

C_GUI_PROJECT

USER GUIDE

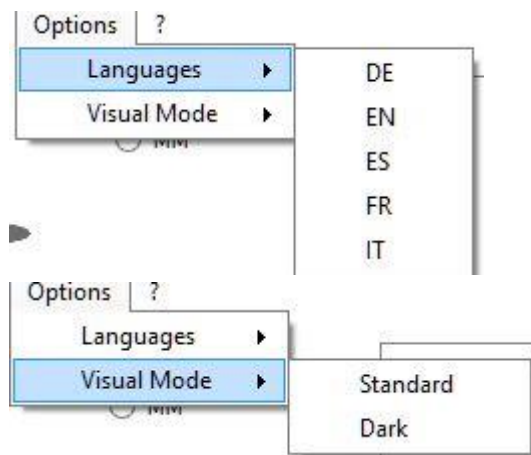


USER GUIDE

This guide has the purpose to help about application navigation.

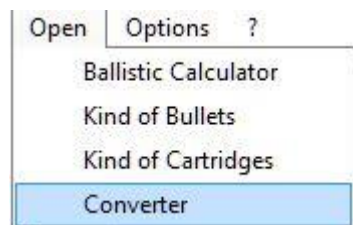
The first point (1) of the image is the Menu.

There are different voices the user can select. The first useful point is the language selection (with 5 languages)



Then, if you prefer a different view, the “Dark mode” is implemented for reduce light problems (in a first time this mode was introduced for reduce energy consumption)

On the other menu is possible to select different “tools”, like explanation of different kind of bullets or cartridges (it's not perfectly complete... I do what I can) or ballistic calculator (to improve) or an inch-mm converter.






IN


MM

For use this one, after inserted a measure (not negative and use “0.number” instead of just “.number”) the result will appear after clicked the other textbox.


The significant part (2) is easy to use and divided by different classes:

 ☐ IN
☐ MM


Define if use the imperial or metric measures




Before to choose about Pistols ammo or Rifle ammo you need to select if list in “in” (inches) measure or “mm” (millimeters) measure.

 ☒ IN
☐ MM


Define if use the imperial or metric measures





 ☐ Pistols ☐ Shotguns
☐ Rifles ☐ N. E.

- .22 BB/CB
- .22 LR
- .25 ACP
- .32 RIMFIRE
- .32 ACP
- .32 COLT
- .32 NAA
- .32 S&W
- .32 H&R MAGNUM
- .327 FEDERAL MAGNUM
- .356 TSW
- .357/.44 BAIN & DAVIS
- .357 MAGNUM

Example of Pistol ammo in inches measure.

 ☐ IN
☒ MM

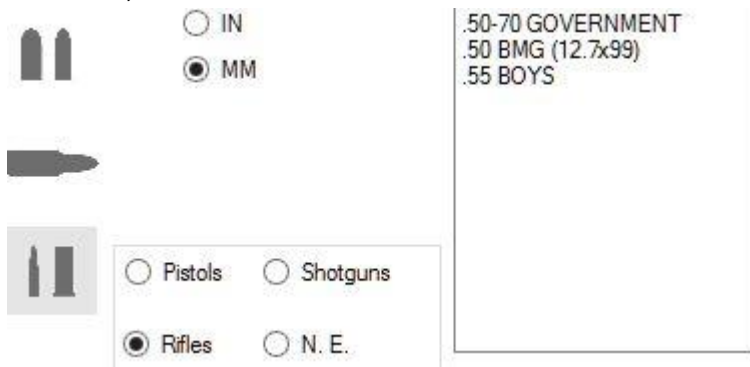


 ☐ Pistols ☐ Shotguns
☐ Rifles ☐ N. E.

- 4,5x26
- 4,6x36
- 4,85x49
- 5mm/35 SMC
- 5,45x39
- 5,45x39 PSP
- 5,56x45 NATO
- 5,56x49 (.22-250 REM)
- 5,6x39 (.220 Russian)
- 5,6x50
- 5,6x52(.22 Savage)
- 5,6x57
- 5,6x61 VHSE

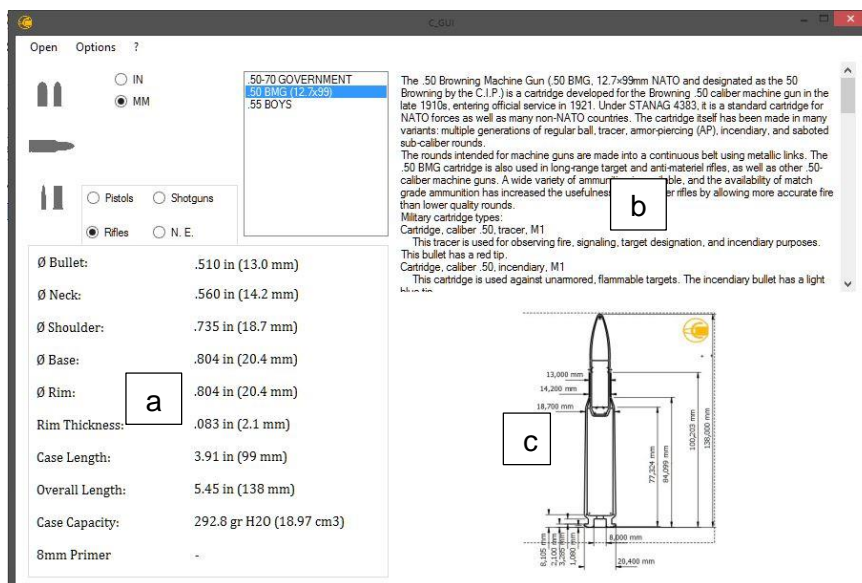
Example of Rifle ammo in millimeters measure.

(3) There are four classes for big calibers (over .50 in / 12.7mm):
Pistols, Rifles, Shotguns and Nitro Express (usually used by pistols and rifles).



NOTE that does not matter if you choose “MM” or “IN” as seen in the previous points, because Big Calibers has their own class.

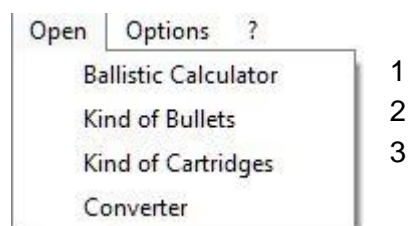
After selected what kind of cartridge you want to get information (need to double-click the item in the list) you can see this kind of screen:



On the left side (a) there are measurements and kind of primer (sometimes not all info are available. Only what is possible to find on internet). On the right side is possible to get more complete info (b), often taken from www.wikipedia.com or other sites, and images (c), taken from www.wikipedia.com - www.tiopratico.it or made with FreeCad sheets (if you double-click on image is possible to zoom on another window).



The tools implemented in this version of the software are useful for know about the bullets kinds, cartridges kinds and calculate a ballistic coefficient (C_x). The last one need to be improved.



1:

Ballistic Calculator

Ballistic Coefficient:

Weight: g ☐ gr

Shape Coef. Value:

Diameter:

Calculate

BC Value:

Shape Coefficient:

Caliber of Ogive:

Length of ogive:

Calculate

Shape Coef. Value:

Density:

H (in):

T (°C):

Calculate

Env. Fact. Value:

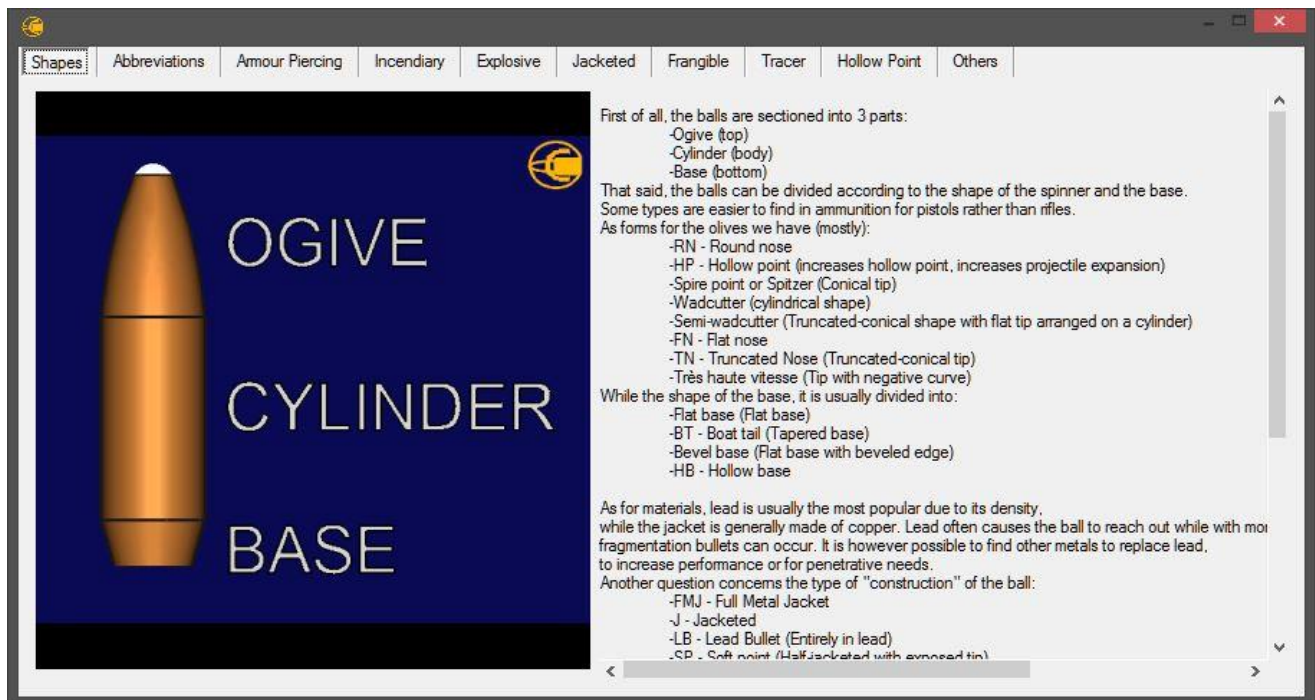
Calculate

Correction Value:

Before to press “Calculate” button all textboxes of the group need to be filled (except where is not possible to fill). Now is not possible to use negative numbers, and the “g / gr” (grams / grains) radio button is not useful in this version.

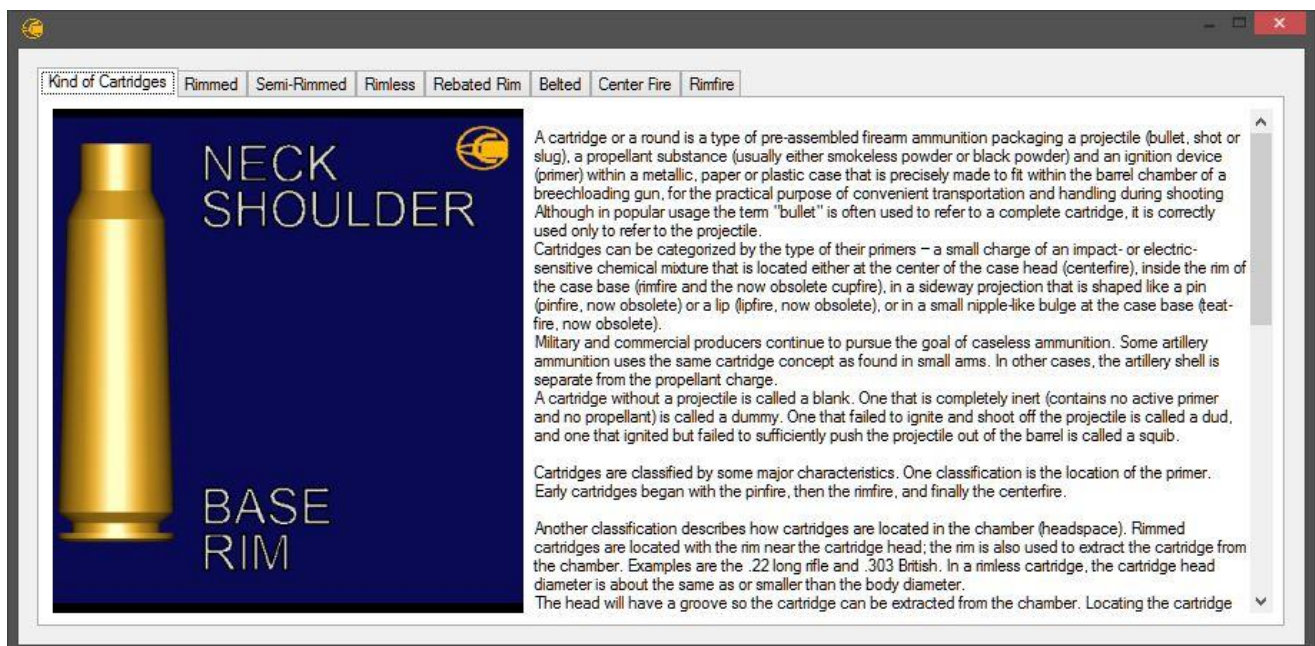


2:

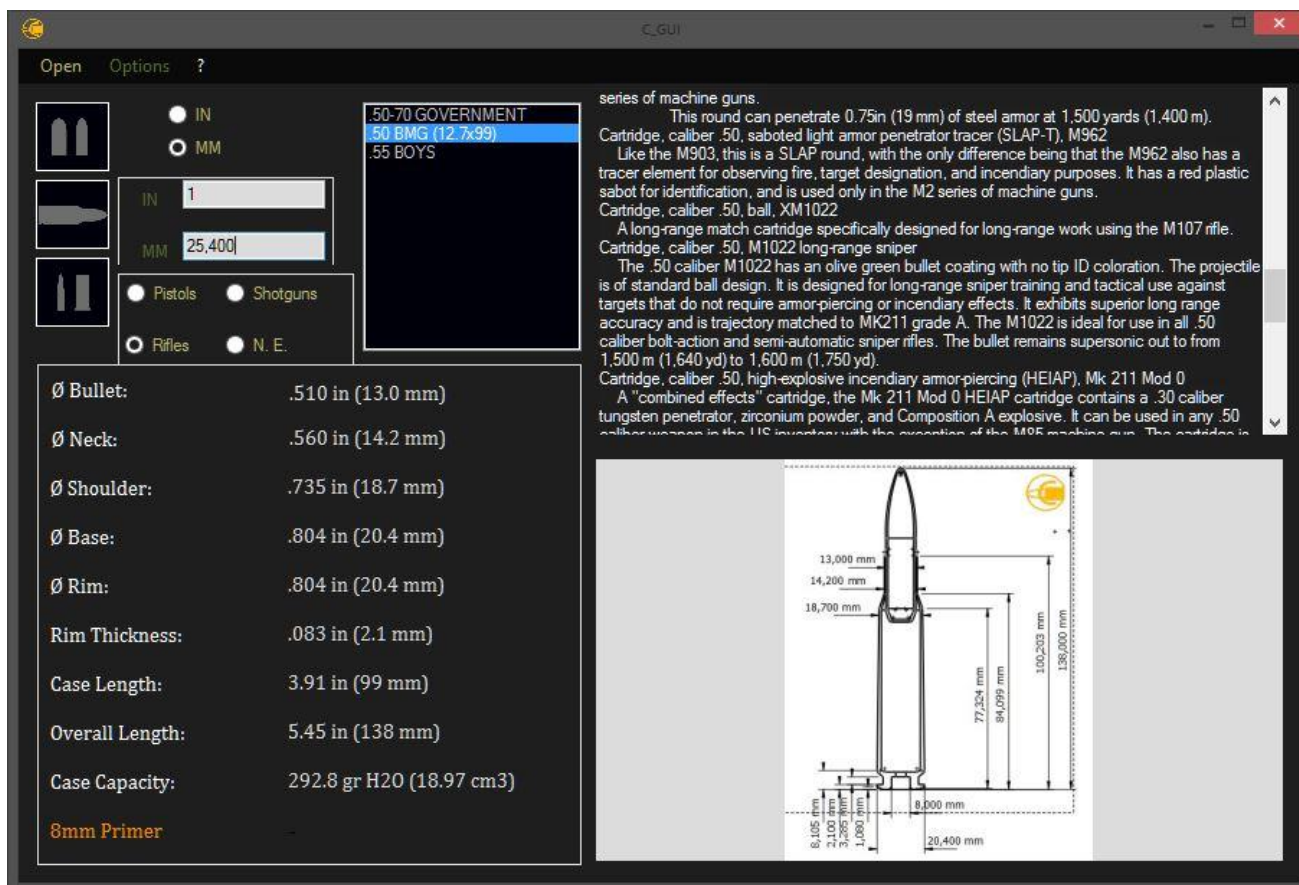


Bullet kinds' window.

3:



Cartridge kinds' window.



Dark mode. This mode is visible in all windows.

For suggestions and/or if you find issues (about application, measures and languages) you can contact me at cguiproject@gmail.com

Thanks!