

ShellCalc© Standard and ShellCalc© Pro comparison

Feature	Shellcalc© Standard	Shellcalc© Pro
Modelling features		
Number of simultaneous trajectory plots	One	Five** (15 for Mines/Gerbs)
Shells	✓	✓
Comets	✓	✓
Bombettes	✗	✓
Mines (3 trajectories per mine)	✗	✓
Gerbs (3 trajectories per gerb)	✗	✓
Modelling options		
Firing angle	✓	✓
Firing position (x/y/z co-ordinates)	✗	✓
Tumbling/Mortar drift	✓	✓
Launch elevation	✓	✓
Launch height	✓	✓
Wind speed	✓	✓
Relative wind direction	✓	✓
Type specific features		
Change muzzle velocity (shells/comets)	✓	✓
Change burst height (shells)	✓	✓
Change Mass (Shells)	✓	✓
Change burn time (Shells)	✓	✓
Effect spread (Mines/Gerbs)	✗	✓
Effect burn speed (Mines/Gerbs)	✗	✓
Other modelling features		
Low level smoke (eg from mortars/cakes etc)	✗	✓
High level smoke (eg from shell bursts)	✗	✓
Noise impact at ground level (user defined)	✗	✓
Output features		
Numerical output	✓	✓
Trajectory plot (x/z)	✓	✓
Ground plot (x/y)	✓	✓
Copy/Paste for superimposing on images etc	✓	✓
Display Features (and ability to show/hide on Output Plots)		
Wind Direction	✓ (✗)	✓ (✓)
Ground level	✓ (✗)	✓ (✓)
Trajectories	✓ (✗)	✓ (✓)
Shell burst position	✓ (✗)	✓ (✓)
Shell burst diameter	✓ (✗)	✓ (✓)
"Normal" fallout arrows	✓ (✓)	✓ (✓)
"Long Duration" fallout arrows	✓ (✓)	✓ (✓)
"Normal" fallout ovals	✗	✓ (✓)
"Long Duration" fallout ovals	✗	✓ (✓)
Shading of "normal" fallout	✗	✓ (✓)
Shading of "Long Duration" fallout	✗	✓ (✓)
Shading of "Low Level" smoke	✗	✓ (✓)
Shading of "High Level" smoke	✗	✓ (✓)
Shading of Sound Pressure circles	✗	✓ (✓)
Other options		
Multi Lingual (Spanish/Italian/French/German etc)	✗	✓
Change entry/display units	✗	✓
Change wind speed units	✗	✓
Pricing and Support Options		
Price	Free	See pricing sheet
Upgrades	None	Free as long as licence is maintained
Support options	Web forum only	Web forum and by email
Latest version (Dec 2022)		
	5.23	11.07