



MILO Range v4  
Classic System Setup Guide

24/7 Technical Support  
1-800-344-1707

## **Setup System Hardware**

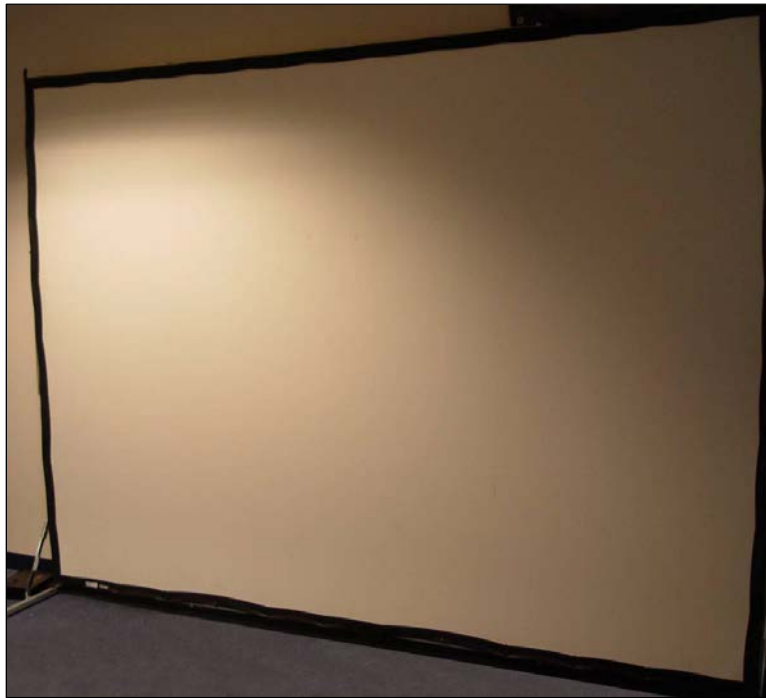
If your system is setup and taken down each time you use it, please follow the steps listed below to setup the system hardware and prepare the system for use.

## **Training Room Preparation**

1. Turn off all non-fluorescent lights.
2. Cover all windows to prevent sunlight from affecting the hit detection system

## **Screen Setup**

3. Assemble the projection screen and place it against a wall. (Figure 1)



**Figure 1**

## **Projector Setup**

4. Place the projector on the floor approximately 18' from the projection screen with the lens pointed at the screen. Do not place the projector on a table or any other surface.
5. Connect power to the projector (Figure 2). Make sure the cable does not interfere with the area where the trainees will walk or stand during training.



**Figure 2**

6. Connect the projector cable to a VGA input on the projector. (Figure 3) In most cases, the input will be labeled "Computer In" or "VGA In". Run the cable to the planned computer location. Make sure the cable does not run where the trainees will walk or stand during training.



**Figure 3**

## **Camera Placement**

7. Mount the Hit Detect camera to the tripod, then place the Hit Detect camera next to the projector and point towards the projection screen (4).



**Figure 4**

8. Place the Hit Detect camera and tripod on top of the projector with the camera pointing toward the projection screen. Connect the USB cable to the camera. (Figure 5).



**Figure 5**

9. Run the USB cable to the intended computer location. Make sure the cable does not interfere with the area where the trainees will walk or stand during training.

## **Trainer Station Setup**

10. Setup the laptop computer on a desk or table, out of the trainee's way. (Figure 6)



**Figure 6**

11. Connect the laptop power supply to a power strip or wall outlet then to the laptop. (Figure 7)



**Figure 7**

12. Set the mouse on the desk & connect to the laptop using a USB port on the right side of the laptop.

13. Connect the VGA cable from the projector (from step 6) to the laptop's monitor output. (Figure 8)



**Figure 8**

14. Connect the USB cable from the hit detect camera to the USB port on the laptop (Figure 9). A USB extension cable can be used.



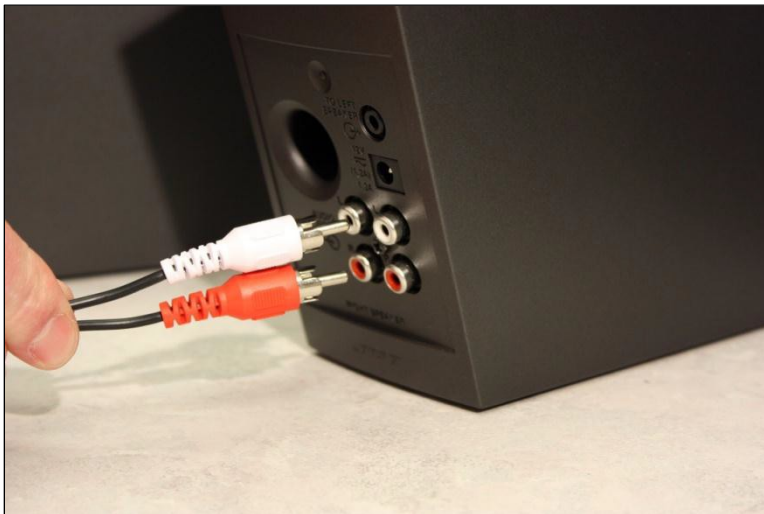
**Figure 9**

15. Set the speakers on the desk or on the floor, facing the area where the trainee will be during training.
16. The cable used to connect the speakers to the laptop has red and white RCA connectors at one end and a 1/8" stereo connector at the other. Connect the 1/8" stereo connector to the audio output on the laptop. Note that this output may be labeled as a headphone output and may be on the side or rear of the laptop (Figure 10).



**Figure 10**

17. Make sure the volume on the speaker system is at a tolerable level before proceeding.
18. Connect the red and white RCA cable ends to the red and white connectors on the right speaker. (Figure 11)



**Figure 11**

19. Connect the power supply to a power strip or wall outlet and to the power input on the right speaker. (Figure 12)



**Figure 12**

20. Connect the cable from the left speaker to the “Left Speaker” output on the right speaker. (Figure 13)



**Figure 13**

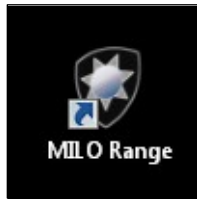


## **Power Up**

21. Turn on the projector by pressing the on/standby button on the projector remote while aiming it at the front or rear of the projector. Wait 30 – 60 seconds while the projector warms up.
22. Press the power button on the laptop system. After about 1 minute, Windows will finish loading and you will see an IES logo on the desktop and projected screen.

## **Open MILO Range**

23. Click on the MILO Range Icon from the Windows desktop (Figure 14)



**Figure 14**

## **System Calibration**

Now that you have setup the system hardware, you need to perform the MILO Hit Detection & Calibration process. It is strongly recommended to perform system calibration every time you power on the system for use. This will ensure accurate hit detection and shot recognition.