

Gun Performance Summary

Line Name: DPISF-S06-P1052
 Start time: 14/03/2010 08:09:36

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	8301		0.4	0.10	9.9	10.6
String 1, Cluster 1, Gun 2	8301		0.2	0.05	9.5	9.9
String 1, Cluster 2, Gun 3	8301		-0.1	0.04	9.4	9.7
String 1, Cluster 2, Gun 4	8301		0.4	0.08	9.9	10.5
String 1, Cluster 3, Gun 5	8301		0.3	0.08	10.6	11.3
String 1, Cluster 4, Gun 6	8301		0.2	0.07	9.6	9.9
String 1, Cluster 5, Gun 7	8301		0.3	0.06	9.3	9.7
String 1, Cluster 6, Gun 8	0		0	0.00	0.0	0.0
String 1, Cluster 6, Gun 9	8301		0.1	0.05	9.5	9.9
String 1, Cluster 7, Gun 10	8301		0.6	0.15	9.4	10.5
String 1, Cluster 7, Gun 11	8301		0.3	0.07	9.3	9.9
String 2, Cluster 1, Gun 1	8301		0.1	0.04	9.0	9.4
String 2, Cluster 1, Gun 2	8301		0.2	0.04	9.4	9.8
String 2, Cluster 2, Gun 3	8301		0.1	0.04	9.7	10.0
String 2, Cluster 2, Gun 4	0		0	0.00	0.0	0.0
String 2, Cluster 3, Gun 5	8301		0.1	0.04	9.2	9.4
String 2, Cluster 4, Gun 6	8301		0.2	0.05	9.3	9.7
String 2, Cluster 5, Gun 7	8301		-0.2	0.05	10.9	11.5
String 2, Cluster 6, Gun 8	8301		0.3	0.07	9.3	9.9
String 2, Cluster 6, Gun 9	8301		-0.3	0.08	9.4	10.0
String 2, Cluster 7, Gun 10	8301		0.2	0.05	9.3	9.7
String 2, Cluster 7, Gun 11	8301		0.3	0.06	9.3	9.7

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