

DryFire comparison chart

MJL, April, 2019

| Feature | Swing | DryFire Laser | DryFire Projection | Other |
|---|-------|---------------|--------------------|-------|
| Operates without a data projector | Yes | Yes | No | |
| Operates without a screen or large flat area | Yes | Yes | No | |
| Works with sloping ceiling (attic rooms) | Yes | Yes | No | |
| Uses your own shotgun (.410, 12g, 20g, 28g) | Yes | Yes | Yes | |
| Select which barrel fires first for doubles | No | Yes | Yes | |
| Supports all type of chokes | No | Yes | Yes | |
| Supports user defined chokes | No | Yes | Yes | |
| Supports different choke in each barrel | No | Yes | Yes | |
| Makes allowance for barrel length | No | Yes | Yes | |
| Supports all type of cartridges | No | Yes | Yes | |
| Supports user defined cartridges | No | Yes | Yes | |
| Supports different cartridge in each barrel | No | Yes | Yes | |
| On-gun system linked to trigger switch | No | Yes | Yes | |
| On-gun system with "seismic" release listening to firing pin | No | Yes | Yes | |
| On-gun system controlled by Bluetooth | No | Yes | Yes | |
| Supports inertia release shotguns | No | Yes | Yes | |
| Supports mechanical release triggers | No | Yes | Yes | |
| Supports normal triggers - press to shoot | No | Yes | Yes | |
| Supports set triggers - release to shoot | No | Yes | Yes | |
| Supports all type of clay including standard, mini, battue, chandelle, rabbit etc. | Yes | Yes | Yes | |
| Supports user defined clays | No | Yes | Yes | |
| Accurately models flight of each type of clay | Yes | Yes | Yes | |
| Doppler sound effect to provide 3d feedback during flight of clay | No | Yes | Yes | |
| Allow for wind direction, wind speed and gusts | Yes | Yes | Yes | |
| Ballistically accurate model of shot cloud based on barrel length, chokes, muzzle velocity, shot weight, shot size, wind, altitude etc. | No | Yes | Yes | |
| Energy analysis to see if any pellets striking the clay have sufficient energy to break it. | No | Yes | Yes | |
| Allows for different Point Of Impact (POI) | No | Yes | Yes | |
| Provides a pattern plate to measure POI | No | Yes | Yes | |
| Supports all shooting disciplines: skeet, trap, sporting. | Yes | Yes | Yes | |
| Supports English, America and ISSF rules | Yes | Yes | Yes | |
| Supports Olympic traps singles and doubles | Yes | Yes | Yes | |
| Supports Universal trench and FITASC | Yes | Yes | Yes | |
| Supports single and doubles targets | No | Yes | Yes | |
| Supports simultaneous and on-report double | No | Yes | Yes | |
| Supports user defined layouts | No | Yes | Yes | |
| Supports overhead shots: tower, pheasant, etc | Yes | Yes | Yes | |

| | | | | |
|---|----------|----------|---------|--|
| Supports incoming, outgoing, quartering and wide crossers | Yes | Yes | Yes | |
| Supports bouncing rabbits | Yes | Yes | Yes | |
| Provides multiple views of a layout | No | Yes | Yes | |
| Requires same swing angles and swing speeds as outdoors | Yes | Yes | Yes | |
| Call "Pull" microphone release | Yes | Yes | Yes | |
| Random or fixed delay after calling "Pull" | Yes | Yes | Yes | |
| Automatic release function for repetitive targets or to work through a round – with user-defined delays | Yes | Yes | Yes | |
| Spoken response to shot and indications of next shot to be taken. | No | Yes | Yes | |
| Intensive practice on single target | Yes | Yes | Yes | |
| Work through full round according to rule book | Yes | Yes | Yes | |
| Store scorecard for later analysis | No | Yes | Yes | |
| Replay functions for all shots taken | No | Yes | Yes | |
| Report Generator and export shooting history | No | Yes | Yes | |
| Displays gun motion from start to end of target | No | Yes | Yes | |
| Accurate modelling of lead required. | No | Yes | Yes | |
| Visual display of lead required at any time during clay's flight | No | Yes | Yes | |
| Visual feedback of clay relatively to shot string. | No | Yes | Yes | |
| Detailed feedback on each shot: above, below, in front, behind, aiming error etc. | No | Yes | Yes | |
| Supports metric and imperial measurements | No | Yes | Yes | |
| Minimum wall width required | 10' (3m) | 10' (3m) | | |
| Minimum room depth required | 10' (3m) | 10' (3m) | Yes | |
| Can shooter stand anywhere in relation to simulator | Yes | Yes | Yes | |
| Makes allowance for shooter height | No | Yes | Yes | |
| Setup/breakdown time per session | Seconds | Seconds | Minutes | |
| Supports multiple background photographic display | No | Yes | Yes | |
| Operates with Windows 10 | Yes | Yes | Yes | |
| Operates with Apple Mac iOS | Yes | Yes | Yes | |
| "Move around the room" function to simulate moving between stands | No | Yes | Yes | |
| Squadding function to support multiple shooters | No | Yes | Yes | |
| Competition function for multiple shooters | No | Yes | Yes | |
| Training plans for use by instructors | No | Yes | Yes | |
| Starting price | £175 | £630 | £780 | |

Notes:

1. Some features may be optional
2. Pricing: Swing kit: £175, Swing assembled: £225, DryFire single head £630, DryFire dual head: £840. Projection add-on: £150