


**this comparison matrix was developed solely by the staff of SimsUshare**  
*we would appreciate it if you report any errors we have made*

<b>System Deployment</b>	<b>Fire Studio 6</b>	
Software to install	Install on each machine	Can install on machine <i>or</i> once in network folder or USB drive; <i>play sims without software installs</i>
Scenario sharing	?	Yes
Embed interactive sims in email, web pages, and LMS's	No	Yes
Platforms	Windows & Mac & iOS <i>play-only</i>	Develop and play sims on Windows, Mac, iOS, Android
Instructor can control multiple role-players at the same time	Yes, with additional cost; not cross-platform; limited to 6 role-players at once	Yes, fully cross-platform with no setup. Modest additional cost for > 3 role-players
Instructor can change condition for all role-players at once	No	Yes
Multiple remote instructors	No	Yes
Independent navigation/control for multiple role-players	No	Yes
<b>Scenario Development</b>		
Interface complexity	Medium-High	Low
# of smoke, fire, HazMat effects	50+	~30+
Multiple views/locations	Yes	Yes
Use own photos	Yes	Yes
Widescreen simulations	Yes	Yes
Use own sounds	Yes	Yes (MP3)
Include videos	Yes	No
Mask effects	Yes	Yes
Timed effects	Yes	Yes
Animated objects besides effects	Yes	No
Capture scenario in video	Yes	iOS; other platforms require 3 <sup>rd</sup> party screen recorders
<b>Support</b>		
Phone & email support	Included	Included
Video tutorials	Limited	Included
Online classes & training	Additional cost	Included
<b>Costs</b>		
Developer Seats/computers for creating & editing unlimited sims	US \$895* (one-time) per developer seat	<b>Developer including CTC capabilities:</b> \$179.95/year
Simulation player/computer	US \$230* (one-time)	Free (Windows/Mac/Web); \$9.99 (one-time) iOS/Android: create/edit any 5 sims

\*All prices are based on list price from Digital Combustion's Web Site as of April 2020