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Subject: Julian Day Question

Posted by [David Fanning](#) on Fri, 26 May 2006 02:53:41 GMT

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Folks,

The last thing I, uh, would want to do is cause great confusion, but I have a question about time.

My copy of Astronomical Algorithms arrived today, and I've spent the evening out on the porch, drinking a beer, reading it. There is a very interesting chapter on how to calculate a Julian Day number for a date. Oddly, neither the IDL JULDAY, or the JHUAPL Library YDM2JD routines produce the answers given by Jean Meeus in the table on page 62 of his book, which (he says) can be used to "test your algorithms".

Moreover, the algorithms used in all three implementations appear to be different from one another. Weird.

Anyone have any ideas about this? Is a Julian Day number a "standard" in the sense that OpenGL is a standard?

Cheers,

David

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