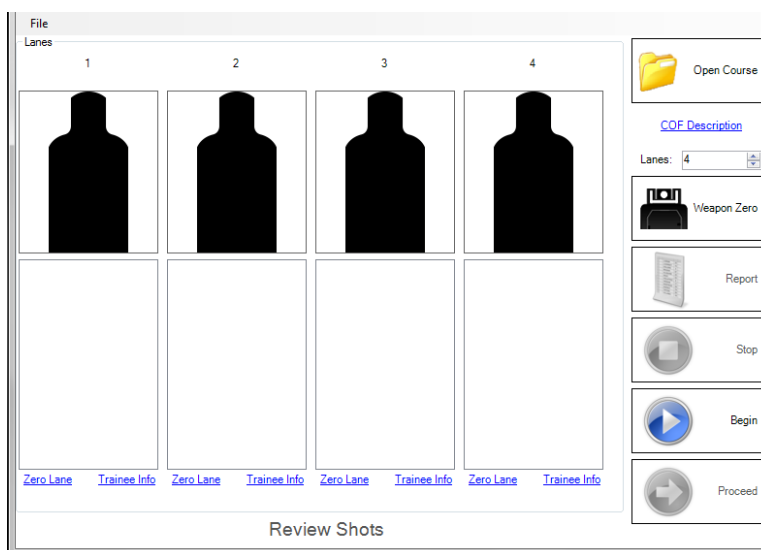
To select a GraphX application for the ShootRoom, click the icon of the targets, second down from the top on the left hand side. The preview will display the available GraphX applications on the system.

The enlarged GraphX image indicates the currently selected lesson. Clicking the Play button will close the pop-up with the currently selected GraphX application selected for this ShootRoom.



Firing Range (multi-lane targets)

To select Firing Range application for the ShootRoom, click the two side-by-side icons, third down from the top on the left hand side. The pop-up will close, and a new window will open to control Firing Range for this ShootRoom. You can now run the Firing Range normally. Refer to the Firing Range user manual for information about Firing Range software.



Multi-Range Mode – Session Running

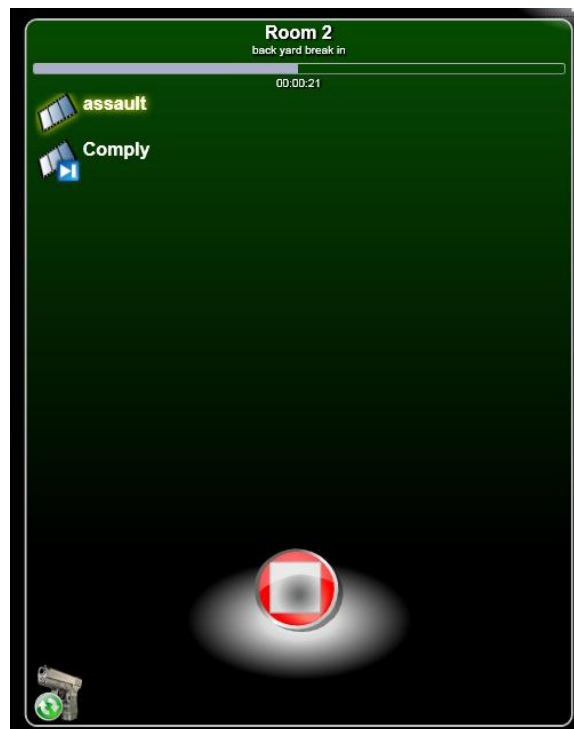
During session, the instructor can control video scenarios and GraphX apps.

Lessons (Video Scenarios)

During lessons, the ShootRoom container displays session information and instructor controls. At the top of the container, the name of the ShootRoom is displayed, as well as the name of the lesson that is being run. A progress indicator is displayed showing the progress of the current item (scene or slide) within the lesson as well as a total session timer indicating the total elapsed time of the training session.

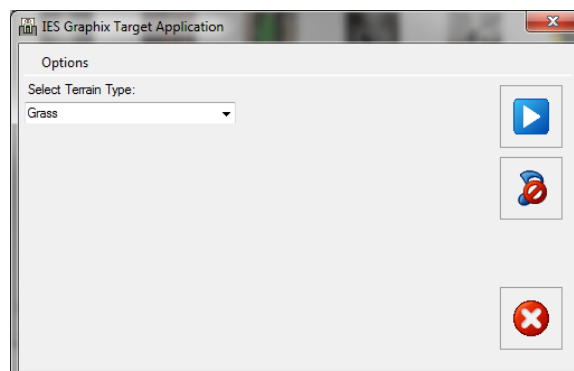
The instructor controls include:

- List of selectable branch options, to change the next item to be played in the lesson
- Stop button to end the session for that ShootRoom.
- Weapon reload button to reload all assigned weapons in the session. s



GraphX

When a GraphX application is played in a ShootRoom, the GraphX application's window will open and allow adjustment of the relevant settings for that application. Each GraphX application has unique settings, but the example below shows a typical GraphX window. When finished with a GraphX application, simply close it to return to the session setup screen.



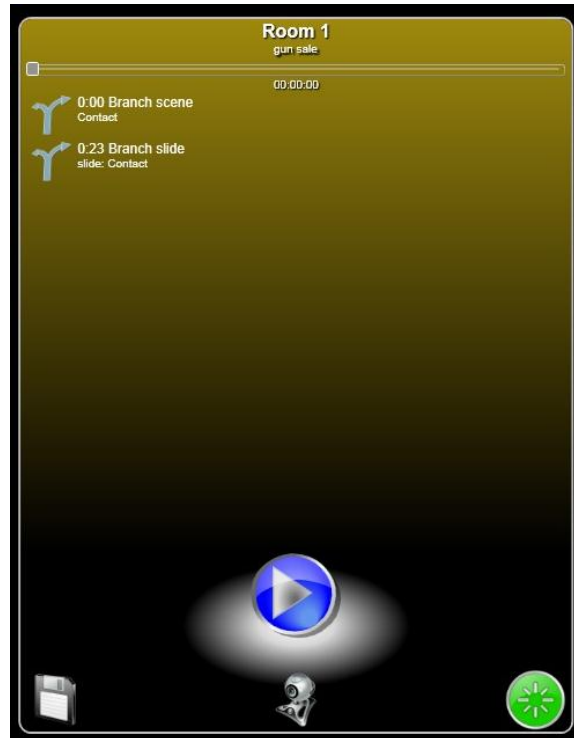
Multi-Range Mode – Session Debrief

During lesson (video scenario) session debrief, instructor can replay or jump to any point in the session results as well as toggle the TAC view (if enabled on the system), save session results and return to the session setup screen.

At the top of the container, the name of the ShootRoom is displayed, as well as the name of the lesson that was run. A progress slider is displayed allowing quick scrolling to any point in the session result. A total session timer indicating the total current replay time of the training session is located below the slider.

The instructor controls include:

- Session timeline scroll
- List of selectable branches and trainee actions from the session
- Play/Pause button to control the replay of the session
- Save button to save the session results
- TAC view button to toggle between normal and TAC view in the debrief
- New Session button to return to the session setup screen.
- Weapon reload button to reload all assigned weapons in the session. s



System Troubleshooting

The MILO Range Shoothouse software is essentially a remote control software for several MILO Range systems. Therefore, the types of issues that could be encountered are either specific to the MILO Range systems themselves OR they are specific to the hardware or settings that allow MILO Range Shoothouse to communicate with the MILO Range systems.

Connection Lost to Room

This message could appear during either ShootHouse mode or Multi-Range mode. This message indicates that the connection between the Shoothouse software and the MILO Range software running on the ShootRoom computer, was lost. This can be caused by a faulty network connection or cable OR a ShootRoom computer failure.

If this error occurs in ShootHouse mode, the training session will be terminated, as a Shoothouse script relies on all ShootRoom systems in order to function correctly. If the error occurs in Multi-Range mode, the lost ShootRoom session will be terminated, but all other ShootRooms can continue normally.

To solve the issue, first reboot the failed ShootRoom computer. Check that it restarts and loads the MILO Range server application properly. Close and re-open the MILO range ShootHouse software and check that you do not get any further connection errors. If the connection error persists for the same room, check network cables, network switch/router and/or the ShootRoom computer itself to ensure that it is connected to the network and that the MILO Range server software is running on the computer.

Cannot connect to Room(s)

This message appears at the startup of the MILO Range ShootHouse software or when clicking the Laser or Live Fire session buttons on the home screen. This message indicates that the connection between the Shoothouse software on the SCS computer and the MILO Range software running on one of the SRS computers, was lost. This can be caused by a faulty network connection or cable OR a ShootRoom computer failure.

You can click Yes to try to reconnect to all rooms and if successful, you can proceed to the session normally.

If you click No, you will only be able to proceed using Multi-Range mode, and only for the rooms that are connected. You will need to exit to the ShootHouse home software screen in order to reconnect to all rooms.

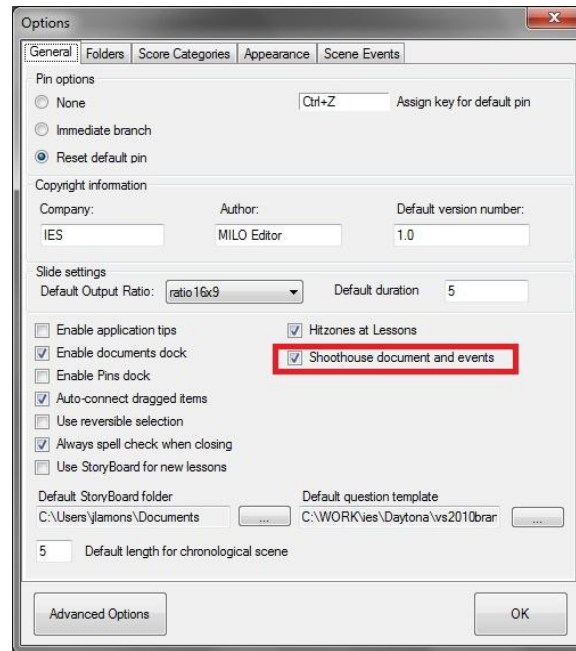
To solve the issue, first reboot the failed ShootRoom computer. Check that it restarts and loads the MILO Range server application properly. Close and re-open the MILO range ShootHouse software and check that you do not get any further connection errors. If the connection error persists for the same room, check network cables, network switch/router and/or the ShootRoom computer itself to ensure that it is connected to the network and that the MILO Range server software is running on the computer.

ShootHouse Script Creation

In addition to standard MILO lessons that can be used in Multi-Range mode, the ShootHouse systems supports scripts, which are a series of lessons that play on the ShootRoom systems in a particular order.

ShootHouse Script & Event Option

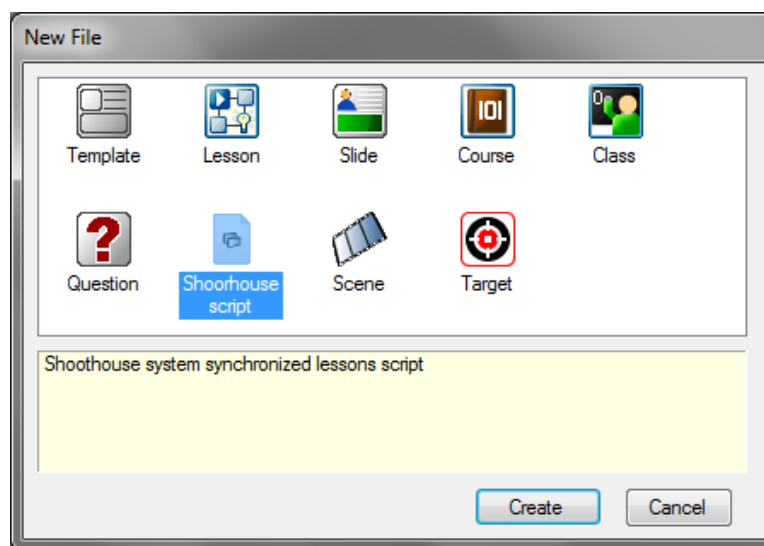
ShootHouse scripts can be created in MILO Course Designer. In order to allow creation of ShootHouse scripts in course Designer the option must be enabled.



Once the option is enabled the Course Designer software should be closed and reopened.

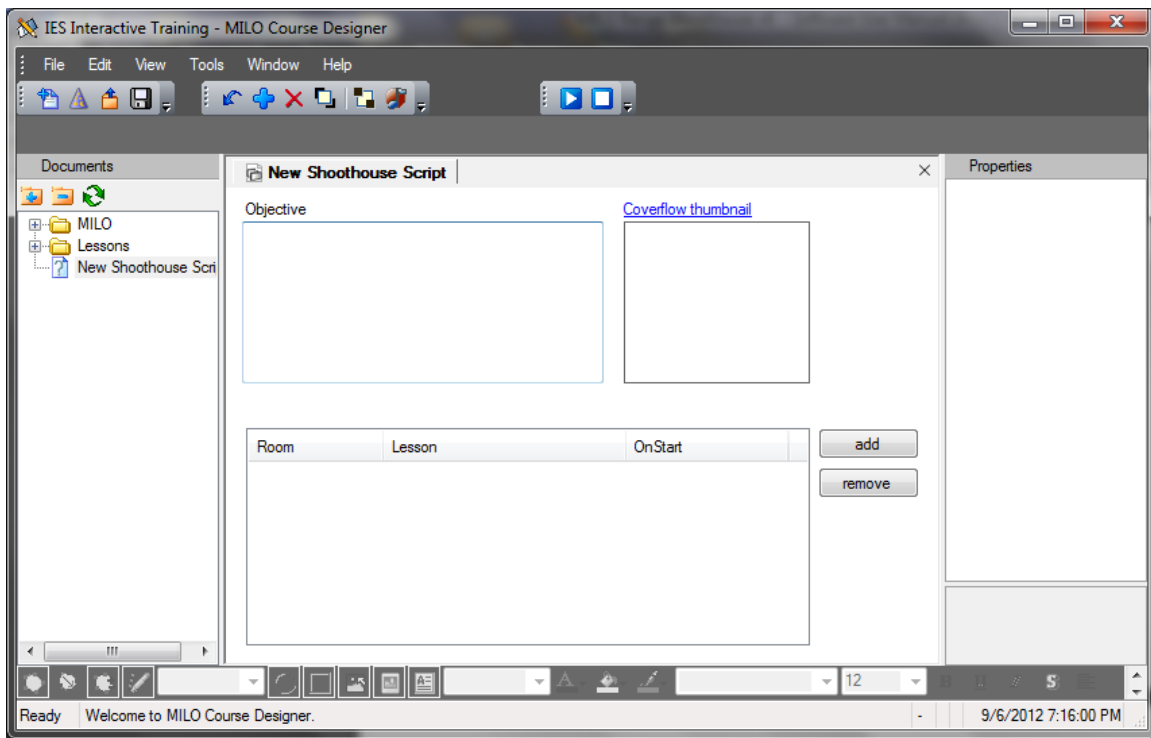
ShootHouse Script Creation

To create a ShootHouse script, click the New button on the toolbar or the corresponding File menu item. Select ShootHouse script from the popup dialog and click create.



ShootHouse Editing View

The ShootHouse script editing view will open.



In the editing view, there are several items that can be populated or edited.

Objective: This is a text description of the script that will be displayed in the Session Setup screen in the ShootHouse software, when the “i” button is clicked in the script selection view.

Coverflow Thumbnail: This is an image or frame of video that will be displayed in the Session setup screen in the ShootHouse software in the script selection view.

Lessons List: This is the ordered list of lessons that will play in the ShootHouse system. Note that the number of lessons must match the number of ShootRooms in the system or the script will not be compatible with the ShootHouse system.

Lessons in ShootHouse Script

When adding lessons, they will be linked to this script, rather than embedded. Lessons in the script can be edited normally by double-clicking the lesson name in the Lessons List. If a change is made to the lesson, it will affect all ShootHouse scripts that use the lesson, as well as normal MILO Range uses for that lesson. Therefore, if any significant changes are made it is recommended that the lesson first be copied to the folder with the ShootHouse script, then the lesson should be added to the Lesson List, then the editing should be done to the lesson.

Each lesson added to the Lesson List has several properties available for controlling how the lesson will play in this script. To edit the lesson interaction properties, click the lesson in the Lessons List and edit the property in the properties dock.

It is recommended that every lesson used in a ShootHouse script start with a static slide (indefinite time) or a looping video item, so that the ShootRoom will essentially wait until it is triggered by the instructor, to play the main content of the lesson. However, in some cases alternate behavior or automatic triggering from room to room is needed. These interaction properties allow the user to define how the lesson should start, what it should do when triggered and what it should do when the lesson is ended or no longer active.

Properties	
▲ Misc	
Lesson	CDOC Gym Rival Threat2
OnBecomeCurrent	
OnForcedLostCurrent	
OnStart	

OnStart: This property allows the user to define any lesson item (scene, slide, etc.) from within the lesson to play when the lesson is initially loaded. If nothing is defined here, the lesson's internal starting item will be played.

OnBecomeCurrent: This property allows the user to define any lesson item (scene, slide, etc.) from within the lesson to play when the ShootRoom becomes active either by the preceding lesson ending or the instructor clicking on the "trigger room" button in the ShootHouse software. If nothing is defined here, the lesson will not branch to any other lesson item when the room becomes active, and therefore the instructor can control lesson branching manually. Alternatively, ShootHouse events can be placed in the scenes of the lesson preceding this lesson, to cause a particular lesson item to play.

OnForcedLostCurrent: This property allows the user to define any lesson item (scene, slide, etc.) from within the lesson to branch to when the ShootRoom becomes inactive, either by an event within the lesson, the lesson ending naturally, or by the instructor clicking the "trigger room" button on the next ShootRoom's lesson. If nothing is defined here, the lesson will continue to play according to its internal design.

ShootHouse Scene Events

In order to have ShootRooms systems “trigger” each other when a lesson is complete, so that the trainees can move to the next ShootRoom, a new Scene Event is used. This event can be placed in any scene in a Lesson.

Open the scene editing view, click on the Events menu, and select the “branch next ShootHouse room” from the menu. Click on the scene timeline to place the event at the video frame desired. The event properties below the events list allows the user to define how this event will influence other

The image displays two side-by-side screenshots of the 'Current Event Specific Pages' for 'Shoothouse Branch'. Both panels have a 'Branch Option' dropdown menu. The left panel shows 'Next' selected, with a 'Branch item name' text field and a 'Room Complete' checkbox. The right panel shows 'Specific' selected, which reveals an additional 'Specific room/wall branch' dropdown menu set to '1', along with the same 'Branch item name' text field and 'Room Complete' checkbox.

Branch Option: This list of branch options include Next, Previous, Specific or All.

- “Next” causes the next lesson/ShootRoom in the Lessons List to be triggered and become active.
- “Previous” causes the previous lesson/ShootRoom in the Lessons List to be triggered and become active.
- “Specific” allows the user to define a specific lesson/ShootRoom (numbered 1 to 5) to be triggered.
- “All” causes all other ShootRooms in the script to be triggered. This setting is typically used only in Theater systems.

Specific Room/Wall Branch: This setting is visible only when “Specific” is chosen in the Branch Option. This allows the user to define the number of the ShootRoom to trigger when this event occurs.

Branch Item Name: Allows the user to type the name of a lesson item in the lesson to be triggered, to cause the named lesson item to be played. This is an alternative to defining a lesson item in the “OnBecomeCurrent” property for the triggered lesson.

Room Complete: This checkbox causes the current lesson to become inactive, and so triggers the next lesson in the Lessons list. When this box is checked, and this event occurs, the lesson item defined in the lesson’s “OnForcedLostCurrent” property, if any, will be branched to.