

Gun Performance Summary

Line Name: DPISF-048-P1062
Start time: 23/03/2010 18:30:01

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	3316		0.4	0.09	9.9	10.5
String 1, Cluster 1, Gun 2	3316		0.3	0.06	9.3	9.8
String 1, Cluster 2, Gun 3	3316		-0.2	0.06	9.9	10.4
String 1, Cluster 2, Gun 4	3316		0.6	0.06	10.4	11.3
String 1, Cluster 3, Gun 5	3316		0.4	0.08	10.7	11.7
String 1, Cluster 4, Gun 6	3316		0.2	0.08	9.7	10.2
String 1, Cluster 5, Gun 7	3316		-0.2	0.05	9.4	9.9
String 1, Cluster 6, Gun 8	0		0	0.00	0.0	0.0
String 1, Cluster 6, Gun 9	3316		-0.1	0.04	9.4	9.6
String 1, Cluster 7, Gun 10	3316		0.6	0.18	9.7	10.7
String 1, Cluster 7, Gun 11	3316		0.6	0.14	9.5	10.5
String 2, Cluster 1, Gun 1	3316		0.2	0.04	9.0	9.5
String 2, Cluster 1, Gun 2	3316		-0.1	0.04	9.0	9.4
String 2, Cluster 2, Gun 3	3316		0.2	0.05	9.5	9.9
String 2, Cluster 2, Gun 4	0		0	0.00	0.0	0.0
String 2, Cluster 3, Gun 5	3316		0.2	0.05	9.2	9.7
String 2, Cluster 4, Gun 6	3316		-0.3	0.06	9.2	9.9
String 2, Cluster 5, Gun 7	3316		-0.5	0.13	11.0	12.2
String 2, Cluster 6, Gun 8	253	12	-5.9	0.38	3.6	9.5
String 2, Cluster 6, Gun 9	3316		0.2	0.06	9.6	10.1
String 2, Cluster 7, Gun 10	3316		0.3	0.06	8.8	9.4
String 2, Cluster 7, Gun 11	3316		0.4	0.11	9.4	10.1

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