Thank you for taking the time to check out the Dynamic Targeting Reticle web simulator! The TUBB DTR is a revolutionary concept that requires little training to effectively utilize. These instructions will focus on how to use the simulator software; odds are you have a general idea of how the TUBB DTR works already as its unlikely you just wandered into our simulation software on accident!

The TUBB DTR simulator is a great way to review, learn, study, understand or even teach! Users are not pressured by time, their peers or ammunition costs! Having promoted the TUBB DTR for several years now, I recognize that there is great variability in how people learn. This is why I am so excited to finally be able to offer you something so hands-on, so objective, so realistic - and best of all, its totally free!

If you have questions about the TUBB DTR I would encourage you to watch some of the product demonstration videos provided on YouTube (simply search for “David Tubb”), or for a more comprehensive explanation of its features visit our website, www.davidtubb.com and download the TUBB DTR guide.

My staff and I have a lot of time invested in this simulation app, I hope you enjoy!

Sincerely,

David Tubb

System Requirements

The simulator requires the use of Java. If you do not have Java installed on your system and wish to download it, visit www.java.com.

Windows

Windows 10 (8u51 and above)
Windows 8.x (Desktop)
Windows 7 SP1
Windows Vista SP2
Windows Server 2008 R2 SP1 (64-bit)
Windows Server 2012 and 2012 R2 (64-bit)
RAM: 128 MB
Disk space: 124 MB for JRE; 2 MB for Java Update
Processor: Minimum Pentium 2 266 MHz processor
Browsers: Internet Explorer 9 and above, Firefox

Mac OS X

Intel-based Mac running Mac OS X 10.8.3+, 10.9+
Administrator privileges for installation 64-bit browser

Layout and Terminology

The simulator opens to an East-West *sight picture* overlooking a steel target range located in the Texas Panhandle.

Conditions Bar

The top portion of the sight picture has a *conditions bar* which displays the simulated windspeed and direction, the simulated temperature as well as the simulated altitude. Using these values the shooter can determine the appropriate KDA for each individual simulation. The conditions bar cannot be edited from the sight picture screen — all edits must be performed through the settings cog.

Settings Cog

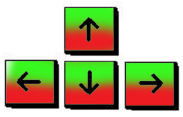
In the top right hand corner of the sight picture is the settings cog, clicking on this cog with your mouse allows you to manipulate the variables of your simulation. To exit the settings menu, simply click back in the sight picture window or scroll to the bottom of the screen and click the close button.

Magnification Range

in the lower left hand corner is the magnification range. The TUBB DTR magnification range index is 1x-20x. (See DTR Simulation KeyMap below for how to increase/decrease your magnification range using your keyboard).

Targeting Module

In the center of the sight picture is the *targeting module*. The module for this simulator represent a DTR-V1C. The V1C reticle is engineered in yards for .30 cal 175/168/155 projectiles. This targeting module is consistent with other projectile/velocity combinations with similar trajectories (ie: .338 cal, 250gr Barnes TSX).



Sight Picture

Reticle Position