Appearing Targets



A simple yet effective marksmanship drill featuring a set of stationary bullseye targets positioned on a shelf.

Targets appear based on the chosen configuration, making it ideal for honing trigger control, aim, reaction time, and shooting speed.

> Drill description:

The drill features a set of targets arranged in three rows on a shelf. Depending on the selected configuration, the targets appear as Single, Multi, or with randomly appearing No-Shoot targets. Configuration options also offer various spawning speed options and time penalties.

> Configuration:



Difficulties to be selected from:

Custom, Easy, Normal, Expert - refer to Difficulties

Target options:

Single Target: Only one target at a time appears.

Multi Target: Multiple targets appear and can be shot in any order.

No-Shoot Target: Orange No-Shoot Target may randomly appear during the drill.

Shelf distance: Can be adjusted in the Custom difficulty level, other levels are preset. Values 0-1, where 0 is the closest, 1 the furthest.

Target count: Number of targets to be shot in the drill. Can be adjusted in the Custom difficulty level, other levels are preset. (Easy 5 shots, Normal 10 shots, Expert 15 shots).

Default: In one click resets the scene to default Appearing Targets setting - Normal difficulty + single target.

Home: Directs back to the Home page with drill selection.

Start: Starts the drill. Note that the drill can also be started with a random shot at the scene. If it doesn't start at a random shot, go to Home page, open the Settings dialog, and check General setting 'Shoot to start' ON.

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