



# ***Virtual Shooting Gallery***



**STREAMING**



**GREAT DEALS ON  
EXERCISES  
PACKAGES**



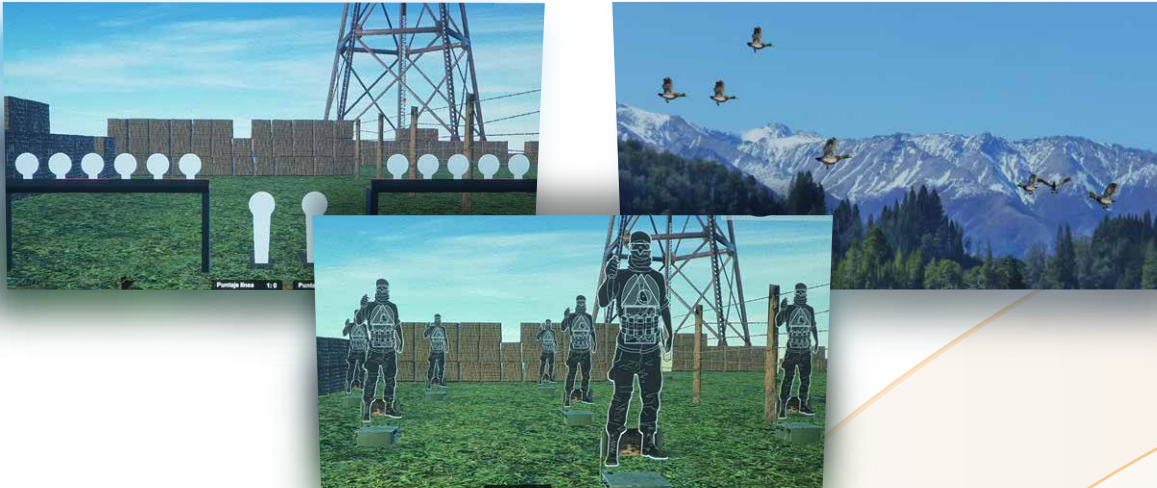
**INDIVIDUAL  
PRACTICES AND  
LOCAL  
COMPETITIONS**



**ONLINE  
COMPETITIONS**

POWERED BY  
**DAVNAR**

## ***"3D EXERCISES***



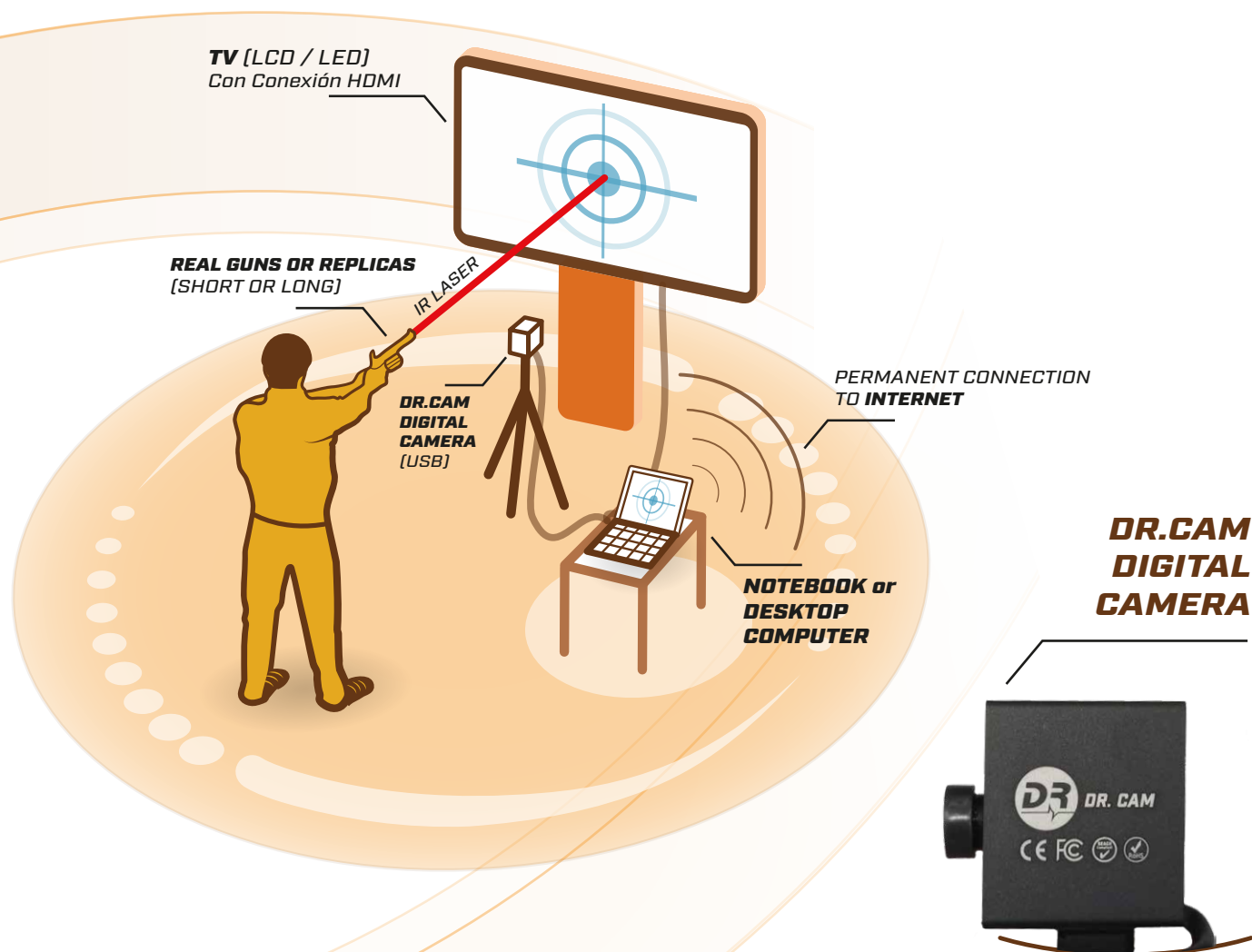
DR NET is the Virtual Shooting Gallery that complements the practice and competition of shooters of all levels. It's a dry fire tool that makes use of the latest technology in simulation that allows you to train throughout the year in the place you want and with whom you want.

The system includes 3D exercise and Mini Videos simulation software and real videos, a shot detection system, a dedicated high-quality Digital Camera, and as virtual emitters, IR laser ammunition or IR laser aiming.

## ***"MINI VIDEOS EXERCISES***



## Did you know that most instructors and shooters unknowingly own almost all the hardware of a Virtual Shooting Gallery?



DR NET allows you to discover it by providing the missing hardware and the appropriate software so that you can teach, practice and compete in your own home via streaming, sharing it with family and friends. DR NET is the ideal companion to not miss a single day of training and without spending on ammo!

You only need to have a Computer / Laptop, a Projector or TV, a tripod, a permanent internet connection and your own weapon, real or replica, short or long. Among the available variety of DR NET exercises includes IPSC-IDPA TOOLBOX and TACTICAL TOOLBOX systems, and ON-LINE Competition. DR NET can be installed anywhere natural / artificial light can be controlled.



# RECOMMENDED TECHNOLOGY

## Minimum Hardware and Software Requirements

### PC or Notebook

[Processor exclusively dedicated to the Virtual Shooting Gallery]



INTEL i3 9gen // i5 5gen // i7 4gen or Equivalents.



RAM  
**16 GB**



Sound: according to customer availability.



SSD 240 GB



WINDOWS® 10 Home Edition

### PROJECTOR or TV [HDMI connection]



#### PROJECTOR [Options]

- Full HD  
1920x1080 pixels  
3.500 lumens
- Super VGA  
800x600 pixels  
3.300 lumens

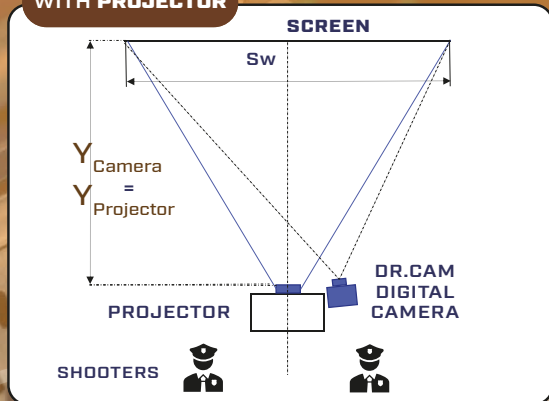


#### TV [LCD / LED]

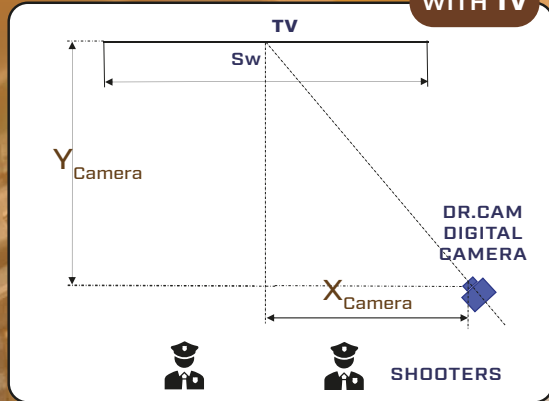
From 32" to 80"

## LAY OUT

#### WITH PROJECTOR



#### WITH TV



#### SYMBOLS

Sw: Screen Width

$Y_{\text{Camera}}$ : Distance Camera - Screen

$X_{\text{Camera}}$ : Distance Camera - Screen Center

Sw	$Y_{\text{Projector}} = Y_{\text{Camera}}$
1730 mm	2500 mm
900 mm	1301 mm

Sw	$Y_{\text{Camera}}$	$X_{\text{Camera}}$
1600 mm	2300 mm	1172 mm
900 mm	1294 mm	659 mm

## **|| INDIVIDUAL PRACTICES**



## **LOCAL || COMPETITIONS**



## **|| ONLINE COMPETITIONS ||**





# ACCESORIES



• VIRTUAL SHOOTING GALLERY

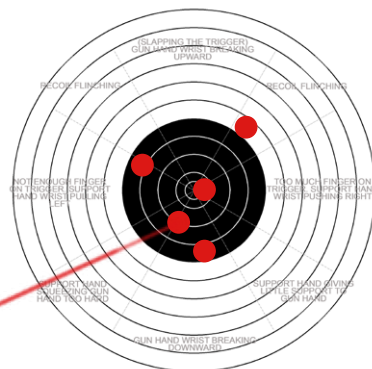


**Position**

Other Models	
9mm (Long)	.45 ACP
.38 Special	.380 ACP (Short)
.40 S&W	12 Gauge
.223 Rem	

**ASK FOR OTHER  
CALIBERS**

## ASK FOR OTHER CALIBERS



## 12 Gauge



### .223 Rem



### .38 Special



9mm

## How does it work?

IR Laser ammunition is the best option for low-cost training with Real Weapons: they are activated by the firing pin of the guns / long firearms / revolvers and turn your real firearm into a virtual shooting device. When the shot occurs, the ammunition emits a pulse of infrared laser light, obtaining instant artificial vision of the location of the shots through the exercises of the DR NET Virtual Shooting Gallery. The impact of the laser can only be read through DR NET equipment and thanks to the ability of a combination of high-precision hardware and software. ▶

# ***Your Real Gun for Virtual Shooting with Blowback Kit and IR Laser Device***

With Blowback



## **How does it work?**

Experience the benefit of realistic recoil training, using **DAVNAR Trainer** conversion barrels on your real pistol. Developed for use with commonly available and inexpensive compressed CO<sub>2</sub> gas. **DAVNAR Trainer** is a revolutionary product that allows you to train in a realistic way, pressing the trigger of the real weapon, using it's real aim and with the possibility of holding the real pistol grip for having control of the recoil in every shot.

Train Safely - Your live barrel is removed from the firearm so there is no chamber, and therefore no way to insert live ammunition.

Train Economically. **WITH BLOWBACK.** ▶



# Long Guns and Rifle Kits



## How does it work?

### **Shotguns ■■**

There are two solutions in Cal. 12:

a) A dummy cartridge is used in which a 9 mm IR laser ammunition is installed threaded inside, all of which goes in the barrel tube of the shotgun.

b) An IR laser cartridge is used in the chamber of the shotgun barrel.

In both technologies and before each shot by the effect of the striker, the switch of the laser ammunition timer is activated and in this way each pulse of IR laser light is generated.

### **Rifle and Automatic Air Soft Guns ■■ [consult by different models]**

An IR Laser Aim is temporarily installed on the end of the gun barrel. When the shot is fired with the rifle or automatic airsoft gun, it triggers the firing pin. This generates a vibration that produces the emission of an IR infrared laser light, obtaining instant visual information on the location of the shots through the different exercises of the DR NET Shooting Gallery. ▶

**We provide IR Laser Devices/ Ammo for the Following Models**

#### **Rifles and Automatic AirSoft Guns**

× Colt M4 [with Electric BlowBack]

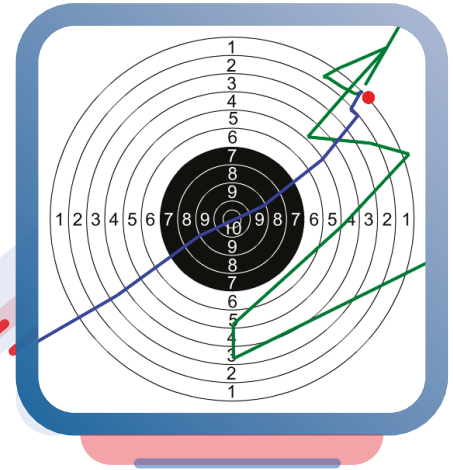
× Other [Consult]

× Compressed Air Rifle Cal. 5.5mm

# ***Pre and Post Shot Traceability***

## ***For Real Guns and Replicas***

IR laser devices activated with vibration sensors of adjustable sensitivity and with communication for the registration of Pre and Post traceability are supplied. ▶



## ***Replica Weapons with IR Laser Device***

### **How does it work?**

**With Blowback**

These are airsoft guns / replicas of pistols with the original stamps and licenses of the original brand, powered by Green Gas -CO<sub>2</sub>- and Battery. The IR Laser Device and its digital trigger system works when activated by a sensor, before the vibration that produces the blowback effect; it is easy to mount on the replica.

The Laser Device emits an infrared laser light, obtaining instant visual information on the location of each one of the shots through the different exercises of the DR NET Virtual Shooting Gallery. The devices have a rechargeable battery and a mini-USB connector [cable included]. ▶





# EXERCISE GUIDE



## Legends



Exercise Available for  
On-Line Competition



Exercise Enabled for  
Local Competition

### Settings

- D** Distance    **T** Duration    **L** Brightness    **S** Silhouette Rotation    **H** Propeller Shape and Travel Speed Variants
- E** Exposure Time    **B** Base Rotation
- Z** Light Illumination Time    **C** Shots -Quantity
- N** Stopping Time at Each Station    **P** Travel Speed    **G** Variants of Shape and Movement Speed of Birds
- A** Number of Hits Required to Take Down the Target
- V** Speed with which Figures Appear and Disappear
- M** Animal Movement Mode    **O** Animal Movement Speed

# PACK 1



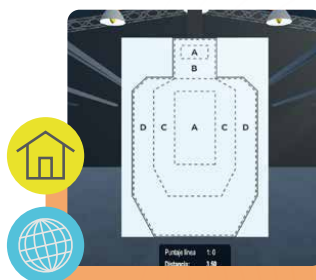
**10 Zone Target**

**D T L C**



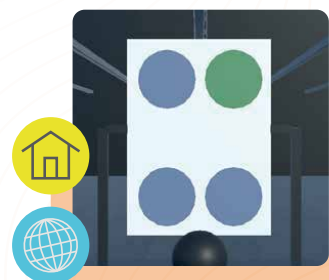
**FBI Target**

**D T L E S C**



**IDPA Target**

**D T L E S C**



**Random Circles**

**D T L C**



**Pine Target**

**T L C**



**Shoot Off**

**T L C**



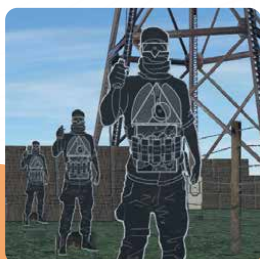
**Memory**

**T L Z C**



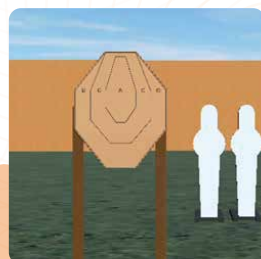
**El Presidente**

**T L C**



**Training Field**

**N L C**



**IPSC Stage**

**L C**



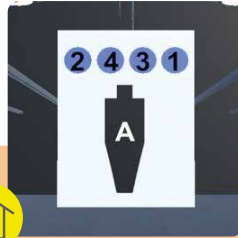
**Sequence 1**

# OTHER EXERCISES



**Moving Targets**

T L C



**Random Numbers**

D T L B C



**Colored Targets**

T L C



**Figures**

T L C



**Fast target**

D T L E S C



**Multiple Figures**

D T L V A C



**Airplane**

T L C



**Moving Plate**

T L C



**Moving Target**

D T L C



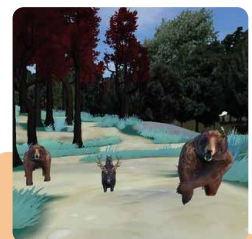
**Interactive Scenario**

T L P C



**Loose Animals**

T L M C



**Animal Attack**

T L O C



**Silhouette**

D T L C E B



**Hostile Silhouette**

D T L C E B



## Legends



Exercise Available for  
On-Line Competition



Exercise Enabled for  
Local Competition

### Settings

- D** Distance    **T** Duration    **L** Brightness    **S** Silhouette    **H** Propeller Shape and Travel Speed Variants
- E** Exposure Time    **B** Base Rotation    **R** Rotation
- Z** Light Illumination Time    **C** Shots -Quantity
- N** Stopping Time at Each Station    **P** Travel Speed    **G** Variants of Shape and Movement Speed of Birds
- A** Number of Hits Required to Take Down the Target
- V** Speed with which Figures Appear and Disappear
- M** Animal Movement Mode    **O** Animal Movement Speed



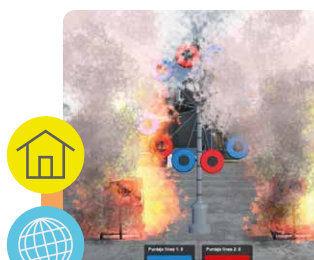
### Movement Training

**T L N C**



### Duck Hunt

**T L G C**



### Steel Challenge

**T L H C**

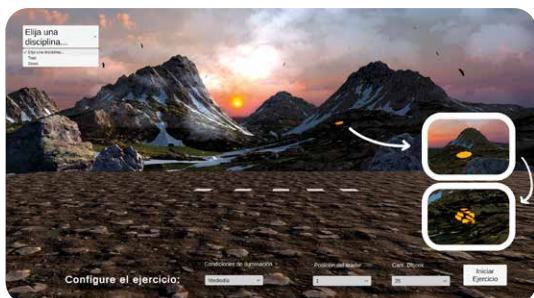


### Shoot Off 2

**T L C**

## SPORTING CLAYS

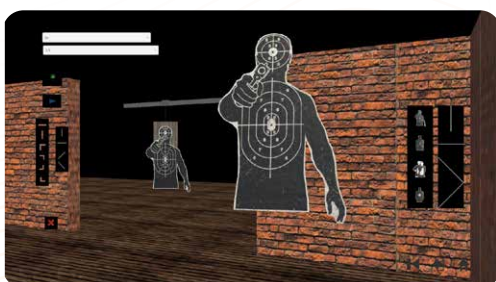
**L**



## Helice target [ZZ birds]



## TACTICAL TOOLBOX



Settings  
that simulate  
several  
Stress  
Conditions



## Legends



Exercise Available for  
On-Line Competition



Exercise Enabled for  
Local Competition

### Settings

- D** Distance    **T** Duration    **L** Brightness    **S** Silhouette Rotation    **H** Propeller Shape and Travel Speed Variants
- E** Exposure Time    **B** Base Rotation
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## TOOLBOX IPSC - IDPA



**FOR 3D STAGE  
DESIGN**

- CUSTOMIZED**
- DESIGNED  
ESPECIALLY  
FOR INSTRUCTORS**



**Sequence 2**



**Sequence 3**



**Sequence 4**



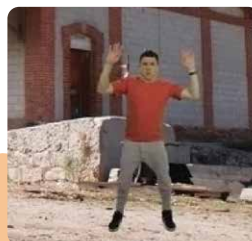
**Sequence 5**



**Extended  
Sequence 1**



**Extended  
Sequence 2**



**Extended  
Sequence 3**

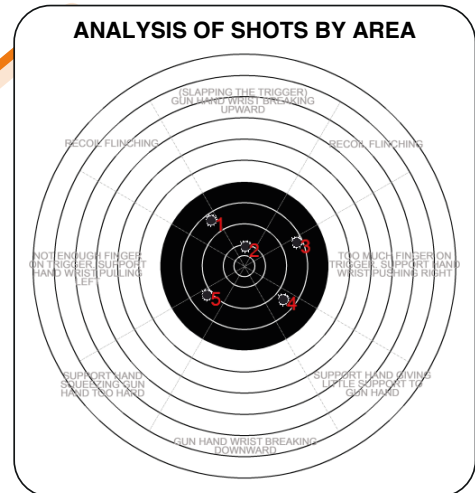


**Extended  
Sequence 4**

# FULL REPORTS FOR EACH AND ALL EXERCISES



Shot	Time	T. between shots	Score	Direction
1	00'00'34.08	00'00'00.00	8	↖ ↗
2	00'00'37.87	00'00'03.79	10	↖ ↗
3	00'00'40.700	00'00'03.613	8	↖ ↗
4	00'00'43.778	00'00'03.78	8	↖ ↗
5	00'00'46.456	00'00'02.678	8	↖ ↗
Average		00'00'03.112		



## NEW EXERCISES AND UPGRADES IN CONSTANT DEVELOPMENT



THE MANUFACTURER RESERVES THE RIGHT TO MODIFY THE SPECIFICATIONS WITHOUT PRIOR NOTICE



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DAVNAR TRAINING

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