

Gun Performance Summary

Line Name: DPISF-013-P1008
Start time: 23/02/2010 13:45:23

Client: **DPI**
Contract: **Southern Flanks 2D**

Gun Name	No. of Shots	No. of Errors	Max Error	Std. Dev. of Error	Min Delay	Max Delay
String 1, Cluster 1, Gun 1	3695		0.2	0.04	9.4	9.8
String 1, Cluster 1, Gun 2	3695		0.2	0.05	9.2	9.5
String 1, Cluster 2, Gun 3	3695		0.2	0.02	9.7	9.9
String 1, Cluster 2, Gun 4	3695		-0.2	0.05	9.2	9.5
String 1, Cluster 3, Gun 5	3695		-0.1	0.04	10.7	11.1
String 1, Cluster 4, Gun 6	3695		-0.1	0.03	9.9	10.3
String 1, Cluster 5, Gun 7	3695		0.2	0.06	9.8	10.1
String 1, Cluster 6, Gun 8	0		0	0.00	0.0	0.0
String 1, Cluster 6, Gun 9	3695		-0.1	0.03	9.9	10.2
String 1, Cluster 7, Gun 10	3695		0.5	0.11	9.8	10.4
String 1, Cluster 7, Gun 11	3695		0.3	0.10	9.4	9.8
String 2, Cluster 1, Gun 1	3695		0.2	0.05	9.7	10.0
String 2, Cluster 1, Gun 2	3695		0.4	0.10	9.7	10.5
String 2, Cluster 2, Gun 3	3695		-0.1	0.06	9.7	10.0
String 2, Cluster 2, Gun 4	0		0	0.00	0.0	0.0
String 2, Cluster 3, Gun 5	3695		-0.2	0.06	9.9	10.2
String 2, Cluster 4, Gun 6	3695		-0.2	0.06	10.4	10.8
String 2, Cluster 5, Gun 7	3695		-0.1	0.04	11.5	11.8
String 2, Cluster 6, Gun 8	3695		0.3	0.06	9.6	9.9
String 2, Cluster 6, Gun 9	3695		0.3	0.09	9.5	9.9
String 2, Cluster 7, Gun 10	3695		0.4	0.12	9.9	10.7
String 2, Cluster 7, Gun 11	3695		0.4	0.09	9.6	10.3

* 'No. of Errors' are gun related errors (not including possible autofires, depth and pressure errors).