

CODE 30 SHAPE DIMENSIONS (A/C)

X - Variable

Y

0 = 0.5

1 = 0.25

2 = 0.1

3 = 0.05

4 = 0.03

5 = 0.01

6 = 0.005

7 = 0.002

8 = 1.0

9 = Other

CODE 31 OPTIMUM VIBRAL ANGLE
(Referred to gun diameter)

X - Decreased in size

Y

0 = 0.1

1 = 0.2

2 = 0.5

3 = 0.75

4 = 1.0

5 = 1.5

6 = 2.0

7 = 4.0

8 = 4.0 to 20.0

9 = Other

CODE 32 LIGHT BRIGHTNESS (Intensity)

X Decreased

Y

0 Sunlight on mirror

1 Sunlight on aluminum

2 Sunlight on plaster

3 Sunlight on stone

4 Sunlight on soil

5 Brighter than moon

6 Like moon

7 Duller than moon

8 Slightly visible

9 Other

CODE 33 ANGULAR VELOCITY

X Variable

Y

0 Zero

1 Very slow, 1° per second

2 Slow, 1° per second

3 Moderate, 45° per second

4 Rapid, 120° per second

5 Very fast, 300° per second

6 Extremely fast, 900° per second

7 More than 900° per second

8

9 Other

CODE 34 ANGULAR ACCELERATION
(Change in Angular Velocity)

X Variable

Y

0 Zero, constant

1 Decreasing slowly

2 Decreasing slowly

3 Increasing fast

4 Increasing fast

5 Increasing very fast

6 Decreasing very fast

7

8

9

CODE 35 AUTOMATIC FEEDING

X

Y

0 - S

1 - SE

2 - E

3 - SE

4 - S

5 - SW

6 - W

7 - NW

8

9

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