

ePresenter II Virtual Dry-Fire Laser Trainer User Manual

1. Overview

The ePresenter II Virtual Dry-Fire Laser Trainer (version 2.3) is an advanced training system designed to enhance firearm proficiency through immersive virtual simulations, with a strong emphasis on First-Person Shooter (FPS) experiences. It caters to users of all skill levels by offering customizable training scenarios across diverse indoor and outdoor environments. The main menu is divided into some categories: **Settings**, **Pistol**, **Rifle**, **Interactivity**, **Add-ons**, each providing extensive sub-options for configuration and tactical training.

2. Initial Setup



- **Power On:** Connect the camera, stand, IR remote control, and necessary connectors, then power on the device. The application launches automatically, displaying the main menu. Ensure all connections are secure to avoid interruptions.
- **IR Remote Control:** The IR remote serves as the primary navigation tool, equipped with an OK key, directional arrows, and function buttons for menu navigation and device control. Users should master its layout for efficient operation.
- **Open Main Menu:** Press the OK key on the IR remote to access the main menu, the central hub for all training and setup options.
- **Monitoring:** Begin by adjusting the camera direction to optimize laser hit tracking, setting the foundation for accurate detection in FPS scenarios.
- **IR Monitoring:** Check the infrared image quality to exclude unnecessary IR sources (e.g., certain types of lamps, sunny spots, or reflective surfaces) that could interfere with shot detection, ensuring a clean signal.
- **Calibration:** Calibrate screen and projection alignment to ensure precise virtual target and enemy placement, critical for consistent training outcomes.
- **Weapon Zeroing:** Conclude by fine-tuning the laser direction using device screws and checking the real strength of the firearm after calibration. Verify alignment with the user's aiming point and test shot accuracy to ensure optimal performance.

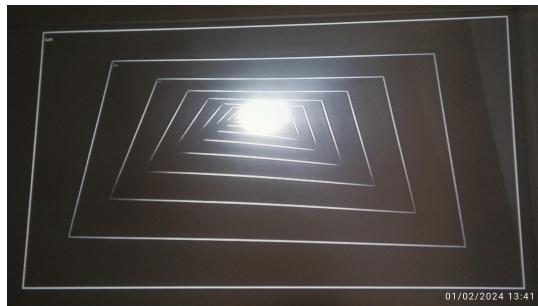
Note: After exploring the menu options, revisit **Initial Setup** steps (e.g., Calibration, Weapon Zeroing) as needed based on your chosen training mode or detected issues.

3. Menu Overview

- **Settings:**

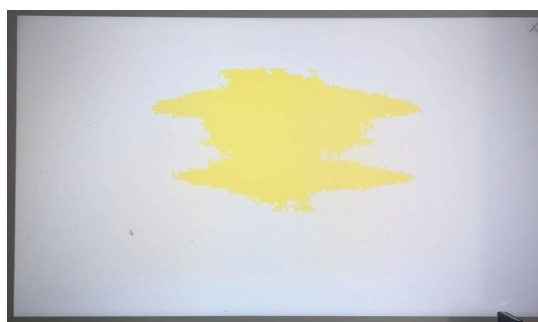


- **Monitoring:**



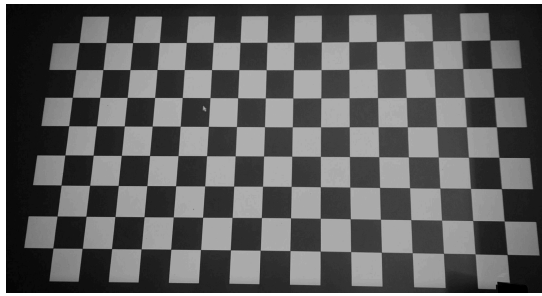
Adjust the camera direction to optimize laser hit tracking, critical for varying lighting and angles in dynamic FPS scenarios.

- **IR Monitoring:**



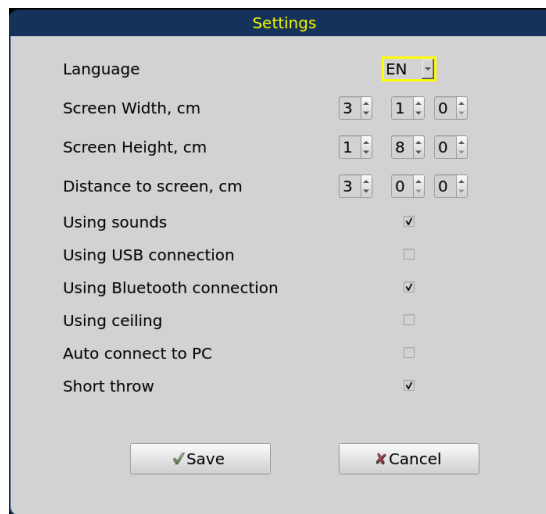
Verify infrared image quality to ensure accurate IR-based shot detection, with troubleshooting options for visibility issues.

- **Calibration:**



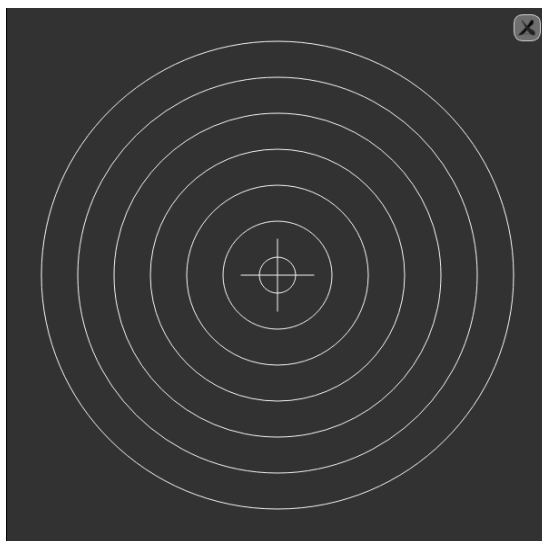
Calibrate screen and projection alignment for precise virtual target and enemy placement, essential for consistent FPS training.

- **Parameters:**



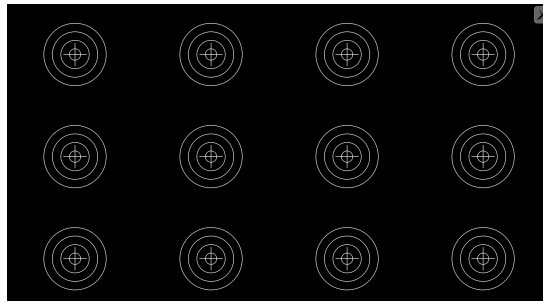
Configure language (e.g., EN), screen dimensions (e.g., 310cm x 180cm), distance to screen (e.g., 300cm), and connection preferences (e.g., Bluetooth, USB, sounds, short throw), with save and cancel options.

- **Deviation Compensation:**



Correct laser deviations by analyzing test shots, enhancing shooting accuracy in FPS contexts.

- **Weapon Zeroing:**



Fine-tune laser direction using device screws to align with the user's aiming point, vital for targeting moving enemies.

- **PC Link:** Connect to a PC for advanced simulator software, expanding FPS training with additional features and analytics.

- **Pistol:**



- Offers a variety of target-based exercises to improve pistol-handling skills in FPS mode. Users can select from multiple firearm types (e.g., GLOCK, revolver, semi-automatic pistols) and preferred distances (e.g., 10m, 15m, 20m, 25m, or custom ranges up to 50m). Scenarios include up to five targets with 15 rounds each, categorized by shot types and distances, simulating real-world combat with adjustable difficulty.

- **Rifle:**

- Designed for training with automatic and semi-automatic rifles, this menu provides FPS exercises with customizable firearm types (e.g., assault rifles, carbines, sniper rifles) and distance ranges (e.g., 50m, 100m, 200m, or user-defined). It supports up to five targets with detailed ammunition allocations, challenging accuracy and speed against moving enemies.

- **Other firearms:**

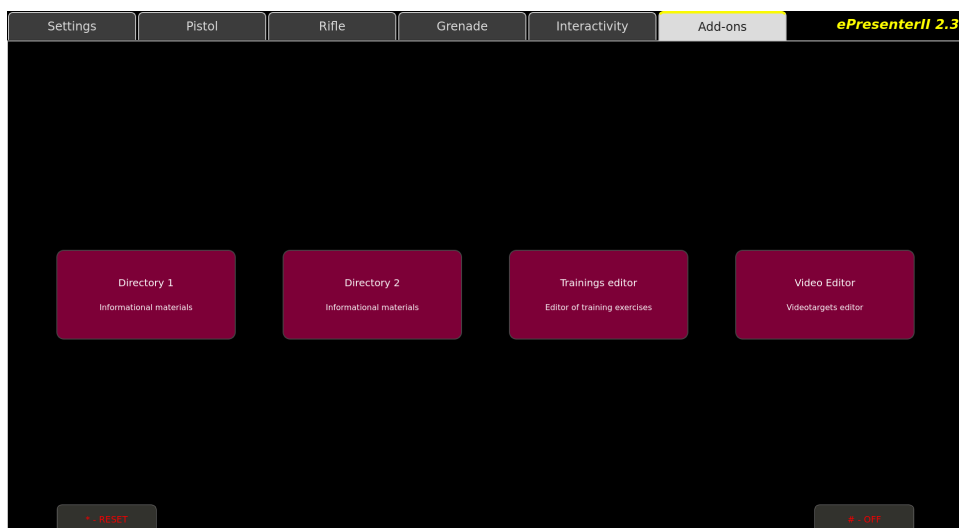
- Other firearms training in FPS mode, with exercises for throw accuracy and timing. Users can adjust throw distances, target placements (up to five targets), and environmental factors, supporting virtual and simulated grenade launcher scenarios against dynamic threats.

- **Interactivity:**



- Features 12 interactive exercises (#1 to #12) to enhance situational awareness and reaction times in FPS settings. These range from basic target practice to complex scenarios with up to five moving enemies, adjustable pacing, and difficulty levels.

- **Add-ons:**



- Includes **Directory 1** and **Directory 2** for informational materials, **Trainings Editor** for creating custom exercises, and **Video Editor** for editing training footage, expanding FPS training versatility.

4. Daily Start-up

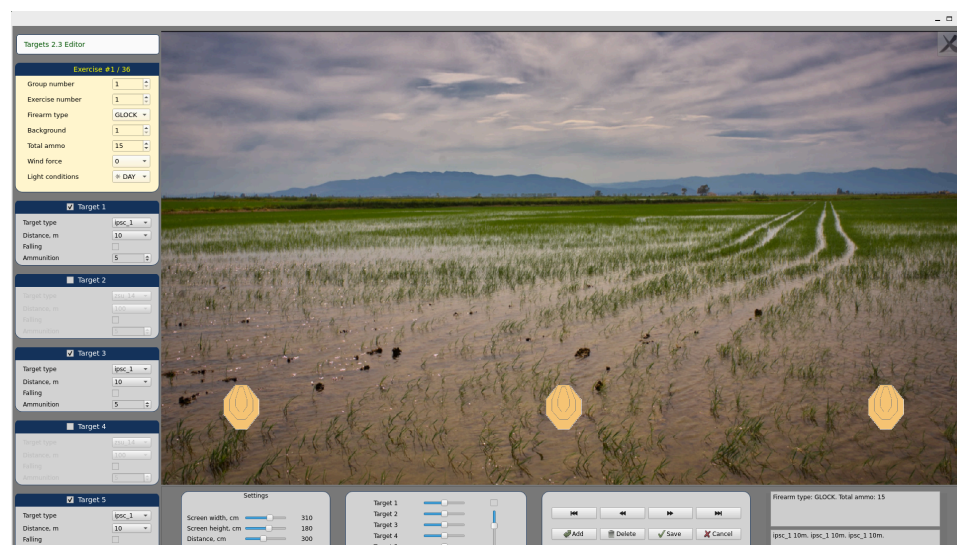
- **Check Camera Direction:** Use **Monitoring** to ensure camera alignment remains accurate, adjusting for environmental changes in FPS scenarios.
- **Verify Calibration:** Access **Calibration** for a quick alignment check, making adjustments to maintain precision.
- **Adjust Laser:** Use **Weapon Zeroing** for minor laser alignments to ensure consistency against moving targets.

5. Stationary Installation Start-up

- **Accuracy Check:** Employ **Deviation Compensation** to verify accuracy with test shots, ensuring reliability in fixed FPS setups.

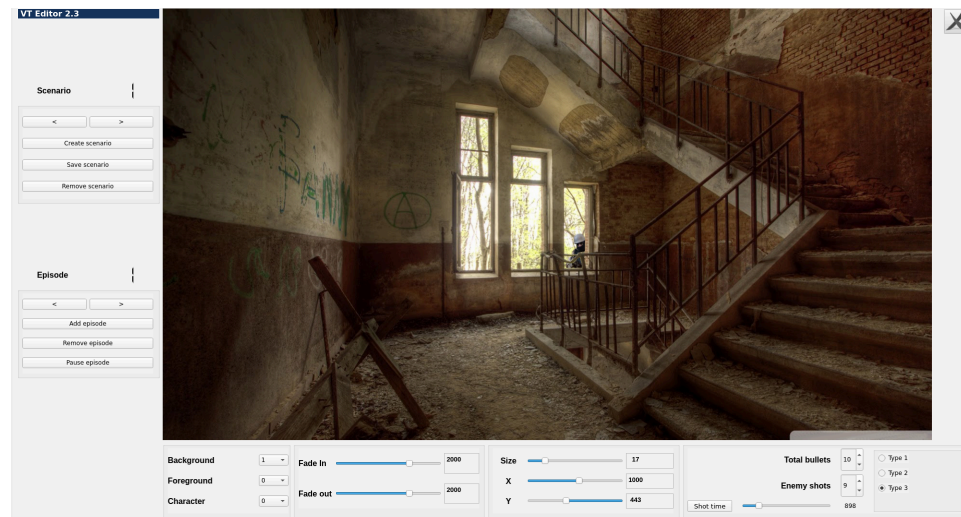
6. Advanced Training Environments

- **Outdoor Scenarios:** The system supports realistic outdoor environments, such as open fields, wetlands, or mountainous terrains, depicted in the images. Users can place up to five targets or moving enemies at varying distances (e.g., 10m, 100m) and adjust conditions like wind force and light (day/night) to simulate real-world tactical shooting ranges, enhancing combat readiness.
- **Indoor FPS Environments:** These environments, regardless of specific details (e.g., abandoned buildings with columns, staircases, or elegant halls with arches), feature moving enemies that hide behind various objects (e.g., pillars, debris, walls) and engage in shootouts. Users must adapt to dynamic threats, utilizing cover and precision shooting to hit up to five enemies. The tactical nature of these scenarios tests reaction times, situational awareness, and strategic movement, with customizable enemy behaviors and placements.
- **Customizable Editors:**
 - **Trainings Editor:**



This tool enables users to create custom exercises for different firearm types (e.g., Pistol, Rifle, Grenade Launcher) and preferred distances. Options include setting the group number, exercise number (e.g., #1, 36), firearm type (e.g., GLOCK), total ammo (e.g., 15 rounds), wind force (e.g., 0), and light conditions (e.g., DAY). Users can configure up to five targets or moving enemies with specific target types (e.g., ipsc), distances (e.g., 10m, 100m), falling animations, and ammunition allocations, allowing tailored FPS training scenarios with adjustable difficulty and enemy dynamics.

- **Video Editor:**



Designed for creating interactive video exercises in FPS mode, this editor supports scenario and episode management. Users can create, save, or remove scenarios and episodes, adjusting background and foreground elements, character placement (e.g., moving enemies), fade in/out effects (e.g., 2000ms), size (e.g., 17x1000), and shot timings (e.g., 989ms). It also allows setting total bullets (e.g., 10) and enemy shots (e.g., 9) with selectable enemy types, facilitating immersive video-based FPS training with dynamic enemy movements and tactical engagements.

7. Troubleshooting

- **Laser Not Detected:** Verify all hardware connections and Bluetooth/USB status to resolve detection issues.
- **Projection Misalignment:** Recalibrate screen and projection settings to correct visual discrepancies.
- **Software Crashes:** Restart the device to restore functionality, ensuring system requirements are met.

8. Technical Support

- Email: info@interactiveklass.com
- Phone: +351 913759097
- Website: epii.pages.dev

9. Warranty Information

- The ePresenter II includes a one-year limited warranty for manufacturing defects. Contact customer service with proof of purchase and a detailed issue description for claims.