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

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"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.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming: http://www.dfanning.com/
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