

METHOD FOR PROGRAMMING THE SHATTERING OF PROJECTILES AND TUBE WEAPON WITH PROGRAMMING SYSTEM

ABSTRACT

[0052] A method for programming the shattering of projectiles (G) and a weapon (12) with a programming system (14, 16, 18). The projectiles are intended to destroy a target (Z) at which they are fired along heavily curved trajectories and are detonated at shattering points near the target. The longitudinal distance (x_z) of the target from the weapon is measured and the elevation (λ) is adjusted for which a known muzzle velocity ($v_0(0)$) and a longitudinal distance of the shattering point at a predetermined optimal height (y^*) are taken into consideration. The actual muzzle velocity ($v_0(\text{eff})$) is determined and a calculation for the programming is carried out in which the actual muzzle velocity is taken into account and the optimal height of the shattering point is held constant. The corresponding programming is transmitted to the projectiles. The weapon has an associated programming system for correspondingly programming the projectiles. The programming system has v_0 -measuring means (14) for determining the actual muzzle velocity, and computer means (16) for calculating the programming of the projectiles, as well as transmitting means for transmitting the programming to the projectiles.