

# Welcome to DryFire!

## Quick Start Guide



**1** Insert the Installation Flash Drive into a USB port on your computer

*Do not connect simulator to computer until Step 3*

**2** Install DryFire Software (Folder F99) by double-clicking and selecting “Install”

*Note: Windows 11 must be taken out of “S Mode” to run DryFire. Go to Microsoft App Store for instructions*

**3** Connect your DryFire unit to your computer (USB cable included)

**4** Watch videos 02-07 on the USB drive for setup instructions

*System Configuration  
Room Layout  
Shotgun Settings  
Gun Alignment & More*

**5** A complete manual is included on the Installation Flash Drive

Full setup instructions can be found at [dryfireus.com/setup](https://dryfireus.com/setup)



*Scan me to see setup instructions!*

### Pro Tips:

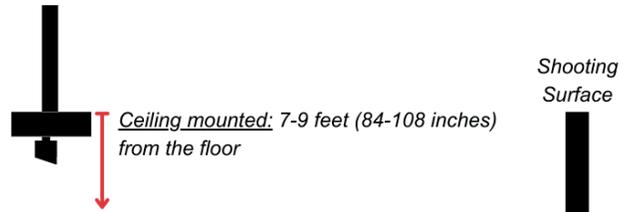
Grab some coffee and give yourself a couple of hours to set up. Don't rush!

Watch videos on a separate device so you can pause as needed.

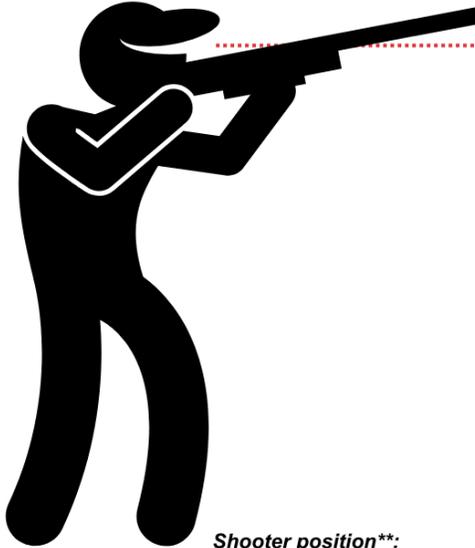
Written transcripts of videos are available on the YouTube versions, which can be found on our Setup Page! Click “Open in YouTube” and find “Show Transcript”



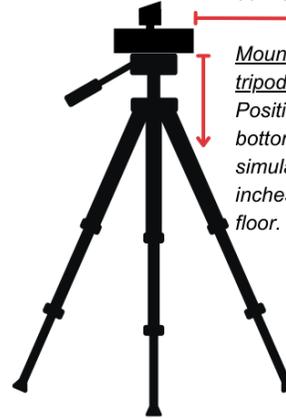
# DRYFIRE ROOM SETUP



Set the height of the canvas background shooting screen's horizon level with your eye line. It doesn't need to be exact & can be the rough average of a team's eye line.\*



Position the front edge of the simulator 50 inches from the shooting surface.



Mounted on a tripod or stand:  
Position the bottom of the simulator 50 inches from the floor.

Position the top of the traphouse to where the targets are originating.\*\*\*

**Shooter position\*\*:**

Skeet = 7 feet (84 inches) from shooting surface

Trap, Sporting, Bunker = 8-12 (84-144 inches) feet from shooting surface



\*The placement of the canvas background screen will not affect how the target (laser) flies.

\*\*The DryFire software will guide you through setting up each shooter station.

\*\*\*The traphouse is mounted with nano tape and is movable. The laser should be "thrown" from the top of the traphouse.

## Information you'll need for setup\*:

- Room Width (target wall) \_\_\_\_\_
- Room Depth \_\_\_\_\_
- Simulator height \_\_\_\_\_
- Simulator distance from wall \_\_\_\_\_
- Software will guide you through setting up each shooting station in Layout > Configure Room Mode
- Shooter/gun measurements (see next page)

\*You can choose Imperial or Metric measurements

# SHOOTER INFORMATION



Name \_\_\_\_\_

Date \_\_\_\_\_

Distance from shooting eye to floor when in shooting stance	
Distance from shooting eye to end of barrel in hundredths of inch (.01)	
Gun gauge	
Barrel Configuration	Over/Under    Side by Side    Single
Distance between bead and center of top barrel	
Distance between center of barrels	
Gun laser position:	UGA
Which barrel fires first:	Top/Bottom    Bottom/Top

Barrel #1	
Choke	
POI Percentage/Ratio	
Opt. POI method: Height/Distance	
Muzzle Velocity	
Shot Weight	
Shot Size	

Barrel #2	
Choke	
POI Percentage/Ratio	
Opt. POI method: Height/Distance	
Muzzle Velocity	
Shot Weight	
Shot Size	

Notes:

# SHOOTER INFORMATION



Name \_\_\_\_\_

Date \_\_\_\_\_

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POI Percentage/Ratio	
Opt. POI method: Height/Distance	
Muzzle Velocity	
Shot Weight	
Shot Size	

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Opt. POI method: Height/Distance	
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Shot Weight	
Shot Size	

Notes:

# SHOOTER INFORMATION



Name \_\_\_\_\_

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Barrel #2	
Choke	
POI Percentage/Ratio	
Opt. POI method: Height/Distance	
Muzzle Velocity	
Shot Weight	
Shot Size	

Notes:

# SHOOTER INFORMATION



Name \_\_\_\_\_

Date \_\_\_\_\_

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Distance from shooting eye to end of barrel in hundredths of inch (.01)	
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Shot Size	

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Choke	
POI Percentage/Ratio	
Opt. POI method: Height/Distance	
Muzzle Velocity	
Shot Weight	
Shot Size	

Notes:

# UGA (Gun Laser) SETUP



**There are two methods of mounting the UGA under your gun barrel.** The UGA comes attached to a magnetic Quick Mount Adapter. If you are shooting a 12 or 20-gauge, magnetic mounting is the easiest way of mounting the UGA to your gun. If you are using any other gauge or you are attaching to a "BB" gun use the plastic clamp provided, you will need to remove the Quick Mount adapter from the cylinder-shaped UGA by loosening two setscrews and sliding the UGA cylinder out of the Quick Mount adapter. Then, attach the UGA cylinder to any gun barrel with the plastic bracket found in the UGA box. <https://dryfireus.com/setup/uga-setup/>

**Plug** the rectangular trigger switch connector into location "B" on the end of the cylinder-shaped UGA. It can't be plugged in backward as it is not polarity sensitive.

**Attach** the trigger button to your trigger using the rubber loop, and tightening. Use the plastic "U" clamps to hold the cord in place.

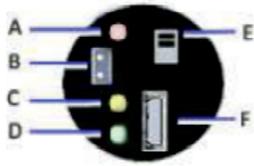
**Turn ON** the UGA by sliding the power switch (Part "E") toward the outer edge of the UGA cylinder. The red LED will begin to blink every 2 seconds for the next minute.

**Test** the trigger switch and its connection to the UGA by depressing the trigger switch and making sure the red LED flashes every time you depress the switch. It is possible to test while the UGA is in broadcast mode (LED blinking every 2 seconds). If this is confusing to you, wait until the blinking stops, and then test it.

**When you are done** using the UGA, slide the power switch to the OFF position to conserve battery power. As long as the switch is ON, battery power is being used.

Note: The red LED blinks once every 8 seconds when the UGA is powered ON.

# UGA (Gun Laser) SETUP



## A. Status indicator Red LED

The red LED multiple flashes when the unit is powered on. This happens as it initializes. Once a 2 second regular flash is seen the unit is ready to use. A Flash is also seen when a shot is fired.

## B. Trigger switch connector

Wrap the trigger switch around the trigger on your firearm and plug the cable into this connector.

## C. Charging Yellow LED

While charging yellow LED will illuminate

## D. Full Charged Green LED

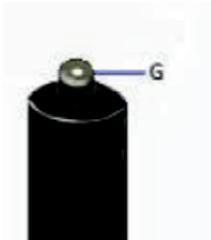
When fully charged green LED will illuminate

## E. Power switch

## F. Micro USB charging port

Connect a Micro USB cable to charge battery

## G. IR laser



## How to configure the UGA for a "release" trigger:

**Select Folder C01 (UGA Configuration)** on your Installation Flash Drive. Video instructions are included in the folder "Start Here," and begin at 5:20 mark.

**Install** the program by double-clicking UGAConfigInstaller.exe and following the prompts.

**Use** your USB charging cord to connect the laser to your computer.

**Select** your desired configuration (Pull or Release) in the Installer Program.

**Save and close.**

**Note:** The majority of shooters will use the UGA in the "Pull" trigger mode, therefore, we ship it to you ready to be used in the "Pull" trigger mode.

## Charging the rechargeable battery:

Make sure the UGA is turned OFF. Plug the small end of the 6-inch micro USB charging cable into the UGA and plug the other end into any operational USB port. Make sure you get the small end, that plugs into the UGA properly seated in the UGA connector (Part F).

When the yellow LED is ON, the UGA is charging.

When the yellow LED turns OFF and the green LED turns ON, the UGA is fully charged.

# Mounting Your Canvas



## Tips for Mounting Your DryFire Canvas

Your canvas provides added “real life” perspective to your indoor shooting experience with DryFire. It is made of high-quality vinyl that may be mounted in a variety of ways:

- As a wall covering: using wallpaper paste, it may be applied to a clean, smooth, prepared wall or substrate for a permanent solution.
- Stapled directly to a wall or substrate
- Stretched on a frame and stapled in place
- Grommeted and hung
- Hung from a rod by sewing a rod pocket in the canvas

NOTE: Please handle your canvas with care. The vinyl material is heavy duty and will not tear or break easily, but can be creased if bent or folded.



For complete instructions visit [dryfireus.com/setup/canvas-setup/](https://dryfireus.com/setup/canvas-setup/)

## How high should you hang your background shooting screen?

The ideal height to hang the DryFire USA canvas shooting screen is where the horizon line meets your eye level. It does not have to be perfect and the targets will not be altered if the horizon is above or below your eye line. The DryFire Simulator will still fire correctly and the targets will accurately reflect real-life targets!

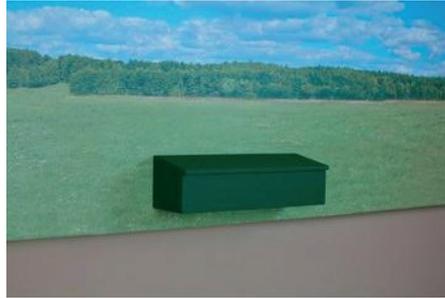
When installing your DryFire shooting screen for a team or a squad of athletes, simply align the horizon with the approximate average eye height of the shooters. Again, this does not need to be perfect, so do what works best for your squad and for the size of your room.

The canvas shooting screen height is 54 inches. If you have a shorter ceiling, you can fold or cut the top of the canvas (the sky) to fit your room. The size and position of the canvas will not affect how the targets (lasers) fly.

# Trap and Skeet Houses



Our newly designed lightweight trap and skeet houses will mount to the canvas shooting screen via removable/reusable Nano Tape.



**Before taping the trap house in place**, launch several rounds of targets so you can see the point on the canvas they are originating from. Make a note of that spot, using a sticky dot or piece of painter's tape.

The target origination point will be at the **TOP CENTER** of the trap house.

Remove the backing from the **CENTER piece of tape only** and press the trap house **lightly** in place on the canvas to check placement.

Launch some targets to doublecheck the placement.

Once you know placement is correct and level, press the trap house firmly into the center tape. For a more permanent hold, remove the backing from the two remaining tape squares and press into place.



Not to scale

## **⚠️ Tips for trap and skeet house dismount:**

*To remove from the canvas, grasp gently but firmly on each side of the house and twist/pull from the surface. If tape pulls from the house, simply apply another piece of Nano Tape in a clean spot on the back*

# Troubleshoot Common Issues



All issues are addressed in the DryFire flash drive provided with your system. Take the time to watch, read, and apply the information before calling or making an appointment for technical support.

Issue	Cause	Solution
Can't see laser targets from simulator	Infrared on the shooting screen. This can come from sunlight, normal lightbulbs, or IR heaters.	Make sure that there is no light with IR in it (ie incandescent bulbs) that is hitting the screen. Test by shooting at night, with no lights on in the room.
Gun won't "shoot" when trigger is activated	Infrared on the shooting screen. This can come from sunlight, normal lightbulbs, or IR heaters.	Make sure that there is no light with IR in it (ie incandescent bulbs) that is hitting the screen. Test by shooting at night, with no lights on in the room.
The DryFire "fires" on its own	Infrared on the shooting screen. This can come from sunlight, normal lightbulbs, or IR heaters.	Make sure that there is no light with IR in it (ie incandescent bulbs) that is hitting the screen.
Shot results not shown, or not consistent	The sensitivity of the camera is too low so it has a hard time 'seeing' the IR coming from the UGA.	Turn up the sensitivity of the digital camera. Click on Setup > System Configuration Slide the blue tab to the right to increase exposure.  Or, with the Wall Position center button clicked you can see if there is any extra IR on your screen.
Alignment Shot not working	Taking the shot in the dark green part of the shooting screen. The digital camera struggles to see the IR light on top of a dark background.	Make sure the alignment shot is being taken in the sky portion of your screen. Watch Video #61 on DryFire Fflash drive provided.
Laser turns off before Alignment Shot can be taken	Laser is on for 12 seconds. Shooter takes more than 12 seconds to get gun and take shot and click "Check" button	Turn the laser back on, then shoot in the general direction the laser appeared. This tells the software to remain in Alignment Mode. THEN take your correct alignment shot.
"VCRuntime140.dll not found" message prevents DryFire Software from opening	Microsoft Visual C++ file is corrupted	See Microsoft.com to reinstall correct Visual C++