
Subject: Re: Day/Night Terminator on Map Projection
Posted by [Haje Korth](#) on Thu, 13 Apr 2006 12:10:53 GMT
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Thanks for sharing! Haje

"David Fanning" <davidf@dfanning.com> wrote in message
news:MPG.1ea796ded95b4343989c0c@news.frii.com...

> David Fanning writes:

>

>> Does anyone have IDL code for calculating the day/night
>> terminator on a map projection? Or perhaps an example of
>> a map in which you have done this?

>

> Thanks to Kelly Dean and Andrew Cool for suppling me
> with a few (slightly buggy!) examples of how to do this. :-)

>

> After spending most of the day scratching my head and
> pondering yet again the shear beauty of Ray Sterner's
> JHUAPL code, I finally came up with something I like.

>

> Rather than just drawing the day/night terminator, I wanted
> to see it in living color. So I used the AVHRR data set that
> comes in the IDL demo directory for this purpose. It makes
> a very pretty map, if I do say so myself!

>

> You can see the code I came up with and a nice picture
> here:

>

> http://www.dfanning.com/map_tips/terminator.html

>

> To run the code, you will need to have both the Coyote
> Library and the JHUAPL Library on your IDL path.

>

> I'll probably spend some time tomorrow making a little
> stand-alone application out of this with widgets so you
> can change the time interactively. It's more interesting
> than I would have thought to change the time and watch
> the sun and shadows move though the day and year. :-)

>

> Cheers,

>

> David

> --

> David Fanning, Ph.D.

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> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
