



# *Virtual Shooting Gallery*



**ON-DEMAND**



**GREAT DEALS ON  
EXERCISES  
PACKAGES**



**INDIVIDUAL  
PRACTICES AND  
LOCAL  
COMPETITIONS**



**ONLINE  
COMPETITIONS**

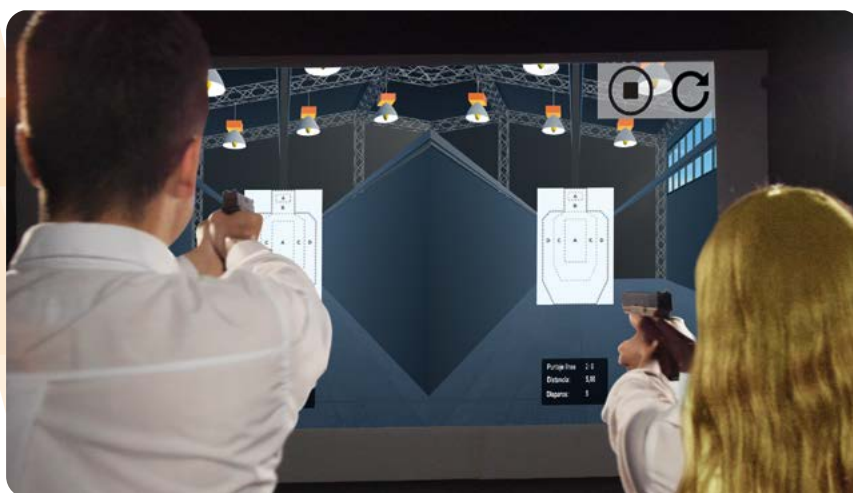
POWERED BY  
**DAVNAR**

## // INDIVIDUAL PRACTICES



## LOCAL //

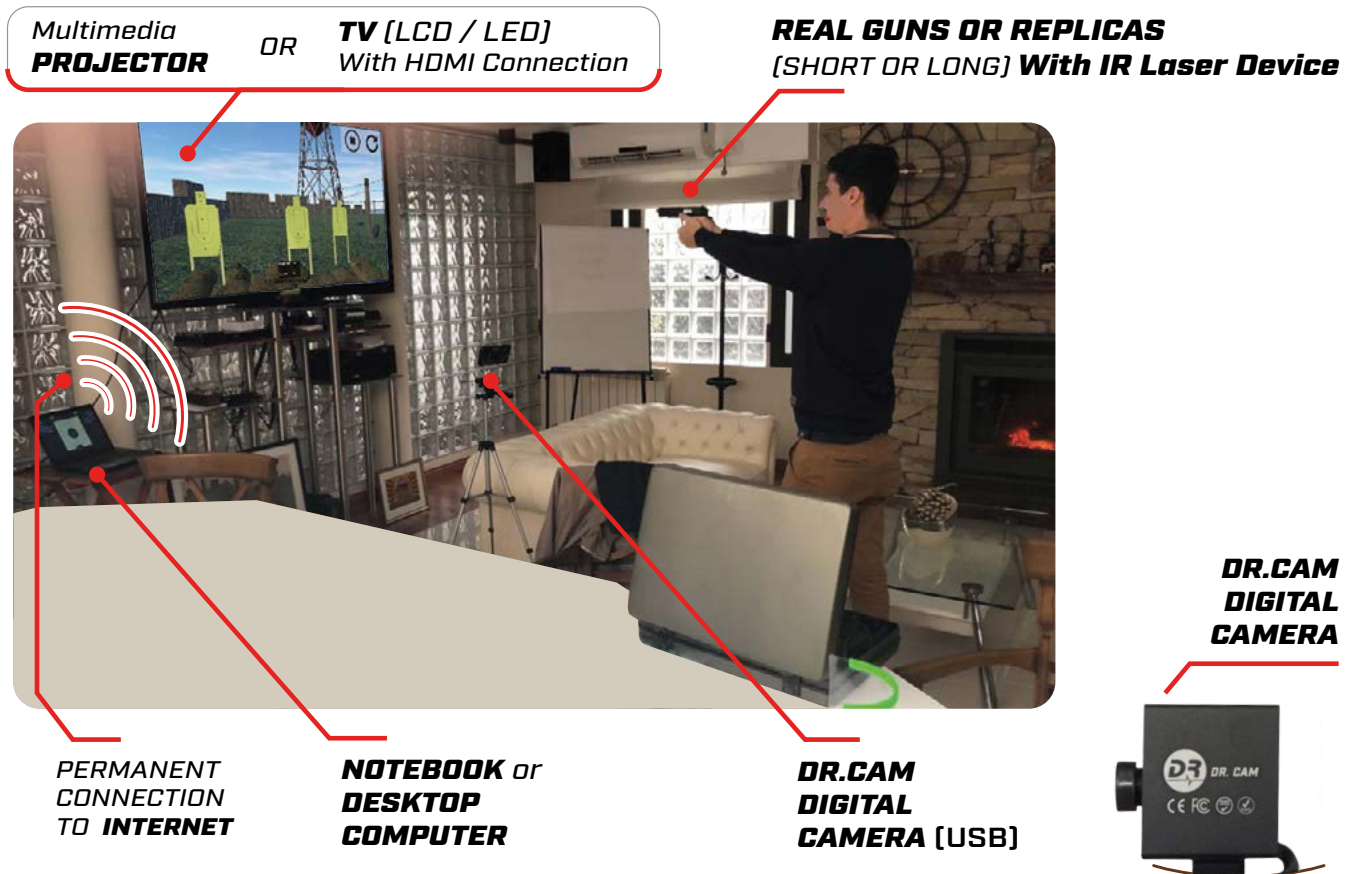
### COMPETITIONS



## // ONLINE COMPETITIONS //



# 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 are included the 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

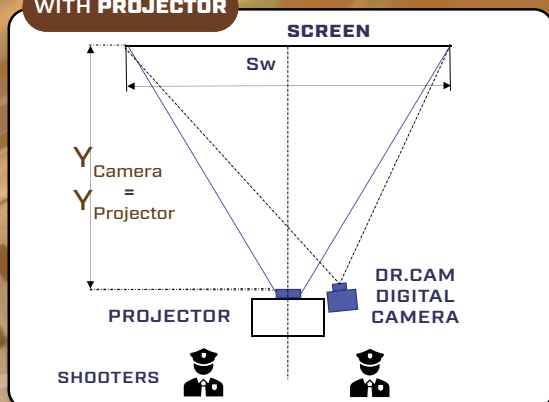


#### TV (LCD / LED)

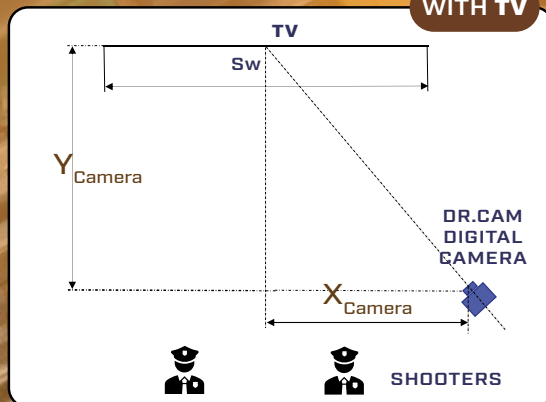
From 32" to 80"

## LAY OUT

#### WITH PROJECTOR



#### WITH TV



#### SYMBOLS

Sw: Screen Width

$Y_{Camera}$  : Distance Camera - Screen

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

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

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

## ***“ 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***





# ACCESORIES



• VIRTUAL SHOOTING GALLERY



# ***Your Real Weapon for Virtual Shooting***

## ***With IR Laser Device***

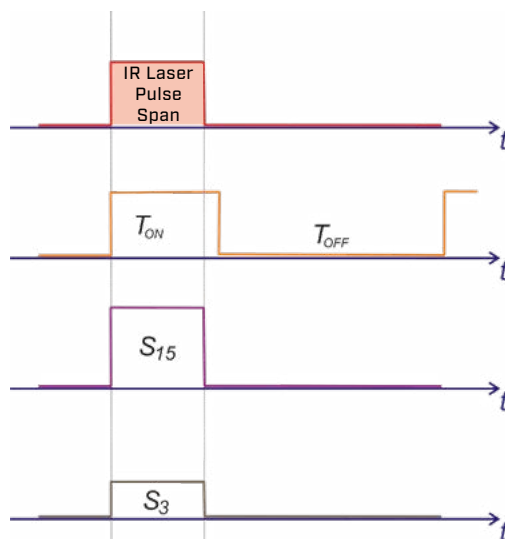
### **How does it work?**

The IR Laser Device by DAVNAR Tech generates infrared laser light, providing instant visual information about the location of each shot during different exercises in the DR NET Virtual Shooting Gallery. The IR Laser Device features a rechargeable battery and a mini-USB connector [with connection cable].

The IR Laser Device and its digital shooting system operate when activated by a sensor, triggered by the vibration generated by the blowback effect; it is easily mounted on the Picatinny Rail of the replica. ▶



*IRM IR Laser Device*



*IR Laser Device Operational  
Parameters*



*Pistol with IR Laser Device*

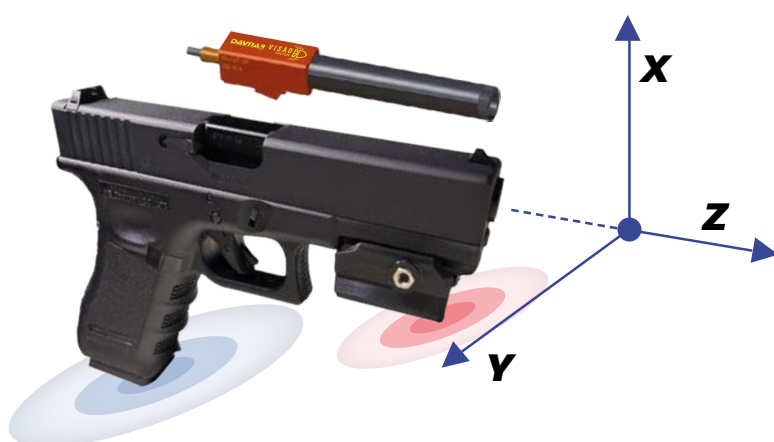
### How does it work?

The most realistic way to practice virtual shooting with a real firearm is by using a DAVNAR Blowback Kit + VISÃO CUSTOM with a DAVNAR Tech IR Laser Device. The IR Laser Device is installed on the Picatinny rail of the firearm. The barrel is changed in the firearm during virtual shooting practice.

The change from a real firearm to virtual use results in a safe training, as the firearm barrel is removed, eliminating the chamber and any possibility of inserting real ammunition. It is replaced with a new barrel compatible with the firearm.

The system has been developed to be used with compressed CO2 gas, easily available and low-cost. This way you can experience the benefit of realistic training with blowback, where DAVNAR + VISÃO CUSTOM conversion barrels specific to each real pistol are used to achieve the recoil effect. SEE AVAILABLE MODELS - ASK ABOUT OTHER MODELS.

Every time the trigger is pressed, the slide moves as if a real shot is fired, and at the same time, an infrared IR laser pulse is generated as a result of the described movement.



It is worth noting that DAVNAR + VISÃO CUSTOM Blowback Kits come with qualified technical support when purchased from authorized agents. ▶

### Blowback KITS

BRAND	MODEL
GLOCK 17	gen 3
GLOCK 17	gen 4
GLOCK 17	gen 5
GLOCK 19	gen 4
GLOCK 19	gen 5
Beretta	PT 92
Bersa	TPR 9
Taurus	1911
Taurus	1911 BULL
Taurus	PT 92
Taurus	TS 9
Imbel	MD 2
Imbel	MD 1
STI	2011
VISÃO	3011
OTHER MODELS UNDER DEVELOPMENT	



# Long Guns, Rifles and Revolvers

## How do they work?

For the adaptation to virtual use, both in 12 Gauge shotguns and in compressed air rifles or various replicas with or without Blowback, an IR Laser Device is used, placed at the end of the barrel, with or without the Picatinny rail.

If there is a Picatinny rail, the IR Laser Device is installed at the end of the rail. If there is no Picatinny rail, a Picatinny rail emulator is used [see image], and with every firing pin impact, the IR Laser Device emits a pulse that hits the screen of the Shooting Simulator / Virtual Shooting Gallery as a result of the generated vibration.

Upon clients' request, a 12 Gauge cartridge emulator, a 9mm or .38 Cali-

ber ammunition emulator can be supplied. This way the firing pin impacts a high-resistance rubber surface, solely to ensure the impact is not in a vacuum, thus reducing the vibration of the firing pin.

The use of the cartridge / ammunition emulator also provides greater safety, as it ensures

the impossibility of inserting real ammunition during virtual shooting practice.

The installation at the end of the barrel tube of the IR Laser Device is temporary and only takes place during virtual shooting practice, using a Picatinny Rail emulator and two disposable self-locking plastic straps.



12 Gauge



*Picatinny Rail Emulator Mount Example*

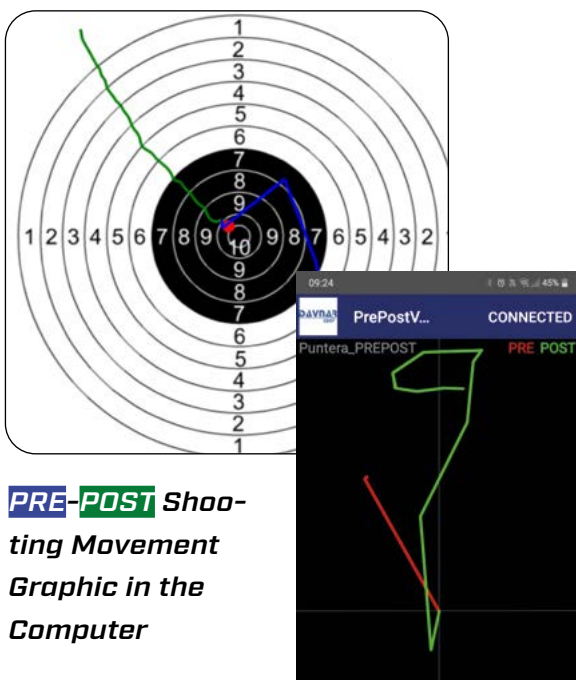
When the shot is fired with the gun replica, carbine, rifle, shotgun, or automatic replica, the firing pin is activated. This generates a vibration that produces an emission of infrared IR laser light, getting instant visual information for the location of the shots during different shooting simulator exercises. ▶



*Revolver with Picatinny Rail Emulator*

## ***Pre-Post Shot Traceability In Real Firearms and Replicas / Markers***

**DAVNAR Tech ORM-P IR Laser Device with communication with the Shooting Simulator / Virtual Shooting Gallery.**



**PRE-POST** Shooting Movement Graphic in the Computer

*The Same Graphic in your Smartphone*

The ORM-P IR Laser Device model comes with highly advanced technology, that not only emits adjustable sensitivity IR laser pulses and other configurable parameters, but also houses 6 active motion sensors using nano mechanics technology. Of all these, 3 sensors determine the moment of the IR laser shot, while the other 3 allow the processor of the Simulator / Virtual Shooting Gallery to 'draw' the movement of the weapon's tip prior to the shot -**PRE-Graph**- using axial and angular technology through analog-to-digital transducers and converters. They also depict the movement of the weapon's tip after the shot -**POST Graph**- in the 10 Zone Target

exercise report. All of this is possible because the IR Laser Device has wireless communication with the Simulator / Virtual Shooting Range processor. ▶



*IRM-P Laser Device*

[\*] We offer a FREE application for smartphones, so that IRM-P IR Laser Device users are able to practice weapon control before and after each shot on their phones, without the need for any Simulator. The manufacturer has developed a website that is accessible to IRM-P IR Laser Device users, where customers who subscribe with a minimal annual fee can re-set their IR Laser Device and adjust settings for different firearms.

### *Settings website for PRE-POST Laser Devices*

#### Parameter changes

Modelo:  
Pre Post Davnar

Hardware:  
34

Firmware:  
7.0

TRIGGER TIME  
[Slider] 50  
Sets the trip time to xxx msec. More information AQUi

TIMOUT  
[Slider] 100  
Set repeat time to xxx msec. More information AQUi

MODE  
Puntera normal [ ] Modo Prepost [x]  
Set the operating mode. More information AQUi

SENSIVILITY  
[Slider] 10  
Sets the trip time to xxx msec. More information AQUi

NUMBER OF SHOTS  
0  
The number of shots fired. AQUi

NUMBER OF PRE-SHOT SAMPLES  
[Slider] 8  
Sets the number L of pre-trigger samples. More information AQUi

NUMBER OF TOTAL SAMPLES  
[Slider] 20  
Sets the number N of total samples. More information AQUi

BLUETOOTH NAME  
Puntera\_PREPOST  
Choose a new Bluetooth name. More information AQUi

SAMPLE RATE  
[Slider] 100  
Set the sample rate. More information AQUi

GYROSCOPE SCALE  
[Slider]



*Pistol with Picatinny Rail and IRM-P Laser Device*



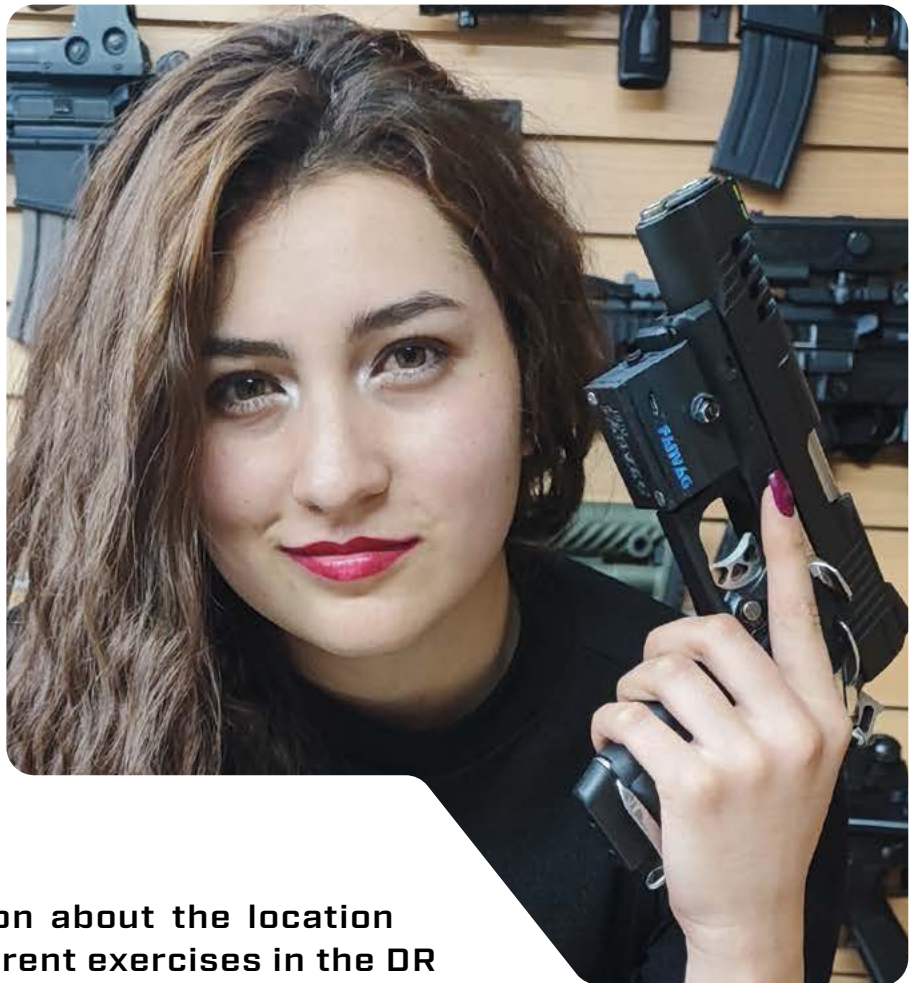
# ***Replicas with IR Laser Device***

## **How do they work?**

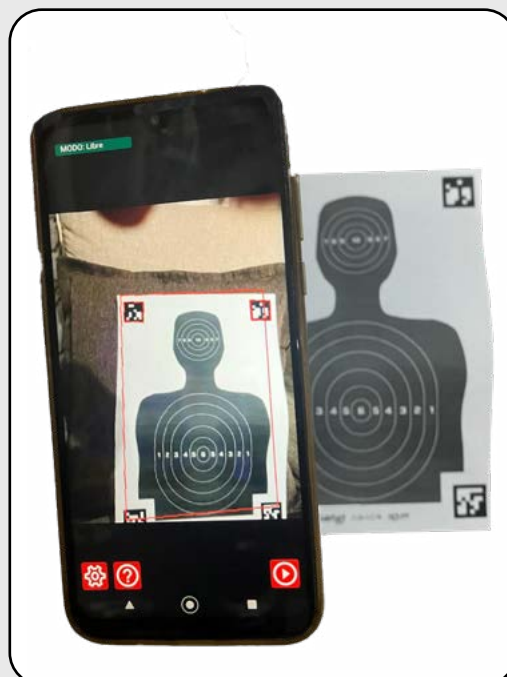
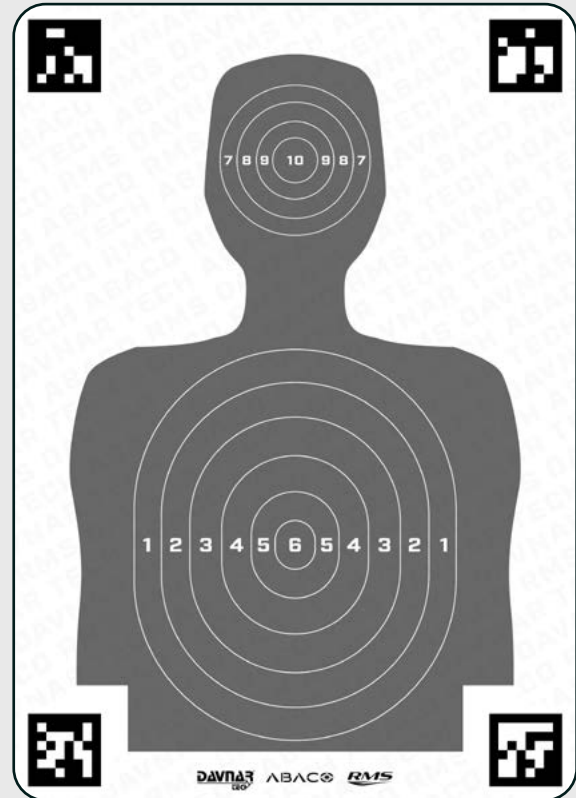
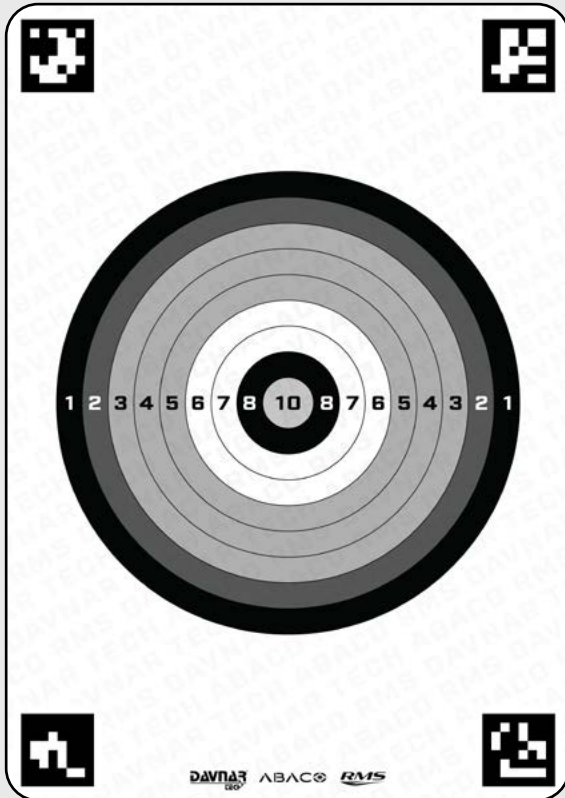
**With Blowback**

These are Markers / Pistol Replicas with original brand markings and licenses, powered by Green Gas - CO2 - / Battery. The IR Laser Device and its digital firing system activate when triggered by a sensor, responding to the vibration produced by the blowback effect; it is easy to mount on the Picatinny Rail of the replica.

The Laser Device generates an infrared laser light, providing instant visual information about the location of each shot during different exercises in the DR NET Virtual Shooting Gallery. The IR Laser Device come with a rechargeable battery and a mini-USB connector [with connection cable]. ▶



# ***Real Shooting Practice with Remote Reading and Pre-Post Shot Recording***







# ▶ **EXERCISES** **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



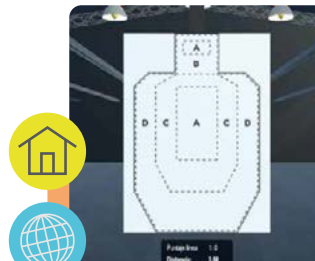
**10 Zone Target**

**D T L C**



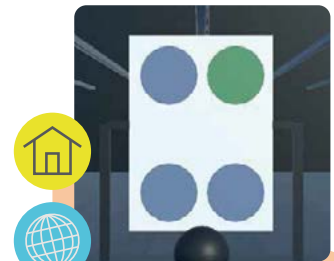
**FBI Target**

**D T L E S C**



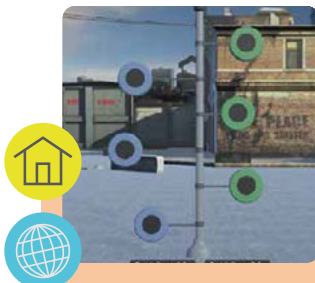
**IDPA Target**

**D T L E S C**



**Random Circles**

**D T L C**



**Pine Target**

**T L C**



**Shoot Off**

**T L C**



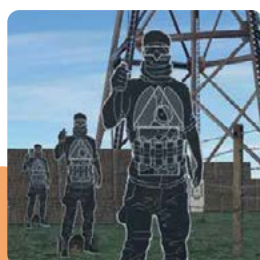
**Memory**

**T L Z C**



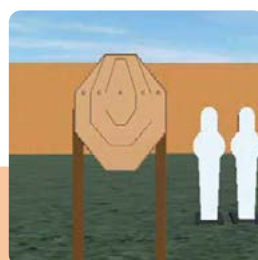
**El Presidente**

**T L C**



**Training Field**

**N L C**



**IPSC Stage**

**L C**



**Sequence 1**



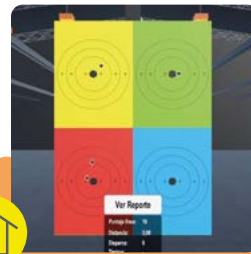
**Moving Targets**

T L C



**Random Numbers**

D T L B C



**Colored Targets**

T L C



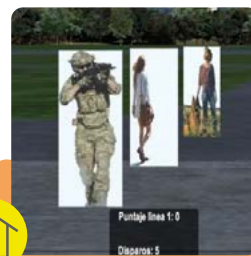
**Figures**

T L C



**Fast target**

D T L E S C



**Multiple Figures**

D T L V A C



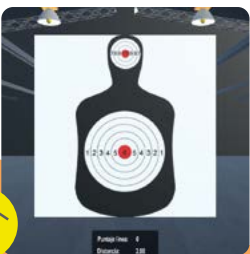
**Airplane**

T L C



**Moving Plate**

T L C



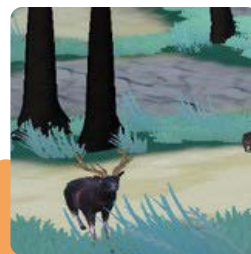
**Moving Target**

D T L C



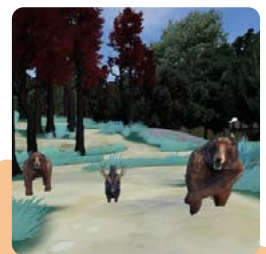
**Interactive Scenario**

T L P C



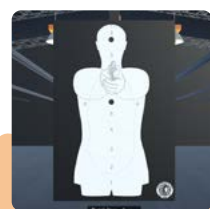
**Loose Animals**

T L M C



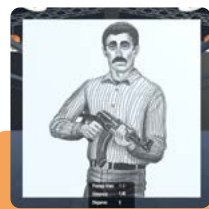
**Animal Attack**

T L O C



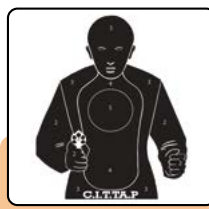
**Silhouette**

D T L C E B



**Hostile Silhouette**

D T L C E B



**Silhouette 1**

D T L E S C



**Silhouette 2**

D T L E S C



**Silhouette 3**

D T L E S C

## 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



**Movement Training**

**T L N C**



**Duck Hunt**

**T L G C**



**Steel Challenge**

**T L H C**



**Shoot Off 2**

**T L C**



**Sequence 2**



**Sequence 3**



**Sequence 4**



**Sequence 5**



**Extended Sequence 1**



**Extended Sequence 2**



**Extended Sequence 3**



**Extended Sequence 4**





**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    **G** Shots -Quantity
- N** Stopping Time at Each Station    **P** Travel Speed    **G** Variants of Shape and Movement Speed of Birds
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# TOOLBOX IPSC – IDPA

**T G**

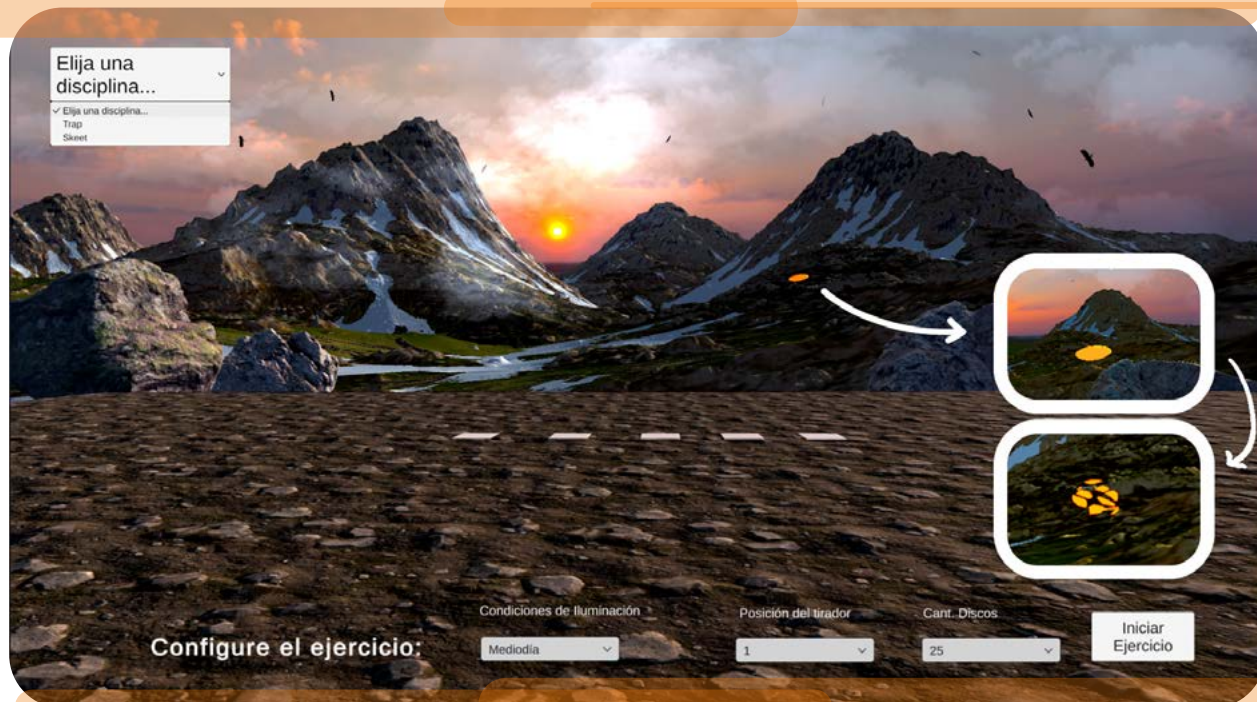
**FOR 3D STAGE  
DESIGN**

**CUSTOMIZED**

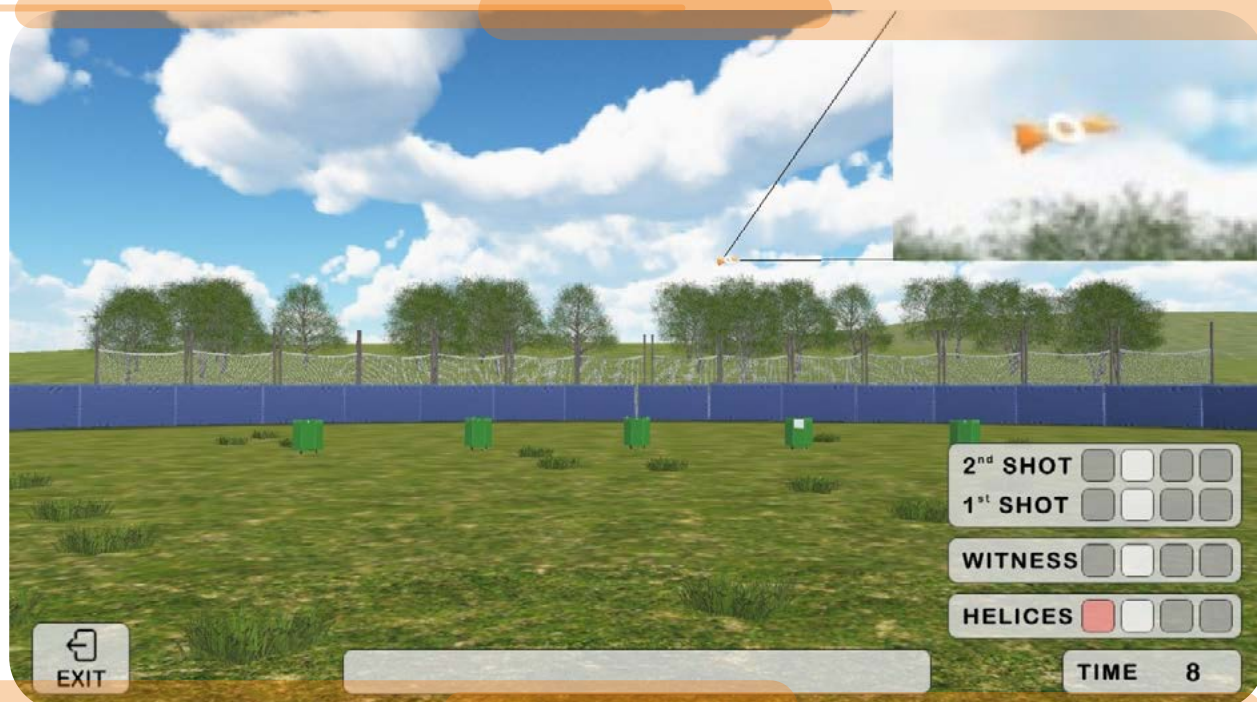
**DESIGNED  
ESPECIALLY  
FOR INSTRUCTORS**



# SPORTING CLAYS



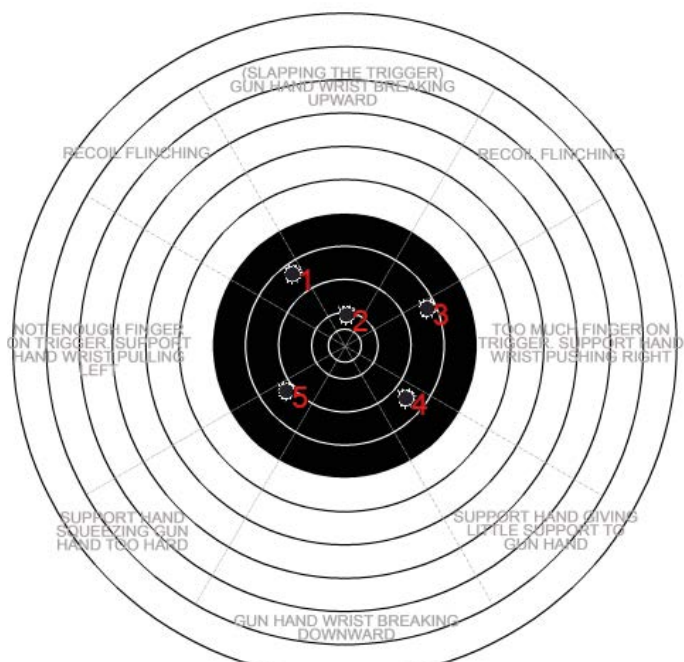
## Helice Target (ZZ birds)





# FULL REPORTS FOR EACH AND ALL EXERCISES

## ANALYSIS OF SHOTS BY AREA



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



IS A TECHNOLOGY OF



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