LVLHFrameModel

5.0

Generated by Doxygen 1.8.14

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- #define PATH "utils/lvlh_frame/"

5.3.1 Detailed Description

5.3.2 Macro Definition Documentation

5.3.2.1 PATH

```
#define PATH "utils/lvlh_frame/"
```

Definition at line 31 of file lvlh_frame_messages.cc.

Chapter 6

Namespace Documentation

6.1 jeod Namespace Reference

Namespace jeod.

Data Structures

- class LvlhFrame

  The class used to represent an LVLH reference frame associated with a subject DynBody.
- class LvlhFrameMessages

  The class that specifies the message IDs used in the LvlhFrame model.
- class LvlhType

  The class used to identify the type of LVLH desired.

6.1.1 Detailed Description

Namespace jeod.

Chapter 7

Data Structure Documentation

7.1 jeod::LvlhFrame Class Reference

The class used to represent an LVLH reference frame associated with a subject DynBody.

`#include <lvlh_frame.hh>`

Public Member Functions

- LvlhFrame ()
  Construct an LvlhFrame object.
- ~LvlhFrame ()
  Destruct an LvlhFrame object.
- void initialize (DynManager &dyn_manager)
  Begin initialization of an LvlhFrame.
- void update ()
  Update the state.
- void set_subject_name (const std::string new_name)
  Set the subject_name to the supplied value.
- void set_planet_name (const std::string new_name)
  Set the planet_name to the supplied value.
- void set_subject_frame (RefFrame &new_frame)
  Set the subject_frame to the supplied value.
- void set_planet (BasePlanet &new_planet)
  Set the planet whose PCI frame will be the reference for LVLH.

Data Fields

- RefFrame frame
  The LVLH frame defined by the subject frame's motion with respect to the reference planet.
- std::string subject_name
  The frame whose motion defines LVLH.
- std::string planet_name
  The planet used as reference for the LVLH frame.

Protected Member Functions

- void compute_lvlh_frame (const RefFrameTrans &rel_trans)

  Update the state of the LVLH frame wrt its parent.

Protected Attributes

- RefFrame * subject_frame

  The (moving) frame specified with subject_name.
- RefFrame * planet_centered_inertial

  The inertial frame with origin at the center of the specified planet.

Private Member Functions

- LvlhFrame (const LvlhFrame &)
- LvlhFrame & operator= (const LvlhFrame &)

Private Attributes

- DynManager * local_dm

  A local pointer to the dynamics manager needed for clean-up.

Friends

- class InputProcessor
- void init_attrjeod__LvlhFrame ()

7.1.1 Detailed Description

The class used to represent an LVLH reference frame associated with a subject DynBody.

Definition at line 84 of file lvlh_frame.hh.

7.1.2 Constructor & Destructor Documentation

7.1.2.1 LvlhFrame() [1/2]

```
jeod::LvlhFrame::LvlhFrame (
            void  )
```

Construct an LvlhFrame object.

Definition at line 51 of file lvlh_frame.cc.

7.1.2.2 ~LvlhFrame()

```
jeod::LvlhFrame::~LvlhFrame (
            void  )
```

Destruct an LvlhFrame object.

Definition at line 69 of file lvlh_frame.cc.

References frame, local_dm, planet_centered_inertial, and subject_frame.

7.1.2.3 LvlhFrame() [2/2]

```
jeod::LvlhFrame::LvlhFrame (
            const LvlhFrame &  )  [private]
```

7.1.3 Member Function Documentation

7.1.3.1 compute_lvlh_frame()

```
void jeod::LvlhFrame::compute_lvlh_frame (
            const RefFrameTrans & rel_trans )  [protected]
```

Update the state of the LVLH frame wrt its parent.

Parameters

in	*rel_trans*	Planet relative state

Definition at line 267 of file lvlh_frame.cc.

References frame.

Referenced by update().

7.1.3.2 initialize()

```
void jeod::LvlhFrame::initialize (
            DynManager & dyn_manager )
```

Begin initialization of an LvlhFrame.

Parameters

in,out	*dyn_manager*	Dynamics manager

Definition at line 96 of file lvlh_frame.cc.

References frame, jeod::LvlhFrameMessages::invalid_configuration, jeod::LvlhFrameMessages::invalid_name, local_dm, planet_centered_inertial, planet_name, subject_frame, and subject_name.

7.1.3.3 operator=()

```
LvlhFrame& jeod::LvlhFrame::operator= (
            const LvlhFrame &  )  [private]
```

7.1.3.4 set_planet()

```
void jeod::LvlhFrame::set_planet (
            BasePlanet & new_planet )
```

Set the planet whose PCI frame will be the reference for LVLH.

Parameters

in	*new_planet*	new planet.

Definition at line 255 of file lvlh_frame.cc.

References planet_centered_inertial.

7.1.3.5 set_planet_name()

```
void jeod::LvlhFrame::set_planet_name (
            const std::string new_name )
```

Set the planet_name to the supplied value.

Parameters

in	*new_name*	new name.

Definition at line 243 of file lvlh_frame.cc.

References planet_name.

7.1.3.6 set_subject_frame()

```
void jeod::LvlhFrame::set_subject_frame (
             RefFrame & new_frame )
```

Set the subject_frame to the supplied value.

Parameters

in	*new_frame*	new frame.

Definition at line 231 of file lvlh_frame.cc.

References subject_frame.

7.1.3.7 set_subject_name()

```
void jeod::LvlhFrame::set_subject_name (
             const std::string new_name )
```

Set the subject_name to the supplied value.

Parameters

in	*new_name*	new name.

Definition at line 220 of file lvlh_frame.cc.

References subject_name.

7.1.3.8 update()

```
void jeod::LvlhFrame::update (
             void  )
```

Update the state.

Definition at line 190 of file lvlh_frame.cc.

References compute_lvlh_frame(), frame, planet_centered_inertial, and subject_frame.

7.1.4 Friends And Related Function Documentation

7.1.4.1 init_attrjeod__LvlhFrame

```
void init_attrjeod__LvlhFrame ( )  [friend]
```

7.1.4.2 InputProcessor

```
friend class InputProcessor  [friend]
```

Definition at line 86 of file lvlh_frame.hh.

7.1.5 Field Documentation

7.1.5.1 frame

```
RefFrame jeod::LvlhFrame::frame
```

The LVLH frame defined by the subject frame's motion with respect to the reference planet.

trick_units(–)

Definition at line 95 of file lvlh_frame.hh.

Referenced by compute_lvlh_frame(), initialize(), update(), and ∼LvlhFrame().

7.1.5.2 local_dm

```
DynManager* jeod::LvlhFrame::local_dm  [private]
```

A local pointer to the dynamics manager needed for clean-up.

trick_units(–)

Definition at line 124 of file lvlh_frame.hh.

Referenced by initialize(), and ∼LvlhFrame().

7.1.5.3 planet_centered_inertial

```
RefFrame* jeod::LvlhFrame::planet_centered_inertial  [protected]
```

The inertial frame with origin at the center of the specified planet.

trick_units(–)

Definition at line 117 of file lvlh_frame.hh.

Referenced by initialize(), set_planet(), update(), and ~LvlhFrame().

7.1.5.4 planet_name

```
std::string jeod::LvlhFrame::planet_name
```

The planet used as reference for the LVLH frame.

trick_units(–)

Definition at line 105 of file lvlh_frame.hh.

Referenced by initialize(), and set_planet_name().

7.1.5.5 subject_frame

```
RefFrame* jeod::LvlhFrame::subject_frame  [protected]
```

The (moving) frame specified with subject_name.

trick_units(–)

Definition at line 112 of file lvlh_frame.hh.

Referenced by initialize(), set_subject_frame(), update(), and ~LvlhFrame().

7.1.5.6 subject_name

```
std::string jeod::LvlhFrame::subject_name
```

The frame whose motion defines LVLH.

Can be on a vehicle or not.trick_units(–)

Definition at line 100 of file lvlh_frame.hh.

Referenced by initialize(), and set_subject_name().

The documentation for this class was generated from the following files:

- lvlh_frame.hh
- lvlh_frame.cc

7.2 jeod::LvlhFrameMessages Class Reference

The class that specifies the message IDs used in the LvlhFrame model.

`#include <lvlh_frame_messages.hh>`

Static Public Attributes

- static char const * fatal_error

  Issued when performing an action results in an error return from the method performing the action.
- static char const * illegal_value

  Issued when a simple type (e.g.
- static char const * invalid_name

  Issued when a name is invalid (NULL, empty, or does not name an object of the specified type).
- static char const * invalid_configuration

  Issued when insufficient information has been specified prior to initialization.
- static char const * invalid_object

  Issued when a pointer points to an object of the wrong type.
- static char const * null_pointer

  Error issued when a pointer is required but was not provided.
- static char const * trace

  Debug message issued to trace LvlhFrame actions.
- static char const * divide_by_zero

  Fatal message when a divide by zero is encountered.

Private Member Functions

- LvlhFrameMessages (void)
- LvlhFrameMessages (const LvlhFrameMessages &)
- LvlhFrameMessages & operator= (const LvlhFrameMessages &)

Friends

- class InputProcessor
- void init_attrjeod__LvlhFrameMessages ()

7.2.1 Detailed Description

The class that specifies the message IDs used in the LvlhFrame model.

Definition at line 82 of file lvlh_frame_messages.hh.

7.2.2 Constructor & Destructor Documentation

7.2.2.1 LvlhFrameMessages() [1/2]

```
jeod::LvlhFrameMessages::LvlhFrameMessages (
            void  )  [private]
```

7.2.2.2 LvlhFrameMessages() [2/2]

```
jeod::LvlhFrameMessages::LvlhFrameMessages (
            const LvlhFrameMessages &  )  [private]
```

7.2.3 Member Function Documentation

7.2.3.1 operator=()

```
LvlhFrameMessages& jeod::LvlhFrameMessages::operator= (
            const LvlhFrameMessages &  )  [private]
```

7.2.4 Friends And Related Function Documentation

7.2.4.1 init_attrjeod__LvlhFrameMessages

```
void init_attrjeod__LvlhFrameMessages ( )  [friend]
```

7.2.4.2 InputProcessor

```
friend class InputProcessor  [friend]
```

Definition at line 85 of file lvlh_frame_messages.hh.

7.2.5 Field Documentation

7.2.5.1 divide_by_zero

```
char const * jeod::LvlhFrameMessages::divide_by_zero  [static]
```

Initial value:

```
=
    "utils/lvlh_frame/"  "divide_by_zero"
```

Fatal message when a divide by zero is encountered.

trick_units(–)

Definition at line 131 of file lvlh_frame_messages.hh.

7.2.5.2 fatal_error

```
char const * jeod::LvlhFrameMessages::fatal_error  [static]
```

Initial value:

```
=
    "utils/lvlh_frame/"  "fatal_error"
```

Issued when performing an action results in an error return from the method performing the action.

trick_units(–)

Definition at line 94 of file lvlh_frame_messages.hh.

7.2.5.3 illegal_value

```
char const * jeod::LvlhFrameMessages::illegal_value  [static]
```

Initial value:

```
=
    "utils/lvlh_frame/"  "illegal_value"
```

Issued when a simple type (e.g.

an enum) has an illegal value.trick_units(–)

Definition at line 99 of file lvlh_frame_messages.hh.

7.2.5.4 invalid_configuration

```
char const * jeod::LvlhFrameMessages::invalid_configuration  [static]
```

Initial value:

```
=
    "utils/lvlh_frame/"  "invalid_configuration"
```

Issued when insufficient information has been specified prior to initialization.

trick_units(–)

Definition at line 111 of file lvlh_frame_messages.hh.

Referenced by jeod::LvlhFrame::initialize().

7.2.5.5 invalid_name

```
char const * jeod::LvlhFrameMessages::invalid_name  [static]
```

Initial value:

```
=
    "utils/lvlh_frame/"  "invalid_name"
```

Issued when a name is invalid (NULL, empty, or does not name an object of the specified type).

trick_units(–)

Definition at line 105 of file lvlh_frame_messages.hh.

Referenced by jeod::LvlhFrame::initialize().

7.2.5.6 invalid_object

```
char const * jeod::LvlhFrameMessages::invalid_object  [static]
```

Initial value:

```
=
    "utils/lvlh_frame/"  "invalid_object"
```

Issued when a pointer points to an object of the wrong type.

trick_units(–)

Definition at line 116 of file lvlh_frame_messages.hh.

7.2.5.7 null_pointer

```
char const * jeod::LvlhFrameMessages::null_pointer  [static]
```

Initial value:

```
=
    "utils/lvlh_frame/"  "null_pointer"
```

Error issued when a pointer is required but was not provided.

trick_units(–)

Definition at line 121 of file lvlh_frame_messages.hh.

7.2.5.8 trace

```
char const * jeod::LvlhFrameMessages::trace  [static]
```

Initial value:

```
=
    "utils/lvlh_frame/"  "trace"
```

Debug message issued to trace LvlhFrame actions.

trick_units(–)

Definition at line 126 of file lvlh_frame_messages.hh.

The documentation for this class was generated from the following files:

- lvlh_frame_messages.hh
- lvlh_frame_messages.cc

7.3 jeod::LvlhType Class Reference

The class used to identify the type of LVLH desired.

```
#include <lvlh_type.hh>
```

Public Types

- enum Type { Rectilinear = 0, CircularCurvilinear = 1, EllipticalCurvilinear = 2 }

  An enumeration to specify the type of LVLH coordinates to use, whether rectilinear, circular curvilinear, or elliptical curvilinear.

Public Member Functions

- LvlhType (void)

  Default constructor.

Data Fields

- Type value

  Indicates type of LVLH coordinates desired.

Friends

- class InputProcessor
- void init_attrjeod__LvlhType ()

7.3.1 Detailed Description

The class used to identify the type of LVLH desired.

Definition at line 79 of file lvlh_type.hh.

7.3.2 Member Enumeration Documentation

7.3.2.1 Type

`enum jeod::LvlhType::Type`

An enumeration to specify the type of LVLH coordinates to use, whether rectilinear, circular curvilinear, or elliptical curvilinear.

As of March 2015, elliptical is not implemented.

Enumerator

Rectilinear	
CircularCurvilinear	
EllipticalCurvilinear	

Definition at line 92 of file lvlh_type.hh.

7.3.3 Constructor & Destructor Documentation

7.3.3.1 LvlhType()

```
jeod::LvlhType::LvlhType (
            void  )  [inline]
```

Default constructor.

Definition at line 120 of file lvlh_type.hh.

References Rectilinear, and value.

7.3.4 Friends And Related Function Documentation

7.3.4.1 init_attrjeod__LvlhType

```
void init_attrjeod__LvlhType ( )  [friend]
```

7.3.4.2 InputProcessor

```
friend class InputProcessor  [friend]
```

Definition at line 81 of file lvlh_type.hh.

7.3.5 Field Documentation

7.3.5.1 value

```
Type jeod::LvlhType::value
```

Indicates type of LVLH coordinates desired.

Default is rectilinear.trick_units(–)

Definition at line 111 of file lvlh_type.hh.

Referenced by LvlhType().

The documentation for this class was generated from the following file:

- lvlh_type.hh

Chapter 8

File Documentation

8.1 lvlh_frame.cc File Reference

Define methods for the LVLH reference frame class.

```
#include <cstddef>
#include "dynamics/dyn_manager/include/dyn_manager.hh"
#include "environment/planet/include/base_planet.hh"
#include "utils/math/include/vector3.hh"
#include "utils/message/include/message_handler.hh"
#include "utils/named_item/include/named_item.hh"
#include "../include/lvlh_frame.hh"
#include "../include/lvlh_frame_messages.hh"
```

Namespaces

- jeod

  Namespace jeod.

8.1.1 Detailed Description

Define methods for the LVLH reference frame class.

8.2 lvlh_frame.hh File Reference

Define the class LvlhFrame, the class used to represent a local-vertical, local-horizontal reference frame associated with a subject DynBody.

```
#include <string>
#include "dynamics/dyn_manager/include/class_declarations.hh"
#include "environment/planet/include/class_declarations.hh"
#include "utils/ref_frames/include/ref_frame.hh"
#include "utils/sim_interface/include/jeod_class.hh"
```

Data Structures

- class jeod::LvlhFrame

  The class used to represent an LVLH reference frame associated with a subject DynBody.

Namespaces

- jeod

  Namespace jeod.

8.2.1 Detailed Description

Define the class LvlhFrame, the class used to represent a local-vertical, local-horizontal reference frame associated with a subject DynBody.

8.3 lvlh_frame_messages.cc File Reference

Implement the class LvlhFrameMessages.

```
#include "../include/lvlh_frame_messages.hh"
```

Namespaces

- jeod

  Namespace jeod.

Macros

- #define PATH "utils/lvlh_frame/"

8.3.1 Detailed Description

Implement the class LvlhFrameMessages.

8.4 lvlh_frame_messages.hh File Reference

Define the class LvlhFrameMessages, the class that specifies the message IDs used in the LvlhFrame model.

```
#include "utils/sim_interface/include/jeod_class.hh"
```

Data Structures

- class jeod::LvlhFrameMessages
  The class that specifies the message IDs used in the LvlhFrame model.

Namespaces

- jeod
  Namespace jeod.

8.4.1 Detailed Description

Define the class LvlhFrameMessages, the class that specifies the message IDs used in the LvlhFrame model.

8.5 lvlh_type.hh File Reference

Define the class LvlhType, which identifies the type of LVLH desired to be calculated.

```
#include "utils/sim_interface/include/jeod_class.hh"
```

Data Structures

- class jeod::LvlhType
  The class used to identify the type of LVLH desired.

Namespaces

- jeod
  Namespace jeod.

8.5.1 Detailed Description

Define the class LvlhType, which identifies the type of LVLH desired to be calculated.

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