

In-flight Programming Of Trigger Time Of A Projectile

ABSTRACT

[0032] The present invention describes methods for programming trigger time of a projectile (60) based on remaining flight time to a target (P) after the projectile (60) is airborne. The actual muzzle (V_0) and flight speeds (V_1 , V_2 , etc.) are independently determined and compared to those used by the ballistic computer (30), and a better estimate of trigger time is accordingly used to activate detonation of the projectile (60). In one embodiment, a Kalman algorithm is used to provide a better estimate of the projectile's flight speeds obtained by independent methods to provide the better estimate of the trigger time.

[0033] FIG. 4 for publication.