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// This file is available in electronic form at http://www.psa.es/sdg/sunpos.htm

#include "sunpos.h"
#include <math.h>

void sunpos(cTime udtTime,cLocation udtLocation, cSunCoordinates *udtSunCoordinates)
{
    // Main variables
    double dElapsedJulianDays;
    double dDecimalHours;
    double dEclipticLongitude;
    double dEclipticObliquity;
    double dRightAscension;
    double dDeclination;

    // Auxiliary variables
    double dY;
    double dX;

    // Calculate difference in days between the current Julian Day
    // and JD 2451545.0, which is noon 1 January 2000 Universal Time
    {
        double dJulianDate;
        long int liAux1;
        long int liAux2;
        // Calculate time of the day in UT decimal hours
        dDecimalHours = udtTime.dHours + (udtTime.dMinutes
            + udtTime.dSeconds / 60.0 ) / 60.0;
        // Calculate current Julian Day
        liAux1=(udtTime.iMonth-14)/12;
        liAux2=(1461*(udtTime.iYear + 4800 + liAux1))/4 + (367*(udtTime.iMonth
            - 2-12*liAux1))/12- (3*((udtTime.iYear + 4900
            + liAux1)/100))/4+udtTime.iDay-32075;
        dJulianDate=(double)(liAux2)-0.5+dDecimalHours/24.0;
        // Calculate difference between current Julian Day and JD 2451545.0
        dElapsedJulianDays = dJulianDate-2451545.0;
    }

    // Calculate ecliptic coordinates (ecliptic longitude and obliquity of the
    // ecliptic in radians but without limiting the angle to be less than 2*Pi
    // (i.e., the result may be greater than 2*Pi)
    {
        double dMeanLongitude;
        double dMeanAnomaly;
        double dOmega;
        dOmega=2.1429-0.0010394594*dElapsedJulianDays;
        dMeanLongitude = 4.8950630+ 0.017202791698*dElapsedJulianDays; // Radians
        dMeanAnomaly = 6.2400600+ 0.0172019699*dElapsedJulianDays;
        dEclipticLongitude = dMeanLongitude + 0.03341607*sin( dMeanAnomaly )
            + 0.00034894*sin( 2*dMeanAnomaly )-0.0001134
            -0.0000203*sin(dOmega);
        dEclipticObliquity = 0.4090928 - 6.2140e-9*dElapsedJulianDays
            +0.0000396*cos(dOmega);
    }

    // Calculate celestial coordinates ( right ascension and declination ) in radians
    // but without limiting the angle to be less than 2*Pi (i.e., the result may be
    // greater than 2*Pi)
    {
        double dSin_EclipticLongitude;
        dSin_EclipticLongitude= sin( dEclipticLongitude );
        dY = cos( dEclipticObliquity ) * dSin_EclipticLongitude;
        dX = cos( dEclipticLongitude );
        dRightAscension = atan2( dY,dX );
        if( dRightAscension < 0.0 ) dRightAscension = dRightAscension + twopi;
        dDeclination = asin( sin( dEclipticObliquity )*dSin_EclipticLongitude );
    }

    // Calculate local coordinates ( azimuth and zenith angle ) in degrees
    {
        double dGreenwichMeanSiderealTime;
        double dLocalMeanSiderealTime;
        double dLatitudeInRadians;
        double dHourAngle;
        double dCos_Latitude;
        double dSin_Latitude;
        double dCos_HourAngle;
    }
}

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double dParallax;
dGreenwichMeanSiderealTime = 6.6974243242 +
    0.0657098283*dElapsedJulianDays
    + dDecimalHours;
dLocalMeanSiderealTime = (dGreenwichMeanSiderealTime*15
    + udtLocation.dLongitude)*rad;
dHourAngle = dLocalMeanSiderealTime - dRightAscension;
dLatitudeInRadians = udtLocation.dLatitude*rad;
dCos_Latitude = cos( dLatitudeInRadians );
dSin_Latitude = sin( dLatitudeInRadians );
dCos_HourAngle= cos( dHourAngle );
udtSunCoordinates->dZenithAngle = (acos( dCos_Latitude*dCos_HourAngle
    *cos(dDeclination) + sin( dDeclination )*dSin_Latitude));
dY = -sin( dHourAngle );
dX = tan( dDeclination )*dCos_Latitude - dSin_Latitude*dCos_HourAngle;
udtSunCoordinates->dAzimuth = atan2( dY, dX );
if ( udtSunCoordinates->dAzimuth < 0.0 )
    udtSunCoordinates->dAzimuth = udtSunCoordinates->dAzimuth + twopi;
udtSunCoordinates->dAzimuth = udtSunCoordinates->dAzimuth/rad;
// Parallax Correction
dParallax=(dEarthMeanRadius/dAstronomicalUnit)
    *sin(udtSunCoordinates->dZenithAngle);
udtSunCoordinates->dZenithAngle=(udtSunCoordinates->dZenithAngle
    + dParallax)/rad;
}
}
```