

SKQ2418S Gun Log

DATE (UTC)	TIME (UTC)	GUN 1	GUN 2	GUN 3	GUN 4	ON	OFF	NOTES
2024-12-24	22:34	SI01	SI04			x		current config, working ok since sometime last night (there were many configurations tried to get to this one)
2024-12-24	23:34	SI01	SI04				x	guns off, system off, recovering for streamer repairs
2024-12-27	22:46	SI01	USG			x		starting ramp up
2024-12-27	22:52	SI01	USG			x		full volume
2024-12-27	22:57	SI01	USG				x	guns offline for testing (reboot hotshot computer)
2024-12-27	23:06	SI01	USG			x		guns back on line
2024-12-28	23:20	SI01	USG				x	guns not firing, leak
2024-12-29	00:47	SI01	USG			x		begin ramp up
2024-12-29	00:53	SI01	USG			x		full volume
2024-12-30	00:40	SI01	USG				x	shutdown for sea turtle
2024-12-30	00:55	SI01	USG			x		starting ramp up
2024-12-30	01:01	SI01	USG			x		full volume
2024-12-30	20:26	SI01	USG				x	EOL 110, prepare for recovery
2024-12-31	02:56	SI01	USG			x		starting ramp up
2024-12-31	03:02	SI01	USG			x		full volume
2024-12-31	15:59	SI01	USG				x	EOL 112a, gun float needs to be replaced
2024-12-31	17:31	SI01	USG			x		starting ramp up
2024-12-31	17:36	SI01	USG			x		full volume
2024-12-31	22:27	SI01	USG					Gun 1 not firing
2024-12-31	22:30	SI01	USG					Gun 2 not firing
2024-12-31	22:33	SI01	USG					Gun 2 is back, continuing with single gun for a while
2025-01-01	00:15	SI01	USG				x	guns offline for replacement
2025-01-01	02:16	SI02	SI04			x		starting ramp up
2025-01-01	02:23	SI02	SI04			x		full volume
2025-01-01	22:49	SI02	SI04				x	shutdown for sea turtle
2025-01-01	23:06	SI02	SI04			x		full volume
2025-01-02	20:32	SI02	SI04				x	guns offline for recovery/float replacement
2025-01-02	21:38	SI02	SI04			x		starting ramp up
2025-01-02	21:44	SI02	SI04			x		full volume
2025-01-03	19:55	SI02	SI04				x	guns offline for recovery and 4-gun redeployment
2025-01-04	06:03	SI02	SI04	SI01	LMN	x		starting ramp up
2025-01-04	06:09	SI02	SI04	SI01	LMN	x		2 guns online
2025-01-04	06:15	SI02	SI04	SI01	LMN	x		full volume
2025-01-05	01:54	SI02	SI04	SI01	LMN		x	guns offline for recovery, end of survey