```
function radiation_pressure, loc, geometry, atom, out_of_shadow

common constants

;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
;;
;; Get radiation acceleration as function of radial velocity
;; Radiation pressure depends on the species
;;
;; Radiation_const = h*g/(m*lambda)/R_planet as fn of v_rad [units = R_plan/s^2]
;;
;; Version history
;;   3.0: 7/20/2010
;;     * Revised for new structures
;;   2.1: Added support for multiple species based on gvalues from Killen et al 2008
;;   2.0: original
;;
;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;

if (n_elements(out_of_shadow) EQ 0) then stop ;out_of_shadow = 1.

gg = interpol(*stuff.radpres_const, *stuff.radpres_v, (*loc.v)[*,1]+stuff.vrplanet)
arad = out_of_shadow * gg

n = (size(*loc.x))[1]
accel = dblarr(n,3)
accel[*,1] = arad

return, accel

end

```