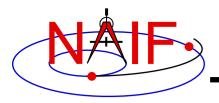


## **Navigation and Ancillary Information Facility**

# **Using the Frames Subsystem**

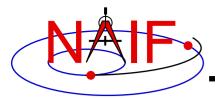
January 2017



## What is the Power of Frames?

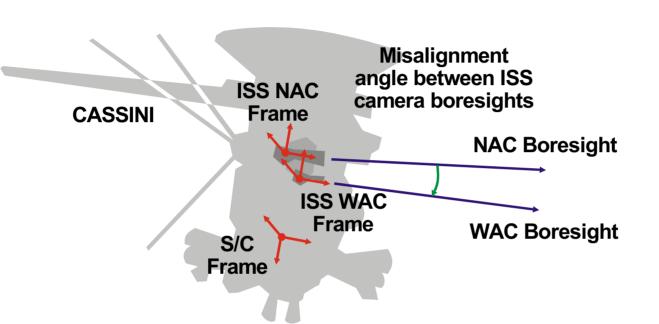
**Navigation and Ancillary Information Facility** 

- The "power" of the Frames capability stems from the SPICE system's ability to construct complex reference frame transformations with no programming effort required of you - the end user
  - But it's crucial that you select and load the needed kernels
- The principal benefit from the Frames capability is obtained through the main SPK subsystem interfaces (SPKEZR and SPKPOS) and the Frames subsystem interfaces (SXFORM, PXFORM, PXFRM2)
- The remaining pages illustrate typical use of frames
- Several VERY IMPORTANT usage issues are mentioned in the Frames tutorial; be sure to also read that.



## **Offset Between Instruments**

**Navigation and Ancillary Information Facility** 



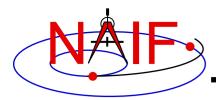
Required Kernels:

- Generic LSK
- Mission FK
- Camera IK(s)

ISS = Imaging Science System

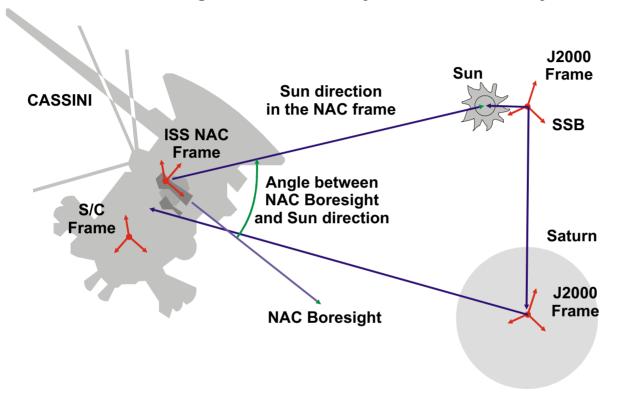
# Compute the angular separation between the ISS Narrow Angle Camera and Wide Angle Camera boresights:

```
C Retrieve the matrix that transforms vectors from NAC to WAC frame CALL PXFORM( 'CASSINI_ISS_NAC', 'CASSINI_ISS_WAC', ET, MAT )
C Transform NAC boresight to WAC frame and find separation angle CALL MXV ( MAT, NAC_BORESIGHT_nac, NAC_BORESIGHT_wac )
ANGLE = VSEP( NAC BORESIGHT wac , WAC BORESIGHT wac )
```



## **Angular Constraints**

### **Navigation and Ancillary Information Facility**



#### Required Kernels:

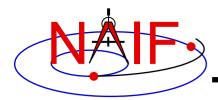
- •Generic LSK
- Mission FK
- Spacecraft SCLK
- Camera IK
- •Planetary Ephemeris SPK
- Spacecraft SPK
- Spacecraft CK

# Check whether the angle between the camera boresight and the direction to the Sun is within the allowed range:

```
CALL SPKPOS( 'SUN', ET, 'CASSINI_ISS_NAC', 'LT+S', 'CASSINI', SUNVEC, LT )

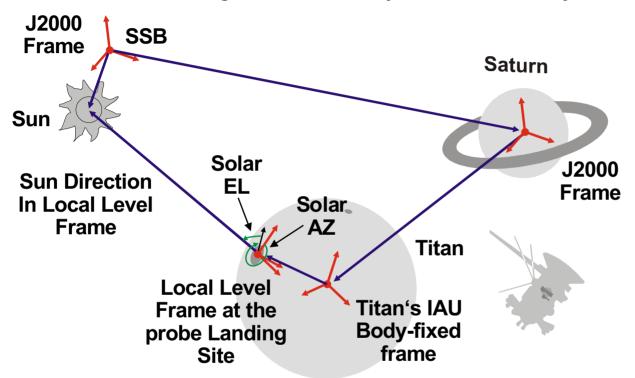
ANGLE = VSEP( NAC_BORESIGHT_nac, SUNVEC )

IF ( ANGLE .LE. CONSTRAINT ) WRITE(*,*) 'WE ARE IN TROUBLE!'
```



## **Angles at the Surface**

**Navigation and Ancillary Information Facility** 



### **Required Kernels:**

- Generic LSK
- Generic PCK
- Mission FK
- •Planetary Ephemeris SPK
- •Satellite Ephemeris SPK
- Landing Site SPK

## Compute solar azimuth and elevation at the Huygens probe landing site

```
CALL SPKPOS('SUN', ET, 'HUYGENS_LOCAL_LEVEL', 'LT+S', 'HUYGENS_PROBE', SUNVEC, LT)

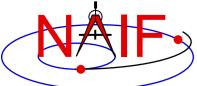
CALL RECLAT(SUNVEC, R, AZIMUTH, ELEVATION)

ELEVATION = -ELEVATION

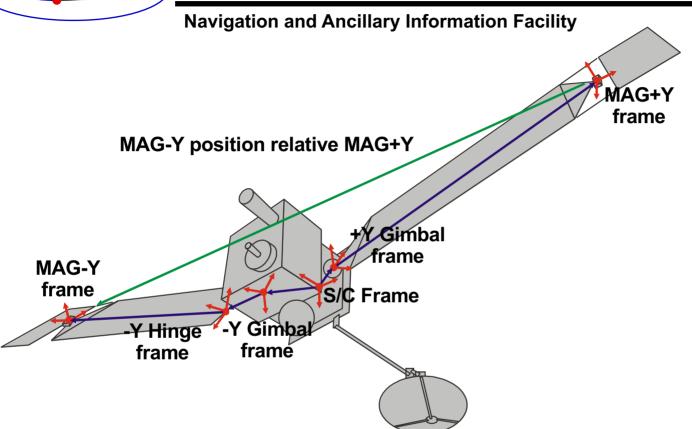
IF (AZIMUTH .LT. 0.D0) THEN

AZIMUTH = AZIMUTH + TWOPI()

ENDIF
```



## **Relative Position of Sensors**

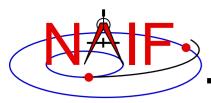


### **Required Kernels:**

- Generic LSK
- Mission FK
- •Structure Locations SPK
- Spacecraft SCLK
- •Solar Array CK

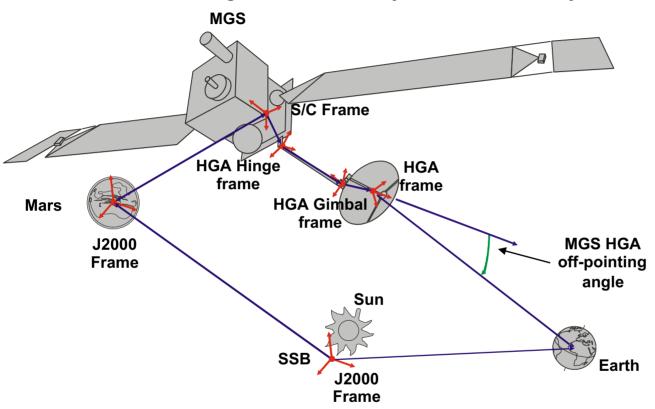
Find the position of one MGS MAG sensor with respect to the other in the MGS s/c frame. Also find the relative orientation of the sensors:

```
CALL SPKEZR('MGS_MAG-Y', ET, 'MGS_SPACECRAFT', 'NONE', 'MGS_MAG+Y', STATE, LT)
CALL PXFORM('MGS_MAG_+Y_SENSOR', 'MGS_MAG_-Y_SENSOR', ET, MAT)
```



## **Manipulators - 1**

### **Navigation and Ancillary Information Facility**



### **Required Kernels:**

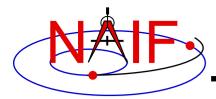
- •Generic LSK
- Mission FK
- Spacecraft SCLK
- •HGA IK
- •Structure Locations SPK
- •Planetary Ephemeris SPK
- Spacecraft SPK
- Spacecraft CK
- ·HGA CK

**HGA = High Gain Antenna** 

# Compute the angle between the direction to Earth and the MGS HGA boresight:

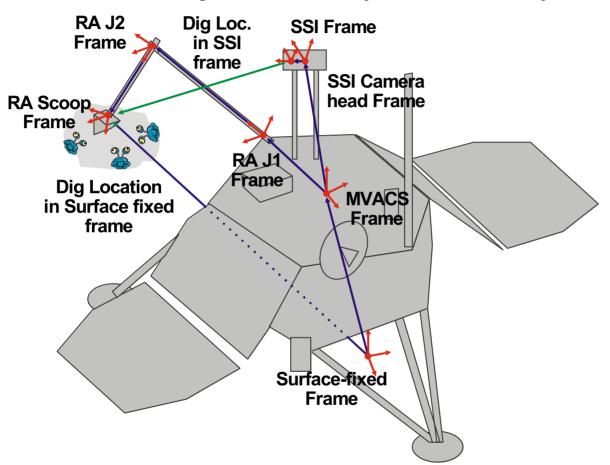
```
CALL SPKEZR( 'EARTH', ET, 'MGS_HGA', 'LT+S', 'MGS', EARTH_STATE, LT )

ANGLE = VSEP( HGA_BORESIGHT, EARTH_STATE )
```



## **Manipulators - 2**

## **Navigation and Ancillary Information Facility**



#### **Required Kernels:**

- Generic LSK
- Mission FK
- Lander SCLK
- Structure

**Locations SPK** 

- Lander SPK
- Lander CK
- ·SSI CK
- •RA CK

# Compute the soil digging location in the MPL surface-fixed and camera left eye frames:

```
CALL SPKEZR( 'MPL_RA_SCOOP', ET, 'MPL_SURFACE_FIXED', 'NONE', 'MPL_SURF', ST1, LT )

CALL SPKEZR( 'MPL_RA_SCOOP', ET, 'MPL_SSI_LEFT', 'NONE', 'MPL_SSI', ST2, LT )

Using Frames
```