

TASER 7

Virtual Reality (VR) Quick Start Guide

Complete Training First

Do not use or attempt to use any energy weapon model unless you have been trained and certified by a Certified TASER Instructor on that particular model. See www.axon.com (<https://www.axon.com/>), au.axon.com (<https://au.axon.com/>), or uk.axon.com (<https://uk.axon.com/>) for the most current warnings.

VR User Orientation

You should be provided with a Headset that has the Axon Focus 3 Simulator Training application loaded on it. Follow the Headset manufacturer's instructions for turning on the Headset and using the VR Controllers/Wrist Trackers. Before attempting to use a TASER 7 energy weapon in VR mode, complete the Axon Simulator orientation & calibration which is available in the Headset. To access the orientation, power ON the Headset and select the Focus 3 Training Simulator application, The orientation will automatically start. Heed all health and safety instructions. The orientation includes instructions for calibrating the energy weapon with the Headset.

Note: Only one TASER 7 energy weapon can be paired to a Headset at one time.

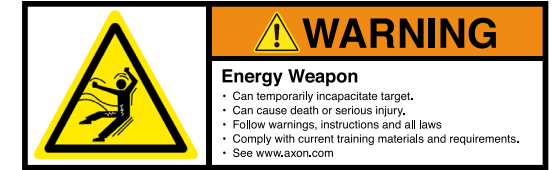
Axon Focus 3 Simulator Training may be conducted with a standard TASER 7 or TASER 7 CQ energy weapon running *firmware version 1.10.4 or higher*. Any TASER 7 battery pack will work in VR, however, the TASER 7 energy weapon must be loaded with special VR cartridges to work in the Simulator Training application.

TASER 7 VR Cartridges (12- and 3.5-degree)

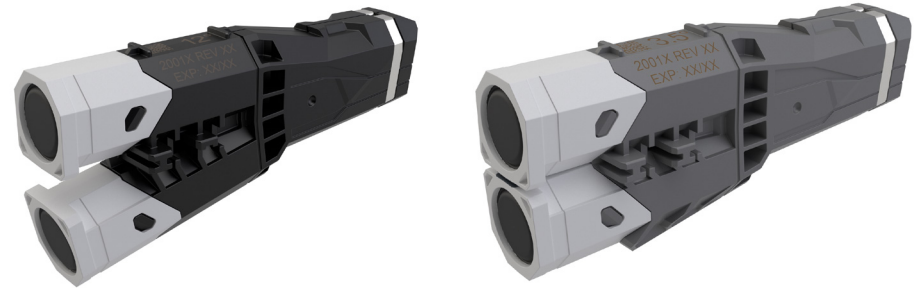
TASER 7 VR Cartridges, identifiable by their white blast doors, do not have probes or wires. When loaded into a TASER 7 energy weapon they turn off the weapon's high voltage (HV), firing circuitry, and LASER sights. VR cartridges are available in different designs to represent 12- and 3.5-degree cartridges. The 12-degree cartridges have a black body; the 3.5-degree cartridges have a gray body. The VR software will automatically identify which cartridge design has been loaded. Loading these cartridges into a TASER 7 or TASER 7 CQ energy weapon puts the weapon into the VR mode.

As with any cartridge, ensure that the safety is in the down (SAFE) position before loading VR cartridges. **If VR cartridges are loaded with the safety in the up (ARMED) position, the weapon can still arc and damage the VR cartridges.**

Removing the cartridges takes the weapon out of the VR mode. Always confirm that you are using the correct cartridges in the TASER 7 energy weapon to ensure safe operation.

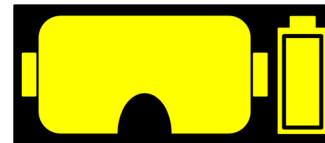


Training should be conducted with two VR cartridges. **Do not use live cartridges in VR training. Do not mix and match VR cartridges with other TASER 7 cartridges.**



Cartridges and the Central Information Display (CID)

The central information display (CID) below shows a TASER 7 energy weapon that is in the VR mode with two VR cartridges loaded and the safety in the up (ARMED) position.



The CID below shows a TASER 7 energy weapon with a VR cartridge loaded in the left cartridge bay. No cartridge is loaded in the right bay. The safety is in the up (ARMED) position.

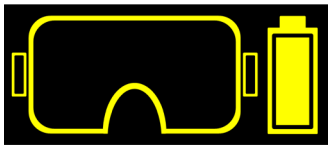


The CID below shows a TASER 7 energy weapon with a VR cartridge loaded in the right cartridge bay. No cartridge is loaded in the left bay. The safety is in the up (ARMED) position.



The CID below shows a TASER 7 energy weapon that is in the VR mode. The safety has just been shifted to the down (SAFE) position. The energy weapon will power down after 15 minutes and the CID will be blank.

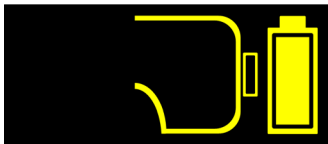
Note: Wait for the weapon to power down. Do not remove the battery pack to make the CID clear. If you need the device to power down more quickly, see *Using the Arc Switch When Powering Down the TASER 7 Energy Weapon*.



The CID below shows a TASER 7 energy weapon with a VR cartridge loaded in the left cartridge bay. There is no cartridge in the right bay. The safety has just been shifted to the down (SAFE) position.



The CID below shows a TASER 7 energy weapon with a VR cartridge loaded in the right cartridge bay. There is no cartridge in the left bay. The safety has just been shifted to the down (SAFE) position.



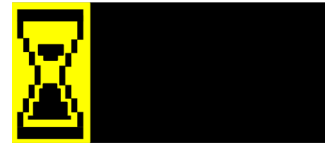
Using the Arc Switch When Powering Down the TASER 7 Energy Weapon

When the safety is shifted to the down (SAFE) position, the weapon will take 15 minutes to power down. To make the weapon power down quickly, press the left Arc switch button and hold it for five seconds. If the Arc switch is pressed and held, the normal sequence of the CID display is as follows:



After the last image above displays on the CID, the energy weapon powers down and the CID goes blank.

However, if the logs are syncing while the Arc switch is held down, the weapon will not immediately power down. If the logs are still syncing, this screen is displayed on the CID.



Using the TASER 7 Energy Weapon in VR Mode

For safety, conduct training in a 10 x 10 foot (3 x 3 meter) minimum space free of obstacles. The VR simulation may depict a space on the floor to place your feet to begin the training scenario.

Operating the weapon's controls will communicate information to the headset. For example, the VR program will recognize when the safety is shifted to the up (ARMED) or down (SAFE) position, and when the trigger and Arc switches are pressed. If your agency has the Tilt Select feature enabled, this feature will be available in the VR mode. If your agency has selected the automatic shut-down (AS) option, this feature, including the audio alert, will also function in the VR mode.

Ensure that at the beginning of each session that the TASER 7 battery is at an adequate level for the duration of the training. You can view the battery level by looking at the CID battery indicator icon.



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