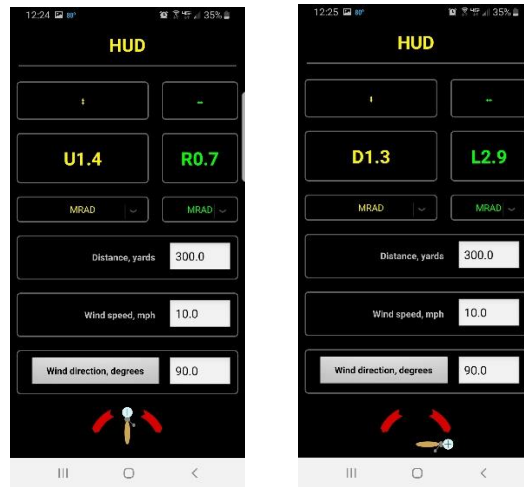
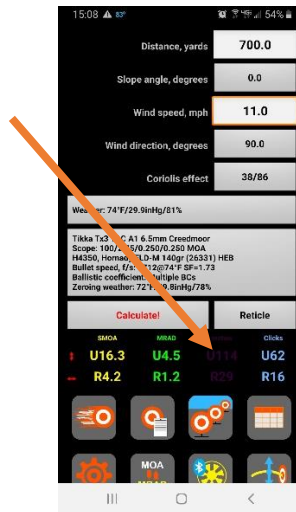


STRELOK PRO HIDDEN FEATURES

Heads-Up Display (HUD) – On the home page, press and hold the *Calculate* button to display a simplified version of the *Home Page*, an easier to read display of the turret values. The shooter can also change the distance and wind parameters from this window. In addition, at the bottom of the same display is the feature to calculate turret adjustments necessary when the rifle is canted 90 degrees, e.g., shooting underneath a vehicle. Just tap the left or right arrow.



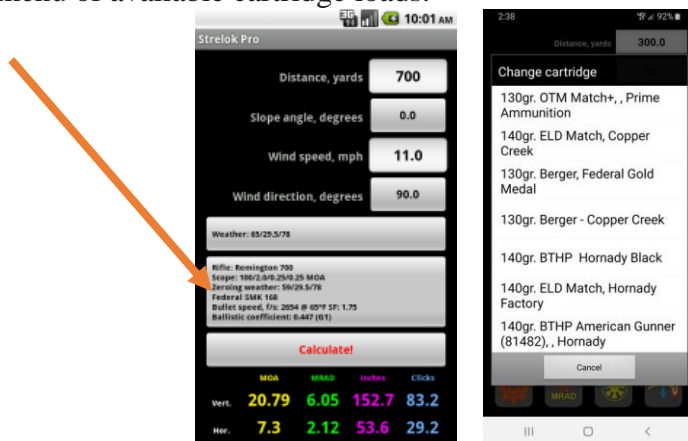
Hide Angular Measurement(s) - On the home page, press and hold the *turret adjustment* column number, e.g., MOA, if the shooter wants that measurement not to be visible or to reappear.



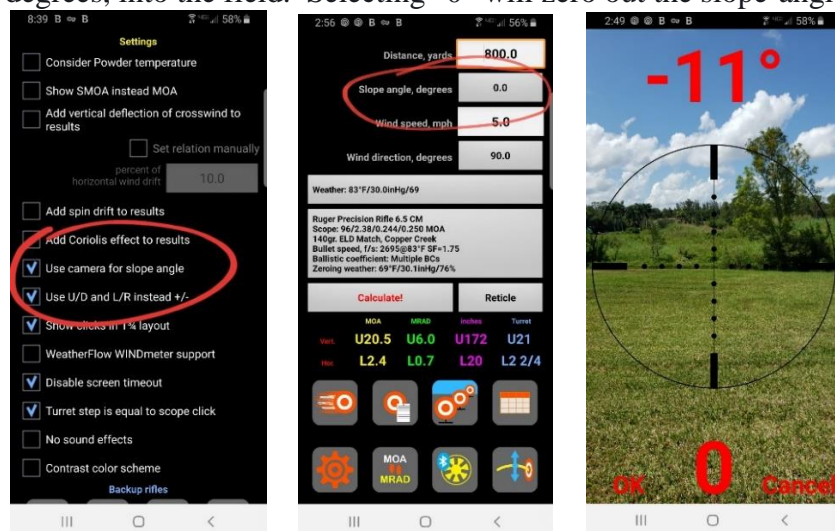
Clicks/Turret Setting - On the home page, tap the *Clicks/Turret Setting* (far right column) to will toggle between 1-3/4 format and clicks.



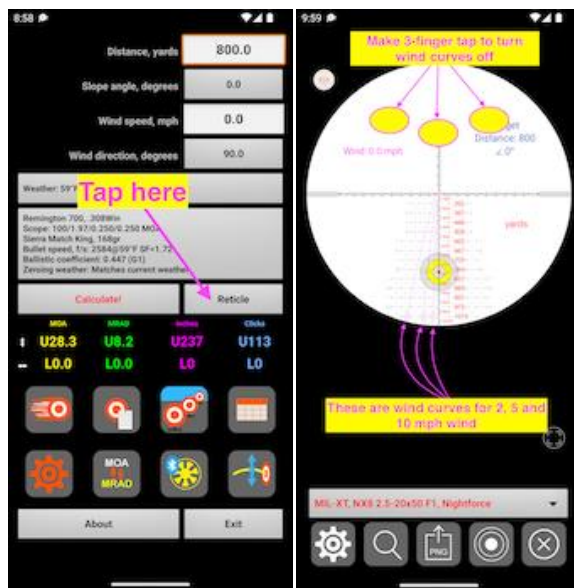
Cartridge Quick-Change Option - On the home page, press and hold the *Rifle and Cartridge Information* to present a drop-down menu of available cartridge loads.



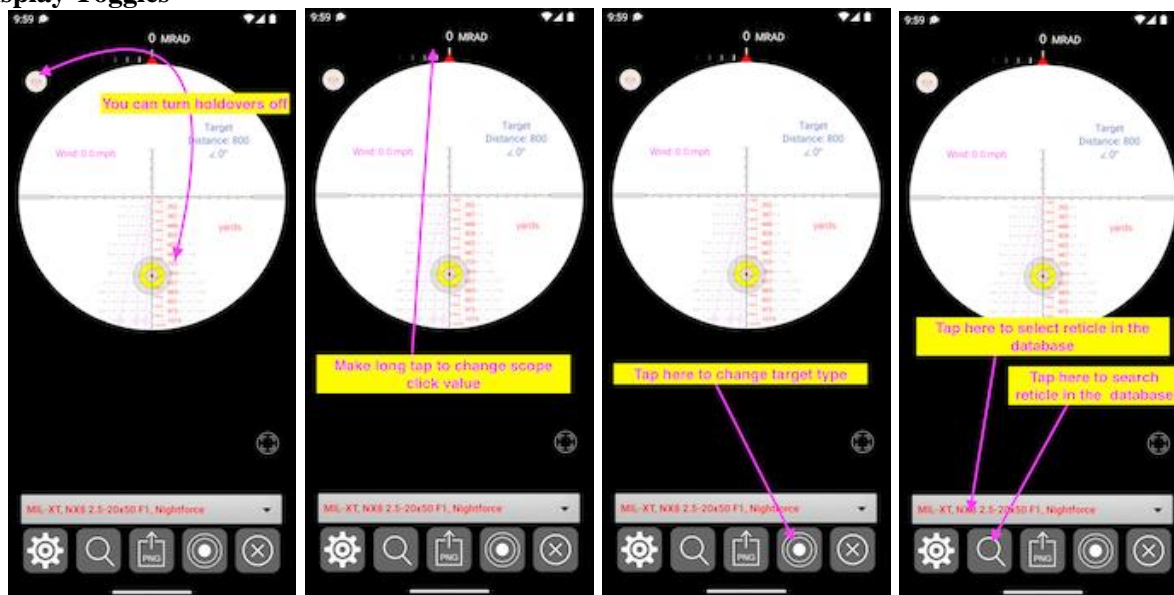
Use Camera to Set Slope Angle - First, within the Strelok *Main Settings* (gear icon), ensure the *Use Camera for Slope Angle* option is checked. On the home page, tap the *Slope Angle* field. Pointing the camera lense toward the *Line-Of-Sight*, place the crosshair on the target and press "OK." Strelok will enter the slope measurement, e.g., -11 degrees, into the field. Selecting "0" will zero out the slope-angle field.



Reticle Windage Display – Within the reticle display page, using three fingers simultaneously, tap to toggle presenting, or not, wind lines for 2, 5, and 10 MPH/KPH. This feature will only be available with “Christmas Tree” type reticles.



Reticule Display Toggles –



3-Tier Truing Function - Most people are aware of the single-value Ballistic Truing function, which is accessed by tapping the lower-right icon on the home screen. To access the *3-Tier* function, press and hold the icon for a couple of seconds and then release.

