Contents

0.1 ge_animate

```
function [str] = ge_animate(AnimationObjects, varargin)
```

Combinate multiple animation objects to create a combined animation using a kml tour

Required Inputs
AnimationObjects Cell array of or single animation struct

Param-Value-Pairs

Name	Type	Default Value	Description
Name	char	animation	Animation Name

0.2 ge_append

```
function [kmlstr] = ge_append(varargin)
```

Appends multiple kml strings together

kmlstr = ge_append(kmlstr_1, kmlstr_2, ...)

0.3 ge_banktrajectory

```
function [kmlstr] = ge_banktrajectory(lat, lon, h, Psi, Theta,
   Phi, varargin)
```

Uses position and orientation information to create a band trajectory. This can be used for instance to display the bank trajectory of an aircraft.

Required Inputs:
lat,lon,h WGS84 position on earth in rad

Psi,Theta,Phi object orientation in rad

Input Parser

Name	Type	Default Value	Description
BankLeftLength	numeric	100	Left offset of the bank trajectory
BankRightLength	numeric	100	Right offset of the bank trajectory
LineWidth	numeric	1	Width of the Polygon Line
LineColor	numeric	[1,1,1]	[r,g,b] color of line
LineAlpha	numeric	0	Alpha value of line color
FaceColor	numeric	[1,1,1]	Face Color of polygons
FaceAlpha	numeric	1	Alpha value of poly color
ColorValue	numeric	[]	Color dependent on value array (overrides face color setting)
ColorMap	numeric	parula	Color map for ColorValue setting
Name	char	[]	if the name is set the trajectory will automatically be hidden in a folder with this name

0.4 ge_createanimationstruct_camera

```
function [struct] = ge_createanimationstruct_camera(time,
   varargin)
```

Creates an animation struct for test sjdh

0.5 ge_createanimationstruct_location

```
function [struct] =
   ge_createanimationstruct_location(LocationId, time,
   varargin)
```

GE_CREATEANIMATIONSTRUCT_LOCATION Summary of this function goes here Detailed explanation goes here

0.6 ge_createanimationstruct_lookat

```
function [struct] = ge_createanimationstruct_lookat(time,
   varargin)
```

GE_CREATEANIMATIONSTRUCT_LOCATION Summary of this function goes here Detailed explanation goes here

0.7 ge_createanimationstruct_orientation

```
function [struct] =
   ge_createanimationstruct_orientation(OrientationID, time,
   varargin)
```

GE_CREATEANIMATIONSTRUCT_LOCATION Summary of this function goes here Detailed explanation goes here

0.8 ge_createanimationstruct_screenoverlay

```
function [struct] =
   ge_createanimationstruct_screenoverlay(ScreenOverlayID,
   time, varargin)
```

GE_CREATEANIMATIONSTRUCT_LOCATION Summary of this function goes here Detailed explanation goes here TODO: Write documentation

0.9 ge_document

```
function ge_document(filename, kmlstr, varargin)
```

GE_DOCUMENT Summary of this function goes here Detailed explanation goes here

0.10 ge_folder

```
function [str] = ge_folder(name, kmlstr_content, varargin)
```

GE_FOLDER Summary of this function goes here Detailed explanation goes here

0.11 ge_identstr

```
function [kmlstr] = ge_identstr(kmlstr, ident)
```

Puts an ident in front of each line to make the kml file more readable. This function is only used interally.

Inputs
kmlstr The kml string to be processed

ident number of ident tabs (default 1)

Outputs

kmlstr Indented string

0.12 ge_placemodel

```
function [str] = ge_placemodel(lat_rad, lon_rad, alt_m,
   Psi_rad, Theta_rad, Chi_rad, FileName, varargin)
```

GE_PLACEDAEMODEL Summary of this function goes here Detailed explanation goes here

0.13 ge_plot3

```
function [kmlstr] = ge_plot3(lat, lon, h, varargin)
```

GE_PLOT3 Summary of this function goes here Detailed explanation goes here

0.14 ge_point3

```
function [kmlstr] = ge_point3(lat, lon, h, varargin)
```

GE_POINT3 Summary of this function goes here Detailed explanation goes here

0.15 ge_poly3

```
function [kmlstr] = ge_poly3(lat, lon, h, varargin)
```

GE_POLY3 Summary of this function goes here Detailed explanation goes here

0.16 ge_rgb2hexstr

```
function [hexstr] = ge_rgb2hexstr(r, g, b, a)
```

0.17 ge_screenoverlay

```
function [str] = ge_screenoverlay(overlaysource, varargin)
```

Generates a screen overlay

0.18 ge_zip

```
function ge_zip(filename, sourcekml, varargin)
```

Loads a kml file and stores it in a zip container with the file extension kmz.

Required Inputs

filename Filename of the kmz to be created

sourcekml Filename of the source kml file to be transformed into an kmz

Parameters

RootFolder Specifies the root folder of the data to be zipped (see zip documentation for more info (Default is current folder).

SupportFiles Attach additional files that are required for viewing in google earth (e.g. images, 3d models, ...). Please make that the pathes are correct.