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to include complete creation of loc structure and farm out more
                                               * Add fields to the loc structure to keep track of fate of packets
                                                                                                                                                                  A description of each step in this program is given in MonteCarlo.tex
                                                                                                                   This puts everything into one program and removes it from modjup.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              * Add option for molecular dissociation of exospheric source
                                                                                          Determine the initial positions and velocities for each packet
pro source_distribution, input, npack, seed, output=output
                                                                                                                                                                                                                                                                                                                                                                                                                                                        Gaussian -- f(v) \sim v_prob + exp(.5*(v/vth)^2)
                                                                                                                                                                                                                                                                                       -- satellite-centric
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           -- replaced randomu with random_nr
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 * Rewriting with new structure format
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  -- still need to replace randomn
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 * Makeing output.sourcefile a pointer
                                                                                                                                                                                                                                                               (a) Surface -- satellite-centric
                                                                                                                                                                                                                                                                                                                                                            exosphere - satellite-centric
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            * originally written 19 June 2006
                                                                                                                                                                                                                                                                                                            Torus -- planet-centric
cloud -- planet-centric
                                                                                                                                                                                                                                                                                                                                                                                  PSD - satellite-centric
                                                                                                                                                                                                                                     (1) Spatial Distributions
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             (3) angular distributions
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  modified: 22 Oct 2007
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     * begin version control
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          modified: 9 June 2008
                                                                                                                                                                                                                                                                                                                                                                                                                                  (2) Speed Distribution
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          curcular orbits
                                                                                                                                                                                                                                                                                       SO_2 Exosphere
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    dolsfunction
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    Sputtering
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           maxwellian
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              cos(theta)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     (c) isotropic
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             re-writing
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 -10/23/08
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     3.0: 7/19/2010
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                Version History
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    2.2 - 1/1\overline{4}/10
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         (a) radial
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    bits
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 flat
                                                                                                                                                                                                                 Options:
                                                                                                                                                                                                                                                                                                                  (U
                                                                                                                                                                                                                                                                                                                                     (p)
                                                                                                                                                                                                                                                                                                                                                             (e) (t)
                                                                                                                                                                                                                                                                                                                                                                                                                                                               (a
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         (e) (H)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                (p)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              (p)
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'torus': stop; torus_distribution, geometry, spatialdist, options, seed, startloc=startloc
·W
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   then output = \{x0:ptr_new(0), y0:ptr_new(0), z0:ptr_new(0), f0:ptr_new(0),
                                                                                                                                                                                                                                                                        'so2 exosphere': SO2exosphere_distribution, input, output, npack, seed
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   loss_info:{reactions:ptr_new(), files:ptr_new(), type:ptr_new()}, $
sourcefile:ptr_new('modeloutput')}
                                                                                                                                                                                                                                                                                                                                                                                                                        vx0:ptr_new(0), vy0:ptr_new(0), vz0:ptr_new(0), phi0:ptr_new(0),
totalsource:0., time:ptr_new(0), $
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              vx0:ptr_new(0), vy0:ptr_new(0), vz0:ptr_new(0), phi0:ptr_new(0),
totalsource:0., time:ptr_new(0), $
x:ptr_new(0), y:ptr_new(0), z:ptr_new(0), frac:ptr_new(0), $
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  lossfrac:ptr_new(0), hitfrac:ptr_new(0), ringfrac:ptr_new(0), $
leftfrac:ptr_new(0), $
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           ;; note -- torus and SO2 exosphere distributions not revised yet
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           'exosphere': exosphere_distribution, input, output, npack, seed
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 x:ptr_new(0), y:ptr_new(0), z:ptr_new(0), frac:ptr_new(0), $
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          q = where(finite(*output.x0) EQ 0, nq) & if (nq NE 0) then stop
q = where(finite(*output.y0) EQ 0, nq) & if (nq NE 0) then stop
q = where(finite(*output.z0) EQ 0, nq) & if (nq NE 0) then stop
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    'surface': surface_distribution, input, output, npack, seed
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            random_nr(seed=seed, npack) * input.options.endtime
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          'psd': PSD_distribution, input, output, npack, seed
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           vx:ptr_new(0), vy:ptr_new(0), vz:ptr_new(0), $
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 vx:ptr_new(0), vy:ptr_new(0), vz:ptr_new(0), $
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       ;; Choose a starting location for each packet.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          replicate(input.options.endtime, npack) : $
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   *output.time = (input.options.at_once) ? $
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           ;; Determine the endtime of each packet
                                                                                                                                                     ;; Decide where the starting point is
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  *output.f0 = replicate(1d, npack)
                                                                                                                                                                                                                                                                                                                                              if (input.options.trackloss) $
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          ;; 2) Spatial distribution
                                                                                                                                                                                                                                                                                                       ;; 1) Create the structures
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              case strlowcase(input
                                                                              common constants
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xx = *output.x0*(*SystemConsts.radius)[stuff.s]
yy = *output.y0*(*SystemConsts.radius)[stuff.s] + (*SystemConsts.a)[stuff.s]
zz = *output.z0*(*SystemConsts.radius)[stuff.s]
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  Still need to move packets to the proper position relative to the planet
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          *output.phi0 = 0. ;; this is meaningless for planet-centered distribution
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      go
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      = *output.vx0 - input.options.motion*(*SystemConsts.orbvel)[stuff.s]/$
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      t
0
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            ;; Part 4: Rotate everything to proper position for running the model ;; * if using a planet-centered distribution (torus), then don't need
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         if (stuff.s EQ 0) then begin ;; Everything is already setup correctly
*output.x = *output.x0
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         if (input.PerturbVel.type NE 'none') then stop ;; not revised yet
                                                                                                                                                                               stop
                                                                                                                                                                                                                                                                                                                      angular_distribution, input, output, npack, seed

q = where(finite(*output.vx0) EQ 0, nq) & if (nq NE 0) then stop

q = where(finite(*output.vy0) EQ 0, nq) & if (nq NE 0) then stop

q = where(finite(*output.vz0) EQ 0, nq) & if (nq NE 0) then stop
                                                                                                                                          q = where(finite(*output.vx0) EQ 0, nq) & if (nq NE 0) then
q = where(finite(*output.vy0) EQ 0, nq) & if (nq NE 0) then
q = where(finite(*output.vz0) EQ 0, nq) & if (nq NE 0) then
                                                                                                                                                                                                                                                                                         ₩
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                ; add_perturbation, startloc, PerturbVel, options, seed
                                                                                                                                                                                                                                                                                      if (strlowcase(input.angulardist.type) NE 'none') then
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  ;; Move packets out to their starting distance
                          ;; Part 3: Velocity distribution
                                                                                                       speed_distribution, input, output, npack, seed
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 ;; Add in orbital velocity if needed
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     x,y,z in either Rplan or Rsat
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     ;; Now have initial positions
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             *output.vx = *output.vx0
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             = *output.vy0
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                *output.vz = *output.vz0
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             vx, vy, vz in Rplan/s
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              *output.y = *output.y0
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                *output.z = *output.z0
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      SystemConsts.rplan
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            anything special
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   = *output.vz0
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 = *output.vy0
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                *output.vy
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    * ...
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      Z
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then locmoon, *output.time, phi, (*SystemConsts.a)[stuff.s], $
(*SystemConsts.orbrate)[stuff.s], x=satx, y=saty, ang=ang $
else locmoon, fltarr(npack), phi, (*SystemConsts.a)[stuff.s], $
(*SystemConsts.orbrate)[stuff.s], x=satx, y=saty, ang=ang
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      q = where(finite(*output.vx) EQ 0, nq) & if (nq NE 0) then stop
q = where(finite(*output.vy) EQ 0, nq) & if (nq NE 0) then stop
q = where(finite(*output.vz) EQ 0, nq) & if (nq NE 0) then stop
                                            ;; Rotate to proper starting position based on *output.time
                                                                                                                                                                                                                                                                                                                            ang = (ang + 2*!dpi) mod (2*!dpi)
*output.phi0 = ang ;; Starting local time for each packet
                                                                                                                                                                                                                                                                                                                                                                                                                                                      ;; Rotate to proper starting orbital phase
*output.x = xx * cos(ang) - yy * sin(ang)
*output.y = xx * sin(ang) + yy * cos(ang)
*output.z = zz
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 *output.vx = vx * cos(ang) - vy * sin(ang)
*output.vy = vx * sin(ang) + vy * cos(ang)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              output.totalsource = total(*output.frac)
phi = (*input.geometry.phi)[stuff.s]
                                                                                         ons.motion) $
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       *output.frac = *output.f0
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               *output.vz = vz
                                                                                                                                                                                                                                                                                                                                              ang
```