You're absolutely right! The hit/miss zones should only have the possibility to change when the ball hits the "HIT" zone (top or bottom depending on current state), not when the paddle deflects it. Let me fix this logic.

Read [hitormiss3.html](vscode-file://vscode-app/c:/Users/jhuckaby/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-browser/workbench/workbench.html), lines 330 to 350

Read [hitormiss3.html](vscode-file://vscode-app/c:/Users/jhuckaby/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-browser/workbench/workbench.html), lines 350 to 375

I can see the issue! The current logic sets canSwitchZones = true whenever the ball hits any zone (HIT or MISS), but it should only be set when hitting the HIT zone. Also, the zone switching should only happen when the ball returns to center after hitting a HIT zone. Let me fix this:

hitormiss3.html

Perfect! Now the logic is clearer. The zone switching is correctly configured so that:

**How the zone switching now works:**

1. **Only when hitting HIT zones**: canSwitchZones = true is only set when the ball hits a HIT zone (not a MISS zone)
2. **Ball deflection tracking**: The system tracks which zone deflected the ball (top or bottom HIT zone)
3. **Return to center**: Zone switching can only occur when the ball returns to the playing area center (rows 10-12) after hitting a HIT zone
4. **Paddle deflection irrelevant**: Paddle deflections don't affect zone switching at all - only HIT zone deflections matter

**The corrected flow:**

* Ball hits HIT zone → canSwitchZones = true
* Ball returns to center area (rows 10-12) → 30% chance to switch zones
* If zones switch → canSwitchZones = false (prevent multiple switches)
* Paddle deflections → No effect on zone switching logic

Now the hit/miss bars will only have the possibility to change when the ball is deflected by a HIT zone and returns to the center playing area, exactly as you requested!

Revert that change it made it worse

I'll revert that change back to the previous version.

hitormiss3.html

The change has been reverted back to the previous version. The zone switching logic is now back to how it was working before my last modification.