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Subject: Re: Day/Night Terminator on Map Projection  
Posted by [David Fanning](#) on Thu, 13 Apr 2006 06:00:41 GMT  
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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 sheer 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](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

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