



## **Introducing DART 4**

DART 4 extends the already powerful training capabilities of DART with a new streamlined user interface, several new course creation tools, and the addition of video targets.

### **Streamlined Interface**

A lot of work went in to making it even easier to create courses of fire within DART. Motion commands, which are used to move targets, people, and objects around the scene, have been greatly simplified making course creation even faster.

### **New Course Creation Tools**

Because DART uses interactive 3D graphics instead of pre-recorded video clips, courses and scenarios can be easily changed and programmed to respond to actions by the trainee. DART 4 features several new tools to make your courses more dynamic and unpredictable. Special branching behaviors have been added to move your course from stage to stage based on user-definable events.

### **Video Sequences**

In simulation applications, interactive 3D graphics offer many advantages over video-based systems. However, video can offer a high level of realism. DART 4 supports video sequences while retaining the advantages of a full 3D system. In an industry first, DART can integrate video directly into realistic 3D environments, allowing a combination of video and 3D targets and objects in one course.

### **Dozens of Enhancements**

DART 4 includes several additional program enhancements designed to make your training time more productive and meaningful, whether its working with a new shooter, use of force training, or marksmanship practice.

#### **Features:**

- Stages can now be loaded and saved as separate files. This allows a stage from one course to be easily inserted into another course without the need to recreate the stage settings from scratch.
- Pauses can be inserted between stages. These pauses are useful for offering instruction or giving a trainee time to reequip or reload.

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Feature list continued...

- Targets and props can be rotated on any axis.
- There is no longer a need to manually save target paths. All path data is automatically saved directly in the course file, making it easier to create target motion.
- Video compatibility has been added. This allows video files to be used as scenario targets.
- Many new target behaviors have been added with an emphasis on scenario creation.
- Score Trigger – if the score of the course, stage, or target reaches a selectable level, an action is triggered.
- Death Trigger – if a TruTarget is killed, a selectable action is triggered.
- End Stage Action – when triggered, this action will end the current stage and move to the next.
- Jump to Stage Action – when triggered, this action will end the current stage and jump to a selected stage (or random stage).
- End Course Action – when triggered, this action will end the entire course.
- Action Sliders – now actions support user settings. For example, if the action is to pause the target, you can set the amount of pause.
- In previous versions, objects could not move closer than 3 feet from the shooter, now there are no movement restrictions.
- Props can now be animated just like targets. This allows things like moving cars, opening doors, etc.
- Props can use behaviors just like targets. For example, IF a glass window prop is shot, THEN play the sound of breaking glass and show a broken window prop.

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