

Gun Performance Summary

Line Name: DPISF-006-P1078
 Start time: 29/03/2010 12:57:34

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	3202		0.3	0.05	9.9	10.3
String 1, Cluster 1, Gun 2	3202		0.2	0.05	9.3	9.7
String 1, Cluster 2, Gun 3	3202		0.2	0.04	9.8	10.0
String 1, Cluster 2, Gun 4	3202		0.1	0.04	10.1	10.3
String 1, Cluster 3, Gun 5	3202		0.3	0.08	10.4	11.0
String 1, Cluster 4, Gun 6	3202		0.3	0.10	9.9	10.3
String 1, Cluster 5, Gun 7	3202		-0.1	0.04	9.5	9.8
String 1, Cluster 6, Gun 8	0		0	0.00	0.0	0.0
String 1, Cluster 6, Gun 9	3202		-0.1	0.04	9.5	9.7
String 1, Cluster 7, Gun 10	3202		0.5	0.18	9.7	10.5
String 1, Cluster 7, Gun 11	3202		0.4	0.12	9.6	10.3
String 2, Cluster 1, Gun 1	3202		-0.1	0.04	9.3	9.7
String 2, Cluster 1, Gun 2	3202		0.2	0.04	8.9	9.3
String 2, Cluster 2, Gun 3	0		0	0.00	0.0	0.0
String 2, Cluster 2, Gun 4	3202		-0.1	0.04	9.4	9.6
String 2, Cluster 3, Gun 5	3202		-0.1	0.05	9.4	9.6
String 2, Cluster 4, Gun 6	3202		0.6	0.07	9.2	9.9
String 2, Cluster 5, Gun 7	3202		0.2	0.05	11.8	12.4
String 2, Cluster 6, Gun 8	3202		0.2	0.06	9.6	9.9
String 2, Cluster 6, Gun 9	3202		0.3	0.09	9.6	10.0
String 2, Cluster 7, Gun 10	3202		0.3	0.07	9.1	9.8
String 2, Cluster 7, Gun 11	3202		0.4	0.11	9.5	10.0

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