

NAME

fr2bp - convert fullrays to **bpipe** format rays

DESCRIPTION

fr2bp converts **fullray** format rays to **bpipe** format rays. To preserve compatibility with the **bp2fr** converter and the **drat** module within OSAC, **fr2bp** ensures that if the surface number as read from the parameter file is 0, the surface normal data field and the graze angle data field are not added to the bpipe.

If the surface number from the parameter file is greater than 0, these two data fields are added to the **bpipe** output stream, and a surface number header field is created with a value of 1. Since only a single grazing angle field is written out, the value of **surf_num** is used to determine which of the two grazing angle fields in the fullray ray is written. A **surf_num** of 1 causes the first field to be output; values larger than 1 cause the second to be output.

PARAMETERS

input *file*

The **fullray** input stream.

output *file*

The output **bpipe** output stream.

surf_num *int*

The surface number

debug *list*

A list of debug flags. None are presently defined.

help *boolean*

Print a help message and exit.

version *boolean*

Print the version and exit.

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