

Gun Performance Summary

Line Name: DPISF-S13-P1082
Start time: 31/03/2010 01:46:25

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	4002		0.4	0.09	10.0	10.6
String 1, Cluster 1, Gun 2	4002		0.2	0.05	9.5	9.9
String 1, Cluster 2, Gun 3	4002		0.2	0.05	9.6	9.9
String 1, Cluster 2, Gun 4	4002		-0.1	0.04	10.0	10.2
String 1, Cluster 3, Gun 5	4002		-0.7	0.14	10.3	11.3
String 1, Cluster 4, Gun 6	4002		0.3	0.10	9.8	10.2
String 1, Cluster 5, Gun 7	4002		0.2	0.05	9.6	9.9
String 1, Cluster 6, Gun 8	0		0	0.00	0.0	0.0
String 1, Cluster 6, Gun 9	4002		-0.1	0.03	9.4	9.6
String 1, Cluster 7, Gun 10	4002	37	-0.6	0.17	9.7	10.7
String 1, Cluster 7, Gun 11	4002		0.5	0.12	9.4	10.2
String 2, Cluster 1, Gun 1	4002		0.1	0.04	9.4	9.7
String 2, Cluster 1, Gun 2	4002		0.1	0.04	8.8	9.1
String 2, Cluster 2, Gun 3	0		0	0.00	0.0	0.0
String 2, Cluster 2, Gun 4	4002		-0.1	0.04	9.5	9.7
String 2, Cluster 3, Gun 5	4002		-0.2	0.05	9.4	9.6
String 2, Cluster 4, Gun 6	4002		0.6	0.07	9.1	9.8
String 2, Cluster 5, Gun 7	4002		-0.2	0.05	11.9	12.4
String 2, Cluster 6, Gun 8	4002		-0.3	0.09	9.6	10.0
String 2, Cluster 6, Gun 9	4002		0.4	0.10	9.6	10.2
String 2, Cluster 7, Gun 10	4002		0.4	0.07	9.1	9.7
String 2, Cluster 7, Gun 11	4002		0.3	0.09	9.5	9.9

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