

Gun Performance Summary

Line Name: DPISF-052-P2060
Start time: 22/03/2010 20:32:17

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	4662		0.5	0.09	9.9	10.6
String 1, Cluster 1, Gun 2	4662		0.3	0.07	9.3	9.9
String 1, Cluster 2, Gun 3	4662		0.3	0.06	9.9	10.5
String 1, Cluster 2, Gun 4	4662		-0.5	0.06	10.3	11.0
String 1, Cluster 3, Gun 5	4662		-0.3	0.07	10.8	11.8
String 1, Cluster 4, Gun 6	4662		-0.2	0.08	9.7	10.1
String 1, Cluster 5, Gun 7	4662		-0.2	0.05	9.4	9.8
String 1, Cluster 6, Gun 8	0		0	0.00	0.0	0.0
String 1, Cluster 6, Gun 9	4662		0.1	0.03	9.3	9.5
String 1, Cluster 7, Gun 10	4662	2	4.1	0.17	9.6	14.1
String 1, Cluster 7, Gun 11	4662	2	2.2	0.14	9.5	12.0
String 2, Cluster 1, Gun 1	4662		0.7	0.04	9.0	9.9
String 2, Cluster 1, Gun 2	4662		0.4	0.04	9.2	9.7
String 2, Cluster 2, Gun 3	4662		0.9	0.05	9.5	10.6
String 2, Cluster 2, Gun 4	0		0	0.00	0.0	0.0
String 2, Cluster 3, Gun 5	4662		0.1	0.04	9.2	9.6
String 2, Cluster 4, Gun 6	4662		0.2	0.05	9.3	10.0
String 2, Cluster 5, Gun 7	4662		-0.4	0.08	11.2	11.8
String 2, Cluster 6, Gun 8	4662		0.2	0.04	9.2	9.6
String 2, Cluster 6, Gun 9	4662		-0.3	0.07	9.3	9.9
String 2, Cluster 7, Gun 10	4662	2	4.2	0.10	8.8	13.1
String 2, Cluster 7, Gun 11	4662	2	0.2	0.07	9.3	9.7

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