

DryFire comparison chart

MJL, May 2022

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	

Note: some features may be optional