

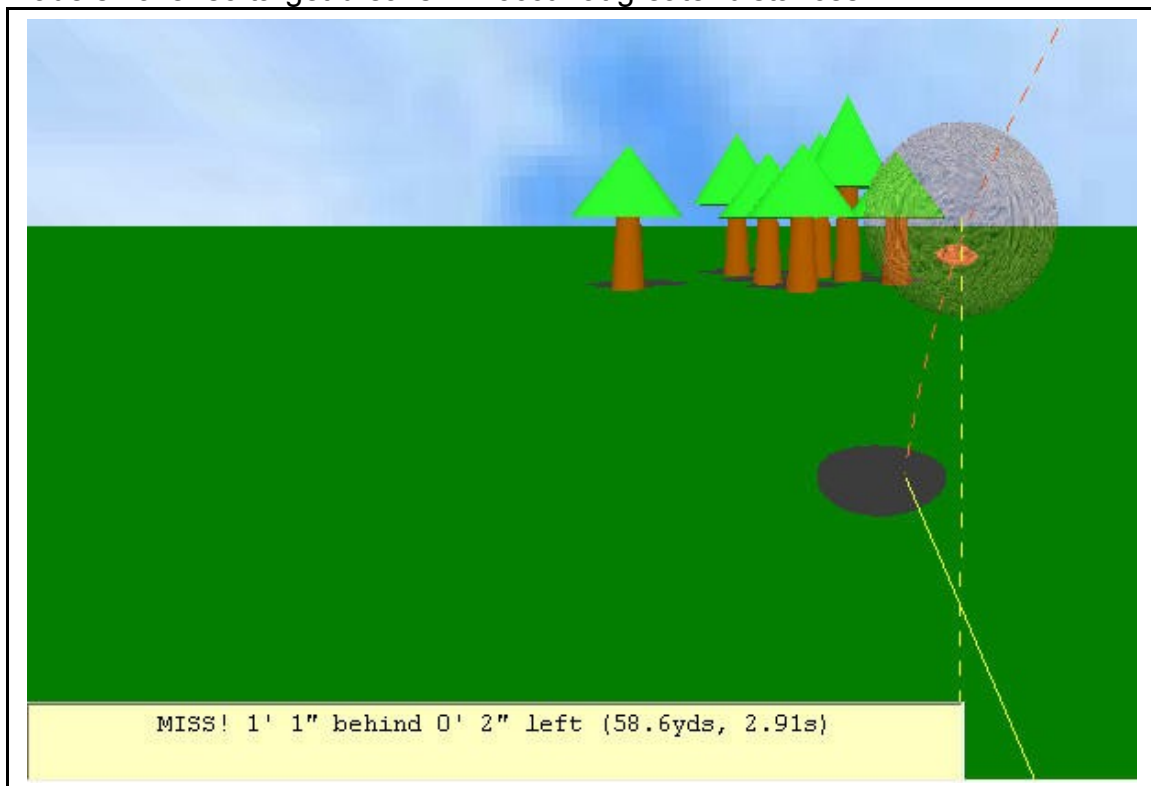
Clay Breaking Energy

Software Version 3.1.0 March 17, 2011 Document Rev: None

DryFire has built into the software a method of calculating the total energy created by the pellets that have hit the target. It then compares that energy level to a preset value contained within the software, which described the amount of energy required to break the target. Some DryFire users disagree with the energy levels we have set and would like to make them easier to break. Others would like to disable this feature completely.

This document will show you how to change the value, which controls the energy level required to break the clay. If you want to make it easier to break, make the number smaller; if you want to disable it, make it (0) zero.

The picture below is an example of a target shot at 58.6 yards and the shot cloud is covering the clay. And yet, in the lower left corner, DryFire declares a "MISS." Generally, Sporting Clays shooters know that targets can be broken at long distances and therefore, they would prefer that DryFire's energy levels were made smaller so target breaks will occur at greater distances.



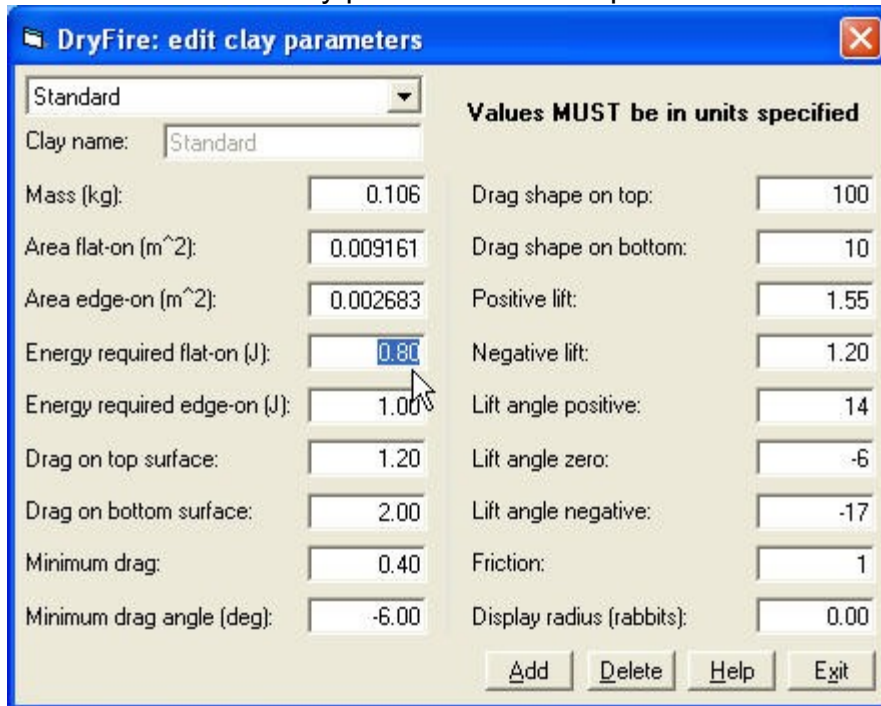
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On the Main Screen, click “Edit” and then click on “Edit clay parameters.”



The Clay parameters table opens.



Of the eighteen (18) windows, you will be changing just two (2) windows.

“Energy required flat-on (J)” which means shooting at the belly of the clay
“Energy required edge-on (J)” which means shooting at the edge of the clay

If you entered 0.00 in both windows, you have in effects turned the feature OFF. If you make them smaller, the targets will break easier and if you make them larger, they will break harder.

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Here the belly window has been changed.



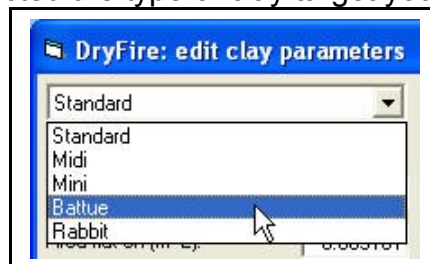
A screenshot of a dialog box with a light beige background. It contains two rows of text and input fields. The first row is labeled "Energy required flat-on (J):" followed by a text box containing "0.0". The second row is labeled "Energy required edge-on (J):" followed by a text box containing "1.00". A mouse cursor is positioned over the "1.00" text box.

Here both windows have been changed.



A screenshot of a dialog box with a light beige background. It contains two rows of text and input fields. The first row is labeled "Energy required flat-on (J):" followed by a text box containing "0.00". The second row is labeled "Energy required edge-on (J):" followed by a text box containing "0.00".

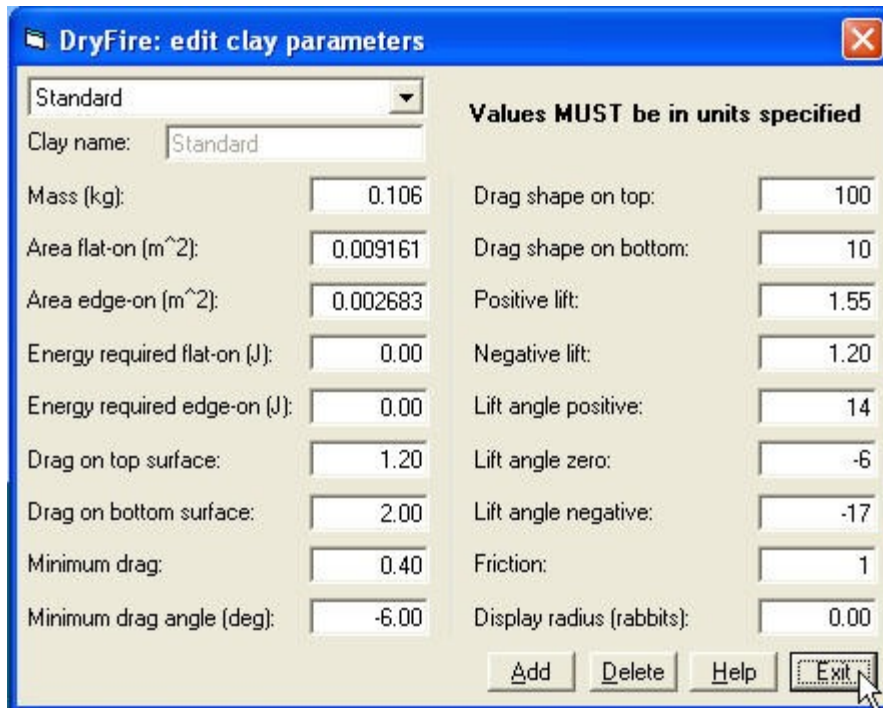
DryFire has five (5) types of targets that have been defined and each one has its own belly and edge breaking windows. Therefore, before you make changes, make sure you have selected the type of clay target you wanted to change.



In the picture above, we are about ready to select the Battue target type.

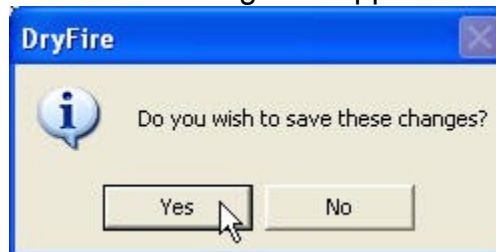
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After the change is made, click "Exit."

This message will appear.



Click "Yes" and return to the main screen.

The End