



DART Red Fire[™] Controller.

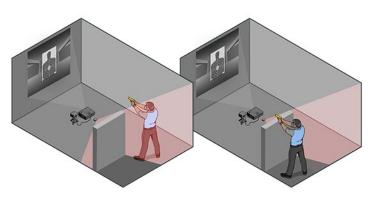
The DART Red Fire controller is an optional accessory for the DART simulation training platform that can activate compatible 3rd party devices in the real world when pre-defined events happen inside the simulation.

The Red Fire controller is a small palm-sized device that attaches to the DART simulator via a USB cable. Once connected, it acts as a wireless control to one or more compatible devices placed inside the training area. Red Fire features two modes: narrow and wide, which can be used to activate devices in a specific area of the room or anywhere in training area.



Cover and Time-based Training

Combined with a SKIF tactical vest, the system can detect a room-wide "shot" that will activate sounds and lights on the vest unless the trainee is behind cover. It can also be used effectively for time-based drills.



The wide hit zone can only be avoided by seeking cover.

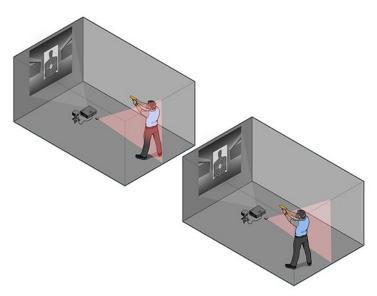
For example, a room-wide shot can be tied to an event inside the DART simulator that requires the trainee to hit a target a specific number of times before a defined time. If the student performs as required, the vest will be prevented from activating.



Off the X Training

Trainers often refer to "getting off the X" as the tactical strategy of moving from a static position to avoid being an easy target in a gunfight. It's one of the hardest skills to practice on the range because safety concerns restrict how much movement can occur.

A DART Red Fire controller, combined with a SKIF tactical vest and stress band, provides feedback when the trainee does not move off the "X" after a specified time - training the student to move at least a full body position away from their previous location.



When Red Fire is in narrow mode, the hit zone can be avoided by moving at least a full body position away from the previous location.

SKIF Tactical Vest and Stress Band

The lightweight SKIF Tactical Vest fits comfortably over a trainee's outfit and uses 12 sensors to capture hits from simulated gunfire or explosions.

The stress band adds an extra layer of realism to your training by creating a stress/pain stimulus when a trainee is "shot". Multiple intensity modes range from a simple vibration to a mild, medium, or strong shock.



See DART for yourself by scheduling a live online demo at dartrange.com/book.

