Invalid rapid shooting sounds

When invalid rapid shooting sounds or single false hits appear (false detection):

Check the light condition in the room. The camera is capable to deal with wide range of conditions, but it needs to be properly set.

Dim ambient light, remove direct light pointed to the projection screen.

When dimming the room is not possible **lower the camera gain setting,** but not too much.

Most common problems with gain setting:

Hits are not detected or only some are - increase the Gain

Hits appear much lower than they should be - increase Gain

There are False hits or two hits per one shot - decrease Gain

---

Revision #3
Created 2026-03-16 12:26:51 UTC by Editor
Updated 2026-03-16 12:46:36 UTC by Editor