Voltaic Aim Glossary

Extension of

A

Acc-Based Scoring

A scoring system typically used in older static scenarios/tasks where the score is determined by the total hits/damage multiplied by the accuracy in decimal form.

Acceleration

Otherwise known as Mouse Acceleration or accel, this is a modifier that increases mouse sensitivity relative to how quickly the player moves the mouse. Usually can be altered via software and is often used as an aim-training tool.

Accuracy

The consistency of hits in relation to the number of shots fired by the player. Typically measured as a percentage by dividing the number of hits by the total number of shots fired.

ADS

Short for *Aiming Down Sights*, this is a feature in many first-person shooters where the player can aim down scopes or sights to eliminate targets more accurately. Typically bound to right-click.

Aim

The skill of moving your crosshair onto a target or maintaining your crosshair on a target.

Aim Theory

The mechanics behind aiming and the methods used to train optimally.

Aim Training

The practice of improving your aim whether through a third-party aim trainer or in-game training maps.

AIO

 Short for *All In One*, these are plaza/gauntlet maps where the target is invincible and cycles through multiple dodge profiles.

Angelic

A scenario that is scaled down in size and also reduced in speed to compensate.

Angle

The specific horizontal and vertical alignment that a player may choose to look at a given point on a map, from the player camera perspective.

Anti-Mirroring

An element of strafe aiming where the player is moving in the opposite direction of the target. (e.g., The target moves right on your screen, so you move left)

Arc

The flight path of a moving target influenced by gravity. Alternatively referred to as *trajectory*. Can also refer to the Aim Lab benchmarks *Arc 180 Voltaic* or *arcTS Voltaic*.

Arena FPS

A subgenre of FPS games characterized by health and weapon pickups, fast movement, and map control. Usually more fast-paced compared to other sub-genres.

B

Bardpill

A methodology for static training where the player starts off slow, focusing on accuracy, then speeds up while retaining accuracy. Named after bardOZ.

Benchmark

A scenario or task which is used to determine your skill level.

Blink

A term derived from Overwatch, this is a sudden but short teleportation of a target.

Bot

A target in a specific scenario/task that is intended to be eliminated or fixated on by the player.

Bounce

A type of dynamic clicking scenario/task that consists of jumping or "bouncing" spherical targets.

C

Cheesing

The act of changing your settings or setup to a ridiculous degree for the sole purpose of achieving a higher score.

Claw Grip

A mouse grip where the base of the palm and fingertips are the only contact points, usually characterized by the arching of the fingers.

Click-Timing

The timing of the player's clicks or shots with the goal of eliminating one or more targets.

Clicking

A category of aiming where the player must eliminate single-click or multi-click targets as accurately and quickly as possible.

CM/360°

Also known as *CM/Rev*, it's used to determine sensitivity across all games. It is the measurement in centimeters needed to perform a full 360° horizontal rotation in-game. The lower the CM/360°, the higher the sensitivity.

Coach

A person who offers services providing guidance or private tutoring regarding a game or aim trainer. Usually a paid position.

Counter-Strafe

A mechanic commonly used in *tactical shooter* games where the player "counters" their movement by pressing the opposite direction key to quickly stop their movement. (e.g., The player strafes left with the "A" key, then quickly presses "D" to counter-strafe). Highly important for peeking and maintaining first bullet accuracy.

CPI

Short for *Counts Per Inch*, refers to how many "counts" the mouse can read per inch of movement. This determines the mouse's base level of sensitivity. Alternatively referred to as *DPI*.

CPS

Short for *Clicks Per Second*, this is a measurement for how fast a player can click. Generally has very few uses in competitive play,

Crosshair

A tool in aim trainers and most FPS games which allows the player to visualize where their shots will go. Also used to help the player perceive distance between their aim and other reference points in the player's FOV.

Crosshair Placement

The positioning of your crosshair which allows for easier elimination of targets by reducing the time and distance it takes to move your crosshair to the target. Commonly applicable to tactical shooters.

Cylinder

A target characterized by a cylindrical or pill-like shape. Most commonly used in Smoothbot or Ground Plaza scenarios/taks.

D

Deliberate Practice

Highly focused practice that's structured with specific goals in mind for the purpose of improving.

Dodge

When used in a scenario name, usually describes scenarios/tasks which require the player to move. Used for strafe aiming practice.

Dodge Profile

A specific movement pattern designated to a target.

Dot

A style of crosshair characterized solely by a "·" shape. These are often used for clicking scenarios/tasks. *Dot* may also describe small, spherical targets in static maps.

DPI

Short for *Dots Per Inch*, refers to how many "dots" the mouse can read per inch of movement. This determines the mouse's base level of sensitivity. Alternatively referred to as *CPI.*

Drop

The descent of a mid-air projectile by means of gravity and/or decrease in velocity. Can also mean to throw or give a weapon.

Dynamic Clicking

A subcategory of clicking scenarios/tasks where the targets are moving.

E

Edge Tracking

Currently known as underaiming

A technique used in tracking scenarios/tasks where the player corrects onto the closer side of the target's hitbox and then continues to track that area of the hitbox to allow for faster target reacquisition and longer time on target when the target changes direction.

eDPI

Short for *Effective Dots Per Inch*, it is simply the DPI multiplied by the in-game sensitivity. Generally disregarded by aiming community for its lack of universality, as it only translates sensitivity within the same game or game engine. *CM/360°* is more preferred.

Evasive Switching

A subcategory of switching where the targets have harder-to-hit movement patterns relying on the player's reading ability. See *Reading*.

F

FOV

Short for *Field Of View*, it is the area of the player's viewing angle at any given time, typically measured in vertical or horizontal degrees.

Flicking

The motion of moving the crosshair onto a target smoothly, quickly, and accurately.

Fingertip Grip

A mouse grip where only the fingertips are making contact with the mouse.

FPS

The acronym for *First-Person Shooter*, this is a *Shooter* sub-genre where the player uses shooting mechanics to eliminate enemies or targets through the eyes of the player's character.

G

Gamesense

The player's level of understanding of the game as a whole. These factors are typically considered to be more strategic in nature and can include map awareness, map knowledge, tactics, positioning, and overall decision-making.

Gauntlet

A scenario/task that consists of a fixed number of high *TTK* targets with varying dodge profiles. Score is determined by how quickly the player can eliminate the targets.

Goated

An improved or sometimes more difficult version of a scenario/task.

H

Hipfire

The act of firing a weapon from the hip; not using gun sights or scopes, excluding the use of *ADS*.

Hit Confirming

A method used for dynamic clicking where the player takes a brief amount of time to confirm they are on a target via tracking, then eliminating said target. Typically used when accuracy is a priority.

Hitscan

A system that checks where the player is aiming and uses raycasting technology to determine if an object or target is in the direct line of sight. Used for weapons that will instantly hit a target with zero *travel* time.

I

Invincible

Scenarios/tasks where the target has infinite health. Typically used in tracking maps.

J

Jitter-Clicking

A technique sometimes used to maximize CPS either through tension in the forearm or using the friction of the player's finger against the mouse. Due to its lack of practicality, it's seldomly useful for aim training purposes.

L

Leading

Shooting ahead of a moving target to compensate for the projectile's *travel* time. Notable examples include the rocket launcher in Quake.

Leaderboard

A scoreboard showing a list of all players and scores within a scenario/task or group.

M

Map

A two or three dimensional game environment that can be traversed or viewed by a playable character present within.

Mechanical Skill

The raw skill or ability of a player; commonly displayed in aim and movement.

Metronome

A device or app commonly used by musicians to help sustain a tempo within a piece of music, but also used for static aim training by aiding the player to maintain a steady pace for shooting targets.

Micro-Flick

A small, but swift movement of the crosshair onto a target.

Mirroring

An element of strafe aiming where the player is moving in the same direction as the target. (e.g., The target moves right on your screen, so you move right as well)

Mouse Control

The level of control you have over your crosshair in relation to your mouse, arm, wrist, and fingers.

Mouse Grip

The manner in which a player holds their mouse. See *Claw Grip*, *Fingertip Grip*, and *Palm Grip* for the common grip styles.

Micro-correction

A small movement of the crosshair to correct the player's aim back onto the target.

N

Nevermiss

A description of scenarios/tasks by which the run will automatically end if the player misses. These are sometimes used to improve general inaccuracy.

NUNS

Short for *No UFO No Skybots*, it's a classification of Air scenarios/tasks which exclude the use of UFO movements or skybotting.

O

OTP

An acronym for O*ne Trick Pony*, these are players who exclusively play one scenario/task or aiming category. This can also refer to players who solely play as one character in a game.

Over-Flicking

An error in aiming where one moves their crosshair beyond the intended target.

P

Palm Grip

A mouse grip where the entire hand is making contact with the mouse. The palm and fingers lie flat on the mouse.

PGTI

Short for Popcorn Goated Tracking Invincible.

Pill

A target characterized by a cylindrical or pill-like shape. Most commonly used in Smoothbot or Ground Plaza scenarios/taks.

Playlist

A list of scenarios/tasks designed to be played through for the purpose of general improvement or to correct aiming weaknesses. Alternatively called a Routine.

Plaza

A common map layout for gauntlet-style scenarios/tasks such as Air NUNS or Ground Plaza.

Plus

A style of crosshair characterized by a "+" shape. Generally good for most aiming categories.

Precise

Aiming Subcategory in Voltaic Benchmarks, involving (tracking) scenarios that are focused on Precision.

Precision

Your reproductive ability to be accurate and exact.

Prediction

Guessing where a target will be and aiming according to that guess.

Projectile

Any bullet, rocket, or kinetic object fired from a weapon. More commonly described as one that has a certain amount of travel time before it can reach its target. These will often require the player to lead their shots.

R

Rank

An indicator of a player's skill level in an aim trainer or game.

Reactive Tracking

A subcategory of tracking where the targets have fast directional changes and involve fast reactivity to track. See *Reactivity*.

Reactivity

An aspect of tracking that involves quickly reacting to direction changes and correcting your aim accordingly.

Reading

The interpretation of the target's movement and position.

Reload

Scenarios/tasks that don't affect the player's score for missing, but rather have a limited number of shots available before requiring a long reload period. Hits will replenish the player's ammo.

Recoil

Also referred to as kickback, this is an element in most shooter games where the weapon crosshair, and thereby the player's aim, will kick upwards as a result of firing. Particularly noticeable in most full-auto weapons.

Reset

When a player redos a scenario/task run, usually because of unsuitable RNG or human error. Also often used to get more favorable target spawns at the start.

Reticle

Similar to a crosshair, but within the scope of a weapon; the intersecting lines viewable through a scope.

RNG

An acronym for *Random Number Generation*, this is a game's method of producing unpredictable variables, leaving said variables to random chance. These can include target spawns and movement patterns.

RoF

Short for *Rate of Fire*, this is the shortest time possible between shots fired with any given weapon.

Routine

A list of scenarios/tasks designed to be played through for the purpose of general improvement or to correct aiming weaknesses. Alternatively called a *Playlist*.

Run

A full playthrough of a scenario/task from start to finish. Typically one minute long.

S

Scenario

An Aim Training map populated with a target or bots for the express purpose of receiving damage from a player, which will correspond to a score at the conclusion of its use. Typically designed for practice or benchmarking.

Sensitivity

A value that determines how far your crosshair will move when moving your mouse to a fixed distance. It is typically measured in CM/360°.

Share Code

A code that allows users to share or subscribe to playlists in KovaaKs.

Shooter

A video game genre where the player uses shooting mechanics to eliminate enemies or targets. Sub-genres include First-Person Shooters and Third-Person Shooters.

Skybot

A target, usually on Air scenarios/tasks that hover directly above the player's head, making it difficult to hit.

Smoothness

The level of control over your mouse movements which are removed of jitters and unneeded adjustments. Movements are purposeful and efficient. See Mouse Control.

Speed

How quickly the player can move from one target to another.

Sphere

Any target that's spherical in shape. For example, targets on 1w4ts Voltaic or Air Voltaic.

Spread

The maximum deviation from a projectile's expected path. It can be visually depicted as a "cone" shape or the radius relative to the player's FOV. This can usually be observed in full-auto weapons in most games.

SQRT Accuracy

A scoring system for clicking scenarios/tasks where the score is determined by hits multiplied by the square root of your accuracy in decimal form. (Hits x Sqrt(Accuracy in decimal form). This is a newer scoring system compared to Acc-Based Scoring.

Strafe Aiming

The act of synchronizing one's own strafes with the target's strafes, for example by changing from moving in the left direction to the right direction only when the target does.

Strafe Scenarios

A subcategory of aiming accompanied with clicking, tracking, or target-switching elements where the player must move while eliminating targets.

Strafing

The act of moving directly left or right, typically with the movement keys "A" or "D".

Static Clicking

A subcategory of clicking scenarios where the targets are stationary.

Switching

An aiming category that utilizes fast target changes that require a certain amount of time before each target can be eliminated.

T

Tactical Shooter

A shooter game that emphasizes teamplay, tactics, and strategy rather than raw mechanics. Notable examples include CS:GO, Valorant, and Rainbow Six Siege.

Task

A map in Aim Lab populated with a bot or bots for the express purpose of receiving damage from a player, which will correspond to a score at the conclusion of its use. Typically designed for practice or benchmarking.

TE

Tournament Edition. Typically involves scenarios with larger targets than the original.

Tensing

Often referred to as over-tensing, this is the excessive tightening of your arm, wrist, hand, or fingers which can impede aiming or cause health issues after long-term practice.

Third-Person Shooter

A Shooter sub-genre where the player uses shooting mechanics to eliminate enemies or targets with the player's character being visible on-screen during gameplay. Fortnite is a popular example of this sub-genre.

TI

Short for Tracking Invincible. This involves scenarios where the target can not be eliminated.

Timescale

A component in some scenarios/tasks like Pasu or Bounce where the challenge timer will run slower or faster, therefore altering the movement speed of the targets. The player may also alter the speed of the timer to make a scenario/task easier or harder.

Tracking

An aiming category where the crosshair is maintained on the target for an extended period of time while reacting to direction changes.

Trailing

An error in aiming where the player tracks just behind the target, thus "trailing" the target, rather than being on target.

Trajectory

The flight path of a moving target influenced by gravity. Alternatively referred to as an Arc. This may also refer to bullet trajectory or bullet drop.

Travel

The delay between when a projectile is fired and when it reaches its point of collision. Only applicable to non-hitscan weapons.

TS

Short for Target Switch.

TTK

Shortened for Time To Kill, this refers to the time it takes to eliminate a target after being acquired.

U

UFO

A target that has sudden but short teleportations as a primary part of its dodge profile.

Underaiming

Also known as [edge tracking](#)

A technique used in tracking scenarios/tasks where the player corrects onto the closer side of the target's hitbox and then continues to track that area of the hitbox to allow for faster target reacquisition and longer time on target when the target changes direction.

Under-flicking

An error in aiming where one moves their crosshair just short of the intended target.

Utility

These include grenades, smokes, flashbangs, equipment, and abilities that can be used to put the player in an advantageous position.

V

Verticality

An element in a game or aim trainer that requires the player to utilize vertical or Y-axis movement of the mouse.

VRT

Short for Visual Reaction Time, this is the time between a visual indicator and an individual's intentional response to the stimulus.

VoD

Otherwise known as Video On Demand, these are typically recorded matches, clips, or scenario/task runs among the greater aiming community.

VSS

Short for Varied Strafe Speed, these are scenarios/tasks which contain targets that can alter the speed of their movement or strafes.

W

Wide Angle

A large space between two targets, requiring the play to move their crosshair over a considerable distance to acquire another target.

WW

Short for Wide Wall, these are maps that require the player to perform Wide Angle mouse movements or flicks to eliminate targets—usually reserved for static scenarios/tasks.

Wide Angle

A large space between two targets, requiring the play to move their crosshair over a considerable distance to acquire another target.