MILO Range

Shoothouse Script Quickstart Guide

Software Version 4.4

September 27, 2012

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.

This document is intended as a practical guide for users who want the fastest method to lesson and script creation for ShootHouse uses. The assumption for this guide is that the user has had MILO Range, ShootHouse and Course Designer training and/or has previous experience with all of these software systems.

For further information regarding the MILO Range ShootHouse system, please see the MILO Range ShootHouse software user manual.

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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General ShootHouse Script Guidelines

ShootHouse scripts use normal MILO Lessons. The ShootHouse script allows you to play the lessons in a particular order and to potentially have each lesson affect the others. Generally, each lesson that will be used in a ShootHouse script should be filmed/created/edited the same way that normal MILO lessons are. However, there are a few changes to the lesson editing that will ensure your lessons work as expected when using them in ShootHouse scripts.

Lesson Editing Tips for ShootHouse Use

1. Every lesson you use in a ShootHouse script should start with a slide that has indefinite time ("-1").
   a. This will ensure the lesson is fully started, provide some content on the screen, and allow fast branching to the action sequence for the scenario once the trainees actually breach the room.
   b. This slide should be set as the "Starting Item" in the lesson. If not, whatever item is set as the starting item will be displayed on the projected screen until the script causes all the systems to branch to the OnStart item for this lesson (if any was selected). Note that each ShootRoom will branch to it's OnStart item only after all ShootRooms have loaded their lesson files and are fully ready to begin the session.
   c. You should connect the default pin of this slide back to the slide itself.
   d. You should create instructor branch pins (i.e. "Breach Room") on this slide, so that the instructor has a way to indicate to the system to proceed from this slide to other items in the scenario.
   e. You can also use a looping video scene as the starting item, instead of a slide.
2. End every possible lesson outcome with an indefinite slide with the last frame of the last scene.
   a. This slide will ensure that the system does not progress to the debrief screen until the instructor clicks the STOP button on the ShootHouse software, after all rooms have been completed.

ShootHouse Script Tips

- When creating a ShootHouse script, decide if you will use lesson-based branching with manual instructor indication when moving from room to room **OR** if you will use the ShootHouse script properties and scene events to trigger lessons and movement from room to room automatically. Once you decide, stick with that approach for the script, as mixing the two can be complex to manage.
- There is no need to set an OnBecomeCurrent item on the first lesson in the script, as this lesson will become current as soon as the script starts. If you do set an OnBecomeCurrent property for the first lesson in the script, it may override any natural lesson progression that may have been possible from the lessons' starting item.

Common Mistakes

- If there is no starting item in a lesson, the lesson will not play and the system will immediately go to debrief.
- If you don't start the lesson with a slide or video loop, the scenario will begin playing immediately when the script finishes loading all systems.

ShootRoom Interaction

The ShootHouse system allows a lot of interaction possibilities when moving from room to room, allowing one lesson to affect the other. There are two methods to when creating scripts that generate different interaction possibilities: instructor controlled progression OR Automated progression.

When creating a ShootHouse script, decide if you will use instructor-controlled progression **OR** automated progression. Once you decide, stick with that approach for the script, as mixing the two can be complex to manage.

Instructor Controlled Progression

The simplest way to create ShootHouse scripts is to create normal MILO Range lessons using the lesson editing tips in this document. When you create your ShootHouse script and add these lessons, you only need to enter a training objective and a thumbnail for the script. This approach also has the advantage of allowing the instructor to decide when to start the lesson in the next room, based on observation of the trainee's movement, rather than allowing the system to automatically branch from room to room even if the trainees are not prepared.

Automated Progression

To design automated branching between rooms (i.e. system-controlled, not instructor-controlled), you will need to use two special features of the system: **shoothouse scene events** and **script branch properties** for each lesson. These features are described below, but please review the MILO Range ShootHouse software user manual for further details.

ShootHouse Scene Events

You can use the "branch other shoothouse room" event, found on the Events menu when editing scenes, in one lesson to cause branching in another room's lesson. When you place this event on the timeline in a scene of a lesson, you simply check the box "Room Complete" in the event properties, which causes this room to lose its Current status and sets the next lesson/room in the script to become Current. Remember that if you defined an OnBcomeCurrent property for the lesson you are setting the Current status to, then the defined lesson slide or scene in the lesson will begin playing when this event occurs. For advanced users, the ShootHouse event will further allow you to select which room to branch (next, previous, specific or all) and to select which item (slide, scene, etc.) to branch to when the event occurs.

Script Branch Properties

The script branch properties are lesson-specific properties that allow you to define which slide or scene within a lesson will be played when the lesson status changes accordingly. The properties are described below.

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.

Simple ShootHouse Script Tutorial

For the purposes of this tutorial (and the ShootHouse system in general) we only want to have short-engagement scenarios; no long-winded intro scenes or complex branching scenarios. We will use the Instructor Controlled Progression approach for this tutorial.

1. Pick 3 lessons from the MILO Range lessons folder ("C:\MILO\Lessons"). Make sure they have a relatively short assault scene with a die scene that follows, assuming the trainee shoots the target.
2. Copy of each of the lesson files into the C:\MILO\ShootHouse\Lessons folder. You can also put them in any subfolder you want.
3. Open MILO Course Designer.
4. Click on the File menu and choose New.
5. In the dialog that appears, choose Shoothouse script, then click Create.
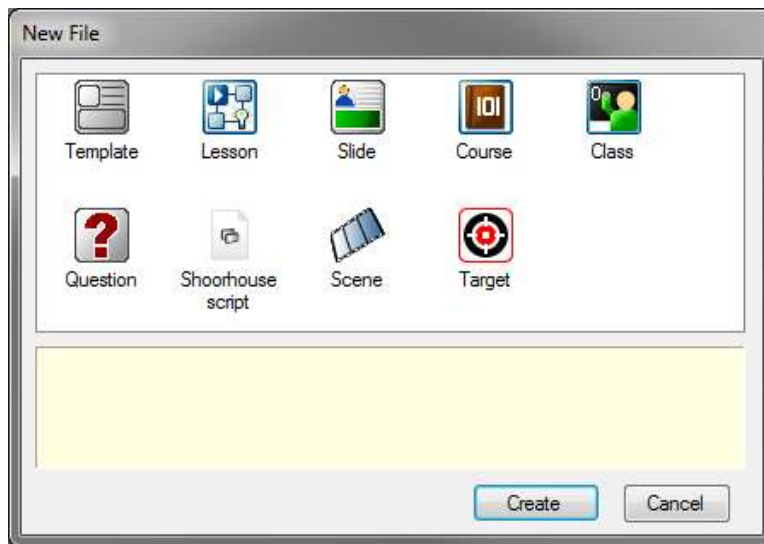

6. The ShootHouse script editing view will appear.
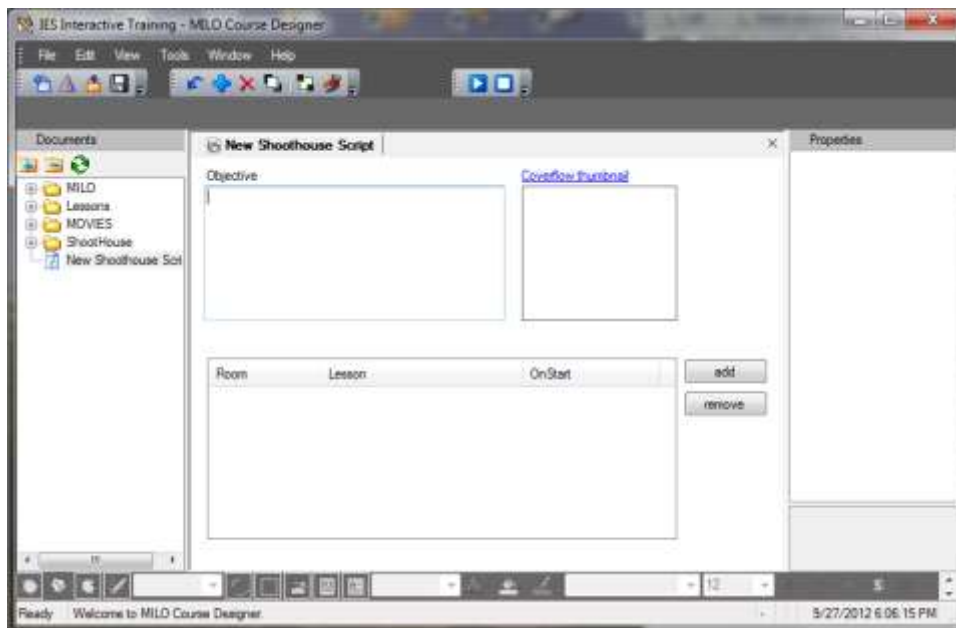
7. Click the File menu and choose Save. When prompted to save the file, browse to "C:\MILO\ShootHouse" and then type a name in the window for this script.

8. Click in the Objective text box and type a brief description of the training objective for this script will be. For example: "Training objectives include proper discrimination of targets, use of force and defensive and offensive tactics. Ensure each room is clear of any threat before proceeding to the next room."

9. Click on the "coverflow thumbnail" link. Browse to select any image or video file that represents this script. This is the image that will be shown in the ShootHouse software when browsing for scripts to run. If you select a video file, you will be prompted to select a single frame from the video as shown below. After clicking OK, you will be prompted to save the frame as an image. When saving, use the folder to "C:\MILO\ShootHouse" and save the file with the same name you used for the script.
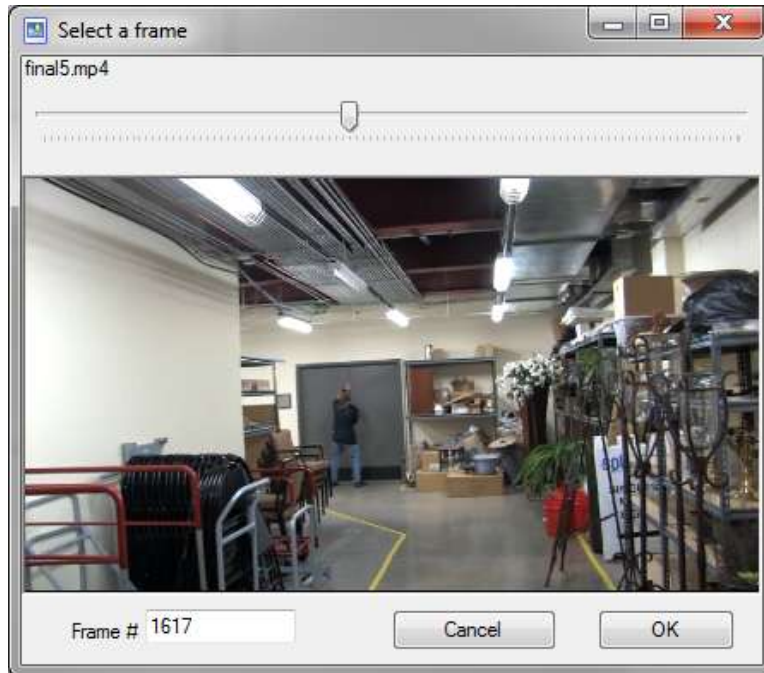
10. Your script should now look like the image below
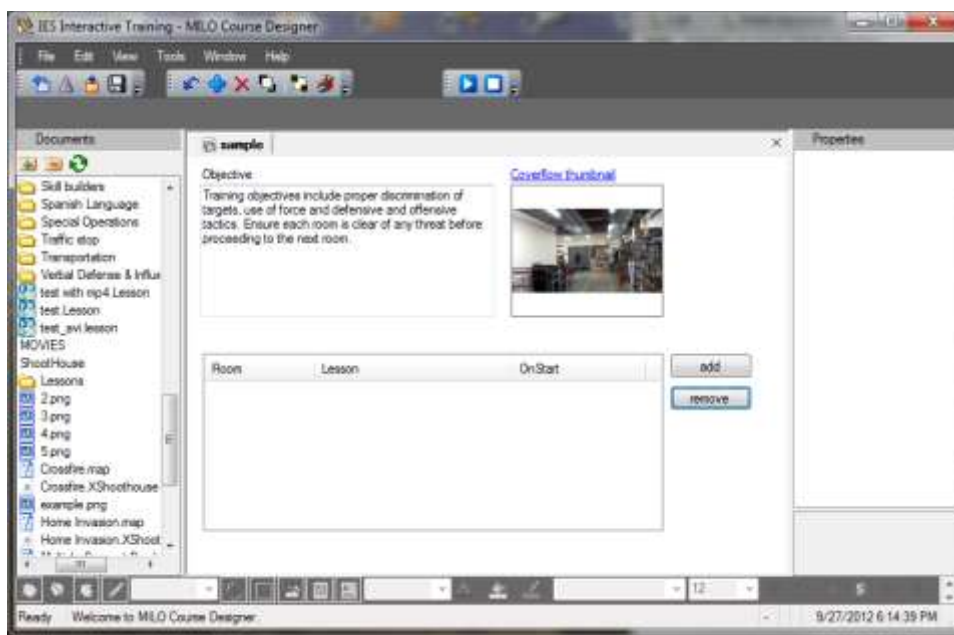
11. To add the first of the 3 lessons you selected earlier, click the Add button.
12. Browse to the "C:\MILO\ShootHouse\Lessons" folder.
13. Click the lesson you want to run in the first ShootRoom and click Open.

14. Add the other two lessons you want to use by repeating steps 12 and 13.

Note: The lessons shown in this tutorial may differ from those you selected, but the steps to follow will be identical.

15. Click the Save button on the toolbar at the top of the window to save the work performed on the script thus far.
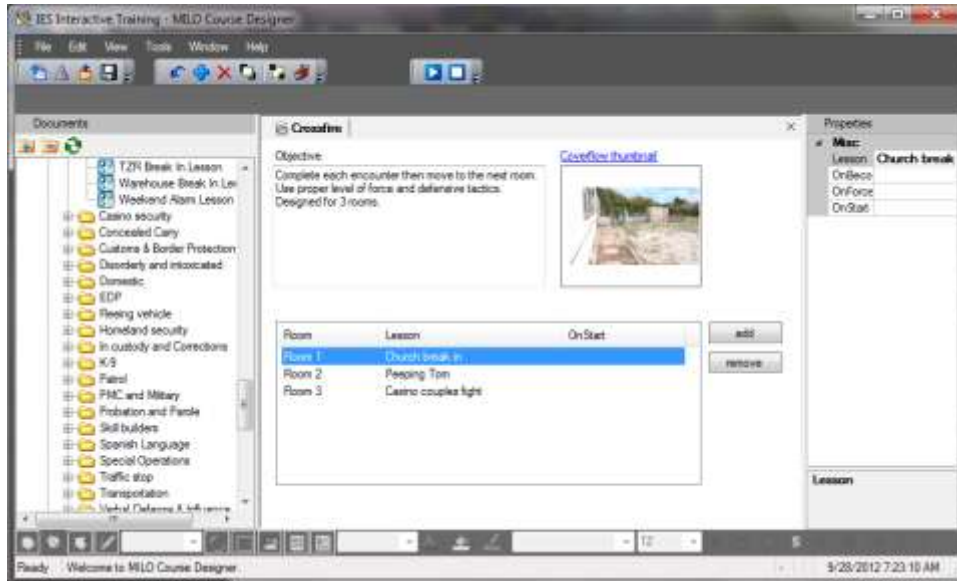

16. Double-click the first lesson in the list. The normal MILO lesson editing window will open.
17. Find the action scene where the on-screen subject is attacking the trainee. As a standard, we recommend renaming this scene to "assault" if it is not already so. If there is a connection from the Default pin, right click on the connection line and choose delete. We will replace this later.
18. Since you have made a copy of this lesson specifically for ShootHouse use, we recommend to delete all slides and scenes in the lesson <u>except for the Assault scene and the Die scene</u> that it branches to if the trainee shoots the suspect. This will make the scenario simpler to edit.
19. Your scenario should now have two items in it as shown below.
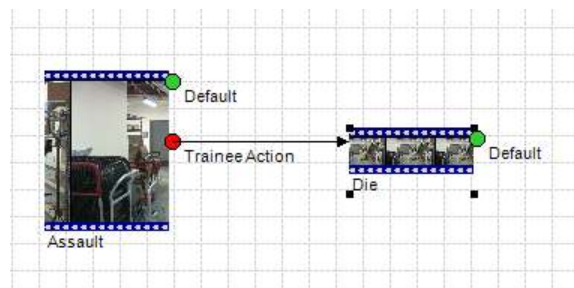
20. Right-click on the "Assault" scene and choose "Add first frame slide". A new slide will be created with a background image set as the first frame of the scene. The slide will have a -1 display time, meaning that it will display indefinitely until the instructor or the ShootHouse scripts causes a branch.
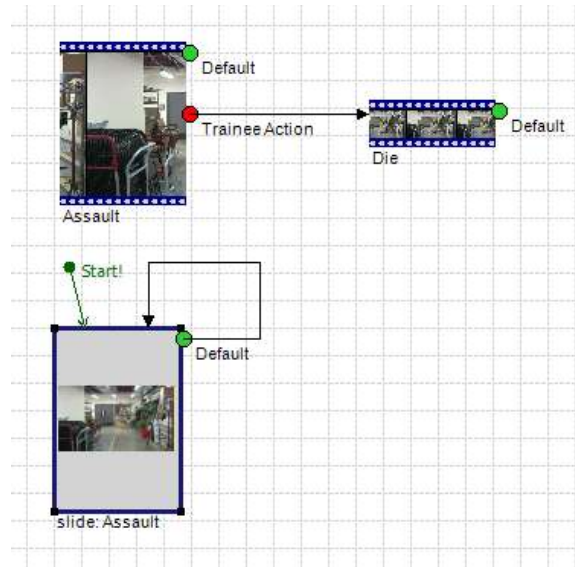21. Click-drag to move the slide in the layout, so that it's not overlapping the die scene connection.
22. Right-click on the new slide and choose "set starting item". This will cause the slide to be the first item played in the lesson.
23. Click Save.
24. Click-Drag the default (green) pin on the slide back to the slide itself.

25. Right-click on the slide and choose "Add instructor branch" from the menu. When prompted, type a name such as "breach room" for the pin and click OK. This instructor branch is what will be clicked when running the training session, to branch from the starting slide to the assault scene.
26. Click-drag the "breach room" pin to connect it to the assault scene.
27. Click the "auto-layout" button on the Course Designer toolbar (icon of 4 small white boxes connected by lines).
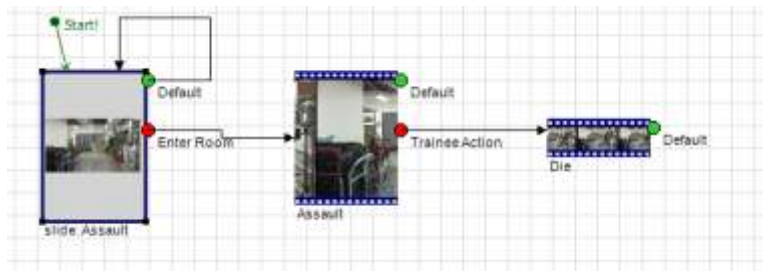
28. On the assault scene, right-click and choose "add last frame slide". A new slide will be created with a background image set as the last frame of the scene. The slide will have a -1 display time, meaning that it will display indefinitely until the instructor or the ShootHouse script causes a branch. If the trainee does not shoot the suspect, this slide is what will be displayed.
    a. In some cases, you may want to consider adding some text to this slide to tell the trainee to move to the next room. If filming a scenario for ShootHouse, you would want to have filmed an escape scene where the on-screen subject runs out of the video frame, then branch to the escape scene from the Default pin of the assault scene, then have the last frame slide be at the end of that escape scene. Since we likely do not have that footage available in this scenario, we are using the static slide of the subject on-screen.
29. On the Die scene, right-click and choose "add last frame slide". A new slide will be created with a background image set as the last frame of the scene. The slide will have a -1 display time, meaning that it will display indefinitely until the instructor or the ShootHouse script causes a branch.
30. Click the "auto-layout" button on the Course Designer toolbar (icon of 4 small white boxes connected by lines). Your lesson should now look like this:
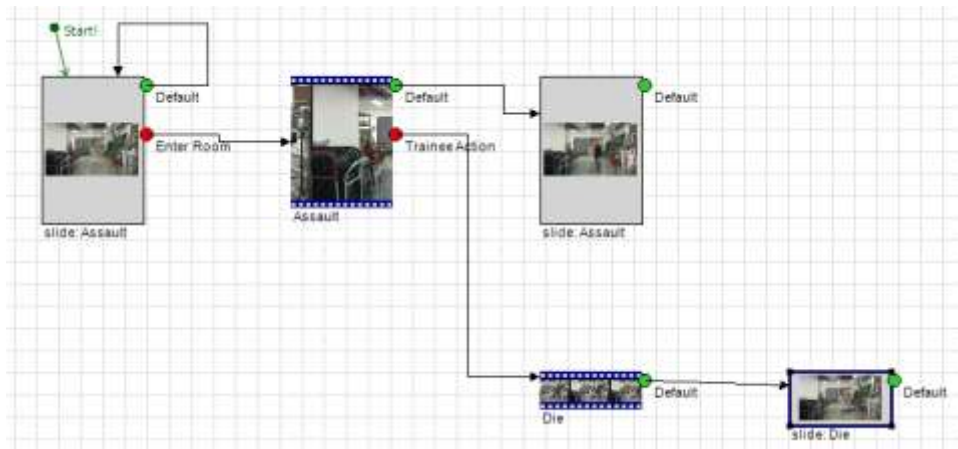
31. We have an indefinite slide at the beginning, with an instructor branch option. We have indefinite slides at every possible outcome, to prevent the debrief screen from appearing. We have set the starting slide as the "starting item" in the lesson. The lesson already had an assault scene with events to react to shots, and a die scene to branch to when shot, so the shootable interaction is already done. This lesson is ready for ShootHouse use.
32. Click Save.
33. Close the lesson editing view for this lesson.
34. Repeat steps 16 – 33 for the other two lessons in the ShootHouse script list.
35. The script is now ready for running in ShootHouse.

Tutorial Script Session Tips

- When you run the script created by the tutorial (or any script created with instructor controlled progression), the instructor will need to click two things when the trainees enter each room:
  - **Enter Room button** (the door icon) on the top of the ShootRoom panel in the ShootHouse software. This causes the previous room to become inactive and sets the room being clicked as the current (active) room.
  - **Click the branch option** (in the tutorial called "breach room") to branch the starting slide to the Assault scene.
- Once all rooms have been completed, the instructor needs to click the Stop button in the ShootHouse software to stop the session and go to the debrief screen.