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function [vi, vf] = lambert(ri_vec, rf_vec, dt, DM, Sun)
*lambert Solve lambert problem using universal variables method
    Output initial and final velocities given respective position vectors
    Inputs in km, Results in km/s
    DM = Direction of Motion (short way or long way)
fcnPrintQueue(mfilename('fullpath')) % Add this code to code app
tol = 1e-6;
ri = norm(ri vec);
rf = norm(rf_vec);
cos_df = dot(ri_vec, rf_vec)/(ri*rf);
A = DM*sqrt(ri * rf * (1+cos_df));
psi = 0;
c2 = 1/2;
c3 = 1/6;
psi_up = 4*pi*pi;
psi low = -4*pi;
dt calc = 0;
while abs(dt_calc-dt) > tol
    y = ri + rf + A*(psi*c3-1)/sqrt(c2);
    if A > 0 \&\& y < 0
         while y < 0
             psi = psi + 0.1;
             y = ri + rf + A*(psi*c3-1)/sqrt(c2);
         end
    end
    X = sqrt(y/c2);
    dt_calc = (X*X*X*c3 + A*sqrt(y))/sqrt(Sun.mu);
    if (dt_calc <= dt)</pre>
        psi_low = psi;
    else
        psi_up = psi;
    end
    psi = (psi_up + psi_low)/2;
    if psi > 1e-6
         c2 = (1-\cos(\operatorname{sqrt}(\operatorname{psi})))/\operatorname{psi};
         c3 = (sqrt(psi) - sin(sqrt(psi)))/sqrt(psi*psi*psi);
    elseif psi < -1e6
        c2 = (1-\cosh(\operatorname{sqrt}(\operatorname{psi})))/\operatorname{psi};
         c3 = (sinh(sqrt(-psi)) - sqrt(-psi))/sqrt(-psi*psi*psi);
    else
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c2 = 1/2;
c3 = 1/6;
end

end

f = 1-y/ri;
g_dot = 1-y/rf;
g = A*sqrt(y/Sun.mu);

vi = (rf_vec-f*ri_vec)/g;
vf = (g_dot*rf_vec-ri_vec)/g;
end
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