

A.C. SUPPLY OUTFITS.

OUTFIT.	MACHINES.	PRINCIPAL USES.	REMARKS.
DDA	2 - 200 watt alternators (220 v. or 110 v.)	Certain Submarines prior to "CLYDE" and "SALMON".	
DDB	Uses transmitter filament alternator (500 cycles)	"PORPOISE" only.	
DDC	2 - 200 watt alternators (220 v. or 110 v.) 2 Boosters.	"CLYDE", "SALMON" and later submarines.	For use in Submarines only.
DDD	2 800 watt alternators (220 v. or 110 v.) 2 Boosters.	"T" and "U" submarines.	
DE	2 - 800 watt alternators (220 volts) 2 Boosters.	C. R.R. in cruisers.	Any one of three rectifiers in C.R.R. can be supplied from emergency machine in 2nd Office (outfit DG).
DG	1 - 100 watt alternator (20 volts)	2nd W/T office of cruisers and above.	Normal supply obtained from auxiliary office. Has 2 position switch. <u>In Position 1:-</u> Rectifier for 2nd office is supplied from auxiliary office. DG machine supplies C.R.R. <u>Position 2:-</u> Rectifier for 2nd office is supplied from outfit DG.
DH	2 - 800 watt alternators (220 volts or 110 volts) 1 - 100 watt alternator (20 volts) 2 Boosters.	Auxiliary office of cruisers and above. Main office of Leaders and below	Also supplies 2nd office (which is only fitted with outfit DG). Emergency 20 volt alternator fitted with DH supplies own office only.
DHB	2 - 800 watt alternators (220 v.) 2 Boosters.	For use with Type 73X.	
DHD	1 - 800 watt alternator (220 v.) 1 Booster.	2nd W/T office of Leaders.	Where an alternative source of supply is available from main office.

A.C. SUPPLY OUTFITS (Contd.)

OUTFIT.	MACHINES.	PRINCIPAL USES.	REMARKS
DJ	2 - 200 watt alternators (220 or 110 volts) 1 - 100 watt alternator (20 volts) 2 Boosters	Destroyers, Escort vessels and below.	
DK	1 - 100 watt alternator (20 volt)	2nd office of Flotilla Leaders and Tribals.	2nd office is normally supplied from main office.
DL	2 - $2\frac{1}{2}$ kW. alternators (220 v. or 110 v.) 1 - 100 watt alternator (20 v.) 2 Boosters.	C.R.R.'s of cruisers and above. Auxiliary offices of cruisers. Main office of Tribals, Flotilla Leaders and below.	
DLC	2 - $2\frac{1}{2}$ kW. alternators (220 v. or 110 v.) 1 - 100 watt alternator (20 v.) 2 Boosters.	Transmitter rooms of ships fitted with C.C.S.	20 v. emergency alternator is only fitted if T.R. contains Type 49C.
DM	Transmitter alternators (500 cycles).	No.1 T.R. of "WARSPITE" only.	
DSA	1 - 400 watt alternator (220 v.)	S.R.E.	

A.G. SUPPLY OUTFITS (Contd.)

OUTFIT.	MACHINES.	PRINCIPAL USES.	REMARKS.
DN	Transmitter alternators (500 cycles). 1 - 100 watt alternator (20 volt).	No. 2 T.R. of "WARSPITE" only.	
DO	1 - 200 watt alternator (220 v.) 1 Booster.	D/F offices where another source of supply is not available.	
DQB	2 - 800 watt alternators. (220 v. or 110 v.) 2 Boosters	Auxiliary office of capital Ships and carriers. Main office of mine- sweepers and patrol vessels.	Also supplies 2nd office.
DRB	2 - 2½ kW. alternators	C.R.R. of cruisers and above. 2nd office of depot ships. Auxiliary office of cruisers. Main office of Leaders & below.	
DRC	2 - 2½ kW. alternators (220 v.) 2 Boosters.	Transmitter rooms of C.C. ships.	

Note 1:- In ships fitted with A.C. outfits which include a 20 volt alternator a special 20 volt battery is fitted to drive it if 20 volt ship's supply is not available.

Note 2:- As a general rule outfits DND, DQB, DRB and DRC are intended for offices fitted with all-wave receivers.