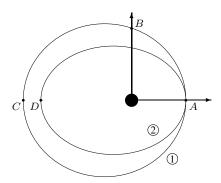
MAE3145: Simulating a Phasing Maneuver via STK

Due date: December 10, 2014

Problem 1 We discussed the following phasing maneuver in class. Consider an initial elliptic orbit ① with the periapsis A and the apoapsis C. There are chaser A and target B on the orbit. The initial true anomalies of the chaser and the target are given by $\theta_A = 0$ and $\theta_B = 90^\circ$, respectively. We designed a phasing orbit ② of the chaser such that the chaser catches the target at the point A.



$$r_A = 6800 \,\mathrm{km}, \quad r_C = 13600 \,\mathrm{km}, \quad \theta_A = 0, \quad \theta_B = 90^\circ.$$

We wish to simulate the resulting maneuver in STK according to the following steps.

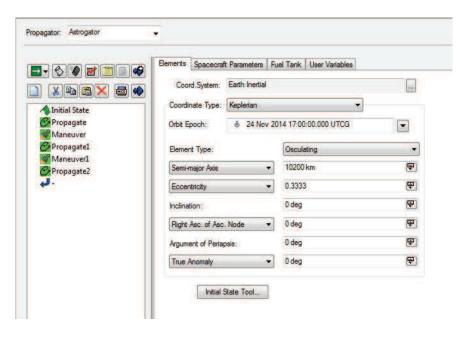
- 1. Create a new scenario.
- 2. Insert the chaser satellite to the point A of Orbit \bigcirc .

$$a_1 = \frac{1}{2}(r_A + r_C) = 10200 \,\text{km}, \quad e_1 = \frac{r_C - r_A}{r_C + r_A} = 0.3333, \quad i_1 = 0, \quad \omega_1 = 0, \quad \Omega_1 = 0, \quad \theta_A = 0.$$

3. Insert the target satellite to the point B of Orbit 1.

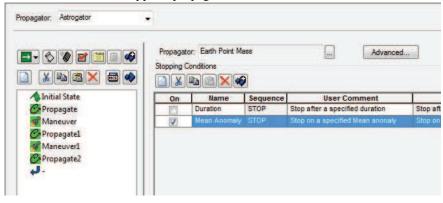
$$a_1 = \frac{1}{2}(r_A + r_C) = 10200 \, \mathrm{km}, \quad e_1 = \frac{r_C - r_A}{r_C + r_A} = 0.3333, \quad i_1 = 0, \quad \omega_1 = 0, \quad \Omega_1 = 0, \quad \theta_B = 90^\circ.$$

- 4. Take a snap shot of the resulting orbit at the 3D graphics window. Save it as a jpg file, and upload it to Blackboard. A sample jpg file is illustrated at the last page.
- 5. Double-click the chaser satellite at the left object browser, and change "Propagator" to "Astrogator" at the pull down menu. This requires that the orbital elements of the chaser should be **re-entered** at the following element tab of the initial state.



- 6. Describe the phasing maneuver of the chaser as follows:
 - Propagate until periapsis before maneuver
 - First impulse $\Delta v_A = -0.2485 \, \mathrm{km/s}$ to transfer the chaser to Orbit ② (Choose "AntiVelocity" to enter a negative velocity change.)
 - Propagate until periapsis of Orbit ②
 - Second impulse $\Delta v_A = +0.2485 \, \mathrm{km/s}$ to transfer the chaser to Orbit ①
 - Propagate until periapsis of Orbit ①

Choose "Earth Point Mass" for the type of propagator.



- 7. Simulate the resulting maneuver at the 3D graphics window, and make it sure that the chaser catches the target.
- 8. Take a snap shot of the resulting orbit at the 3D graphics window. Save it as a jpg file, and upload it to Blackboard. A sample jpg file is illustrated at the next page.

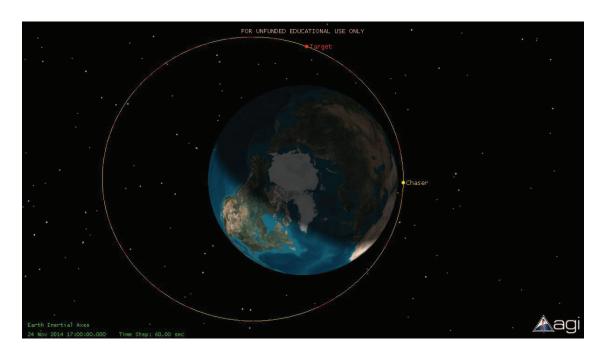


Figure 1: Step 4

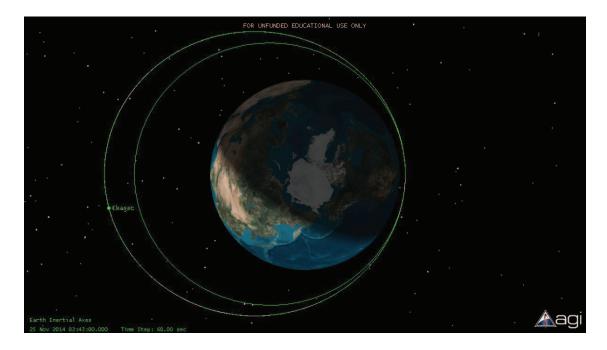


Figure 2: Step 8