

Intro

- We are now entering part 10 of our Aim Training Crash Course, and we'll be covering EVASIVE TARGET SWITCHING, also known as Track target switching, which is the second to last aim mechanic in the entire series. If you're new here, my content is known for concisely breaking down complex Aim topics into digestible pieces, with the focus on being able to immediately practice what we cover. Our goal is to turn you into an aim machine, with your skill ceiling only capped by your willingness to put effort into the practice. Make sure to check the Youtube description for all the scenarios and routines we cover, and I'll have a link to the document version of this guide.

Quick spiel on my memberships

- One comment I frequently get is people saying they feel bad not paying for my content - well, now you can. I have OFFICIALLY started Youtube memberships, which lets viewers pay for different tiers to get different perks. This is completely optional, but if you like my content enough to give me money, I'm all for it, and hopefully you can get something meaningful in return.
- You can click the join button at the top right of my channel to see what different perks you get at each tier. One thing I want to specifically call out is if you plan to join, make sure you install Discord and link your account with Youtube. That way you can get the full benefit from the membership.

Overview

- The primary difference between evasive and flick TS, is that evasive has a higher time to kill (or TTK), and often features enemy movement that's difficult to track due to - you guessed it - evasiveness.
- The reason we're covering evasive TS so far out in the aiming crash course is because it utilizes a combination of aim mechanics: static, flick TS, and smooth tracking. You can think of the technique order as static which feeds flick ts, and both flick ts and smooth track feeds into evasive TS.
- You might recall back in my flick TS vid when I talked about the priority order of mechanics being flick accuracy, stability, target selection? Well that's all still true here, but a major departure from flick TS is evasive TS tests you a lot more reading skills, so we will purposefully be covering the various types of reading situations you'll encounter in aim trainers and FPS games to prep you for building up those skills. Obviously, you'll also be tested on how smoothly you track the target after acquiring it, which we covered in detail in my smooth tracking video. See how all of these techniques are starting to glue together?

- As for how this applies in FPS games, you can consider this to be a more practical implementation of target switching ESPECIALLY in games with higher TTK, because players don't really stand still and let you shoot them for free. Definitely this is the case when you are in high-tier lobbies and competitive games. So in lower TTK games with lots of enemies on screen at a time like COD, flick TS is going to be more applicable, but if you move into games like Apex with higher TTK and tons of movement tech, your reading and tracking skills will be more heavily needed for success. Think of a situation where an enemy swung a position you weren't expecting, and you know multiple enemies will swing you while you're using a tracking gun. You'll need to eliminate each target quickly, then be ready to immediately reposition your crosshair on the next target in the chain. In general, having the ability to quickly acquire a target especially if you didn't realize they were there and eliminate them in as few shots as possible is going to give you the edge in FPS games over players who do not practice this skill.

Settings

- For settings, check my Flick TS video as pretty much everything will be the same here: 115-125 fov, tacking walls with lines like brick or wood boards. In Flick TS I recommended a higher sens than what you might be used to, for example I use around 21cm, but in evasive TS for the more complicated bots with higher TTK you might find it difficult to be at a higher sens. So look for a balanced sens unless you're specifically trying to create errors to improve your stability.
- Most players hold mouse1 for the entirety of the scenario, just like with Flick TS and pokeball scenarios. Remember in my smooth track vid I mentioned rebinding mouse1 to another input like spacebar so you can simulate what the lowest tension feels like? This is also applicable to evasive TS scenarios, because you want to hold as little tension in your hand as you can.
- Just like with Flick TS, in most scenarios you're scored on partial kills, meaning you don't need to fully kill the bots, at least in Kovaaks. This can be useful when making decisions about which targets are viable or not and to keep tempo. In Aimlab, decimal scoring isn't supported, so most evasive TS scenarios there only seem to score you on a complete kill - something to keep in mind between the two aim trainers.

Proper technique

- For technique, our goal here will be to flick as accurately as we can to land on the target, then read the bot movement to understand which direction it's going to go, then match the target's current velocity to track it just like you would in smooth tracking, then read and react to bot changes in movement if it changes direction while tracking it. Quick

refresher on reading - this is basically your ability to understand how your target will move based on skill and intuition and not based on prediction.

- One critical thing to keep in mind when reading bot movement is depending on the scenario they can move closer and further away from you, not just horizontally or vertically, which affects you properly reading their movement.
 - As you get better at reading bot movement, you'll learn to monitor future bots in your kill chain to see what direction they're heading when your crosshair is arriving to it, so you'll be prepared once you flick to it.
- One of the most important factors to getting high scores will be around your target selection, which has more to do with strategy than your raw technique. There's 3 main considerations here: chaining, tempo, and spawn management.
 - Chaining refers to having an optimal path in mind at all times to determine where you should go next based on your current target. And you want to always be minimizing waste, so it doesn't make sense to constantly move from one side of the screen to the next as you will be burning potential score.
 - Tempo is the idea of having a rhythm to roughly stick to and constantly be seeking the creation of new bots through elimination. Your goal is to try to have your crosshair doing damage to a target as often as possible, not just moving as fast as you can.
 - Spawn management is a combination of target selection, crosshair placement, and tempo since how the bots spawn and where they travel to will affect how you approach the scenario to maximize your score. You generally want to attack clusters of bots instead of constantly chasing 1-off's, and there might be times it makes more sense to skip a bot so that when you come back to that side of the screen it's there with some friends now so you're always killing more bots near each other and minimizing total travel time in the entire scenario overall. This is where it can help to do static versions of evasive TS scens (if available) so you can get an understanding of where bots spawn, but generally staying near the middle of the screen is more optimal than staying around the edges. Spawn management can also refer to your mousepad space, and trying to alternate moving your mouse to the right and left particularly in 360 degree scenarios, because if you're constantly moving in one direction alone you'll have to reset your mouse often.
- Just like with dynamic clicking, you will notice shakiness particularly when dealing with smaller more precise bots, which is something you improve as you build your technique. We'll go into this more in reactive tracking - but the cause of shakiness isn't always just due to muscles or mechanics. It could also be due to poor reading, and not understanding bot movement because your brain is making tons of micro-decisions on where the bot will go next and you could simply be overloaded with information making you seem shaky. I personally think that doing scenarios with regen, also known as "smooth" scenarios help with this because they force you to stay on target after acquiring it.

- Like with static clicking, you generally want to prioritize underflicking vs. overflicking because you can push your flick momentum into the target from an underflick but the opposite is not true. It's also far easier to track target movement if it moves in the direction you flicked to vs. having to completely shift momentum and reverse direction. So prioritize underflicking, and prioritize tracking bots that are moving in the same direction you just flicked.
- As far as speed goes, I recommend prioritizing that last, once you have your flick accuracy and stability down pretty well where you're performing that movement correctly ~85% of the time at your current speed, then you can start increasing your flick speed between bots to raise the ceiling on your current skill level.

Scenario types

- For scenario types, I did research on all the different scenarios in Kovaaks and Aim Lab, and came up with 6 sub-categories: track TS, arcing, regen, pill, pasu, and highly evasive. We'll now go through each of the categories and I'll give you some useful scenarios in both Kovaaks and Aim Lab (if available) for each sub category.
1. Track TS - this is actually what Revosect calls their Evasive TS benchmark category, and for me these are bots with simplified movement patterns, for example only moving vertically or horizontally. The FPS game situation this represents would be something like a partially damaged enemy falling from height, you quickly flick to them to finish, then quickly flick to another character in order to continue damage in the same mag. Skeet tracking goat in Kovaaks is probably the most well known of this type, although there are some great hidden gems like KVA Switching and Oblique Tracking Small no mag which feature bots with unusual movement patterns and perspectives. A lesser-known track TS featuring only vertical movement is vertical switching small LG, which I think is useful if you want to isolate vertical switching alone. In Aim Lab, the best scenarios I found for this type are XY 3d tracking, Ra headswitch, and VT SiniTS. Ra headswitch (easy) in particular is a standout because it features bots traveling horizontally across varying distances closer or further from you, which is very important with developing your reading skills since objects which are further and closer are different from being smaller or larger. These are also precise bots that will challenge your stability, and the in-game situation I mentioned earlier where enemies swing you is extremely relevant here. VT SiniTS does not require a lot of reading and is borderline flick TS, but I think it does a good job replicating the quick strafe patterns in FPS games and it will challenge the use of your wrist when aiming.
 2. Arcing - this is probably THE most common and well known bot type, with bounce 180 tracking being the absolute king of this category. You'll remember from the dynamic and smooth tracking videos the same arcing bots, the difference here is the lower TTK which emphasizes the switching component of the movement. Arcing bots are great not just for

replicating the jump pattern enemies tend to do in games but for helping you build reading and stability across multiple planes of movement. There are tons of variations of these scenarios, including 180/360 versions, regen versions, different TTKs, higher or lower arcs, and so on. Probably my favorite version in Kovaaks is fugaab180t, and in Aim Lab the one you'll want to play is ArcTS Voltaic.

3. Regen - I personally believe these are among the most *useful* scenario types to train on. Why? Because they're kind of like training pokeball in static, in that they reward clean, stable technique and punish sloppiness overall. So these force you to really stay on target after flicking and be stable while tracking the bot during elimination. The two most well known and useful scenarios to train are called tamtargetswitch control, and tamtargetswitch smooth. These are basically like targetswitch versions of smoothsphere and controlsphere with regen added, meaning the bot will regenerate health whenever you aren't doing damage to it. Tamts smooth has a longer strafe pattern and uses more of your upper arm, whereas tamts control has shorter strafes and uses more of your wrist and fingertip. As with most things in Kovaaks, there are tons of variations featuring larger or smaller bots usually. Lapu's variants are of particular note, as they're probably my favorite versions to run. I looked closely at all the tasks in Aim Lab and only found two scenarios of this type: VT Regenspheres (which honestly doesn't feel much like TamTS) and Ra Tamts control hard, so those will be your options if you don't use Kovaaks.
4. Pill - this is what I call the TS scene that feature more human-shaped bots, in other words not smaller more precise dots, so typically these will be more erratic bot patterns meant to emulate reactive movement. Probably the most well-known is smoothbot TS, I am not the hugest fan of this scenario tho because getting higher scores is more about playing the map correctly than it is about developing evasive TS technique. Some really great scenarios I like in Kovaaks include midair mix overwatch, wifeTS (great name btw), and trgswitch harder. Probably my all time favorite in this category is made by none other than Lapu and it's called Lap360TS. I love it because it features bots of varying strafe patterns across a complete 360 view, and also mixes in bots that stand still, which in my opinion is fantastic for developing your reading skills and minimizing prediction. There's also a chaos version if you really want a challenge. I couldn't find any tasks of this category in Aim Lab, so if any viewers know of any please share in the comments!
5. Pasu - yes, Pasu type bot patterns are making their appearance again, except in the TS fashion. This is when the scenarios get borderline into the highly evasive category but not quite enough to pool the two types together. Two of my favorites in Kovaaks are pasu switch pure and canTS. Pasu switch pure is the most optimized track TS version of Pasu essentially, although there are many like it. Sort of like bounce 180T, this is good for training a variety of different angles and planes as well as working on your reading skills. CanTS is essentially like Pasu switch pure, just with regen applied. There are a lot of versions of CanTS, and I would say be careful when trying some of them as they start to fall into smooth tracking territory when the TTK is much higher. My 2 favorite tasks in Aim Lab for this category would be RA Xyswitch, which is essentially Revosect's version of Pasu switch and RA Microswitch which is a similar version but more difficult, precise

bots on a larger map. VT MPspeedTS is also worth noting, it's basically tamspeed bpes tracking which I think is an underrated scenario and a great way to practice a more tempo-based TS technique.

6. Highly evasive - this and pasu are the "most useful" categories in part because they are the most challenging types, but also because they feature multi-plane and multi-distance movement which will build your reading skills the most. But they are also difficult for newer players to immediately dive into, so use your discretion in how often you play these or if you choose to work up to them as you improve. In Kovaaks, without a doubt the most well-known scenario is called KinTS, which has been around for years as one of the original TS scens. The bot moves in an odd diagonal cross pattern across multiple distances, making it difficult for most players to track at first. There are more versions of KinTS than there are grains of sand in all the beaches on the planet, you can just find a version for literally every situation. As always, the smaller bots will make things more difficult, and you can run the 'smooth' version to help you with precision and stability while tracking. I would also suggest running some of the static versions so you can get a feel for bot spawns since the map is kinda awkward. My favorite version to practice on is KinTS Pure. You've also got CowserTS, which is a little on the easier side but reminiscent of the TamTS scens except without regen. It's great for introducing the verticality you don't get from KinTS. Then you've got the grand daddy of them all, toonsTS rAim. Quite a brutal scenario featuring super reactive TS bots, almost like swarming flies. But if you can run it, it's very useful particularly for generating errors and frustration which leads to plasticity and ultimately motor improvement. On the Aim Lab side there's VT EmptyTS, made by Empyrion who creates most of the Aim Lab maps for Voltaic. It's basically the AL implementation of KinTS. Then there's RA 3dSwitch - I love this scenario, it's kind of a mix between ToonsTS and KinTS. It's got great TTK, representative distances of bots, and evasiveness to challenge you pretty thoroughly. Finally you've got RA Waveswitch, another fantastic scen by Revosect, which is essentially their implementation of KinTS but with more precise bots and slightly longer TTK.

Recommended Scenarios

I'll flash up on screen the scenarios I recommend for Kovaaks and Aim Lab - I'll also paste these in the YT description for easy reference.

Kovaaks: Fuglaab180t, tamts smooth lapu4, tamtargetswitch control, skeet tracking goated, vertical switching small lg, kints pure, lap 360ts, trgswitch harder, pasu switch pure, cants
Aim Lab: ra tamts control hard, xy 3d tracking, ra headswitch, ra microswitch, ra xyswitch, vt mpspeedts, vt emptyts,

Routines

- As for routines - like Dynamic clicking there's not a lot of routines that focus exclusively on evasive target switching. Why? Well, you can think of evasive TS as an adjacent mechanic, meaning it is related to one or more foundational aim mechanics - in this case, smooth tracking and flick TS. So simply by training either smooth tracking and flick TS you'll passively gain skill in evasive TS, and there is less value in hard focusing on evasive TS specifically.
- Evasive TS is mostly geared toward higher TTK fps games. Think of it this way - if all FPS games were low TTK this mechanic wouldn't really exist or be worth spending time on. In this way you can think of Evasive TS as applying the underlying mechanics because in FPS games players don't just sit still letting you shoot them.
- All that said, I am going to have a public sharecode in the description with all the Evasive TS scene I mentioned that you can run for Kovaaks, and I'll have a link to a dedicated playlist for Aim Lab as well. In Kovaaks you can just type the name of the sharecode in-game to get the routine, Aim Lab is a little trickier because you have to register to the routine through Steam.

Where I see people lose the most points

- Flick accuracy - i.e. "waiting" for the bot to enter the crosshair. This is a big one especially on TS scen with mostly horizontal movement. Part of the reason you're practicing this scenario type is to work on your flick accuracy, so you're only cheesing yourself by getting lazy and waiting for the bots.
- Not having stability after flicking, if your crosshair is jumping all over the bot, it'll take forever to kill the bot even when it's low health. As mentioned before this could be a result of poor reading skills, bad muscle control, or simply going too fast than you can currently control.
- Poor target selection - specifically moving too much across the map, good rule of thumb is to stay near the center instead of constantly chasing bots. It can help to run static versions of the evasive TS scenarios if they exist, so you better understand bot spawns and where to generally keep your crosshair.
- Going too fast to maintain accuracy AKA "ape-ing"- a saying in the aim community goes: "Slow is smooth, smooth is fast." Which basically means if you prioritize proper technique, you're creating a solid foundation to build speed on top of. That way you don't stall out once you start getting to the higher speeds as you improve.

Outro

- That's it for this one, make sure to post comments below if you want to be heard in the follow-up commentary. Next mechanic we cover will be the FINAL one in the series, reactive tracking - woo hoo! We're almost done. Don't forget, if you want to support me directly you can choose a tier in the Youtube memberships, but of course this will never be necessary, I'll continue pumping out the content y'all want to see for free on Youtube. I'll see you next time.