EarthLightingModel

5.0

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5.3.1 Detailed Description

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- class LightingParams

  Contains important parameters for lighting information.
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  A class for calculating lighting effects in low Earth orbit.
- class EarthLightingMessages

  Describes messages used in the earth lighting model.

6.1.1 Detailed Description

Namespace jeod.

Chapter 7

Data Structure Documentation

7.1 jeod::EarthLighting Class Reference

A class for calculating lighting effects in low Earth orbit.

`#include <earth_lighting.hh>`

Public Member Functions

- EarthLighting ()
  Default constructor.
- ~EarthLighting ()
  Destructor.
- void initialize (DynManager &manager)
  Initializes the EarthLighting object form the DynManager object.
- int circle_intersect (double r_bottom, double r_top, double d_centers, double *area)
- void calc_lighting (double pos_veh[3])
  Calculate earth lighting effects at the given position.

Data Fields

- bool active
  flag for if the model is active or not
- Planet * earth
  Pointer to the Earth planet from the DynManager.
- Planet * moon
  Pointer to the Moon planet from the DynManager.
- Planet * sun
  Pointer to the Sun planet from the DynManager.
- const RefFrame * earth_frame
  Pointer to the translation information for Earth inertial.
- const RefFrame * moon_frame
  Pointer to the translation information for Moon inertial.
- const RefFrame * sun_frame
  Pointer to the translation information for Sun inertial.
- LightingBody sun_body
  Sun stellar parameters.

- LightingBody earth_body

  Earth planetary parameters.
- LightingBody moon_body

  Lunar planetary parameters.
- LightingParams sun_earth

  Lighting of sun w.r.t.
- LightingParams moon_earth

  Lighting of moon w.r.t.
- LightingParams earth_albedo

  Earth albedo lighting.

Protected Attributes

- double pos_moon [3]

  Moon position wrt Earth inertial.
- double pos_sun [3]

  Sun position wrt Earth inertial.

Private Member Functions

- EarthLighting & operator= (const EarthLighting &rhs)
- EarthLighting (const EarthLighting &rhs)

Friends

- class InputProcessor
- void init_attrjeod__EarthLighting ()

7.1.1 Detailed Description

A class for calculating lighting effects in low Earth orbit.

Definition at line 143 of file earth_lighting.hh.

7.1.2 Constructor & Destructor Documentation

7.1.2.1 jeod::EarthLighting::EarthLighting (void)

Default constructor.

Definition at line 155 of file earth_lighting.cc.

References pos_moon, and pos_sun.

7.1.2.2 jeod::EarthLighting::~EarthLighting (void)

Destructor.

Definition at line 179 of file earth_lighting.cc.

7.1.2.3 jeod::EarthLighting::EarthLighting (const EarthLighting & *rhs*) [private]

7.1.3 Member Function Documentation

7.1.3.1 void jeod::EarthLighting::calc_lighting (double *pos_veh[3]*)

Calculate earth lighting effects at the given position.

Parameters

in	*pos_veh*	The position of the point of interest in the earth inertial frame Units: M

Definition at line 386 of file earth_lighting.cc.

References active, circle_intersect(), jeod::LightingBody::distance, earth_albedo, earth_body, earth_frame, jeod::LightingBody::half_angle, jeod::LightingParams::lighting, moon_body, moon_earth, moon_frame, jeod::LightingParams::obs_angle, jeod::LightingParams::occlusion, jeod::LightingParams::phase, pos_moon, pos_sun, jeod::LightingBody::position, jeod::LightingBody::radius, sun_body, sun_earth, sun_frame, and jeod::LightingParams::visible.

7.1.3.2 int jeod::EarthLighting::circle_intersect (double *r_bottom*, double *r_top*, double *d_centers*, double * *area*)

Definition at line 289 of file earth_lighting.cc.

References EPSILON.

Referenced by calc_lighting().

7.1.3.3 void jeod::EarthLighting::initialize (DynManager & *manager*)

Initializes the EarthLighting object form the DynManager object.

Will find the Earth, Sun and Moon objects and do the necessary setup to calculate earth lighting

Parameters

in	*manager*	The Dyn Manager object that includes the ephemeris for Sun, Earth and Moon

Definition at line 205 of file earth_lighting.cc.

References earth, earth_body, earth_frame, jeod::EarthLightingMessages::initialization_error, moon, moon_body, moon_frame, jeod::LightingBody::radius, sun, sun_body, and sun_frame.

7.1.3.4 EarthLighting& jeod::EarthLighting::operator= (const EarthLighting & *rhs*) [private]

7.1.4 Friends And Related Function Documentation

7.1.4.1 void init_attrjeod__EarthLighting ( ) [friend]

7.1.4.2 friend class InputProcessor [friend]

Definition at line 145 of file earth_lighting.hh.

7.1.5 Field Documentation

7.1.5.1 bool jeod::EarthLighting::active

flag for if the model is active or not

trick_units(–)

Definition at line 167 of file earth_lighting.hh.

Referenced by calc_lighting().

7.1.5.2 Planet* jeod::EarthLighting::earth

Pointer to the Earth planet from the DynManager.

trick_units(–)

Definition at line 172 of file earth_lighting.hh.

Referenced by initialize().

7.1.5.3 LightingParams jeod::EarthLighting::earth_albedo

Earth albedo lighting.

trick_units(–)

Definition at line 219 of file earth_lighting.hh.

Referenced by calc_lighting().

7.1.5.4 LightingBody jeod::EarthLighting::earth_body

Earth planetary parameters.

trick_units(–)

Definition at line 202 of file earth_lighting.hh.

Referenced by calc_lighting(), and initialize().

7.1.5.5 const RefFrame* jeod::EarthLighting::earth_frame

Pointer to the translation information for Earth inertial.

trick_units(–)

Definition at line 185 of file earth_lighting.hh.

Referenced by calc_lighting(), and initialize().

7.1.5.6 Planet* jeod::EarthLighting::moon

Pointer to the Moon planet from the DynManager.

trick_units(–)

Definition at line 176 of file earth_lighting.hh.

Referenced by initialize().

7.1.5.7 LightingBody jeod::EarthLighting::moon_body

Lunar planetary parameters.

trick_units(–)

Definition at line 206 of file earth_lighting.hh.

Referenced by calc_lighting(), and initialize().

7.1.5.8 LightingParams jeod::EarthLighting::moon_earth

Lighting of moon w.r.t.

vehicle.trick_units(–)

Definition at line 215 of file earth_lighting.hh.

Referenced by calc_lighting().

7.1.5.9 const RefFrame* jeod::EarthLighting::moon_frame

Pointer to the translation information for Moon inertial.

trick_units(–)

Definition at line 189 of file earth_lighting.hh.

Referenced by calc_lighting(), and initialize().

7.1.5.10 double jeod::EarthLighting::pos_moon[3] [protected]

Moon position wrt Earth inertial.

trick_units(m)

Definition at line 229 of file earth_lighting.hh.

Referenced by calc_lighting(), and EarthLighting().

7.1.5.11 double jeod::EarthLighting::pos_sun[3] [protected]

Sun position wrt Earth inertial.

trick_units(m)

Definition at line 233 of file earth_lighting.hh.

Referenced by calc_lighting(), and EarthLighting().

7.1.5.12 Planet* jeod::EarthLighting::sun

Pointer to the Sun planet from the DynManager.

trick_units(–)

Definition at line 180 of file earth_lighting.hh.

Referenced by initialize().

7.1.5.13 LightingBody jeod::EarthLighting::sun_body

Sun stellar parameters.

trick_units(–)

Definition at line 198 of file earth_lighting.hh.

Referenced by calc_lighting(), and initialize().

7.1.5.14 LightingParams jeod::EarthLighting::sun_earth

Lighting of sun w.r.t.

vehicle.trick_units(–)

Definition at line 211 of file earth_lighting.hh.

Referenced by calc_lighting().

7.1.5.15 const RefFrame* jeod::EarthLighting::sun_frame

Pointer to the translation information for Sun inertial.

trick_units(–)

Definition at line 193 of file earth_lighting.hh.

Referenced by calc_lighting(), and initialize().

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

- earth_lighting.hh
- earth_lighting.cc

7.2 jeod::EarthLightingMessages Class Reference

Describes messages used in the earth lighting model.

`#include <earth_lighting_messages.hh>`

Static Public Attributes

- static char const * initialization_error

  Indicates an error during initialization.

Private Member Functions

- EarthLightingMessages (void)
- EarthLightingMessages (const EarthLightingMessages &rhs)
- EarthLightingMessages & operator= (const EarthLightingMessages &rhs)

Friends

- class InputProcessor
- void init_attrjeod__EarthLightingMessages ()

7.2.1 Detailed Description

Describes messages used in the earth lighting model.

Definition at line 47 of file earth_lighting_messages.hh.

7.2.2 Constructor & Destructor Documentation

7.2.2.1 jeod::EarthLightingMessages::EarthLightingMessages (void) [private]

7.2.2.2 jeod::EarthLightingMessages::EarthLightingMessages (const EarthLightingMessages & *rhs*) [private]

7.2.3 Member Function Documentation

7.2.3.1 EarthLightingMessages& jeod::EarthLightingMessages::operator= (const EarthLightingMessages & *rhs*) [private]

7.2.4 Friends And Related Function Documentation

7.2.4.1 void init_attrjeod__EarthLightingMessages ( ) [friend]

7.2.4.2 friend class InputProcessor [friend]

Definition at line 49 of file earth_lighting_messages.hh.

7.2.5 Field Documentation

7.2.5.1 char const * jeod::EarthLightingMessages::initialization_error [static]

Initial value:

```
=
    "environment/earth_lighting/"  "initialization_error"
```

Indicates an error during initialization.

trick_units(–)

Definition at line 60 of file earth_lighting_messages.hh.

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

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

- earth_lighting_messages.hh
- earth_lighting_messages.cc

7.3 jeod::LightingBody Class Reference

Represents a major source of light in a space environment, such as the sun, the Earth, the moon, etc.

`#include <earth_lighting.hh>`

Public Member Functions

- LightingBody ()
  Default constructor.
- ~LightingBody ()
  Destructor.

Data Fields

- double radius
  Celestial body mean equitorial radius.
- double position [3]
  Inertial position relative to observer.
- double distance
  Distance from observer to light body.
- double half_angle
  Apparent half angle of body disk.

Private Member Functions

- LightingBody & operator= (const LightingBody &rhs)
- LightingBody (const LightingBody &rhs)

Friends

- class InputProcessor
- void init_attrjeod__LightingBody ()

7.3.1 Detailed Description

Represents a major source of light in a space environment, such as the sun, the Earth, the moon, etc.

Definition at line 52 of file earth_lighting.hh.

7.3.2 Constructor & Destructor Documentation

7.3.2.1 jeod::LightingBody::LightingBody (void)

Default constructor.

Definition at line 75 of file earth_lighting.cc.

References position.

7.3.2.2 jeod::LightingBody::~LightingBody (void)

Destructor.

Definition at line 94 of file earth_lighting.cc.

7.3.2.3 jeod::LightingBody::LightingBody (const LightingBody & *rhs*) [private]

7.3.3 Member Function Documentation

7.3.3.1 LightingBody& jeod::LightingBody::operator= (const LightingBody & *rhs*) [private]

7.3.4 Friends And Related Function Documentation

7.3.4.1 void init_attrjeod__LightingBody ( ) [friend]

7.3.4.2 friend class InputProcessor [friend]

Definition at line 54 of file earth_lighting.hh.

7.3.5 Field Documentation

7.3.5.1 double jeod::LightingBody::distance

Distance from observer to light body.

trick_units(m)

Definition at line 75 of file earth_lighting.hh.

Referenced by jeod::EarthLighting::calc_lighting().

7.3.5.2 double jeod::LightingBody::half_angle

Apparent half angle of body disk.

trick_units(radian)

Definition at line 79 of file earth_lighting.hh.

Referenced by jeod::EarthLighting::calc_lighting().

7.3.5.3 double jeod::LightingBody::position[3]

Inertial position relative to observer.

trick_units(m)

Definition at line 71 of file earth_lighting.hh.

Referenced by jeod::EarthLighting::calc_lighting(), and LightingBody().

7.3.5.4 double jeod::LightingBody::radius

Celestial body mean equitorial radius.

trick_units(m)

Definition at line 67 of file earth_lighting.hh.

Referenced by jeod::EarthLighting::calc_lighting(), and jeod::EarthLighting::initialize().

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

- earth_lighting.hh
- earth_lighting.cc

7.4 jeod::LightingParams Class Reference

Contains important parameters for lighting information.

`#include <earth_lighting.hh>`

Public Member Functions

- LightingParams ()
  Default constructor.
- ~LightingParams ()
  Destructor.

Data Fields

- double obs_angle
  Apparent observation angle from light source.
- double phase
  Apparent lighting phase of planet.
- double occlusion

Fraction of planetary surface occlusion.

- double visible

  Fraction of planetary surface visible.

- double lighting

  Fraction of lighting (phase ∗ visible).

Private Member Functions

- LightingParams & operator= (const LightingParams &rhs)
- LightingParams (const LightingParams &rhs)

Friends

- class InputProcessor
- void init_attrjeod__LightingParams ()

7.4.1 Detailed Description

Contains important parameters for lighting information.

Definition at line 95 of file earth_lighting.hh.

7.4.2 Constructor & Destructor Documentation

7.4.2.1 jeod::LightingParams::LightingParams (void)

Default constructor.

Definition at line 113 of file earth_lighting.cc.

7.4.2.2 jeod::LightingParams::∼LightingParams (void)

Destructor.

Definition at line 136 of file earth_lighting.cc.

7.4.2.3 jeod::LightingParams::LightingParams (const LightingParams & *rhs*) [private]

7.4.3 Member Function Documentation

7.4.3.1 LightingParams& jeod::LightingParams::operator= (const LightingParams & *rhs*) [private]

7.4.4 Friends And Related Function Documentation

7.4.4.1 void init_attrjeod__LightingParams ( ) [friend]

7.4.4.2 friend class InputProcessor [friend]

Definition at line 97 of file earth_lighting.hh.

7.4.5 Field Documentation

7.4.5.1 double jeod::LightingParams::lighting

Fraction of lighting (phase ∗ visible).

trick_units(–)

Definition at line 128 of file earth_lighting.hh.

Referenced by jeod::EarthLighting::calc_lighting().

7.4.5.2 double jeod::LightingParams::obs_angle

Apparent observation angle from light source.

trick_units(radian)

Definition at line 110 of file earth_lighting.hh.

Referenced by jeod::EarthLighting::calc_lighting().

7.4.5.3 double jeod::LightingParams::occlusion

Fraction of planetary surface occlusion.

trick_units(–)

Definition at line 120 of file earth_lighting.hh.

Referenced by jeod::EarthLighting::calc_lighting().

7.4.5.4 double jeod::LightingParams::phase

Apparent lighting phase of planet.

trick_units(–)

Definition at line 115 of file earth_lighting.hh.

Referenced by jeod::EarthLighting::calc_lighting().

7.4.5.5 double jeod::LightingParams::visible

Fraction of planetary surface visible.

trick_units(–)

Definition at line 124 of file earth_lighting.hh.

Referenced by jeod::EarthLighting::calc_lighting().

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

- earth_lighting.hh
- earth_lighting.cc

Chapter 8

File Documentation

8.1 class_declarations.hh File Reference

Forward declarations of classes defined for JEOD 2.0 Earth Lighting.

Namespaces

- jeod

  Namespace jeod.

8.1.1 Detailed Description

Forward declarations of classes defined for JEOD 2.0 Earth Lighting.

Definition in file class_declarations.hh.

8.2 earth_lighting.cc File Reference

Implementation of the classes necessary for calculating Sun, Moon and Earth lighting effects on a vehicle orbiting the Earth.

```
#include <cmath>
#include <cstddef>
#include "dynamics/dyn_manager/include/dyn_manager.hh"
#include "environment/planet/include/planet.hh"
#include "utils/message/include/message_handler.hh"
#include "utils/math/include/vector3.hh"
#include "../include/earth_lighting.hh"
#include "../include/earth_lighting_messages.hh"
```

Namespaces

- jeod

  Namespace jeod.

Macros

- #define EPSILON 1.0e-12

8.2.1 Detailed Description

Implementation of the classes necessary for calculating Sun, Moon and Earth lighting effects on a vehicle orbiting the Earth.

Definition in file earth_lighting.cc.

8.3 earth_lighting.hh File Reference

Calculates lighting information from the Earth, Sun and Moon for a vehicle in low Earth orbit.

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

Data Structures

- class jeod::LightingBody

  Represents a major source of light in a space environment, such as the sun, the Earth, the moon, etc.
- class jeod::LightingParams

  Contains important parameters for lighting information.
- class jeod::EarthLighting

  A class for calculating lighting effects in low Earth orbit.

Namespaces

- jeod

  Namespace jeod.

8.3.1 Detailed Description

Calculates lighting information from the Earth, Sun and Moon for a vehicle in low Earth orbit.

Definition in file earth_lighting.hh.

8.4 earth_lighting_messages.cc File Reference

Implement earth_lighting_messages.

```
#include "../include/earth_lighting_messages.hh"
```

Namespaces

- jeod

  Namespace jeod.

Macros

- #define PATH "environment/earth_lighting/"

8.4.1 Detailed Description

Implement earth_lighting_messages.

Definition in file earth_lighting_messages.cc.

8.5 earth_lighting_messages.hh File Reference

Implement earth_lighting_messages.

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

Data Structures

- class jeod::EarthLightingMessages

  Describes messages used in the earth lighting model.

Namespaces

- jeod

  Namespace jeod.

8.5.1 Detailed Description

Implement earth_lighting_messages.

Definition in file earth_lighting_messages.hh.

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