

## Version 3.0.6 Released – April 5, 2010

This version was released for two (2) reasons:

- 1) To improve the accuracy of the Skeet layouts.
- 2) Make minor improvements in various areas.

Question: What accuracy improvements were made to the Skeet layouts?

- A) The horizontal leads were being calculated and reported with a typical error factor of 2 to 3 inches horizontally and 5 to 6 inches vertically.
- B) Stations 2 and 6 were affected vertically, while Stations 3, 4, and 5 were affected horizontally. Locating the shooting stations at different distances from the shooting wall caused the vertical error. While a very unrelated change done over six (6) months ago created the horizontal error.

Correction: In the new version, skeet shooters will stand 82 inches from the wall and this is true for all five (5) stations. The horizontal error was corrected by returning the vision point (of the DryFire shooter who stands at the shooting location) to its original location.

Question: What minor improvements were made?

- A) In the “Stop Motion” logic any distance, time, or trap choice is saved. Therefore, if you load in a specific point, go to it, and the laser turns “OFF,” you can click “Clear” and then click “Shot test” and the laser will go right back to the same point without the need to reload the numbers.
- B) We have added a method of horizontally balancing the right head with the left head. This is called “Stake Balancing.” It is only used for skeet shooting and allows the user to force the left and right head to see the stake in exactly the same place on the wall. This, in conjunction with the “Vertical Balance” control we built into Version 3.0.5 means that the left and right head can be forced to go the same exact spot on the wall. Thereby, completely synchronizing the two heads.
- C) The five (5) skeet layouts that begin with the unique phrase (bob-) have all been modified to make them more accurate (in terms of distances).
- D) When customizing your green DryFire unit to your wall there is a feature that you activate by depressing the “F2” function key. In the previous Version (3.0.5) pressing the “F2” key caused the DryFire unit to go through a sequence that would location the beginning of the trajectory, the stake, and the landing location. It

would repeat this process three (3) times before stopping. The user can now control how many times it repeats this sequence. Chances are after you have used this feature a few times you will change it from a sequence of 3 to a sequence of 1 or 2.

- E) A “Skeet” choke was added to the standard list of chokes.
- F) Now, if you change the choke or the distance from the shooter to the Patterning Board it will be retained. Therefore, when you return, these choices will still be retained. In fact, they will remain until sometime in the future when you make a change.
- G) When any shooter enters an “eye height” of 58 inches or less, the DryFire shooter who normally stands on the shooting pad will be removed. This is done to prevent parts of the DryFire shooters body from getting visually between you and the Patterning Board preventing you from seeing the Patterning Board.
- H) The Skeet Offset Table has been simplified, making the customizing process easier.