

Shooting Range



Features traditional shooting range with selection of stationary and movable targets at variable distances.

Ideal for mastering the fundamentals - basic shooting techniques including stance, grip, sight alignment, trigger discipline, precision, and breathing.

Drill Description:

The shooting range drill features targets placed at four selectable fixed distances. Targets are stationary but, depending on the chosen settings, can also move sideways, rotate, or be partially covered, offering varied challenges to improve tracking, timing, and precision.

Shot data is recorded in real time, with basic metrics displayed on-screen. Comprehensive analysis—including accuracy, grouping, and shot placement—is available after the drill for performance review.

Configuration:



Distance: Defines how far the targets will appear in the scene. The setting uses a scale from 0 to 4, with 0 being the closest and 4 the furthest. Distance can also be adjusted dynamically using the mouse scroll wheel.

Shots: Specifies the number of shots allowed before the drill automatically stops. A value of -1 enables indefinite shooting. Note: some target types allow unlimited shots regardless of the selected value.

Custom target: Enables to load custom target from file.

Analysis: See [Analysis](#) chapter for detail.

Settings icon:



Score indicator ON/OFF: If checked ON, small texts will fly out of targets whenever area with points is hit.

Ground Impact Effects ON/OFF: If checked ON, ground particle fly-out effect will appear at the point of impact.

Quick view ON/OFF: Enables or disables shot count view on top right hand corner.

Target view: A magnified display of the target area, useful when targets are positioned at greater distances and hits may be difficult to see. The view appears on the left side of the shooting range and shows the target up close.

Three modes are available:

None - The magnified view is never shown.

Always - The view is always active.

Auto - The view activates automatically when the target is at the first distance marker or farther.

Target movement: Some targets can move horizontally. There are three speed modes available.

Target cover: Some targets can be partially hidden when using cover. Available cover modes are quarter, half, bottom of the target, and a window around the target.

Default: In one click resets the scene to default Shooting Range setting - 10 shots + Silhouette target on a distance marker 2.

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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