

Gaia Sky Documentation

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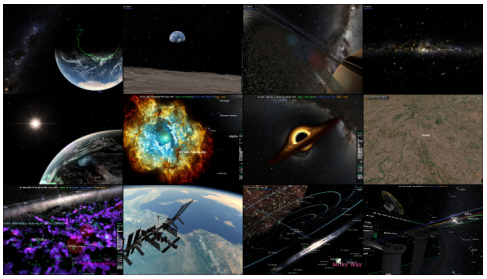
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Welcome to the official documentation for **Gaia Sky**, a real-time 3D universe astronomy visualization software. Select a section below to get started.

Documentation info

- **Version:** master
- **Last built:** 2026-10-21 13:33

Below is a showcase of the capabilities of Gaia Sky in the form of a screenshots grid.



While you are here, you can also:

- Visit our home page gaiasky.space
- Download Gaia Sky
- Submit a bug or a feature request

You can find a PDF version of this documentation here.

The internal workings of Gaia Sky are (partially) described in the paper Gaia Sky: Navigating the Gaia Catalog.

CHAPTER

ONE

CONTENTS

1.1 Quick start guide

> **Tip**
>
> This guide is designed for the latest version of Gaia Sky. Ensure your software is up to date to follow along seamlessly!

The main objective of this guide is to provide a concise "on-ramp" to the Gaia Sky platform, covering its core operations and most common features.

Gaia Sky crash course: For a visual introduction, check out the companion web presentation.

1.1.1 Guide overview:

- **Installation and setup:**
  - *Installation*
  - *Running*
- **Introduction to Gaia Sky:**
  - *Getting datasets*
  - *Controls*, *movement*, and *selection*
  - *User interface* overview
  - *Camera operation and modes*
  - *Render modes* (3D, Planetarium, 360, Re-projection)
  - *Object and type visibility*
  - *Visual settings*
  - *Managing datasets* (loading, filters, and SAMP)
- **Scripting:**
  - *Scripting basics*

  - *The API*
  - *Showcase scripts*
  - *Hands-on session*
- **Camera paths:**
  - *Recording and playback*
  - *Keyframe system*
- **Output and video:**
  - *Still frame output mode*
  - *Creating video from still frames* with `ffmpeg`

To follow this guide effectively, you need to have Gaia Sky installed locally. If you haven't installed it yet, please follow the instructions for your operating system in the  *installation section*. Then, proceed with the rest of the quick start guide.

Installation

Find below the download and installation procedure.

Download

First, you need to download the installer or package, if you have not done so. Packages are available for **Linux**, **macOS** and **Windows**. You can either download the Gaia Sky build for your operating system (recommended) or browse and build the source code.

- Gaia Sky downloads page

We also maintain Flatpak, and an AUR packages.

Installation procedure

Depending on your system and your personal preferences the installation procedure may vary. This section describes the installation and running process for the different operating systems and packages. Find the full installation procedure for your operating system in the *installation section* of the user manual. Below are direct links:

- Install on *Linux*
- Install on *macOS*
- Install on *Windows*

Running

To run the software, use the provided shortcut, found in the applications menu of your operating system. If you downloaded the `.tar.gz` package, extract it and run the provided `gaiasky` or `gaiasky.cmd` file. If you used the `AppImage`, give it execute permissions (`chmod +x`), and then run it.

Getting datasets

The Gaia Sky installer does not come with any data. In order for the software to display planets and stars, you need to download some datasets. Luckily, Gaia Sky guides you through the process of installing datasets when you first run it.

Welcome screen

When you launch Gaia Sky for the first time, you are greeted by the following onboarding screen:



Fig. 1: The onboarding screen offers a choice between a quick-start recommended setup or a fully customized experience.

From this window, you can access global **Preferences** ( ), the **Help** window ( ), or **Exit** the program ( ) using the icons in the bottom-right corner.

There are two primary ways to begin:

- *Start with recommended datasets* — Automatically downloads a curated selection of essential datasets and launches Gaia Sky immediately.

- *Customize datasets* — Opens the dataset manager, allowing you to manually pick and choose which data to download and enable.

If you choose the **recommended** option, a progress window will appear. Once the download is complete, Gaia Sky will launch automatically.

If you choose to **customize** your setup, you will see the following view:



Fig. 2: The welcome screen displayed when no local datasets are detected.

From here, you can return to the previous screen by clicking **Back**, or click *Dataset manager* to begin your manual selection. This process is covered in detail in the next section.

Dataset manager



The [redacted] *Dataset manager* is used to download, update, delete, and enable or disable datasets. It consists of two main tabs:

- *Available for download* — lists datasets available for installation from the remote servers.
- *Installed* — lists the datasets currently stored on your local machine.

Datasets are downloaded via an encrypted HTTPS connection, and SHA256 checksums are automatically used to verify file integrity.

The first time you launch Gaia Sky, you must download at least the Base data pack (dataset key: `default-data`). This is a **required** step. The base data pack contains essential components, including the primary Solar System (planets, moons, orbits, and asteroids), the Milky Way, grids, and constellations.

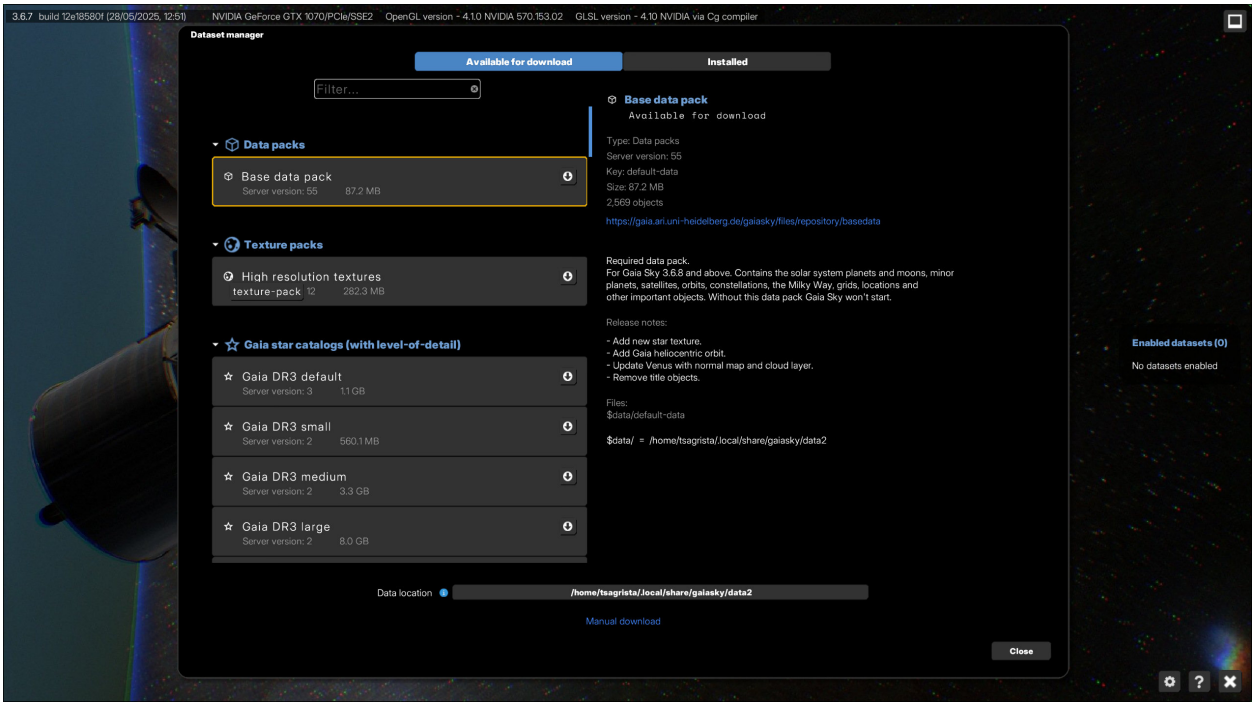


Fig. 3: The dataset manager showing the base data pack selection.



You can download any dataset from the *Available for download* tab by clicking the icon.

The *Installed* tab displays your local library. From here, you can manage your data:

- **Enable/disable:** Use the **checkbox** in the dataset pane. Only enabled datasets are loaded when Gaia Sky starts.
- **Remove:** Right-click a dataset and select  *Remove* to delete it from your local storage.

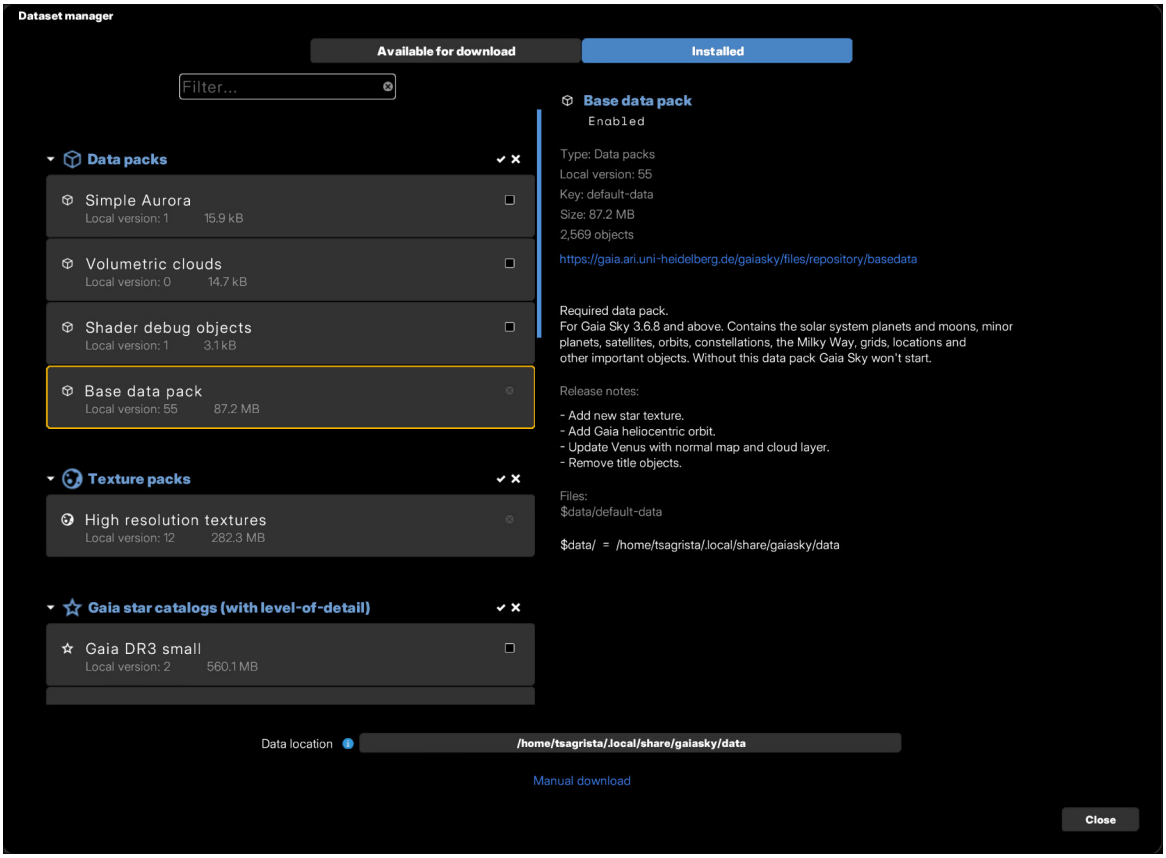


Fig. 4: Managing local datasets via the *Installed* tab.

Once you have finished your selection, close the dataset manager and click  *Start Gaia Sky*.

Basic controls

When Gaia Sky is ready, the main interface appears:

The interface provides several immediate points of reference:

- **Camera info panel (bottom-right):** This indicates you are in **focus mode**, meaning all movement is relative to the current focus object. By default, this is the Earth.

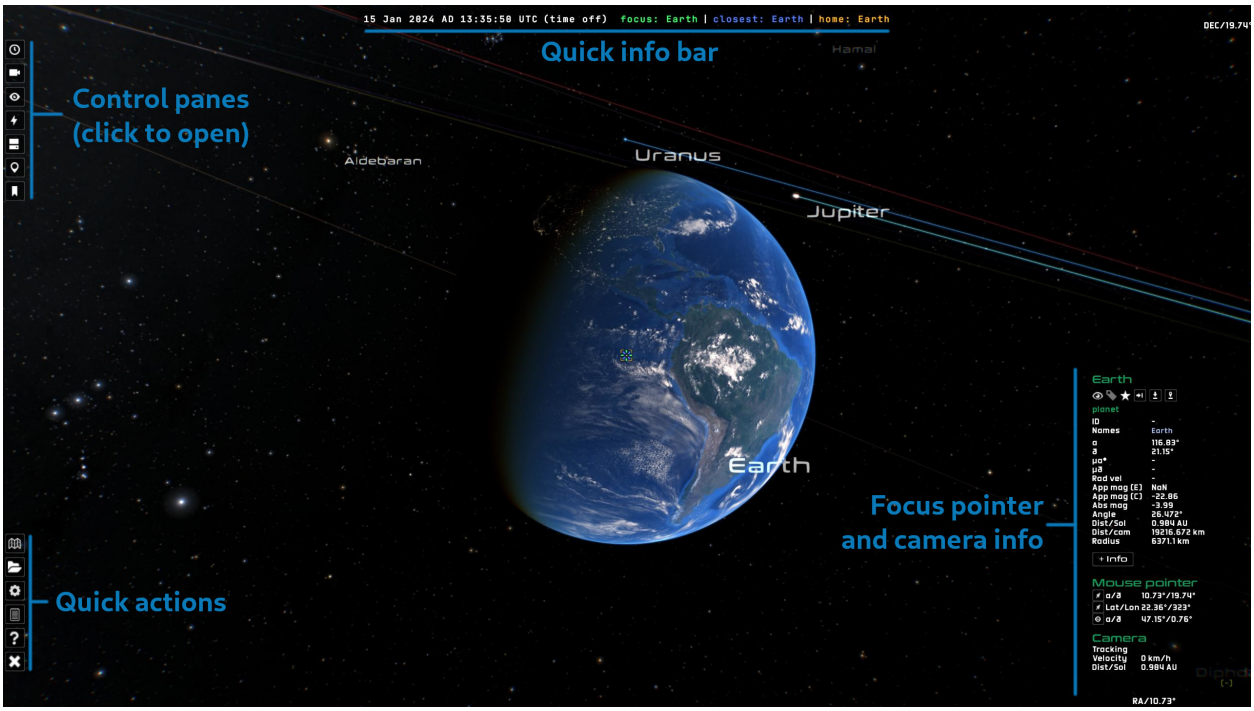


Fig. 5: Gaia Sky starts with the camera focused on the Earth.

- **Quick info bar (top):** This displays the current focus (Earth), the closest object to your location (Earth), and your designated home object (Earth).
- **Control panes (top-left):** These buttons provide access to various *control panes*. Clicking a button opens its respective pane; we will explore these in later sections.

Movement

In **focus mode**, the camera orbits the focus object and always points toward its center. Try the following interactions to get a feel for the navigation:

- **Orbit:** Click and drag with the **left mouse button**. The camera orbits the Earth, revealing different parts of the surface.
- **Zoom:** Use the **mouse wheel** to scroll. Scrolling down moves the camera away, while scrolling up moves it closer.
- **Speed boost:** Press and hold *Z* to significantly increase camera speed. This is ideal for traversing long distances.
- **Pan/Offset:** Click and drag with the **right mouse button** to offset the focus object from the center of the screen.
- **Roll:** Hold *Shift* while dragging the mouse to roll the camera.

You can also navigate using the **arrow keys** ($\leftarrow \uparrow \rightarrow \downarrow$) to orbit or change your distance.

Docs

For a comprehensive list of inputs, see the *controls section* of the user manual.

Selection

You can change your focus at any time by **double-clicking** an object in the scene. Alternatively, use the search function:

1. Press *F* to open the **search** dialog.
2. Type "Mars" and press *Enter*.
3. The camera will now point toward Mars.

To travel there, you can scroll up manually or click the  icon next to the object's name in the focus info panel. Clicking this icon allows Gaia Sky to take control of the camera and fly you directly to the destination.

Useful shortcuts:

- **Instant travel:** Press *Ctrl* + *G* to teleport instantly to your current focus.
- **Return home:** Press the *Home* key to return to Earth (or your designated home object defined in the *configuration file*).

The user interface

The user interface of Gaia Sky consists of several panes, buttons, and windows. The most important of these are the **control panes**, which are accessible via a series of buttons anchored to the top-left of the screen.

Docs

See the *user interface section* of the user manual for more information.

Control panes

The control panes are made up of seven different panes. Note that these were called the *control panel* in the older UI; that version is still available but is disabled by default.

-  Time (shortcut: *T*)

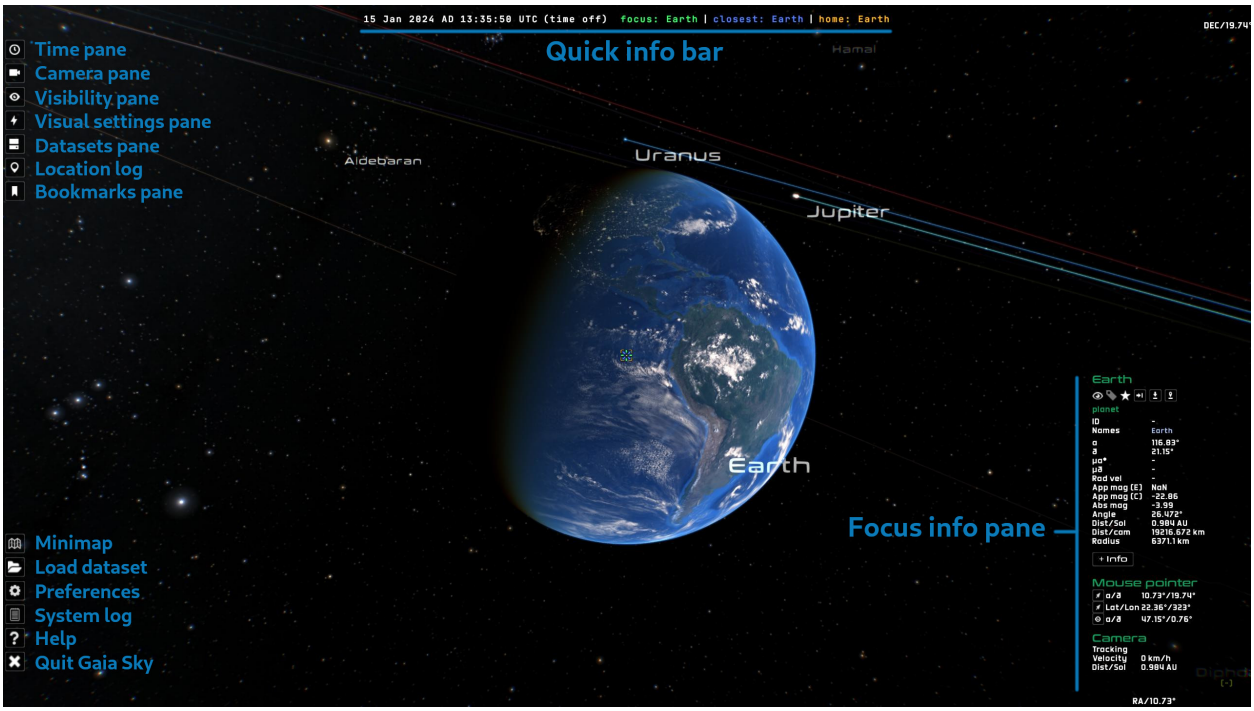


Fig. 6: The Gaia Sky interface showing its most useful functions.



- Camera (shortcut: *C*)



- Type visibility (shortcut: *V*)



- Visual settings (shortcut: *L*)



- Datasets (shortcut: *D*)

-  Location log
-  Bookmarks (shortcut: *B*)

You can expand and collapse each pane by clicking the button or by using the respective keyboard shortcut.

The bottom-left corner of the screen contains six buttons for special actions:

-  Toggle the mini-map (shortcut: *Tab*)
-  Load a dataset (shortcut: *Ctrl* + *O*)
-  Open the preferences window (shortcut: *P*)
-  Show the session log (shortcut: *Alt* + *L*)
-  Show the help dialog (shortcut: *H* or *F1*)
-  Exit Gaia Sky (shortcut: *Esc*)

Camera info panel

The **camera info panel**, also known as the **focus info pane**, is anchored to the bottom-right of the main window.



Fig. 7: The camera info pane in focus mode. It displays information on the focus (top), the mouse pointer (middle), and the camera state (bottom).

Docs

See the *camera info panel section* of the user manual.

Quick info bar

The **quick info bar** at the top of the screen provides information on the current time and your primary targets. It displays the current focus object, the current closest object to your location, and the current home object. The colors of these labels correspond to the crosshairs in the center of the view. You can enable or disable these crosshairs in the interface tab of the preferences window (*P*).

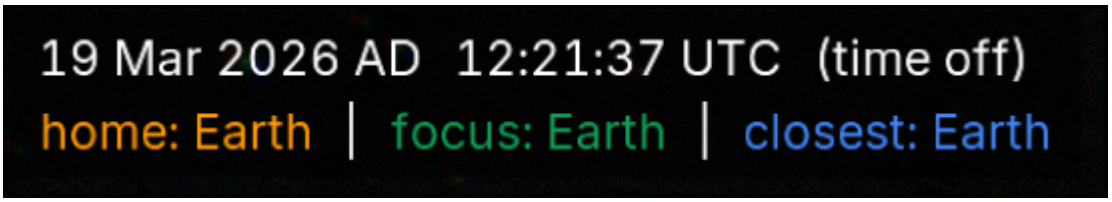


Fig. 8: The quick info bar provides useful simulation information at a glance.

Docs

See the *quick info bar section* for more information.

System info panel

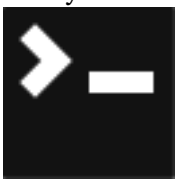
Gaia Sky includes a built-in system information panel that is hidden by default. You can bring it up with *Ctrl* + *D* or by checking the *Show debug info* box in the  *System* tab of the preferences window.



Fig. 9: The system info panel in its collapsed state.

You can expand the panel using the + symbol to see information on your graphics device, memory usage, the number of objects loaded, and the SAMP status. Additional debug details are also available in the system tab of the help dialog (*?* or *H*).

Docs

See the *system info panel section* for a full description.

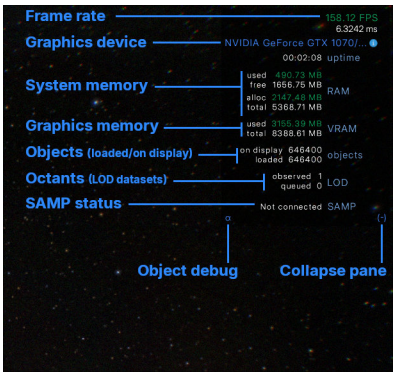


Fig. 10: Expanded system info panel

Time controls

Tip

Open the time pane by clicking the clock button or by pressing *T*.

Gaia Sky simulates the passage of time. You can play and pause the simulation using the and buttons or by pressing *Space*.

The *Time warp* slider allows you to modify the simulation speed. Use , or to halve the speed and . or to double it. If you hold either key, the warp factor will increase or decrease steadily. The *Reset time and warp* button returns the simulation to real-world time (UTC) and resets the warp to x1.

To test this, press *Home* to return to Earth and start the simulation with *Space*. As you drag the slider to the right, the Earth will rotate faster. Dragging it to the left will eventually reverse time, making the Earth rotate in the opposite direction. If you set the warp high enough, you can even observe the stars moving as Gaia Sky simulates their proper motions.



Fig. 11: The time pane in the Gaia Sky controls.

Camera modes

We have already talked about the **focus camera mode**, but Gaia Sky provides some more camera modes:

- *0* - **Free mode**: the camera is not locked to a focus object and can roam freely. The movement is achieved with the scroll wheel of the mouse, and the view is controlled by clicking and dragging the left and right mouse buttons
- *1* - **Focus mode**: the camera is locked to a focus object and its movement depends on it
- *2* - **Game mode**: similar to free mode but the camera is moved with *W/A/S/D* and the view (pitch and yaw) is controlled with the mouse. This control system is commonly found in FPS (First-Person Shooter) games on PC
- *3* - **Spacecraft mode**: take control of a spacecraft (outside the scope of this tutorial)

The most interesting mode is **free mode** which lets us roam freely. Go ahead and press *0* to try it out. The controls are a little different from those of **focus mode**, but they should not be too hard to get used to. Basically, use the **left mouse button** to yaw and pitch the view, use *Shift* to roll, and use the **right mouse button** to pan.

Docs

See the *camera modes section* of the user manual.

Special render modes

There are three special render modes: **3D mode**, **planetarium mode**, **panorama mode** and **orthosphere view**. We can access these modes using the buttons at the bottom of the camera pane or the following shortcuts:

- 3D or *Ctrl* + *S* - 3D mode

-  or *Ctrl* + *P* - Planetarium mode
-  or *Ctrl* + *K* - Panorama mode
-  or *Ctrl* + *J* - Orthosphere view

Docs

See the *stereoscopic mode*, the *planetarium mode*, the *panorama mode*, and the *orthosphere view* sections of the user manual.

Type visibility

Tip

Expand and collapse the visibility pane by clicking on the eye  button or with *V*.

The visibility pane offers controls to hide and show object types. Object types are groups of objects that are of the same category, like stars, planets, labels, galaxies, grids, etc. The pane also contains a button at the bottom that gives access to the  *per-object visibility window*, which enables visibility control for individual objects.

For example, we can hide the stars by clicking on the  stars button. The object types available are the following:

-  – Stars

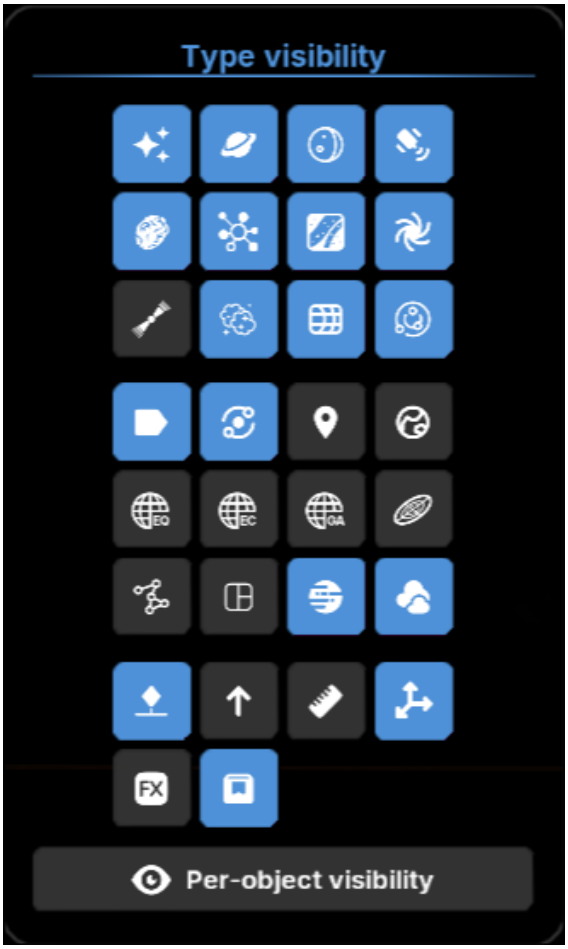
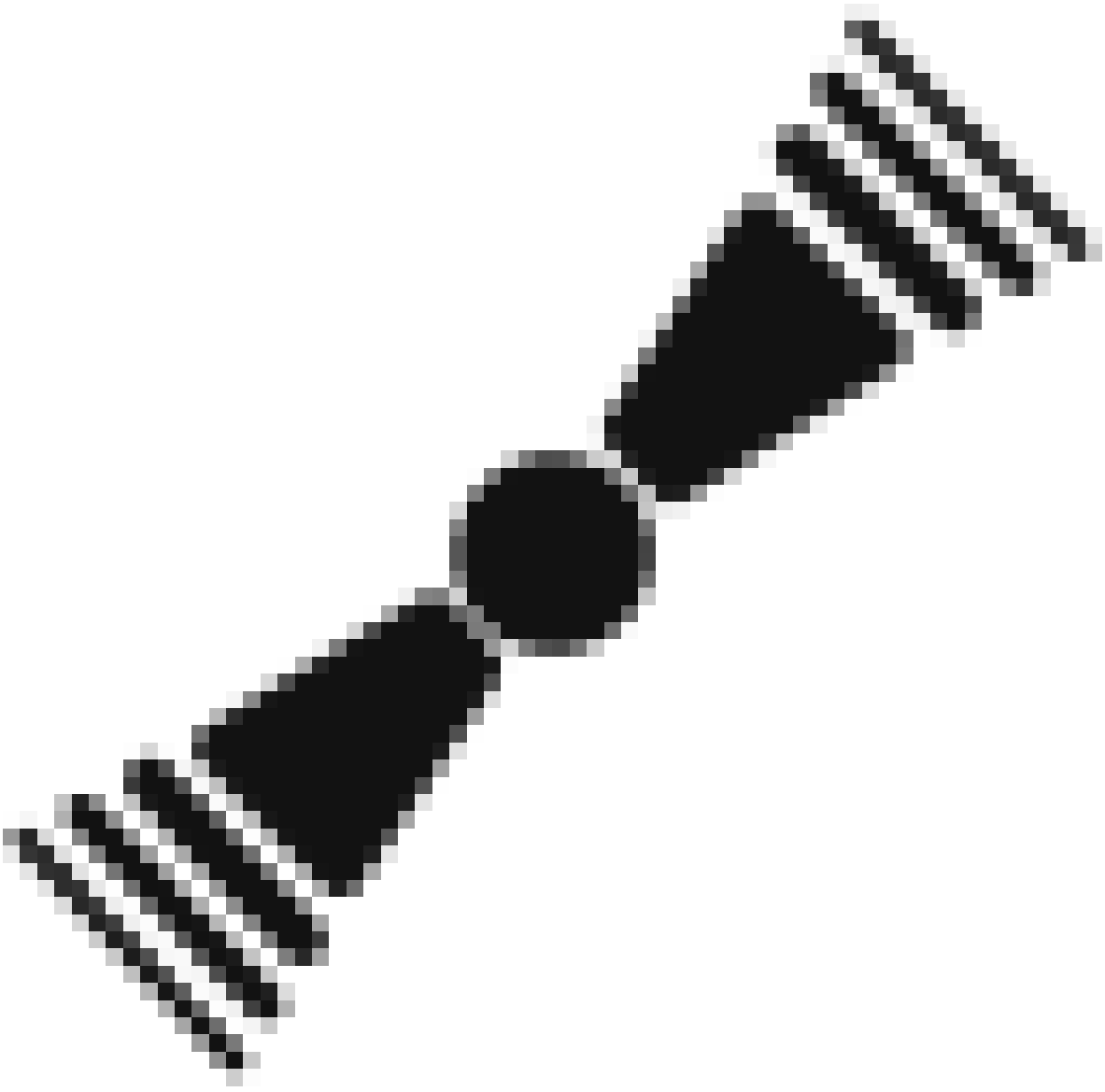


Fig. 12: The visibility pane contains controls to hide and show types of objects.

-  – Planets
-  – Moons
-  – Satellites
-  – Asteroids
-  – Star clusters
-  – Milky Way
-  – Galaxies



- – Pulsars



- – Nebulae
-  – Meshes
-  – Systems
-  – Labels

-  – Orbits
-  – Locations
-  – Countries
- 

– Equatorial grid
- 

– Ecliptic grid
- 

– Galactic grid



- – Recursive grid
- – Constellations
- – Constellation boundaries
- – Atmospheres

-  – Clouds
-  – Keyframes
-  – Velocity vectors
-  – Rulers
-  – Axes
-  – Particle effects
-  – Others

Velocity vectors

One of the elements, the **velocity vectors**, enable a few properties when selected.

- **Number factor** – control how many velocity vectors are rendered. The stars are sorted by magnitude (ascending) so the brightest stars will get velocity vectors first
- **Length factor** – length factor to scale the velocity vectors
- **Color mode** – choose the color scheme for the velocity vectors
- **Show arrowheads** – Whether to show the vectors with arrow caps or not

> **Tip**
>
> Control the width of the velocity vectors with the **line width** slider in the **visual settings** pane.

Docs

See the *velocity vectors section* of the user manual.

Visual settings

Tip

Expand and collapse the visual settings pane by clicking on the  bolt button or with *L*.

The **visual settings** pane contains a few options to control the shading of stars and other elements:

- **Star brightness** – control the brightness of stars.
- **Magnitude multiplier** – exponent of power function that controls the brightness of stars. Controls the brightness difference between bright and faint stars.
- **Star glow factor** – close-by star size.
- **Point size** – size of point-like stars and other objects.
- **Base star level** – the minimum brightness level for all stars.
- **Ambient light** – control the amount of ambient light. This only affects the models such as the planets or satellites.
- **Line width** – control the width of all lines in Gaia Sky (orbits, velocity vectors, etc.).
- **Label size** – control the size of the labels.
- **Elevation multiplier** – scale the height representation for planets with elevation maps.

External datasets

We can also load datasets into Gaia Sky at run time. Right now, the VOTable, CSV and FITS formats are supported. Gaia Sky needs some metadata in the form of *UCDs* or column names in order to parse the dataset columns correctly.

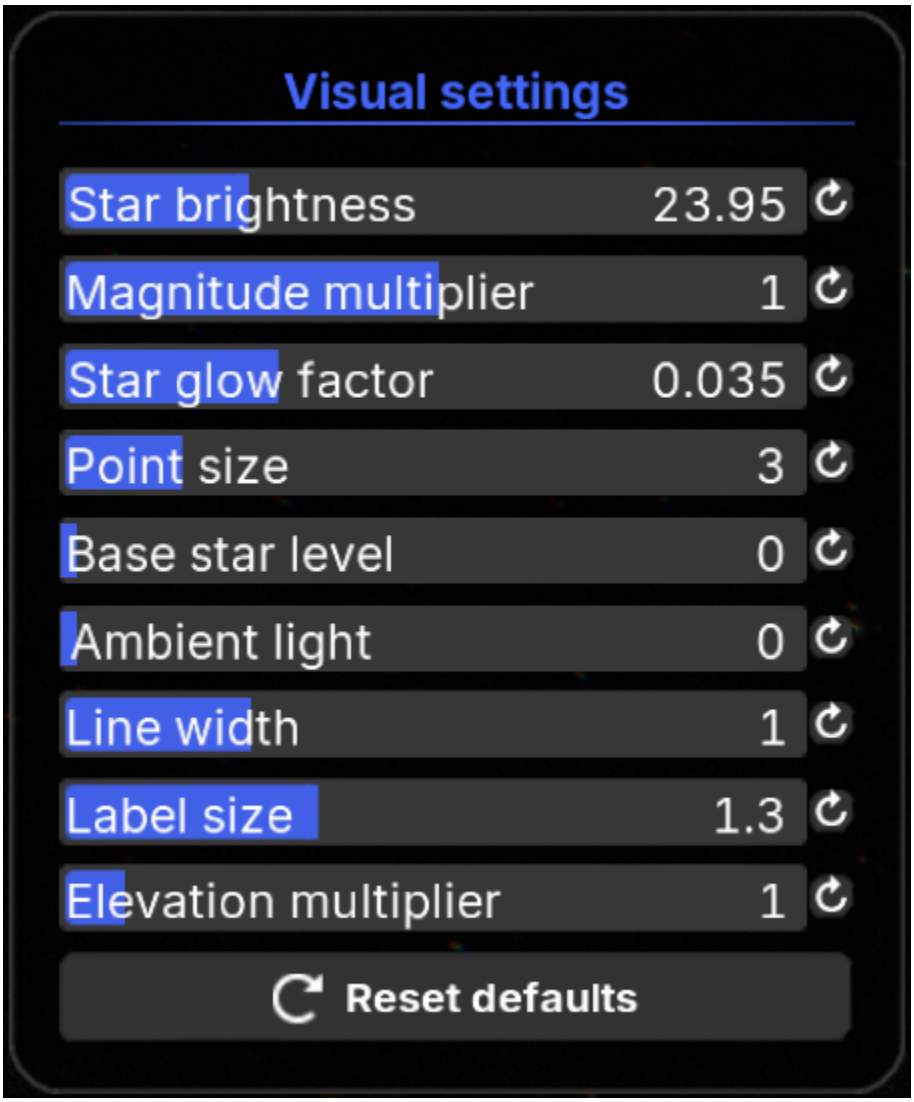


Fig. 13: The visual settings pane.

Docs

See the *STIL data loader* section of the Gaia Sky user manual for more information on how to prepare your datasets for Gaia Sky.

The datasets loaded in Gaia Sky at a certain moment can be found in the *datasets pane* of the control panel. Open it by clicking on the  button or by pressing *D*.

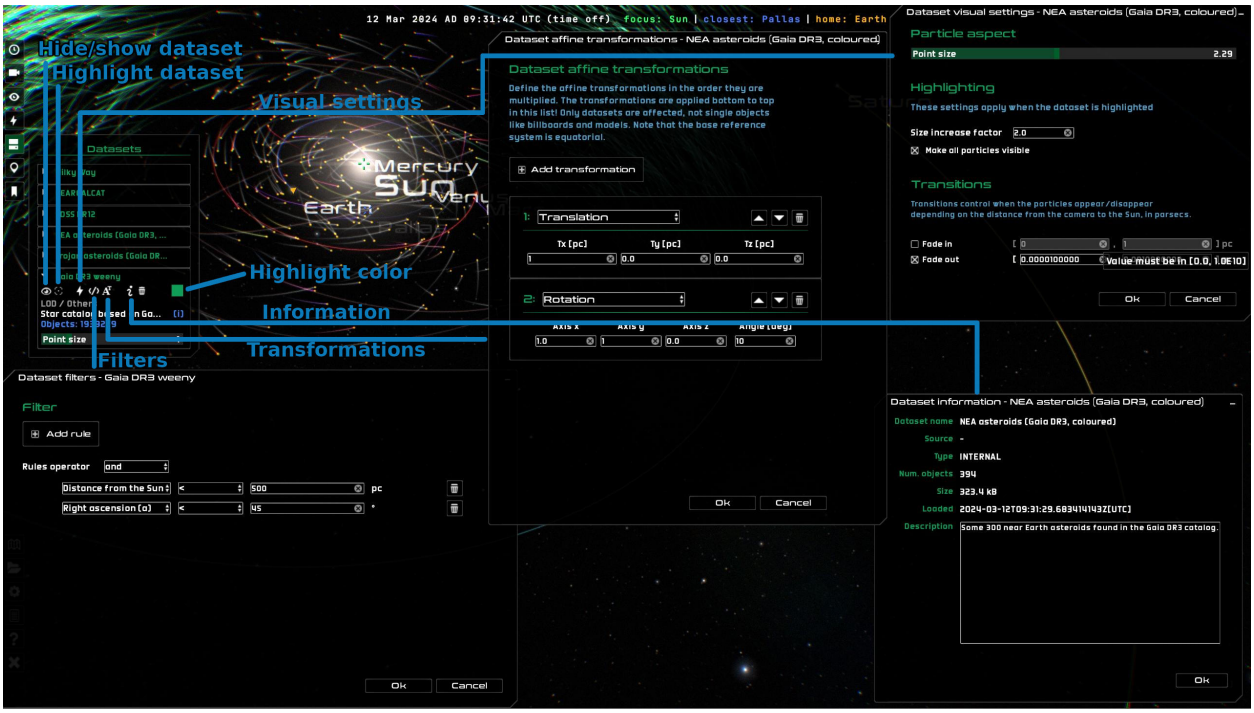


Fig. 14: Datasets pane of Gaia Sky.

There are four main ways to load new datasets into Gaia Sky:

- Directly from the UI, using the  button (anchored to the bottom-left) or pressing *Ctrl* + *O*.
- Through *SAMP*, via a connection to another astronomy software package such as Topcat or Aladin.
- Via a script, using one of the dataset loading API calls.
- Creating a dataset in the Gaia Sky format so that it appears in the dataset manager (see *here*.

Docs

See the *data format section* for information on how to create a Gaia Sky dataset (advanced!).

Loading a dataset from the UI – Go ahead and remove the current star catalog by clicking on the  icon in the datasets pane. Now, download a raw Hipparcos dataset VOTable, click on the  icon (or press *Ctrl* + *O*) and select the file. In the next dialog just click *Ok* to start loading the catalog. In a few moments the Hipparcos new reduction dataset should be loaded into Gaia Sky.

Loading a dataset via SAMP – This section presupposes that Topcat is installed on the machine and that the user knows how to use it to connect to the VO to get some data. The following video demonstrates how to do this (Odysee mirror, YouTube mirror):

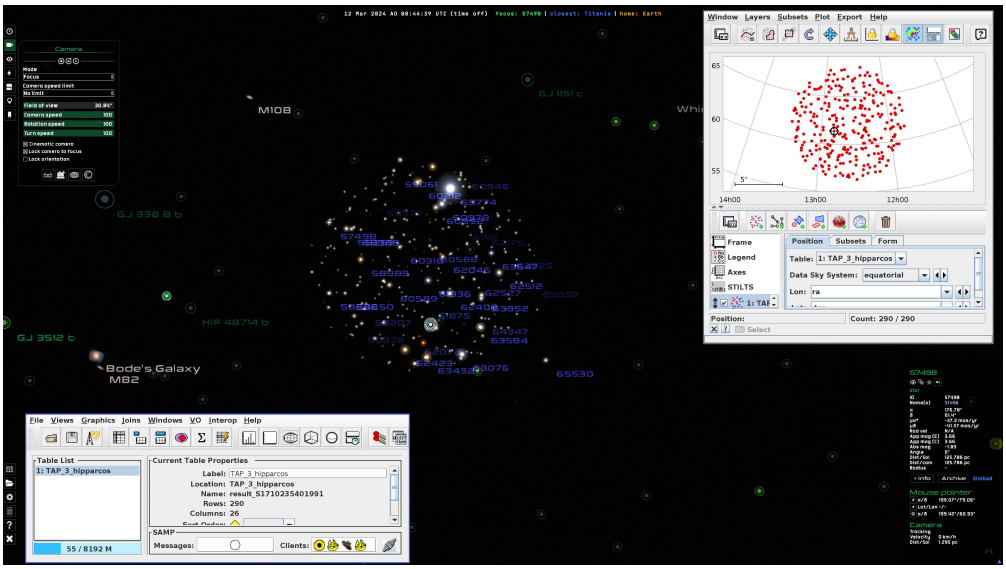


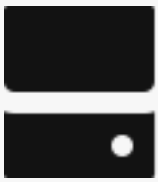
Fig. 15: Loading a dataset from Topcat through SAMP (click for video)

Loading a dataset via scripting – Wait for the scripting section of this course.

Preparing a descriptor file – Not addressed in this tutorial. See *the catalog formats section* for more information.

Working with datasets

Tip

Expand and collapse the datasets pane by clicking on the hard disk  button or with *D*.

All datasets loaded are displayed in the datasets pane in the control panel. A few useful tips for working with datasets:

- The visibility of individual datasets can be switched on and off by clicking on the  button
- Remove datasets with the  button
- We can **highlight a dataset** by clicking on the  button. The highlight color is defined by the color selector right on top of it. Additionally, we can map an attribute to the highlight color using a color map. Let's try it out:
  1. Click on the color box in the Hipparcos dataset we have just loaded from Topcat via SAMP
  2. Select the radio button "Color map"
  3. Select the *rainbow* color map
  4. Choose the attribute. In this case, we will use the number of transits, *ntr*
  5. Click *Ok*
  6. Click on the highlight dataset  icon to apply the color map
- We can **define basic filters** on the objects of the dataset using their attributes from the dataset preferences window  . For example, we can filter out all stars with $\delta > 50°$:
  1. Click on the dataset preferences button 

2. Click on *Add filter*
3. Select your attribute (declination δ)
4. Select your comparator ($<$)
5. Enter your value, in this case 50
6. Click *Ok*
7. The stars with a declination greater than 50 degrees should be filtered out

Multiple filters can be combined with the **AND** and **OR** operators

External information

Gaia Sky offers three ways to display external information on the current focus object: **Wikipedia**, **Gaia archive** and **Simbad**.

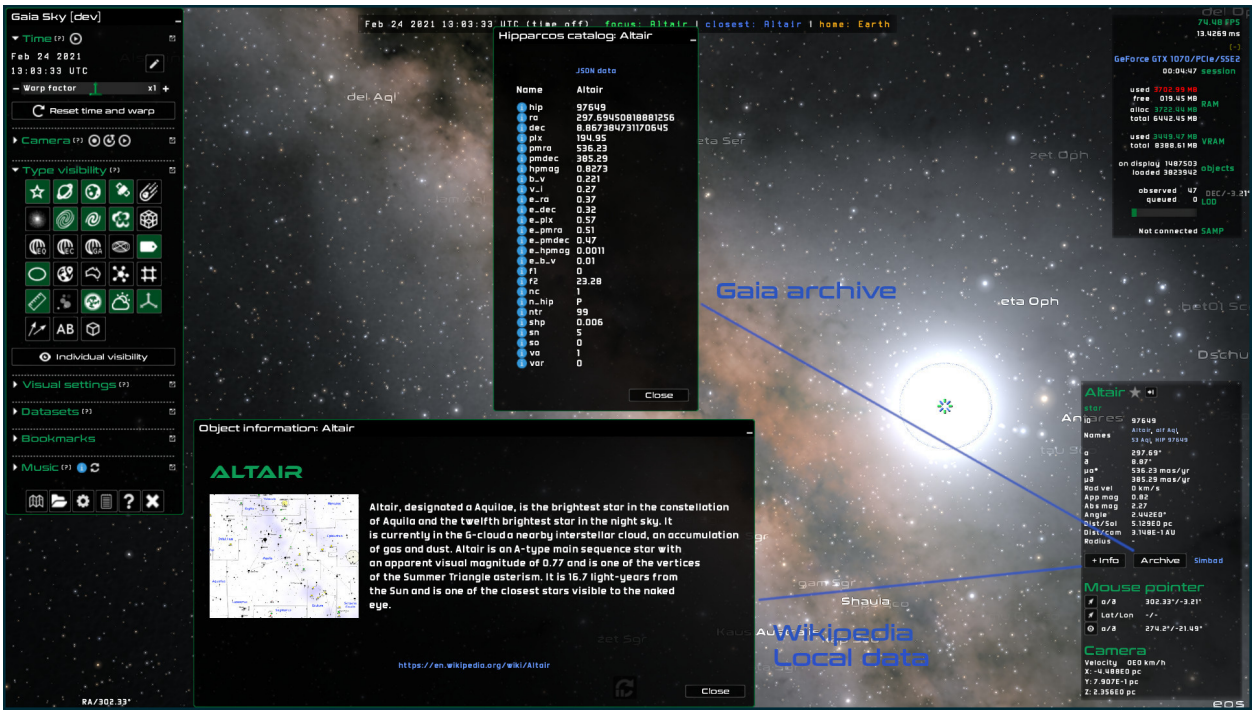


Fig. 16: Wikipedia, Gaia archive and Simbad connections

- The *+Info* button opens a view that contains the local data on the object, and a preview of the Wikipedia article on this object, if it exists.
- When the *Archive* button appears in the focus info pane, it means that the full table information of selected star can be pulled from the Gaia archive.
- When the `Simbad` link appears in the focus info pane, it means that the object has been found on Simbad, and we can click the link to open it in the web browser.

Scripting

Gaia Sky exposes an API that is accessible through Python (via Py4j) or through HTTP over a network (using the *REST API HTTP server*).

In this tutorial, we focus on the writing of Python scripts that tap into the Gaia Sky API. You will need Python 3 installed, along with the packages NumPy and Py4j.

We use the Python package manager, pipenv. You can install it using `pip`:

```
pip install --user pipenv
```

Then, create a virtual environment (if it does not yet exist).

```
pipenv shell
```

Now, you may want to install `numpy` and `py4j` directly, or use the `requirements.txt` file in the directory `assets/scripts` of the Gaia Sky repository to install the dependencies.

```
# Either one or the other
pipenv install py4j numpy
pipenv install -r requirements.txt
```

Once this is ready, you can run a script with the Python 3 interpreter in your virtual environment. Of course, you need to launch Gaia Sky in the same computer for the connection to succeed. Currently, only local scripting is supported. If you need to operate Gaia Sky over the network, see the *REST API section*.

To **run a script** named `my-gaiasky-script.py`, run this in a terminal:

```
python3 my-gaiasky-script.py
```

If everything works well, the connection should succeed and Gaia Sky should react accordingly.

We do not have a script to run yet, though. In the next section we learn the basics of writing a script for Gaia Sky.

Docs

See the *scripting section* in the user manual.

A basic script

Writing a basic script is quite simple. Essentially, you need a header that imports Py4j and creates the connection object. Then, you can start using the connection object to run calls.

The following script simply connects to Gaia Sky and prints *"Hello from a script!"* to both Python and the Gaia Sky log.

```
from py4j.clientserver import ClientServer, JavaParameters

gateway = ClientServer(java_parameters=JavaParameters(auto_convert=True))
gs = gateway.entry_point

# User code goes here.
# We use the 'gs' object to access the API.

# Let's print something.
message = "Hello from a script!"
# Print to Gaia Sky.
gs.print(message)
# Print with Python.
print(message)

# Shutdown the gateway at the end.
gateway.shutdown()
```

Note that you need to **shutdown** the gateway at the end, this is important to clean things up and be able to run more scripts afterwards!

It is cool that we can print messages, but what other actions can we perform via scripting? Read on to know more about the API.

Gaia Sky API

The Gaia Sky **API** (here) contains many more calls to interact with the platform in real time from Python scripts or a REST HTTP server. The API includes calls to:

- Add and remove messages and images to the interface,
- start and stop time, and change the time warp,
- add scene elements like shapes, lines, etc.,
- load full datasets in VOTable, CSV, FITS, or the internal JSON format,
- manage datasets (highlight, change settings, etc.),
- manipulate the camera position, orientation and mode,
- move the camera by simulating mouse actions (rotate around, forward, etc.),
- activate special modes like planetarium or panorama,
- create smooth camera transitions in position and orientation,
- change the various settings and preferences,
- back-up and restore the full configuration state,
- take screenshots, use the frame output mode.

The API specification is documented in the links below:

- Latest API version
- Older API versions (javadoc).

Showcase scripts

The Gaia Sky repository contains many test and showcase scripts that may help with getting up to speed with Gaia Sky scripting. Many of them contain comments explaining what is going on:

- Interesting **showcase scripts** can be found here.
- Basic **testing scripts** can be found here.

Hands-on session

Here, we have a look at some real-world scripts (full file listing), and write our own to run them later on Gaia Sky.

- Scripting presentation (dropbox link).

The proposed scripts are:

- Locating_the_Hyades_tidal_tails.py – a simple sequential script which exemplifies some of the most common API calls, and can be used to capture a video. The script requires the following data and subtitles files to run (save them in the same directory as the script):
  - Aldebaran.vot
  - Hyades_stars.csv
  - Hyades_subtitles.srt
  - distSDR3_N.csv
- line-objects-update.py – a script showcasing the feature to run scripting code within the Gaia Sky main loop, so that it runs synchronized with the main loop, every frame. This is used to run update operations every single frame. In our test script, we create a line between the Earth and the Moon, start the time simulation, and update the position of the line every frame so that it stays in sync with the scene.

Camera paths

Gaia Sky includes a feature to record and play back camera paths. This comes in handy if we want to showcase a certain itinerary through a dataset, for example.

Recording a camera path — The system will capture the camera state at every frame and save it into a `.gsc` (for Gaia Sky camera) file. We can start a recording by clicking on the  icon in the camera pane of the control panel. Once the recording mode is active, the icon will



turn red . Click on it again to stop recording and save the camera file to disk with an auto-generated file name (default location is `$GS_DATA/camera` (see the *folders* section in the Gaia Sky documentation).

Playing a camera path — To play back a previously recorded `.gsc` camera file, click on the



icon and select the desired camera path. The recording will start immediately.

> **Tip**
>
> **Mind the FPS!** The camera recording system stores the position of the camera for every frame! It is important that recording and playback are done with the same (stable) frame rate. To set the target recording frame rate, edit the "Target FPS" field in the camcorder settings of the preferences window. That will make sure the camera path is using the right frame rate. In order to play back the camera file at the right frame rate, we can edit the "Maximum frame rate" input in the graphics settings of the preferences window.

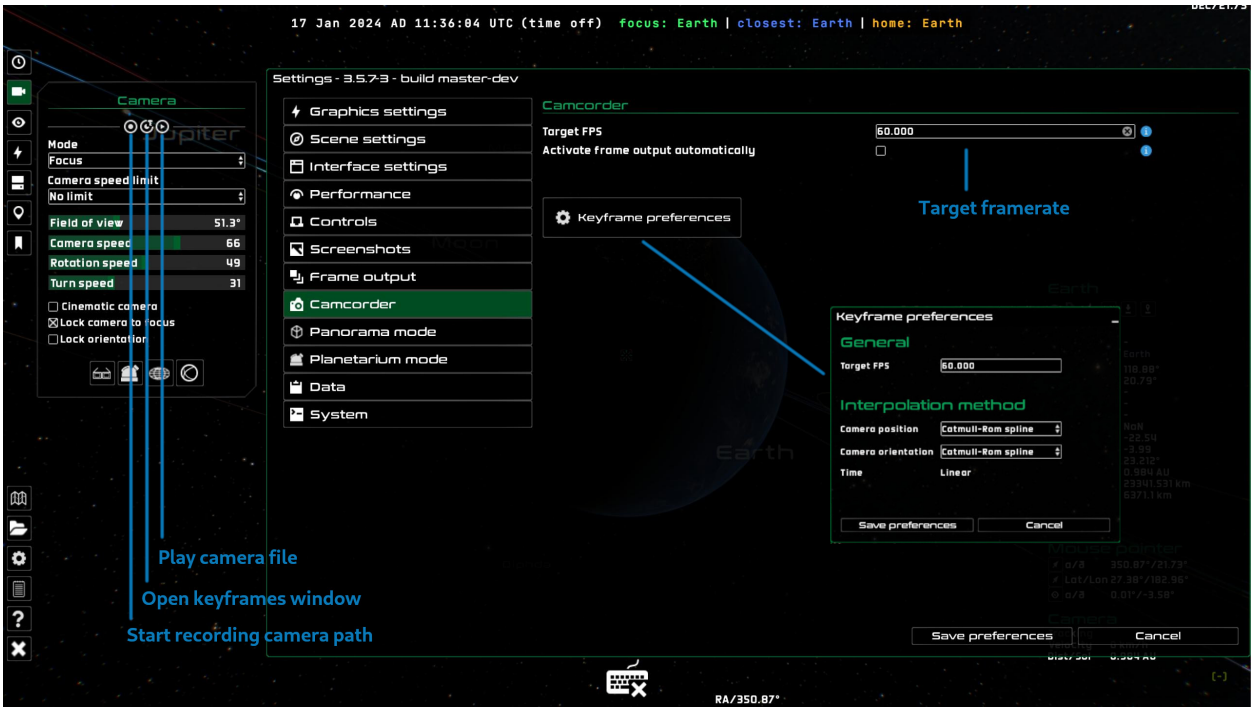


Fig. 17: Location of the controls of the camcorder in Gaia Sky

Docs

See the *camera paths section* in the user manual.

Keyframe system

The camera path system offers an additional way to define camera paths based on keyframes. Essentially, the user defines the position and orientation of the camera at certain times and the system generates the camera path from these definitions. Gaia Sky incorporates a whole keyframe definition system which is outside the scope of this tutorial.

As a very short preview, in order to bring up the keyframes window to start defining a camera path, click on the icon  .

Docs

See the *keyframes system section* in the user manual.

Frame output mode

In order to create high-quality videos, Gaia Sky offers the possibility to export every single still frame to an image file using the *frame output subsystem*. The resolution of these still frames can be set independently of the current screen resolution.

We can start the frame output system by pressing *F6*. Once active, the system starts saving each still frame to disk (frame rate goes down, likely). The save location of the still frame images is, by default, `$GS_DATA/frames/[prefix]_[num].jpg`, where `[prefix]` is an arbitrary string that can be defined in the preferences. The save location, mode (simple or advanced), and the resolution can also be defined in the preferences.

Create a video with `ffmpeg`

Once we have the still frame images, we can convert them to a video using `ffmpeg` or any other encoding software. Additional information on how to convert the still frames to a video can be found in the *capturing videos section* of the Gaia Sky user manual.

Conclusion

Congratulations! You have reached the end of the quick start guide. You are now a totally legit Gaia Sky master ;)

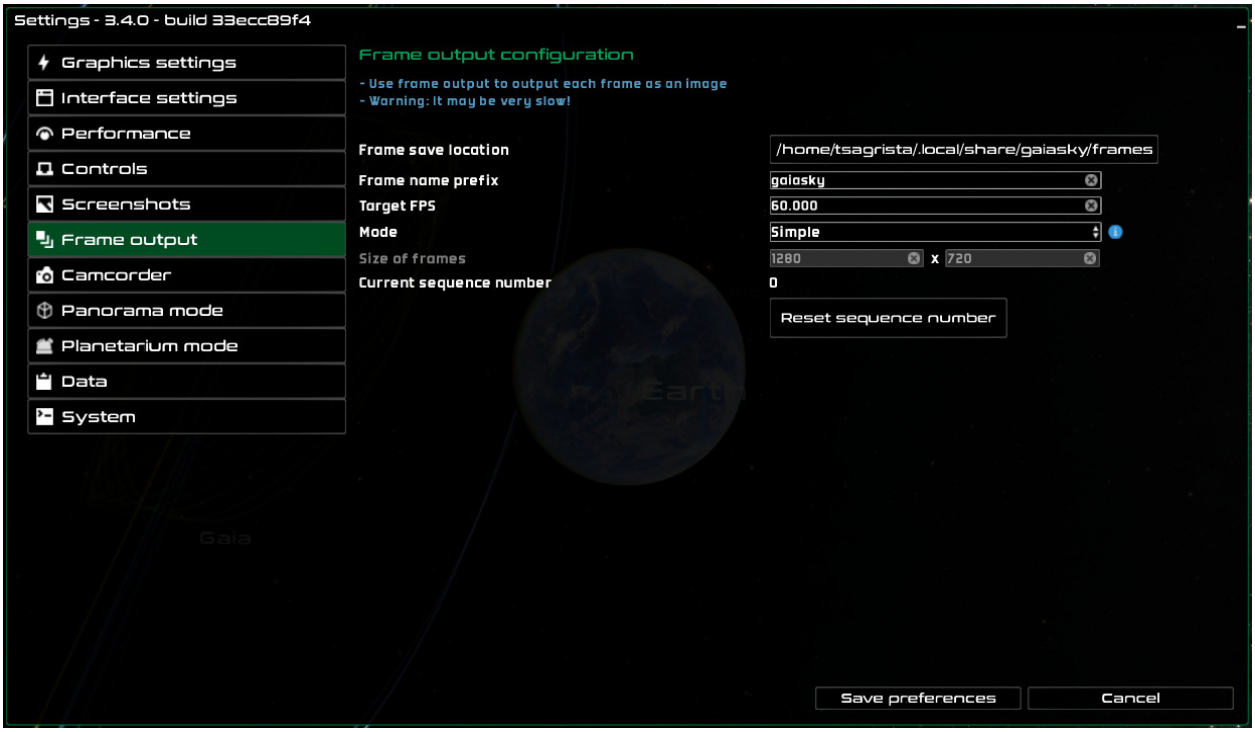


Fig. 18: The configuration screen for the frame output system

1.2 User manual

1.2.1 Installation

The sections below contain information on the minimum hardware requirements, on how to install the software on each operating system, how to run it from source, and the available command line arguments.

Contents

- *Installation*
  - *System requirements*
  - *Download*
  - *Installation procedure*
    - *Linux*
      - *Flatpak*
      - *AppImage*
      - *Unix installer*
      - *DEB package*

            - *RPM package*
            - *AUR package*
        * *Windows*
        * *macOS*
            - *Homebrew*
            - *DMG package*
        * *TAR.GZ*
    – *First launch*
    – *Run from source*
        * *Requirements*
        * *Getting the catalog data*
        * *Compiling and running*
    – *CLI arguments*
    – *Packaging the software*

System requirements

Here are the minimum requirements to run this software:

Operating system	Linux / Windows 10+ / macOS
Architecture	x86_64, ARM64 (Apple silicon, or ARM Linux via the Flatpak)
CPU	Intel Core i5 3rd Gen. 4+ cores recommended
GPU	Support for OpenGL 3.3 (4.2 recommended), 1 GB VRAM
Memory	4+ GB RAM (depends on loaded datasets)
Hard drive	1+ GB of free disk space (depends on downloaded datasets)

Download

Gaia Sky packages are available for **Linux**, **macOS** and **Windows**. You can either download the Gaia Sky build for your operating system (recommended), or get the source code and *compile it yourself*.

- Gaia Sky downloads page

Installation procedure

Depending on your system and your personal preferences the installation procedure may vary. This section describes the installation and running process for the different operating systems and packages.

Linux

We provide four packages that work on most distributions:

- *Flatpak*.
- *AppImage*.
- *Unix installer*.
- *TAR.GZ package*.

We also offer three distribution-specific packages:

- *DEB* – **Debian** and derivatives.
- *RPM* – **RedHat** and derivatives.
- *AUR* – **Arch Linux** and derivatives.

Whichever package you choose, once installed you can run the `gaiasky` command, or use your favourite launcher to find and run it.

Flatpak

Install the Flatpak package with the following:

```
flatpak install flathub space.gaiasky.GaiaSky
```

Then, run with:

```
flatpak run space.gaiasky.GaiaSky
```

In order to **uninstall** the Flatpak package, run:

```
flatpak uninstall --delete-data space.gaiasky.GaiaSky
```

AppImage

The AppImage does not need installation. Download the package, give it execute permissions if necessary, and run it.

```
wget https://gaia.ari.uni-heidelberg.de/gaiasky/releases/latest/gaiasky_$VERSION_x86_
↪64.appimage
chmod +x gaiasky_$VERSION_x86_64.appimage
./gaiasky_$VERSION_x86_64.appimage
```

Since the AppImage is self-contained, there is nothing to uninstall. Just delete the `.appimage` file (and any extracted squashfs-root folder).

Unix installer

Download the package, give it execute permissions and run it to start the installation process. Then follow the on-screen instructions:

```
chmod +x gaiasky_linux_$VERSION.sh
./gaiasky_linux_$VERSION.sh
```

In order to **uninstall**, run the uninstaller that was placed in the installation folder:

```
/opt/gaiasky/uninstall.sh
```

Alternatively, you can remove the `/opt/gaiasky` folder and any of its shortcuts manually.

DEB package

This is the package for Debian-based distros (**Debian**, **Ubuntu**, **Mint**, etc.). Download the `gaiasky_$VERSION.deb` file and run the following command. You need root privileges to install a DEB package in your system.

```
dpkg -i gaiasky_$VERSION.deb
```

This installs the application in the `/opt/gaiasky/` folder and creates the necessary shortcuts and `.desktop` files.

In order to **uninstall**, just type:

```
apt remove gaiasky
```

RPM package

This is the package for RPM-based distributions (**Red Hat**, **Fedora**, **Mandriva**, **SUSE**, **CentOS**, etc.) Download the `gaiasky_linux_$VERSION.rpm` file and run the following command. You need root privileges to install an RPM package in your system.

```
rpm --install gaiasky_linux_$VERSION.rpm
```

This installs the application in the `/opt/gaiasky/` folder and creates the necessary shortcuts.

In order to **uninstall**, just type:

```
dnf remove gaiasky
```

AUR package

We also offer an Arch User Repository (AUR) package for **Arch Linux** and derivatives. Install one of gaiasky, gaiasky-git or gaiasky-appimage. For example, if you use paru:

```
paru -S gaiasky
```

In order to **uninstall** an AUR package, use your AUR helper again:

```
paru -R gaiasky
```

Windows

We offer a Windows installer for 64-bit systems, `gaiasky_windows-x64_$VERSION.exe`.

To install Gaia Sky, just double-click on the installer and then follow the on-screen instructions. You need to choose the directory where the application is to be installed.

Warning

Our Windows installation package is signed with a self-signed certificate rather than one issued by a trusted Certificate Authority. If you want Windows to recognise the signature, you can import the certificate into the system's Trusted Root store. This can be done by downloading the public certificate file cert.pem and running the following command in a PowerShell terminal with administrator rights:

```
certutil -addstore "Root" cert.pem
```

After importing, Windows will treat the certificate as trusted, and the installation will proceed without publisher warnings.

You can also bypass the security warnings by letting Windows install apps from all sources. To do so, go to *Settings* > *Apps* > *Advanced app settings*, and then next to *Choose where to get apps*, select *Anywhere*. See the Microsoft article on app recommendation settings for details.

To run Gaia Sky, click on *Start* and then look up the *Gaia Sky* folder in the Start menu. You can run the executable(s) for Gaia Sky and Gaia Sky VR from there. You can also navigate to the installation folder and run the `gaiasky.cmd` file from a command prompt or PowerShell.

In order to **uninstall** the application you can use the Windows Control Panel or you can use the provided uninstaller in the Gaia Sky folder.

macOS

We provide two ways to install on macOS:

- *Homebrew*.
- *DMG package*.

We recommend installing via homebrew, as the subsequent updates are easier.

Homebrew

If you use `brew`, you can install Gaia Sky right from your terminal. In order to install it, add our tap (third-party repository) to `brew` and then install the package:

```
# Tap the repository
brew tap gaiasky/homebrew https://codeberg.org/gaiasky/homebrew

# Install gaiasky (latest version)
brew install gaiasky
# OR: Install master development branch
brew install --HEAD gaiasky

# If you want to launch Gaia Sky from Dock or Launchpad, create a symlink
ln -sf "/opt/homebrew/opt/gaiasky/Gaia Sky.app" /Applications
```

In order to **uninstall**, run:

```
brew uninstall gaiasky
brew untap gaiasky/homebrew
```

If you created the symlink in `/Applications`, delete it as well:

```
rm "/Applications/Gaia Sky.app"
```

DMG package

For macOS we provide a `gaiasky_macos_$VERSION.dmg` file. To install, double-click on it to mount it and then drag-and-drop the **Gaia Sky.app** application to your `/Applications` directory in Finder. Once copied, it is safe to unmount the `dmg` volume.

To run it, double-click on the **Gaia Sky.app** launcher in your applications directory.

In order to **uninstall**, quit Gaia Sky if it is running, and drag **Gaia Sky.app** from your `/Applications` directory to the trash.

> **Warning**
>
> Our macOS package is not signed by Apple, so it will be detected as coming from an 'Unidentified Developer'. You can still install it by following the procedure described in this page.

TAR.GZ

Download the package, and extract it wherever. Then, use either the `gaiasky` or `gaiasky.cmd` script to start the program. On a Unix system, do:

```
tar -xzvf gaiasky-$VERSION.tar.gz -C target/directory/
cd target/directory/gaiasky-$VERSION
./gaiasky
```

As with the AppImage, the TAR.GZ package is self-contained. To uninstall it, just delete the extracted folder.

First launch

> **Hint**
>
> As of version `2.1.0`, Gaia Sky provides a self-contained download manager to get all the data packs available.

The first time you start Gaia Sky, you need the *base data pack* (key: `default-data`), which contains the Solar System, the Milky Way model, etc. Gaia Sky will offer to download it for you on the first launch. Catalogue files are optional, but recommended if you want to see any stars at all. You can bring up the download manager at any time by clicking on *Dataset manager* in the *Data* tab of the Preferences window. More information on the download manager can be found in *Dataset manager*.

You can also download the data packs manually here.

This applies to every installation method described above, including the packages, the AppImage and the TAR.GZ archive. You can configure Gaia Sky in the Preferences window (see *Settings and configuration*) or in the *configuration file*.

Run from source

Requirements

If you want to compile the source code, you need the following:

- Java Development Kit (JDK). Gaia Sky is developed on the most recent version, so we recommend using at least the latest LTS.
- Git.

Please be aware that only tags are guaranteed to work (here). The master branch holds the development version and the configuration files may not be properly configured and are not ready to work out of the box. So remember to use a tag version if you want to run it right away from source.

First, clone the repository:

```
git clone https://codeberg.org/gaiasky/gaiasky.git
```

Getting the catalog data

Compiling and running

To compile the code and run Gaia Sky, use the following.

```
./gradlew core:run
```

If you want to pass CLI arguments to the application, use the gradle `--args` argument:

```
./gradlew core:run --args='-vr'
```

> **Tip**
>
> Gaia Sky checks that your Java version is compatible with it when you run the build. Skip this check by setting the `GS_JAVA_VERSION_CHECK` environment variable to *false* in the context of gradle:

```
export GS_JAVA_VERSION_CHECK=false
```

In order to pull the latest changes from the remote git repository, use **`git pull`** in the repository folder.

> **Note**
>
> On Windows, open the Command Prompt or PowerShell in the repository folder and run **`.gradlew.bat core:run`** instead.

CLI arguments

Gaia Sky offers a few command line arguments. Run **`gaiasky -h`** for more information.

```
gaiasky -h

Usage: gaiasky [options] dataset

Options:
  -h, --help
    Show program options and usage information.
  -i, --ascii-art
    Add nice ascii art to --version information.
    Default: false
  -v, --version
    List Gaia Sky version and relevant information.
    Default: false
  -s, --skip-welcome
```

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```
  Skip the welcome screen if possible (base-data package must be present).
  Default: false
-p, --properties
  Specify the location of the properties file.
-a, --assets
  Specify the location of the assets folder. If not present, the default
  assets location (in the installation folder) is used.
-vr, --openxr
  Launch in Virtual Reality mode. Gaia Sky will attempt to create a VR
  context through OpenXR. Make sure your OpenXR runtime is running.
  Default: false
-e, --externalview
  Create a window with a view of the scene and no UI.
  Default: false
-n, --no-script
  Do not start the scripting server. Useful to run more than one Gaia Sky
  instance at once in the same machine.
  Default: false
-d, --debug
  Launch in debug mode. Prints out debug information from Gaia Sky to the
  logs.
  Default: false
-g, --debug-gpu
  Activate OpenGL debug mode. Prints out debug information from OpenGL to
  the standard output.
  Default: false
--debug-input
  Activate input debug mode. Prints out debug information for all input
  events (keyboard/mouse/controllers).
  Default: false
-l, --headless
  Use headless (windowless) mode, for servers.
  Default: false
--safe-mode
  Activate safe graphics mode. This forces the creation of an OpenGL 3.2
  context, and disables float buffers and tessellation.
  Default: false
--no-safe-mode
  Force deactivation of safe graphics mode. Warning: this bypasses
  internal checks and may break things! Useful to get rid of safe graphics
  mode in the settings.
  Default: false
--hdpi-mode
  The HDPI mode to use. Defines how HiDPI monitors are handled. Operating
  systems may have a per-monitor HiDPI scale setting. The operating system
  may report window width/height and mouse coordinates in a logical
```

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```
    coordinate system at a lower resolution than the actual physical
    resolution. This setting allows you to specify whether you want to work
    in logical or raw pixel units.
    Default: Pixels
    Possible Values: [Logical, Pixels]
```

Packaging the software

Gaia Sky can be exported to be run as a standalone app. Currently, this is only supported on Linux. You need the utility **help2man** in your path to generate the man pages. Remember to restart the gradle daemon after installing it. Then run:

```
./gradlew core:dist
```

This creates a new directory `releases/gaiasky-$VERSION` with the exported application. Run scripts are provided with the name **gaiasky** (Linux, macOS) and **gaiasky.cmd** (Windows).

To export Gaia Sky into a `tar.gz` archive file, run the following:

```
./gradlew core:createTar
```

In order to produce the desktop installers for the various systems you need a licensed version of install4j. Additionally, you need a certificate for signing the Windows packages in `$GS/assets/cert/cert.pfx`. Then, just run:

```
./gradlew core:pack -PwinKeystorePassword=$PASSWORD
```

where $PASSWORD is the password of the certificate. This command produces the different OS packages (EXE, DMG, DEB, RPM, etc.) of Gaia Sky and stores them in the `releases/packages-$VERSION` directory.

1.2.2 Getting datasets

Installation packages do not contain any datasets, but Gaia Sky needs datasets to display planets, stars, and other objects. The welcome screen provides a few options to download and install datasets.

Contents

- *Getting datasets*
  - *Welcome screen*
  - *Dataset manager*
    - *Data location*
    - *Available datasets*

    * *Updates*
    * *Installed datasets*
    * *Enabling incompatible datasets*
  - *Other ways to get datasets*
  - *Troubleshooting*

Welcome screen

When you launch Gaia Sky **for the first time**, you are greeted with the following onboarding screen:

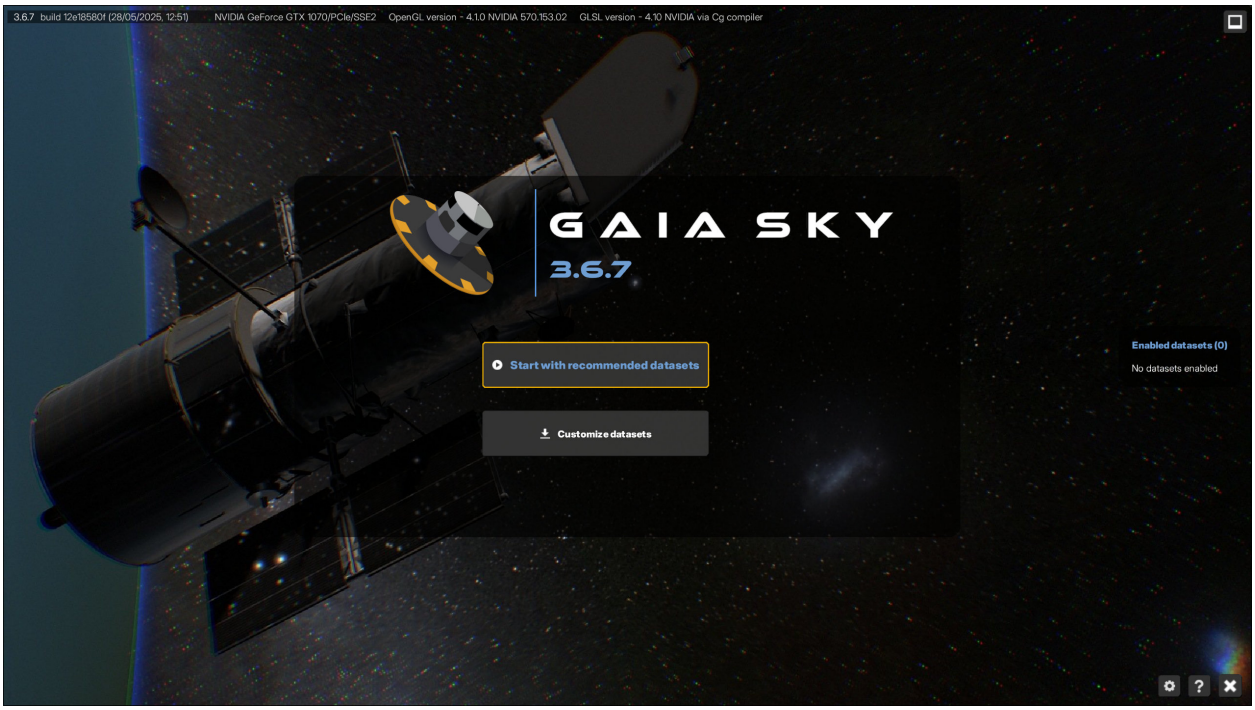


Fig. 19: The onboarding screen offers a choice between a quick-start recommended setup or a fully customized experience.

From this window, you can access global **Preferences** ( ), the **Help** window ( ), or **Exit** the program ( ) using the icons in the bottom-right corner.

There are two primary ways to begin:

- *Start with recommended datasets* — Automatically downloads a curated selection of essential datasets and launches Gaia Sky immediately.

- [redacted] *Customize datasets* — Opens the *dataset manager*, where you choose which datasets to download and enable.

If you choose the **recommended** option, a progress window will appear. Once the download is complete, Gaia Sky will launch automatically.

If you choose to **customize** your setup, you will see the following view:



Fig. 20: The welcome screen displayed when no local datasets are detected.

From here, you can return to the previous screen by clicking **Back**, or click [redacted] *Dataset manager* to begin your manual dataset selection. This process is covered in detail in the next section.

When at least one dataset is installed, the welcome screen looks like this:

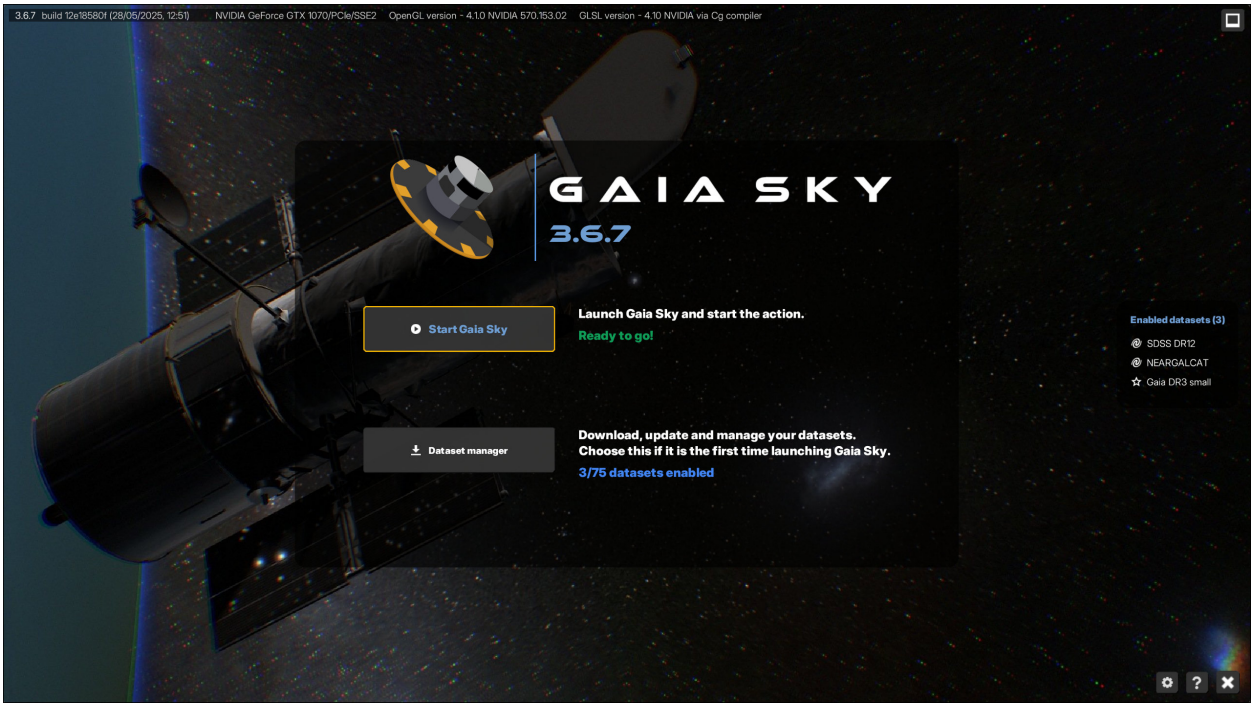


Fig. 21: The welcome screen when at least one dataset is installed.

Dataset manager

From the welcome screen, you can start Gaia Sky or launch the **Dataset manager**, which lets you download, enable and disable datasets. Enabled datasets are loaded when Gaia Sky starts up. All downloads from the dataset server are performed over a secure, encrypted HTTPS connection, and data consistency is checked using `SHA256` checksums once the download has finished. The dataset manager displays two tabs at the top (*Available for download* and *Installed*), and a button to change the default data directory, at the bottom.

Data location

All datasets are installed in the data location. Check out *the directories section* for the defaults. The install location can be changed by clicking on the button next to *Data location*, at the bottom of the window. When changing the data location, no data files are actually moved. If you want to migrate your data files to a different location, you must first do so by hand, and then point Gaia Sky to the new directory.

> **Note**
>
> The chosen directory must be readable and writable, or Gaia Sky will show a warning and refuse to install datasets there.

Available datasets

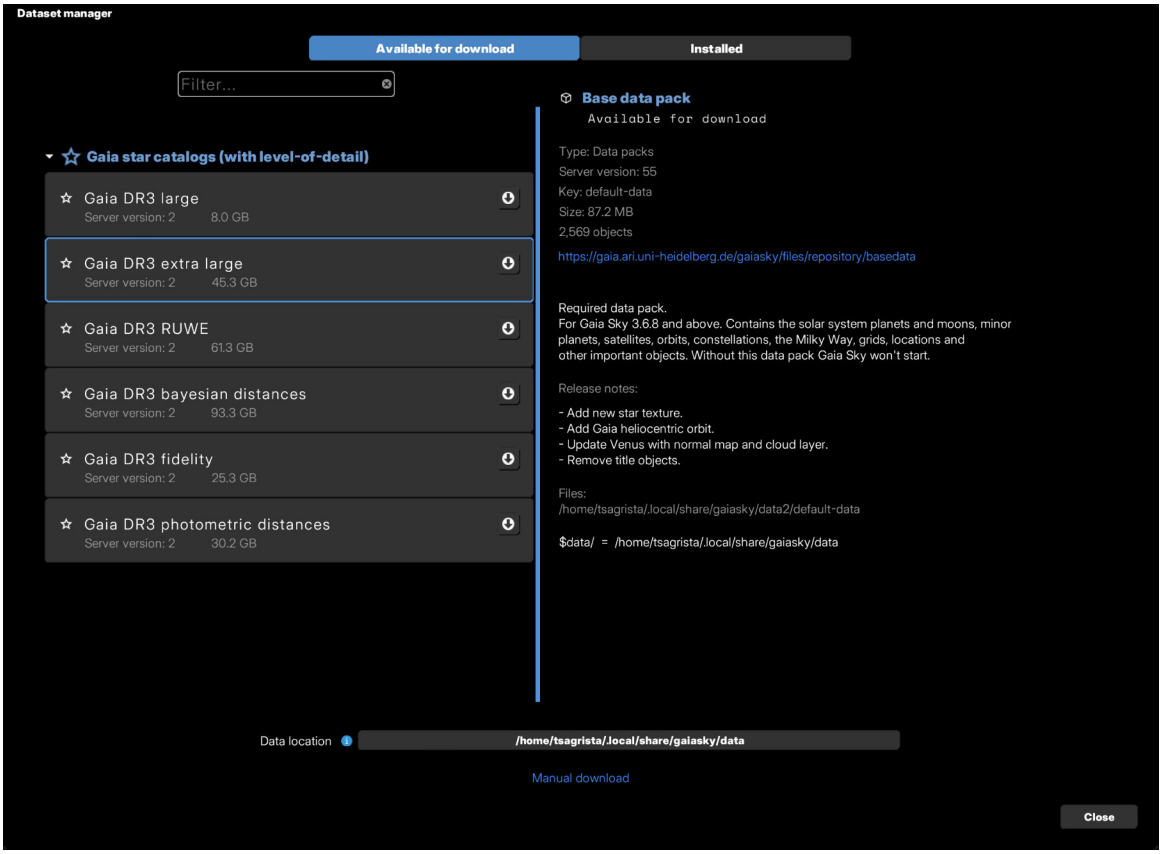
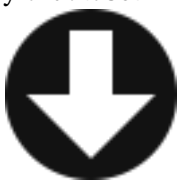


Fig. 22: The available datasets view in the dataset manager.

At the top of the window you can choose to view the datasets available for download (using the *Available for download* tab) or the installed datasets (using the *Installed* tab).

Each of these two views consists of a two-pane layout. The **left pane** displays a list of the installed or available datasets with some basic information for each. Once you click on one of these datasets, the **right pane** displays extensive information about the dataset and its files.

The *Available for download* tab lists all server datasets that can be downloaded and installed locally. In order to display a dataset in Gaia Sky, it must first be installed locally. To install a dataset, use the install button  or right-click on the dataset entry in the left pane and select *Install* in the context menu.

Multiple datasets can be downloaded at the same time without problems. The download process can be canceled at any time by clicking on the *Cancel download* button in the **right pane**. Canceled downloads can be resumed any time without losing progress, as the `.part` files are kept in the file system.

Note

If you close the dataset manager while downloads are running, you are asked to confirm, listing the current downloads. Closing the window cancels them.

Updates

The dataset manager also checks the versions of your installed datasets against the versions available on the server.

- If any installed dataset has a newer version available, the tab is labelled *Installed (N updates)*, the window title shows the number of updates, and the entry in the left pane is flagged as *Outdated dataset!*.
- For an outdated dataset, the install button in the right pane reads *Update* instead of *Install*.
- In the right pane you can compare the local version with the server version, read the release notes, and see if a newer dataset replaces the one you have installed.

Some datasets are tied to a particular Gaia Sky version. If a dataset was built for a different version of Gaia Sky than the one you are running, the right pane shows a compatibility warning, and the dataset may be disabled automatically. In that case, update Gaia Sky or download a version of the dataset that matches your installation.

Installed datasets

The installed datasets view shows the datasets found in the currently selected data directory. From this view, you can **enable** and **disable** datasets by either using the checkbox next to the dataset name, or by right-clicking and selecting *Enable* or *Disable* in the context menu. Only datasets that are enabled are loaded into Gaia Sky.

Some datasets are always enabled. This is the case for all texture packs (whose usage depends on the graphics quality setting) and for the base data pack.

Warning

Removing a dataset deletes all of its files on disk. To remove one, right-click on the dataset entry in the datasets list (left pane) and select  *Remove*, then confirm in the dialog that appears.

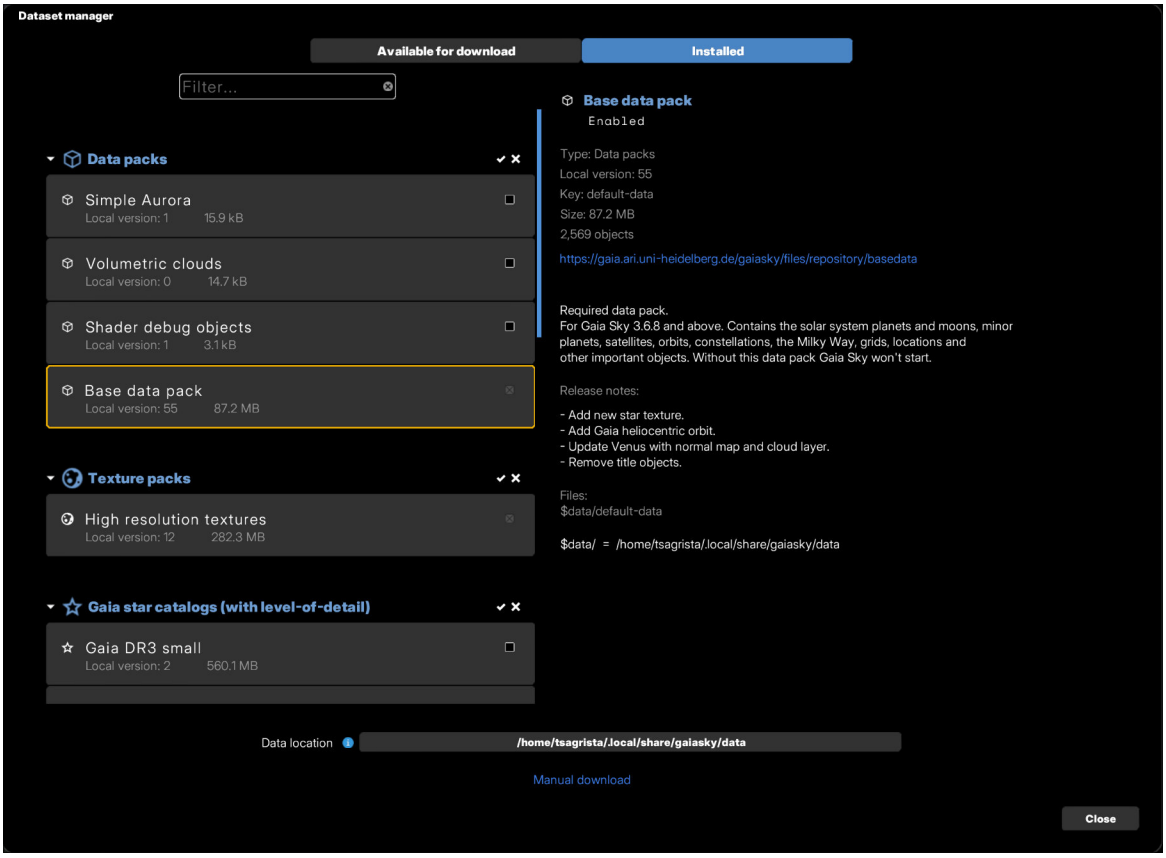


Fig. 23: The installed datasets view in the dataset manager.

Enabling incompatible datasets

Some combinations of datasets cannot be loaded together: more than one level-of-detail star catalog, more than one cluster catalog, or more than one SDSS release, for example. This can result in repeated stars or clusters and in naming conflicts. Gaia Sky warns you about these combinations before applying the selection.

Other ways to get datasets

- **Preferences window** — the *Data* tab of the *Preferences window* has a *Dataset manager* button, which opens the same window. Note that newly enabled or newly downloaded datasets are only available after restarting Gaia Sky.
- **Manual download** — datasets can be downloaded from the Gaia Sky dataset repository and installed by copying them to your data location.
- **Loading datasets at runtime** — the dataset loader lets you load a dataset from file (.vot, .csv, etc.) or pick one of the installed datasets, without adding it permanently to the configuration.

Troubleshooting

The following messages can appear in the download area of the dataset manager:

- **HTTP Error (status code N)** — the server rejected the request. This is usually temporary; try again later.
- **No checksum found for dataset** — the dataset has no `SHA256` checksum published, so its contents cannot be verified.
- **SHA256 check failed** / **Error checking SHA256** — the downloaded file does not match the expected checksum, or the checksum could not be computed. Delete the partial download and try again.
- **Error decompressing** / **Error extracting data** — the downloaded archive is corrupt or was truncated. Cancel the download, delete the `.part` files, and retry.
- **Not enough free space on disk** — free up space in the data location and try again.
- **You don't have read and/or write permissions in the chosen directory** — pick a different data location.
- **Can't connect to data server!** — the dataset server is unreachable. If your base data pack is already installed, Gaia Sky will offer to continue in offline mode; otherwise, download the base data pack manually from the repository above.

1.2.3 User interface

Note

Since Gaia Sky 3.5.5, Gaia Sky offers two UI modes: the **new UI** and the **old control panel**.

The main elements in the user interface are the control panes, the camera info panel, the quick info bar, the action buttons and the system info panel. They are all described in this section. Additional dialogs – the *Search* window, the *Console* and the *Load dataset* window – are covered where they are mentioned, with fuller coverage in *Search objects* and *Console*.

Contents

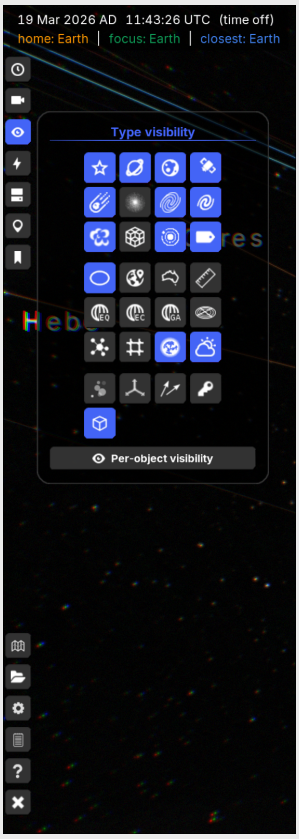
- *User interface*
  - *Control panes*
    - *Time pane*
    - *Camera pane*
    - *Visibility pane*
      - *Per-object visibility*
      - *Velocity vectors*
    - *Visual settings pane*
    - *Datasets pane*
    - *Location log pane*
    - *Bookmarks pane*
    - *Stereoscopic mode pane*
    - *Planetarium mode pane*
    - *Panorama mode pane*
    - *Orthosphere mode pane*
  - *Camera info panel*
  - *Quick info bar*
  - *Action buttons*
    - *Minimap*
    - *Search*
    - *Console*
    - *Load dataset*
    - *Preferences window*

    - *System log*
    - *About/help*
    - *Exit*
  - *System info panel*

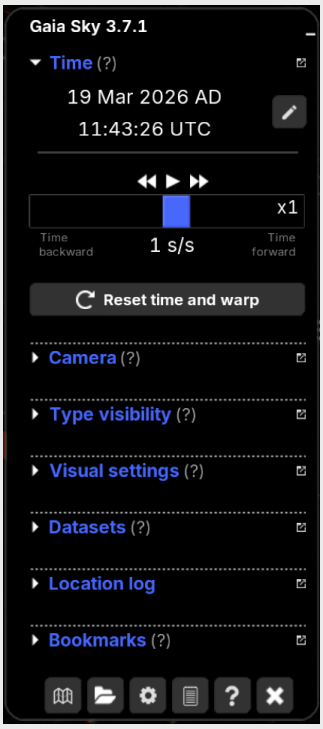
Control panes

The most important actions in Gaia Sky can be accessed via the control panes, anchored to the top-left of the screen. There are seven panes – *Time pane*, *Camera pane*, *Visibility pane*, *Visual settings pane*, *Datasets pane*, *Location log pane* and *Bookmarks pane* – listed in full just below.

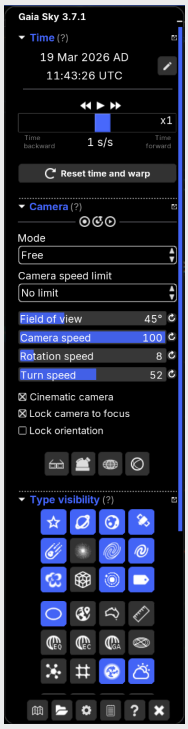
The panes are accessed via the control panel (in the old UI), or via buttons anchored to the left of the screen (new UI).



The new UI, with buttons anchored to the left of the screen.



Collapsed control panel (old UI)



Expanded control panel (old UI)

The seven panes, except for the Time pane in the old UI, are collapsed at startup. To expand a pane

and reveal its controls, click the caret icon  next to the pane title (old UI), or click the corresponding button (new UI). Click the caret icon  , or the corresponding button, to collapse it again. In the old UI, panes can also be detached to their own window. To do so, use the detach icon ⧉.

The seven panes are:

- *Time pane*
- *Camera pane*
- *Visibility pane*
- *Visual settings pane*
- *Datasets pane*
- *Location log pane*
- *Bookmarks pane*

Additionally, there are four panes that only appear when the corresponding mode is active:

- *Stereoscopic mode pane*
- *Planetarium mode pane*
- *Panorama mode pane*
- *Orthosphere mode pane*

Time pane

Hint

Expand and collapse the time pane by clicking on the clock  button or with *T*.

Play and pause the simulation using the  /  `Play/Pause` buttons in the time pane, or toggle using *Space*. You can also change time warp, which is expressed as a scaling factor, using the provided **Warp factor** slider. Use , or  and . or  to divide by 2 and double the value of the time warp respectively. If you keep either of those pressed, the warp factor will increase or decrease steadily.

Use the *Reset time and warp* button to reset the time warp to x1, and set the time to the current real world time (UTC).



Fig. 24: The time pane displays the simulation date and time, along with controls to start and pause the time, and a slider to control the time warp (speed).

Camera pane

Hint



Expand and collapse the camera pane by clicking on the camera button or with *C*.

In the camera options pane on the left you can select the type of camera. This can also be done by using the *Numpad 0-3* keys.

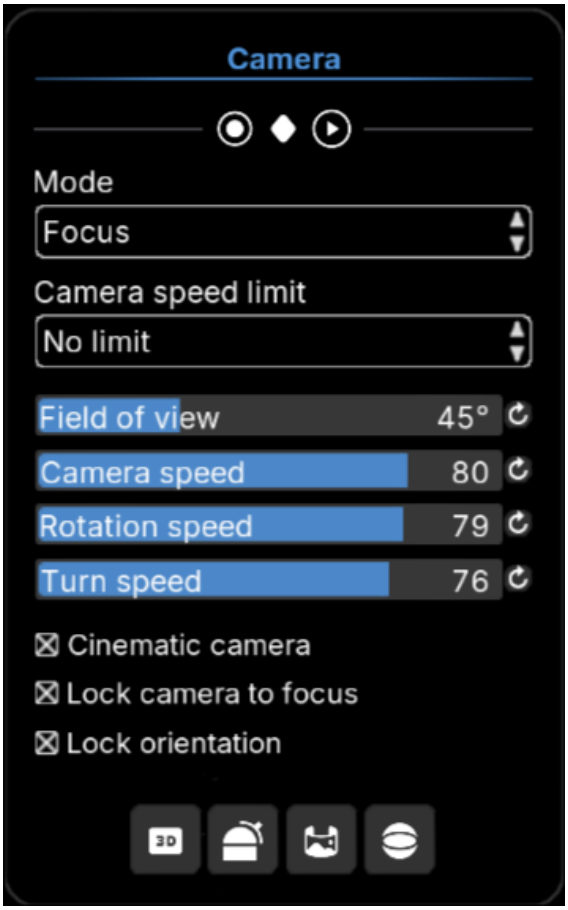


Fig. 25: The camera pane contains controls related to the camera setup and operation.

Camcorder actions

To the top of the camera pane are the buttons that enable access to the *camera paths* functionality:

-  – start recording a camera path. While recording, the button is shown in red,  . For more information, see the *camcorder* section.
-  – open the keyframes editor to define a camera path visually. For more information, visit the *keyframes editor* section.
-  – play a (previously recorded) camera path file. This button opens a file picker to select the camera path file to play.

Mode

There are four camera modes available.

- **Free mode** – the camera is not linked to any object and its velocity is exponential with respect to the distance to the origin (Sun).
- **Focus mode** – the camera is linked to a focus object and it rotates and rolls with respect to it.
- **Game mode** – a game mode which maps the controls *W/A/S/D* + mouse look.
- **Spacecraft** – take control of a spacecraft and navigate around at will.

For more information on the camera modes, see the *Camera modes* section.

Camera speed limit

Set the camera speed limit. A series of options are available:

- 1 km/h
- 10 km/h
- 100 km/h
- 1000 km/h
- 1 km/s
- 10 km/s
- 100 km/s
- 1000 km/s

- 0.01c
- 0.1c
- 0.5c
- 0.8c
- 0.9c
- 0.99c
- 0.99999c
- Speed of light (c, 3e8 m/s)
- 2c
- 10c
- 1000c
- 1 AU/s
- 10 AU/s
- 1000 AU/s
- 10_000 AU/s
- 1 pc/s
- 2 pc/s
- 10 pc/s
- 1000 pc/s
- No limit (default)

Other camera settings

Additionally, there are a number of sliders for you to control different parameters of the camera:

- **Field of view** – control the field of view angle of the camera. The bigger it is, the larger the portion of the scene represented.
- **Camera speed** – control the longitudinal speed of the camera, i.e. how fast it goes forward and backward.
- **Rotation speed** – control the transversal speed of the camera, i.e. how fast it rotates around an object.
- **Turn speed** – control the turning speed of the camera, i.e. how fast it changes its orientation (yaw, pitch and roll).
- **Cinematic camera** enables the cinematic behavior, described in the *camera behaviors section*.

- **Lock the camera to focus** links the (unrotated) reference system of the camera to that of the focus object. When focus lock is checked, the camera always stays at the same relative position with respect to the focus object.
- **Lock orientation** locks the camera position to the orientation of the focus. If the focus rotates, the camera rotates with it.

Special modes

To the bottom of the camera pane are four buttons to access special modes:

- 

Stereoscopic mode
-  *Planetarium mode*
-  *Panorama 360 mode*
-  *Orthosphere view mode*

Visibility pane

Hint

Expand and collapse the visibility pane by clicking on the eye  button or with *V*.

The visibility pane offers controls to hide and show object types. Object types are groups of objects that are of the same category, like stars, planets, labels, galaxies, grids, etc. The pane also contains a button at the bottom that gives access to the *per-object visibility window*, which enables visibility control for individual objects.

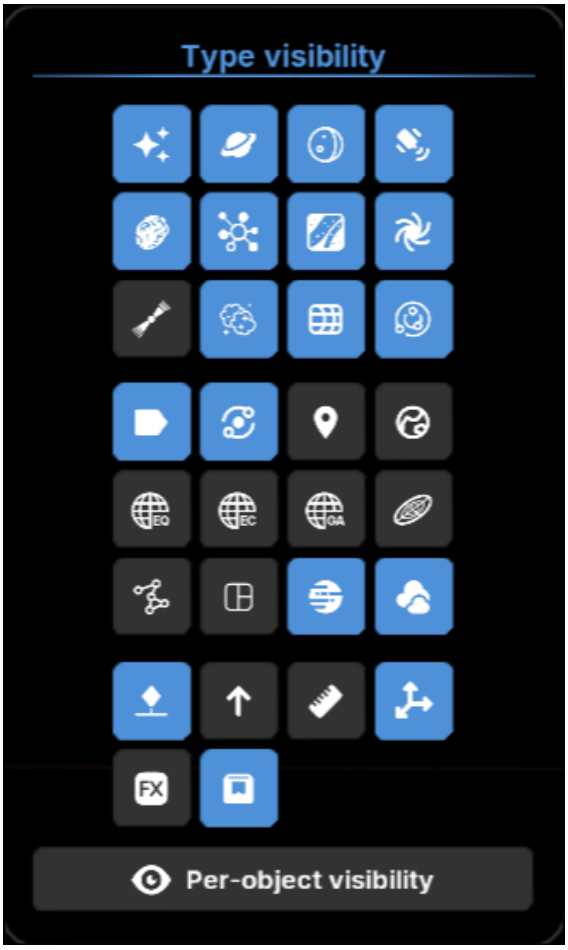


Fig. 26: The visibility pane contains controls to hide and show types of objects.

Note

In VR mode the *Others* toggle is disabled, as hiding them would also hide the VR controllers.

For example, you can hide the stars by clicking on the `stars`  toggle. The object types available are the following:

-  – Stars
-  – Planets
-  – Moons
-  – Satellites
-  – Asteroids
-  – Star clusters
-  – Milky Way
-  – Galaxies



– Pulsars



- – Nebulae
-  – Meshes
-  – Systems
-  – Labels

-  – Orbits
-  – Locations
-  – Countries
- 

– Equatorial grid
- 

– Ecliptic grid
- 

– Galactic grid



- – Recursive grid
- – Constellations
- – Constellation boundaries
- – Atmospheres

-  – Clouds
-  – Keyframes
-  – Velocity vectors
-  – Rulers
-  – Axes
-  – Particle effects
-  – Others

Per-object visibility

This button provides access to controls to manipulate the individual visibility of objects.

As shown in the image above, when clicking the *Per-object visibility* button, a new dialog appears, from which individual objects can be toggled on and off. They are organized per object type (top of the dialog). Once the object type is selected, the list of objects appears in the bottom part.

Hint

Stars do not appear in the per-object visibility panel!

Since there are so many stars, they are not in the per-object visibility panel as single objects. Instead, they show up in groups. A single standalone catalog is a single star group. In the case of LOD catalogs like the ones based on Gaia data releases, each octree node contains a star group. However, individual star visibility can still be manipulated using the eye icon in the focus information pane when the star is focused.

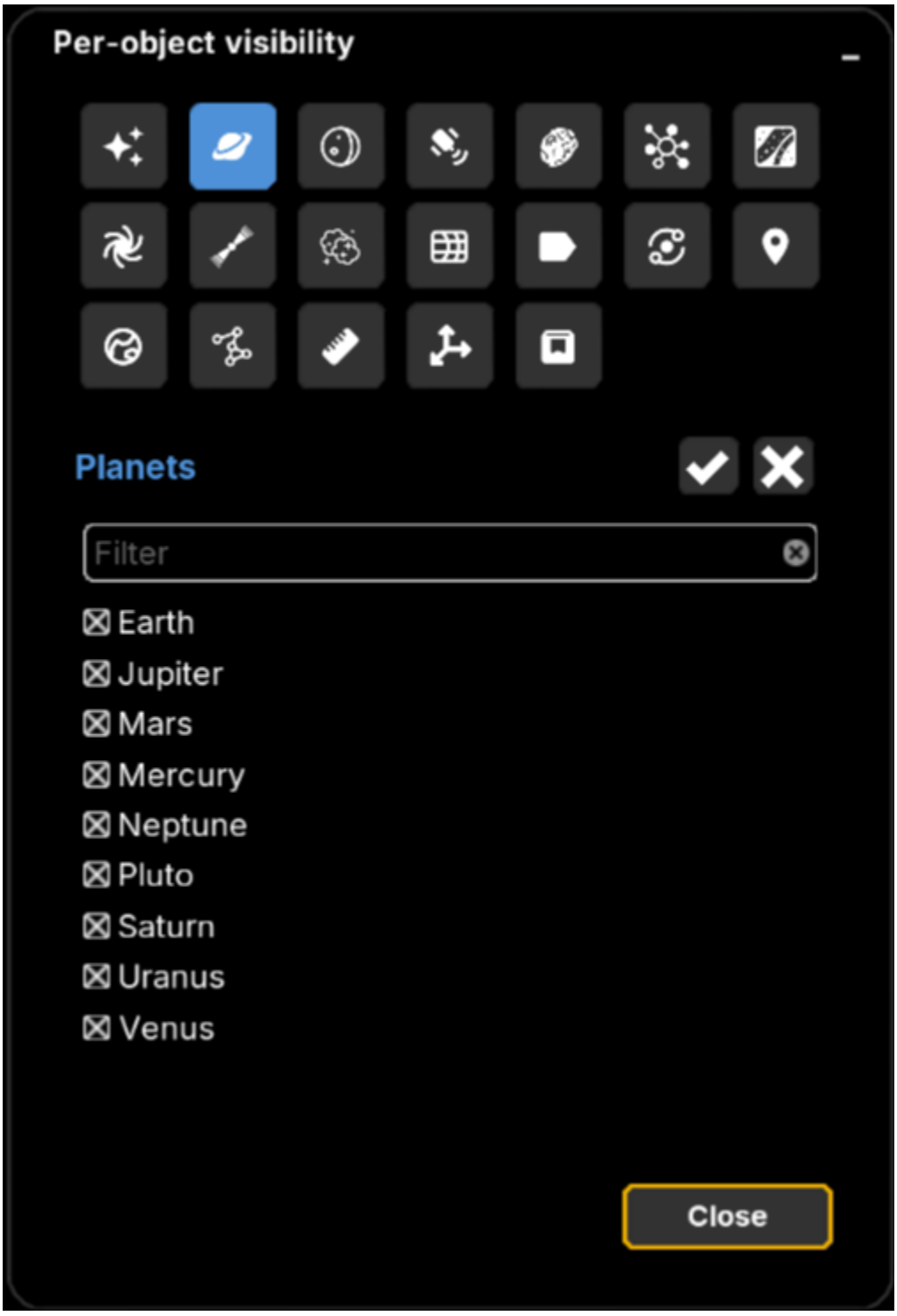


Fig. 27: Individual object visibility button and dialog

Velocity vectors

Enabling **velocity vectors** activates the representation of star velocities, if the currently loaded catalog provides them. Once velocity vectors are activated, a few extra controls become available to tweak their length and color.

- **Number factor** – control how many velocity vectors are rendered. The stars are sorted by magnitude (ascending) so the brightest stars will get velocity vectors first.
- **Length factor** – length factor to scale the velocity vectors.
- **Color mode** – choose the color scheme for the velocity vectors:
  - **Direction** – color-code the vectors by their direction. The vectors $\vec{v}$ are pre-processed ($\vec{v}' = \frac{|\vec{v}|+1}{2}$) and then the xyz components are mapped to the colors rgb.
  - **Speed** – the speed is normalized from $[0, 100]$ km/h to $[0, 1]$ and then mapped to colors using a long rainbow colormap (see here).
  - **Has radial velocity** – stars in blue have radial velocity, stars in red have no radial velocity.
  - **Redshift from the Sun** – map the redshift (radial velocity) from the sun using a red-to-blue colormap.
  - **Redshift from the camera** – map the redshift (radial velocity) from the current camera position using a red-to-blue colormap.
  - **Solid color** – use a solid color for all arrows.
- **Show arrowheads** – Whether to show the vectors with arrow caps or not.

> **Hint**
>
> Control the width of the velocity vectors with the **line width** slider in the **visual settings** pane.

Visual settings pane

> **Hint**
>
> Expand and collapse the visual settings pane by clicking on the bolt  button or with *L*.

The **visual settings** pane contains a few options to control the shading of stars and other elements:

- **Star brightness** – control the brightness of stars.

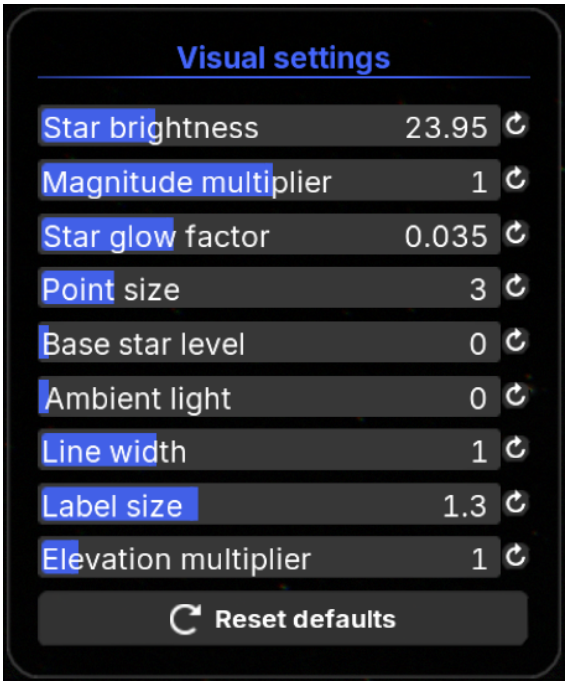
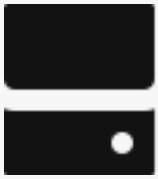


Fig. 28: The visual settings pane with all its sliders.

- **Magnitude multiplier** – exponent of power function that controls the brightness of stars. Makes bright stars brighter and faint stars fainter. It was formerly called 'brightness power'.
- **Star glow factor** – control the size and glow of close-by stars.
- **Point size** – control the size of point-like stars and particles.
- **Base star level** – set the minimum value for stars. Set this to 0 for the real physical sky where faint stars are not seen. Set it to a non-zero value to make all stars visible.
- **Ambient light** – control the amount of ambient light. This only affects the models such as the planets or satellites.
- **Line width** – control the width of all lines in Gaia Sky (orbits, velocity vectors, etc.).
- **Label size** – control the size of the labels.
- **Elevation multiplier** – multiplier factor to the elevation/height representation in planets and moons. Set it to 1 for the real physical elevation. Increase it to make mountains higher.
- **Reset defaults** – reset all sliders in the visual setting pane to their default values.

Datasets pane

Hint

Expand and collapse the datasets pane by clicking on the hard disk  button or with *D*.

The **datasets pane** contains all the datasets currently loaded. For each dataset, a highlight color can be defined. The dataset visual settings window can be used to modify the particle aspect, highlighting properties or the transition limits.

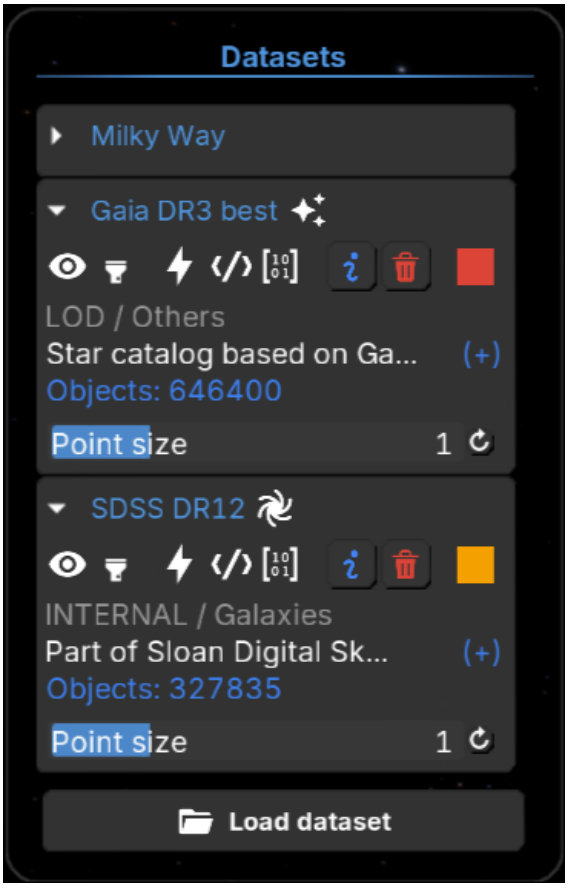


Fig. 29: The datasets pane with three datasets (Milky Way, Gaia DR3 tiny, BH2 system).

It is also possible to define arbitrary filters on any of the properties of the elements of the dataset, and to add arbitrary affine transformations. Datasets can be highlighted by clicking on the little crosshair below the name.

Please see the *datasets pane section* for more information on this.

Location log pane

Hint

Expand and collapse the location log pane by clicking on the map marker  button.

Gaia Sky keeps track of the visited locations during a session, up to 200 entries. More information on the location log can be found in the *location log section*.

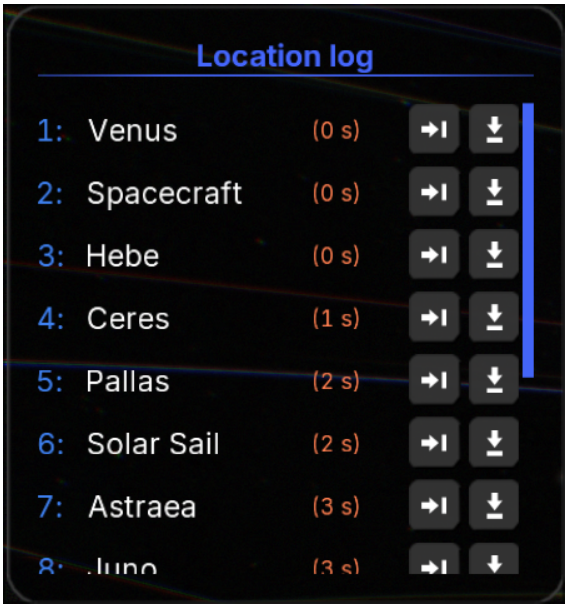


Fig. 30: The location log pane keeps track of the objects you have visited.

Bookmarks pane

Hint

Expand and collapse the bookmarks pane by clicking on the bookmark  button or with *B*.

Gaia Sky offers a bookmark system to keep your favorite objects organized and at hand. This panel centralizes the operation of bookmarks. You can find more information on this in the *bookmarks*

section.

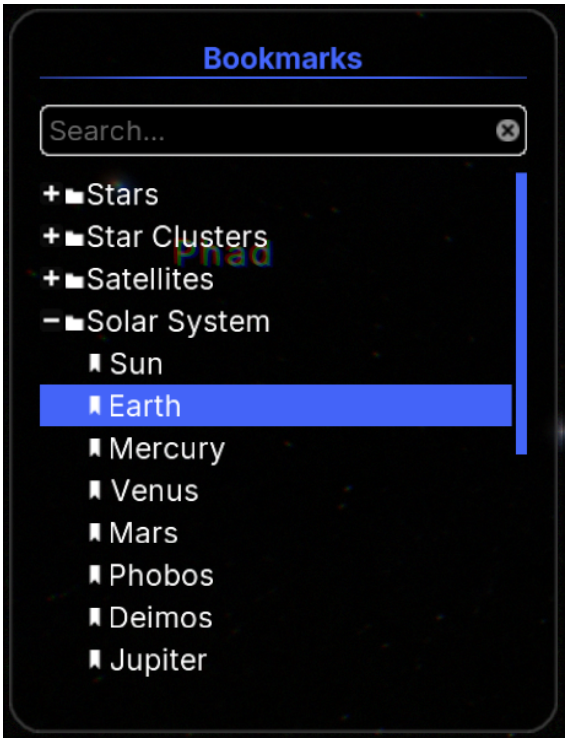


Fig. 31: The bookmarks pane shows the user-defined bookmarks.

Stereoscopic mode pane

Hint

Expand and collapse the stereoscopic mode pane by clicking on the 3D glasses 

button or with *M*.

The stereoscopic mode pane is available only when the stereoscopic mode is active. The stereoscopic mode pane contains the following controls:

- **Switch stereo profile** drop-box.
- **Aesthetic scale factor** slider.
- **IPD** (Inter-Pupillary Distance) slider.
- **Screen distance** slider.

Find more information about the stereoscopic mode in the *stereoscopic mode section*.

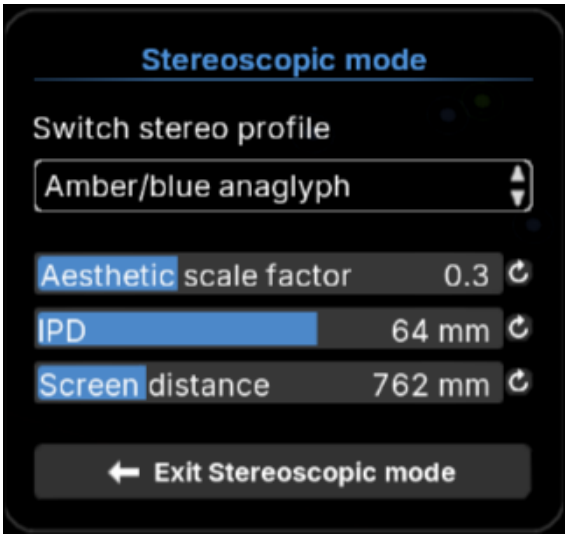


Fig. 32: The Stereoscopic mode pane shows controls related to the stereoscopic mode.

Planetarium mode pane

Hint

Expand and collapse the planetarium mode pane by clicking on the dome button or with *M*.

The planetarium mode pane is available only when the planetarium mode is active. The planetarium mode pane contains the following controls:

- **Switch projection type** drop-box, only available if a warp mesh file is defined in the settings.
- **Aperture angle** slider.
- **Focus angle from zenith** slider.
- **Exit planetarium mode** button.

Find more information about the planetarium mode in the *planetarium mode section*.

Panorama mode pane

Hint

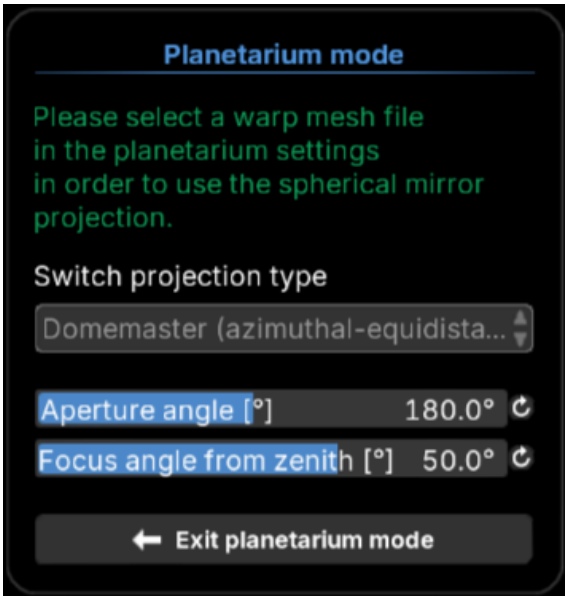


Fig. 33: The Planetarium mode pane.

Expand and collapse the panorama mode pane by clicking on the panorama button or with *M*.

The panorama mode pane is available only when the panorama mode is active. The panorama mode pane contains the following controls:

- **Switch stereo profile** drop-box.
- **Aesthetic scale factor** slider.
- **IPD** (Inter-Pupillary Distance) slider.
- **Screen distance** slider.
- **Exit panorama mode** button.

Find more information about the panorama mode in the *panorama mode section*.

Orthosphere mode pane

Hint

Expand and collapse the orthosphere mode pane by clicking on the orthosphere but-

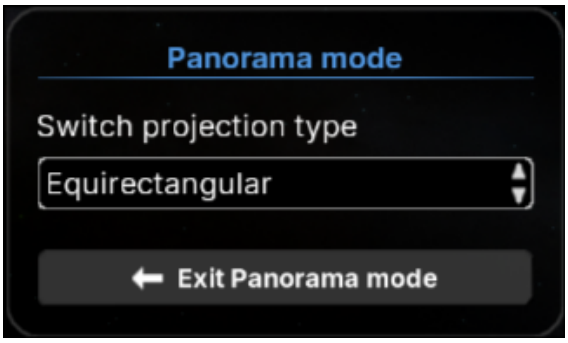


Fig. 34: The Panorama mode pane.

ton or with *M*.

The orthosphere mode pane is available only when the orthosphere mode is active. The orthosphere mode pane contains only two controls:

- **Switch orthosphere projection** drop-box.
- **Exit orthosphere mode** button.

Find more information about the orthosphere mode in the *orthosphere mode section*.

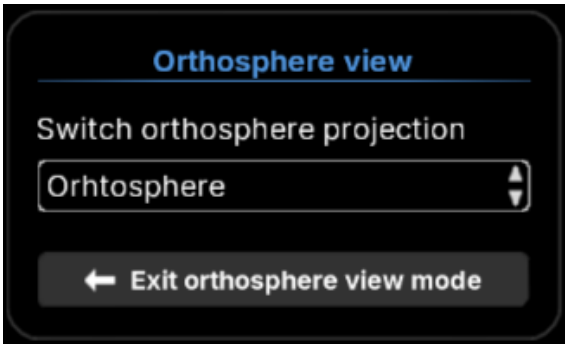


Fig. 35: The Orthosphere mode pane.

Camera info panel

The **camera info panel**, also known as **focus info panel**, is anchored to the bottom-right of the main window. It starts collapsed by default. You can open it by clicking on the little arrow at the bottom left of your screen, or by pressing *N*. When expanded, it also contains a **Ruler** block, which shows the distance on screen between two clicked points. See the *camera info panel section* for more information.



Fig. 36: The camera info pane when the camera is in focus mode. In this state, it is also referred to as focus info pane, and it displays information on the focus (top), the mouse pointer (middle), and the camera position and state (bottom).

Quick info bar

Anchored to the top of the screen is the quick info bar, which provides the following information at a glance:

- **Simulation date and time** – click it to open the date/time picker window to edit the time.
- **Time warp** – the current speed of time, or "time off" if time is paused.
- Current focus object – the current camera focus object, if any.
- Current closest object – the current object closest to our location.
- Current home object – the home object. This is typically the Earth, but can be changed by editing the *configuration file*.

The colors of the focus, closest and home objects correspond to the colors of the *cross-hairs*. The cross-hairs can be enabled or disabled from the  *Interface settings* tab in the preferences window (use *p* to bring it up).

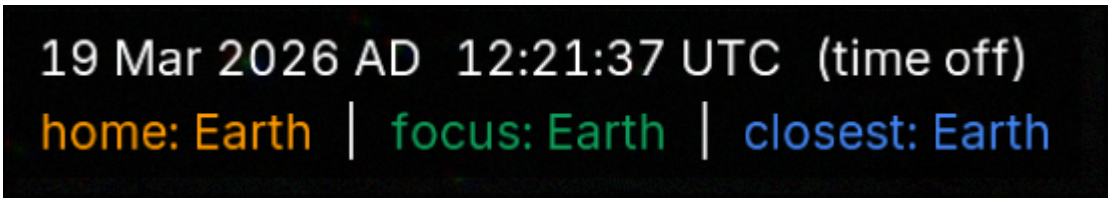


Fig. 37: The quick info bar is anchored to the top of the window and displays useful information at a glance.

Action buttons

Anchored to the bottom-left are some buttons to perform some special actions. They are described in the following sub-sections:

- *Minimap*.
- *Search*.
- *Console*.
- *Load dataset*.
- *Preferences window*.
- *System log*.
- *About/help*.
- *Exit*.

Minimap

Use the mini-map  button or *Tab* to toggle the mini-map on and off. The mini-map offers a contextual view of your position as a top and side projection, relative to the closest objects and the distance to the Sun.

Search

Use *F*, *Ctrl* + *F* or */* to open the *Search* dialog, where you can look up objects by name and jump straight to them. See the *search objects section* for details.

Console

Use *Shift* + *;* to open the *Console*, and *Shift* + :guilabel:` grave to toggle it. The console lets you run scripting commands and browse their output. See *the console documentation* and *the scripting documentation* for details.

Load dataset

Use the open folder  button or *Ctrl* + *O* to open the *Load dataset* window. It has two tabs:

- *Load installed dataset* – pick one of the datasets already installed in your data location.
- *Load file (.vot, .csv, etc.)* – load a dataset from a file.

The **Load file** tab requires you to first choose what you want to load: *Stars*, *Generic particles*, *Star clusters* or *Variable stars (with light curves)*. Depending on that choice, the window also asks for a dataset name and for the particle properties (color, size, solid angle, number of labels, transitions, component type). Loaded this way, the dataset is only kept for the current session and is not added to the configuration.

The *dataset loading section* contains more information on dataset loading. Also, check out the *STIL data loader* section for more information on the metadata needed for Gaia Sky to parse the dataset correctly.

Preferences window

Use the preferences  button, or *P*, to bring up the preferences window, from which the settings and configuration can be modified. For a detailed description of the configuration options refer to the *Configuration Instructions*.

System log

Use the log  button, or *Alt + L*, to bring up the system log window, which displays the Gaia Sky log for the current session. The log can be exported to a file by clicking on the *Export to file* button. The location of the exported log files is `$GS_DATA` (see *folders*).

About/help

Use the help  button, or *H / F1*, to bring up the help dialog, where information on the current system, OpenGL settings, Java memory, updates and contact can be found.

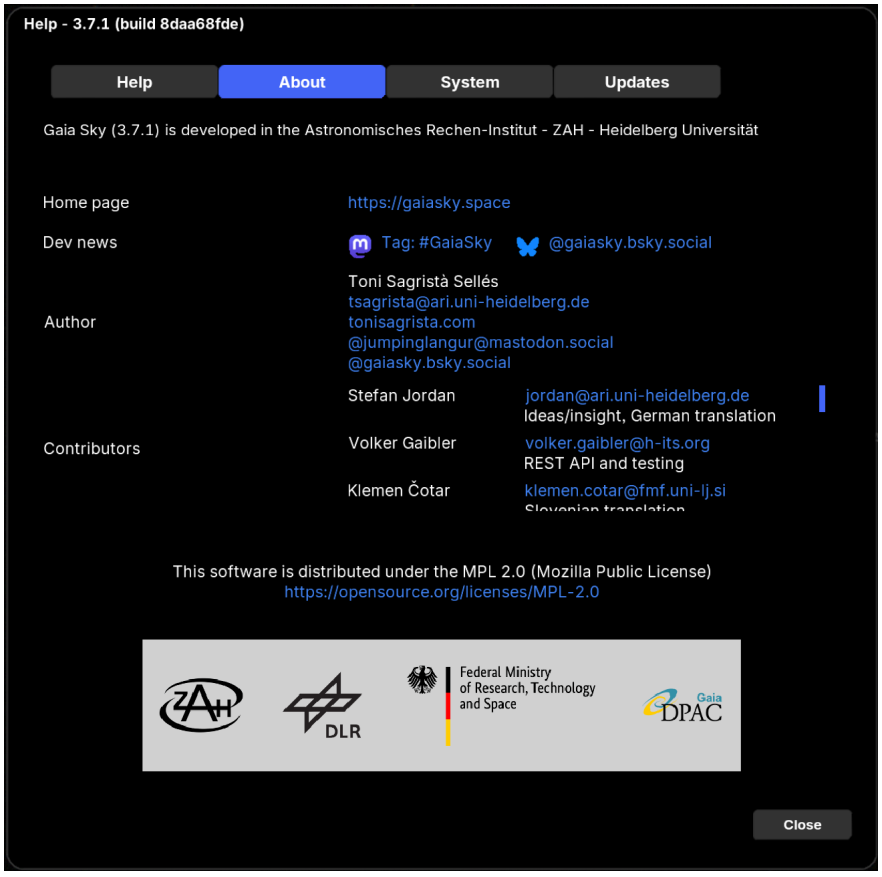


Fig. 38: The about tab in the help dialog.

The help dialog contains four tabs:

- **Help** – displays general Gaia Sky help, like pointers to the home page and the documentation.
- **About** – displays information about the authors, the contributors, the software license, and the funding agencies that make Gaia Sky possible.

- **System** – displays various system information, like the software build, paths to different important directories, information of Java, hardware and software details, and the current OpenGL version, driver, and extensions supported.
- **Updates** – checks for new versions of Gaia Sky.

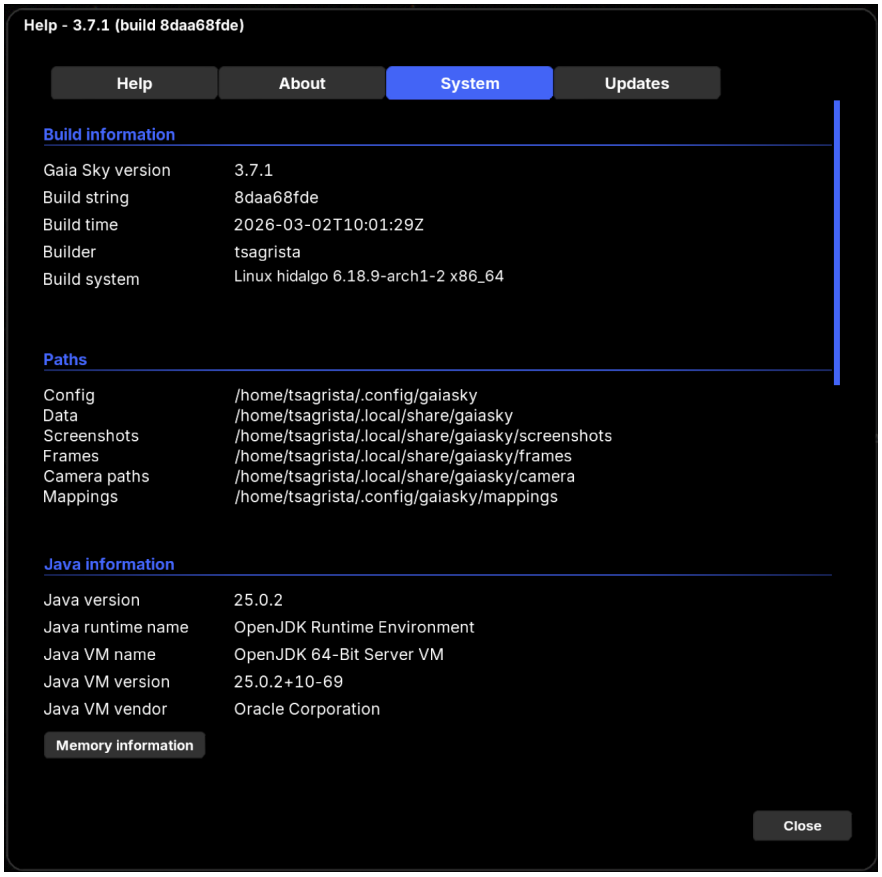
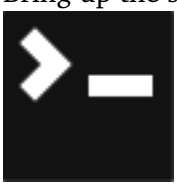


Fig. 39: The system tab in the help dialog.

Exit

Click on the cross icon  to exit Gaia Sky. You can also use *Esc*.

System info panel

Bring up the system info panel by hitting *Ctrl* + *D*, or by using the *Show debug info* checkbox in the  *System* tab in the preferences window. The *system information panel section* contains more information on this topic.

1.2.4 Camera settings

The camera settings are accessed via the *camera pane*. This section describes the two main settings that affect how the camera behaves: *camera modes* and *camera behaviors*.

Contents

- *Camera settings*
  - *Camera modes*
    - *Focus mode*
      - *Object tracking*
    - *Free mode*
    - *Game mode*
    - *Spacecraft mode*
  - *Camera behaviors*
    - *Cinematic behavior*
    - *Non-cinematic behavior*

Camera modes

Gaia Sky offers four basic camera modes.

Hint

The 'Gaia scene' camera mode has been removed in Gaia Sky 3.2.2. The three 'Gaia FOV' modes have been removed after Gaia Sky 3.5.4-1.

Focus mode

This is the default mode. In this mode the camera movement is locked to a focus object, which can be selected by double clicking or by using the find dialog (*Ctrl* + *F*). There are two extra options available. These can be activated using the checkboxes at the bottom of the *Camera* panel in the GUI Controls window:

- **Lock camera to focus** – the relative position of the camera with respect to the focus object is maintained.
- **Lock orientation** – the camera rotates with the object to keep the same perspective of it at all times.

Object tracking

Usually, in focus mode, the direction of the camera points to the focus object. It is possible, however, to track a different object while still having our position linked to the focus object. To do so, **right-click** on the object to track and select '*Track object: Object name*' in the **context menu** that pops up. This will cause the camera direction to automatically follow the tracking object at all times. To disable tracking, right-click anywhere and select '*Remove tracking object*'

The description of the controls in focus mode can be found here:

- *Keyboard controls in focus mode*
- *Mouse controls in focus mode*
- *Gamepad controls*

Hint

Numpad 1 or *1* – enter focus mode

Free mode

This mode does not lock the camera to a focus object but it lets it roam free in space.

- *Keyboard controls in free mode*
- *Mouse controls in free mode*
- *Gamepad controls*

Hint

Numpad 0 or *0* – enter free mode

Game mode

This mode maps the standard control system for most games (*W/A/S/D* + Mouse look) in Gaia Sky. Additionally, it is possible to add gravity to objects, so that when the camera is closer to a planet than a certain threshold, gravity will pull it to the ground.

Hint

Numpad 2 or *2* – enter game mode

Spacecraft mode

In this mode you take control of a spacecraft. In the spacecraft mode, the GUI changes completely. The Options window disappears and a new user interface is shown in its place at the bottom left of the screen.

- **Attitude indicator** – shown as a ball with the horizon and other marks. It represents the current orientation of the spacecraft with respect to the equatorial system.
  -  – indicates the direction the spacecraft is currently headed to.
  -  – indicates direction of the current velocity vector, if any.
  -  – indicates inverse direction of the current velocity vector, if any.
- **Engine Power** – current power of the engine. It is a multiplier in steps of powers of ten. Low engine power levels allow for Solar System or planetary travel, whereas high engine power levels are suitable for galactic and intergalactic exploration. Increase the power by clicking on ⊞ and decrease it by clicking on ⊟.
-  – stabilise the yaw, pitch and roll angles. If rotation is applied during the stabilisation, the stabilisation is canceled.
-  – stop the spacecraft until its velocity with respect to the Sun is 0. If thrust is applied during the stopping, the stopping is canceled.
-  – return to the focus mode.

Additionally, it is possible to adjust three more parameters:

- **Responsiveness** – control how fast the spacecraft reacts to the user's yaw/pitch/roll commands. It could be seen as the power of the thrusters.
- **Drag** – control the friction force applied to all the forces acting on the spacecraft (engine force, yaw, pitch, and roll). Set it to zero for a real zero G simulation.
- **Force velocity to heading direction** – make the spacecraft always move in the direction it is facing, instead of using the regular momentum-based motion. Even though it is physically inaccurate, this makes it much easier to control and arguably more fun to operate.
- *Keyboard controls in spacecraft mode*

- *Gamepad controls*

Hint

NUMPAD_3 – enter spacecraft mode

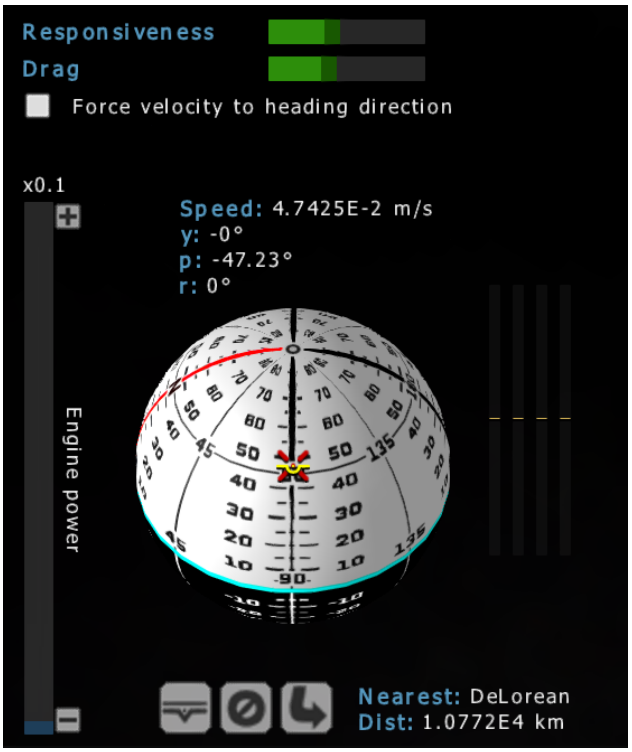


Fig. 40: Spacecraft mode controls view, with the attitude indicator ball at the center, the control buttons at the bottom and the engine power to the left.

Camera behaviors

Since version 1.5.0 a new option is available in the user interface to control the behavior of the camera, the cinematic mode toggle. The cinematic mode is in fact exactly the same behavior the camera has had since Gaia Sky's first release. If cinematic mode is not enabled, however, the camera adopts a new behavior which is much more responsive.

Hint

enable and disable the cinematic camera behavior with *Ctrl + C*.

Cinematic behavior

This behavior makes the camera use **acceleration and momentum**, leading to **very smooth transitions** and movements. This is the ideal camera to use when recording camera paths or when showcasing to an audience.

Non-cinematic behavior

In this behavior the camera becomes much **more responsive** to the user's commands and inputs. There is no longer an acceleration factor, and momentum is very minimal. This is the **default** behavior as of version `1.5.0` and probably better meets the expectations of new users.

1.2.5 Search objects

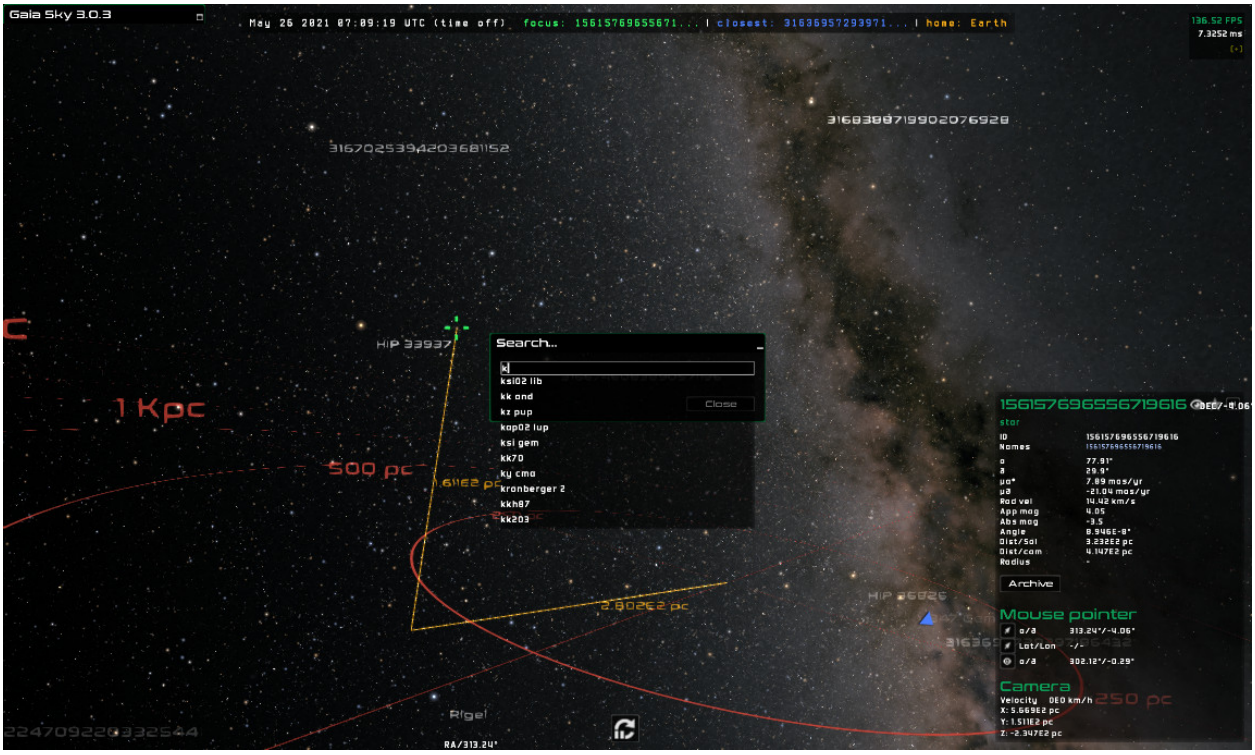


Fig. 41: The search dialog in Gaia Sky

Hint

You can search objects by pressing *F*, */*, or *Shift* + *F* at any time.

You can look up any object by name by pressing the search key binding (see info box above). This brings up the search dialog and focuses the search input field. Just enter the name of the object in that input field and Gaia Sky will focus it immediately if there is an exact match. Otherwise, search suggestions are shown as you type, with the most relevant results at the top. Use *Tab* to cycle between them, and *Enter* to focus on the current selection.

Note

In level-of-detail (LOD) catalogs, only stars that have been loaded are included in the index, and thus are searchable. If you don't find a specific star within a LOD catalog, chances are that the star has not been loaded. More info in *LOD catalogs section*.

A successful search puts the camera in *focus mode*.

1.2.6 Camera info panel

The **camera info panel**, also known as **focus panel**, is anchored to the bottom-right of the main window. It starts collapsed by default. You can open it by clicking on the  icon anchored to the bottom-right of your screen. Once open, collapse it again with

Contents

- *Camera info panel*
  - *Focus pane*
  - *Mouse pointer*
  - *Camera*

Whenever the camera is in *focus mode*, information about the current focus is displayed here. Additionally, the current location of the mouse pointer and the speed and coordinates of the camera in the *internal reference system* are also shown at the bottom.

The camera info panel contains three blocks when the camera is in focus mode. When it is in free

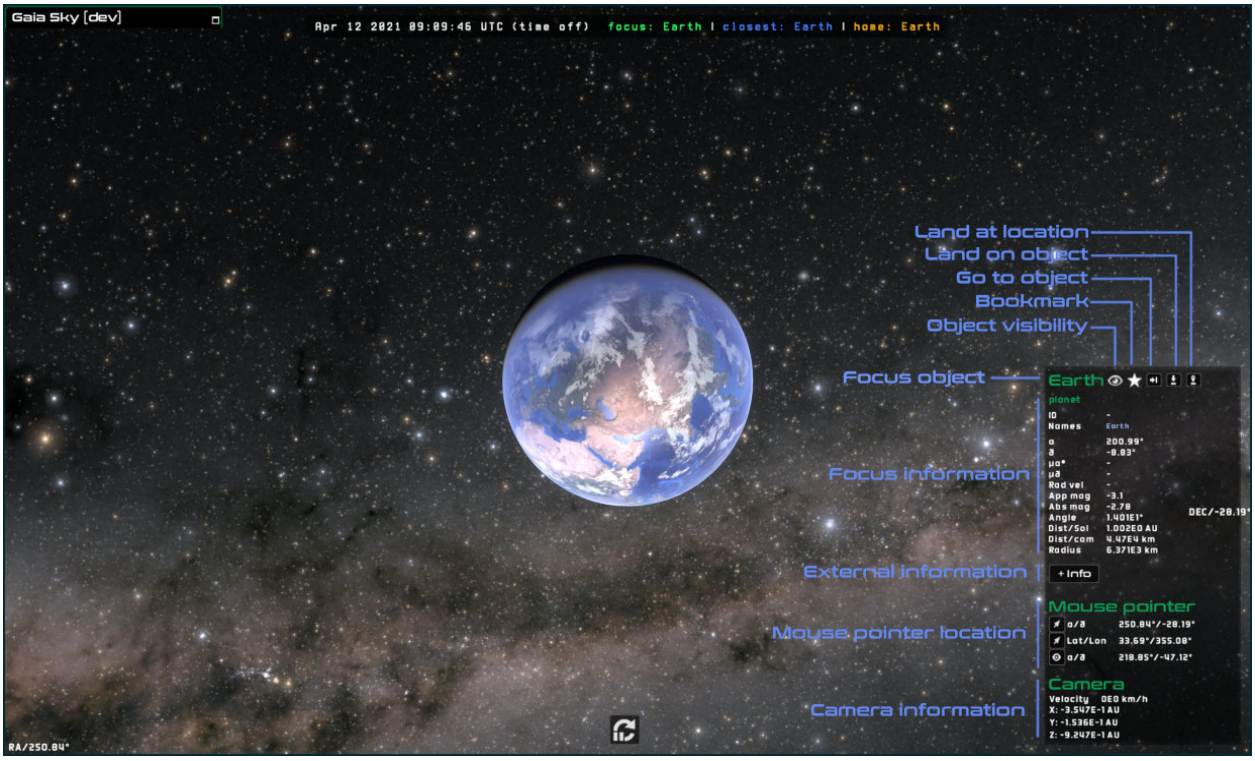


Fig. 42: The camera info panel in Gaia Sky

mode, only the two bottom blocks are available:

- Focus information, at the top. Only shown when the camera is in focus mode.
- Mouse pointer information, in the middle.
- Camera information, to the bottom.

Focus pane

The top line of the focus pane contains the name and type of the current focus object (in your theme accent color, green in the screenshot above) plus some icons:

-  toggle the visibility of this object on and off.
-  toggle the 'always show label' flag for this object, so that its label is always shown regardless of the object's solid angle.

-  add this object to the *bookmarks*.
-  moves the camera to the object with a smooth transition.
-  land on the object.
-  open the window to choose a location to land on, and execute the landing.
-  only for planets and small bodies, opens the procedural generation window.

The information items contained in the focus pane are updated in real time, and are the following:

- Object type.
- **ID** – object ID.
- **Names** – object names, as a list.
- α – right ascension (α), in degrees.
- δ – declination (δ), in degrees.
- $\mu_{\alpha\star}$ – proper motion in alpha ($\mu_{\alpha\star}$), in mas/s.
- μ_{δ} – proper motion in delta (μ_{δ}), in mas/s.
- **Rad vel** – radial velocity, in km/s.
- **App mag (E)** – apparent magnitude as seen from Earth.
- **App mag (C)** – apparent magnitude as seen from the current camera position.
- **Abs mag** – absolute magnitude.
- **Angle** – current solid angle. For stars, this involves a lot of guess-work. See the *star rendering section* for more information.
- **Dist/sol** – distance from the focus object to the Sun.
- **Dist/cam** – distance from the focus object to the camera.
- **Radius** – radius of the object, in km.
- *+ Info* button – lists all the local data on the object, and offers a preview of the Wikipedia article for this object, if it exists. If the object belongs to a VOTable catalog and has additional columns, those are displayed here as well.

- *Archive* button – provides the archive data for the given star. Only works for Gaia and Hipparcos stars.
- Simbad link, opens in a browser with the object information in the Simbad database.



Fig. 43: The camera info panel when the camera is in focus mode. In this state, it is also referred to as focus info pane, and it displays information on the focus (top), the mouse pointer (middle), and the camera position and state (bottom).

Mouse pointer

This section contains the current location of the mouse pointer in the equatorial reference system, as sky-projected coordinates. Additionally, when the pointer is over a planet or moon, we get the longitude and latitude values.

- α / δ (pointer) – the current location of the mouse pointer in the equatorial reference system

(sky coordinates).

- **Lat/Lon** – the latitude and longitude of the mouse pointer on the surface of a planet or moon. Only updated when the mouse pointer is on a planet or moon.
- α / δ (view) – the current location of the center of the view in the equatorial reference system (sky coordinates).

Camera

This section contains the current speed of the camera in km/h, plus the distance from the camera to the Sun and the current location of the camera in the *internal reference system* (equatorial Cartesian coordinates).

- **Tracking** – the name of the object the camera is currently tracking, if any.
- **Velocity** – current camera velocity.
- **Dist/Sol** – distance from the camera to the Sun.

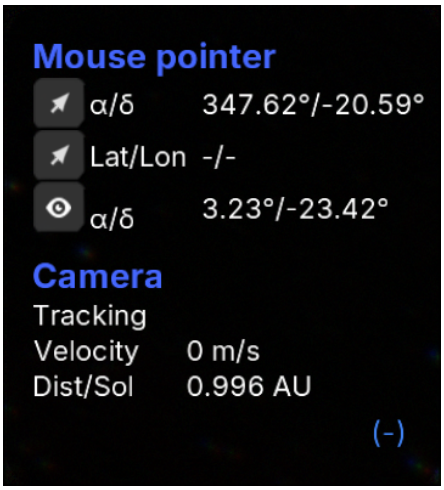


Fig. 44: The camera info panel when the camera is in free mode only provides information on the status, velocity and location of the camera, as well as the mouse pointer.

1.2.7 Controls

This section describes the controls of Gaia Sky.

Contents

- *Controls*
  - *Keyboard controls*
    - *Free/focus mode controls*
    - *Spacecraft mode controls*

- *Mouse controls*
  - *Focus mode*
  - *Free mode*
  - *Game mode*
- *Gamepad controls*
  - *Default camera mappings*
  - *Spacecraft camera mappings*
  - *Gamepad UI*
- *GUI navigation*
- *Keyboard mappings file*

Keyboard controls

To check the most up-to-date controls go to the Controls tab in the preferences window. Here are the default keyboard controls depending on the current camera mode. Learn more about camera modes in the *Camera modes* section.

Free/focus mode controls

These are the default keyboard controls that apply to the focus, free and game camera modes. In the table below, *Mod* means either *Shift* or *Ctrl* can be used.

Key(s)	Action
F1	Show help
H	Show help
Esc	Exit application
Ctrl + Q	Exit application
Home	Instantly move to home object
P	Show preferences
Alt + L	Show log
Shift + Semicolon	Open console
Shift + Grave	Toggle console
Ctrl + O	Load new dataset
Alt + C	Play camera path file
Shift + O	Toggle visibility of orbits
Shift + P	Toggle visibility of planets
Shift + M	Toggle visibility of moons
Shift + S	Toggle visibility of stars
Shift + T	Toggle visibility of satellites
Shift + A	Toggle visibility of asteroids

continues on next page

Table 1 – continued from previous page

Key(s)	Action
Shift + L	Toggle visibility of labels
Shift + C	Toggle visibility of constellations
Shift + B	Toggle visibility of boundaries
Shift + Q	Toggle visibility of equatorial grid
Shift + E	Toggle visibility of ecliptic grid
Shift + G	Toggle visibility of galactic grid
Shift + R	Toggle visibility of recursive grid
Shift + H	Toggle visibility of meshes
Shift + V	Toggle visibility of clusters
Shift + K	Toggle visibility of keyframes
Comma	Halve time warp (hold for smooth decrease)
Period	Double time warp (hold for smooth increase)
Space	Start/stop time
Ctrl + Period	Reset time warp to 1
Ctrl + R_bracket	Increase FOV angle
Ctrl + L_bracket	Decrease FOV angle
F11	Toggle fullscreen
F5	Capture screenshot
F7	Save cubemap faces as images
F6	Toggle frame output mode
U	Expand/collapse UI window (old UI)
Ctrl + K	Toggle panorama mode
Ctrl + Shift + K	Change panorama projection
Ctrl + J	Toggle orthosphere mode
Ctrl + Shift + J	Change orthosphere profile
Ctrl + S	Toggle stereoscopic mode
Ctrl + Shift + S	Change stereoscopic profile
Ctrl + P	Toggle planetarium mode
Ctrl + Shift + P	Change planetarium projection
Ctrl + U	Toggle UI on/off
Ctrl + Shift + L	Toggle mouse capture
Ctrl + W	Add new keyframe
Num_0	Free camera mode
Numpad_0	Free camera mode
Num_1	Focus camera mode
Numpad_1	Focus camera mode
Num_2	Game camera mode
Numpad_2	Game camera mode
Num_3	Spacecraft mode
Numpad_3	Spacecraft mode
Ctrl + M	Cycle camera modes
Ctrl + C	Toggle cinematic camera
Z	Speed up camera movement (hold)
Ctrl + D	Toggle debug pane

continues on next page

Table 1 – continued from previous page

Key(s)	Action
Ctrl + F	Show search dialog
F	Show search dialog
Slash	Show search dialog
Ctrl + Shift + O	Toggle smooth transitions in LOD datasets
Ctrl + Shift + R	Reset star point size
Ctrl + G	Go to focus object
Ctrl + R	Reset time
Tab	Toggle minimap
T	Time pane
C	Camera pane
V	Visibility pane
L	Visual effects pane
D	Datasets pane
B	Bookmarks pane
M	Render mode panes (Stereoscopic, Planetarium, Panorama, Orthosphere)
N	Camera info pane
S + L + V	Show replica configuration dialog
Ctrl + Shift + U + I	Reload user interface
Ctrl + Shift + Y	Recompile and reload shaders

Spacecraft mode controls

These controls apply only to the spacecraft mode.

Key(s)	Action
W	apply forward thrust
S	apply backward thrust
A	roll left
D	roll right
K	stop spaceship automatically
L	stabilize spaceship automatically
↑	pitch up
↓	pitch down
←	yaw left
→	yaw right
PgUp	increase engine power (x10)
PgDown	decrease engine power (x0.1)

Mouse controls

Here are the default mouse controls for the focus and free *Camera modes*. The other modes do not have mouse controls.

Focus mode

Mouse + keys	Action
L-MOUSE DOUBLE-CLICK	select focus object
L-MOUSE CLICK	stop all rotation and translation movement
L-MOUSE + *DRAG*	apply rotation around focus
L-MOUSE + *Shift* + *DRAG*	camera roll
R-MOUSE + *DRAG*	pan view freely from focus
M-MOUSE + *DRAG* or WHEEL	move towards/away from focus

Free mode

Mouse + keys	Action
L-MOUSE DOUBLE-CLICK	select object as focus (changes to focus mode)
L-MOUSE CLICK	stop all rotation and translation movement
L-MOUSE + *DRAG*	pan view
L-MOUSE + *Shift* + *DRAG*	camera roll
M-MOUSE + *DRAG* or WHEEL	forward/backward movement

Game mode

Use the mouse to look around and *W/A/S/D/* to move.

Gamepad controls

Gaia Sky supports Game controllers through SDL. This means that most controllers should *just work* out-of-the-box. The default controller mappings file, `SDL_Controller.controller`, should always be used initially. A mappings file is also shipped for the Oculus Rift CV1 (`Oculus_Rift_CV1.controller`) and for the Valve Index (`Valve_Index.controller`). Should this file not work for *your* controller, you can create your custom mappings easily and interactively by going to the preferences window > controls and clicking on the "Configure" button next to your controller. Then, follow screen instructions.

User mappings files (see here) can be added manually to `$GS_CONFIG/mappings` (see *folders*) folder, or set up automatically from within Gaia Sky. The controller mappings file contains the axis or button numbers for each input type. Below is an example of one such file. Note that the numbers in this example come from a user-created file and differ from the shipped defaults, so do not use them as-is for your own controller.

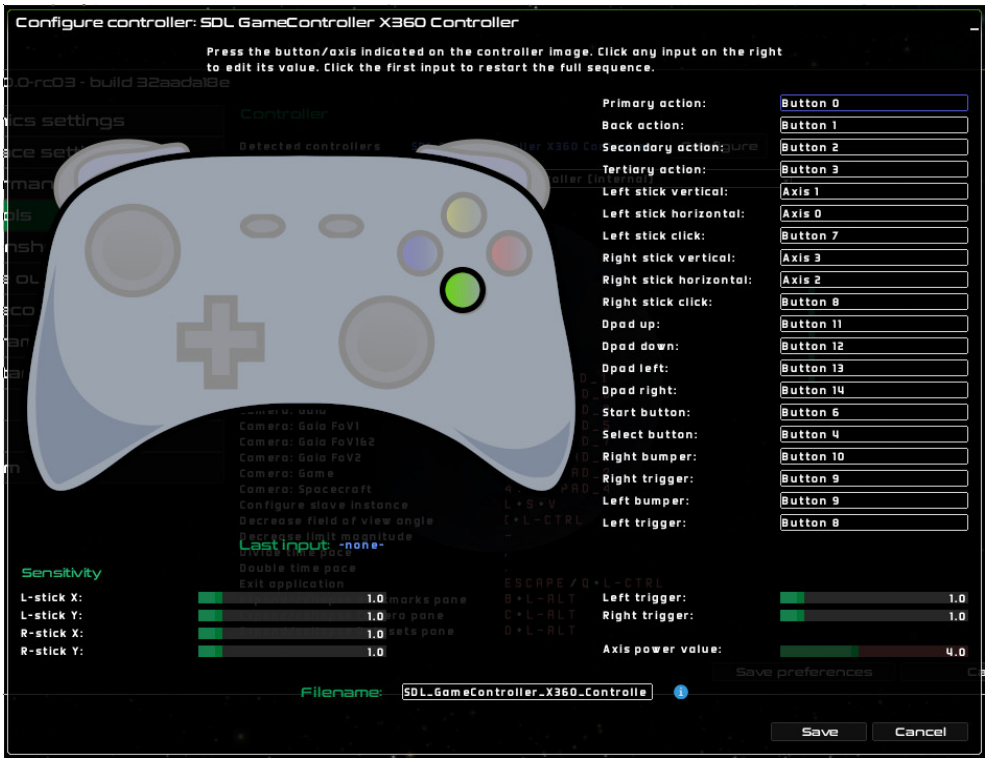


Fig. 45: Configuring gamepad controls in Gaia Sky

```
#Controller mappings definition file for Wireless Steam Controller
axis.dpad.h=-1
axis.dpad.v=1
axis.lstick.h=0
axis.lstick.h.sensitivity=1.0
axis.lstick.v=1
axis.lstick.v.sensitivity=1.0
axis.lt=-1
axis.lt.sensitivity=1.0
axis.rstick.h=2
axis.rstick.h.sensitivity=1.0
axis.rstick.v=3
axis.rstick.v.sensitivity=1.0
axis.rt=-1
axis.rt.sensitivity=-1.0
axis.value.pow=4.0
button.a=2
button.b=3
button.dpad.d=18
button.dpad.l=19
button.dpad.r=20
button.dpad.u=17
```

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```
button.lb=6
button.lstick=13
button.lt=-1
button.rb=7
button.rstick=-1
button.rt=-1
button.select=10
button.start=11
button.x=4
button.y=5
```

Default camera mappings

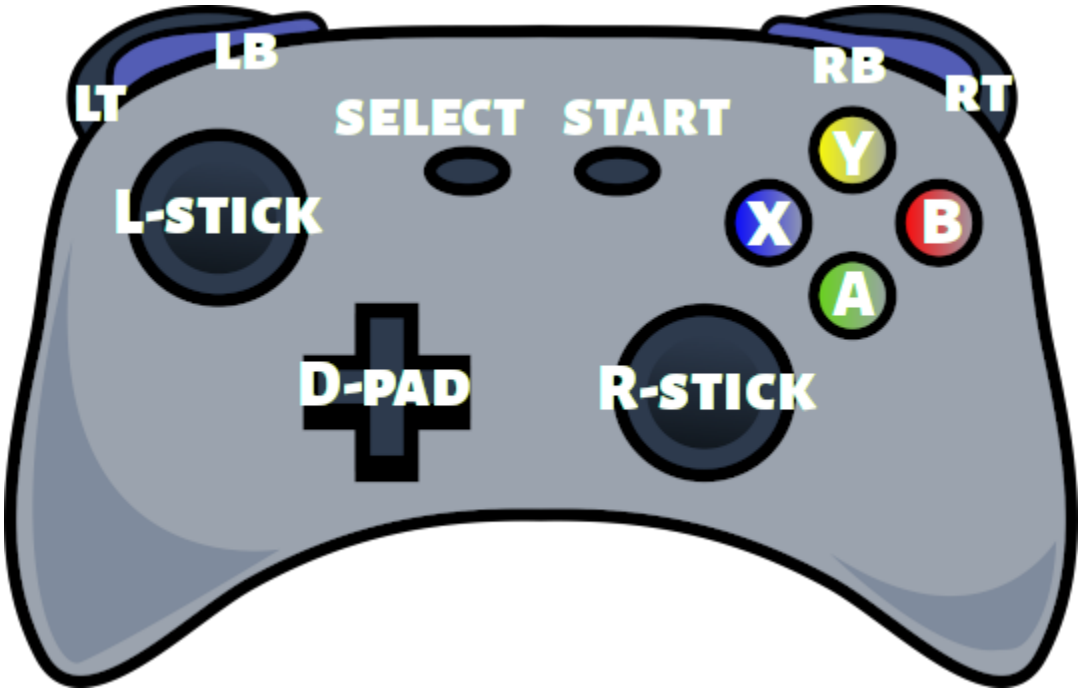


Fig. 46: Gamepad annotated with axes and buttons

The following table lists the actions assigned to each of the gamepad axes and buttons.

Button/axis	Action
	`focus mode`: rotate around horizontally, `free mode`: yaw
	`focus mode`: rotate around vertically, `free mode`: pitch
	`focus mode`: roll, `free mode`: strafe laterally
	forward/backward
 (right trigger)	roll right
 (left trigger)	roll left
 (right bumper)	`free mode`: move up vertically
`free mode`:  (left bumper)	move down vertically
	open the *gamepad UI*
	open the quit dialog
	hold to speed-up camera
	toggle asteroids
	toggle labels
	toggle orbits
	hold to speed up time
	hold to slow down time
	start time
	stop time
 (click)	toggle between focus and free mode

Spacecraft camera mappings

In spacecraft mode, the actions mapped to the different gamepad axes and buttons are different. They are listed in the table below.

Button/axis	Action
	spacecraft yaw
	spacecraft pitch
	spacecraft roll
	thrust forward/backward
 (right bumper)	spacecraft roll right
 (left bumper)	spacecraft roll left
 (right trigger)	thrust forward
 (left trigger)	thrust backward
	toggle labels
	toggle orbits
	stop spacecraft
	level spacecraft
	increase engine power (next step up)
	decrease engine power (next step down)
	stop time
	start time

Note

Engine power is not a linear multiplier: *PgUp/PgDown* on the keyboard, and / on the gamepad, step through a discrete list of thrust factors.

Gamepad UI

The gamepad UI allows access to some basic actions and settings directly using a gamepad. To open it, press START.

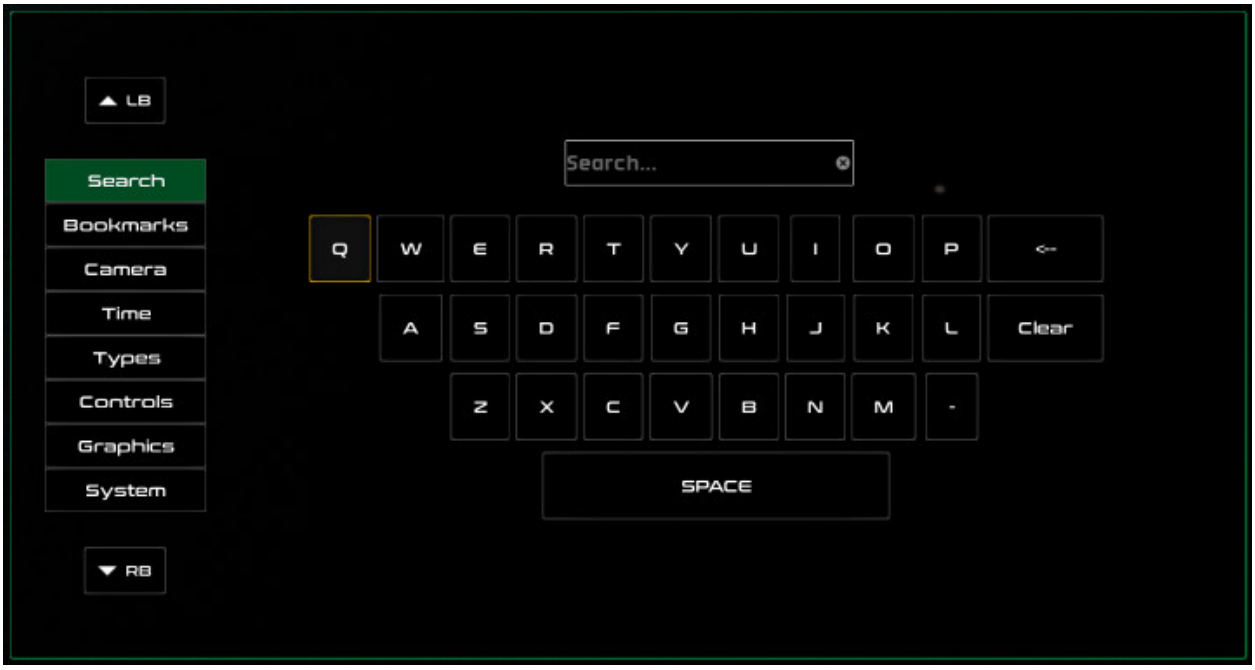


Fig. 47: The gamepad UI

There are eight tabs at the top that can be navigated with LB and RB. The tabs are the following:

- **Search** – provides a virtual keyboard to search for objects.
- **Bookmarks** – access the system bookmarks (limited to 4 nested folder levels).
- **Camera** – camera parameters like the mode or the field of view.
- **Time** – controls to start and stop time, as well as to set the time warp factor.
- **Types** – visibility of elements in Gaia Sky.
- **Controls** – gamepad settings and mappings.
- **Graphics** – graphics options like post-processing effect parameters.
- **System** – system-wide settings. Also a button to quit Gaia Sky.

The **Controls** tab also exposes per-axis invert toggles for the right stick (X and Y). Use them if the default free-mode yaw or pitch direction feels inverted for your controller.

Close the gamepad UI with  or  .

GUI navigation

Gaia Sky supports the navigation of its GUI windows using the gamepad and keyboard mappings, additionally to the usual mouse clicks. Below are the most common actions and how to achieve them in a keyboard- or gamepad- centric workflow.

Action	Keyboard	Gamepad
Action (click focused button)	*Enter*	
Move focus up	↑	
Move focus down	↓	
Move focus right	→	
Move focus left	←	
Move slider (when focused)	←/→/*Home*/*End*	
Move select box selection (when focused)	←/→/*Home*/*End*	
Check check box (when focused)	*Enter*	
Cycle dialog bottom buttons	*Alt*	
Close current dialog (with accept action)	*Enter*	
Close current dialog (with cancel action)	*Esc*	
Tab right	*Tab*	
Tab left	*Shift* + *Tab*	

Keyboard mappings file

The keyboard mappings are stored in an internal file called `keyboard.mappings` (link). If you want to edit the keyboard mappings, copy the file into `$GS_CONFIG/mappings/` (if it is not yet there) and edit it. This overrides the default internal mappings file. The file consists of a series of `<ACTION>=<KEYS>` entries. For example:

```
# Help
action.help                                 = F1
action.help                                 = H

# Exit
action.exit                                 = ESC

# Home
action.home                                 = HOME

# Preferences
action.preferences                          = P

#action.playcamera                          = C
```

The available actions are the following:

- `action.help` – show help
- `action.exit` – exit application
- `action.home` – instantly move to home object
- `action.preferences` – show preferences
- `action.log` – show log
- `action.console` – open console
- `action.toggle/gui.console.title` – toggle console
- `action.loadcatalog` – load new dataset
- `action.playcamera` – play camera path file
- `action.toggle/element.orbits` – toggle orbits
- `action.toggle/element.planets` – toggle planets
- `action.toggle/element.moons` – toggle moons
- `action.toggle/element.stars` – toggle stars
- `action.toggle/element.satellites` – toggle satellites
- `action.toggle/element.asteroids` – toggle asteroids
- `action.toggle/element.labels` – toggle labels
- `action.toggle/element.constellations` – toggle constellations
- `action.toggle/element.boundaries` – toggle boundaries
- `action.toggle/element.equatorial` – toggle equatorial grid
- `action.toggle/element.ecliptic` – toggle ecliptic grid

- `action.toggle/element.galactic` – toggle galactic grid
- `action.toggle/element.recursivegrid` – toggle recursive grid
- `action.toggle/element.meshes` – toggle meshes
- `action.toggle/element.clusters` – toggle clusters
- `action.toggle/element.keyframes` – toggle keyframes
- `action.dividetime` – halve time warp (hold for smooth decrease)
- `action.doubletime` – double time warp (hold for smooth increase)
- `action.pauseresume` – start/stop time
- `action.time.warp.reset` – reset time warp to 1
- `action.incfov` – increase fov angle
- `action.decfov` – decrease fov angle
- `action.togglefs` – toggle fullscreen
- `action.screenshot` – capture screenshot
- `action.screenshot.cubemap` – save cubemap faces as images
- `action.toggle/element.frameoutput` – toggle frame output mode
- `action.toggle/element.controls` – expand/collapse ui window (old ui)
- `action.toggle/element.360` – toggle panorama mode
- `action.toggle/element.projection` – change panorama projection
- `action.toggle/element.orthosphere` – toggle orthosphere mode
- `action.toggle/element.orthosphere.profile` – change orthosphere profile
- `action.toggle/element.stereomode` – toggle stereoscopic mode
- `action.switchstereoprofile` – change stereoscopic profile
- `action.toggle/element.planetarium` – toggle planetarium mode
- `action.toggle/element.planetarium.projection` – change planetarium projection
- `action.toggle/element.cleanmode` – toggle ui on/off
- `action.toggle/gui.mousecapture` – toggle mouse capture
- `action.keyframe` – add new keyframe
- `camera.full/camera.FREE_MODE` – free camera mode
- `camera.full/camera.FOCUS_MODE` – focus camera mode
- `camera.full/camera.GAME_MODE` – game camera mode
- `camera.full/camera.SPACECRAFT_MODE` – spacecraft mode
- `action.toggle/camera.mode` – cycle camera modes

- `action.toggle/camera.cinematic` – toggle cinematic camera
- `action.camera.speedup` – speed up camera movement (hold)
- `action.toggle/element.debugmode` – toggle debug pane
- `action.search` – show search dialog
- `action.toggle/element.octreeparticlefade` – toggle smooth transitions in lod datasets
- `action.starpointsize.reset` – reset star point size
- `action.gotoobject` – go to focus object
- `action.resettime` – reset time
- `action.toggle/gui.minimap.title` – toggle minimap
- `action.expandcollapse.pane/gui.time` – time pane
- `action.expandcollapse.pane/gui.camera` – camera pane
- `action.expandcollapse.pane/gui.visibility` – visibility pane
- `action.expandcollapse.pane/gui.lighting` – visual effects pane
- `action.expandcollapse.pane/gui.dataset.title` – datasets pane
- `action.expandcollapse.pane/gui.bookmarks` – bookmarks pane
- `action.expandcollapse.pane/gui.modes` – render mode panes (stereoscopic, planetarium, panorama, orthosphere)
- `action.expandcollapse.pane/gui.caminfo` – camera info pane
- `action.slave.configure` – show replica configuration dialog
- `action.ui.reload` – reload user interface
- `action.shaders.reload` – recompile and reload shaders

Find the current keyboard mappings associations in the controls tab of the preferences window within Gaia Sky.

1.2.8 Object visibility

Gaia Sky offers two different ways to control object visibility: *type visibility* and *per-object visibility*. The main difference is that, while type visibility acts on all objects of a given component type (think stars, labels, grids, planets, etc.), per-object visibility is capable of hiding and showing individual objects.

You can toggle **object types** on and off by clicking on their icon in the `Type visibility` pane in the control panel, as described *here*.

You can also hide and show **individual objects** by using the eye icon in the focus panel (when in focus mode) or by using the dedicated window, as described in the *individual visibility section*.

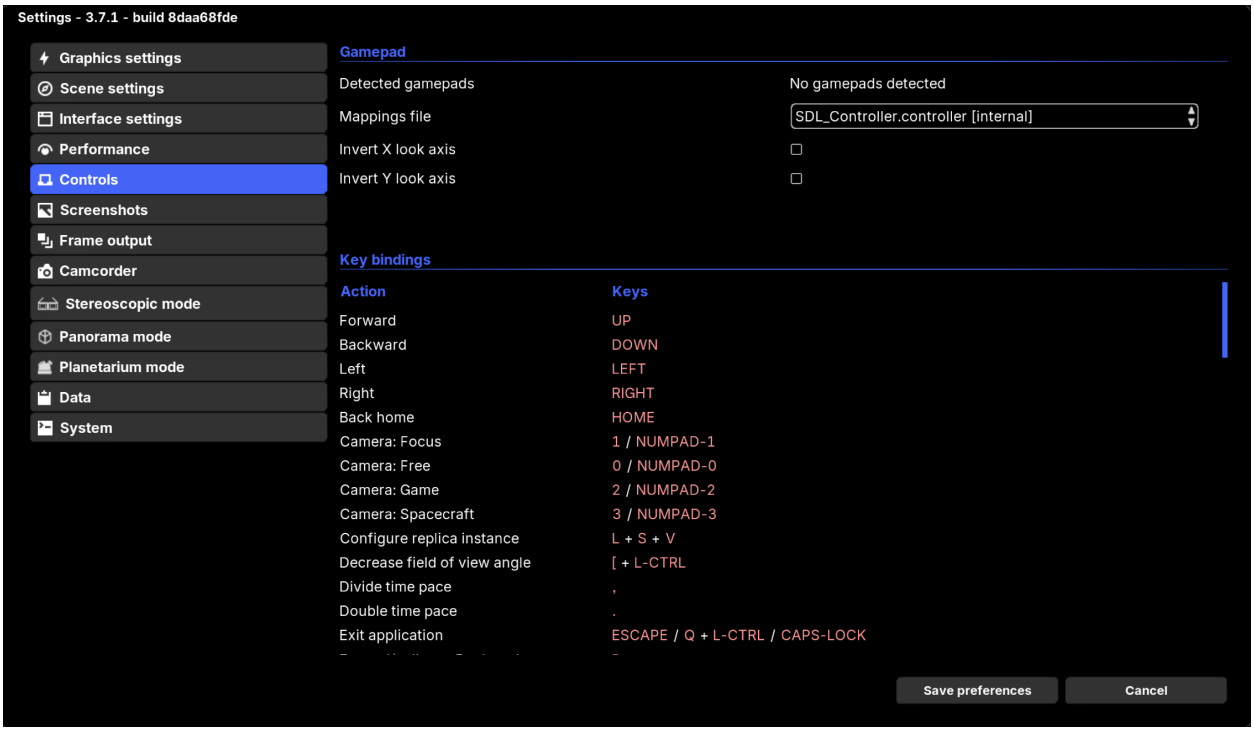


Fig. 48: The controls settings in Gaia Sky

1.2.9 Datasets

Gaia Sky supports the loading and visualization of datasets and catalogs (used interchangeably in this document) of different natures. Catalogs are groups of similar objects that are loaded and displayed at once.

Contents

- *Datasets*
  - *Preparing datasets*
  - *Loading datasets*
    - *Star catalogs*
    - *Particle datasets*
    - *Star cluster catalogs*
    - *Variable star catalogs*
  - *Datasets pane*
    - *Dataset highlighting*
    - *Dataset visual settings*

* *Dataset filters*
* *Dataset transformations*
* *Dataset information*

Preparing datasets

Please see the *STIL data loader section* for information about how to prepare the datasets for Gaia Sky.

Loading datasets

Catalogs and datasets can be loaded into Gaia Sky by three different means:

- Via SAMP (see *this section*).
- Via scripting (see *this section*).
- Directly using the UI. See the next paragraph.

In order to load a catalog, click on the folder icon  in the controls window or in the datasets pane (or press *Ctrl* + *o*). This brings up the *Load dataset* dialog.

Load installed dataset

In this tab you can pick any of the installed (and not currently loaded) datasets to load immediately. Filter datasets using the filter box at the top.

Load file (.vot, .csv, etc.)

Use this tab to directly load a catalog file. Supported formats are `.csv` (Comma-Separated Values), `.vot` (VOTable) and FITS (as of `3.0.2`). Once the dataset has been chosen, a new window is presented to the user asking the type of the dataset and some extra options associated with it. This window is also presented when loading a dataset via SAMP.

Hint

As of version `3.0.2`, Gaia Sky supports interactive loading of FITS files.

Datasets can be **star** catalogs, **particle** datasets, **star cluster** datasets, or **variable star** catalogs, depending on whether the new dataset contains stars (with magnitudes, colors, proper motions and other attributes), just particles (only 2D or 3D positions and extra attributes), clusters (with properties like the visual radius) or variable stars (with light curves and periods).

Please see the *Preparing catalogs* for more information on how to prepare the datasets for Gaia Sky.

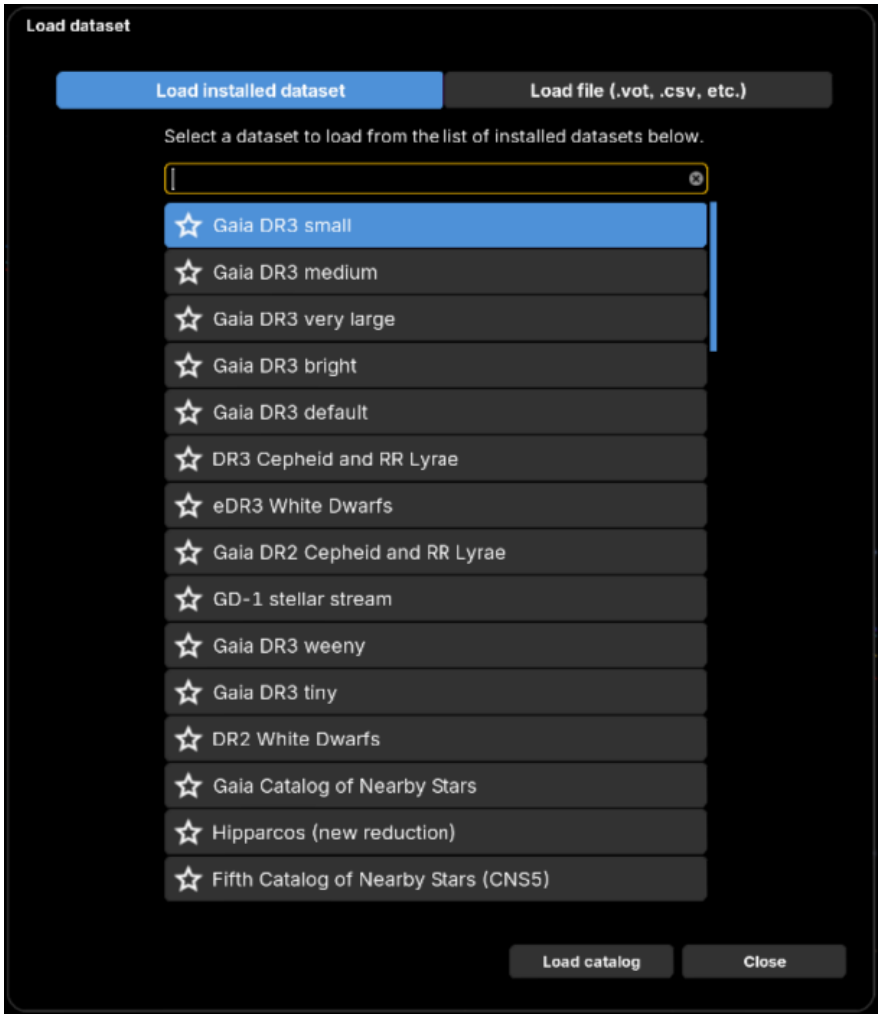


Fig. 49: Use the load dataset dialog to load installed datasets, or to open catalog files.

Star catalogs

Star catalogs are expected to contain some attributes of stars, like magnitudes, color indices, proper motions, etc., and use the regular star shaders to render the stars. When selecting star datasets, there are a couple of settings available:

- **Dataset name** – the name of the dataset.
- **Magnitude scale factor** – subtractive scaling factor to apply to the magnitude of all stars (`appmag = appmag - factor`).
- **Label color** – the color of the labels of the stars in the dataset.
- **Fade in** – these are two distances from the Sun, in parsecs, that will be used as interpolation limits to fade in the whole dataset. The dataset will not be visible if the camera distance from the Sun is smaller than the lower limit, and it will be fully visible if the camera distance from the Sun is larger than the upper limit. The opacity is interpolated between 0 and 1 if the camera distance from the Sun is larger than the lower limit and smaller than the upper limit.
- **Fade out** – these are two distances from the Sun, in parsecs, that will be used as interpolation limits to fade out the whole dataset. The dataset will not be visible if the camera distance from the Sun is larger than the upper limit, and it will be fully visible if the camera distance from the Sun is smaller than the lower limit. The opacity is interpolated between 1 and 0 if the camera distance from the Sun is larger than the lower limit and smaller than the upper limit.

Particle datasets

Particle datasets only require positions to be present, and use generic shaders to render the particles. Some parameters can be tweaked at load time to control the appearance and visibility of the particles:

- **Dataset name** – the name of the dataset.
- **Particle color** – the color of the particles. Can be modified with the particle color noise.
- **Particle color noise** – a value in [0,1] that controls the amount of noise to apply to the particle colors in order to get slightly different colors for each particle in the dataset.
- **Label color** – color of the label of this dataset. Particles themselves do not have individual labels.
- **Particle size** – the size of the particles, in pixels.
- **Minimum solid angle** – the minimum solid angle (in radians) used to represent this particle. This is a minimum bound on the size of the particles.
- **Maximum solid angle** – the maximum solid angle (in radians) used to represent this particle. This is a maximum bound on the size of the particles.
- **Number of labels** – the number of labels to render for this dataset. Set to 0 to render no labels.
- **Profile decay** – a power that controls the radial profile of the actual particles, as in `(1-d)^pow`, where `d` is the distance from the center to the edge of the particle, in [0,1].

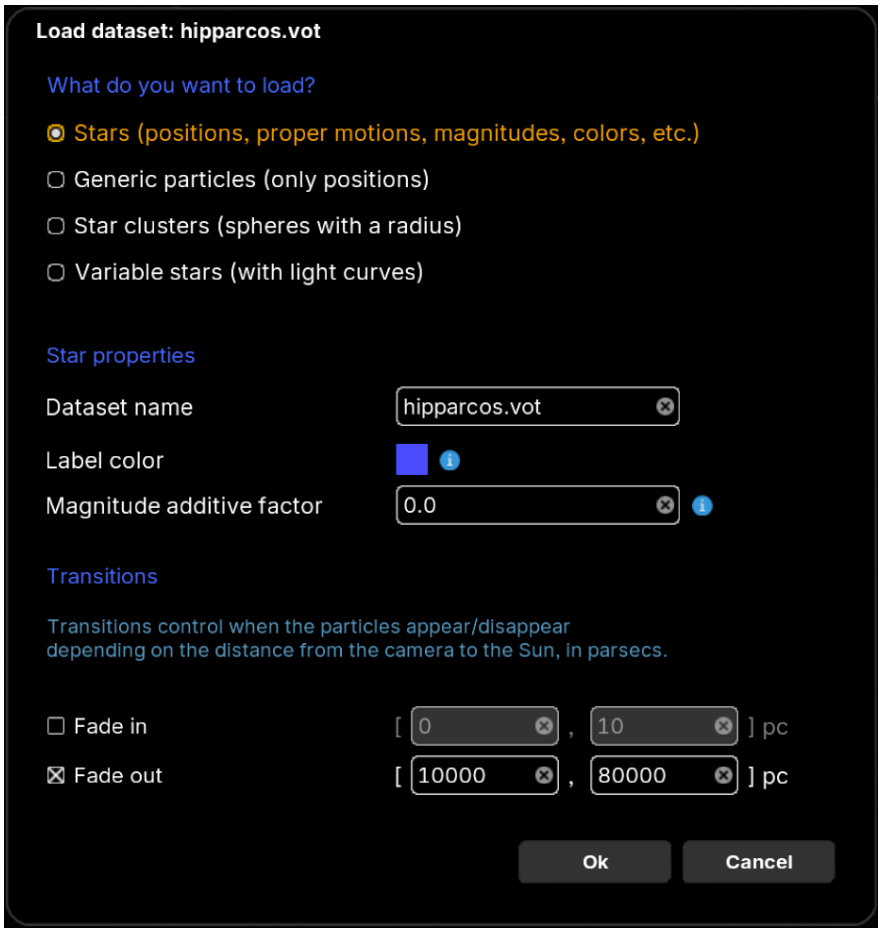


Fig. 50: Loading a star catalog

- **Component type** – the component type to apply to the particles to control their visibility. Make sure that the chosen component type is enabled in the Visibility pane.
- **Fade in** – these are two distances from the Sun, in parsecs, that will be used as interpolation limits to fade in the whole dataset. The dataset will not be visible if the camera distance from the Sun is smaller than the lower limit, and it will be fully visible if the camera distance from the Sun is larger than the upper limit. The opacity is interpolated between 0 and 1 if the camera distance from the Sun is larger than the lower limit and smaller than the upper limit.
- **Fade out** – these are two distances from the Sun, in parsecs, that will be used as interpolation limits to fade out the whole dataset. The dataset will not be visible if the camera distance from the Sun is larger than the upper limit, and it will be fully visible if the camera distance from the Sun is smaller than the lower limit. The opacity is interpolated between 1 and 0 if the camera distance from the Sun is larger than the lower limit and smaller than the upper limit.

Star cluster catalogs

Star cluster catalogs can also be loaded directly from the UI as of Gaia Sky 2.2.6. The loader also uses STIL to load CSV or VOTable files. In CSV mode, the units are fixed; otherwise, they are read from the VOTable, if it has them. The order of the columns is not important. The required columns are the following:

- `name`, `proper`, `proper_name`, `common_name`, `designation` – one or more name strings, separated by '|'.
- `ra`, `alpha`, `right_ascension` – right ascension in degrees.
- `dec`, `delta`, `de`, `declination` – declination in degrees.
- `dist`, `distance` – distance to the cluster in parsecs, or
- `pllx`, `parallax` – parallax in mas, if distance is not provided.
- `rcluster`, `radius` – the radius of the cluster in degrees.

Optional columns, which default to zero, include:

- `pmra`, `mualpha`, `pm_ra` – proper motion in right ascension, in mas/yr.
- `pmdec`, `mudelta`, `pm_dec` – proper motion in declination, in mas/yr.
- `rv`, `radvel`, `radial_velocity` – radial velocity in km/s.

Star cluster datasets require positions and radii to be present, and use wireframe spheres to render the clusters. The parameters that can be tweaked at load time are:

- **Dataset name** – the name of the dataset.
- **Particle color** – the color of the clusters and their labels.
- **Label color** – color of the label of this dataset. Particles themselves do not have individual labels.
- **Component type** – the component type to apply to the particles to control their visibility. Make sure that the chosen component type is enabled in the Visibility pane.

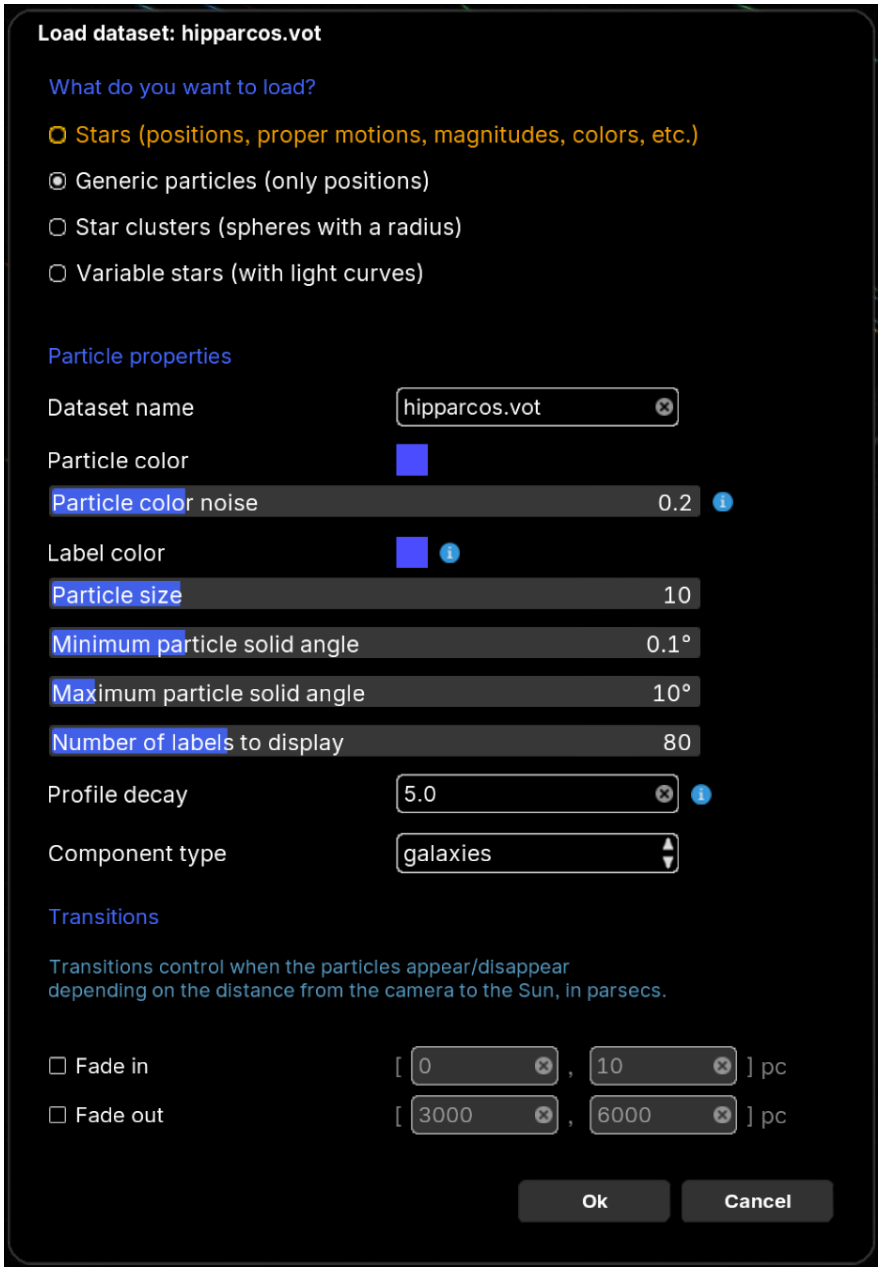


Fig. 51: Loading a point cloud dataset

- **Fade in** – these are two distances from the Sun, in parsecs, that will be used as interpolation limits to fade in the whole dataset. The dataset will not be visible if the camera distance from the Sun is smaller than the lower limit, and it will be fully visible if the camera distance from the Sun is larger than the upper limit. The opacity is interpolated between 0 and 1 if the camera distance from the Sun is larger than the lower limit and smaller than the upper limit.
- **Fade out** – these are two distances from the Sun, in parsecs, that will be used as interpolation limits to fade out the whole dataset. The dataset will not be visible if the camera distance from the Sun is larger than the upper limit, and it will be fully visible if the camera distance from the Sun is smaller than the lower limit. The opacity is interpolated between 1 and 0 if the camera distance from the Sun is larger than the lower limit and smaller than the upper limit.

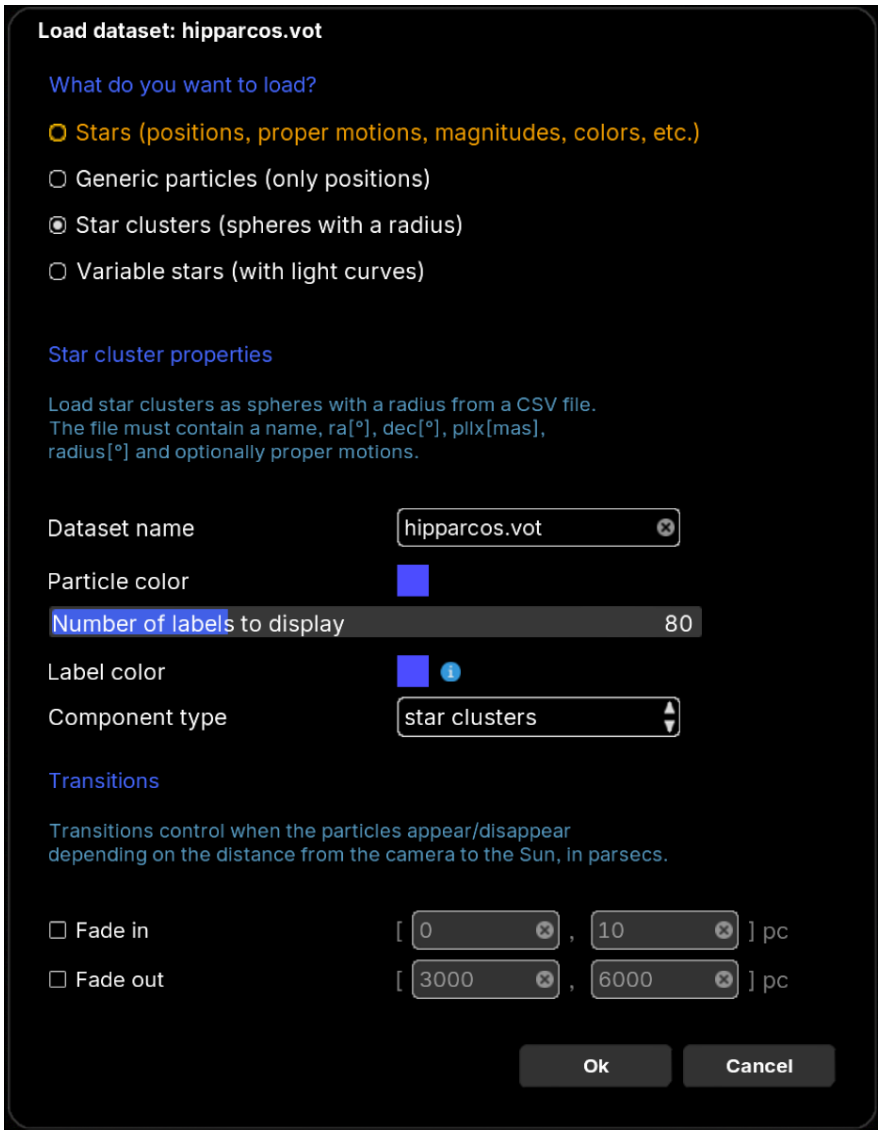


Fig. 52: Loading a star cluster catalog

Variable star catalogs

In Gaia Sky, variable stars are represented by visually displaying their changing magnitude in the scene when time simulation is enabled. These datasets are expected to contain a time series (magnitudes vs times) and a period. Only variable stars with a period are loaded, the rest are discarded.

See the *STIL data provider section* for more information on how to prepare variable star datasets for Gaia Sky.

- **Dataset name** – the name of the dataset.
- **Magnitude scale factor** – subtractive scaling factor to apply to the magnitude of all stars (`appmag = appmag - factor`).
- **Label color** – the color of the labels of the stars in the dataset.
- **Fade in** – these are two distances from the Sun, in parsecs, that will be used as interpolation limits to fade in the whole dataset. The dataset will not be visible if the camera distance from the Sun is smaller than the lower limit, and it will be fully visible if the camera distance from the Sun is larger than the upper limit. The opacity is interpolated between 0 and 1 if the camera distance from the Sun is larger than the lower limit and smaller than the upper limit.
- **Fade out** – these are two distances from the Sun, in parsecs, that will be used as interpolation limits to fade out the whole dataset. The dataset will not be visible if the camera distance from the Sun is larger than the upper limit, and it will be fully visible if the camera distance from the Sun is smaller than the lower limit. The opacity is interpolated between 1 and 0 if the camera distance from the Sun is larger than the lower limit and smaller than the upper limit.

The process by which light curves are loaded and used in Gaia Sky is somewhat involved and is outlined below:

1. First, we check that time series (magnitudes vs times) and periods are actually present in the file.
2. Then, *NaN* values are removed from the light curve data points.
3. We fold the time series into a phase diagram using the period and sort the result accordingly with the phase for each data point.
4. Due to a GPU memory trade-off (the time series data must be sent to the GPU for each star, and all stars must have the same size on the GPU), we have a limitation of 20 data points per star. If the number of incoming data points is larger than 20, we re-sample the phase diagram.
5. Finally, the magnitudes are converted to pseudo-sizes for easier representation, and passed on to the model.

Datasets pane

You can find a list of all datasets currently loaded in the *Datasets* pane, anchored to the top-left of the screen. You can bring it up automatically by pressing *d*.

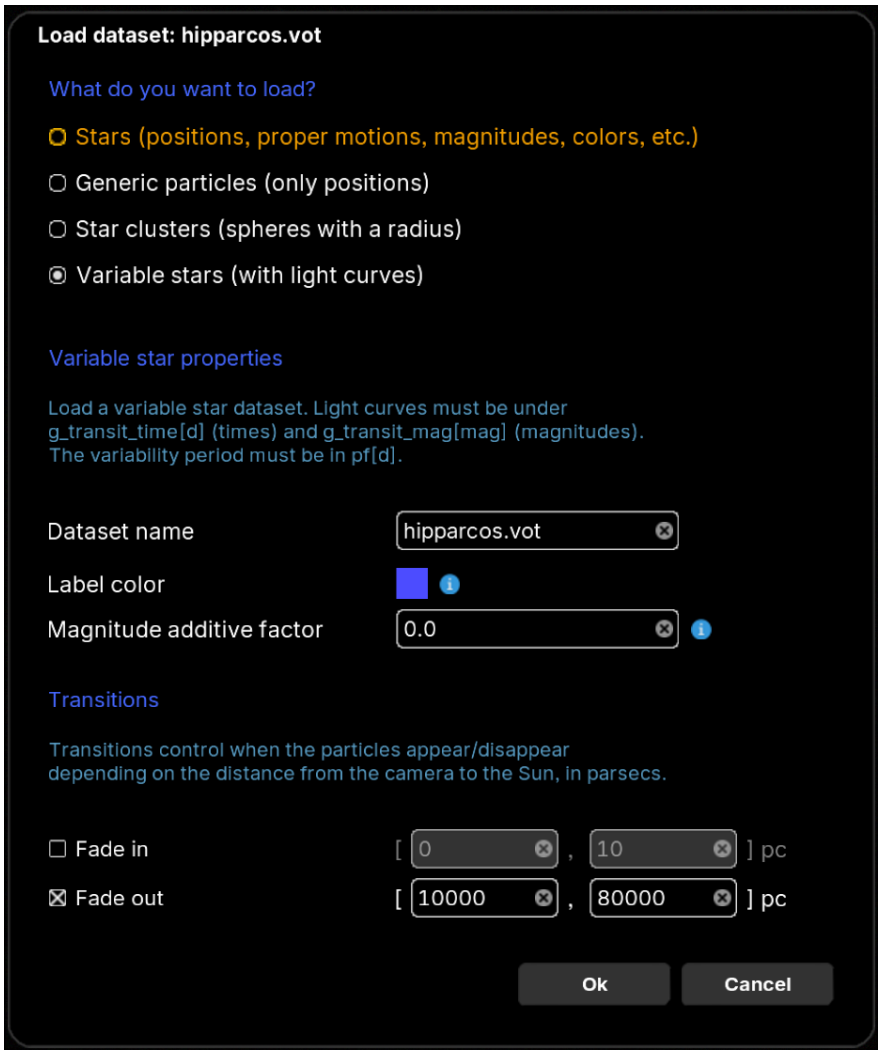


Fig. 53: Loading a variable star catalog

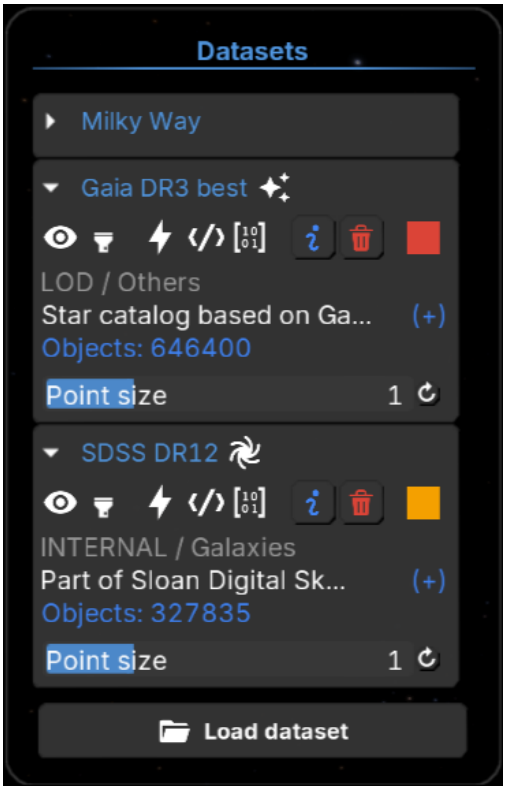


Fig. 54: Datasets pane in Gaia Sky

Each dataset has a panel that can be expanded by clicking on the  icon by the dataset name. Once expanded, a dataset panel can be collapsed with  .

The dataset panel, once expanded, contains a few controls that depend on the type of dataset, and that allow the user to modify some settings about how the dataset is displayed. These controls are in the top row of the dataset panel. From left to right, the controls are the following:

-  – toggle the visibility of the dataset.
-  – highlight the dataset using the current color and particle size. The **color** *can be changed* by clicking on the rightmost button (blue square in the image above), and the particle size factor can be adjusted from the dataset visual settings window. Datasets can also be color-mapped. Only star, particle, LOD and orbital elements datasets can be highlighted.

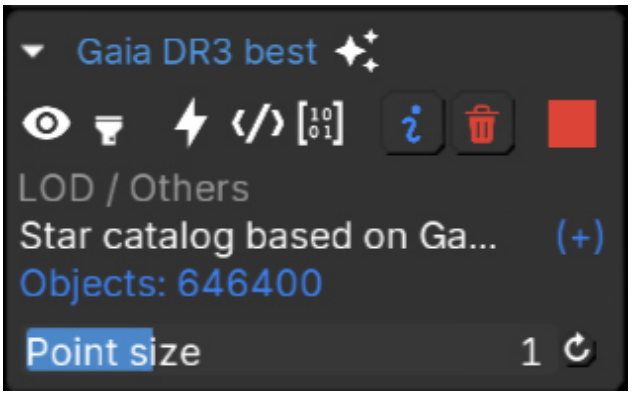


Fig. 55: Dataset panel in the datasets pane for the 'Gaia DR3 weeny' catalog

-  – open the *dataset visual settings* window.
-  – open the *dataset filters* window.
-  – open the *dataset affine transformations* window.
-  – open the *dataset information* window.
-  – delete the dataset.

After the controls, we can find some information:

- The type of dataset, in gray.
- The dataset description, if any. Move your mouse to the small (i) symbol to get the full description in a tooltip.
- The number of objects in the dataset, in blue.

Dataset highlighting

Datasets can be highlighted by clicking on the target icon  . When highlighted, the colors of the particles change according to the highlighting color or color map selected (see below), and the particles may also become larger or smaller depending on the settings in the highlight section of the *visual settings dialog*.

To the right of the dataset pane is the color icon. Use it to define the highlight color for the dataset. The color can either be a **plain color** or a **color map**.

A **plain color** can be chosen using the color picker dialog that appears when clicking on the "Plain color" radio button.

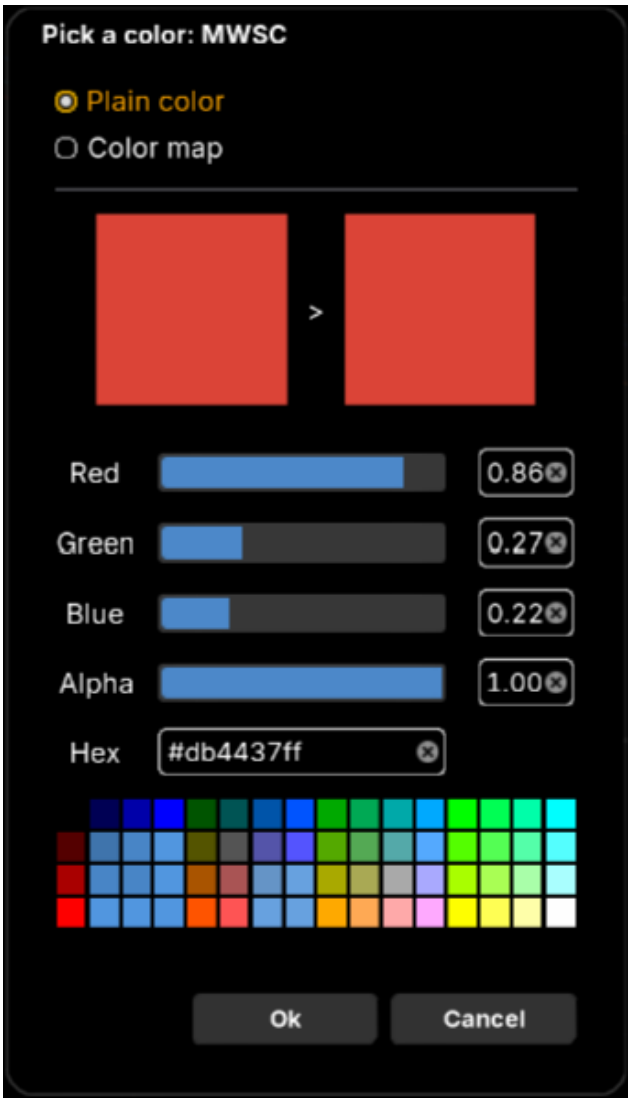


Fig. 56: The highlighting plain color picker dialog

A **color map** can be selected by clicking on the "Color map" radio button, and displays the screen

shown below. From there, you can choose the *color map type*, as well as the *attribute* to use for the mapping, and the *maximum* and *minimum* mapping values.

The available attributes depend on the dataset type and loading method. Particle datasets have coordinate attributes (right ascension, declination, ecliptic longitude and latitude, galactic longitude and latitude) and distance. Star datasets have, additionally, apparent and absolute magnitudes, proper motions (in alpha and delta) and radial velocity. For datasets loaded from VOTable either directly or through SAMP, all the numeric attributes are also available.

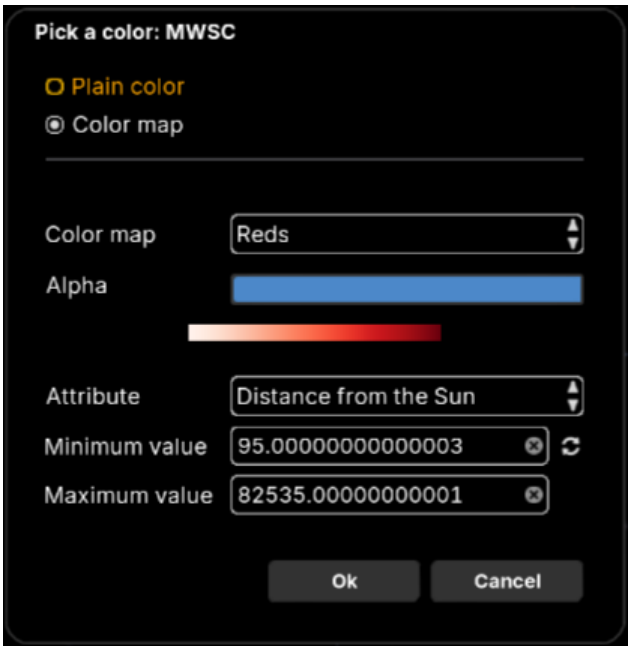


Fig. 57: The highlighting color map dialog

Dataset visual settings

Open the dataset visual settings window by clicking on the bolt icon  . There are three sections, named **particle aspect**, **highlighting** and **transitions**.

In the **particle aspect** section we can find the following controls:

- **Point size** – this slider controls the dataset point size. This acts as a factor on the actual size of the particles of the dataset.
- **Minimum particle solid angle [rad]** – only present in particle datasets, this slider controls the minimum visual solid angle of each particle.
- **Maximum particle solid angle [rad]** – only present in particle datasets, this slider controls the maximum visual solid angle of each particle.

In the **highlighting** section, we can find the following properties:

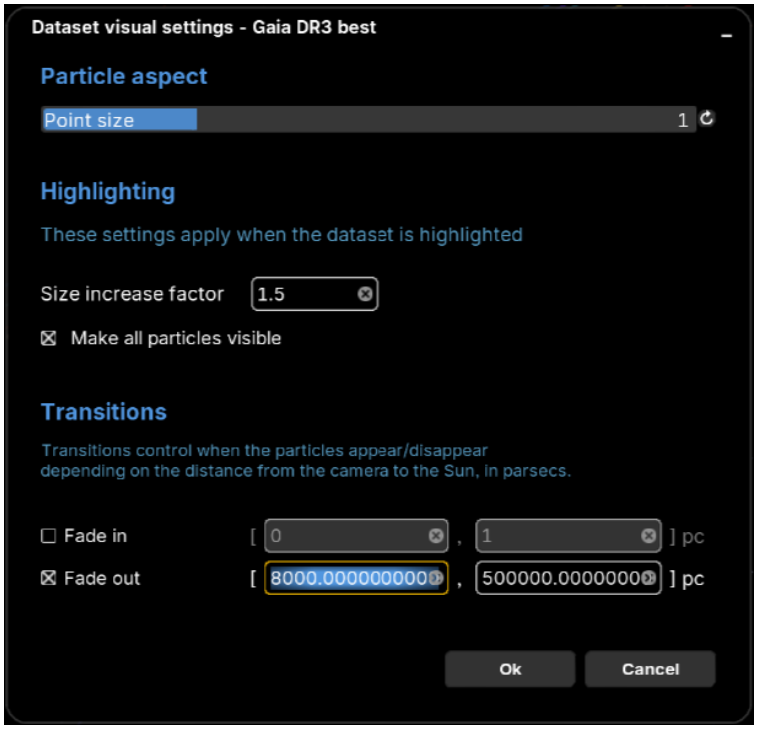


Fig. 58: The dataset visual settings dialog

- **Size increase factor** - scale factor to apply to the particles when the dataset is highlighted.
- **Make all particles visible** - raises the minimum opacity to a non-zero value when the dataset is highlighted.

In the **Transitions** section, we can define fade-in and fade-out rules depending on the distance from the camera to the center of the dataset, or to the center of the reference system.

- **Fade in** – this check box enables the fade-in transitions, where the dataset opacity goes from 0 (invisible) to 1 (fully visible), mapped to the user-given distances in parsecs.
- **Fade out** – this check box enables the fade-out transitions, where the dataset opacity goes from 1 (fully visible) to 0 (invisible), mapped to the user-given distances in parsecs.

Dataset filters

Open the dataset filters window by clicking on the code icon . Filters are **only available to particle, stars and LOD datasets**.

This dialog allows for the creation of arbitrary selection filters by setting conditions (rules) on particle attributes. Several rules can be defined, but only one type of logical operator (AND, OR) is possible. The available attributes depend on the dataset type and loading method.

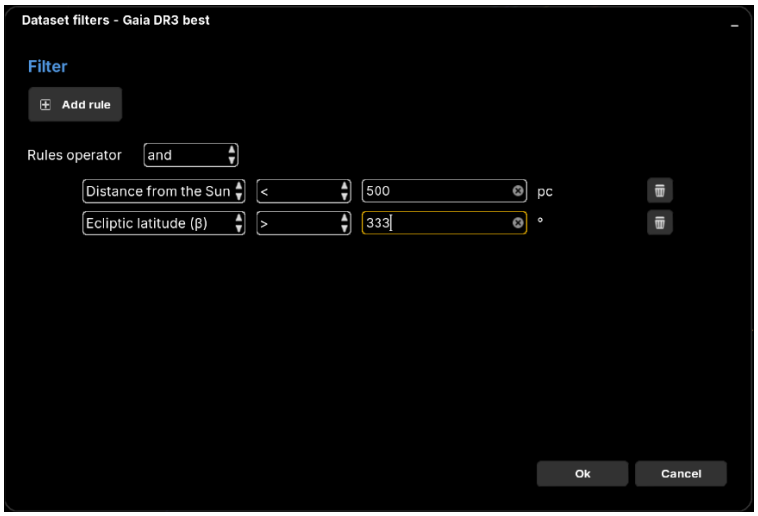


Fig. 59: The dataset filters dialog

Click on the ✪ *Add filter* button to add a filter, and use ✪ *Add rule* to add new rules to the current filter. The *Rules operator* select box enables the selection of the logical operator. Then, each rule contains the attribute, the comparator operation (<, <=, >, >=, ==, !=) and a value. Use the bin icon 🗑 to delete a rule.

Dataset transformations

The dataset transformations window (open it by clicking on the matrix icon $\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$) enables the definition of arbitrary affine transformations (only translation, rotation and scaling available, plus reference system transforms) and application to the datasets in real time. Transformations are available to all datasets, but **only particles in groups will be affected**. Single objects (models, single stars, planets, moons, etc.) that are part of a dataset are not affected by the transformations.

Transformations are defined in a sequence. Each transformation is represented by a matrix. The matrices are multiplied in the defined order. This means that the **transformations are actually applied last-to-first**. If you want to rotate a dataset, and then translate it, you need to first define a translation and then a rotation.

Add a new transformation by clicking on the ✪ *Add transformation* button. Once the transformation appears, there are a few settings you can change:

- **Type** – select the transformation type: **translation**, **rotation**, **scaling** or **reference system**.



- – move the transformation up in the chain.



Fig. 60: The dataset transformations dialog



- – move the transformation down in the chain.
- – remove the transformation.

For each transformation type we have different inputs:

- **Translation** – choose the X, Y and Z of your translation vector, in parsecs.
- **Rotation** – choose the rotation axis X, Y and Z components, plus the rotation angle, in degrees.
- **Scaling** – choose the scaling factor in X, Y and Z. No units here.
- **Reference system** – select the reference system transformation you want to apply from the select box. The possible transformations are:
  - Galactic to equatorial
  - Equatorial to galactic
  - Ecliptic to equatorial
  - Equatorial to ecliptic
  - Galactic to ecliptic
  - Ecliptic to galactic

Dataset information

Get some additional information on a dataset by clicking on the 'i' icon  .

For each dataset you get:

- **Dataset name** – the name of the dataset.
- **Source** – the source. Only populated if the dataset is loaded from the UI or via SAMP.
- **Type** – the type of dataset.
- **Num. objects** – the number of objects in the dataset.
- **Size** – the size on disk.
- **Loaded** – exact time when the dataset was loaded.
- **Description** – dataset description.

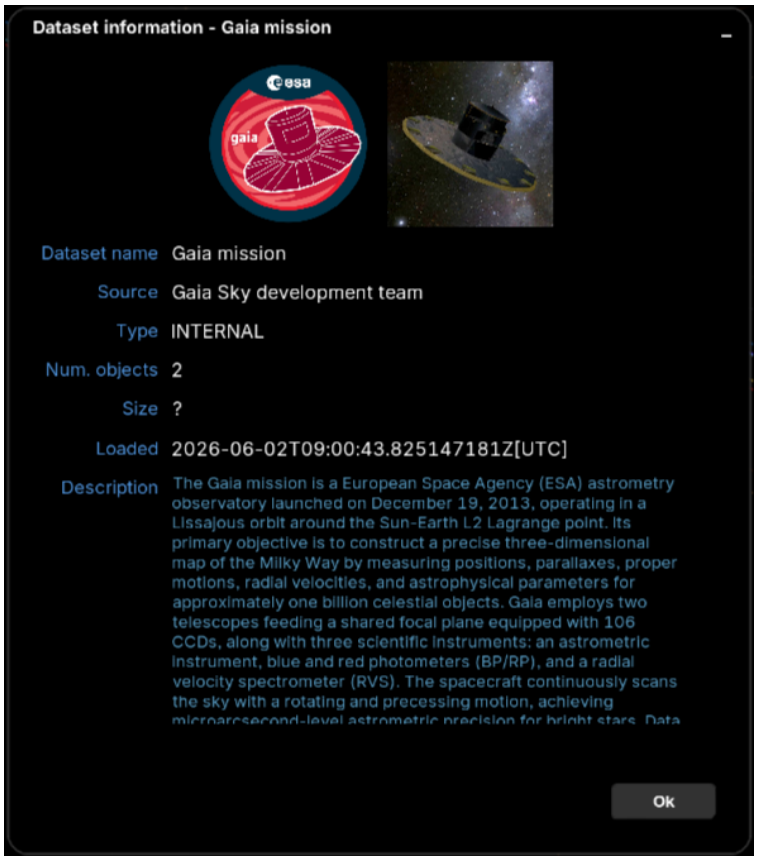


Fig. 61: The dataset information dialog

1.2.10 Bookmarks

Gaia Sky offers a bookmarks manager to keep your favorite objects and locations organized, in the form of the **bookmarks pane**. Open the bookmarks pane by clicking on the bookmark button (to the top-left of the main window), or by pressing *b*.



Bookmarks are laid out in a folder tree. Bookmarks can either be in the root level or in any of the folders, which can also be nested.

Bookmark types

There are two types of bookmarks: **object** bookmarks and **location** bookmarks.

Object bookmarks

Object bookmarks save an object by its name or identifier. When an object bookmark is activated, the camera is put in focus mode and the object becomes the current active focus. If the object does not exist in the current scene, nothing happens. If the object exists but is not visible, a small text appears below the bookmarks tree notifying the user.

Location bookmarks

Location bookmarks are more complex than object bookmarks, as, additionally to the object name or identifier, they may contain other data:

- **Camera position** – the camera position is optionally persisted with the bookmark.
- **Camera orientation** – the camera direction and up vectors are optionally persisted with the bookmark.
- **Time (instant)** – the simulation time is optionally persisted with the bookmark.
- **Focus object** – the focus object is optionally persisted with the bookmark.
- **Settings** – the full settings stack of Gaia Sky is optionally persisted with the bookmark.

Bookmarks pane

The *bookmarks pane* contains the bookmarks tree. Bookmarks are optionally organized into directories or folders. **Activate** a bookmark by clikcing on it. For object bookmarks, the focus object is set when the bookmark is activated. For location bookmarks, the camera position, orientation, the time, the focus, and the settings are applied when the bookmark is activated.

New bookmarks are added by default at the end of the root level (top of the folder structure). Move bookmarks around with the context menu that pops up when right clicking on them. This context menu also provides controls to create new folders, and to delete bookmarks. Bookmarks can also be deleted by clicking on the star next to the name in the *Camera info panel*. Once the bookmark is removed, the color of the star icon changes to gray.

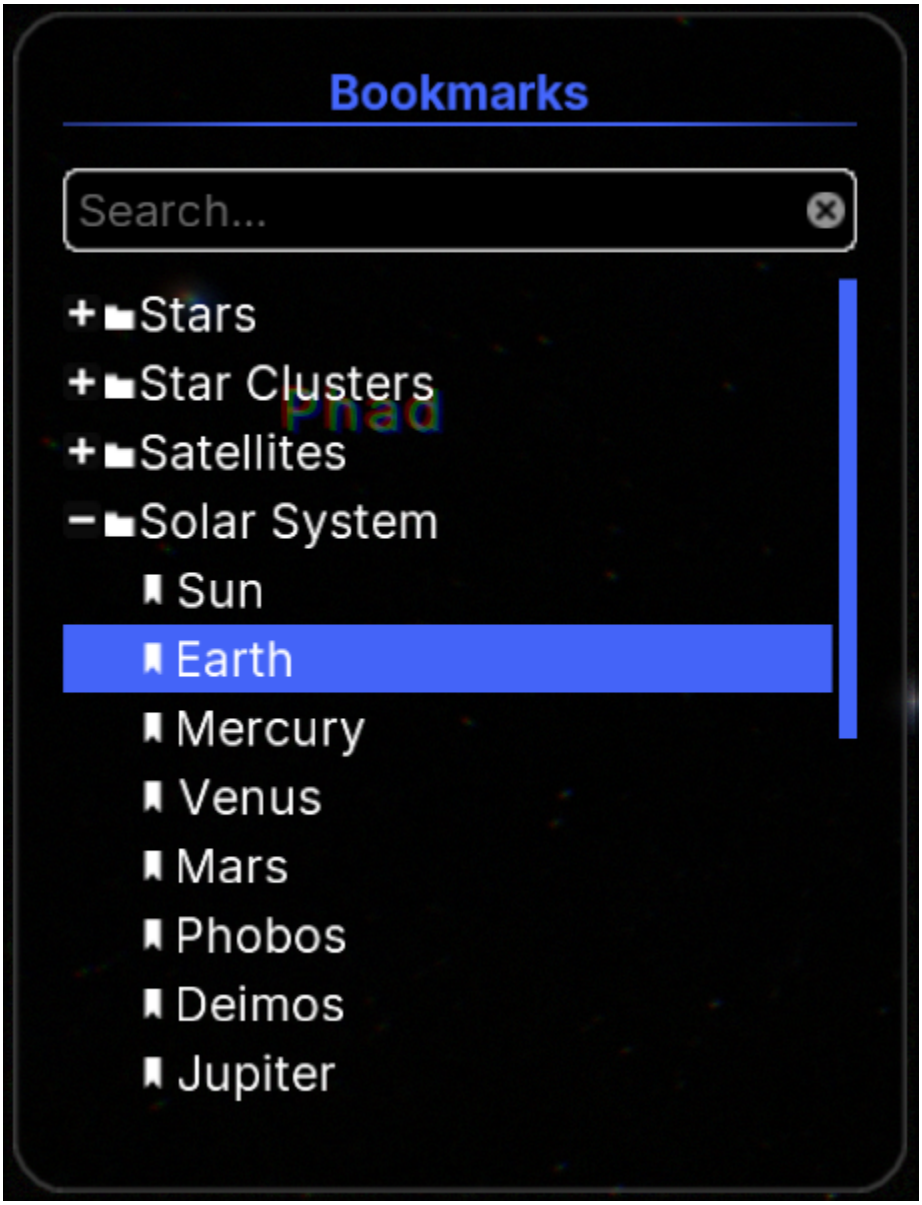


Fig. 62: The bookmarks pane in Gaia Sky.

When you right-click on a bookmark in the tree, the following context menu pops up:

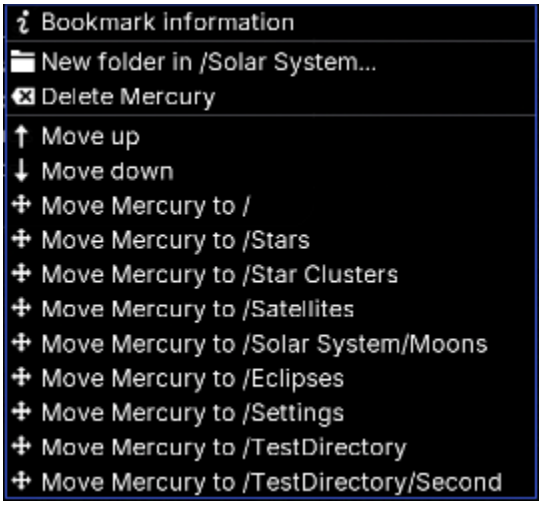


Fig. 63: The bookmark context menu.

With this menu, you can:

- View the information of the bookmark.
- Create a new folder at the same level of the object/location bookmark, or inside the current folder.
- Delete the current bookmark.
- Move the bookmark up and down, and inside the various folders available.

Clicking on the first item, *Bookmark information*, shows the **bookmark information dialog**, where the full information on the bookmark's contents is displayed. It looks like this for location bookmarks:

Creating bookmarks

You can create **object bookmarks** by simply clicking on the star  next to the object's name when in focus. Once the object is in the bookmarks, the star will brighten up with a clear white color (depending on the UI theme). Object bookmarks can also be created by right-clicking on the object and selecting  *Bookmark: [object name]* in the context menu that pops up.

You can create **location bookmarks** by positioning the camera in the location, orientation and

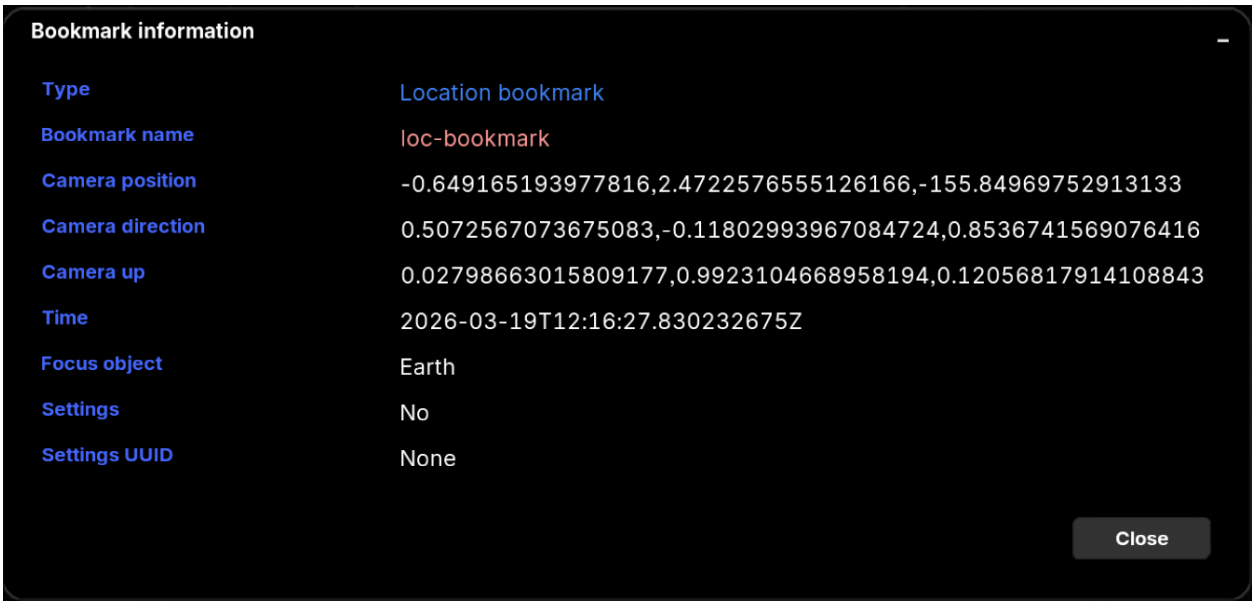


Fig. 64: The bookmark information dialog.



time of your desired bookmark, right clicking anywhere on the scene and selecting *Bookmark current location/time/settings*. This context menu is shown below:

From here, a the location bookmark creation window is displayed. In it, you can type in the bookmark name, and choose what attributes or elements should be saved with the bookmark. The items that can be saved for location bookmarks are:

- Camera position – save the camera position vector.
- Camera orientation – save the camera direction and up vectors.
- Time – save the current simulation time.
- Focus object – save the current focus object. If this is checked, the camera is set to focus mode with the current focus object when the bookmark is activated.
- Settings – save the full current settings stack.

File format

Bookmarks are saved to the file `$GS_CONFIG/bookmarks/bookmarks.txt` (see *the folders section*). The format of the file is straightforward: each non-blank and non-commented (preceded by #) line contains a bookmark. The form of the bookmark is `folder1/folder2/[...]/$OBJECT`, where `$OBJECT` depends on the type of bookmark.

- For **object bookmarks**, `$OBJECT` is just the name or identifier:

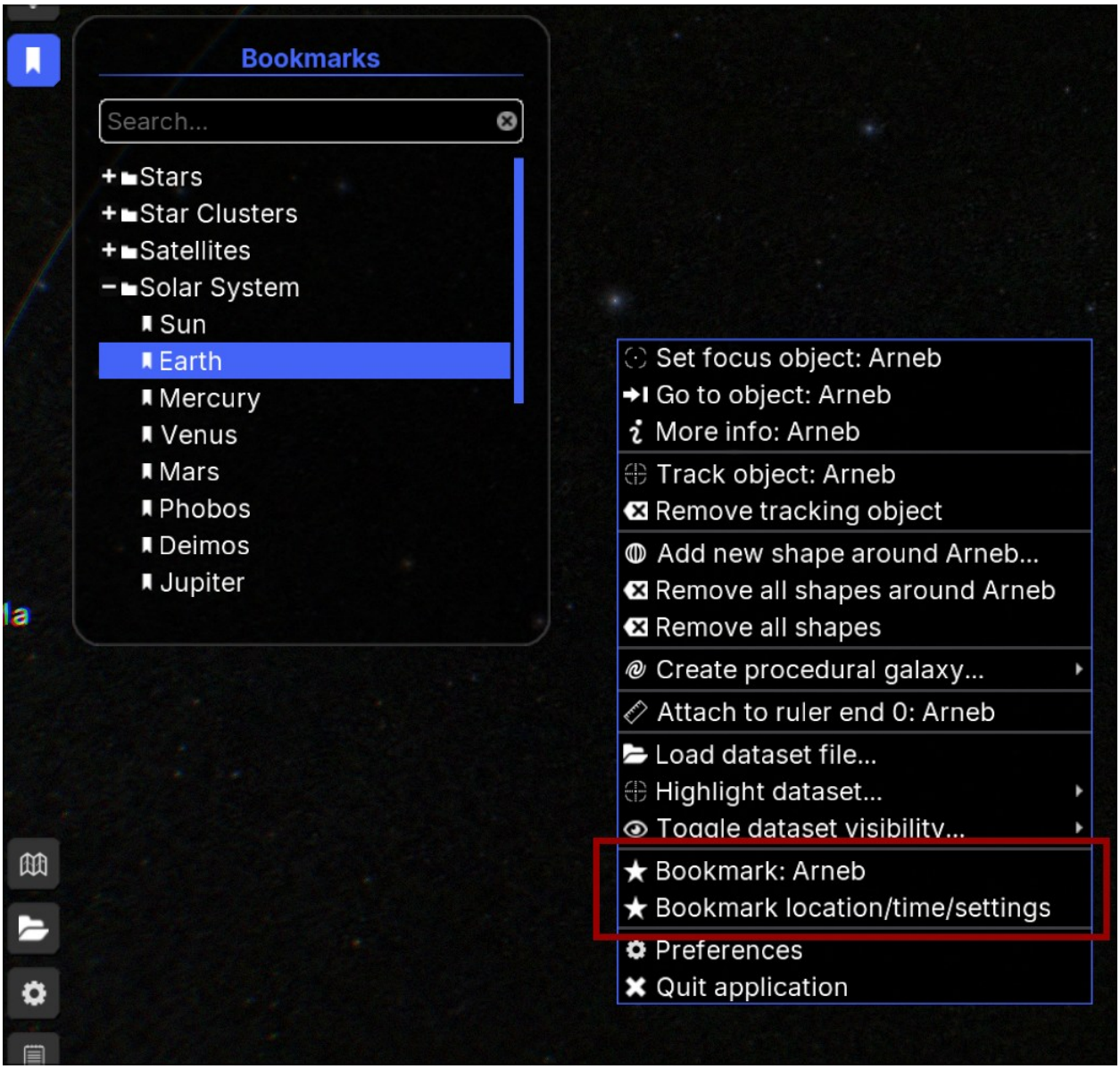


Fig. 65: The bookmarks entries in the context menu to create an object and a location bookmark.

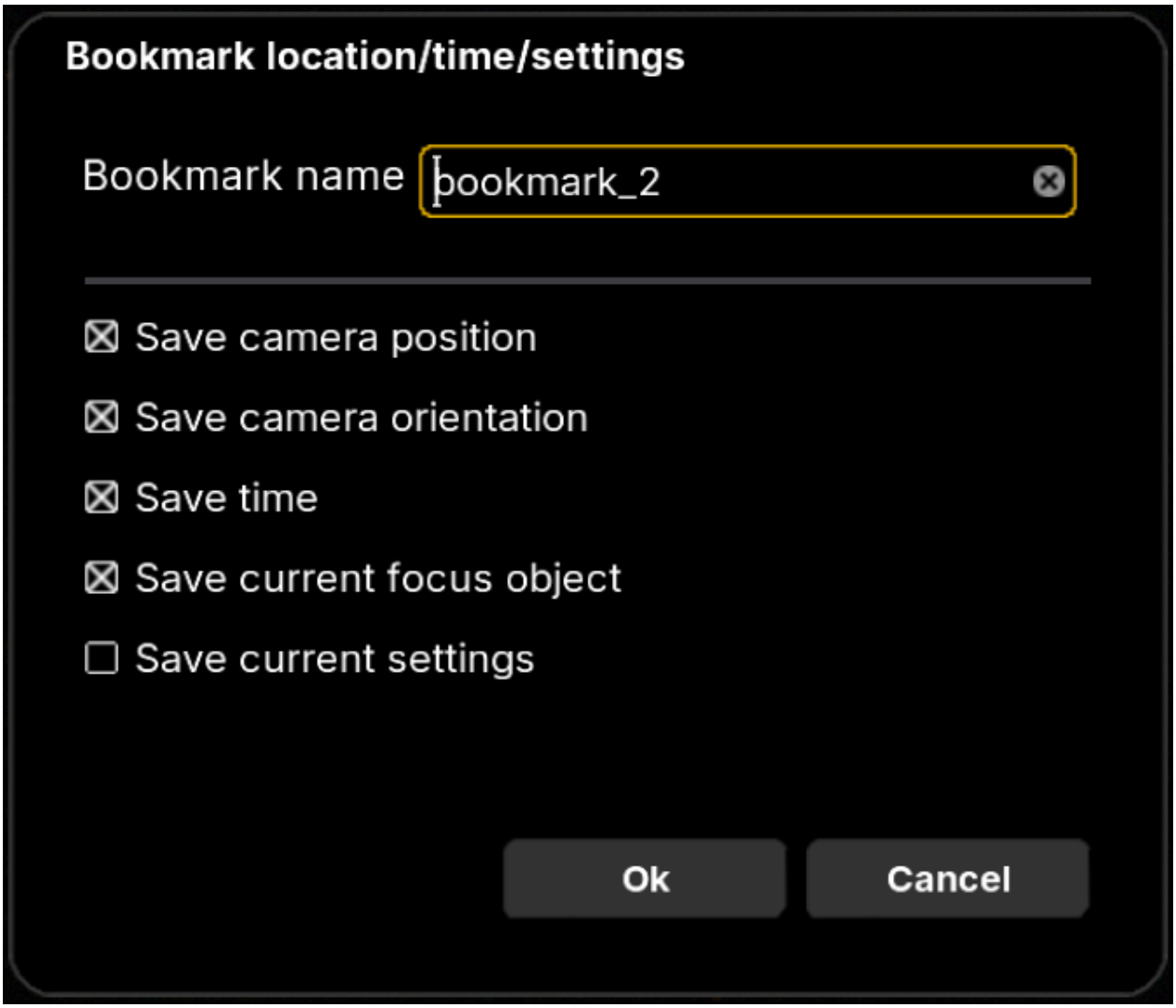


Fig. 66: New location bookmark dialog.

```
Solar System/Moons/Phobos
```

- For **location bookmarks** `$OBJECT` takes the form `{[x,y,z]|[dx,dy,dz]|[ux,uy,uz]|time_instant|name|uuid|focus_object}` where:
  - `[x,y,z]` is the position in the internal reference system and internal units. May be `null`.
  - `[dx,dy,dz]` is the camera direction vector, normalized. May be `null`.
  - `[ux,uy,uz]` is the camera up vector, normalized. May be `null`.
  - `time_instant` is the time, with year, month, day, hour, minute, second and millisecond, in the format 1970-01-01T00:00:00Z. May be `null`.
  - `name` is a user-given name to identify the bookmark. Names do not need to be unique, but it is recommended.
  - `uuid` is a unique identifier used to locate the settings file in the `$GS_CONFIG/bookmarks/settings` directory. The file uses the UUID as name. If `uuid` is not null, it means that the settings for this bookmark have been saved. May be `null`.
  - `focus_object` is the name of the focus object. May be `null`.

You can edit this file directly or share it with others.

This is a valid bookmarks file, containing both object and location bookmarks:

```
# Bookmarks file for Gaia Sky, one bookmark per line, folder separator: '/',␣
↪comments: '#'
Stars/Sirius
Stars/Betelgeuse
Star Clusters/Pleiades
Star Clusters/Hyades
Satellites/Gaia
Solar System/Sun
Solar System/Earth
Solar System/Mercury
Solar System/Venus
Solar System/Mars
Solar System/Phobos
Solar System/Deimos
Solar System/Jupiter
Solar System/Saturn
Solar System/Uranus
Solar System/Neptune
Solar System/Moons/Moon
Solar System/Moons/Phobos
Solar System/Moons/Deimos
Solar System/Moons/Amalthea
Solar System/Moons/Io
Solar System/Moons/Europa
```

(continues on next page)

(continued from previous page)

```
Solar System/Moons/Ganymede
Solar System/Moons/Callisto
Solar System/Moons/Prometheus
Solar System/Moons/Titan
Solar System/Moons/Rhea
Solar System/Moons/Dione
Solar System/Moons/Tethys
Solar System/Moons/Enceladus
Solar System/Moons/Mimas
Solar System/Moons/Janus
Eclipses/{[-1.3818553459726281232945836836106e2,-5.991742570017757357152905806825e1,
↪2.13039610972441237800583045597 9e1]|[-0.9548201218738775,0.050259057590566286,-0.
↪29290367357694286]|[0.20409057609035922,0.8273195986777884,-0.
↪5233443592843308]|1601-06-30T02:22:39Z|1601 June 30}
Eclipses/{[1.136850965742136025238942685109 8e2,4.930241284313914004063498650795e1,8.
↪042345418710011283853859827 54e1]|[0.6572659958889423,-0.5568060024828526,0.
↪5079059817005352]|[0.452255658439425,0.8304891688337087,0.3251961867233694]|1816-
↪11-19T09:48:15.369Z|1816 November 19}
Eclipses/{[2.712929921336811249592957850 23e1,1.177596714896257159441386475448e1,-1.
↪455523472695551121127760513498 6e2]|[0.4097340656192956,-0.6784083087277446,-0.
↪6098197783937811]|[-0.35381119523816085,0.497988712246363,-0.
↪7917227296215221]|1997-03-09T01:13:10.032Z|1997 March 9}
Views/{[-1.830583613319805566759 84e8,1.141356567669139848968 59e8,-2.
↪722642089459732112563 16e8]|[-0.7095552501881331,0.6645672343915824,-0.
↪2342685166717478]|[0.5268492211114287,0.7211150303915647,0.4499144487095906 3]|2025-
↪04-08T09:49:29.781846624Z|close-arcturus|8b294cca-a184-4198-a5db-
↪fa2db0d5c74c|Arcturus}
Views/{[-7.182267437825919276858 23e1,-3.113291916417414108558 04e1,-1.
↪283544797584583236076337e2]|[-0.6620758842535323,-0.59373289985028,0.
↪4573147353030246]|[0.5318924545543844,0.05761676849912897,0.844849527889925]|2025-
↪04-21T14:23:51.557Z|ortho-earth|69df5127-078d-46f3-9458-32d9c320b640|Earth}
Views/{[-8.900589826808572119053 74e1,-3.856856042620991423639 05e1,-1.
↪153145484777412330558976e2]|[0.9147603632743558,-0.37045991031822784,-0.
↪16116120075614643]|[0.4030737892453295,0.8099553493625846,0.
↪42603268942928935]|2064-04-30T12:31:49.984Z|ortho-nofocus|4a935aca-53a8-4780-ad2e-
↪7f48cc692fc9|null}
```

1.2.11 Location log

Gaia Sky provides a small location log feature that keeps track of the visited locations and objects during a session. Currently, the location log is limited to 200 entries. Old entries are deleted as new ones come in.

The **location log pane** can be found anchored to the right in the main window. Expand and

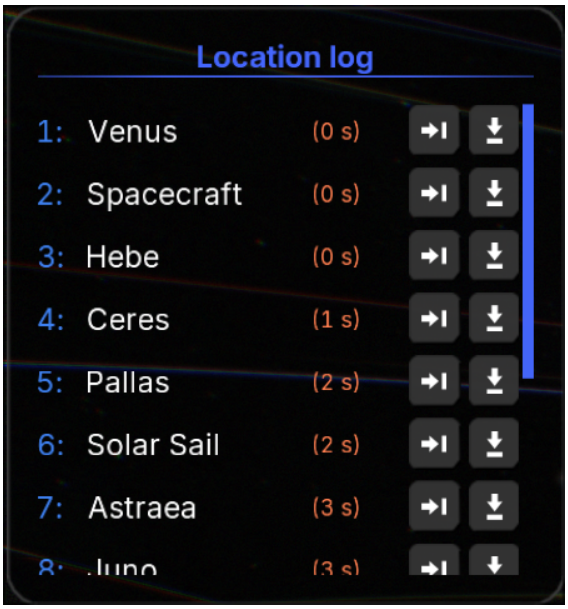


Fig. 67: The location log pane keeps track of the objects you have visited.

collapse it by clicking on the map marker  button.

Every entry in the location log displays the **time since the visit** to the object (in orange, hover over it to get the absolute time), and has two actions available:

-  re-visits the location with the same camera and time setup as when it was first added: this sets the camera position, direction and up vectors to match exactly the ones at the time of the visit, and set the simulation time as well
-  instantly go to the object of this location

1.2.12 Camera paths

Gaia Sky offers the possibility to record camera paths out of the box and later play them back. These camera paths are saved in a `.gsc` (for Gaia Sky Camera) file in `$GS_DATA/camera` (see *folders*).

Contents

- *Camera paths*
  - *Camera path file format*
  - *Camcorder*

- *Recording camera paths*
  - *Frame rate*
- *Keyframes editor*
  - *Keyframes file format*
  - *Creating and editing keyframes*
  - *Adding keyframes*
  - *Keyframes list*
  - *Playback controls*
  - *Export keyframes to camera paths*
  - *Keyframes preferences*
  - *Export keyframes with OptFlowCam*
- *Playing camera paths*

Camera path file format

The format of the `.gsc` files is pretty straightforward. It is a comma- or white space-separated text file (both are supported), each row containing the **state** of the camera and the **time** for a given frame. The state of the camera consists of 9 double-precision floating point numbers, 3 for the **position** and 3 for the **direction** vector and 3 for the **up** vector. Lines starting with the character '#' are ignored (with the exception of the frame rate annotation).

The **first line** in a camera path file may contain the target frame rate. If so, it should look like this:

```
#fps 60.0
#time,pos_x,pos_y,pos_z,dir_x,dir_y,dir_z,up_x,up_y,up_z
2021-12-03T10:15:30Z,17.663479293630523,7.669932047249439,-147.39800210363168,0.
↪8908469033686479,0.15523508799939112,-0.42695885306703063,-0.15546522466942284,0.
↪9872364428222099,0.03456544346939234
2021-12-03T12:15:30Z,17.66336523250385,7.669924111844091,-147.39824473603434,0.
↪8930812247239476,0.15539061859390402,-0.4222081023601746,-0.15543885339145308,0.
↪9872410377214266,0.03455280444582746
[...]
```

In that case, when the camera file is played back, the frame rate is automatically detected and used.

The reference system used for positions and directions is explained in the *Internal reference system* section. The position *units* are $1 * 10^{-9} m$. The direction and up vectors are unit vectors.

The format of each row is as follows:

- time, which may be in one of these formats:
  - `long integer`, defined as the number of milliseconds since epoch, 1970-01-

01T00:00:00Z (UTC).

  - `ISO-8601 date string` that contains an instant in UTC, like '2011-12-03T10:15:30Z'.

- 3x `double-precision float` – (p_x, p_y, p_z) position of the camera, in the *internal reference system* and *internal units*.
- 3x `double-precision float` – (d_x, d_y, d_z) direction vector of the camera, in the *internal reference system*.
- 3x `double-precision float` – (u_x, u_y, u_z) up vector of the camera, in the *internal reference system*.

Gaia Sky provides two ways to **record camera paths**: real time recording and keyframes. *Keyframes* are dealt with in the next sub-section. Here we look at the real time recording of camera paths using the integrated **camcorder**.

Camcorder

The camcorder is located at the top of the *camera pane*. It offers buttons to do the following actions:

-  /  – start and stop recording a camera path. When the  *REC button* is gray, the camcorder is not recording. Press it to start recording a new camera path.

  When the camcorder is recording, the  *REC button* is red. Press it to stop the current recording. When a recording is stopped, it is automatically saved to a file in the `$GS_DATA/camera` *directory*. The file name is auto-generated.

-  – open the *keyframes editor*.
-  – *play a camera path file*.

Recording camera paths

In order to **start recording** the camera path, click on the  *REC button* next to the Camera section title in the GUI Controls window. The *REC button* turns red,  , which indicates the camera is being recorded.

> **Hint**
>
> You can't record camera paths while the camcorder is in *playing* mode.



In order to **stop the recording** and write the result to a file, click again on the *REC button*. The button turns grey and a notification pops up indicating the location of the camera file. Camera files are by default saved in the `$GS_DATA/camera` directory (see *folders*).

Frame rate

Mind the FPS! The camcorder stores the time, position and orientation of the camera every frame. It is important that recording and playing back are done with the same (stable) frame rate.

To set the target recording frame rate, edit the *Target FPS* field in the *camcorder settings* of the preferences window. This makes sure the camera path is recorded using the target frame rate.

Camera path files are annotated with the target frame rate In order to play back the camera file at the right frame rate. When the frame rate is in the camera file, the playback system automatically uses it.

Keyframes editor

The keyframe editor offers the possibility to create keyframes at specific positions from which the camera file will be generated. In order start creating a keyframed camera path, click on the



`REC` button in the camera pane of the control panel (marked with a red arrow in the screenshot below). A new window will pop up from which you'll be able to create and manage the keyframes.

Keyframes file format

Keyframes can be saved and loaded to and from `.gkf` files using the **keyframes file format**. These files only contain the information on the keyframes themselves. Once the keyframes have been created, they can be exported to a `.gsc` camera path file. Both keyframe files and camera path files are stored by default in the `$GS_DATA/camera` folder (*see folders*).

The keyframes file format is a text format with comma-separated values. Lines starting with '#' are ignored.. It contains a line for each keyframe. The reference system used for positions and directions is explained in the *Internal reference system* section. The position *units* are $1 * 10^{-9} m$. The direction and up vectors are unit vectors.

Each line contains the following values:

- `double-precision float` – keyframe duration since the last keyframe, in seconds. The duration of the first keyframe must be 0.0.
- simulation time of the keyframe, which may be in one of these formats:
  - `integer`, defined as the number of milliseconds since epoch, 1970-01-01T00:00:00Z (UTC).
  - `ISO-8601 date string` that contains an instant in UTC, like '2011-12-03T10:15:30Z'.
- 3x `double-precision float` – (p_x, p_y, p_z) position of the camera in this keyframe, in the *internal reference system* and *internal units*.
- 3x `double-precision float` – (d_x, d_y, d_z) direction of the camera in this keyframe, in the *internal reference system*.
- 3x `double-precision float` – (u_x, u_y, u_z) up vector of the camera in this keyframe, in the *internal reference system*.
- OPTIONAL: 3x `double-precision float` – (t_x, t_y, t_z) position of the camera target, or point of interest, for this keyframe. This vector is only present if the camera was in focus mode when the keyframe was created or modified.
- `integer` – seam mark. This is 1 if the keyframe is a seam, and 0 otherwise.
- `string` – keyframe name.

So a valid line would be:

```
3.0,2011-12-03T10:15:30Z,1.0,1.0,1.0,0.0,1.0,0.0,0.0,0.0,1.0,0,Keyframe 1
```

Creating and editing keyframes

A visual representation of keyframes is displayed in the 3D world (see screenshot above) as lines (splines, orientations, etc.) and points (keyframe locations). The colors are as following:

- Yellow lines – linear interpolation paths between keyframes.
- Green lines – spline paths (either B-Splines or Catmull-Rom splines) between keyframes. They represent the true camera position. If the position interpolation is set to *linear* in the keyframes settings, the green lines coincide with the yellow lines. If the position interpolation

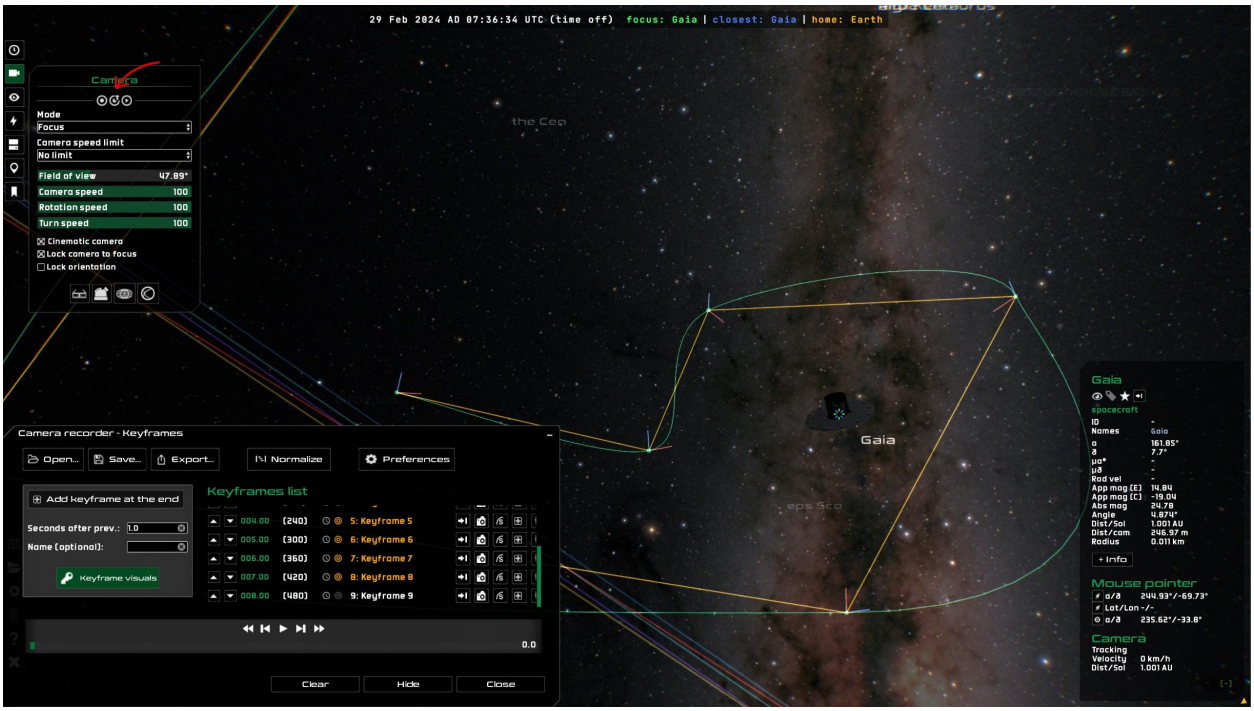


Fig. 68: Creating a keyframed camera path around Gaia. To the bottom-left, we see the keyframes editor window with some keyframes. The red arrow points to the button used to launch the keyframes editor.

is set to *Catmull-Rom splines*, the green line should hit every keyframe position perfectly. If the position interpolation is set to *B-splines*, the green line should only hit perfectly the path start and end points.

- Red lines – for each keyframe, the red line represents the camera direction vector.
- Blue lines – for each keyframe, the blue line represents the camera up vector.
- Green points – represent keyframe locations for keyframes which are not currently selected.
- Magenta points – represent the keyframe that is currently selected and acts as a camera focus, if any.

The keyframe visual representation is only displayed when the visibility of keyframes in enabled, so make sure that the visibility of `Keyframes` is on (you can use the *Keframe visuals* button in the keyframes editor directly).

Keyframes can be **selected** and **dragged** with the right mouse button. The currently selected keyframe is highlighted in the keyframes list and also in the scene, using a magenta color. Here are the basic controls:

- Right mouse – select keyframes (click) and move them around (drag).
- *Shift* + Right mouse – drag to rotate the keyframe orientation around the up vector (in blue).
- *Ctrl* + Right mouse – drag to rotate the keyframe orientation around the direction vector (in

red).

- *Alt* + Right mouse – drag to rotate the keyframe orientation around the perpendicular to the up and the direction vector (not represented in the scene).

Adding keyframes

In order to add a new keyframe, click on the *Add keyframe at the end* button. The new keyframe will be created after the current one (if any), and with the current camera state (position, orientation). If the camera is in focus mode, the keyframe name will appear in yellow, and the keyframe will have a target, or point of interest. See the *OptFlowCam export section* for more information.

The keyframe is also created with as many seconds after the previous keyframe as stated in the *Seconds after prev.* text field, and with the name given in the *Name (optional)* text field. If no name is entered, the default name of "Keyframe x" is used, where x is a monotonically increasing integer.

Keyframes list

To the right of the keyframes editor is the keyframes list. It is a list of keyframes with their properties, along with some buttons to perform some actions. The list is sorted top-to-bottom in the same order as they are in the path. Each entry in the list has the following elements, in order, left to right:



- – move the keyframe up in the list. This moves the keyframe one position to the left in the path.



- – move the keyframe down in the list. This moves the keyframe one position to the right in the path.
- Keyframe time – the time of the keyframe relative to the first one, in seconds. The first keyframe in the list always has the time 000.00. By default, keyframes are created 1.0 seconds after the previous one. **Left click** on the green keyframe time label to **edit** it on the fly. Once the edition is done, press *Enter* to persist.
  - (Frame number) – the frame number relative to the first keyframe. This is just the keyframe time times the target FPS (defined in the *keyframe preferences*).



- – hover over this icon to see the simulation time attached to this keyframe.

-  – when this icon and the keyframe name are in yellow color, the keyframe has a **target** position (also referred to as 'point of interest'). A keyframe has a target only when it was created when the camera was in focus mode. In that case, the keyframe target is the position of the camera focus object at the time. Targets are used only by the *OptFlowCam export function*. Refer to that section for more information.
- Keyframe name – the name of the keyframe. By default, this will be "keyframe x", where x is a monotonically increasing integer number in the keyframes list, starting at 1. **Left click** on the keyframe name label to **edit** it on the fly. As with the target icon, the keyframe name appears in yellow if the keyframe has a target position (point of interest). Targets are used only by the *OptFlowCam export function*. Refer to that section for more information.
-  – go to the keyframe. Puts the camera in the state specified by the keyframe.
-  – set keyframe to the current camera state. This allows to modify the given keyframe by setting it to the current state of the camera (including position, orientation and target, if any).
- – mark the keyframe as seam. In case the spline interpolation method is chosen, this will break the spline path.
-  – add a new keyframe after this one, interpolating position, orientation and time with the next one. If the two keyframes have a target, the target position is also interpolated.
-  – remove the keyframe.

Playback controls

Below the keyframes list is a series of playback controls and a timeline slider. The slider is annotated with the current frame, and can be used to position the camera at any location in the path in real time. No need to export the camera path.

-  **Beginning** – Move to the beginning of the timeline.

-  **Step back** – Step one frame backward.
-  **Play/pause** – Play or pause the camera path.
-  **Step forward** – Step one frame forward.
-  **End** – Move to the end of the timeline.

Export keyframes to camera paths

To the top of the keyframes window there are a few buttons to load, export and save keyframes projects.

-  **Open...** – load a new `.gkf` keyframes file. The button opens a file picker in the default camera directory (`$GS_DATA/camera`, see *system directories*).
-  **Save...** – save the current keyframes to a keyframes file `.gkf` in `$GS_DATA/camera`. You can choose the file name, but not the directory. If another file with the same name exists, a unique file name is generated from the given one.
-  **Export...** – export the current project to a camera path file `.gsc`. Optionally, the *OpenFlowCam method* can be used to export. The export process uses the settings defined in the *kefyrame preferences*. You can choose the file name, but not the directory. If another file with the same name exists, a unique file name is generated from the given one.
-  **Normalize** – recompute all keyframe times so that speed is constant. The total length and distance are unaltered.

-  **Preferences** – see next section, Keyframes preferences.

Keyframes preferences

The `Preferences` button (lower right in the Keyframes window) opens a window which contains some settings related to the keyframes system:

- **Target FPS** – the target frame rate to use when generating the camera file from the keyframes.
- **Interpolation type** – method used to interpolate between positions (orientations are always interpolated using quaternion interpolation). The time is always interpolated linearly to prevent unwanted speed-ups and slow-downs. Two types of interpolation are available:
  - **Catmull-Rom splines** – produce smoothed paths which hit every keyframe. In this mode, keyframes can be seams . Seam keyframes break up the path into two sections, so that two splines will be used ending and beginning at the keyframe.
  - **B-splines** – produce smoothed paths which **do not** hit every keyframe. In this mode, keyframes can be seams . Seam keyframes break up the path into two sections, so that two splines will be used ending and beginning at the keyframe.
  - **Linear interpolation** – keyframe positions are joined by straight lines. In this mode, the yellow and green lines above are the same.

Export keyframes with OptFlowCam

Gaia Sky includes the option to use the OptFlowCam method[1] to export the keyframes to camera path files. This method works very well for smoothing paths which span over long distance ranges and extremely varying scales.

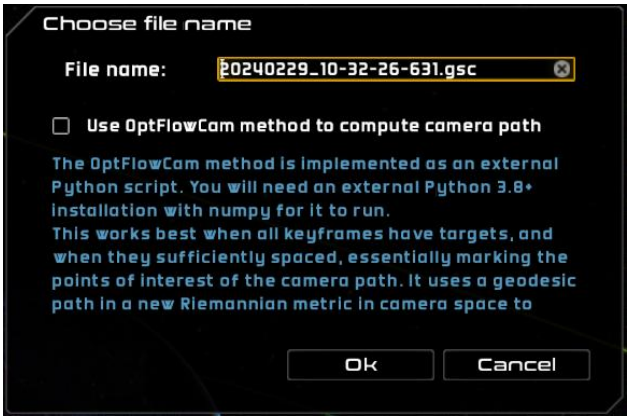


Fig. 69: The keyframes export window contains a check box to activate the OptFlowCam post-processing.

[1] *Piotrowski, Motejat, Roessl, Theisel. "OptFlowCam: A 3D-Image-Flow-Based Metric in Camera Space for Camera Paths in Scenes with Extreme Scale Variations", Computer Graphics Forum, 2024 (10.1111/cgf.15056)*, link.

Note

OptFlowCam export is not available in Flatpak!

A few caveats need to be taken into account to use this functionality:

- The **OptFlowCam** processing is implemented as an external **Python script**, so a local installation of Python 3.x must be in place and accessible via the operating system. `pipenv` is also required, as we use to manage the dependencies of the Python script.
  - **Windows:** install Python from the official website. Then, install pipenv by opening a command prompt (*Win* + *R*, type `cmd`) and running `pip install pipenv`. Make sure that both `python3.exe` and `pipenv.exe` are in your PATH.
  - **macOS:** use `brew` to install it: `brew install python3 pipenv`.
  - **Linux:** use the package manager provided by your distribution. On Arch Linux, do `pacman -S python python-pipenv`.
- The technique works best if **every keyframe has a target** or point of interest (see sections above for more information), so make sure that all your keyframes are created when the camera is in focus mode. Otherwise, a default distance-to-target of 500.000 Km is assumed.
- Note that the green line visually indicating the camera path **is not respected** in this mode. Only the keyframes themselves are guaranteed to be hit, but not so the interpolated positions between them.
- Following up on the previous point, the method is **not interactive**, and only kicks in at export time. Do not use the visual path lines for guidance, as they are not updated with this method in real time.

Playing camera paths

In order to play a camera file, click on the  *PLAY button* at the top of the *camera pane*. A file picker dialog opens, where you can select the camera path file to play. The file picker opens by default in the `$GS_DATA/camera` folder (see *folders*).

You may also combine the camera file playback with the frame output system to save each frame as an image file to disk during playback. To do so, enable the *Activate frame output automatically* checkbox in the preferences dialog as described in the *Camcorder* section.

Hint

You can't play camera paths while the camcorder is in *recording* mode.

Camera paths are **recorded at a fixed frame rate**. Starting in version 3.6.1, these files are annotated with the target frame rate, so that the player automatically uses it.

1.2.13 System information

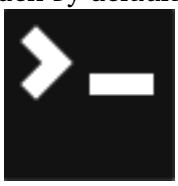
Gaia Sky has a couple of built-in methods to get information on the system and graphics memory, the frame rate, the graphics device, the LOD status and much more. First, the *system information panel* offers a quick and easy way to access all sorts of system information while running Gaia Sky, in the main user interface. Second, the *debug mode* enables the logging of additional information to the *system log*, which can be helpful to analyze crashes or bugs.

Additionally, you can get an overview of the system (software version and build, Java version and vendor, hardware and operating system details, and OpenGL version and properties) using the *help dialog*.

Contents

- *System information*
  - *System information panel*
  - *Object debug*
  - *Debug mode*

System information panel

Gaia Sky has a built-in debug information panel that provides information on the current system. This panel is hidden by default. You can bring it up with *ctrl* + *d*, or by ticking the *Show debug info* check box in the  *System* tab of the preferences dialog.

By default, the system information panel is collapsed.



Fig. 70: Collapsed system information panel, showing the current frame rate (green) and the frame time (white). The small  icon to the bottom expands the panel.



You can expand it with the symbol to get additional information.

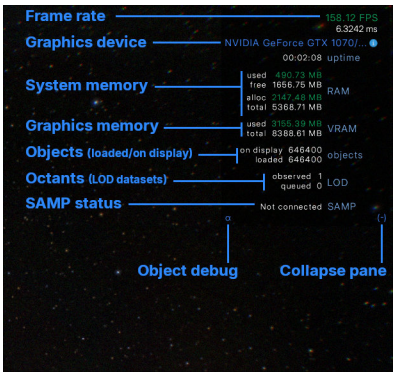


Fig. 71: Expanded system information panel, showing the graphics device, system memory, graphics memory, loaded objects, LOD nodes and SAMP status, additionally to the frame rate and time.

The panel contains information on the current graphics device, system and graphics memory, the amount of objects loaded and on display, the octree (if a LOD dataset is in use) or the SAMP status.

Additional debug information can be obtained in the system tab of the help dialog (*?* or *h*).

Object debug

> **Danger**
>
> Only use the object debug window if you know what you are doing. You may break the internal state of Gaia Sky!

The **Object Debug Window** provides access to the internal components of objects in Gaia Sky. While it is a powerful tool, it can be risky to use if you're not familiar with its workings. To open it, click the small blue alpha symbol (α) at the bottom-left of the debug panel. It appears as follows:

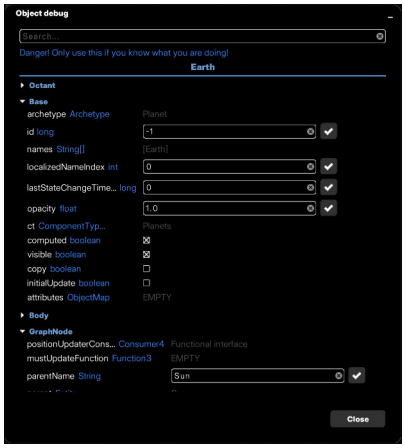


Fig. 72: The Object Debug Window allows you to inspect and modify the internal values of objects.

This window lets you inspect and modify the internal components of all objects. At the top, you'll find a search bar that allows you to select objects by name. Additionally, the object displayed in the

debug window will change whenever the focus shifts in the scene.

Gaia Sky uses an Entity Component System (ECS), so objects are essentially collections of components. In the object debug window, each component is represented as a collapsible panel, listing its attributes. Some of these attributes—such as primitive types, strings, and boxed types—are editable. Modifying these values can have unintended consequences, so you should only make changes if you are fully aware of the effects.

Debug mode

Gaia Sky includes a mode where more information is printed in the standard output (and the log files) to help locate and identify possible problems. This is called **debug mode**.

In order to run Gaia Sky in debug mode, you need to launch it from the command line (your terminal application of choice in Linux or macOS, PowerShell or cmd in Windows) using the `-d` or `--debug` flags.

On **Linux** or **macOS**, fire up your terminal, navigate to your Gaia Sky installation directory, and run:

```
./gaiasky --debug
```

On **Windows**, open PowerShell, navigate to your Gaia Sky installation directory, and run:

```
.\gaiasky.exe --debug
```

You will be able to see the log printed out in the terminal window. You can also recover the log files if you need to. More info in the *logs section*.

1.2.14 Bounding shapes

You can add shapes around any focus-able object. To do so, right click on the object you want to add the shape around and a context menu like the following pops up:

Adding bounding shapes

If you select *Add shape around 'object'...*, the following dialog shows up:

When adding a shape around an object there are a few properties that we can choose:

- **Object name** – The name of the object. This will show up as the object label if 'Show name label' is checked.
- **Object size** – The size of the object, together with the units of the size.
- **Show name label** – Whether to show the label for the bounding shape or not.
- **Track object position** – When checked, the bounding shape will follow the object around if/when it moves. Otherwise, the shape will stay at the original position.
- **Shape type** – The shape type. Possible shapes are sphere, icosphere, octahedron sphere, cone, cylinder and ring.
- **Color** – The color of the shape.

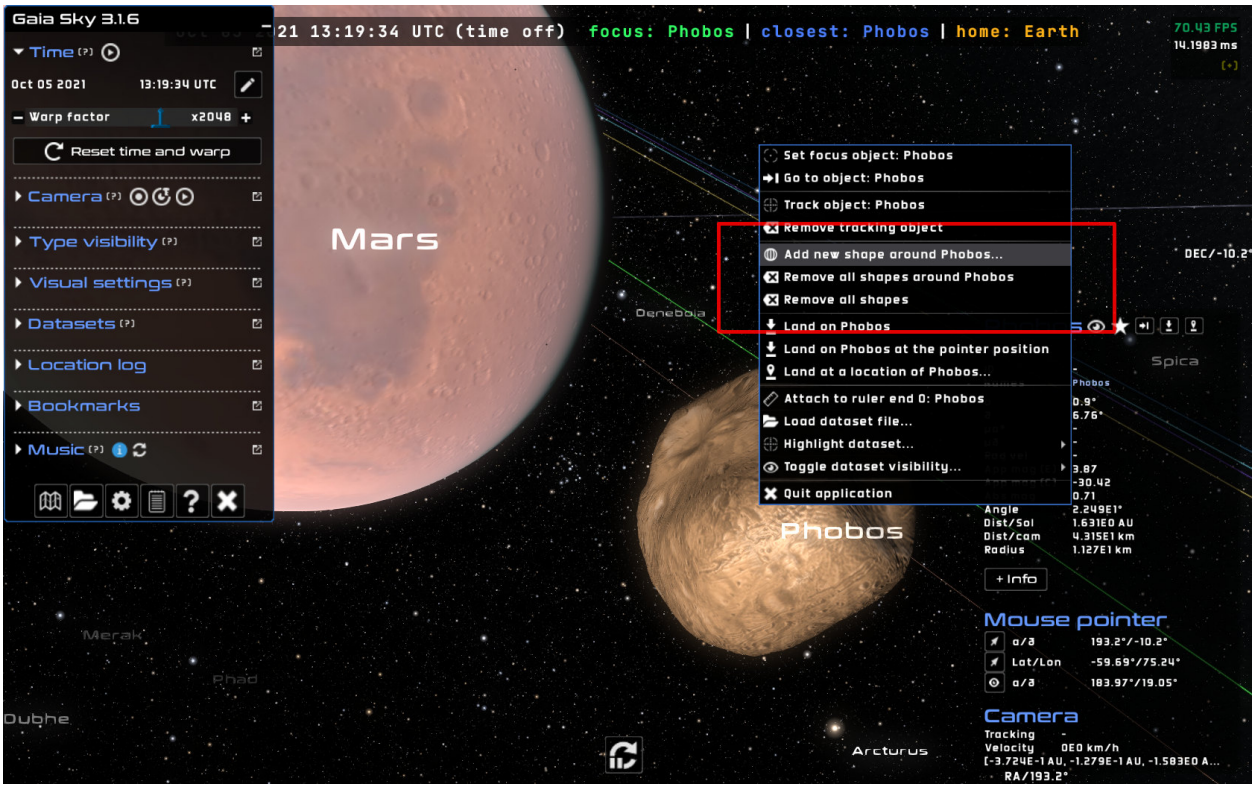


Fig. 73: Add bounding shape, context menu

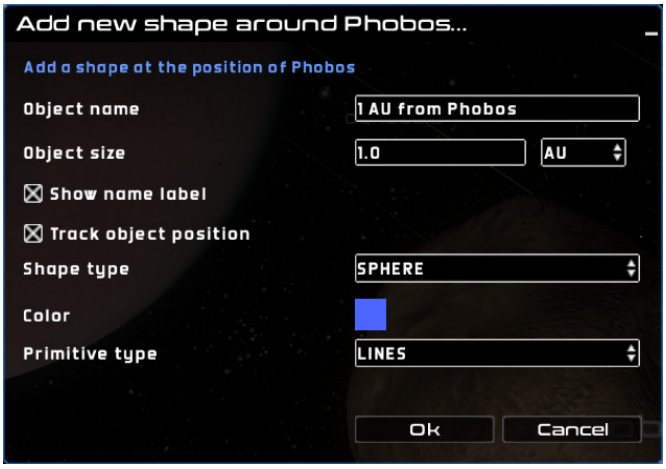


Fig. 74: Add bounding shape dialog

- **Primitive type* – The primitive to use for rendering. If **LINES**, the shape is shown as a wireframe. If **TRIANGLES**, the shape is rendered as a solid object.
- **Orientation** – The orientation of the shape. Can be one of:
  - **Camera** – Use the current camera direction and up vectors to configure the orientation matrix of the shape.
  - **Equatorial system** – Use the equatorial system.
  - **Ecliptic system** – Use the ecliptic system.
  - **Galactic system** – Use the galactic system.

Removing shape objects

You can remove shape object using the context menu. You can either only remove the shape objects linked to a particular object with *Remove all shapes around Object*, or remove all the shapes with *Remove all shapes*.

1.2.15 Gaia Sky VR

Note

Gaia Sky VR is **beta** software. It works reasonably well, but you may encounter hiccups here and there..

Gaia Sky VR is the VR version of Gaia Sky. It runs on multiple headsets and operating systems using the OpenXR API.

Contents

- *Gaia Sky VR*
  - *System requirements*
  - *Set-up*
    - *Windows*
    - *Linux*
  - *Downloading datasets*
  - *Demo mode*
  - *Mirroring*
  - *Controls*
  - *Caveats*
  - *Common problems*

Our tests have been carried out with the **Oculus Rift CV1** headset on Windows and the **Valve Index** on Windows and Linux. We also successfully tested it with the **HP Reverb G2**. Due to the system-agnostic nature of OpenXR, other VR HMD systems and controllers supporting OpenXR should also work fine.

> **Note**
>
> Gaia level-of-detail star catalogs don't work very well in VR and may cause performance issues. We recommend using static star catalogs like DR3-tiny, DR3-weeny, Hipparcos or GCNS5.

Currently, the regular installation of Gaia Sky also includes the VR version.

System requirements

The minimum system requirements for running Gaia Sky VR are roughly the following:

VR System	OpenXR-compatible VR system (HMD, VR controllers, trackers)
Operating system	Windows 10+ / Linux
CPU	Intel Core i5 4rd Generation or similar (4+ core)
GPU	VR-capable GPU (GTX 970+ strongly recommended)
Memory	8+ GB RAM
Hard drive	1 GB of free disk space (depends on datasets)

Set-up

Essentially, you need an OpenXR runtime installed system-wide.

1. **Install runtime** — Follow the provided vendor instructions and install the software PC application for your VR headset. This application provides the OpenXR runtime. This is the Oculus/Meta PC app for Meta headsets, or SteamVR for the HTC Vive/Pro and the Valve Index, for example.
2. **Set active OpenXR runtime** — Set the runtime as the **active OpenXR runtime**. This typically is in the settings dialog of the vendor software. This step enables your particular OpenXR runtime to be discoverable by OpenXR-enabled applications like Gaia Sky VR.
3. **Run Gaia Sky VR** — Launch Gaia Sky VR and it should connect to your active OpenXR runtime automatically. Refer to the following sub-sections to learn how to launch Gaia Sky VR for your system.

Windows

The easiest way to get it running in Windows is to install the latest version of Gaia Sky and directly run the executable **`gaiaskyvr.exe`** file. You should also have a start menu entry called 'Gaia Sky VR', if you chose to create it during the installation.

Linux

Download and install Gaia Sky, and then run:

```
$ gaiasky -vr
```

Depending on your headset, on Linux you can run the open source runtime Monado. We have written a post about in in our website: Gaia Sky VR on Linux.

Downloading datasets

See the *Dataset manager* section.

Demo mode

Gaia Sky VR includes a demo mode, which is very useful to perform public demos where the headset is given away to unexperienced people. In this mode, the controller buttons are disabled (no focussing, changing visibility, etc.), and the joystick movement is simplified to forward and backward. Lateral movement is disabled. You can enable demo mode using the check box provided at startup (welcome window), or in the preferences dialog, controls section.

Mirroring

Gaia Sky VR displays the view of the left eye to the desktop window by default. While this is useful for demos, if you are using the software yourself, you can gain some performance by disabling this. You can enable or disable desktop mirroring at startup, using the checkbox in the welcome window. This setting can't be toggled after the VR system has already bin initialized and the scene is playing.

Controls

OpenXR defines a system-agnostic input scheme where the application defines actions which can be bound to different input device hardware. We offer a set of comprehensive bindings for the Oculus Rift CV1, the HTC Vive, the Valve Index and some others. However, if your headset is not supported you can bind the actions to your controller input yourself in your runtime. Please consult the documentation of your OpenXR runtime to learn how to do so. Here is the list of actions in Gaia Sky. Most actions are duplicated for the left and right VR controllers, as the controllers are mirrored. Actions have a type which can be *boolean* (button presses), *float* (a single value is given, 1D axis), *vec2* (two values for X and Y, 2D axes), *pose* (a pose, orientation), and *haptics* (vibration).

- Show UI (left and right), *boolean*
- Accept (left and right), *boolean*
- Camera mode (left and right), *boolean*
- Select object (left and right), *float*
- Move (left and right), *vec2*
- Grip (left and right), *pose*
- Aim (left and right), *pose*
- Haptics (left and right), *haptics*

The default controls are the following:

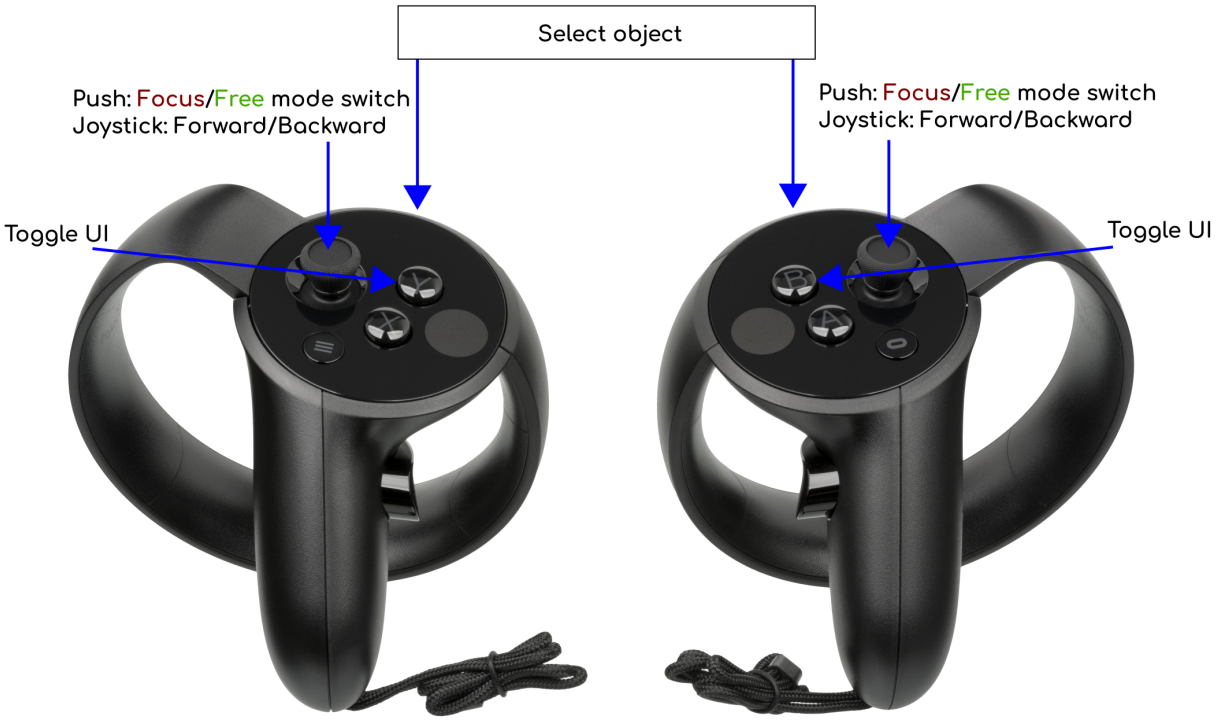


Fig. 75: The default controls for Gaia Sky VR with the Oculus Touch controllers

Caveats

Gaia Sky VR has been tested with a very small sample of VR systems. Only the Oculus Rift CV1 and the Valve Index are currently well tested. Please, do not expect everything to work flawlessly with other systems and/or headsets.

Common problems

- Make sure your runtime is set as the active OpenXR runtime.
- If you experience low frame rates try using a small and static star catalog like DR3-weeny or Hipparcos instead of a Gaia DR3 LOD one.
- If you are using an Nvidia Optimus-powered laptop, make sure that the `java.exe` you are using to run Gaia Sky VR is set up properly in the Nvidia Control Panel to use the discrete GPU.

1.2.16 Frames and screenshots

Gaia Sky includes some utilities to save frames and screenshots to disk.

Frame output

> **Hint**
>
> Enable and disable the frame output system with *F6*.

Gaia Sky has an in-built method to save every frame to an image file. The purpose of this is to produce high quality videos from the still frames. Of course, you can also produce videos by capturing the window with OBS or any other screen recorder.

To configure the frame output system (mode, image format, quality, etc.), check out the *frame output configuration* section.

Once enabled with *F6*, Gaia Sky starts saving every frame to an image file in the `$GS_DATA/frames` (see *folders*) directory. The system saves every frame until *F6* is hit again.

Frame output modes

There are two frame output modes:

- **Simple mode** – save the current screen buffer directly to a file. This means that everything that's on the Gaia Sky window will be in the saved image, including the user interface elements.
- **Advanced mode** – render the current scene to an off-screen buffer with an arbitrary resolution. The resolution can be configured in the preferences window, *Frame output* tab. The advanced mode does **NOT** render user interface elements or any additional objects that are not part of the scene.

Screenshots

Gaia Sky has an in-built screenshot capturing feature. To take a screenshot press *F5* any time during the execution of the program. By default, screenshots are saved in the `$GS_DATA/screenshots` (see *folders*) folder. The screenshots are in the format defined in the *screenshot settings*.

> **Hint**
>
> Take a screenshot with *F5*.

Screenshot modes

The same two modes available to the frame output system are also available to screenshots.

- **Simple mode** – save the current screen buffer directly to a file. This means that everything that's on the Gaia Sky window will be in the saved image, including the user interface elements.
- **Advanced mode** – render the current scene to an off-screen buffer with an arbitrary resolution. The resolution can be configured in the preferences window, *Screenshots* tab. The

advanced mode does **NOT** render user interface elements or any additional objects that are not part of the scene.

1.2.17 Console

> **Hint**
>
> Use ~ or : to open the console.

Since version 3.6.4, Gaia Sky includes a console feature that offers a text interface to directly call methods in the API from within the app. Both *APIv1* and *APIv2* are supported.

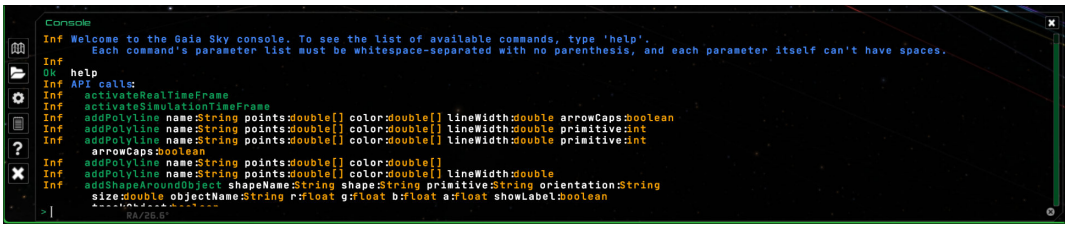


Fig. 76: The console displaying the available API calls.

From the console, you can call any of the *scripting API methods*. Additionally, there are a few shortcuts that directly link to API calls. Get a listing of all the available methods and shortcuts directly in the console with

```
help
```

You can list only the API (v1 and v2) calls with:

```
help api
```

Also, you can list only the methods for a given API version:

```
help apiv1
help apiv2
```

APIv2 is *modular*, so you can also list the methods of a single module:

```
help apiv2 time
help apiv2 scene
```

Or only the shortcuts with:

```
help shortucts
```

In order to call a method, input the method name (or shortcut), followed by a white spaces and a list of parameters, also white space-separated. For APIv2, the module must prefix the method name, as in `time.start_clock`. Within a single parameter there may be no spaces, unless it is a string.

Strings containing spaces need to be delimited with double-quotes `"sample string"`, otherwise the parsing will fail.

```
methodName parameter1 parameter2 parameter3
```

Each parameter may be of the following types:

- `String` — either surrounded by double quotes or not. If the string contains spaces, it must be surrounded by double quotes. For instance, `"This is a string"` and `StringWithoutSpaces` are valid strings.
- `double` — a double-precision floating point number. May be a simple decimal number (3.24) or in scientific notation (3.24E10).
- `float` — a single-precision floating point number. May be a simple decimal number (3.24) or in scientific notation (3.24E10).
- `int` — a single-precision integer value.
- `long` — a double-precision integer value.
- `boolean` — a boolean value, either `true` or `false`. Do not use capital letters.
- `type[]` — an array of any of the types above, in the format `[val1,val2,val3,...]`. There may be no spaces between the values.

Note

Methods that use non-string object parameters (`Runnable`, `FocusView`, `Entity`, etc.) can't be used from the console. These methods are not listed in the `help` command and are not available.

1.2.18 Capturing videos

In order to capture videos there are at least two options which differ *significantly*.

Frame output system + `ffmpeg`

The frame output system enables automatic saving of every frame to an image file to disk with an arbitrary resolution and a user-defined frame rate. The image files can later be encoded into a video using video encoder software such as ffmpeg.

Note

Use *F6* to activate the frame output mode and start saving each frame as an image. Use *F6* again to deactivate it. When the frame output mode is active, the icon  is displayed at the top-right corner of the screen.

When the frame output system is active, each frame is saved as a `JPG` or `PNG` image to disk. Refer to the *Frame output* section to learn how to configure the frame output system.

Once you have the image frames you can encode a video using a **ffmpeg** preset (slow, veryslow, fast, etc.) with the following command:

```
$  ffmpeg -framerate 60 -start_number [start_img_num] -i [prefix]%05d.jpg -vframes␣
↪[num_images] -s 1280x720 -c:v libx264 -preset [slower|veryslow|placebo] -r 60 ␣
↪[out_video_filename].mp4
```

Please note that if you don't want scaling, the `--framerate` input framerate, `-r` output framerate and `-s` resolution settings must match the settings defined in the frame output system preferences in Gaia Sky. You can also use a constant rate factor `-crf` setting:

```
$  ffmpeg -framerate 60 -start_number [start_img_num] -i [prefix]%05d.jpg  -vframes␣
↪[num_images] -s 1280x720 -c:v libx264 -pix_fmt yuv420p -crf 23 -r 60  [out_video_
↪filename].mp4
```

You need to obviously change the prefix and start number, if any, choose the right resolution, frame rate and preset and modify the output format if you need to.

ffmpeg is quite a complex command which provides a lot of options, so for more information please refer to the official ffmpeg documentation. Also, here is a good resource on encoding videos from image sequences with **ffmpeg**.

OpenGL/Screen recorders

There are several available options to record the screen or OpenGL context, in all systems. Below are some of these listed. These methods, however, will only record the scene as it is displayed in the screen and are limited to its window resolution.

Linux

- OBS Studio – amazing open source capturing and streaming solution.
- Simple Screen Recorder – the name says it all.

Windows

- OBS Studio – amazing open source capturing and streaming solution.
- FRAPS – 3rd party Direct3D and OpenGL recording software.
- NVIDIA Shadowplay – only for NVIDIA cards.

1.2.19 Settings and configuration

Gaia Sky can be configured using the on-screen UI and the preferences window. Bring up the preferences window by clicking on the preferences icon in the Controls pane or by pressing *P*.

Some features are not exposed in the preferences window or UI, so you may need to dive deep into the *configuration file* section to modify them.

Contents

- Settings and configuration
  - Graphics settings
    - Graphics presets
    - Resolution and mode
    - External view settings
    - Graphics quality and effects
    - Elevation (height)
    - Shadows
    - Image levels
    - Virtual textures
    - Experimental
  - Scene settings
    - Stars
    - Recursive grid
    - Eclipses
    - Procedural generation
  - Interface settings
    - Interface settings
    - Crosshair/markers
    - Pointer guides
    - UV grids
  - Performance
    - Velocity vectors
  - Controls
    - Virtual Reality
    - Gamepad
  - Screenshots
  - Frame output
  - Camcorder
  - Stereoscopic mode

- *Panorama mode*
- *Planetarium mode*
- *Data*
  - *General data settings*
  - *Dataset manager*
  - *Gaia attitude*
- *REST server*
- *System*

Graphics settings

The *Graphics* tab in the preferences window contains most of the graphics settings in Gaia Sky.

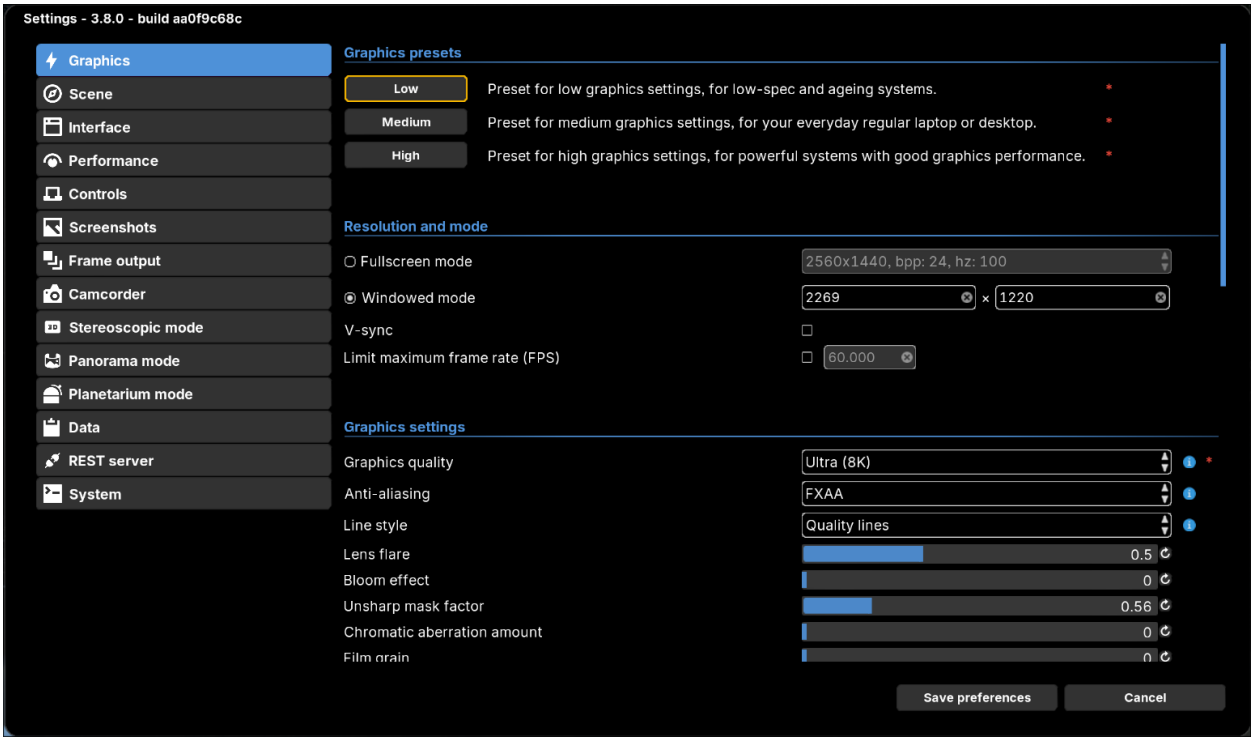


Fig. 77: The graphics settings.

Graphics presets

Graphics presets are sets of preferences that are applied all at once. Gaia Sky offers three presets:

Low

For low-spec computers or very old systems. This is what it does:

- Set graphics quality to low. More information *here*.
- Disable *anti-aliasing* and fall back to quality 0 (see *here*).
- Set *line renderer* to legacy (`GL_LINES`).
- Disable *lens flare*. Revert to simple lens flare type.
- Disable *bloom*.
- Disable *unsharp mask*.
- Disable *chromatic aberration*.
- Disable *film grain*.
- Disable *elevation representation*.
- Disable *shadow mapping*.
- Disable *motion blur*.
- Disable *HDR tone mapping*.

Medium

For everyday laptops and desktops which are not particularly powerful. Here's the settings it changes:

- Set graphics quality to medium. More information *here*.
- Enable *anti-aliasing*, set it to *SMAA*, and set quality to 1 (see *here*).
- Set *line renderer* to quality lines.
- Enable *lens flare*, set it to *simple type*.
- Enable *elevation representation*, set it to 'regular vertex displacement'.
- Enable *shadow mapping* and set a maximum of 4 shadows.
- Set a shadow map resolution of 1024.

High

For reasonably powerful systems with good discrete graphics cards, or powerful integrated GPUs. CPU performance should also be good. Here's exactly the settings this affects:

- Set graphics quality to high. More information *here*.
- Enable *anti-aliasing*, set it to *SMAA*, and set quality to 2 (see *here*).

- Set *line renderer* to quality lines.
- Enable *lens flare*, set it to *complex type*.
- Enable *elevation representation*, and use tessellation.
- Enable *shadow mapping* and set a maximum of 6 shadows.
- Set a shadow map resolution of 2048.

Note

The presets only change the settings listed above. Bloom, unsharp mask, chromatic aberration, film grain, motion blur and HDR tone mapping are left untouched, so if you previously disabled them they stay disabled.

Resolution and mode

You can find the `Resolution and mode` configuration under the `Graphics` tab.

- **Display mode** – select between fullscreen mode and windowed mode. In the case of full screen, you can choose the resolution from a list of supported resolutions in a drop down menu. If you choose windowed mode, you can enter the desired resolution. You can also choose whether the window should be resizable or not. In order to switch from full screen mode to windowed mode during the execution, use the key *F11*.
- **V-sync** – enable v-sync to limit the frame rate to the refresh rate of your monitor. In some cases this may help reducing tearing.
- **Maximum frame rate** – it is possible to set a maximum frame rate by ticking this checkbox and entering a positive integer value. The frame rate will be capped to that value.

External view settings

When the *external view* is active, this section appears in the settings window. In it, you can adjust the size of the external view window manually.

- **Window size** – adjust the width and height of the external view window. Note that this only adjusts the size of the window, not the resolution of the buffer. The size of the external window is **not persisted**.
- **Resolution** – the actual resolution of the buffer. This field is not editable, and is calculated by multiplying the actual resolution of the main window by the *back-buffer scale*.

Graphics quality and effects

Below is an itemized list of the graphics settings:

Graphics quality

This setting governs the size of the textures, the complexity of the models and also the quality of some graphical effects like the star glow or the lens flare. Here are the differences:

- **Low (1K)** – very low resolution textures, mostly 1K (1024x512), and fewer sample counts for the visual effects than in higher quality settings. Low-fidelity Milky Way model. - Low resolution textures (1K). - Use a 1K texture for the *star glow* effect. - Use a maximum of 4 stars with *star glow* effect. - Use low resolution textures (512x512) as star billboards. - Reduce the number of particles in the Milky Way object considerably. - Reduce the maximum particle size in the Milky Way object considerably.
- **Medium (2K)** – moderately low resolution textures (2K when available). The graphical effects use a reasonable amount of quality for nice visuals without compromising the performance too much. Medium-fidelity Milky Way model. - Medium resolution textures (2K). - Use an HD texture (1280x720) for the *star glow* effect. - Use a maximum of 5 stars with *star glow* effect. - Use medium resolution (1024x1024) textures as star billboards. - Use a moderate number of particles for the Milky Way object. - Use a moderate maximum particle size for the Milky Way object.
- **High (4K)** – high-resolution 4K (3840x2160) textures. Graphical effects use a large number of samples. High-fidelity Milky Way model. This may be taxing even on good graphics cards. - 4K textures. - Use a high resolution (1500x843) texture for the *star glow* effect. - Use a maximum of 6 stars with *star glow* effect. - Use medium resolution (1024x1024) textures as star billboards. - Use a high number of particles for the Milky Way object. - Use a high maximum particle size for the Milky Way object.
- **Ultra (8K)** – very high resolution textures (8K, 16K, etc.). Ultra-high-fidelity Milky Way model. - Ultra-high resolution textures (8K). - Use a full HD texture (1920x1080) for the *star glow* effect. - Use a maximum of 8 stars with *star glow* effect. - Use medium resolution (1024x1024) textures as star billboards. - Use a very high number of particles for the Milky Way object. - Use a very high maximum particle size for the Milky Way object.

Anti-aliasing

In the `Graphics` tab you can also find the antialiasing configuration. Applying antialiasing removes the jagged edges of the scene and makes it look better. However, it does not come free of cost, and usually has a penalty on the frames per second (FPS). There are three main options, described below. Find more information on antialiasing in the *Antialiasing* section.

- **No Anti-Aliasing** – Apply no anti-aliasing algorithm at all. This has no penalty on either the CPU or the GPU. If you want to enable antialiasing with `override application settings` in your graphics card driver configuration program, you can leave the application antialiasing setting to off.
- **SMAA – Subpixel Morphological Anti-Aliasing** – Very good visual results at the expense of slightly higher demands on the GPU than the other methods. This reduces visual artifacts and jagged edges in images by analyzing the entire image for aliasing, rather than just polygon edges. It combines edge detection with blending methods to improve image quality without excessive blurriness, making it more effective than other methods like FXAA and MSAA. It is enabled by default.

- **FXAA – Fast Approximate Anti-Aliasing** – Very fast post-processing filter that produces somewhat blurry results. Works by detecting high-contrast edges and softening them. Here is more information on FXAA.
- **NFAA – Normal Field Anti-Aliasing** – Based on generating a normal map to detect the edges for later smoothing. It may look better on some devices than FXAA, but this is generally considered obsolete.

Line style

Select the line rendering back-end.

- **Quality lines** – use geometry shaders to generate polyline quad-strips, resulting in much better-looking and more consistent lines. Trajectories and orbits are also sent to the GPU once, and updated periodically. The use of geometry shaders may have a slight impact on performance with some graphics cards, but it is typically unnoticeable.
- **Legacy (line primitives)** – use the line primitives offered by the graphics driver. Since the lines are shaded by the driver implementation, they may differ depending on the graphics card. Trajectories and orbits are sent to the GPU in a buffer only once, the rest of the custom lines are computed on the CPU and sent over each frame.

Lens flare

Set the strength of the lens flare effect. Set to 0 to disable the lens flare. There are three different lens flare types – `Simple`, `Complex` and `Pseudo` – which cannot be selected in the preferences window. They must be chosen in the *configuration file*. The *graphics presets* set the type for you.

Bloom effect

This slider controls the amount of bloom (light bleeding from bright to dark areas) to apply to the scene. Bring it all the way down to zero to disable bloom altogether.

Unsharp mask factor

This slider controls the amount of sharpening to apply to the scene with the unsharp mask effect. Increasing the unsharp mask factor makes the visuals sharper but possibly introduces aliasing and visual artifacts. Bring it all the way down to zero to disable the unsharp mask effect.

Chromatic aberration amount

The amount of chromatic aberration to apply to the image. Set to 0 to disable the chromatic aberration effect.

Film grain

The amount of film grain to apply to the image. Set to 0 to disable the film grain effect.

Fade time [ms]

Set the time it takes for objects to fade in and out when their visibility is modified, either via the "Object visibility" pane or using the individual visibility toggle. This value is in milliseconds.

Elevation (height)

Settings related to the representation of elevation in planets and moons.

Elevation representation

Choose the way elevation (also referred to as terrain height) is represented in Gaia Sky. This only works when the object has a height map (texture, cubemap or SVT) attached, and also a height scale. If the object has a normal map, normals are computed from this map. Otherwise, the height texture is used to compute the normals.

- **Regular vertex displacement** – displace the object's vertices along the normal vector to represent height. Note that a `heightScale` value, indicating the extent of the displacement with an elevation multiplier of 1, is needed for this to work correctly.
- **Terrain tessellation** – use geometry subdivision by tessellation for large bodies (planets and moons). For bodies with a rough size greater than about 500 Km, tessellation subdivision is used before displacing the vertices. This may be taxing on integrated or old graphics cards. Disable if frame rate is low. Note that a `heightScale` value, indicating the extent of the displacement with an elevation multiplier of 1, is needed for this to work correctly.
- **None** – do not represent elevation.
- **Tessellation quality** – the subdivision level used by the terrain tessellation, from 1 (coarse) to 5 (fine). Higher values greatly increase the number of triangles, so this is the first thing to lower if the frame rate drops when tessellation is enabled. This control is only active when the elevation representation is set to `Terrain tessellation`.

> **Note**
>
> Tessellation is not available on macOS. On that platform the control is disabled and Gaia Sky shows a notification.

Shadows

Enable or disable shadows, and choose their properties.

- **Enable shadows** – turn shadow mapping on or off. The two controls below are disabled when shadows are off.
- **Shadow map resolution** – choose the resolution of the shadow map textures to use.
- **# shadows** – control the number of objects with self-shadows at any given time in the scene.

Image levels

Controls related to image levels.

- **Brightness** – overall brightness of the image.
- **Contrast** – overall contrast of the image.
- **Hue** – hue value of the image.
- **Saturation** – saturation value of the image.
- **Gamma correction** – gamma correction value of the image. This should be calibrated with your monitor.
- **HDR tone mapping type** – tone mapping algorithm to use. Choose `Automatic` to use a real-time adjusting mode based on the overall lightness of the image. All the others are static algorithms: - `Automatic` – exposure is adjusted in real time from the overall lightness of the image. - `Manual exposure` – a fixed exposure value, set with the **Exposure** slider below. - `ACES`, `Uncharted`, `Filmic` – well-known static tone mapping algorithms. - `None` – no tone mapping.
- **Exposure (tone mapping)** – the exposure value used when the tone mapping type is `Manual exposure`. This control is disabled for all the other types.

Virtual textures

Settings related to the *sparse virtual texturing system*.

- **Cache size** – use this slider to determine the cache size, in tiles. The size of each tile depends on the first virtual texture dataset loaded. Gaia Sky supports only multiple virtual textures in the same scene when all have the same tile size. You can adjust this slider to modify the size of the texture used as cache. The changes apply only the next time you start Gaia Sky.

Experimental

This section contains experimental graphics options:

Post-processing re-projection

Use a post-processing shader to re-project the final image, with a varied choice of projection algorithms:

- **Disabled** – no re-projection.
- **Default (simple fisheye)** – a simple fisheye projection algorithm.
- **Accurate (no full coverage)** – a more accurate projection, but has a coverage of $180°$, which is not available with the perspective camera.
- **Stereographic (screen fit)** – stereographic projection with a screen fit.
- **Stereographic (long edge fit)** – stereographic projection with a long axis fit.
- **Stereographic (short edge fit)** – stereographic projection with a short axis fit.

- **Stereographic (180 fit)** – stereographic projection with a fit to a field of view of 180°.
- **Lambert (screen fit)** – Lambert projection with a screen fit.
- **Lambert (long edge fit)** – Lambert projection with a long axis fit.
- **Lambert (short edge fit)** – Lambert projection with a short axis fit.
- **Lambert (180 fit)** – Lambert projection with a fit to a field of view of 180°.
- **Orthographic (screen fit)** – orthographic projection with a screen fit.
- **Orthographic (long edge fit)** – orthographic projection with a long axis fit.
- **Orthographic (short edge fit)** – orthographic projection with a short axis fit.
- **Orthographic (180 fit)** – orthographic projection with a fit to a field of view of 180°.

Other experimental settings

- **Dynamic resolution** – in this mode, the resolution of the back-buffer is adapted depending on the frame rate to avoid too drastic slow-downs. The dynamic resolution is adjusted according to some predefined back-buffer scale factors: 1, 0.85 and 0.75. The resolution of the back-buffer is scaled by the next value if the frame rate is below 30, and to the previous level if it is over 60. This should provide smoother frame-rates on older hardware, and in some GPU demanding situations.
- **Back-buffer scale** – resolution scale factor to apply to the render frame buffer, effectively rendering the scene at a lower or higher resolution in the background, trading off performance and visual fidelity. This setting is disabled when dynamic resolution is enabled. Note that the scale applies to the *width* and *height* of the current frame buffer, not the *pixel count*. The pixel count roughly follows a square law. - Set the back-buffer scale to **less than one** to render the image with a lower resolution, increasing performance and lowering visual fidelity, and upscale it to the window size. - Set the back-buffer scale to a value **greater than one** to render the image with a resolution higher than that of the current window, decreasing performance and increasing visual fidelity by down-sampling it to the window size.
- **Upscale filter** – the filter used to upscale the image when the back-buffer is smaller than the display (that is, when the *back-buffer scale* is below 1). Choose between `Linear`, `Nearest` and `XBRZ`.
- **Index of refraction** – set the index of refraction of the sphere in *orthosphere view mode*. The orthosphere is filled up with a material with the given refraction index, with light rays bending and scattering according to their angles of incidence.
- **Screen space reflections** – activate SSR (screen space reflections). In this method, a post-process step traces the reflections for each reflective surface in the image. This has an impact on performance but produces nice-looking reflections on metallic surfaces. If this is off, it falls back to cubemap reflections with a default sky box of the milky way. The default location of the sky box is `$GS_DATA/tex/skybox/gaiasky`.
- **Motion blur** – choose the amount of *camera* motion blur to apply to the scene. Set to 0 to disable motion blur. Gaia Sky implements what is known as camera motion blur, where the scene

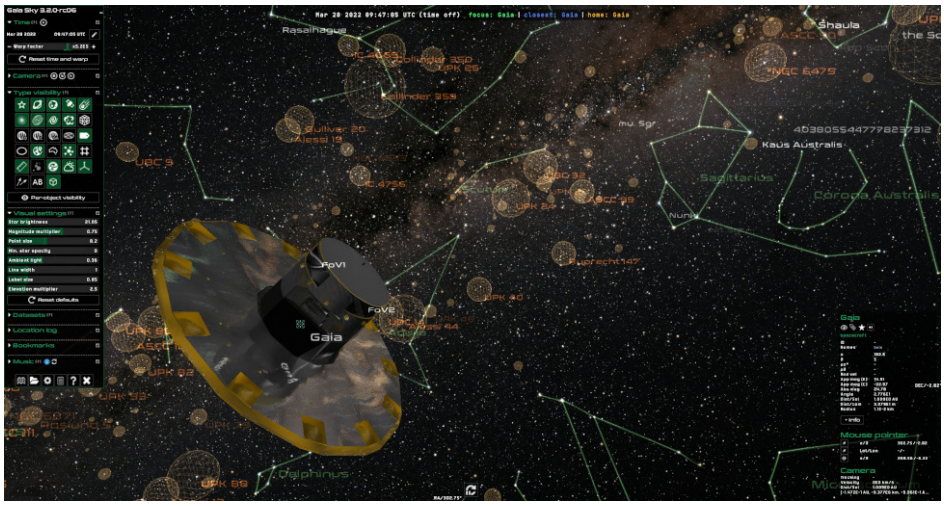


Fig. 78: A rendering of the Gaia satellite with screen-space reflections.

is blurred only depending on the camera motion. Object motion blur is not implemented at the moment.

Scene settings



The *Scene* tab in the preferences window contains settings concerned with the scene configuration as a whole and its objects.

Stars

Settings related to star rendering and appearance.

- **Star glow over objects** – enable the post-processing effect to render the star light effect that spills over occluding objects.
- **Motion trails (elongation in the direction of motion)** – enable and disable motion trails for stars. These manifest as stretching the objects in the direction of the camera motion when their on-screen motion is high enough.
- **Star image (index)** – select the index of the texture used to render stars. The available textures are the files named `star-tex-NN.jpg` or `star-tex-NN.png` (with `NN` from `01` to `08`) in the `tex/base` folder of the base data pack. Only the indices actually present in your data pack are listed.
- **Glow image (index)** – select the index of the texture used for the *star glow* effect, chosen from the same set of files.
- **Render star spheres** – enable the rendering of stars as spheres.

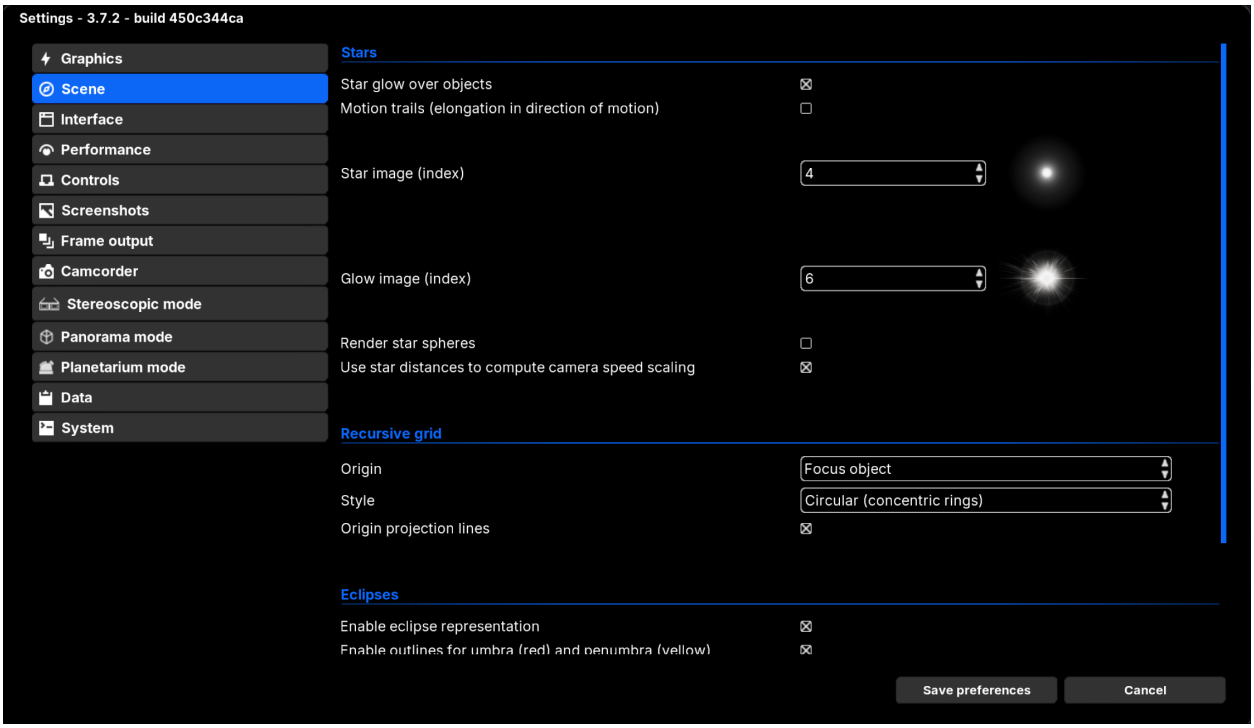


Fig. 79: The scene settings.

- **Use distances to compute camera speed scaling** – when the camera moves through the star field, use the distance to the closest star to scale the velocity of the camera. If this is not selected, the distance to the closest regular object (i.e. non-star) is used.

Recursive grid

Settings to tweak the behavior and appearance of the recursive grid.

- **Origin** – choose the origin of the recursive grid, either the reference system origin or the focus object.
- **Style** – choose the style of the recursive grid. It can be either *Circular (concentric rings)* or *Square grid*.
- **Origin projection lines** – if the origin is set to the reference system origin, this check box controls whether projection lines on the fundamental plane and to the object are drawn.

Eclipses

Enable and configure the real-time eclipse representation. For more information, visit the *eclipse representation section*.

- **Enable eclipse representation** – enable or disable the real time in-scene eclipse representation.
- **Enable outlines for umbra (red) and penumbra (yellow)** – enable or disable outlines for the umbra regions (red) and the penumbra region (yellow) during eclipses.

Procedural generation

Settings related to the procedural generation of planetary surfaces.

- **Generated texture resolution** – the resolution of the textures produced by the procedural generation module.
- **Export textures to disk as JPEG files after generation** – enable saving the generated textures to disk as JPEG image files. For more information, see the *procedural generation section*.

Interface settings



The *Interface* tab in the preferences window contains some configuration options related to the user-facing interface, like the language, scale factor, object cross-hairs and pointer guides.

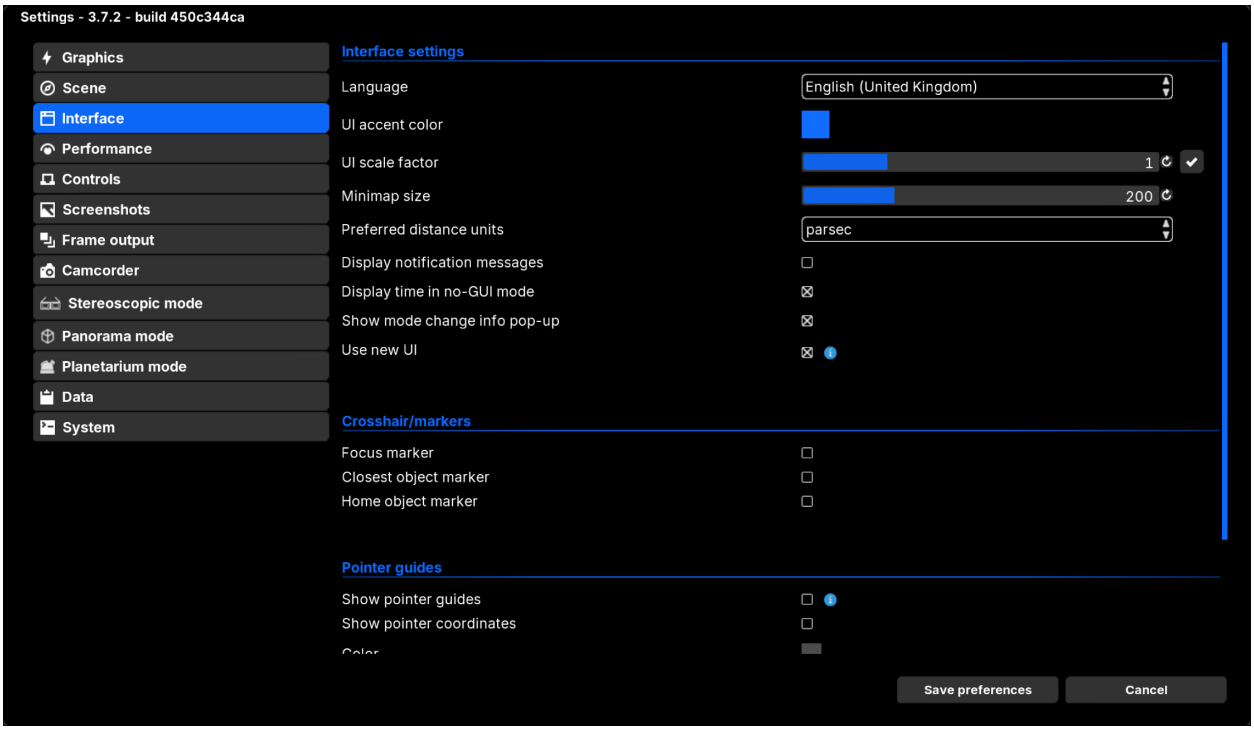


Fig. 80: The interface settings.

Interface settings

Adjust general settings related to the user interface.

- **Language** – choose the language of the interface. Changes are applied immediately after clicking on `Save preferences`.

- **Accent color** – choose the accent color for the UI using the provided color picker. Any color is allowed.
- **UI scale factor** – scale the user interface up or down. This slider applies a fractional scaling factor to all user interface elements (not only the fonts!). The scaling takes effect on the fly when you click on the *Save preferences* button. You can also apply the scaling immediately, without closing the preferences dialog, by clicking on the *Apply* button next to the slider.
- **Minimap size** – adjust the base size of the minimap frame buffers. You can bring up the minimap by clicking on the minimap icon  or by pressing *Tab*.
- **Preferred distance units** – choose the default top-level units, between *internal* (the default), *meter*, *kilometer*, *astronomical unit*, *parsec* and *light year*. These apply to the focus info pane (bottom-right), as well as in the projection lines of the recursive grid.
- **Display time in no-GUI mode** – display the current time in a label when using the no-GUI mode (*Ctrl* + *U*).
- **Show mode change info pop-up** – enable or disable the information pop-up shown when one of the special modes (panorama, planetarium, stereoscopic, game) is activated.
- **Display notification messages** – enable or disable the notification messages Gaia Sky shows over the user interface.
- **Use new UI** – select between the new UI and the old UI. The new UI contains buttons anchored to the left that expand the different control panes. The old UI is based on a collapsible window. Find more info in *Control panes*.

Crosshair/markers

Adjust the visibility of the different crosshairs and markers.

- **Focus marker** – mark the location of the current focus object.
- **Closest object marker** – mark the location of the closest object to the camera.
- **Home object marker** – mark the location of the home object, defined in the configuration file.

Pointer guides

Vertical and horizontal guides spanning the full window marking the position of the pointer.

- **Display pointer guides** – enable or disable the pointer guides.
- **Display pointer coordinates** – display the coordinates of the pointer, either sky coordinates (equatorial), or latitude and longitude on a planet. The coordinates are shown at the bottom and right edges of the screen, aligned with the pointer.
- **Color** – choose the color of the pointer guides.
- **Width** – choose the width of the pointer guide lines.

UV grids

UV grids are thin grids drawn on the surfaces of objects that help reveal how the textures are mapped and where a surface seam is.

- **Show frame coordinates** – enable or disable the UV grids on the surfaces of objects.

Performance



The *Performance* tab in the preferences window contains a few settings that impact the performance of the application.

- **Enable multithreading** – enable using multiple threads.
- **Number of threads** – adjust the maximum number of threads to use.
- **Smooth transitions between LODs** – fade the contents of octree nodes as they approach the visibility threshold. Improves graphical fidelity and removes pop-ins.
- **Draw distance angle [°]** – the view angle at which an octant becomes visible. Moving this to the right makes more stars appear at once (lower performance), moving it to the left shows fewer stars but runs faster. See the *draw distance section* for more information.

Velocity vectors

- **Max. number of velocity vectors per star set** – the maximum number of velocity vectors processed for each star set. Lower this value to gain performance at the cost of less accurate motion trails for stars.

More detailed info on performance can be found in the *performance section*.

Controls



The *Controls* tab in the preferences window contains information about the keyboard, mouse and gamepad controls, and some tools to edit the gamepad mappings.

You can see the key-action bindings in the controls tab. Keyboard mappings are not editable here: they live in the `keyboard.mappings` file inside the `mappings` folder of your installation. Check out the *Controls* documentation to know more.

Virtual Reality

This group is only present when Gaia Sky has been started in VR mode.

- **VR demo mode** – in demo mode the VR controller buttons are disabled and the joystick movement is simplified. Useful when you want to show Gaia Sky to people who are not used to VR controllers.

Gamepad

- **Detected gamepads** – the list of gamepads currently connected. For each one, use the *Configure* button to open its mapping editor, where you can assign Gaia Sky actions to buttons and axes. The editor records the inputs you press on the controller, so make sure nothing else is using it while you configure. See the *Controls* documentation for details.
- **Mappings file** – the gamepad mappings file currently in use. Different mappings files are provided for different controller models. Use the *Save preferences* button to persist a different selection.

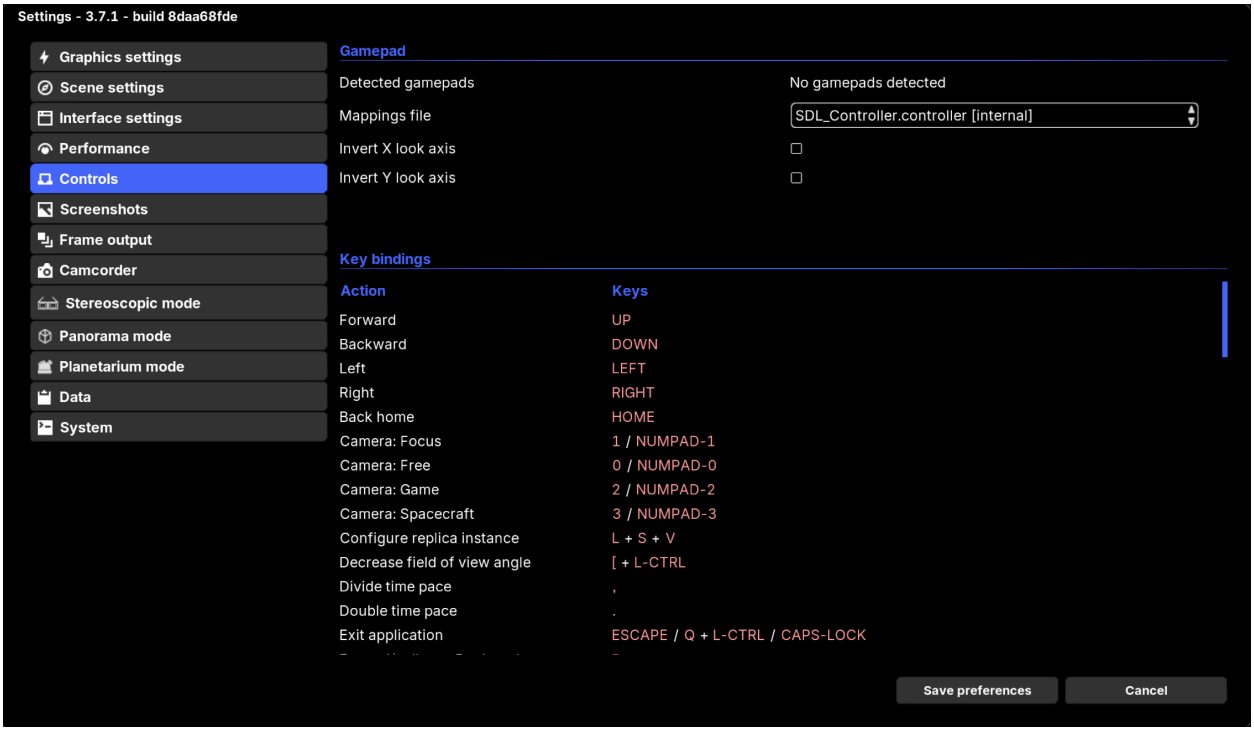


Fig. 81: The controls settings.

Screenshots



The *Screenshots* tab in the preferences window contains settings on the *screenshots subsystem*.

> **Hint**
>
> Take screenshots any time by pressing *F5*.

There are two screenshot modes available:

- **Simple** – the classic screenshot of what is currently on screen, with the same resolution.
- **Advanced** – where you can define the output resolution of the screenshots. Note that advanced mode requires the scene to be re-rendered at the target resolution, so it is slower.

You can also select the output format (either `JPG` or `PNG`) and the quality (in case of `JPG` format) by using the *Image format* select box and the *Quality* slider.

These are the controls in this tab:

- **Screenshots save location** – choose the location on disk where the screenshots are to be saved.
- **Mode** – choose the screenshot mode, either `Simple` or `Advanced` (see above).
- **Screenshots size** – adjust the resolution for the `Advanced` screenshots mode.
- **Image format** – choose the save format, either `JPG` or `PNG`.
- **Quality** – when `JPG` is selected as an image format, use this slider to control its quality setting.

Frame output



The *Frame output* tab in the preferences window contains settings related to the *frame output system*.

This feature enables the exporting and saving of every frame as a `JPG` or `PNG` image directly to disk. This is useful to produce videos. In the frame output tab you can select the frame save location, the image prefix name, the target frame rate, the mode and the output image resolution (in case of *Advanced* mode). You can also select the output format (either `JPG` or `PNG`) and the quality (in case of `JPG` format) by using the *Image format* select box and the *Quality* slider. Finally, there is a button to reset the integer sequence number.

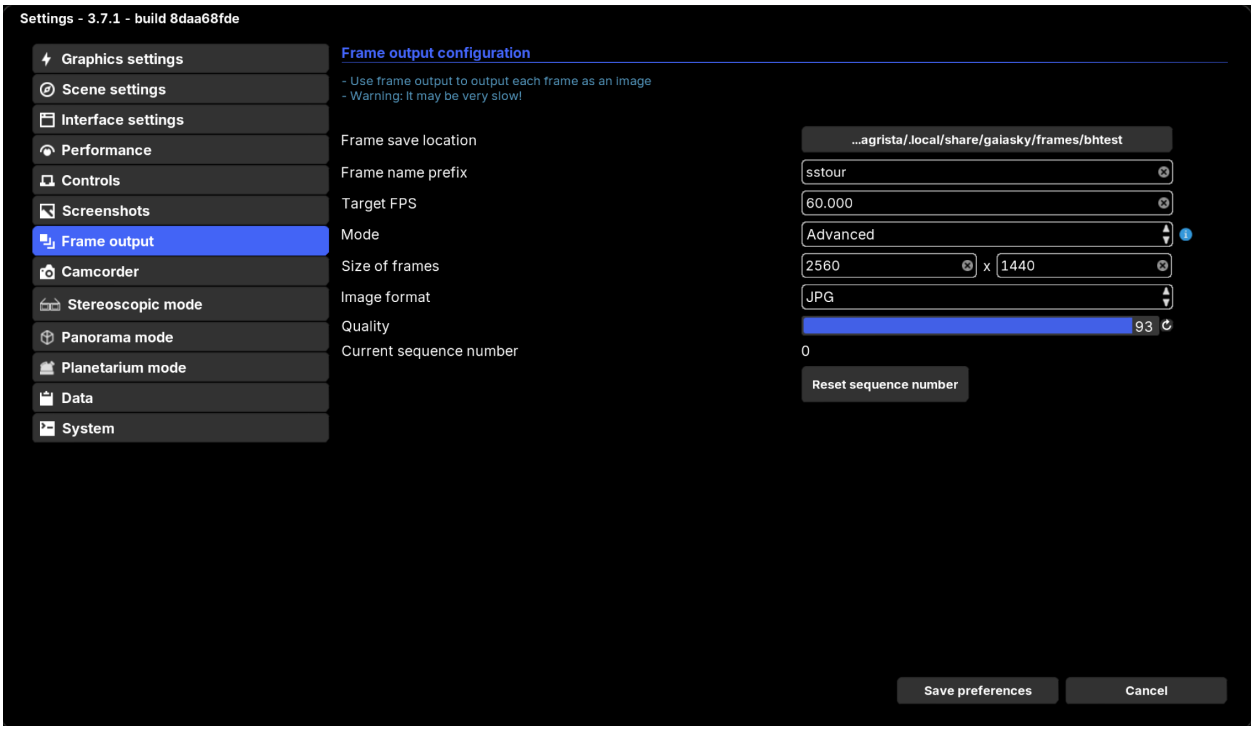


Fig. 82: The frame output settings.

Note

Use *F6* to activate the frame output mode and start saving each frame as an image. Use *F6* again to deactivate it.

When Gaia Sky is in frame output mode, it does not run in real time but it adjusts the internal clock to meet the configured target FPS (frames per second, or frame rate). Take this frame rate into account when you later use your favourite video encoder (ffmpeg) to convert the frame images into a video.

Here is a list of the available controls:

- **Frame save location** – choose the location on disk where the still frames are to be saved.
- **Frame name prefix** – choose the prefix to prepend to the still frame files.
- **Target FPS** – target framerate of the frame output system.
- **Mode** – choose the frame mode, either `Simple` or `Advanced` (see above).
- **Size of frames** – adjust the resolution for the `Advanced` mode.
- **Reset sequence number** – resets the integer frame sequence number of the current session to 0. After clicking this, the frame sequence will start over from 0, overwriting any previously existing frames with the same name! This control is useful if you need to re-capture frames.

Camcorder



The *Camcorder* tab in the preferences window contains settings related to the *camera path recording system*.

The following settings are available:

- **Target FPS** – set the desired **frames per second** to capture the camera paths. If your device is not fast enough in producing the specified frame rate, the application will slow down while recording so that enough frames are captured. Same behaviour will be applied during camera playback.
- **Activate frame output automatically** – enable **automatic frame recording** during playback. This will automatically activate the frame output system (see *Frame output*) during a camera file playback.
- **Hide UI automatically** – automatically hide the user interface during playback. The UI state is restored after playback is finished.
- **Keyframe preferences** – bring up a new dialog to adjust some preferences of the camera keyframe system. See *this section* for more information.

Stereoscopic mode



The *Stereoscopic mode* tab in the preferences window contains settings related to the *Stereoscopic (3D) mode*.

The following settings are available:

- **Global aesthetic scale factor (comfort multiplier)** – set the coefficient that scales the entire calculated eye separation, compensating for the mismatch between the theoretical geometric model (based on human-scale IPD and screen distance) and the visually comfortable hyper-stereoscopy required for astronomical scales. Setting it to < 1 pulls the perceived 3D effect deeper behind the screen for user comfort and reduced eye strain.
- **IPD (inter-pupillary distance)** – the interpupillary distance, in millimeters.
- **Screen distance** – the distance from the user to the display, in millimeters.
- **Anaglyph custom colors** – choose your own custom colors for the anaglyph mode. These are used in the *custom anaglyph profile*.



Fig. 83: The stereoscopic mode settings.

Panorama mode

The  *Panorama mode* tab in the preferences window contains settings related to the *panorama mode*.

The following settings are available:

- **Cubemap side resolution** – define the **cubemap side resolution** for the 360 mode. With this mode, a cubemap will be rendered (six individual scenes in directions $+X$, $-X$, $+Y$, $-Y$, $+Z$, $-Z$) and then it will be transformed into a flat image using an equirectangular projection. This allows for the creation of 360 (VR) videos.

Planetarium mode

The  *Planetarium mode* tab in the preferences window contains settings related to the *planetarium mode*.

The following settings are available in the planetarium mode section:

- **Aperture angle [°]** – adjust the aperture angle to suit your dome setup. Can be as high as 360 degrees.

- **Focus angle from zenith [°]** – the angle from the zenith to put the focus of the view.
- **Cubemap side resolution** – the planetarium mode also works with the cubemap system used in Panorama mode, so here you can also adjust the cubemap side resolution.

Gaia Sky also supports the spherical mirror projection by defining a warp mesh file:

- **Select warp mesh file** – select a warp mesh file, which contains the distortion data to compensate for the non-planar nature of the projection surface. More information in the *spherical mirror projection section*.

Data



The *Data* tab in the preferences window contains settings related to the data used in Gaia Sky.

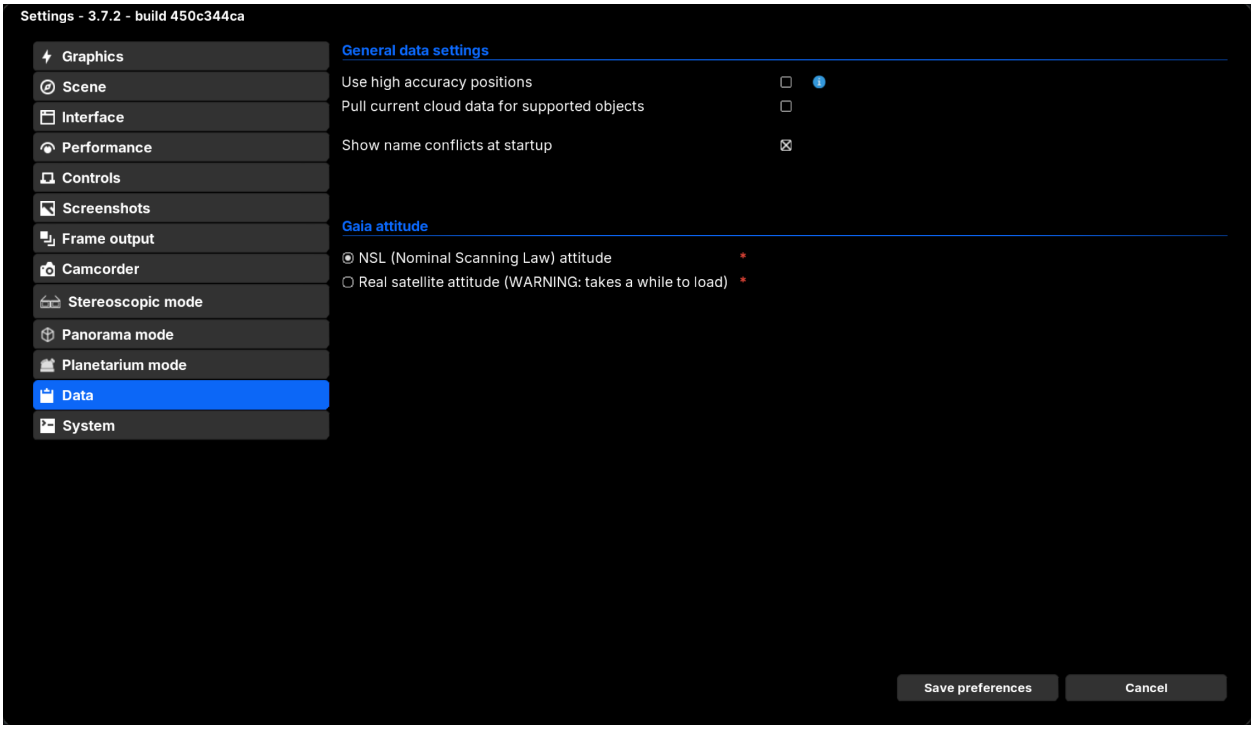


Fig. 84: The data settings.

General data settings

- **Use high accuracy positions** – enable high accuracy positions, which uses all terms in the VSOPxx and other ephemerides algorithms.
- **Pull current cloud data for supported objects** – enable downloading current cloud textures for Earth (and possibly other supported objects). More information in the *clouds data format*

section.

- **Show name conflicts at startup** – version 3.7.2 introduced transparent handling of name conflicts. Name conflicts happen whenever two or more objects, usually from different catalogs or datasets, have the same name. In this case, only one of the objects is added to the index and can be looked up with the search function. Checking this box tells Gaia Sky to inform the user about name conflicts in the loaded datasets at startup by displaying a window with the detected conflicts.

Dataset manager

From this tab, you can bring up the *dataset manager window* to download new datasets, and enable and disable the ones that you have available locally. To bring it up, click on the *Dataset manager* button.

Gaia attitude

You have two options here:

- **NSL (Nominal Scanning Law)** – analytical implementation of the nominal attitude of the satellite. It behaves the same as the real thing, but the direction to which the satellite is pointing is off.
- **Real satellite attitude** – use the actual attitude of Gaia as described in the attitude files. Takes a while to load but it uses the correct phase angles and parameters.

REST server

The  *REST server* tab contains preferences related to the internal *REST server*. From here, you can start and stop the server, and change the listening port.

- **REST server status** – whether the server is currently *Online* or *Offline*.
- **Enable REST server** – use this checkbox to enable and disable the REST server.
- **API endpoints** – a list of the available commands. Click the help button next to it to expand the full list of endpoints served by the REST API.
- **Port** – when the server is enabled, you can set the listening port here. Valid ports are 0 (the system decides the port to use), and anything in the range [1024,49151].
- **Loopback only (localhost)** – when ticked (the default), the REST server is bound to the loopback interface `127.0.0.1` and is therefore reachable only from your own machine. In addition, requests whose `Host` header is not `localhost`, `127.0.0.1` or `[::1]` are rejected with `403 Forbidden`, which prevents DNS REBINDING (a web page that resolves its own domain to 127.0.0.1 and then drives the local REST API from your browser). Untick this only if you need the server to be reachable from other machines, for example in *master-slave* or *multi-projector* setups.

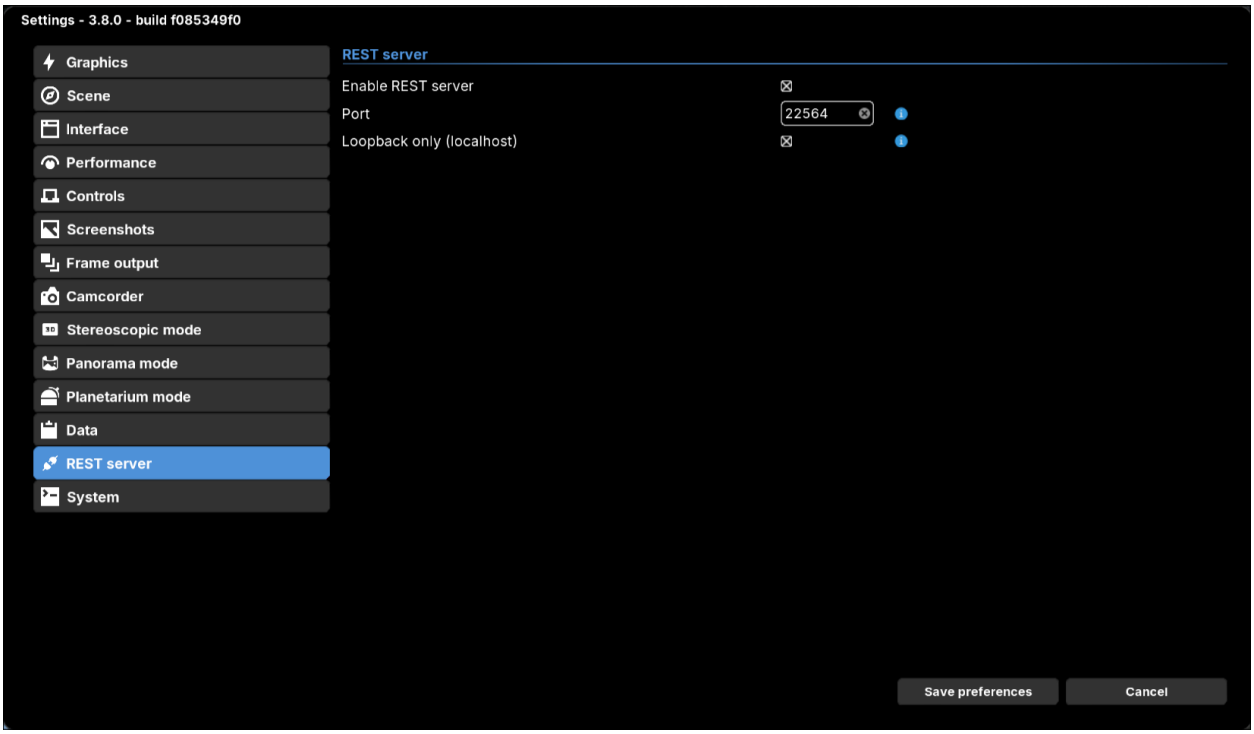
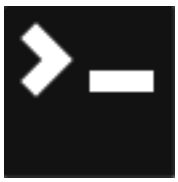


Fig. 85: The REST server settings.

> **Warning**
>
> Un-ticking **Loopback only** exposes the whole scripting API, dataset downloads and file operations to your whole network, without any further authentication. Anyone who can reach the port can run arbitrary API calls on your machine. Only do this in a trusted environment, and restrict access with a firewall.

This setting corresponds to the configuration key `program::net::restLoopbackOnly`, which is `true` by default. - **Apply** – use this button to instantly apply your changes. The changes are also applied automatically when clicking on the *Save preferences* button to the bottom of the dialog.

System



The *System* tab contains preferences that affect the whole system, or items that do not fit anywhere else.

- **Show debug info** – enable and disable the debug info using the `Show debug info` checkbox. When the debug info is enabled, the program prints the frames per second and other useful information at the top-right of the screen.
- **Ask for confirmation on exit** – whether to ask for confirmation when trying to close Gaia

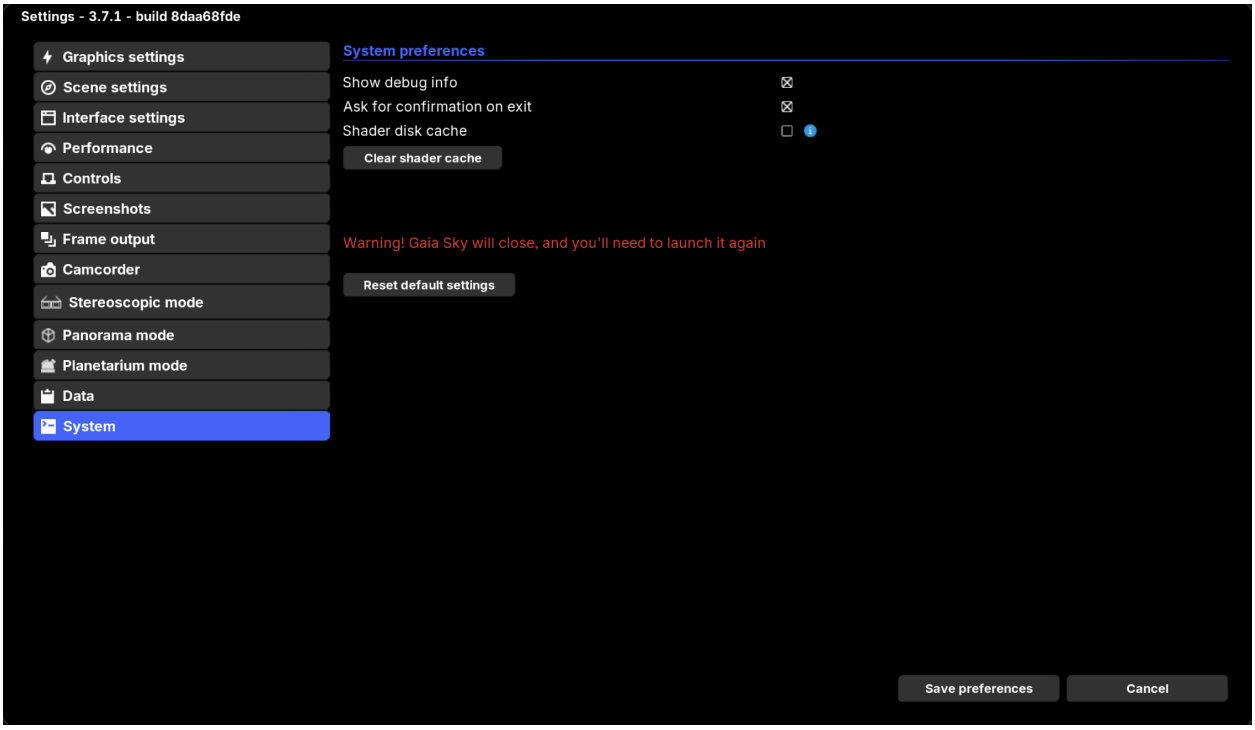


Fig. 86: The system settings.

Sky or not.

- **Shader disk cache** – Gaia Sky implements an application-level shader disk cache that caches the binary, compiled shaders to disk to avoid re-compilation and save time. Most graphics drivers already implement this cache at driver level, so this setting is off by default. If you notice that the shader compilation stage at startup is very slow, you can try enabling this.
- **Clear shader cache** – use this button to completely clear the shader cache of Gaia Sky. This will remove all cached binary shaders from the disk. The shaders will be re-cached in the next start up (only if the 'Shader disk cache' checkbox is checked).
- **Reset default settings** – revert to the default settings. You will lose your current settings file and Gaia Sky will need to be relaunched for the changes to take effect.

1.2.20 System Directories

In this documentation we refer to a few different directories that Gaia Sky uses to store data and configuration settings: `$GS_DATA`, `$GS_CONFIG`, and `$GS_CACHE`.

- `$GS_DATA` — contains some essential files and directories for Gaia Sky to run properly. For example:
  - `$GS_DATA/camera` — storage point for *camera path* and *keyframe* files.
  - `$GS_DATA/mpcdi` — *MPCDI* projection configuration files for planetarium setups.
  - `$GS_DATA/frames` — default save location for the *frame output mode*.
  - `$GS_DATA/screenshots` — default save location for *screenshots*.

  - `$GS_DATA/crashreports` — whenever Gaia Sky crashes, a crash report is stored at this location.
  - `$GS_DATA/log` — contains the full Gaia Sky log of the last session. Only the last session's log is kept.
  - `$GS_DATA/data` — also referred to as simply `$data`, this is the default dataset save location. All datasets are stored in this location by default (can be changed from the dataset manager).
  - `$GS_DATA/data/cache` — downloaded files that are cheap to re-fetch but slow to obtain, such as TLE orbital elements for artificial satellites. Safe to delete.
  - `$GS_DATA/data/tmp` — temporary files created while downloading datasets. Safe to delete.
  - `$GS_DATA/data/procedural-planet-textures` — where *procedurally generated planet textures* are exported, if the option to export them is enabled.
- `$GS_CONFIG` — contains the *configuration files*, the `bookmarks` folder with your *bookmarks*, and the `mappings` folder with the *keyboard and gamepad mappings files*.
- `$GS_CACHE` — contains cached files that Gaia Sky can download again at any time: images shown in the dataset manager and in the data info window (including Wikipedia thumbnails), and the `shadercache` folder with compiled OpenGL shaders. Safe to delete at any time; the next run will download or recompile whatever it needs. You can also clear just the shader cache from the *system preferences*.

The locations of `$GS_DATA`, `$GS_CONFIG` and `$GS_CACHE` depend on the operating system:

- **Linux** — as of Gaia Sky 2.2.0, the Linux release of Gaia Sky uses the XDG base directory specification. If the `XDG_DATA_HOME`, `XDG_CONFIG_HOME` or `XDG_CACHE_HOME` environment variables are set, they take precedence over the defaults below.
  - `$GS_DATA = ~/.local/share/gaiasky/`
  - `$GS_CONFIG = ~/.config/gaiasky/`
  - `$GS_CACHE = ~/.cache/gaiasky/`
- **Windows and macOS** — the `.gaiasky` directory in the user home directory is used for both `$GS_DATA` and `$GS_CONFIG`, so:
  - `$GS_DATA = $GS_CONFIG = [User.Home]/.gaiasky/`
    - `[User.Home]` on Windows is typically in `C:\Users\[username]`.
    - `[User.Home]` on macOS is typically in `/Users/[username]`.
  - `$GS_CONFIG = $GS_DATA`
  - `$GS_CACHE = $GS_DATA`

Datasets location

By default, Gaia Sky stores the downloaded datasets in the `$GS_DATA/data` directory. The location where the datasets are saved is referred to as `$data`. The actual location of `$data` is stored in the configuration file (key `data::location`) and can be changed in the dataset manager window at startup.

- `$data` = `$GS_DATA/data`

Because `$data` can be moved anywhere, the `cache`, `tmp` and `procedural-planet-textures` folders listed above are also relative to it, not to `$GS_DATA`.

Logs and crash reports

For every Gaia Sky session, a system log is stored in the directory `$GS_DATA/log`. Logs are overwritten with each new session, so only the last log is effectively available at any given time.

- `$GS_DATA/log/gaiasky_log_lastsession.txt` — full log of the last Gaia Sky session.

Crash reports are stored in `$GS_DATA/crashreports` whenever Gaia Sky crashes. If that happens, please create a new issue in https://codeberg.org/gaiasky/gaiasky/issues, and attach the crash report. Additionally, also attach the session log.

- `$GS_DATA/crashreports/gaiasky_crash_[$DATE].txt` — crash reports.

1.2.21 Scripting

Gaia Sky exposes an API that can be accessed through Python (see below), via an *HTTP server*, and using the *in-app console*. In this section we focus on the Python method. The API can be called from Python programs, that must be run with the system Python interpreter. They connect to a server created by a running instance of Gaia Sky.

Installing the environment

In order to connect to Gaia Sky from your Python scripts, you need to set up the environment. There are two main steps:

1. Install Python. Any reasonably up-to-date version of Python 3 should do.
2. Install the `py4j` package. We recommend using `pipenv`, or any other virtual environment manager. You can install `pipenv` for your user with `pip install --user pipenv`.

```
$ pipenv install py4j
```

Alternatively, you may use your distribution or operating system package manager to install `py4j`. Please, refer to its documentation for more information.

Here are the Py4J homepage and the Pipenv homepage.

Running a test script

Once Python and `py4j` are ready, launch Gaia Sky, download this script, open a terminal window (PowerShell in Windows) and run:

```
$ # If you used pipenv, enter the virtual environment
$ pipenv shell
$ # Run the script
$ python get-cam-state.py
```

If all goes well, the script should print some information it got from Gaia Sky about the camera. This means that your environment is ready to use.

Debugging

To debug a script in the terminal you can use the module `pudb`. Once installed, run this:

```
$ python -m pudb gaiasky-script.py
```

Please refer to the pudb documentation for more information.

API versions

As of Gaia Sky 3.6.9, we have two API versions: *APIv2* and *APIv1*. If you are starting with Gaia Sky scripting, **we strongly recommend using the newer APIv2**. The old APIv1 will be kept around for backwards compatibility. We'll still fix bugs, but it won't be extended and developed further.

APIv2

Contents

- *APIv2*
  - *APIv2 reference*
  - *Scripting with APIv2*
    - *Backing up and restoring settings*
    - *Logging to Gaia Sky and Python*
    - *Method and attribute access*
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    - *Loading datasets from scripts*
    - *Camera transitions*
      - *Field of view transitions*
    - *Synchronizing with the main loop*

* *Camera and scene runnables*
* *Overriding object coordinates provider*

The Gaia Sky **APIv2** (Javadoc) is the preferred interface to access Gaia Sky scripting.

Some of the advantages of APIv2 over APIv1 are:

- It is modular.
- It is well organized.
- It uses Python's **snake_case** instead of Java's **camelCase** for function and parameter naming.
- It uses consistent function names.
- It uses consistent parameter names.

The APIv2 is modular, and its calls are organized into functional groups:

- Base – Global attributes, settings, and printing.
- Time – Simulation time and clock manipulation.
- Camera – Movement, focus, and camera modes. Contains an inner module.
  - Interactive camera module – Functions to manipulate the camera in interactive mode.
- Scene – Object manipulation and scene elements.
- Data – Dataset loading and visibility management.
- Graphics – Graphics system management.
- Camcorder – Camcorder access and functions.
- UI – User interface manipulation.
- Input – Input system and event access.
- Output – Output system access, like screenshots and frames.
- Refsys – Reference system and unit conversions.
- Geom – Geometry operations and algorithms.
- Instances – Work with multiple connected instances in the master-replica model.

Gaia Sky provides a REST server that enables the remote execution of API calls over HTTP. This is described in *the REST server section*.

APIv2 reference

The only up-to-date APIv1 documentation for each version is in the interface header files themselves. Below is a list of links to the different APIs.

- Latest API version
- Older API versions (javadoc).

Scripting with APIv2

First of all, *install the environment* if you have not done so.

Using the APIv2 from a Python script is very easy. We use the single-threaded model of Py4J to connect to Gaia Sky from Python. These are the necessary steps to set up your script:

1. Import `ClientServer` and `JavaParameters` from `py4j.clientserver`.
2. Create a gateway and get its entry point.
3. Use the entry point to access the APIv2 modules.
4. Use the modules to access APIv2 methods.
5. Properly shut down the gateway. Since Gaia Sky spawns a new server per script, the gateway must be shut down at the end of the script so that the Python program can terminate correctly and Gaia Sky can create a new server to deal with further scripts listening to the Py4J port.

The following snippet exemplifies these 5 points in Python code.

```
# 1. Imports
from py4j.clientserver import ClientServer, JavaParameters

# 2. Create the gateway and entry point
gateway = ClientServer(java_parameters=JavaParameters(auto_convert=True, auto_
↪field=True))
apiv2 = gateway.entry_point.apiv2

# 3. Access modules
# Base module
base = apiv2.base
# Camera module
camera = apiv2.camera
# Time module
time = apiv2.time

# 4. Call module methods
camera.go_to_object("Mars", 10.0, 5.0)
time.start_clock()

# More code goes here
[...]

# 5. Close
gateway.close()
```

Backing up and restoring settings

Typically, scripts modify various program settings when they run (camera speed, star brightness, field of view, etc.). In order to leave Gaia Sky in the state it was before, scripts have the option to back up and restore the entire settings state of Gaia Sky. To do that, the APIv1 includes a few calls to push and pull settings states from an internal LIFO stack:

- base.settings_backup() — push the current settings state to the settings stack.
- base.settings_restore() — restore the top-most settings state from the settings stack so that they become immediately effective. This call re-initializes the user interface of Gaia Sky, so be aware that the UI will be reset.
- base.settings_clear_stack() — clears the settings stack. Calling *base.settings_restore()* after this will have no effect.

These calls can be used at the start and end of scripts to back up and restore the user settings, so that everything is left unchanged after a script execution.

```
from py4j.clientserver import ClientServer, JavaParameters

gateway = ClientServer(java_parameters=JavaParameters(auto_convert=True, auto_
↪field=True))
apiv2 = gateway.entry_point.apiv2
base = apiv2.base

# 1. Back up settings before anything
base.settings_backup()

# 2. Script does things and modifies the settings

# 3. Restore the settings backed up at point 1
base.settings_restore()

# 4. Close the connection
gateway.close()
```

Logging to Gaia Sky and Python

When printing messages, you can either log to Gaia Sky or print to the standard output of the terminal where Python runs:

```
base.print("This goes to the Gaia Sky log")
print("This goes to the Python output")
```

In order to log messages to both outputs, you can define a function which takes a string and prints it out to both sides:

```
def pprint(text):
    base.print(text)
    print(text)

pprint("Hey, this is printed in both Gaia Sky AND Python!")
```

Method and attribute access

Py4J allows accessing public class methods but not public attributes. In case you get objects from Gaia Sky, you can't directly call public attributes, but need to access them via public methods:

```
# Get the Mars model object
body = scene.get_object("Mars")
# Get spherical coordinates as a Vector2
radec = body.getPosSph()

# DO NOT do this, it crashes!
base.print("RA/DEC: %f / %f" % (radec.x, radec.y))

# DO THIS instead
base.print("RA/DEC: %f / %f" % (radec.x(), radec.y()))
```

Strict parameter types

As general advice, it is better to be strict with the parameter types. Use a floating point number when the method signature takes in a `float` or `double`, and integers when it takes in an `int` or `long`. The scripting interface still tries to perform conversions under the hood but it is better to do it right from the beginning. For example, this method from the refsys module of APIv2

```
double[] galactic_to_cartesian(double l, double b, double r);
```

may not work if called like this from Python:

```
refsys.galactic_to_cartesian(10, 43.5, 2)
```

Note that the first and third parameters are integers rather than floating point numbers. It is better to use explicit floating point numbers instead: like this instead:.. code:: python

    refsys.galactic_to_cartesian(10.0, 43.5, 2.0)

Loading datasets from scripts

Gaia Sky supports data loading from scripts using the *STIL data provider*. It is really easy to load a VOTable file from a script:

```
from py4j.clientserver import ClientServer, JavaParameters
gateway = ClientServer(java_parameters=JavaParameters(auto_convert=True, auto_
```

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```
↪field=True))
apiv2 = gateway.entry_point.apiv2
# Import modules
base = apiv2.base
data = apiv2.data

# Load dataset
data.load_dataset("dataset-name", "/path/to/dataset.vot")
# Async insertion, let's make sure the data is available
base.sleep(2)

# Now we can play around with it
data.hide_dataset("dataset-name")

# Show it again
data.show_dataset("dataset-name")

# Close connection
gateway.close()
```

Additionally, you can also load JSON data files and dataset descriptors made for Gaia Sky (see the *JSON dataset format* section).

Camera transitions

Camera transition calls offer a way to smoothly interpoplate between the current camera state and a target camera state. A camera state is composed by the camera **position** and **orientation** (position, direction, and up vectors). In APIv2, we include a family of calls named `camera.transition(...)` (see here), which produce a transition from the current camera state, to the given camera position and orientation, in a given number of seconds (optionally different for position and orientation).

Additionally, two more calls are available to create transitions only in position and only in orientation:

- camera.transition([params]) — Full camera state transition.
- camera.transition_position([params]) — Position only.
- camera.transition_orientation([params]) — Orientation only.

For the rest of this subsection, we refer to the base `camera.transition(...)` method, but it is applicable to all the variants.

Typically, when the transition must traverse large dynamic ranges of distances, it is necessary to smooth the transitions by starting slow and finishing slow, or starting fast and finishing fast. To that effect, we have included a sub-family of calls which include a smoothing type and factor for position and orientation. The transition duration is also separated by position and orientation.

transition(double[] pos, String units, double[] dir, double[] up, double pos_duration, String pos_smooth_type, double pos_smooth_factor, double ori_duration, String ori_smooth_type, double ori_smooth_factor, boolean sync)

- APIv1 call: camera.transition(double[] pos, String units, double[] dir, double[] up, double pos_duration, String pos_smooth_type, double pos_smooth_factor, double ori_duration, String ori_smooth_type, double ori_smooth_factor, boolean sync).

Duration — `pos_duration` and `ori_duration` are in seconds, and specify the duration for the interpolation in position and orientation, respectively. They may be different, but the call will not return until the longest of the two has finished (if sync is `true`).

Smoothing type — `pos_smooth_type` and `ori_smooth_type` determine the smoothing type. There are two types: **logistic sigmoid** and **logit** (additionally, **none** skips the smoothing). The logistic sigmoid type starts and ends slow, while the logit type starts and ends fast.

Check out this Graphtoy simulation. In it, f_2 is the logistic sigmoid (yellow), and f_3 is the logit type (green).

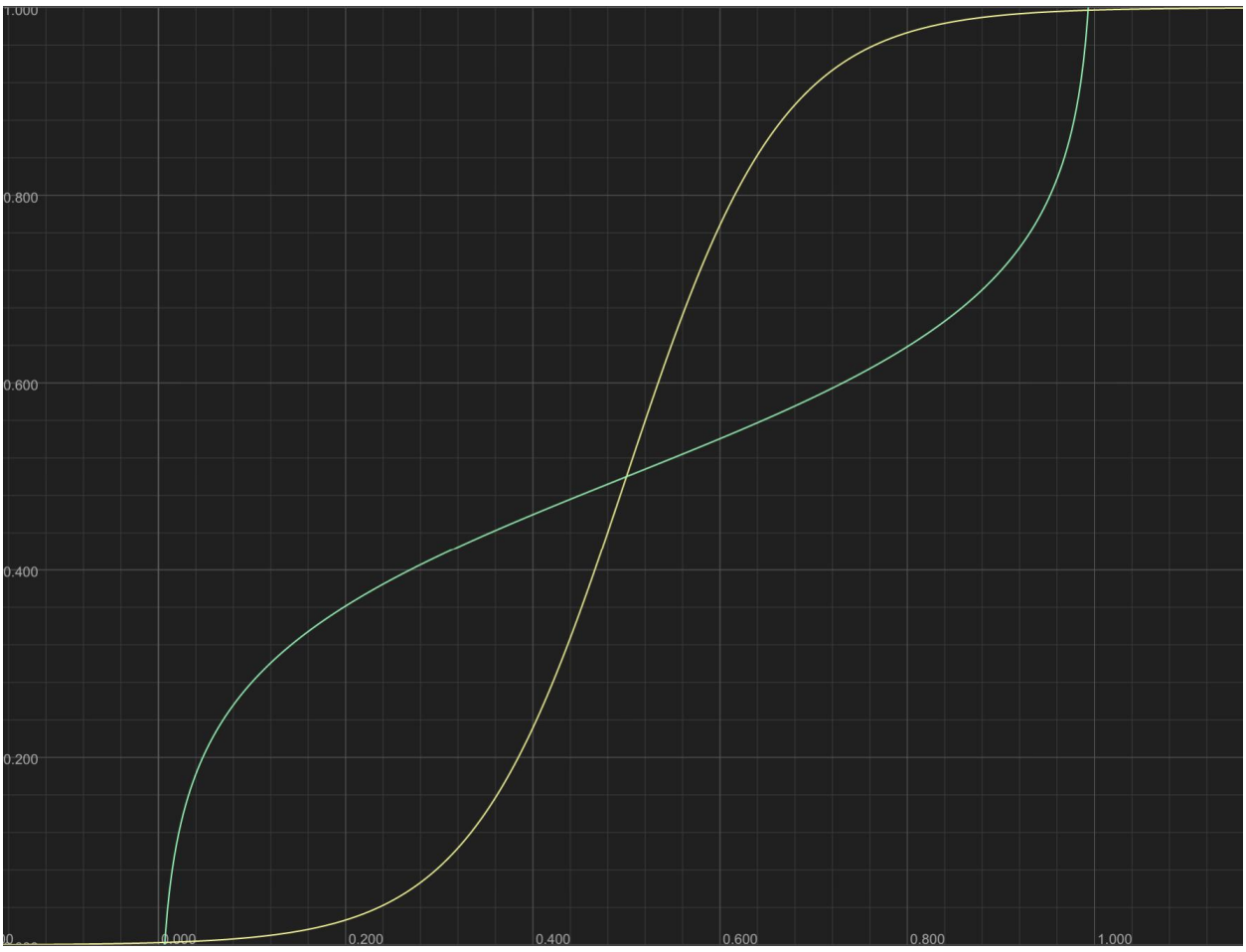


Fig. 87: Smoothing types logistic sigmoid (in yellow) and logit (in green).

The full transition path is mapped to x:[0,1], and we use y:[0,1] given by the smoothing function to generate the sampling.

Smoothing factor — `pos_smooth_factor` and `ori_smooth_factor` determine the smoothing factor. In **logistic sigmoid** the factor must be in [12, Inf]. In **logit**, the factor is in [0.09, 0.01]. You can use the Graphtoy utility above to see the effect of the different factors. You can see and modify the expressions in the text fields to the top-right.

> **Note**
>
> Find the **target camera state** values by putting the camera in the end position and orientation in Gaia Sky, and running the `get-cam-pos.py` script (under `assets/scripts/tests/`):

```
$  python get-cam-pos.py

Camera position:
 -  Internal:     [-5593.0417731364, 13008.1430225486, 1542.9688571213]
 -  Km:           [-5593041773.1363697052, 13008143022.5486202240, 1542968857.
↪1212708950]
 -  AU:           [-37.3871749360, 86.9540651588, 10.3141097317]
 -  Light years:  [-0.0005911850, 0.0013749619, 0.0001630919]
 -  Parsecs:      [-0.0001812581, 0.0004215652, 0.0000500042]

Camera orientation:
 -  Direction:     [0.3965101844, -0.9104556836, -0.1176865406]
 -  Up:     [0.7060462888, 0.2205005155, 0.6729622283]
```

Then, you can create a transition from the current camera state, to the target camera state. Here we have used internal units (first data line in the above snippet).

```
camera.transition([-5593.0417731364, 13008.1430225486, 1542.9688571213],    #␣
↪Position
                  "internal",                                               # Units
                  [0.3965101844, -0.9104556836, -0.1176865406],             #␣
↪Direction
                  [0.7060462888, 0.2205005155, 0.6729622283],               # Up
                  10.0,                                                     #␣
↪Transition duration in position [s]
                  "logisticsigmoid",                                        #␣
↪Smoothing type in position
                  60.0,                                                     #␣
↪Smoothing factor in position
                  7.0,                                                      #␣
↪Transition duration in orientation [s]
                  "logisticsigmoid",                                        #␣
↪Smoothing type in orientation
                  12.0,                                                     #␣
↪Smoothing factor in orientation
                  True                                                      # Sync
```

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```
                )
```

Field of view transitions

Additionally to the camera transitions, the family of calls `camera.transition_fov(...)` (see here) may be used to create smooth transitions in the camera field of view angle. They work in the same way as the *Camera transitions*. FoV transitions typically happen between the current camera FoV and a given target value. `duration`, `smooth_type`, and `smooth_factor` have the same meaning as in regular camera transitions.

Synchronizing with the main loop

Sometimes, when updating animations or creating camera paths, it is necessary to sync the execution of scripts with the thread which runs the main loop (main thread). However, the scripting engine runs scripts in separate threads asynchronously, making it a non-obvious task to achieve this synchronization. In order to fix this, a new mechanism has been added in Gaia Sky `2.0.3`. Now, runnables can be parked so that they run at the end of the update-render processing of each loop cycle. A runnable is a class which extends `java.lang.Runnable`, and implements a very simple `public void run()` method.

Runnables can be **posted**, meaning that they are run only once at the end of the current cycle, or **parked**, meaning that they run until they stop or they are unparked. Parked runnables must provide a name identifier in order to be later accessed and unparked.

- base.park_runnable(name, runnable) — Runs at the end of every loop cycle.

Here is an example of the base scaffolding required to run code in sync with the main loop.

```
from py4j.clientserver import ClientServer, JavaParameters, PythonParameters

class MyRunnable(object):
    def run(self):
        # Your code here
        pass
    class Java:
        implements = ["java.lang.Runnable"]

gateway = ClientServer(java_parameters=JavaParameters(auto_convert=True, auto_
↪field=True),
                       python_parameters=PythonParameters())
apiv2 = gateway.entry_point.apiv2
base = apiv2.base

apiv2.base.park_runnable("my_task", MyRunnable())
apiv2.time.sleep(5.0)
apiv2.base.unpark_runnable("my_task")
```

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```
gateway.close()
```

In this example, we park a runnable which does nothing. You can add your own code in the *run()* method. Note that here we need to pass a `PythonParameters` instance to the `ClientServer` constructor.

A more useful example can be found here. In this one, a polyline is created between the Earth and the Moon. Then, a parked runnable is used to update the line points with the new positions of the bodies. Finally, time is started so that the bodies start moving and the line positions are updated correctly and in synch with the main thread.

Camera and scene runnables

The Gaia Sky main loop updates first the camera position and orientation, and then updates the objects in the scene. In order to maintain sufficient precision, the scene is floated at the position of the camera, meaning that the camera is always effectively at the origin of coordinates, and the scene objects are moved around. This means that the effective position of every objects in the scene at every frame depends on the position of the camera.

So far, we have seen the `base.park_runnable()` method, which parks a runnable that runs only after the camera-scene update cycle. However, sometimes we need to modify the positions of objects in the scene with respect to other objects. If we use the current method, we will always be using the position in the last frame. However, we need to use the position in the current frame, and we can do so by introducing two new park methods:

- base.park_camera_runnable(name, runnable) — Runs after camera update but before scene update. Use this to fetch the **predicted** position of an object to have the position in the current frame.
- base.park_scene_runnable(name, runnable) — Runs after both camera and scene have updated. This is effectively the same as the base `base.park_runnable()`.

An example of this can be found here. It needs a couple of JSON data files (also in the repository).

Overriding object coordinates provider

In APIv2, you can still override the position provider for any object by implementing the Python coordinates provider interface.

```
class MyCoordinatesProvider(object):
    def get_position(self, name, time):
        # Return a list [x, y, z] in internal units
        return [0.0, 1.0, 0.0]
    class Java:
        implements = ["gaiasky.util.coord.IPythonCoordinatesProvider"]

provider = MyCoordinatesProvider()
apiv2.scene.set_object_coordinates_provider("My Object", provider)
```

APIv1

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The Gaia Sky **APIv1** (Javadoc) contains many calls to interact with the platform in real time from Python scripts or a REST HTTP server. The API includes calls to:

- Add and remove messages and images to the interface,
- start and stop time, and change the time warp,
- add scene elements like shapes, lines, etc.,
- load full datasets in VOTable, CSV, FITS, or the internal JSON format,
- manage datasets (highlight, change settings, etc.),
- manipulate the camera position, orientation and mode,
- move the camera by simulating mouse actions (rotate around, forward, etc.),
- activate special modes like planetarium or panorama,
- create smooth camera transitions in position and orientation,
- change the various settings and preferences,
- back-up and restore the full configuration state,
- take screenshots, use the frame output mode.

Gaia Sky provides a REST server that enables the remote execution of API calls over HTTP. This is described in *the REST server section*.

APIv1 reference

The only up-to-date APIv1 documentation for each version is in the interface header files themselves. Below is a list of links to the different APIs.

- Latest API version
- Older API versions (javadoc).

Scripting with APIv1

First of all, *install the environment* if you have not done so.

Gaia Sky uses the single-threaded model of Py4J. In order to connect to Gaia Sky from Python, import `ClientServer` and `JavaParameters`, and then create a gateway and get its entry point. The entry point is the object you can use to call API methods on. Since Gaia Sky uses a server per script, the gateway must be shut down at the end of the script so that the Python program can terminate correctly and Gaia Sky can create a new server to deal with further scripts listening to the Py4J port.

```
from py4j.clientserver import ClientServer, JavaParameters

gateway = ClientServer(java_parameters=JavaParameters(auto_convert=True, auto_
↪field=True))
gs = gateway.entry_point

# User code goes here

gateway.close()
```

The `JavaParameters(auto_convert=True, auto_field=True)` is not strictly necessary, but if you don't use it you need to convert Python lists to Java arrays yourself before calling the APIv1.

Now, we can start calling APIv1 methods on the object `gs`. In the following code snippet we call `disableInput()`, `cameraStop()`, `setHeadlineMessage(String)`, and `setSubheadMessage(String)`.

```
# Disable input
gs.disableInput()
# Stop camera
gs.cameraStop()

# Write welcome message
gs.setHeadlineMessage("Welcome to the Gaia Sky")
gs.setSubheadMessage("Explore Gaia, the Solar System and the whole Galaxy!")
[...]
```

Find lots of example scripts here.

Backing up and restoring settings

Typically, scripts modify various program settings when they run (camera speed, star brightness, field of view, etc.). In order to leave Gaia Sky in the state it was before, scripts have the option to back up and restore the entire settings state of Gaia Sky. To do that, the APIv1 includes a few calls to push and pull settings states from an internal LIFO stack:

- *backupSettings()* — push the current settings state to the settings stack.
- *restoreSettings()* — restore the top-most settings state from the settings stack so that they become immediately effective. This call re-initializes the user interface of Gaia Sky, so be aware that the UI will be reset.
- *clearSettingsStack()* — clears the settings stack. Calling *restoreSettings()* after this will have no effect.

These calls can be used at the start and end of scripts to back up and restore the user settings, so that everything is left unchanged after a script execution.

```
from py4j.clientserver import ClientServer, JavaParameters

gateway = ClientServer(java_parameters=JavaParameters(auto_convert=True, auto_
↪field=True))
gs = gateway.entry_point

# 1. Back up settings before anything
gs.backupSettings()

# 2. Script does things and modifies the settings
[...]

# 3. Restore the settings backed up at point 1.
gs.restoreSettings()

gateway.close()
```

Logging to Gaia Sky and Python

When printing messages, you can either log to Gaia Sky or print to the standard output of the terminal where Python runs:

```
gs.print("This goes to the Gaia Sky log")
print("This goes to the Python output")
```

In order to log messages to both outputs, you can define a function which takes a string and prints it out to both sides:

```
def pprint(text):
    gs.print(text)
```

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```
    print(text)

pprint("Hey, this is printed in both Gaia Sky AND Python!")
```

Method and attribute access

Py4J allows accessing public class methods but not public attributes. In case you get objects from Gaia Sky, you can't directly call public attributes, but need to access them via public methods:

```
# Get the Mars model object
body = gs.getObject("Mars")
# Get spherical coordinates
radec = body.getPosSph()

# DO NOT do this, it crashes!
gs.print("RA/DEC: %f / %f" % (radec.x, radec.y))

# DO THIS instead
gs.print("RA/DEC: %f / %f" % (radec.x(), radec.y()))
```

Strict parameter types

As general advice, it is better to be strict with the parameter types. Use a floating point number when the method signature takes in a `float` or `double`, and integers when it takes in an `int` or `long`. The scripting interface still tries to perform conversions under the hood but it is better to do it right from the beginning. For example, the APIv1 method

```
double[] galacticToInternalCartesian(double l, double b, double r);
```

may not work if called like this from Python:

```
gs.galacticToInternalCartesian(10, 43.5, 2)
```

Note that the first and third parameters are integers rather than floating point numbers. Call it like this instead:

```
gs.galacticToInternalCartesian(10.0, 43.5, 2.0)
```

Loading datasets from scripts

Gaia Sky supports data loading from scripts using the *STIL data provider*. It is really easy to load a VOTable file from a script:

```
from py4j.clientserver import ClientServer, JavaParameters
gateway = ClientServer(java_parameters=JavaParameters(auto_convert=True, auto_
↪field=True))
```

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```
gs = gateway.entry_point

# Load dataset
gs.loadDataset("dataset-name", "/path/to/dataset.vot")
# Async insertion, let's make sure the data is available
gs.sleep(2)

# Now we can play around with it
gs.hideDataset("dataset-name")

# Show it again
gs.showDataset("dataset-name")

# Close
gateway.close()
```

Find an example of how to load a star catalog from a script here. This one showcases how to load a dataset with generic particles (only positions).

Additionally, you can also load JSON data files and dataset descriptors made for Gaia Sky (see the *JSON dataset format* section).

Camera transitions

Camera transition calls offer a way to smoothly interpoplate between the current camera state and a target camera state. A camera state is composed by the camera **position** and **orientation** (position, direction, and up vectors). In APIv1, we include a family of calls named `cameraTransition(...)` (see here), which produce a transition from the current camera state, to the given camera position and orientation, in a given number of seconds (optionally different for position and orientation).

Additionally, two more calls are available to create transitions only in position and only in orientation:

- cameraTransition(pos, units, dir, up, durationPos, smoothTypePos, smoothFactorPos, durationOri, smoothTypeOri, smoothFactorOri, sync).
- cameraPositionTransition(pos, units, duration, smoothType, smoothFactor, sync).
- cameraOrientationTransition(dir, up, duration, smoothType, smoothFactor, sync).

For the rest of this subsection, we refer to the base `cameraTransition(...)` method.

Typically, when the transition must traverse large dynamic ranges of distances, it is necessary to smooth the transitions by starting slow and finishing slow, or starting fast and finishing fast. To that effect, we have included a sub-family of calls which include a smoothing type and factor for position and orientation. The transition duration is also separated by position and orientation.

- APIv1 call: cameraTransition(pos, units, dir, up, posDuration, posSmoothType, posSmoothFac, oriDuration, oriSmoothType, oriSmoothFac, sync).

Duration — `posDuration` and `oriDuration` are in seconds, and specify the duration for the interpolation in position and orientation, respectively. They may be different, but the call will not return until the longest of the two has finished (if sync is `true`).

Smoothing type — `posSmoothType` and `orientationSmoothType` determine the smoothing type. There are two types: **logistic sigmoid** and **logit** (additionally, **none** skips the smoothing). The logistic sigmoid type starts and ends slow, while the logit type starts and ends fast.

Check out this Graphtoy simulation. In it, f_2 is the logistic sigmoid (yellow), and f_3 is the logit type (green).

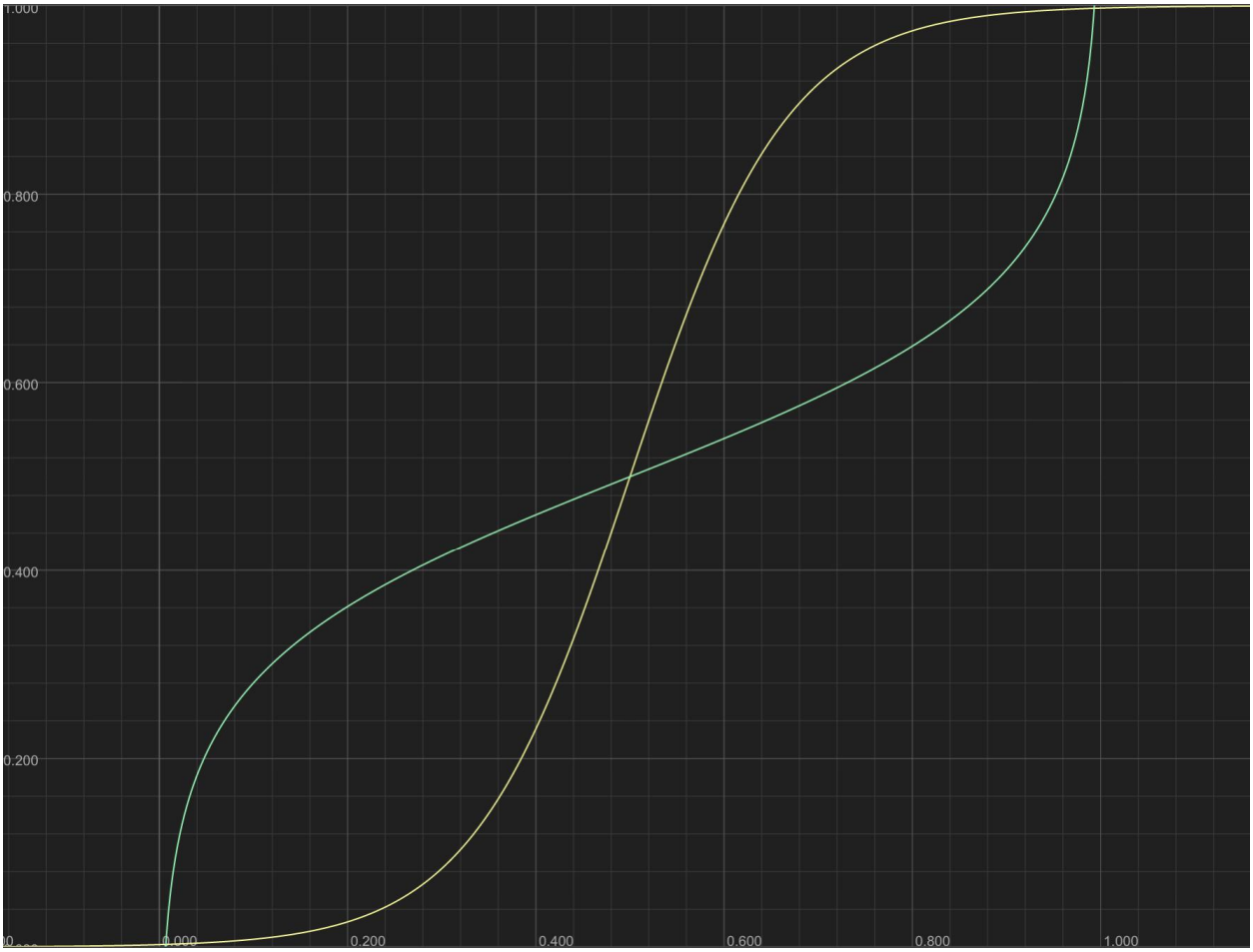


Fig. 88: Smoothing types logistic sigmoid (in yellow) and logit (in green).

The full transition path is mapped to x:[0,1], and we use y:[0,1] given by the smoothing function to generate the sampling.

Smoothing factor — `posSmoothFactor` and `orientationSmoothFactor` determine the smoothing factor. In **logistic sigmoid** the factor must be in [12, Inf]. In **logit**, the factor is in [0.09, 0.01]. You can use the Graphtoy utility above to see the effect of the different factors. You can see and modify the expressions in the text fields to the top-right.

You can always find the **target camera state** values by putting the camera in the end position and orientation in Gaia Sky, and running the `get-cam-pos.py` script (under `assets/scripts/tests/`):

```
$  python get-cam-pos.py

Camera position:
 -  Internal:     [-5593.0417731364, 13008.1430225486, 1542.9688571213]
 -  Km:           [-5593041773.1363697052, 13008143022.5486202240, 1542968857.
↪1212708950]
 -  AU:           [-37.3871749360, 86.9540651588, 10.3141097317]
 -  Light years:  [-0.0005911850, 0.0013749619, 0.0001630919]
 -  Parsecs:      [-0.0001812581, 0.0004215652, 0.0000500042]

Camera orientation:
 -  Direction:     [0.3965101844, -0.9104556836, -0.1176865406]
 -  Up:     [0.7060462888, 0.2205005155, 0.6729622283]
```

Then, you can create a transition from the current camera state, to the target camera state. Here we have used internal units (first data line in the above snippet).

```
gs.cameraTransition([-5593.0417731364, 13008.1430225486, 1542.9688571213],  #␣
↪Position
                "internal",                                                  # Units
                [0.3965101844, -0.9104556836, -0.1176865406],                #␣
↪Direction
                [0.7060462888, 0.2205005155, 0.6729622283],                  # Up
                10.0,                                                        #␣
↪Transition duration in position [s]
                "logisticsigmoid",                                           #␣
↪Smoothing type in position
                60.0,                                                        #␣
↪Smoothing factor in position
                7.0,                                                         #␣
↪Transition duration in orientation [s]
                "logisticsigmoid",                                           #␣
↪Smoothing type in orientation
                12.0,                                                        #␣
↪Smoothing factor in orientation
                True                                                         # Sync
                )
```

Field of view transitions

Additionally to the camera transitions, the family of calls `fovTransition(...)` (see here) may be used to create smooth transitions in the camera field of view angle. They work in the same way as the *Camera transitions*. FoV transitions typically happen between the current camera FoV and a given target value. `duration`, `smoothType`, and `smoothFactor` have the same meaning as in regular camera transitions.

Synchronizing with the main loop

Sometimes, when updating animations or creating camera paths, it is necessary to sync the execution of scripts with the thread which runs the main loop (main thread). However, the scripting engine runs scripts in separate threads asynchronously, making it a non-obvious task to achieve this synchronization. In order to fix this, a new mechanism has been added in Gaia Sky `2.0.3`. Now, runnables can be parked so that they run at the end of the update-render processing of each loop cycle. A runnable is a class which extends `java.lang.Runnable`, and implements a very simple `public void run()` method.

Runnables can be **posted**, meaning that they are run only once at the end of the current cycle, or **parked**, meaning that they run until they stop or they are unparked. Parked runnables must provide a name identifier in order to be later accessed and unparked.

Let's see an example of how to implement a frame counter in Python using `py4j`:

```
from py4j.clientserver import ClientServer, JavaParameters, PythonParameters

class FrameCounterRunnable(object):
    def __init__(self):
        self.n = 0

    def run(self):
        self.n = self.n + 1
        if self.n % 30 == 0:
            gs.print("Number of frames: %d" % self.n)

    class Java:
        implements = ["java.lang.Runnable"]


gateway = ClientServer(java_parameters=JavaParameters(auto_convert=True, auto_
↪field=True),
                       python_parameters=PythonParameters())
gs = gateway.entry_point

# We park a runnable which counts the frames and prints the current number
# of frames every 30 of them
gs.parkRunnable("frame_counter", FrameCounterRunnable())

gs.sleep(15.0)

# We unpark the frame counter
gs.unparkRunnable("frame_counter")

gateway.close()
```

In this example, we park a runnable which counts frames for 15 seconds. Note that here we need to pass a `PythonParameters` instance to the `ClientServer` constructor.

A more useful example can be found here. In this one, a polyline is created between the Earth and the Moon. Then, a parked runnable is used to update the line points with the new positions of the bodies. Finally, time is started so that the bodies start moving and the line positions are updated correctly and in synch with the main thread.

Camera and scene runnables

The Gaia Sky main loop updates first the camera position and orientation, and then updates the objects in the scene. In order to maintain sufficient precision, the scene is floated at the position of the camera, meaning that the camera is always effectively at the origin of coordinates, and the scene objects are moved around. This means that the effective position of every objects in the scene at every frame depends on the position of the camera.

So far, we have seen the `parkRunnable()` method, which parks a runnable that runs only after the camera-scene update cycle. However, sometimes we need to modify the positions of objects in the scene with respect to other objects. If we use the current method, we will always be using the position in the last frame. However, we need to use the position in the current frame, and we can do so by introducing two new park methods:

- `parkCameraRunnable()` — parks a runnable that runs after the camera has updated, but **before** the scene has done so. Use this to fetch the **predicted** position of an object to have the position in the current frame. (see `fetchPredictedPosition()`).
- `parkSceneRunnable()` — parks a runnable that runs after the camera and scene have updated. This is exactly the same as the `parkRunnable()` we already know.

An example of this can be found here. It needs a couple of JSON data files (also in the repository).

Overriding object coordinates provider

The positions of most objects in Gaia Sky are computed internally using coordinate providers. It is possible to override the coordinate providers of objects and implement your own in Python. This way of setting the position of an object is the best way to ensure internal consistency and overall system stability. When the coordinates provider is overridden, the user code runs naturally during the scene graph update stage.

To implement a coordinates provider and set it to an object, you first need to create a class that implements `IPythonCoordinatesProvider`, and submit it to Gaia Sky via the APIv1 call `setObjectCoordinatesProvider(name, provider)`. The provider class needs to have a `getEquatorialCartesianCoordinates(self, julianDate, outVector)` method, which you need to implement. In it, you need to compute the coordinates of your object for the given Julian date (double-precision floating point number), in the *internal reference system and units*, and put the result in `outVector`, using the method `outVector.set(x, y, z)`.

Here is an example:

```
from py4j.clientserver import ClientServer, JavaParameters, PythonParameters
from py4j.java_collections import ListConverter
import os
```

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```
# This is the coordinates provider class.
# It implements the method getEquatorialCartesianCoordinates().
class MyCoordinatesProvider(object):

    def __init__(self, gateway):
        self.gateway = gateway
        self.gs = gateway.entry_point
        self.converter = ListConverter()
        self.km_to_u = self.gs.kilometresToInternalUnits(1.0)
        self.pc_to_u = self.gs.parsecsToInternalUnits(1.0)

    def getEquatorialCartesianCoordinates(self, julianDate, outVector):
        # Here we need internal coordinates.
        x_km = 150000000 * self.km_to_u
        z_km = 200000000 * self.km_to_u
        v = [x_km, (julianDate - 2460048.0) * 100.0, z_km]

        # We need to set the result in the out vector.
        outVector.set(v[0], v[1], v[2])
        return outVector

    def toString():
        return "my-coordinates-provider"

    class Java:
        implements = ["gaiasky.util.coord.IPythonCoordinatesProvider"]


gateway = ClientServer(java_parameters=JavaParameters(auto_convert=True, auto_
↪field=True),
                       python_parameters=PythonParameters())
gs = gateway.entry_point

# Load test star system.
gs.loadDataset("Test star system", os.path.abspath("./particles-body-coordinates.json
↪"))

# Set coordinates provider.
provider = MyCoordinatesProvider(gateway)
gs.setObjectCoordinatesProvider("Test Coord Star", provider)

gs.startSimulationTime()
gs.setCameraFocus("Test Coord Star")

print("Coordinates provider set.")
input("Press a key to finish...")
```

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```
gs.stopSimulationTime()
# Clean up before shutting down, otherwise Gaia Sky will crash
# due to the closed connection.
gs.removeObjectCoordinatesProvider("Test Coord Star")
gs.removeDataset("Coordinates test system")

gs.sleep(2.0)

gateway.close()
```

You can find this script, along with the necessary JSON data file, here.

More examples

As we said, you can find more examples in the `scripts` folder in the repository.

1.2.22 Stereoscopic (3D) mode

Gaia Sky includes a real-time stereoscopic rendering mode that generates two separate images–one for each eye–creating the illusion of depth. This mode can be activated at any time and works with various 3D viewing technologies.

Hint



or *Ctrl* + *S* – Toggle stereoscopic mode on/off

Ctrl + *Shift* + *S* – Cycle through 3D profiles

You can also access 3D settings via *Preferences* → *Stereoscopic settings*

When enabled, Gaia Sky renders the scene from two slightly offset camera positions simulating the left and right eye views. The resulting image pair is arranged according to the selected **stereoscopic profile**.

The stereoscopic mode settings are configured from the *stereoscopic settings* tab in the preferences window.

Basic viewing methods

Hardware-Assisted Viewing:

- **3D TVs & Monitors** – Uses side-by-side or top-bottom formats that compatible displays can convert to 3D.
- **Anaglyph** – Works with tinted glasses that filter light differently for each eye.

Free-Viewing (No Special Equipment):

- **Cross-Eye 3D** – Right image shown to left eye, left image shown to right eye.
- **Parallel View** – Standard arrangement (right→right eye, left→left eye).

Note

Free-viewing techniques require practice. For best results:

- **Cross-eye**: Focus *behind* the screen as if looking at a distant object
- **Parallel view**: Focus *in front* of the screen, letting your eyes diverge

Stereoscopic profiles

Gaia Sky provides six stereoscopic profiles optimized for different viewing methods. Each profile handles image separation, arrangement, and processing appropriately.

Profile details

Profile	Image Arrangement	Primary Use
VR Headset	Side-by-side Left→Left	Basic VR viewers (lens distortion applied)
Cross-Eye	Side-by-side Left→Right*	Free-viewing (cross-eye technique)
Parallel View	Side-by-side Left→Left	Free-viewing (parallel technique)
3DTV Horizontal	Side-by-side Left→Left	3D TVs in side-by-side mode (images stretched vertically)
3DTV Vertical	Top-bottom Top→Left	3D TVs in top-bottom mode (images stretched horizontally)
Anaglyph	Color overlay	Red/cyan or other color-filter glasses

** In cross-eye mode, the left image is intended for the right eye and vice versa.*

Anaglyph profiles

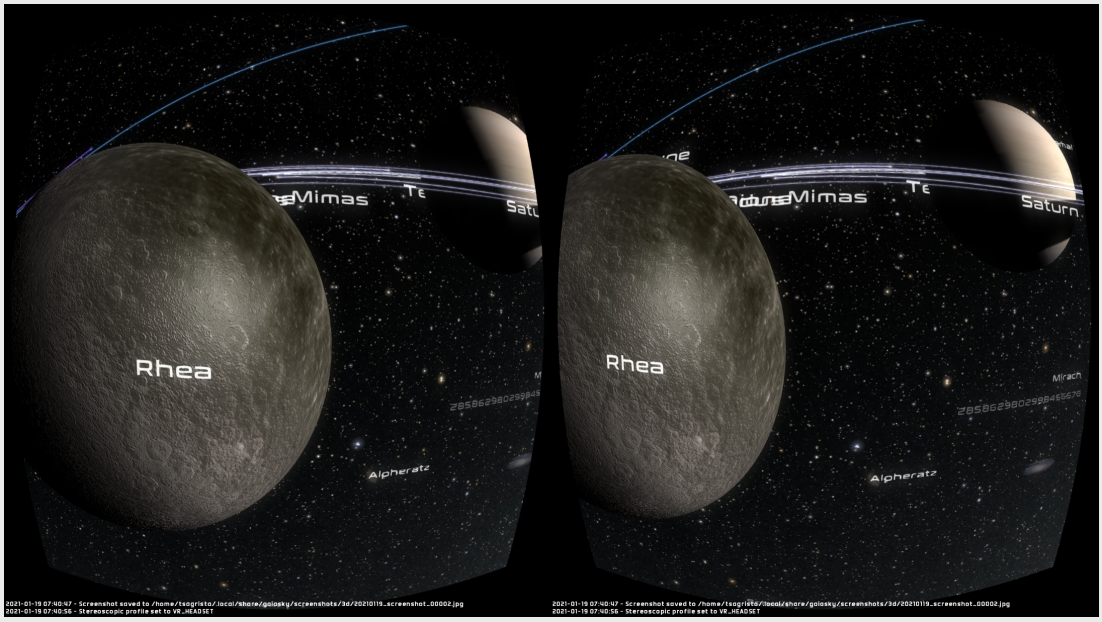
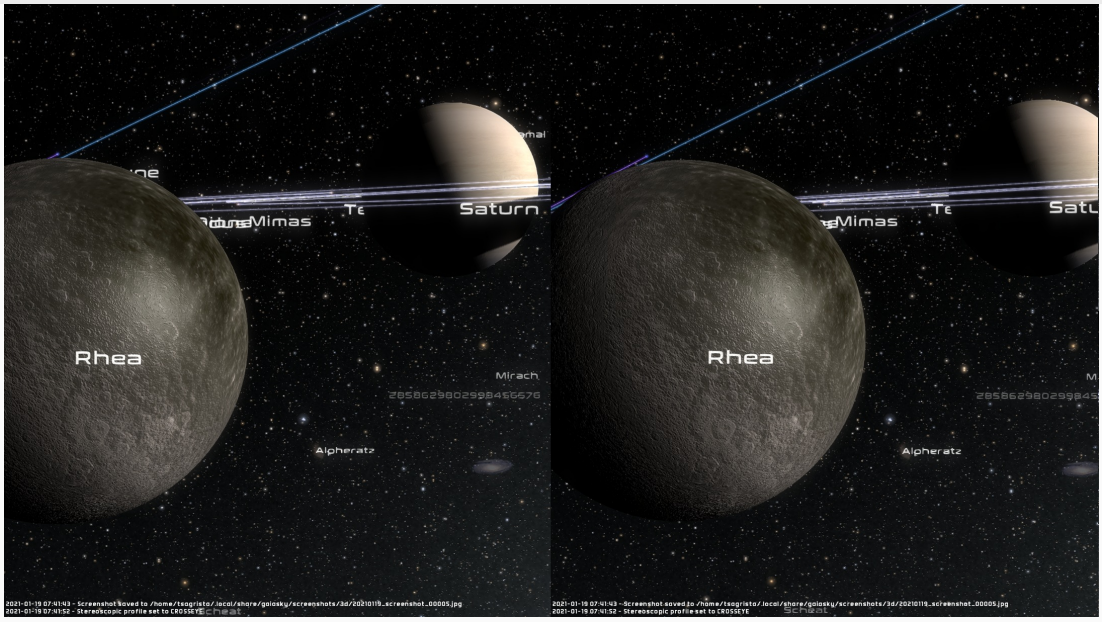
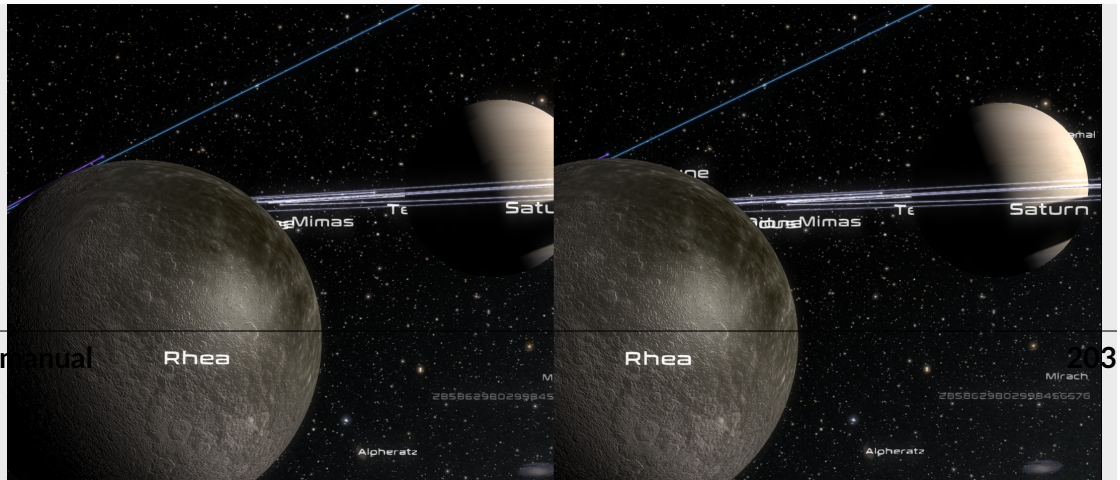
We offer various **anaglyph** profiles, suited for different color-filter glasses:

- **Red/Cyan** – Standard red/cyan anaglyph with gamma-per-channel enhancement
- **Red/Cyan Dubois-style** – Red/cyan with Dubois-style filtering to reduce ghosting and shimmering
- **Amber/Blue** – Standard amber/blue anaglyph
- **Amber/Blue Dubois-style** – Amber/blue with Dubois-style filtering
- **Green/Magenta** – Standard green/magenta anaglyph

- **Green/Magenta Dubois-style** – Green/magenta with Dubois-style filtering
- **Red/Blue** – Classic red/blue anaglyph
- **Custom** – Choose your own anaglyph colors from the preferences dialog.

Hint

The **VR Headset** profile applies barrel distortion to counteract pincushion distortion in VR lenses. This works for basic Cardboard-style viewers but is not equivalent to full VR mode.

Profile	Preview
VR Headset	
Cross-Eye	
	

Stereoscopic mode vs full VR

Important

Stereoscopic Mode and **Full VR Mode** are different features in Gaia Sky:

Feature	Stereoscopic Mode	Full VR Mode
Activation	Toggle anytime in main app	Special VR launcher required
Technology	Standard rendering	OpenXR runtime
Tracking	Mouse/keyboard/gamepad	6DOF head and controller tracking
Input	Standard Gaia Sky controls	VR controller input
Use Case	3D visualization on screen	Immersive VR experience

For full VR with head tracking and motion controllers, you need to use the **OpenXR VR mode**. See the *VR section* for details on setting up and using Gaia Sky in full VR mode.

Troubleshooting

Common Issues:

- **Double vision/eye strain** – Reduce **IPD** value
- **Incorrect 3D effect** – Ensure correct profile for your viewing method
- **3D TV not detecting signal** – Check TV's 3D mode matches Gaia Sky's output format
- **Distorted image in VR viewer** – Use **VR Headset** profile for basic viewers

Technical implementation

The stereoscopic mode settings are available in the preferences dialog, *stereoscopic settings*.

We compute the eye separation with this formula:

$$S_{eye} = \min\left(k \cdot \frac{IPD}{d_S} \cdot d_B \cdot f_{FOV}, S_{max}\right)$$

with:

- S_{eye} is the final eye separation, in internal units.
- k is the global aesthetic scale factor (comfort multiplier). It is a user-adjustable coefficient that scales the entire calculated eye separation, compensating for the mismatch between the theoretical geometric model (based on human-scale IPD and screen distance) and the visually comfortable hyper-stereoscopy required for astronomical scales. Setting $k < 1$ pulls the perceived 3D effect deeper behind the screen for user comfort and reduced eye strain. Unitless.
- IPD is the interpupillary distance, in mm.
- d_S is the screen distance, in mm.

- d_B is the distance to the closest body (either the focus or otherwise), in internal units. Sets the zero-parallax plane at the closest object.
- f_{FOV} is the field of view factor, computed as $tan(fov \cdot 0.5)/tan(fov_{ref} \cdot 0.5)$. Unitless.
- S_{max} is the maximum separation allowed, ~1.0e8 km, expressed in internal units.

The key geometric component is the **FOV Factor** (f_{FOV}), which uses the tangent function to ensure the calculated separation correctly correlates with the perspective projection onto the 2D screen plane.

IPD and d_S, together with an effect scale factor, k, are user-adjustable. Refer to the *stereoscopic mode configuration* section for more information.

Low-Pass filter (smoothing)

To prevent visual artifacts and user discomfort (dizziness) when d_B or fov changes rapidly, the final S_{eye} is fed into a **single-pole low-pass filter (LPF)** function:

$$S_{calc}(t) = S_{calc}(t-1) \cdot (1-\alpha) + S_{eye} \cdot \alpha$$

- $S_{calc}(t)$ is the actual separation used for rendering.
- α (alpha) is the **smoothing factor** ($\alpha \in [0, 1]$), which controls the filter's response time. A small α (e.g., 0.05 to 0.10) ensures the transition is smooth and imperceptible to the user.

1.2.23 Planetarium mode

Gaia Sky supports different planetarium modes, depending on the projector setup.

- Single projector:
  - Azimuthal equidistant (fisheye, dome master) projection.
  - Spherical mirror projection.
- Multi-projector:
  - Use the MPCDI standard and connect various Gaia Sky instances.

Contents

- *Planetarium mode*
  - *Single-projector setup*
    - *Spherical mirror projection*
      - *File format*
  - *Multi-projector setup*
    - *MPCDI*
    - *Gaia Sky configuration file*

– *Re-projection shaders*

Single-projector setup

Gaia Sky can output a true **azimuthal equidistant (dome master)** and **spherical mirror projected** stream suitable for single-projector dome or mirror setups. If you need to separate the UI from the planetarium render window, you have two options:

- Create an external view: *External views*.
- Connect two instances running (possibly) on different computers: *Connecting Gaia Sky instances*.

Hint

To activate the planetarium mode, click on the  icon in the camera section of the control panel. Exit by clicking  again. You can also use the shortcut *Ctrl* + *P*. Switch the projection with *Ctrl* + *Shift* + *P*. If it does not work, remove the *$GS_CONFIG/mappings/keyboard.mappings* file.

Hint

F7 – Save the faces of the current cubemap to image files in the screenshots directory.

Just like the *panorama mode*, this planetarium mode runs by rendering the scene into a cube map (using separate renders for all directions $+X$, $-X$, $+Y$, $-Y$, $+Z$, $-Z$) and renders it using an **azimuthal equidistant (also known as dome master)** projection or a **spherical mirror** projection.

Here are the planetarium mode settings. They can be modified in the preferences window, planetarium tab.

- **Cubemap side resolution** – the resolution of each of the sides of the cubemap can be adjusted in the preferences window, planetarium mode tab.
- **Aperture angle** – the default aperture is $180°$, corresponding to a half-sphere. However this angle can be adjusted to suit different dome types in the planetarium mode tab of the preferences window.
- **View skew** – in focus mode, the view is skewed about $50°$ downwards. This setting is not adjustable as of now.

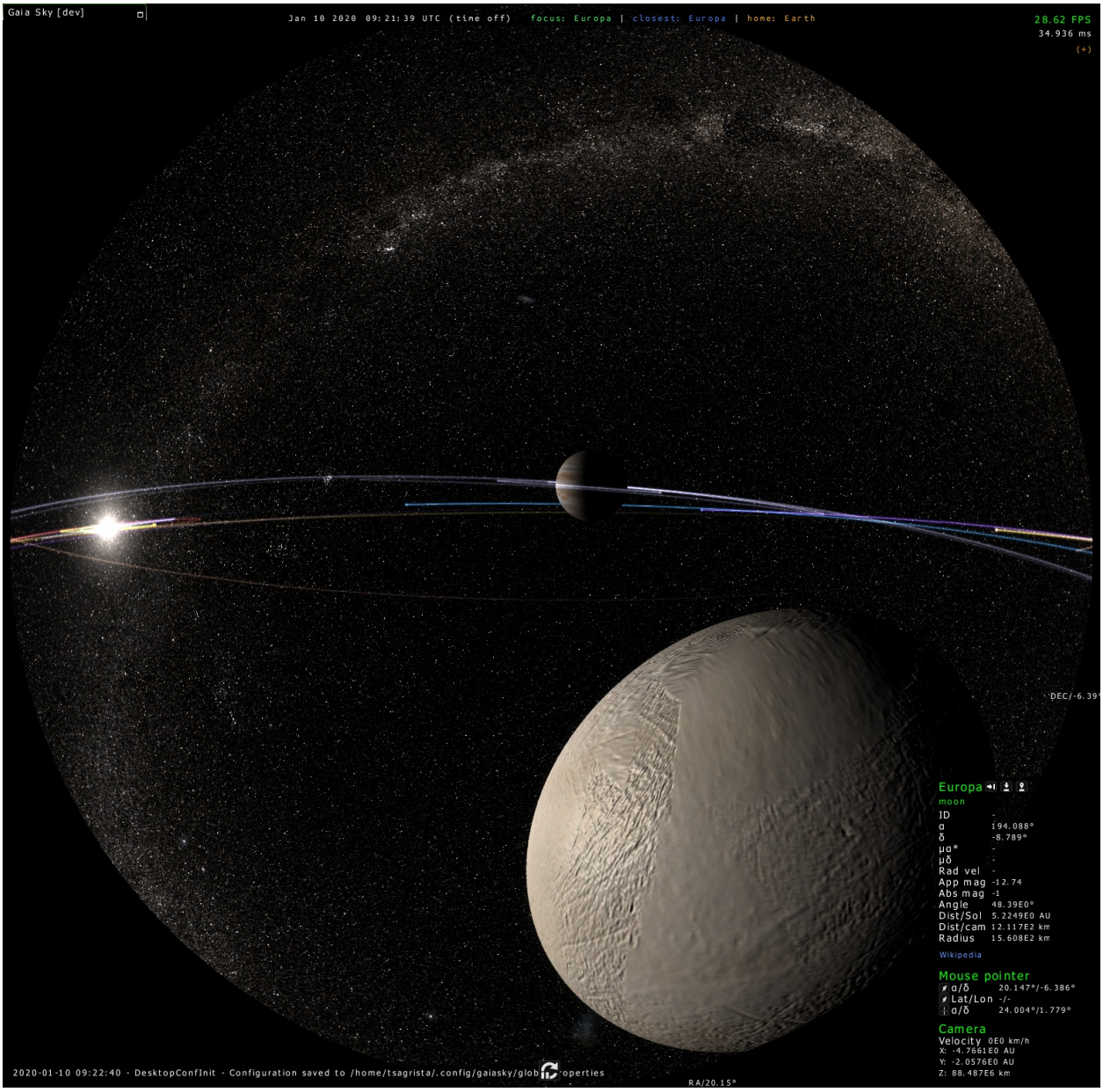


Fig. 89: Planetarium mode with the azimuthal equidistant (fisheye, dome master) projection.

Spherical mirror projection

Gaia Sky supports the spherical mirror projection, where the image is projected using a regular projector and a spherical mirror. For that, the user needs a warp file which defines the surface deformation. You can find some common warp files in our data repository. The spherical mirror file format is described in this post by its creator, Paul Bourke. We reproduce it below, in the *spherical mirror format subsection*.

- spherical_mirror.mp4 – video of the spherical mirror projection, open in new tab!

In planetarium mode, you can switch the projection mode with *Ctrl* + *Shift* + *P*.

In the preferences window,  *Planetarium mode* tab there is one extra setting that applies only to the spherical mirror projection:

- **Warp mesh file** – select the warp file you want to use. This only applies when the spherical mirror projection is being used.

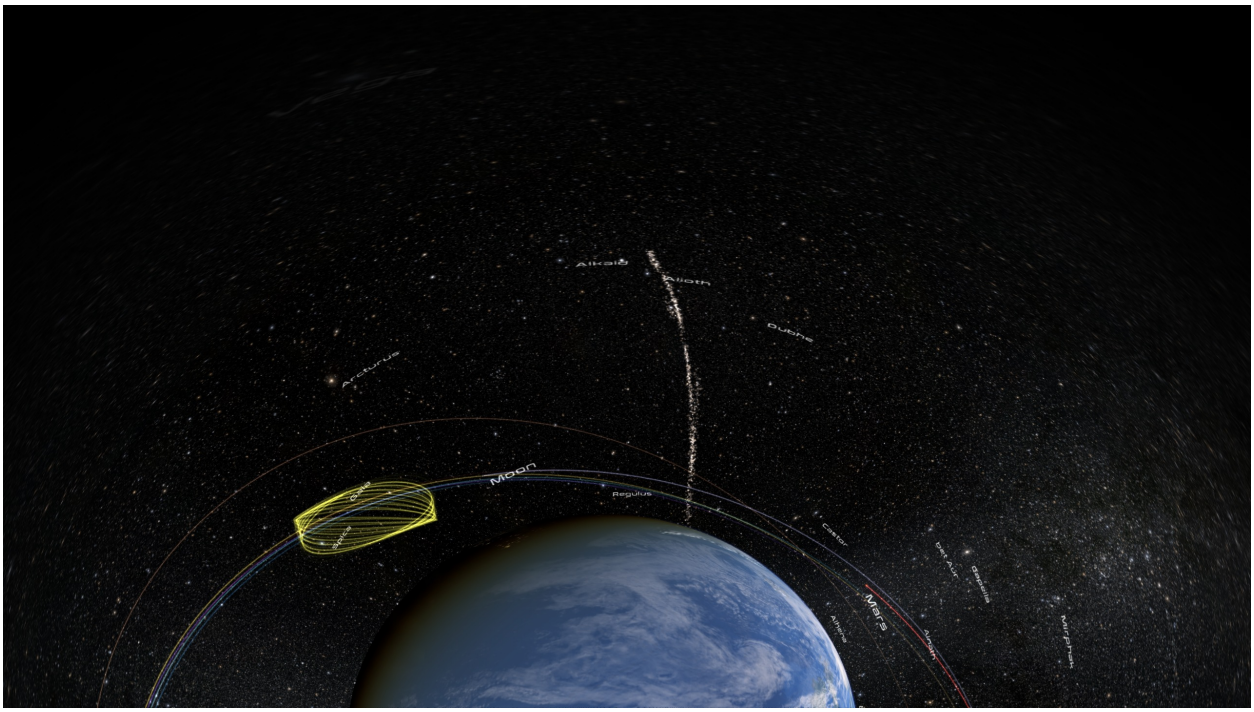


Fig. 90: Planetarium mode with the spherical mirror projection.

File format

This content is from Paul Bourke's website describing the spherical mirror file format.

- First line contains the mesh type, currently rectangular (2) and polar (1) are supported, see figure 3. The only significant difference between these two is the mesh continuity that occurs for the polar mesh across the 0 and 360 degree boundary.

- Second line contains two integers indicating the mesh dimensions, nx and ny.
- The subsequent lines define the nodes, there should be nx times ny lines. These lines contain 5 values defined as follows.
  - Position x and y of the node in normalised coordinates. The mesh need not exactly match the projected image, in figure 2 it actually extends off the projected region while in figure 4 it matches the 4:3 aspect exactly. In the later case the horizontal range (x) will be +- the aspect ratio and the vertical range (y) will be +- 1 (ie: OpenGL style normalised coordinates).
  - Texture coordinate u and v, these should each range from 0 to 1, they refer to the original input image. Values outside the 0 to 1 range indicate that the node is not to be used, this usually means the mesh cells sharing that node are not used but sometimes it is appropriate to triangulate the mesh for such cells.
  - A multiplicative intensity value applied to each r,g,b colour value. The can be used for simple edge blending and to compensate for brightness variation due to different light path lengths from projector to projection surface. This intensity correction should range from 0 to 1, negative values indicate that the node should not be drawn. So 0 indicates none of the corresponding colour, 1 indicates fully saturated. Nodes with intensities outside this range should not be used. Note that per colour, gamma corrected edge blending requires three separate intensity scale factors, one for each r,g,b. While this is a simple extension to the format it is not included here and left to the reader to implement if required.

Multi-projector setup

Gaia Sky offers support for multi-projector setups, where a number of slave instances (each with its own viewport, field of view, warp and blend settings), are synchronized with a master (presenter) instance. Each slave is in charge of producing the image for a single projector and has a different view setup, geometry warp and blend mask. The current section only deals with the configuration of the view, warp and blend parameters for each slave.

Hint

The configuration and setup of the connection between master and slave instances is documented in the *"Connecting Gaia Sky instances" section*.

Additionally to the configuration needed to connect master and slaves, the slave instances need a special view, resolution, warp and blend configuration. These depend on the specifications, location and orientation of each projector, as well as the projection surface.

The following settings can be configured:

- The yaw angle – turn the camera right
- The pitch angle – turn the camera up
- The roll angle – rotate the camera clock-wise
- The field of view angle

- The geometry warp file – a PFM file that contains the destination location for each source location in normalized coordinates
- The blend mask – an 8-bit RGB or RGBA PNG file with the blending mask

The master-slave connection happens via the *REST API server* in Gaia Sky.

Gaia Sky offers two ways to configure these settings for each slave instance:

- Using the MPCDI standard file format
- Using the configuration file of Gaia Sky directly

MPCDI

Gaia Sky partially supports the `MPCDI` format in order to configure each instance. You will need a single `.mpcdi` file for each projector/gaia sky instance. Each file contains the resolution, the yaw, pitch and roll angles, the field of view angle and optionally a `PFM` warp file and a `PNG` blend mask. Gaia Sky does not support the `MPCDI` format fully, here are some caveats.

- Only the '3d' profile is supported
- Only one buffer per display is supported
- Only one region per buffer is supported, and this region must cover the full frame
- Only linear interpolation is supported for the warp file

In order to set the `.mpcdi` file for an instance, set/edit the following property in the instance's configuration file:

```
program.net.slave.config=[path_to_file]/instance_config.mpcdi
```

Gaia Sky configuration file

If you do not have the `MPCDI` files for your projector setup, you can also configure each instance directly using the Gaia Sky properties file for that instance.

Usually, each instance has a configuration file with the name `config.slave[n].yaml`, without the brackets, where n is the slave number. Open this file for each instance and set/edit the following properties.

```
# If you don't have an mpcdi file, use these next properties to
# configure the orientation. In order for this to work, you also
# need to set fullscreen=true, the right fullscreen resolution
# and the right field of view angle.

# Yaw angle (turn head right)
program.net.slave.yaw=[yaw angle in degrees]
# Pitch angle (turn head up)
program.net.slave.pitch=[pitch angle in degrees]
# Roll angle (rotate head cw)
```

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```
program.net.slave.roll=[roll angle in degrees]
# Warp pfm file
program.net.slave.warp=[path to PFM warp file]
# Blend png file
program.net.slave.blend=[path to 8-bit RGB or RGBA PNG file to use as blend mask]
```

Re-projection shaders

The planetarium mode can be simulated in a geometrically incorrect manner by using the post-processing re-projection shaders. These work on the final image after the perspective projection, and re-project it using different algorithms. Please, refer to the *re-projection section* for more details.

For some shaders, you may want to use a greater field of view angle than the maximum. You can do so by directly editing the *configuration file*. For example, we can set the field of view to $160°$ like so:

```
scene:
   camera:
      fov: 160.0
```

Finally, since the re-projection shaders stretch the image, it may be desirable to use a larger resolution for the back buffer. This operation is experimental and not recommended, but it works. Refer to the *back-buffer scale section* for more information.

1.2.24 Panorama mode

Gaia Sky includes a panorama mode where the scene is rendered in all directions ($+X$, $-X$, $+Y$, $-Y$, $+Z$, $-Z$) to a cube map.

Contents

- *Panorama mode*
  - *Configuration*
  - *Creating panorama images*
    - *Injecting panorama metadata to 360 images*
  - *Creating spherical (360) videos*

Hint

To activate the panorama mode, click on the  icon in the camera section of the control

panel. Exit by clicking  again. You can also use *Ctrl* + *K*.

This cube map is then projected onto a flat image. The projections available are:

- Equirectangular/spherical.
- Cylindrical.
- Hammer.
- Orthographic – Renders each hemisphere side-by-side.

Hint

Ctrl + *Shift* + *K* – Cycle between the different projections.

The final image can be used to create 360 panorama videos with head tracking (see here).

Hint

F7 – Save the faces of the current cubemap to image files in the screenshots directory.

Configuration

Please, see the *panorama mode configuration* section.

Creating panorama images

In order to create panorama images that can be viewed with a VR device or simply a 360 viewer, we need to take into consideration a few points.

- You should probably use the equirectangular (spherical) projection, as it is the simplest and the one most programs use.
- Panoramas work best if their **aspect ratio is 2:1**, so a resolution of `5300x2650` or similar should work. (Refer to the *Screenshots* section to learn how to take screenshots with an arbitrary resolution).
- Some services (like Google) have strong constraints on image properties. For instance, they must be at least 14 megapixels and in *jpeg* format. Learn more here.
- Some **metadata** needs to be injected into the image file.

Injecting panorama metadata to 360 images

The program ExifTool can be used to inject the 360 metadata into the images. For example, with a panorama 4K image (3840x2160) we need to run the following command:

```
$  exiftool -UsePanoramaViewer=True -ProjectionType=equirectangular -
↪PoseHeadingDegrees=360.0 -CroppedAreaLeftPixels=0 -FullPanoWidthPixels=3840 -
↪CroppedAreaImageHeightPixels=2160 -FullPanoHeightPixels=2160 -
↪CroppedAreaImageWidthPixels=3840 -CroppedAreaTopPixels=0 -
↪LargestValidInteriorRectLeft=0 -LargestValidInteriorRectTop=0 -
↪LargestValidInteriorRectWidth=3840 -LargestValidInteriorRectHeight=2160 image_name.
↪jpg
```

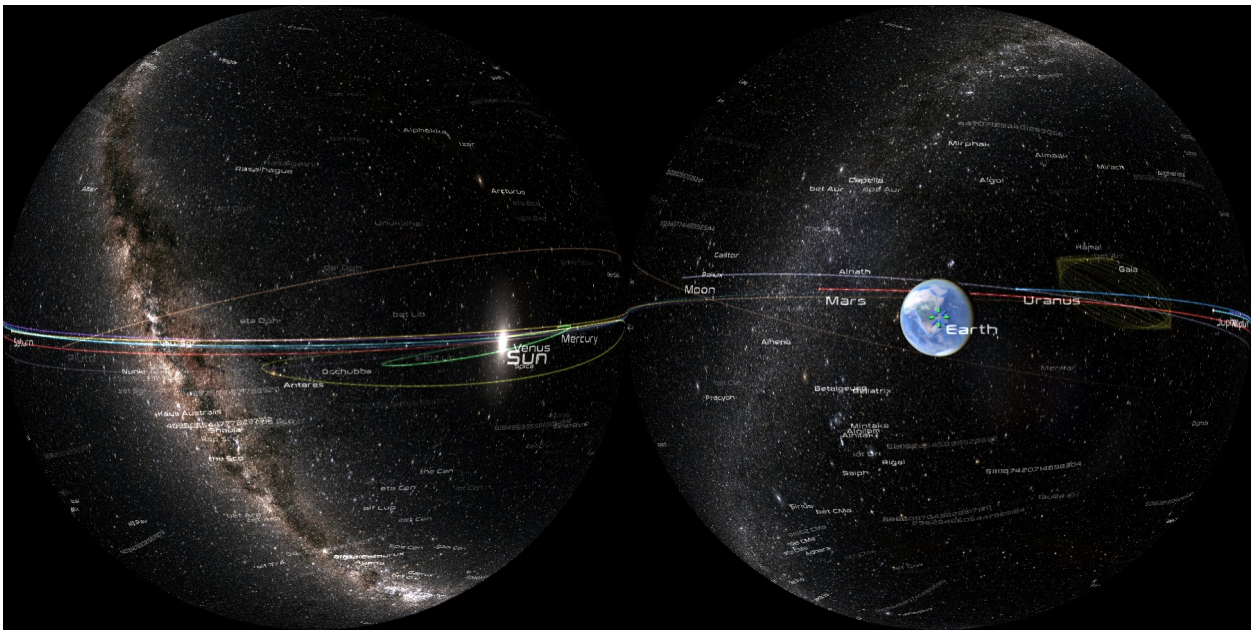


Fig. 91: Panorama image captured with Gaia Sky, using the orthographic projection.

Creating spherical (360) videos

First, you need to capture the 360 video. To do so, capture the images and use `ffmpeg` to encode them or capture the video directly using a screen recorder. See the *Capturing videos* section for more information. Once you have the `.mp4` video file, you must use the spatial media project to inject the spherical metadata so that video players that support it can play it correctly.

First, clone the project.

```
$  git clone https://github.com/google/spatial-media.git
$  cd spatial-media/
```

Then, inject the spherical metadata with the following command. Python 2.7 must be used to run the tool, so make sure to use that version.

```
$ python spatialmedia -i <inupt_file> <output_file>
```

You are done, your video can now be viewed using any 360 video player.

To check whether the metadata has been injected correctly, just do:

```
$ python spatialmedia <file>
```

The spatial-media readme file contains more information on the usage of the tool.

1.2.25 Orthosphere view mode

Hint

Use the button  in the camera pane, or *Ctrl* + *J* to enter and exit the orthosphere view mode.

The orthosphere view mode blends the two hemispheres of the orthographic projection in *panorama mode* on top of each other to simulate a full celestial sphere. There are two profiles:

- **Orthosphere** – the base mode, in which both hemispheres are blended on top of each other. Optionally, you can fill up the sphere with a material with a certain *refraction index*. To do so, open the preferences dialog, go to the Graphics configuration tab and scroll down to the experimental section. You will find a "Refraction index" slider to modify it.
- **Orthosphere cross-eye** – a stereoscopic (3D) cross-eye mode which lays the images for each eye side-by-side.

Hint

Ctrl + *Shift* + *J* – Cycle between the different profiles.

Hint

F7 – Save the faces of the current cubemap to image files in the screenshots directory.

1.2.26 Eclipse representation

Gaia Sky can represent eclipse events between bodies. You can enable and configure eclipses in the preferences window (see the *scene settings page*).

By default, we provide a series of bookmarks to Solar eclipse events (see the *bookmarks documentation*) in the 'Eclipses' folder in the bookmarks pane. Try clicking on any of those, and you should be immediately transported to the time and place of an eclipse.

If highlighting is enabled the penumbra region is highlighted with a yellow line, and the umbra region is highlighted with a red line.

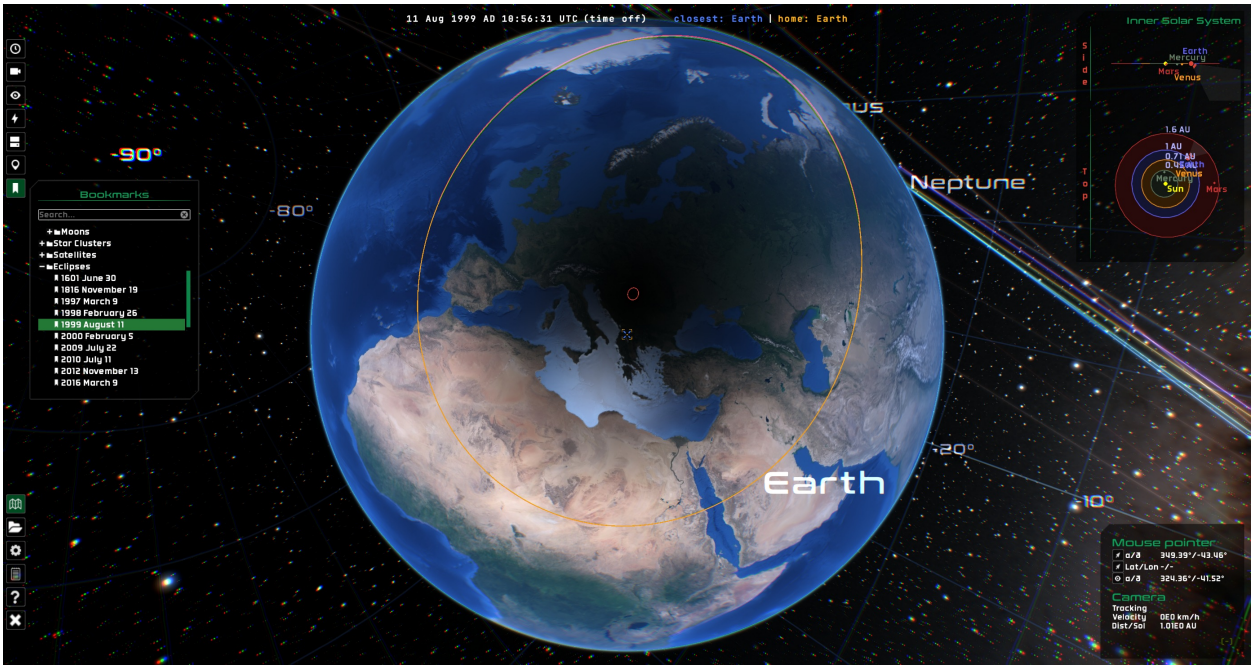


Fig. 92: The Eclipse of August 11, 1999 in Gaia Sky.

1.2.27 External view

Gaia Sky offers a mode to create an additional window with an **external view** of the current scene and no user interface controls. This may be useful when presenting or in order to project the view to an external screen or dome. We call the original window, which contains the UI and controls, **main view**, and the new window with only the scene, **external view**.

In order to create the view, just use the `-e` or `--externalview` flags when launching Gaia Sky.

```
$ gaiasky -e
```

The external view contains a copy of the same frame buffer rendered in the main view. The scene is not re-rendered (for now), so increasing the size of the external window won't increase its base resolution. The original aspect ratio is maintained in the external view to avoid stretching the image, but a 'fill' policy is used in the rendering.

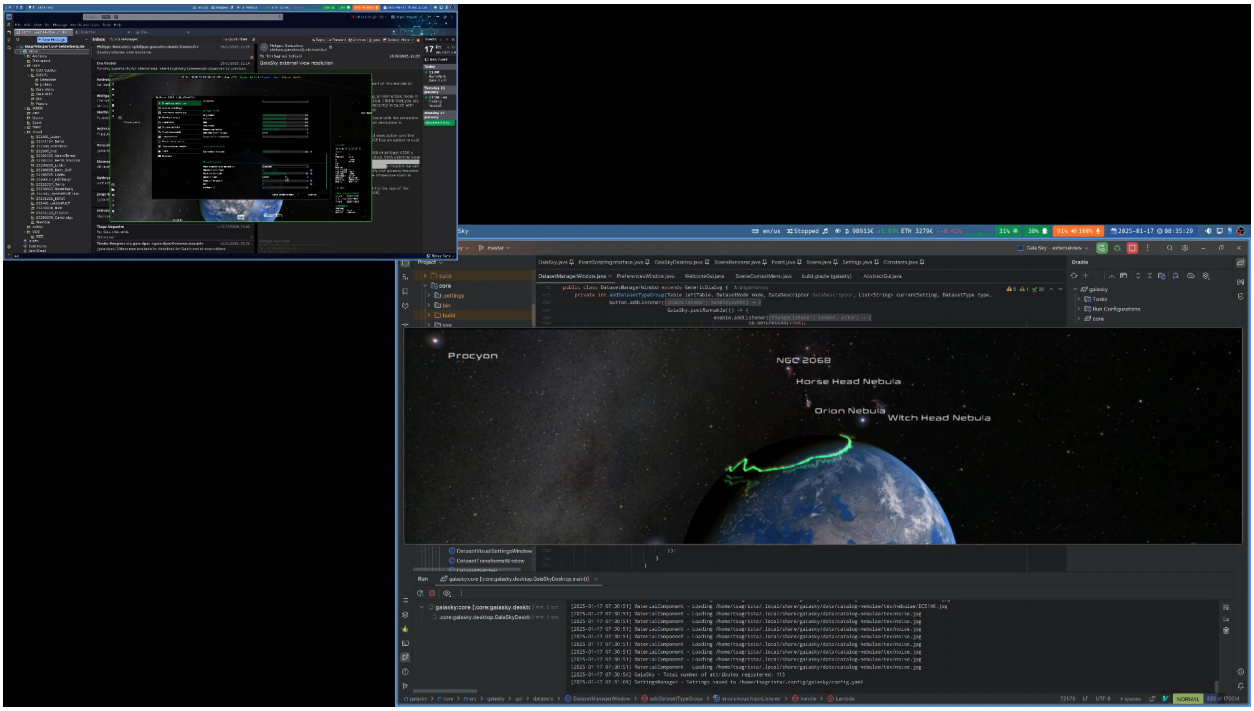


Fig. 93: The external view in Gaia Sky. This configuration has two displays: a 1080p monitor (top-left) and a 4K monitor (bottom-right). The main view is in the 1080p screen, while the external view is in the 4K monitor. The rendering uses a back-buffer scale of 3 to account for the much larger external view window compared to the main view one.

Hint

Enable the external view at launch with the flag `-e` or `--externalview`.

Handling resolution

As we said, the external view only displays **a copy of the frame buffer rendered in the main view**. This means that the resolution of the external view is the same as that of the main view, **regardless of the window size**. When rendering to a projector or dome, this is not ideal. In such a case, it is advised to use the **back-buffer scale** setting (see *back-buffer scale* for more info) to multiply the resolution of the rendering buffer. This scales up the frame buffer used for rendering by a given factor.

If you have the *main view* in a fullHD monitor, and need to render to a projector with a 4K resolution, you need to set the back-buffer scale setting to 2. The back-buffer scale setting applies to the width and height of the frame buffer, not the pixel count, so a setting of 2 applied to 1920x1080 (roughly 2MP) results in a 3840x2160 frame buffer (roughly 8MP). So the pixel count is not lineal, but follows a square law (perfectly, in the case of aspect ratio 1:1).

Additionally, the size of the external view window can be manually edited in the *external view settings*.

1.2.28 Procedural planets

Gaia Sky offers a system to procedurally generate planetary surfaces, cloud layers and atmospheres. This can be applied to planets and moons to modify their looks. The elements that can be procedurally generated are, then, the **model surface**, the **cloud layer** and the **atmosphere**.

Contents

- *Procedural planets*
  - *Using procedural generation*
    - *Surface tab*
    - *Clouds tab*
    - *Atmosphere tab*
  - *Surface generation process*
    - *Seamless (tileable) noise*
    - *Noise parametrization*
  - *Descriptor files*
    - *Randomize all*
    - *Surface description*

        - *Color look-up table*
        - *Noise parameters*
    * *Cloud description*
    * *Atmospheric parameters description*

Hint

The techniques and methods behind the procedural generation of planetary surfaces in Gaia Sky are described in detail in this external article, and also in this other older article. The system has moved on in certain ways, but the basics are the same.

The procedural generation module is accessible via **two distinct ways**:

1. Using the procedural generation window to generate and modify surfaces, clouds and atmospheres interactively, in real time when Gaia Sky is running. The results are not persisted, and are lost on restart. There is an option to save the generated textures to disk as image files.
2. Specifying the procedural generation parameters for each object in the object's descriptor file. This enables a textual definition of bodies and their procedural generation parameters. The files can be loaded at startup and distributed so that other Gaia Sky users can use them.

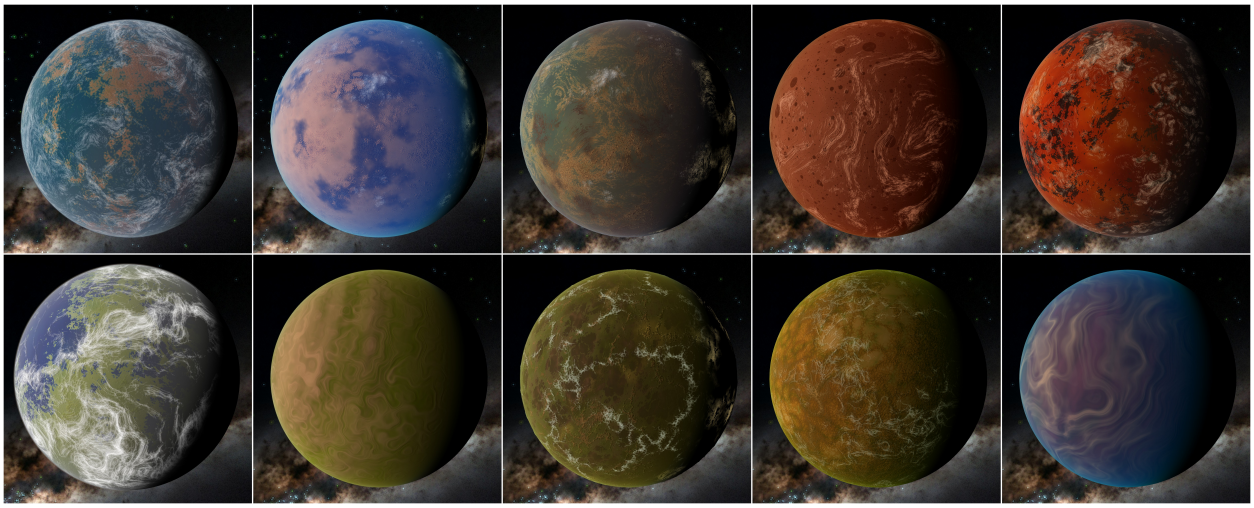


Fig. 94: A few procedurally generated planets.

In the next sections, we first learn how to use the interactive procedural generation in Gaia Sky, and then we present an overview of how the process works, and how to make use of it in data files.

Using procedural generation

This section describes how to use the procedural generation module at runtime during a session.

You can bring up the procedural generation dialog by right-clicking on any planet and/or moon to bring up the **context menu**, and then clicking on *Procedural generation...*. A more straightforward way is to focus on the object and click on the  procedural generation icon in the *camera info panel*. This brings up the procedural generation window. In it, there are three tabs for *surface*, *clouds* and *atmosphere*.

Each tab has two sections:

- **Presets**
- **Parameters**

Use the controls in each tab to modify each of the procedural generation and atmospheric scattering parameters.

- Randomize all parameters for the current element with the  button at the top.
- Launch a generation with the current parameters with the  *Generate [layer]* button at the bottom.

To the bottom, there are three controls.

-  *Randomize all* – randomize the surface, clouds and atmosphere of this planet or moon.
- **Generated texture resolution** – this slider defines the texture resolution for the procedural generation. Higher resolution means more visual fidelity, but more GPU memory usage and longer processing times.
- **Export textures to disk as JPEG files after generation** – export the generated textures to disk as JPEG image files. The actual saving to disk is done in a separate thread, so this should not slow things down by a lot. The default export location is `$data/procedural-planet-textures` (see *System Directories*). The exported textures are named as follows:
  - `[name]-biome.jpeg` – biome texture. Contains the elevation in the red channel, the humidity in the green channel, and the temperature in the blue channel. See *Noise parametrization* for more information.

- `[name]-diffuse.jpg` – the diffuse texture, containing the base color.
- `[name]-specular.jpg` – the specular map.
- `[name]-cloud.jpg` – the cloud layer.
- `[name]-emission.jpg` – the emission channel, if any.

Surface tab

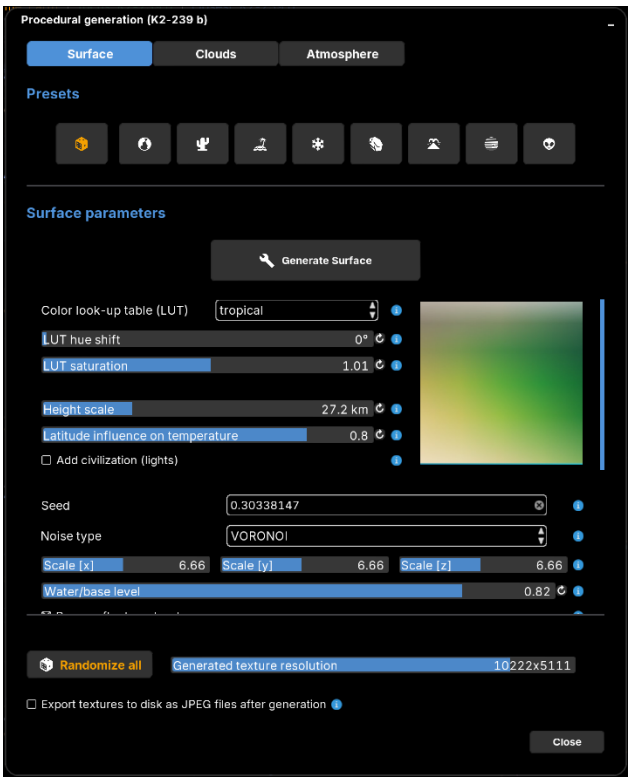


Fig. 95: The surface tab

The surface tab contains a few presets at the top, and the full parameter controls below it. The presets are:

-  – generate an Earth-like planet with mountains and seas.
-  – generate a barren dune and sand world.

-  – generate a tropical planet full of islands and jungles.
-  – generate a cold planet, with mostly snow. It may also have lakes and seas.
-  – generate a planet of rock. May also have lava.
-  – generate a molten lava hot world.
-  – generate a gas giant.
-  – generate an alien planet.

At the beginning of the preset buttons is the randomize surface  button, which rolls the dice without restrictions.

In the **Surface parameters** section, we find the following controls to fine-tune the parameter values.

-  *Generate surface* – generate the surface with the current noise parameters.
- **Color look-up table** – the look-up table to use to generate the diffuse map for the surface.
- **LUT hue shift** – an angle by which to rotate the look-up table colors in the HSL color space. This enables generating several different color palettes from the same table.

- **LUT saturation** – saturation of the LUT.
- **Height scale** – the physical height value (in km) to map to the value 1 in the elevation map.
- **Latitude influence on temperature** – the temperature is generated in the blue channel in the biome texture. The latitude influence sets an additional constraint on the temperature, which decreases with the planet latitude by a certain amount. This amount is controlled by this slider. Increase it to have much colder polar regions, decrease it to make the polar regions disappear.
- **Add civilization (lights)** – if enabled, the generation process creates an emissive map that simulates cities and civilizations by means of emissive regions (lights), visible on the dark side of the planet. On the light side of the planet, the cities can be seen in the diffuse texture.

To the bottom, we find the noise parameters to generate the surface. These are described in *Noise parametrization*.

Clouds tab

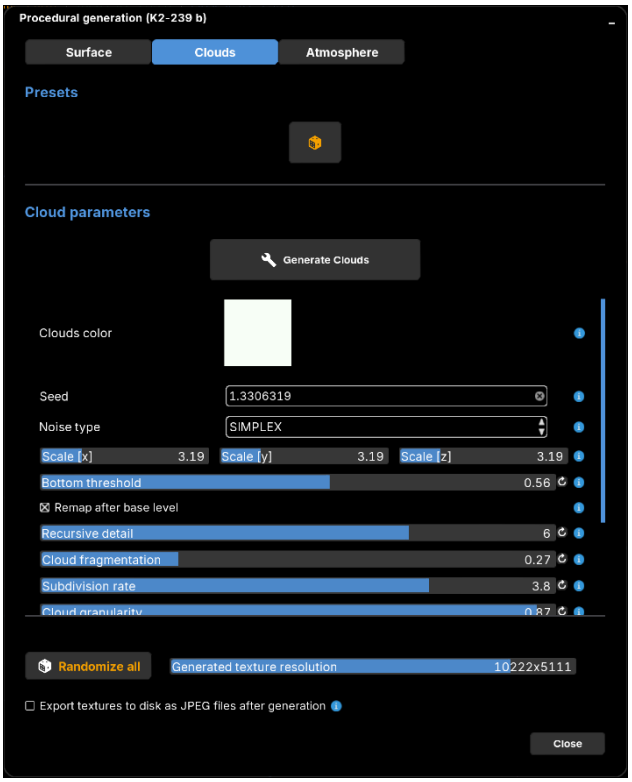


Fig. 96: The clouds tab

The clouds tab contains a button at the top:

-  – randomize all parameters and automatically generate a new clouds layer.

Below the button, we find the **Cloud parameters**. In this section, we find the following:

-  *Generate clouds* – generate the clouds layer using the current parameters.
- **Cloud color** – a color picker used to indicate the base color of the clouds layer.

Below are the noise parameters used to generate the clouds. These are described in *Noise parametrization*.

Atmosphere tab



Fig. 97: The atmosphere tab

The atmosphere tab contains the **Presets** at the top.

Here, we find the  button to randomize the atmospheric scattering parameters, and a succession of planet icons  in different colors to generate atmospheres using them. In **Atmospheric scattering parameters**, we find the following controls:

-  *Generate Atmosphere* – generate an atmosphere with the current atmospheric scattering parameters.
- **Wavelengths** – the values of $\frac{1}{\lambda^4}$ for the red (λ_0), green (λ_1) and blue (λ_2) channels. These are the Rayleigh scattering rates of different light wavelengths.
- **Light brightness** – the brightness of the illuminating star.
- **Kr** – Rayleigh scattering constant.
- **Km** – Mie scattering constant.
- **O_3 optical depth** – ozone vertical optical depth at red (Chappuis band, ~600 nm). Controls ozone absorption in the stratosphere, producing a subtle purple/pink twilight glow. Higher values strengthen the effect. Earth reference: ~0.025.
- **Fog density** – density of the simulated fog when inside the atmosphere.
- **Number of samples** – number of samples to use to compute the atmospheric scattering in the shader.
- **Fog color** – the color of the fog.

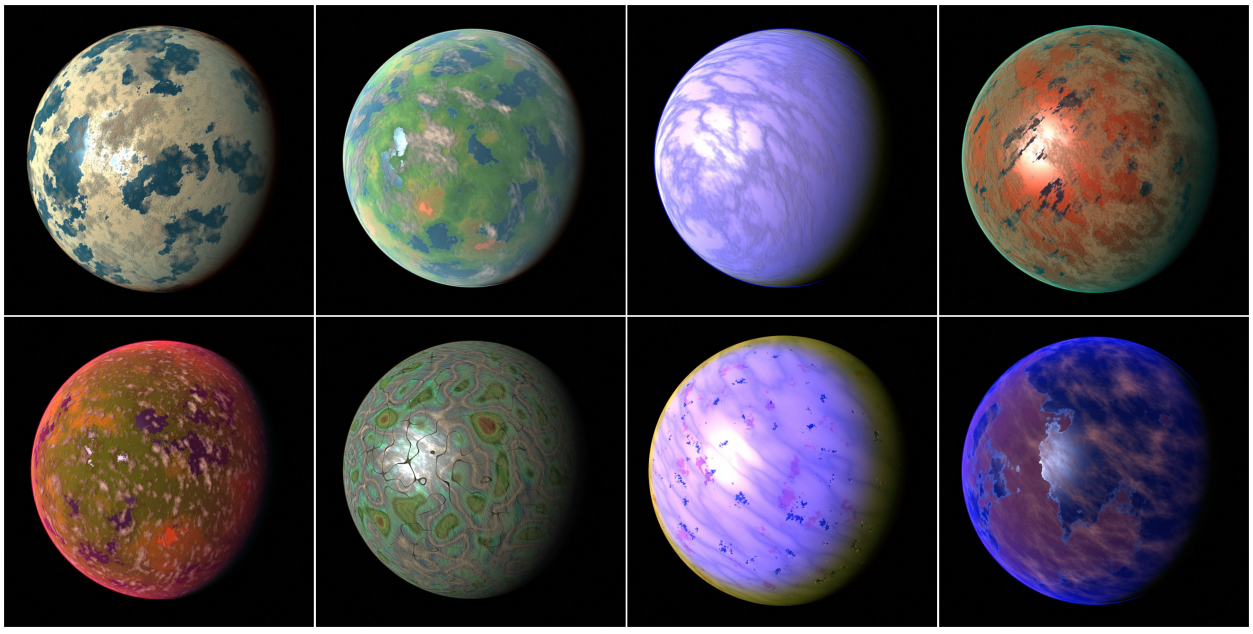


Fig. 98: A few planets created using the *randomize all* button.

Surface generation process

The surface generation process starts with the generation of the elevation, humidity and temperature data. This process is known as the biome generation. The elevation data is a 2D array containing the elevation value in $[0, 1]$ at each coordinate. The humidity and temperature data have the same form. First, let's look at our sampling process.

Seamless (tileable) noise

Usually, noise sampled directly is not seamless. The noise features do not repeat over a period, so it can not be stitched together without presenting seams. It can not be tiled. In the case of one dimension, the straightforward approach is to sample the noise using the only dimension available, in a line, in x:



Fig. 99: Sampling noise in 1D leads to seams

However, if we go one dimension higher, to 2D, and sample the noise along a circumference embedded in this two-dimensional space, we get seamless, tileable noise.

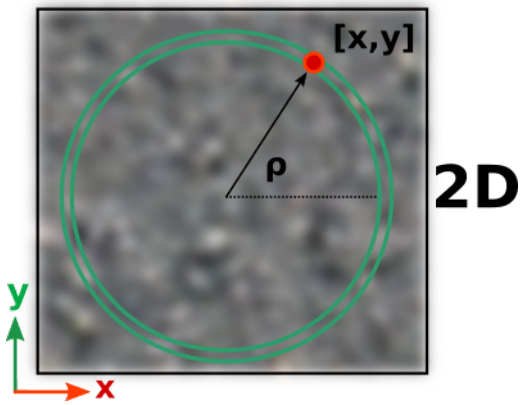


Fig. 100: Sampling noise along a circumference in 2D space is seamless

We can apply this same principle with any dimension d by sampling in $d+1$. Since we need to create spherical 2D maps, we do not sample the noise function using the x and y coordinates of the pixel in image space. That would produce higher frequencies at the poles and lower frequencies around the equator. Additionally, the noise would contain seams, as it does not tile by default. Instead, we sample the 2D surface of a sphere of radius 1 embedded in a 3D volume, so we sample 3D noise. To do so, we iterate over the spherical coordinates φ and θ, and transform them to cartesian coordinates to sample the noise:

$$
\begin{aligned}
x &= \cos\varphi \sin\theta \\
y &= \sin\varphi \sin\theta \\
z &= \cos\varphi
\end{aligned}
$$

Note

The mathematical formulas above use the standard polar angle convention (φ from the z-axis, θ as the azimuthal angle). The code snippet below uses latitude (φ) and longitude (θ), which is the geospatial convention. Both conventions describe the same sphere surface and produce identical results.

The process is outlined in this code snippet. If the final map resolution is $N \times M$, we use N θ steps (longitude samples) and M φ steps (latitude samples).

```
for (phi = -PI / 2; phi < PI / 2; phi += PI / M){
    for (theta = 0; theta < 2 * PI; theta += 2 * PI / N) {
        n = noise.sample(cos(phi) * cos(theta), // x
                         cos(phi) * sin(theta), // y
                         sin(phi));             // z
    }
}
```

Noise parametrization

The generation is carried out by sampling configurable noise algorithms at different levels of detail, or octaves. To do that, we have some important noise parameters to adjust:

- **Seed** – a number which is used as a seed for the noise RNG.
- **Noise type** – the base noise type. In Gaia Sky, this can be **perlin**[1], **simplex**[2], **voronoi (worley)**[3] or **crater**.
- **Scale** – determines the scale of the sampling volume. The noise is sampled on the 2D surface of a sphere embedded in a 3D volume to make it seamless. The scale stretches each of the dimensions of this sampling volume.
- **Base/water level** – the minimum level of the noise, mapped to the bottom of the LUT.
- **Remap after base level** – remap everything above the base level to the [0,1] range.
- **Recursive detail (octaves)** – the number of levels of detail. Each octave reduces the amplitude and increases the frequency of the noise by using the lacunarity parameter.
- **Continent/cloud fragmentation (frequency)** – initial noise frequency.
- **Subdivision rate (lacunarity)** – determines by which factor the frequency is increased in each successive octave.
- **Elevation/cloud granularity (persistence)** – determines by which factor the amplitude is reduced in each successive octave. Higher values make subsequent octaves more prominent.
- **Plains height (only surface)** – sets the elevation at which the plains arrive. Set to 0 to disable plains.
- **Plains slope (only surface)** – sets the slope of the plains.
- **Domain warp strength** – warp the sampling domain with the given strength.
- **Domain warp frequency** – frequency of the noise channel used to warp the domain.
- **Sigmoid map** – map the noise above base level using a sigmoid function (smoothstep).
- **Turbulence** – apply an absolute value function to the noise.

[1] https://en.wikipedia.org/wiki/Perlin_noise
[2] https://en.wikipedia.org/wiki/Simplex_noise
[3] https://en.wikipedia.org/wiki/Worley_noise

- **Ridge** – invert the noise values, creating ridge noise.

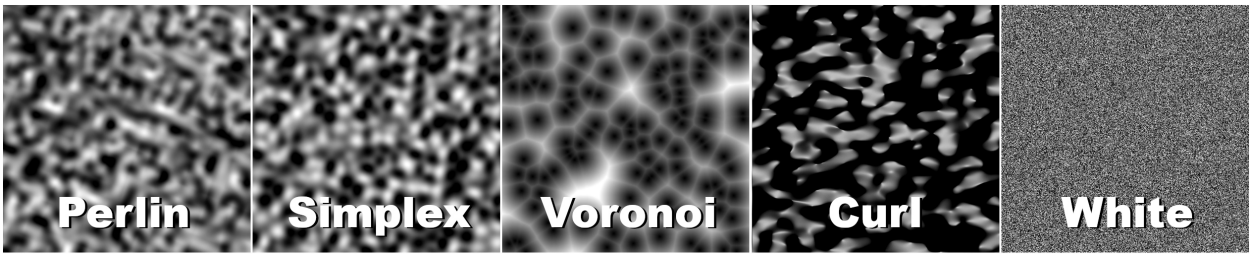


Fig. 101: Some of the noise types available

We generate three base noise maps, for elevation, humidity, and temperature. These three maps are combined into a single biome texture (elevation in red, humidity in green, temperature in blue), which is an intermediate product. The biome texture is then used to sample the 3D color look-up table to produce the final diffuse (color) texture. The elevation is used directly as the height texture. The humidity and temperature are used, together with the elevation, to determine the diffuse color of each final pixel using a 3D look-up table. The humidity value is mapped to the x coordinate (the first axis of the 3D LUT texture), the elevation value is mapped to y (the second axis), and the temperature is mapped to z (the third axis). These are texture coordinates within the 3D look-up table, not spatial coordinates of the planet. All coordinates are normalized to $[0, 1]$ before sampling. The 3D look-up table is loaded into a 3D texture by using different temperature slices, each as a single JPG or PNG image.

The look-up can be hue-shifted by an extra **hue shift** parameter, in $[0°, 360°]$. Its saturation can also be adjusted dynamically. The hue shift and saturation operations happen in the HSL color space. Once the shift is established, we generate the diffuse texture by sampling the look-up table and shifting the hue. The specular texture is generated by assigning a full specular value to all areas where the height equals zero.

Finally, the normal map is generated, if needed, from the height map by determining elevation gradients in both X and Y. This is only generated when 'elevation representation' is set to 'none' in the settings. If it is set to 'tessellation' or 'vertex displacement', the normal vectors are computed from the slope of the triangles themselves and the normal map is not needed.

Descriptor files

This section describes how to set up the procedural generation using JSON descriptor files and how to express the parameters seen in the previous section in these descriptor files. The format is thoroughly documented in *this section*.

The procedural generation parameters for surfaces and clouds are described in the `material` and `cloud` elements. The `material` element lives inside the `model` element. By contrast, there are no procedural generation parameters that can be set in the `atmosphere` element itself. It just holds the atmospheric scattering parameters. However, the atmosphere element as a whole can be randomized. Let's see how to randomize these elements in the next section.

Randomize all

The easiest way to add procedural generation to an object is by using the `randomize` element. It is an array which can contain the strings `"surface"`, `"cloud"` and `"atmosphere"`. It can optionally be accompanied by a `seed` element, specifying the seeds for each of the elements to be randomized. A seed is a 64-bit number used to initialize the RNG (random number generator) so that it always produces the same random number sequence. If you omit the seeds, the system will randomly generate them. Otherwise, they are matched to elements by their order of appearance in the arrays. If the seeds array is not long enough, the first seed is used. Let's see an example:

```
{
    "name" : "Exonia f",

    "randomize" : [ "surface", "cloud", "atmosphere" ],
    "seed" : [111, 222, 333]
}
```

In the snippet above we have omitted all the usual elements (`color`, `size`, `ct`, etc.) except the name. The last two elements specify the components to randomize and their seeds. In this case, the model would take the seed 111, the cloud would take the seed 222 and the atmosphere would take the seed 333.

If any of the elements were not present in the `randomize` array, it would not be generated. If the element object is present, it will be picked up, but only if the `randomize` array does not contain it. The `randomize` array has precedence.

Surface description

Some of the textures in the material element, making up the surface of the body, can be procedurally generated. The procedural generation parameters are specified in the `material` element inside the `model` element. Let's see an example:

```
"model"                 : {
    "args" : [true],
    "modelType" : "cubesphere",
    "params" : {
        "divisions" : 200,
        "diameter" : 1.0,
        "flip" : false
    },
    "material" : {
        "height" : "generate",
        "diffuse" : "generate",
        "normal" : "generate",
        "specular" : "generate",
        "biomeLUT" : "earthlike",
        "LUTHueShift" : -15.0,
        "LUTSaturation": 1.2,
```

(continues on next page)

(continued from previous page)

```
        "heightScale" : 14.0,
        "noise" : {
            "seed" : 993390,
            "scale" : 0.1,
            "type" : "simplex",
            "persistence": 0.5,
            "frequency" : 5.34,
            "lacunarity" : 2.0,
            "baseLevel": 0.45,
            "octaves" : 10,
        },
    }
}
```

Usually, the `diffuse`, `height`, `normal` and `specular` elements contain texture image file locations. However, if they are set with the special token `"generate"`, they will be procedurally generated by the system using the process described above.

Color look-up table

The color look-up table is specified in the `biomeLUT` element as a LUT name. The accepted names are:

- earthlike
- desert
- ice
- lava
- rocky
- tropical
- alien

The hue shift is specified in `LUTHueShift` and contains the shift value in degrees. The saturation is in `LUTSaturation` and in the range of [0,2].

Noise parameters

The noise parameters described in *this section* above can be specified in the `noise` attribute. The parameters translate 1-to-1 to what is described above, so they are pretty much already covered. If the noise parameters are not there, they are randomly initialized. These noise parameters are used to produce the elevation data and the humidity data.

Cloud description

The clouds description is specified in the `cloud` attribute. It contains the size of the clouds sphere (in km) and the parameters for the model. Then, in the inner `cloud` attribute we can either specify a texture image file, or we can use the reserved token `"generate"`. If so, we can specify the noise parameters just like in the material. If the noise parameters are not there, they are randomized automatically.

```
"cloud" : {
    "size" : 2430.0,
    "cloud" : "generate",
    "modelType": "cubesphere",
    "params" : {
        "divisions" : 100,
        "diameter" : 2.0,
        "flip" : false
    },
    "noise" : {
        "seed" : 1234,
        "scale" : [1.0, 1.0, 0.4],
        "type" : "simplex",
        "baseLevel": 0.3,
        "persistence": 0.5,
        "frequency" : 4.34,
        "lacunarity": 2.0,
        "octaves" : 6,
    }
}
```

Atmospheric parameters description

The format for the atmospheric scattering parameters is documented in *this section*. If the value `atmosphere` is in the array of `randomize`, the atmospheric scattering parameters will be randomized automatically.

1.2.29 Procedural galaxies

Gaia Sky includes a flexible and powerful procedural galaxy system that enables real-time generation of galaxy models. The system is based on billboard particles, i.e., particles that are always oriented towards the camera.

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- *Procedural galaxies*
  - *Channels and pipeline*

- *Using procedural generation*
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    - *Particle Size*
    - *FBM Noise*
    - *Size Randomness*
    - *Intensity*
    - *Number of Arms*
    - *Base Angle*
    - *Eccentricity*

        - *Dx and Dy*
        - *Blending*
        - *Layers*
        - *Max Size*
    - *Controls*
- *Descriptor Files*
    - *Procedural Mode*
    - *Non-procedural Mode (Explicit Data)*
    - *Mixed Parameters*
    - *Summary*

The procedural galaxy system can be accessed in **two main ways**:

1. **Interactive generation via UI**: You can create and modify galaxies in real-time while Gaia Sky is running. By default, the generated galaxies are not persisted, but you can generate the corresponding JSON descriptor for the galaxy and copy it to the clipboard for further use.
2. **Predefined generation via descriptor files**: You can specify the galaxy parameters in JSON descriptor files. This allows textual definition and sharing of galaxy models. These files can be loaded at startup, making it easy to distribute galaxies for use by other Gaia Sky users.

In this section, we will first explain the generation pipeline. Then, we look at how to use the interactive procedural galaxy generation in Gaia Sky, and finally, we provide an overview of the underlying process and how to use it via descriptor files.

Channels and pipeline

Every generated galaxy is composed of a few **channels**. Each channel represents a different component of the galaxy, such as **stars**, **gas**, **dust**, or **H II regions**. Each channel defines a set of parameters that are used to generate its particles. These parameters are things like the distribution (sphere, spiral, etc.), the particle size, the intensity, etc. Channels can also be either **high-** or **low-resolution**. High-resolution channels typically include stars and H II regions, while low-resolution ones (such as gas and dust) are rendered at lower resolution (approximately 4 times fewer pixels).

The procedural galaxy system relies on a hybrid CPU–GPU workflow:

- **Channel structure and parameters** — the channel parameters (distribution type, transforms, colors, sizes, spirals, warps, etc.) are *always* generated on the CPU. This stage is lightweight, and in typical configurations only **3–6 channels** are required.
- **Particle generation** — particles for each channel are generated on the **GPU** using compute shaders when **OpenGL 4.3 or newer** is available. This allows millions of particles to be constructed efficiently in parallel.
- If the system does **not** support OpenGL 4.3+, the renderer automatically **falls back to CPU-based particle generation**. The visual result is the same, but particle creation is slower.

This division ensures predictable CPU costs while exploiting the GPU for large-scale particle synthesis when possible.

Using procedural generation

This subsection describes how to use the procedural generation via the provided UI.

Procedural generation window

To open the procedural generation window, right-click on any procedural galaxy object to bring up the **context menu** and select *Edit procedural galaxy...*. You can also create a new galaxy using *Create procedural galaxy...* in the same menu. Alternatively, you can focus on the galaxy and click the  procedural galaxy generation icon in the *camera info panel* to bring up the generation window.

Interface overview

The procedural galaxy generation window consists of the following sections:

- **Global Parameters**: These settings apply to all channels of the galaxy and are displayed at the top of the window.
- **Channels**: Below the global parameters, you'll find a list of channels, organized into collapsible panes.

The window also includes buttons to add full-resolution and half-resolution channels, generate the galaxy based on the current settings, copy the galaxy's JSON descriptor to the clipboard, and randomize the galaxy using the current morphology and a new seed.

Global parameters

This section defines the attributes that affect the entire galaxy, independent of individual channels. These parameters sit at the top of the procedural galaxy window.

Seed

The numerical seed used by the random generator. Changing the seed while keeping all other parameters fixed produces different galaxies of the same type.

Morphology

The broad structural class of the galaxy. The morphology selector contains the entries in the Hubble sequence:

- **E0, E3, E5, E7**: Elliptical galaxies, ranging from nearly spherical (E0) to highly elongated (E7).



Fig. 102: The procedural galaxy generation window displays the global properties at the top, the channels in the center, and the generation buttons at the bottom.

- **S0**: Lenticular galaxy with a dominant bulge and a disk but no obvious spiral structure.
- **Sa, Sb, Sc**: Spiral galaxies, where Sa has tightly wound arms and a larger bulge, and Sc has loosely wound arms and a smaller bulge.
- **SBa, SBb, SBc**: Barred spirals, analogous to Sa–Sc but featuring a bar.
- **Im**: Irregular galaxies without clearly defined structure.

The morphology influences the default parameter ranges used by the randomizer and presets, and it guides high-level structure (elliptical vs. spiral vs. barred spiral vs. irregular).

Note that changing the morphology and then pressing *Generate* discards the current channel set and regenerates a whole new one from the new morphology. Changing any other control only re-runs particle generation for the existing channels.

Diameter

The physical diameter of the galaxy, controlled with a slider. The value is expressed in kiloparsecs (kpc) and ranges from 0.2 to 40 kpc.

Set position to camera

A convenience control that moves the galaxy so that its center coincides with the current camera position, or rather, a position right in front of the camera. This is useful when interactively constructing or inspecting a galaxy.

Rotation

The galaxy's global orientation. Rotation is defined by three sliders–X, Y, and Z–each specifying an angle in degrees, with a range of [-180°, 180°].

Channels

Channels represent the various components of the galaxy, such as gas, stars, H II regions, dust, and bulges. These components are configured in a similar way, but the available controls can vary depending on the **particle type** and **distribution** selected for each channel. Below, we'll cover all the controls and describe how they interact with different particle types and distributions.

Each channel name follows the format **"A[#] - TYPE"**, where:

- **A**: Indicates the resolution type (H for half-resolution/low-res or F for full-resolution/high-res).
- **[#]**: An index number within the respective resolution group.
- **TYPE**: Specifies the type of particles in the channel (e.g., GAS, HII, STAR, DUST, BULGE, POINT).

To the right of the channel name is a **trash can button** that allows you to remove the channel.

Particle Type

The type of particles in the channel. The available types are:

- **GAS**
- **HII**
- **STAR**
- **DUST**
- **BULGE**
- **POINT**

Distribution

The distribution of particles in the channel defines how they are arranged in space. The controls available in this section depend on the distribution type selected.

1. **SPHERE**: Uniformly distributed in a spherical shape.
2. **DISK**: Uniformly distributed in a disk shape.
3. **SPIRAL**: Density wave distribution, producing natural spiral patterns.
    - **Number of arms**: Controls how many arms the spiral galaxy has (typically 2 or 4).
    - **Base angle**: Defines the spiral angle or how much of the galaxy the spiral covers (0–1000 degrees).
    - **Arm sigma**: The width of each spiral arm. Smaller values give thin, well-defined arms; larger values give a more diffuse, smooth spiral.
4. **SPIRAL_LOG**: Logarithmic spiral distribution, often used for more regular spirals.
    - **Number of arms**: Ranges from 1 to 8 arms.
    - **Base angle**: Similar to SPIRAL, defining the angle of the spiral in degrees.
5. **BAR**: Simple bar-shaped distribution.
6. **ELLIPSOID**: Particles are distributed in an ellipsoidal shape, with eccentricities defining the shape.
    - **Flattening**: Defines vertical and horizontal flattening.
7. **DISK_GAUSS**: Gaussian distribution in a disk with an overdense center.
8. **SPHERE_GAUSS**: Gaussian distribution in a spherical volume.
9. **CONE**: A conical distribution with particles arranged along a cone.
10. **IRREGULAR**: An irregular distribution with random placement of particles.

Aspect

The X/Y aspect ratio of the channel, so that a galaxy can be generated wider than it is tall (or vice versa).

Number of Particles

The total number of particles in this channel. This is a direct control over how many particles make up the component (e.g., stars, gas). The number of particles is determined by the selected **particle type**; the distribution has no effect on it.

Translation

Controls for the translation (movement) of the particles along the **X**, **Y**, and **Z** axes. Each axis has a slider that allows you to translate the particles across space.

Rotation

Controls for rotating the particles around the **X**, **Y**, and **Z** axes. Each axis has a slider that allows you to rotate the particles within the galaxy. Rotation is specified in **degrees**, with a range of **[-180°, 180°]**.

Scale

Controls for scaling the particles along the **X**, **Y**, and **Z** axes. These sliders adjust the size of the entire group of particles in the selected direction.

Particle Colors

You can define the **base colors** of the particles using four color pickers. These colors determine the default appearance of the particles in the channel. The color pickers provide full RGB color selection for each of the four colors.

Color Randomness

This parameter controls how much the particle colors will deviate from the base colors defined earlier. This allows for variation in the appearance of the particles, providing a more natural or complex look.

Warp Strength

Controls the intensity of the galactic warp. This slider determines how strongly the disk bends upward or downward as a function of radius. The slider range depends on the channel's particle type (typically -0.1 to 0.1); when warping is auto-generated, the value used is about 60% of that range.

Warping is generated automatically depending on the selected morphology, with the following probabilities:

- **Spiral (Sa, Sb, Sc)**: 60% chance of having a non-zero warp.
- **Barred spiral (SBa, SBb, SBc)**: 40% chance.
- **Lenticular (S0)**: 25% chance.

If the selected morphology falls into one of these categories, the system assigns a non-zero warp strength with the corresponding probability. Otherwise, the warp defaults to zero unless explicitly adjusted by the user.

Height Scale

This controls the height scale for channels like disks, spirals, and other components with vertical structures. It defines how much the particles deviate vertically from the galactic plane, affecting the perceived "height" of the galaxy.

Height Profile

The vertical profile of particles within the galaxy, defined as a function of the radius. This can be one of the following options:

- **Constant**: Particles are uniformly distributed along the vertical axis.
- **Smooth increase**: Particles increase in density as you move away from the center.
- **Smooth decrease**: Particles decrease in density as you move outward.
- **Linear increase**: Particles increase linearly with radius.
- **Linear decrease**: Particles decrease linearly with radius.

Min Radius (R_min)

This is the minimum radius, normalized, defining how close the particles can get to the center of the galaxy.

Base Radius (R_base)

The base radius for the particles in the channel, also normalized. This is typically set to 1 by default.

Particle Size

Controls the size of the individual particles in the channel. This setting affects the perceived resolution and density of the galaxy component.

FBM Noise

This checkbox controls whether **Fractal Brownian Motion (FBM)** Perlin noise is applied to the galactic plane (XZ plane) to modulate the particle size generation. When enabled, the particle sizes will have noise-based variations across the galaxy.

Size Randomness

If **FBM Noise** is disabled, this slider controls the amount of **size noise** applied to the particles (0–1). If FBM Noise is enabled, this slider instead controls the **scale** of the FBM noise itself (1–50): the spatial frequency of the noise, not its intensity.

Intensity

This is a multiplier applied to the particle colors, controlling the overall intensity of the particles' colors.

Number of Arms

For spiral galaxies (SPIRAL and SPIRAL_LOG distributions), this parameter defines how many arms the galaxy has.

- **SPIRAL**: Only 2 or 4 arms are supported.
- **SPIRAL_LOG**: This can range from 1 to 8 arms.

Base Angle

The base angle for spiral galaxies (both SPIRAL and SPIRAL_LOG), defining the angle or how much of the galaxy the spiral will cover. The value is expressed in degrees, ranging from 0 to 1000 degrees.

Eccentricity

For **SPIRAL** distributions, this parameter controls the **eccentricity** of the spiral's density wave. A higher eccentricity results in a more elongated spiral.

For the **ELLIPSOID** distribution, **eccentricity** splits into two parameters: **vertical flattening** and **horizontal flattening**, which control the ellipsoid's overall shape.

Dx and Dy

In **SPIRAL** mode, **Dx** and **Dy** represent the **displacement** of concentric ellipses. This results in an off-center galaxy center, creating more irregular, off-centered spiral structures.

Blending

How the channel is composited with what is already in the scene:

- **Additive**: particles add light to the background, so overlapping particles get brighter. Used for stars, gas and H II regions.
- **Subtrractive**: particles darken what is behind them. Used for dust lanes, which appear as dark bands against the stellar disk.

Selecting the **DUST** particle type forces **subtractive** blending and disables depth writes for the channel automatically, so you do not need to change this yourself for dust.

Layers

Which sprite layers the channel's particles are drawn from. Channels that should occlude each other need different layers.

Max Size

An upper bound on the rendered size of each particle, applied per graphics quality level. Particles larger than this are clamped, which bounds the cost of very close-up views of a dense channel.

Controls

At the bottom of the procedural generation interface, several controls manage the galaxy configuration and channel setup:

-  *Add full-res channel* — Create a new channel in the full-resolution group. These channels typically hold the primary visible structures (e.g., star disks, gas disks).
-  *Add half-res channel* — Create a new channel in the half-resolution (low-resolution) group. These are intended for broader, less detailed components (e.g., bulges, halos, background structures).
-  *Generate* — Build the galaxy using the current global parameters and all existing channels. This triggers particle generation (GPU-based when supported, otherwise CPU).
-  *Export configuration (JSON)* — Export the entire galaxy setup—including global parameters, all channels, and their settings—as a JSON descriptor. The descriptor is copied to the **clipboard**; paste it into a file to save it.
-  *Randomize galaxy* — Produces a new, random galaxy configuration while keeping the **current morphology** fixed. This button:
  1. Generates a **new random seed**.
  2. Creates a **new set of channels** based on the fixed morphology.

3. Randomizes all relevant channel parameters.
4. Generates the particles for the new configuration.

This provides a fast way to explore variations within the same morphological class.

Descriptor Files

Procedural galaxies can be fully defined through **descriptor files**. These files specify how a galaxy is constructed—either procedurally on demand or by loading particle data from external archives. Descriptor files are typically expressed in JSON and can contain global parameters, channel definitions, and other metadata.

For detailed information on all aspects of the format, see the section *JSON data format*.

Procedural Mode

Procedural galaxy objects use the archetype *BillboardGroup*. The most relevant component for these galaxies is *BillboardSet*, which has the morphology, the procedural attribute, the seed, and the channels.

A billboard group is considered **procedural** when the field `"procedural": true` is present. In this mode, the system generates the galaxy at runtime using the parameters in the descriptor. There are two procedural modes: explicit channels, and procedural channels. In both modes the particles are procedurally generated, but the source of the channels and their parameters differs.

- **Explicit channels** — If the attribute ``**"morphology"**`` is not present, the system expects the user to provide the definition of each channel in an **explicit manner** in the `"data"` attribute. In this case, the channels are not generated (they are read from the descriptor file), but the particles themselves are. See an example below.

Example with explicit channels

```
{
  "objects": [
    {
      "name": "Procedural Galaxy",
      "parent": "Universe",
      "labelColor": [ 1, 1, 1, 1 ],
      "sizePc": 20399.998981609755,
      "componentType": "Galaxies",
      "archetype": "BillboardGroup",
      "fadeObjectName": "Procedural Galaxy",
      "fadeOut": [ 7.3e8, 7.3e9 ],
      "procedural": true,
      "seed": 969566,
      "halfResolutionBuffer": false,
      "textures": [
        "$data/default-data/galaxy/sprites"
      ],
```

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```
      "focusable": true,
      "renderLabel": true,
      "coordinates": {
        "impl": "gaiasky.util.coord.StaticCoordinates",
        "equatorial": [ 10.690000157921528, 41.2700006096746, 778000.0000000002 ]
      },
      "data": [
        {
          "impl": "gaiasky.scene.record.BillboardDataset",
          "type": "STAR",
          "distribution": "SPIRAL",
          "blending": "ADDITIVE",
          "depthMask": false,
          "particleCount": 25666,
          "size": 0.30000001192092896,
          "sizeNoise": 0.4000000059604645,
          "baseColors": [ 0.9599999785423279, 0.8399999737739563, 0.550000011920929␣
↪],
          "maxSize": 0.15,
          "intensity": 2,
          "heightScale": 0.04845090210437775,
          "minRadius": 0.12018906325101852,
          "baseRadius": 1,
          "layers": [ 0, 1, 2, 4 ],
          "eccentricity": 0.23015737533569336,
          "aspect": 1,
          "baseAngle": 347.44879150390625,
          "numArms": 2,
          "armSigma": 0.187236949801445
        },
        {
          "impl": "gaiasky.scene.record.BillboardDataset",
          "type": "HII",
          "distribution": "SPIRAL",
          "blending": "ADDITIVE",
          "depthMask": false,
          "particleCount": 430,
          "size": 2.200000047683716,
          "sizeNoise": 0.6000000238418579,
          "baseColors": [ 0.8899999856948853, 0.3199999928474426, 0.
↪4399999976158142 ],
          "maxSize": 0.4,
          "intensity": 1,
          "heightScale": 0.04845090210437775,
          "minRadius": 0.12018906325101852,
          "baseRadius": 1,
```


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```
          "layers": [ 0, 3, 4, 5, 6, 7, 9, 10 ],
          "eccentricity": 0.23015737533569336,
          "aspect": 1,
          "baseAngle": 347.44879150390625,
          "numArms": 2,
          "armSigma": 0.187236949801445
        }
      ]
    },
    {
      "name": "Procedural Galaxy (HALF)",
      "sizePc": 20399.998981609755,
      "componentType": "Galaxies",
      "archetype": "BillboardGroup",
      "parent": "Procedural Galaxy",
      "fadeObjectName": "Procedural Galaxy",
      "fadeOut": [ 7.3e8, 7.3e9 ],
      "procedural": true,
      "seed": 55826,
      "halfResolutionBuffer": true,
      "textures": [
        "$data/default-data/galaxy/sprites"
      ],
      "focusable": false,
      "renderLabel": false,
      "coordinates": {
        "impl": "gaiasky.util.coord.StaticCoordinates",
        "equatorial": [ 10.690000157921528, 41.2700006096746, 778000.0000000002 ]
      },
      "data": [
        {
          "impl": "gaiasky.scene.record.BillboardDataset",
          "type": "GAS",
          "distribution": "SPIRAL",
          "blending": "ADDITIVE",
          "depthMask": false,
          "particleCount": 3390,
          "size": 51.78072814941406,
          "sizeNoise": 0.09000000357627869,
          "baseColors": [ 0.9998999834060669, 0.6665999889373779, 0.
↪9998999834060669 ],
          "maxSize": 25.0,
          "intensity": 0.010750000344216824,
          "heightScale": 0.02,
          "minRadius": 0.19,
          "baseRadius": 1,
```


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```
        "layers": [ 0, 1, 3 ],
        "eccentricity": 0.23015737533569336,
        "aspect": 1,
        "baseAngle": 704,
        "numArms": 2,
        "armSigma": 0.187236949801445
      },
      {
        "impl": "gaiasky.scene.record.BillboardDataset",
        "type": "DUST",
        "distribution": "SPIRAL",
        "blending": "SUBTRACTIVE",
        "depthMask": false,
        "particleCount": 28200,
        "size": 5.047,
        "sizeNoiseScale": 20.168298721313477,
        "baseColors": [ 0.75, 0.6000000238418579, 0.5 ],
        "maxSize": 25.0,
        "intensity": 0.05,
        "heightScale": 0.031,
        "heightProfile": "linear_inc",
        "minRadius": 0.19,
        "baseRadius": 1,
        "layers": [ 0, 1, 2, 3 ],
        "eccentricity": 0.23015737533569336,
        "aspect": 1,
        "baseAngle": 704,
        "numArms": 2,
        "armSigma": 0.187236949801445
      },
      {
        "impl": "gaiasky.scene.record.BillboardDataset",
        "type": "BULGE",
        "distribution": "SPHERE",
        "blending": "ADDITIVE",
        "depthMask": false,
        "particleCount": 5,
        "size": 97.5,
        "sizeNoise": 0.0,
        "baseColors": [ 1, 0.8991, 0.699 ],
        "maxSize": 35.0,
        "intensity": 0.5,
        "minRadius": 0,
        "baseRadius": 0.05,
        "layers": [ 0, 1, 2 ],
        "eccentricity": 0.30000001192092896,
```


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```
          "aspect": 1,
          "baseAngle": 6,
          "numArms": 4,
          "armSigma": 0.4000000059604645
        }
      ]
    }
  ]
}
```

- **Procedural channels** — If both ``"morphology"`` and ``"seed"`` are provided, the system automatically creates an appropriate set of channels for that morphology. In this case, the `"data"` array in the descriptor is **ignored**, since the channels and their parameter values are generated procedurally from the seed. The particles are then produced from the generated channels.

Example with procedural channels

```
{
  "objects": [
    {
      "name": "Procedural Galaxy",
      "color": [ 1.0, 1.0, 1.0, 1.0 ],
      "sizePc": 12000.0,
      "componentType": "Galaxies",
      "transformName": "galacticToEquatorial",
      "fadeObjectName": "Procedural Galaxy",
      "fadeOut": [ 240.0e3, 820.0e3 ],
      "parent": "Universe",
      "archetype": "BillboardGroup",
      "procedural": true,
      "morphology": "SBa",
      "seed": 876354,
      "focusable": true,
      "halfResolutionBuffer": false,
      "textures": [
        "$data/default-data/galaxy/sprites/"
      ],
      "coordinates": {
        "impl": "gaiasky.util.coord.StaticCoordinates",
        "transformName": "galToEq",
        "position": [ 0.0, 0.0, -946858341148427170.0 ]
      }
    },
    {
      "name": "Procedural Galaxy (HALF)",
```

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```
      "sizePc": 12000.0,
      "cameraCollision": false,
      "componentType": "Galaxies",
      "transformName": "galacticToEquatorial",
      "fadeObjectName": "Procedural Galaxy",
      "fadeOut": [ 240.0e3, 820.0e3 ],
      "parent": "Procedural Galaxy",
      "archetype": "BillboardGroup",
      "procedural": true,
      "morphology": "SBa",
      "seed": 876354,
      "focusable": false,
      "renderLabel": false,
      "halfResolutionBuffer": true,
      "textures": [
        "$data/default-data/galaxy/sprites/"
      ],
      "coordinates": {
        "impl": "gaiasky.util.coord.StaticCoordinates",
        "transformName": "galToEq",
        "position": [ 0.0, 0.0, -946858341148427170.0 ]
      }
    }
  ]
}
```

Non-procedural Mode (Explicit Data)

If `"procedural": false` is specified, *no procedural generation occurs*. Instead, the descriptor must provide a `"data"` array, where each entry describes a channel whose particles are loaded from an external file.

Each such channel must contain:

- `"file"` – the path to a gzipped particle data file containing the particles for that channel.

In this mode, no parameters such as distributions, colors, spirals, transforms, or counts are interpreted. The system simply loads the particles from disk and displays them as-is.

See the 'Milky Way' and 'Milky Way (HALF)' objects in the `universe.json` file of the base data pack for an example.

Mixed Parameters

Descriptor files may include global parameters such as diameter, rotation, or translation, as well as channel-level properties. Not all fields need to be present; missing fields fall back to defaults. The loader is designed to be tolerant and forward-compatible.

Summary

- `procedural: true` → galaxy generated at runtime, requires `data` array (unless `morphology` + `seed` are provided).
- `procedural: true` + `morphology` + `seed` → channels auto-generated; `data` array ignored.
- `procedural: false` → no generation; each channel must specify a `file` pointing to a gzipped particle data file.

Descriptor files give you full control when needed, while still allowing efficient procedural generation when desired.

1.2.30 Connecting Gaia Sky instances

Gaia Sky offers a method to connect different instances together so that their internal state is synchronized. The model uses a **primary-replica** scenario, where one (and only one) instance acts as a primary and one or more instances act as replicas, getting their internal states updated over a network. The user interacts with the primary instance and all replicas are updated accordingly.

Contents

- *Connecting Gaia Sky instances*
  - *Configuration*
  - *Configuration: replica instance(s)*
  - *Configuration: primary instance*
  - *Caveats*

Note

In this section we use the words 'primary' and 'master' interchangeably to refer to the main Gaia Sky instance that controls the rest. We also use the words 'slave' and 'replica' to describe the instances that are controlled by the primary.

This section describes only how to configure the primary and the replica instances in order to connect them together. This method is used to provide multi-projector rendering support (i.e. planetarium domes), but extra steps are needed in order to configure the orientation, distortion warp and blend settings for each replica instance.

The various instances are connected using the *REST API server* feature of Gaia Sky.

Hint

Multi-projector configuration is covered in the *"Planetarium mode multi-projector setup" section*.

Configuration

The configuration is easy and painless. You will need to launch each instance of Gaia Sky using a different configuration file (`config.yaml`). You can run Gaia Sky with a specific configuration file by using the `-p` or `--properties` command line flags:

```
$ gaiasky -p ~/.config/gaiasky/config.primary.yaml
```

The next sections explain how to configure the primary and the replica instances.

Configuration: replica instance(s)

You can have as many replica instances as you want, but here we'll explain the process of setting up two replicas.

1. Copy the current `config.yaml` file in your config folder (see *folders*) into `config.replica0.yaml`. The name is irrelevant, but choose something meaningful. Repeat with `config.replica1.yaml`.
2. Set the property `program::net::slave::active: true` in each file and make sure that `program::net::master::active` is set to `false`.
3. Set the desired port to listen to in `program::net::restPort`. For example, to use the port 13900 just set the property `program::net::restPort: 13900`. Use a different port for each replica (i.e. replica 0 listens to 13900, slave 1 listens to 13901, etc.). For example, to set up a replica in port 13900, make sure that the following lines are in its configuration file:

```
program:
    net:
        restPort: 13900
        master:
            active: false
        slave:
            active: true
```

The replica instances should be launched before the primary. Launch the replica(s) with:

```
$ # Launch replica 0
$ gaiasky -p /path/to/config.replica0.yaml
$ # Launch replica 1
$ gaiasky -p /path/to/config.replica1.yaml
```

Once the replica(s) have been launched, you can verify that the API is working by visiting `http://localhost:13900/api/help` with your browser. Modify the port with whatever port you are using.

> **Hint**
>
> Only the primary instance is starting the scripting server. The replicas are automatically forbidden to do so!

Configuration: primary instance

Copy the current `config.yaml` file into `config.primary.yaml` and edit the following lines.

1. Set the property `progra::net::master::active: true` and make sure that `program::net::slave::active` is set to `false`.
2. Add the locations of all desired replicas under the settings `program::net::master::slaves: [URL1, URL2, ...]`.

For example, in order to connect the primary with two replicas, both running locally (`localhost`) on ports 13900 and 13901, add the following to the `config.primary.yaml` file:

```
program:
    net:
        restPort: 13900
        master:
            active: true
            slaves: [http://localhost:13900/api/,http://localhost:13901/api/]
        slave:
            active: false
```

Then, just launch the primary (**after the replicas are running!**):

```
$  gaiasky -p /path/to/config.primary.yaml
```

Caveats

Even though this offers a very flexible system to connect several instances of Gaia Sky together, each instance is a fully-fledged application with its own copy of the scene graph and the data structures. This means that, if you run them locally, the data and scene graph will be replicated several times in memory, possibly consuming lots of gigabytes.

Handle it with care.

1.2.31 REST Server

Gaia Sky provides a REST server feature that exposes the scripting API over the network via an HTTP server. This feature is used to *connect multiple instances* and to enable *the multi-projector setup in planetariums*.

Hint

The REST feature may permit remote code execution and open your machine to vulnerabilities. Only use the feature in a trusted environment!

Important

The server is **only** reachable from your own machine. Gaia Sky binds it to the loopback interface (`127.0.0.1`), so it is not accessible from other computers on your network or from the internet, even if your firewall allows the port. In addition, Gaia Sky rejects requests whose `Host` header is not `localhost`, `127.0.0.1` or `[::1]`, answering with `403 Forbidden`. This prevents DNS REBINDING. If you need the server to be reachable from other machines, for example in *master-slave* or *multi-projector* setups, you can switch off the loopback restriction with the *Loopback only (localhost)* checkbox in the *REST server preferences*, or with the `program::net::restLoopbackOnly` configuration property. Read the warning below before doing so.

Contents

- *REST Server*
  - *Configuration and start*
  - *Using the REST server*
  - *Debug*

Configuration and start

You can start the REST server in two different manners:

- Using the *preferences dialog*. Navigate to the *REST server tab* and tick the *Enable REST server* checkbox. You can also configure the port.
- Editing the *configuration file*. The default location is `~/.config/gaiasky/config.yaml` in Linux and `[User.Home]\.gaiasky\config.yaml` in Windows and macOS. In that file, there is a property `program::net::restPort` (double colons indicate nesting) with the default value of -1. You can enable the REST server by setting this value to a positive integer number which will be the listening port of the server. For instance, we can start Gaia Sky with the REST server listening to the port 34487 with:

```
program:
    net:
        restPort: 34487
```

The network visibility of the server is controlled by the property `program::net::restLoopbackOnly`, which is `true` by default:

```
program:
    net:
        restLoopbackOnly: true
```

If it is `true` (the default), the server binds to the loopback interface and is reachable only from your own machine. If it is `false`, the server binds to all the network interfaces and can be reached from other machines in your network.

> **Warning**
>
> Setting `restLoopbackOnly` to `false` exposes the whole scripting API, dataset downloads and file operations to your network, without any authentication. Anyone who can reach the port can run arbitrary API calls on your machine. Only do this in a trusted environment, and restrict access with a firewall.

When it starts, the REST server prints a couple of lines to the log, and a notification popup appears. Then, the following URLs sholud be accessible:

- `http://localhost:34487/apiv2` – *APIv2*, contains a list of all the modules. In general, use `http://localhost:34487/apiv2/$MODULE` to access the module `$MODULE`. Here is an exhaustive list:
  - `http://localhost:34487/apiv2/base` – APIv2 methods in the base module.
  - `http://localhost:34487/apiv2/time` – APIv2 methods in the time module.
  - `http://localhost:34487/apiv2/camera` – APIv2 methods in the camera module.
  - `http://localhost:34487/apiv2/camera/interactive` – APIv2 methods in the interactive camera module.
  - `http://localhost:34487/apiv2/scene` – APIv2 methods in the scene module.
  - `http://localhost:34487/apiv2/data` – APIv2 methods in the data module.
  - `http://localhost:34487/apiv2/graphics` – APIv2 methods in the graphics module.
  - `http://localhost:34487/apiv2/camcorder` – APIv2 methods in the camcorder module.
  - `http://localhost:34487/apiv2/ui` – APIv2 methods in the UI module.
  - `http://localhost:34487/apiv2/input` – APIv2 methods in the input module.
  - `http://localhost:34487/apiv2/output` – APIv2 methods in the output module.
  - `http://localhost:34487/apiv2/refsys` – APIv2 methods in the refsys module.
  - `http://localhost:34487/apiv2/geom` – APIv2 methods in the geometry module.
  - `http://localhost:34487/apiv2/instances` – APIv2 methods in the instances module.
- `http://localhost:34487/api` – *APIv1*, contains a list of all the APIv1 methods.

Using the REST server

The API allows for developing additional software that interfaces with Gaia Sky without the need for language-specific bindings or inter-process communication protocols. Calling methods from the Gaia Sky *APIv1* and *APIv2* is enabled via HTTP from the local machine.

The syntax of API commands is set to be close to the Java method interface, but does not cover it in all generality to permit simple usage. Particularly note that the REST server receives strings from the client and will try to convert them into correct types.

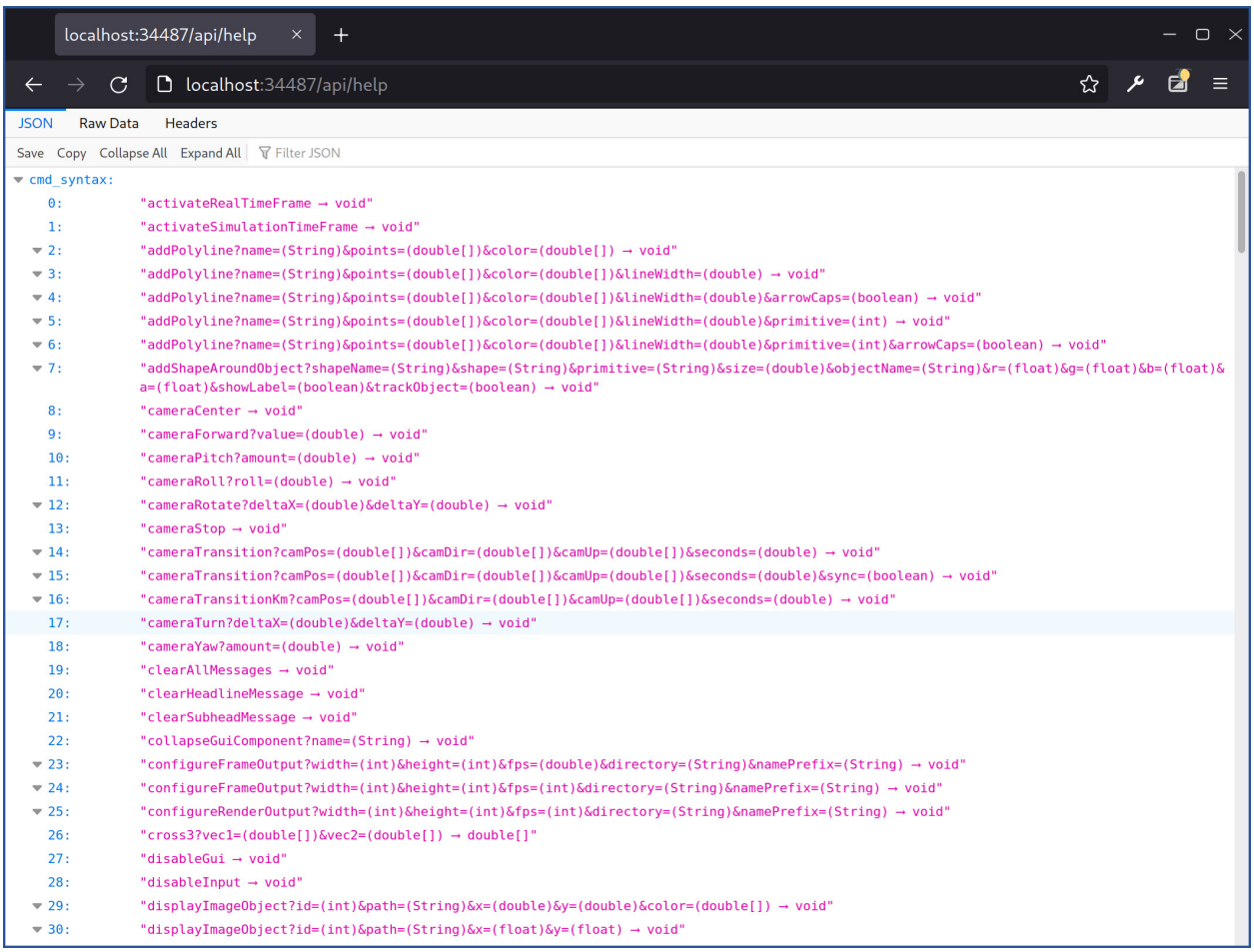


Fig. 103: The help page showing all REST server API calls in Firefox

Commands require HTTP request parameters having the names for the formal parameters of the script interface methods to allow simple construction of HTTP requests based on the scripting interface source documentation. We use Java reflections with access to the formal parameter names.

Both GET and POST requests are accepted. Although GET requests are not supposed to have side effects, we include them for easy usage with a browser.

Assuming the REST server listens to the port `$PORT`, issue commands with a syntax like the following:

- `http://localhost:$PORT/apiv2/camera/get_position`
- `http://localhost:$PORT/apiv2/time/start_clock`
- `http://localhost:$PORT/apiv2/base/internal_to_km?internalUnits=12.33`
- `http://localhost:$PORT/api/setCameraUp?up=[1.,0.,0.]`
- `http://localhost:$PORT/api/getScreenWidth`
- `http://localhost:$PORT/api/goToObject?name=Jupiter&angle=32.9&focusWait=2`

Give booleans, integers, floats, doubles, strings as they are, vectors are comma-separated with square brackets around: `true`, `42`, `3.1`, `3.14877`, `Super-string`, `[1,2,3]`, `[Do,what,they,told,ya]`. Note that you might need to escape or URL-encode characters in a browser for this (e.g. spaces or "=").

Response with return data is in JSON format, containing key/value pairs. The `"success"` pair tells you about success/failure of the call, the `"value"` pair gives the return value. Void methods will contain a `"null"` return value. The `"text"` pair can give additional information on the call.

The `"cmd_syntax"` entry you get from the `help` command (e.g. `http://localhost:$PORT/apiv2/$MODULE/help` and `http://localhost:$PORT/api/help`) gives a summary of permitted commands and their return type. Details on the meaning of the command and its parameters need to be found from the *scripting API documentation*, and more precisely, the *APIv2 documentation*, and the *APIv1 documentation <apiv1>*.

Debug

To examine, what happens during an API call, set the default log level of `SimpleLogger` to 'info' or lower (in the build file `core/build.gradle`).

Return values are given as JSON objects that contain key-value pairs:

- `"success"` indicates whether the API call was executed successfully or not
- `"text"` may give additional text information
- `"value"` contains the return value or null if there is no return value

For testing with curl, a call like the following allows will deal with URL-encoding. The line below, when issued with a running Gaia Sky instance with the REST API server enabled listening to port `$PORT`, will print the message "Hi, how are you?" in the Gaia Sky window:

```
curl "http://localhost:$PORT/api/setHeadlineMessage" --data headline='Hi, how are␣
↪you?'
```

You can clear it with:

```
curl "http://localhost:$PORT/api/clearHeadlineMessage"
```

1.2.32 URL protocol

Installing Gaia Sky registers the custom URL scheme `gaiasky://` with your operating system, so that opening such a URL hands it over to Gaia Sky. This registration is done by the installer on Windows and macOS, and by the `.desktop` files on Linux. Opening a Gaia Sky URL, either from the command line or from a web page, a desktop file or an e-mail, makes a running Gaia Sky instance (or a new one) act on it: load a dataset, fly to an object, change the focus, or run a scripting API call.

Hint

Any web page can trigger a `gaiasky://` URL without user interaction, via a link, an iframe or a redirect. Gaia Sky therefore asks for confirmation before running a scripting API call or downloading a dataset from a URL. Only accept requests you initiated yourself and whose source you trust!

Contents

- *URL protocol*
  - *Syntax*
  - *Built-in actions*
    - `load`
    - `goto`
    - `focus`
  - *Scripting API calls*
  - *Testing the URLs*

Syntax

The general form of a Gaia Sky URL is:

```
gaiasky://$ACTION?param1=value1&param2=value2
```

The *action* (the host part of the URL) is either one of the built-in actions `load`, `goto` and `focus`, or the name of an *APIv2* module. In the latter case, the first path segment after the module is the API method to call, so that the URL has the form:

```
gaiasky://$MODULE/$METHOD?param1=value1&param2=value2
```

This mirrors the syntax of the *REST server*: parameters are matched by name against the formal parameters of the scripting method (or positionally as `arg0`, `arg1`, ...), and the string values are converted to the parameter types.

Built-in actions

`load`

Loads, installs and enables a dataset. The parameter is the key of a dataset in the dataset metadata, or the URL of a dataset stub:

```
gaiasky://load?dataset=messier
gaiasky://load?dataset=https://example.com/my-dataset.json
```

If the dataset is not installed yet, Gaia Sky shows a confirmation dialog, downloads and installs it, and then loads it. If it is already installed, it is simply enabled and loaded. `catalog` is accepted as a synonym for `dataset`.

`goto`

Flies smoothly to an object in the scene:

```
gaiasky://goto?name=Mars&pos_duration=5&ori_duration=3
```

`target`, `object`, `name` and `id` are all accepted as the name of the target. `pos_duration` and `ori_duration` are the durations of the position and orientation transitions in seconds, and default to 20 s and 10 s.

`focus`

Changes the focus to the given object, without moving the camera:

```
gaiasky://focus?name=Earth
```

Scripting API calls

Any other action is dispatched to the scripting *APIv2*, where `$MODULE` is an APIv2 module and `$METHOD` is one of its methods. For example:

```
gaiasky://camera/focus_mode?name=Earth
gaiasky://camera/go_to_object?name=Mars&pos_time=5.0
gaiasky://time/set_time?year=2026&month=1&day=1
```

Values are given as they are in the *REST server*: booleans, integers and floats as-is, vectors and matrices as comma-separated values in square brackets, e.g. `up=[1.,0.,0.]`. Note that in most contexts you will need to URL-encode characters such as spaces, `&`, `=` and square brackets.

Note

Only methods that return no value can be called, because the return value of a URL-triggered call would be discarded. Getters, queries and listings are therefore not available through the URL protocol.

Warning

Some APIv2 modules are not reachable through the URL protocol, as they can modify or read arbitrary state of the running instance. Currently these modules are blocked: `data`, `input`, `output`, `instances`, `scene`. This list is compiled into Gaia Sky and cannot be changed in the configuration files. Individual methods can be blocked as well.

In all cases, Gaia Sky shows a dialog with the requested call before executing it, and the call runs only if you accept. Rejected and blocked calls are reported in a notification and written to the log.

Testing the URLs

On the command line, you can pass a URL as a positional argument:

```
gaiasky "gaiasky://goto?name=Mars"
gaiasky "gaiasky://load?dataset=messier"
```

If another Gaia Sky instance is already running, the URL is forwarded to it and handled immediately; the new process then exits. Otherwise, Gaia Sky starts up and handles the URL once the user interface is ready.

Note

Depending on the platform, the operating system may ask for confirmation before handing a `gaiasky://` URL to Gaia Sky, and browsers differ in whether they accept custom schemes in links at all. On macOS, URLs received through the open-URL event before the user interface is ready are handled once the welcome window has been created.

1.2.33 SAMP integration

Gaia Sky supports interoperability via SAMP. However, due to the nature of Gaia Sky, not all functions are yet implemented and not all types of data tables are supported.

Since Gaia Sky only displays 3D positional information there are a few restrictions as to how the integration with SAMP is implemented.

The current implementation only allows using Gaia Sky as a SAMP client. This means that when Gaia Sky is started, it automatically looks for a preexisting SAMP hub. If it is found, then a connection is attempted. If it is not found, then Gaia Sky will attempt further connections at regular

intervals of 10 seconds. Gaia Sky will never run its own SAMP hub, so the user always needs a SAMP-hub application (Topcat, Aladin, etc.) to use the interoperability that SAMP offers.

Also, the only supported format in SAMP is VOTable through the STIL data provider. The datasets must be curated as described in the *Preparing datasets* section.

Implemented features

The following SAMP features are implemented:

- **Load VOTable** (`table.load.votable`) – the VOTable will be loaded into Gaia Sky if it adheres to the format above.
- **Highlight row** (`table.highlight.row`) – the row (object) is set as the new focus if the table it comes from is already loaded. Otherwise, Gaia Sky will **not** load the table lazily.
- **Broadcast selection** (`table.highlight.row`) – when a star of a table loaded via SAMP is selected, Gaia Sky broadcasts it as a row highlight, so that other clients may act on it.
- **Point at sky** (`coord.pointAt.sky`) – puts camera in free mode and points it to the specific direction.
- **Multi selection** (`table.select.rowList`) – Gaia Sky does not have multiple selections so far, so only the first one is used right now.

Unimplemented features

The following SAMP functions are not yet implemented:

- `table.load.*` – only VOTable supported.
- `image.load.fits`
- `spectrum.load.ssa-generic`
- `client.env.get`
- `bibcode.load`
- `voresource.loadlist`
- `coverage.load.moc.fits`

1.2.34 Advanced topics

This section dives into the more technical and advanced aspects of Gaia Sky. The chapters collected here describe internal systems and implementation details that are useful if you want to better understand how Gaia Sky works under the hood, fine-tune its behavior, or extend it.

Topics covered include memory management and performance considerations, configuration options, data formats and loaders, the internal reference system, and several advanced rendering and visualization features.

Contents

Internal reference system

The internal cartesian reference system is a **right-handed**, **barycentric**, **equatorial** system with the particularity that the axes labels are unorthodox. Usually, X points to the fundamental direction $(\alpha = 0, \delta = 0)$, Z points "up" and XY is the fundamental plane $(\delta = 0)$, with $Y = Z \times X$.

In our case, it is Z which points to the fundamental direction $(\alpha = 0, \delta = 0)$, Y points up and XZ is the fundamental plane $(\delta = 0)$, with $X = Y \times Z$. In order to convert from common equatorial cartesian coordinates (XYZ) to Gaia Sky coordinates $(X'Y'Z')$, you just need to swap the axes:

- $X' = Y$
- $Y' = Z$
- $Z' = X$

Or, what is the same, $(X'Y'Z') = (YZX)$, and $(XYZ) = (Z'X'Y')$.

Description

In Gaia Sky XZ is the equatorial plane $(\delta = 0)$. Z points towards the vernal equinox point $(\alpha = 0, \delta = 0)$. Y points towards the north celestial pole $(\delta = +90°)$. X is perpendicular to both Z and Y and points to $\alpha = +90°$ so that $X = Y \times Z$. The origin of the reference system is the Solar System barycenter.

All the positions and orientations of the entities in the scene are at some point converted to this reference system for representation. The same happens with the orientation sensor data in mobile devices.

Internal units

Internally, the objects in Gaia Sky are positioned using Internal Units. The default Internal Units (iu) are defined as follows:

- $1iu = 1 * 10^9 m$

When running in Virtual Reality mode, and only for the duration of the session, the Internal Units are scaled as follows:

- $1iu = 1 * 10^5 m$

The configuration file

There is a configuration file which stores the settings of Gaia Sky. This file is in the YAML format and is located in `$GS_CONFIG/config.yaml` (see *folders*). The default location is:

- Linux: `~/.config/gaiasky/config.yaml`
- Windows: `C:\Users\[username]\.gaiasky\config.yaml`
- macOS: `~/.gaiasky/config.yaml`

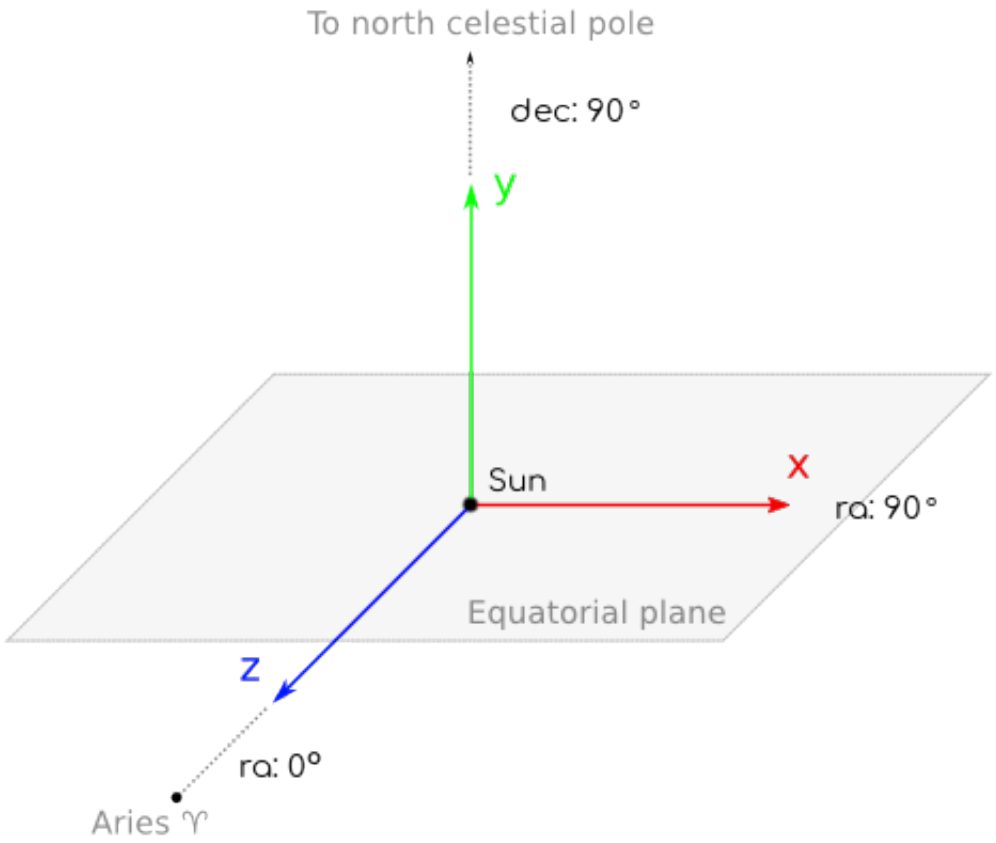


Fig. 104: Gaia Sky reference system. In the illustration, the 'Sun' at the origin refers to the barycenter of the Solar System.

The default config.yaml file in our code repository is annotated with comments describing each setting.

Contents

- *The configuration file*
  - *Program settings*
  - *Controls settings*
  - *Graphics settings*
  - *Data settings*
  - *Scene settings*
  - *Post-processing settings*
  - *Proxy settings*

The following sections document the settings that can only be modified by editing the configuration file itself. The rest of settings can be edited from within Gaia Sky itself, usually using the preferences window or the control panel. A double colon `::` in the list below indicates nested settings.

Program settings

- `program::minimap::inWindow` – enables the rendering of the mini-map in a window.
- `program::net` – this group contains the configuration of the REST server, as well as the master-slave infrastructure. Find more information in the *connect instances* section.
- `program::ui::animationMs` – duration of UI animations in Gaia Sky, in milliseconds.
- `program::ui::expandOnMouseOver` – if using the new UI, use this setting to enable the UI panes to open on mouse over the anchored buttons.
- `program::url` – contains the URLs for the version check (Codeberg API), the data repository mirror and the data descriptor file.
- `program::shaderCache` – enable or disable the in-program shader cache to disk. This speeds up startup by skipping the shader compilation stage. Usually, GPU drivers already do this, so it is safe to leave `shaderCache` off unless your driver does not cache shaders.
- `program::offlineMode` – Gaia Sky won't attempt any HTTP connection to the internet in this mode. This means that the data descriptor file containing the information on server datasets can't be fetched. You need to download the desired datasets manually and extract them in your data folder. More information can be found in our Gaia Sky datasets repository.
- `program::safeMode` – this is activated automatically whenever OpenGL incompatibilities are detected at startup. On macOS, this is on by default. Safe mode disables 'advanced' graphics features like 32-bit float buffers.

Controls settings

- `controls::gamepad::blacklist` – a list of controller names to blacklist. You can find out the controller names recognized by Gaia Sky in the controls tab of the preferences window.

Graphics settings

- `graphics::useSRGB` – use the sRGB color space as a frame buffer format. Only supported by OpenGL 3.2 and above. If this is activated, the internal format `GL_SRGB8_ALPHA8` is used. Only available when safe graphics mode is not active.
- `graphics::backBufferScale` – fixed scaling factor for the backbuffer. Increase this to improve image fidelity at the expense of performance. If dynamic resolution (*see this*) is enabled, this setting is ignored. This setting is exposed to the UI as "Dynamic resolution" in the experimental graphics settings section.

Data settings

- `data::reflectionSkybloxLocation` – contains the location of the default skybox used for reflections.

Scene settings

- `scene::renderer::line::glWidthBias` – additive bias to add to the line width when rendering lines using the driver `GL_LINES` method. This is useful because the implementation of `GL_LINES` depends on the vendor (driver), and different implementations may interpret the line width differently.
- `scene::star::saturate` – additive value to apply to the saturation value of star colors (in HSV color model) to oversaturate (positive) or desaturate (negative) stars.
- `scene::star::textureIndex` – the index of the texture used for stars. The texture files are provided by the `default-data` package and are found in `$data/default-data/tex/base`, named `star-tex-NN.jpg` or `star-tex-NN.png`, where `NN` goes from `01` to `08`. Both extensions are accepted, so the first one present in your data pack is used.
- `scene::star::textureIndexLens` – the index of the texture used for close-by stars in the light glow effect. It uses the same `star-tex-NN` file set as `textureIndex` above.
- `scene::star::group::numLabel` – the maximum number of labels rendered by any star set. Be careful with increasing this value, as it may have very negative effects on performance with LOD catalogs (like most of Gaia DRx).
- `scene::octree::maxStars` – the maximum number of stars loaded at any single time from LOD catalogs.
- `scene::label::number` – controls the global number of stars in the scene by lowering the label solid angle threshold. Increase to get more labels, decrease to get less labels.
- `scene::initialization` – contains the `lazyTexture` and `lazyMesh` properties, which enable the lazy initialization of textures and meshes respectively.

Post-processing settings

- `postprocess::bloom::fboScale` – frame buffer scale factor (applied to the current viewport dimensions) to determine the frame buffer size to render the bloom effect.
- `postprocess::lensFlare::type` – choose the type of lens flare shader to use. Possible options are *SIMPLE* (a simple, nice-looking lens flare), *COMPLEX* (uses a complex and more demanding lens flare shader), and *PSEUDO* (uses a pseudo lens flare shader, described here).
- `postprocess::antialiasing::quality` – this setting only affects FXAA, and defines its quality. One of [0|1|2], from worse to better.
- `postprocess::lensFlare::numGhosts` – number of ghost artifacts of the **pseudo lens flare** shader.
- `postprocess::lensFlare::haloWidth` – halo width of the **pseudo lens flare** shader.
- `postprocess::lensFlare::blurPasses` – number of blur passes for the **pseudo lens flare** shader.
- `postprocess::lensFlare::flareSaturation` – saturation value for the flare in the **pseudo lens flare** shader.
- `postprocess::lensFlare::bias` – bias value for the original image in the **pseudo lens flare** shader.
- `postprocess::lensFlare::texLensColor` – color lookup texture path for the **pseudo lens flare** shader.
- `postprocess::lensFlare::texLensDirt` – dirt texture path for all lens flare effects.
- `postprocess::lensFlare::texLensStarburst` – starburst texture path for all lens flare effects.
- `postprocess::lensFlare::fboScale` – scale of the frame buffer object to render the **pseudo lens flare** effect.
- `postprocess::lightGlow::samples` – number of samples to use to detect the brightness of the underlying star in the light glow effect/shader.
- `postprocess::warpingMesh::pfmFile` – absolute path to a PFM (portable float map) `.pfm` file that contains the warping mesh to apply. For more info, see *Mesh warping*.

Proxy settings

- `proxy` – configure an HTTP/HTTPS proxy. Find the full documentation to configure a proxy in the *proxy configuration section*.

Proxy configuration

If you need to configure Gaia Sky to use an HTTP, HTTPS, FTP or SOCKS proxy, you need to set it up at the Java virtual machine (JVM) level. The official documentation can be found here.

To configure a proxy, we need to pass some arguments to the JVM. Even though you can directly configure the proxy using JVM arguments, Gaia Sky offers an easier way to set this up using the

configuration file. Using the configuration file has the advantage that it works the same way across all operating systems and packages.

Note

If your proxy requires authentication, please use the direct configuration below. Otherwise Java just ignores the `[protocol].proxy[User|Password]` properties, and the direct method ensures the authentication tokens are set up correctly.

Use system proxy

The easiest way is to instruct Gaia Sky to use the proxy configured at the operating system level. To do so, open your `config.yaml` file (if you don't know where to find it, see *this*) you need to set the `proxy::useSystemProxies` property to `true` (`::` indicates nesting) in your configuration file:

```
proxy:
    useSystemProxies: true
```

If not set, this setting defaults to `false`.

Direct configuration

Here you can enter the parameters of your proxy directly. The properties to set depend on the protocol.

HTTP

You can set the host, the port, the user credentials and the list of hosts that can bypass the proxy:

```
proxy:
    http:
        host: a.b.c.d
        port: 8080
        username: myname
        password: secret
        nonProxyHosts: a.b.c.d|e.f.g.*|localhost
```

- **host** – the hostname, or address, of the proxy server.
- **port** – the port number of the proxy server. Defaults to 80.
- **username** – the username, if you need authentication.
- **password** – the password, if you need authentication.
- **nonProxyHosts** – the hosts that should be accessed without going through the proxy. The value of this property is a list of hosts, separated by the '|' character. In addition, the wildcard character '*' can be used for pattern matching.

HTTPS

You can set the host, the protocol, the user credentials and the list of hosts that can bypass the proxy:

```
proxy:
    https:
        host: a.b.c.d
        port: 8080
        username: myname
        password: secret
        nonProxyHosts: a.b.c.d|e.f.g.*|localhost
```

- **host** – the hostname, or address, of the proxy server.
- **port** – the port number of the proxy server. Defaults to 80.
- **username** – the username, if you need authentication.
- **password** – the password, if you need authentication.
- **nonProxyHosts** – the hosts that should be accessed without going through the proxy. The value of this property is a list of hosts, separated by the '|' character. In addition, the wildcard character '*' can be used for pattern matching.

SOCKS

You can set the host, the port, the username, the password and the SOCKS version:

```
proxy:
    socks:
        host: a.b.c.d
        port: 8080
        version: 5
        username: myname
        password: secret
```

- **host** – the hostname, or address, of the proxy server.
- **port** – the port number of the proxy server. Defaults to 80.
- **version** – the SOCKS protocol version. Defaults to 5, but can also be set to 4.
- **username** – the username, if you need authentication.
- **password** – the password, if you need authentication.

FTP

You can set the host, the protocol, the user credentials and the list of hosts that can bypass the proxy:

```
proxy:
    ftp:
        host: a.b.c.d
        port: 8080
        username: myname
        password: secret
        nonProxyHosts: a.b.c.d|e.f.g.*|localhost
```

- **host** – the hostname, or address, of the proxy server.
- **port** – the port number of the proxy server. Defaults to 80.
- **username** – the username, if you need authentication.
- **password** – the password, if you need authentication.
- **nonProxyHosts** – the hosts that should be accessed without going through the proxy. The value of this property is a list of hosts, separated by the '|' character. In addition, the wildcard character '*' can be used for pattern matching.

Performance

The performance of the application may vary significantly depending on the characteristics of your system. This chapter describes what are the factors that have an impact in a greater or lesser degree in the performance of the Gaia Sky and explains how to tweak them. It is organised in two parts, namely GPU performance (graphics performance) and CPU performance.

Contents

- *Performance*
  - *Maximum heap memory*
    - *Heap memory on Linux*
    - *Heap memory on Windows*
    - *Heap memory on macOS*
    - *Heap memory when running from source*
  - *Graphics performance*
  - *CPU performance*
    - *Multithreading*
    - *Limiting FPS*
    - *Draw distance (levels of detail)*
    - *Smooth transitions*

- *Safe mode*

Maximum heap memory

Gaia Sky allocates a maximum heap memory value that can not be circumvented but can be adjusted or modified. If you encounter an `OutOfMemoryError`, chances are that your maximum heap memory is not enough for your usage. The default values are 4 GB (Gaia Sky `3.0.0` and below) and 6 GB (Gaia Sky `3.0.1+`).

In order to modify the maximum heap memory, follow the instructions below depending on your operating system.

Heap memory on Linux

On **Linux**, you need to edit the `gaiasky` executable script. It is usually located in `/opt/gaiasky/` when installed from your package manager, or wherever you extracted the package if installed from the `tar.gz`. Edit the script and find the line with `-Xmx?g`, where `?` is the default max heap memory. Change it to your desired value. For example, if you want to increase the maximum heap size to 12 GB, set it to `-Xmx12g`.

If installed using a `.deb` or `.rpm`, you need to edit the `/opt/gaiasky/gaiasky.vmoptions` file and uncomment and edit the line that reads:

```
# -Xmx512m
```

into:

```
-Xmx12g
```

Where `12g` is the desired amount of heap space.

Heap memory on Windows

On **Windows**, edit the file `gaiasky.vmoptions` in your Gaia Sky installation folder, and uncomment the line that reads `# -Xmx512m`, setting it to the heap space that you desire. So, in order to set the maximum heap to 12 GB, edit it from:

```
# Enter one VM parameter per line
# For example, to adjust the maixmum memory usage to 512 MB, uncomment the following␣
↪line:
# -Xmx512m
# To include another file, uncomment the following line:
# -include-options [path to other .vmoption file]
```

to:

```
# Enter one VM parameter per line
# For example, to adjust the maixmum memory usage to 512 MB, uncomment the following␣
↪line:
-Xmx12g
# To include another file, uncomment the following line:
# -include-options [path to other .vmoption file]
```

Heap memory on macOS

On **macOS**, you need to edit the file `vmoptions.txt` and uncomment the `-Xmx` line to suit your needs.

```
/Applications/Gaia\ Sky.app/Contents/vmoptions.txt
```

So, in order to set the maximum heap to 12 GB, edit the `/Applications/Gaia\ Sky/Contents/vmoptions.txt` from:

```
# Enter one VM parameter per line
# For example, to adjust the maixmum memory usage to 512 MB, uncomment the following␣
↪line:
# -Xmx512m
# To include another file, uncomment the following line:
# -include-options [path to other .vmoption file]
```

to:

```
# Enter one VM parameter per line
# For example, to adjust the maixmum memory usage to 512 MB, uncomment the following␣
↪line:
-Xmx12g
# To include another file, uncomment the following line:
# -include-options [path to other .vmoption file]
```

If you are not comfortable editing files from the terminal, you can just open the `Applications` folder in Finder, right-click on Gaia Sky and select "Show Package Contents". That gives you access to the application folder structure. Use Finder to navigate to `Gaia Sky.app/Contents/` and use your favorite text editor to edit `vmoptions.txt`.

Heap memory when running from source

If you run from source you need to edit the `core/build.gradle` file. In there, you will find a `GaiaSkyRun` class with a `setup()` method. In this method, is a variable definition called `maxHeapSpace`, whose value you need to modify. The default value is `6g`, for 6 GB of maximum heap space. You can increase it at will.

Graphics performance

Refer to the *Graphics performance* chapter.

CPU performance

The CPU also plays an obvious role in updating the scene state (positions, orientations, etc.), managing the input and events, executing the scripts and calling and running the rendering subsystem, which streams all the texturing and geometric information to the GPU for rendering. This section describes what are the elements that can cause a major impact in CPU performance and explains how to tune them.

Multithreading

Gaia Sky uses background threads to index and update meta-information on the stars that are currently in view. The multithreading option controls the number of threads devoted to these indexing and updating tasks. If multithreading is disabled, only one background thread is used. Otherwise, it uses the defined number of threads in the setting.

Limiting FPS

Gaia Sky offers a way to limit the frames per second. This will ease the CPU of some work, especially if the max FPS is set to a value lower than 60. To do it, just edit the value in the preferences dialog, performance tab.

Draw distance (levels of detail)

These settings apply only when using a catalog with levels of detail like `Gaia DR2+`. You can configure whether you want smooth transitions between the levels (fade-outs and fade-ins) and also the draw distance, which is represented by a range slider. The draw distance is a solid angle threshold against which we compare the octree nodes to determine their visibility.

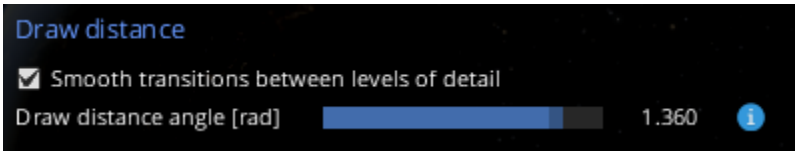


Fig. 105: Draw distance slider in preferences dialog

Basically, the slider sets the view angle above which a particular octree node (axis aligned cubic volume) is marked as observed and thus its stars are processed and drawn.

- Set the knob to the **right** to lower the draw distance and increase performance.
- Set the knob to the **left** to higher the draw distance at the expense of performance.

Find more in-depth information about this in the *data streaming section*.

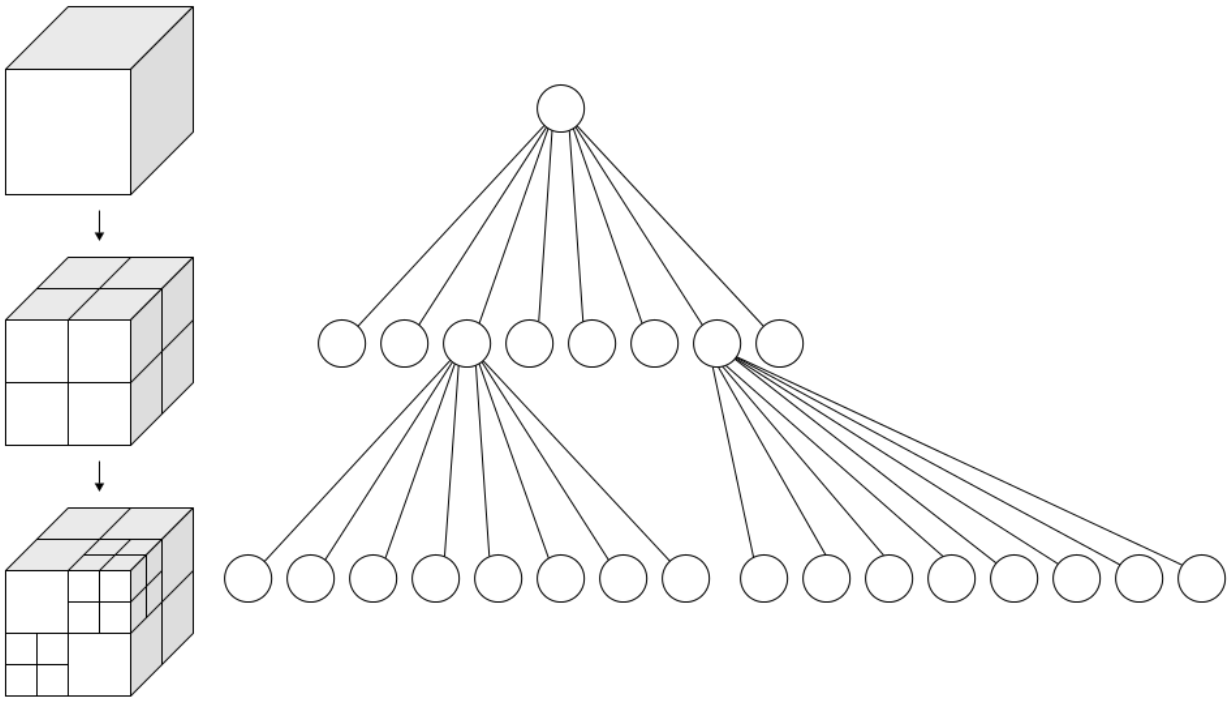


Fig. 106: Octree and levels of detail. Image: Wikipedia.

Smooth transitions

This setting controls whether particles fade in and out depending on the octree view angle. This will prevent pop-ins when using a catalog backed by an octree but it **will have a hit on performance due to the opacity information being sent to the GPU continuously**. If smooth transitions are enabled, there is a fade-in between the draw distance angle and the draw distance angle + 0.4 rad.

Safe mode

Gaia Sky includes a *safe mode*, in which graphical effects and capabilities are tuned down to adapt to ageing systems. You can activate it by running Gaia Sky with the `--safe-mode` CLI flag. Some of the measures in place during safe mode are the following:

- OpenGL 3.2 context instead of 4.2.
- Usage of regular 8-bit buffers instead of 32-bit float buffers for rendering.
- No tessellation, screen-space reflections, or other advanced effects.

Safe mode is automatically activated at startup on systems that do not support OpenGL 4.2.

Graphics performance

The Gaia Sky uses OpenGL to render advanced graphics and thus its performance may be affected significantly by your graphics card. Below you can find some tips to improve the performance of the application by tweaking or deactivating some graphical effects.

Contents

- *Graphics performance*
  - *Graphics quality setting*
  - *Dynamic resolution*
  - *Star brightness*
  - *Star groups*
    - *Billboards*
    - *Labels*
    - *Velocity vectors*
  - *Model detail*
  - *Bloom, lens flare and light glow*
  - *Antialiasing*

Graphics quality setting

Please see the *Graphics quality* section.

Dynamic resolution

The dynamic resolution can improve the performance in demanding graphics situations and older hardware. See the *Experimental* section for more information.

Star brightness

The **star brightness** setting has an effect on the graphics performance because it causes more or less stars to be rendered using the close-by mode where the floating camera transformation is applied in the CPU and the vertices are computed and sent each frame. The effect on performance should not be too great though, unless your CPU is very old. The star brightness can be increased or decreased from the `Star brightness` slider in the *Visual settings pane* section.

Hint

Ctrl + D - activate **debug mode** to get some information on how many stars are currently being rendered as points and quads as well as the frames per second, frame time and more.

Star groups

Star groups are an internal concept in Gaia Sky where a bunch of stars enter and leave the video memory together. Usually, a single catalog is loaded as a single star group, but it is not always the case. The main exception are the level-of-detail catalogs. In these, each octree node (octant) maps to a different star group.

A number of quantities are limited at the star group level. These are the maximum number of quad star billboards, the maximum number of labels and the maximum number of velocity vectors. All of these quantities have a rather strong impact on performance, and can be modified by editing the configuration file directly. They are not exposed in the GUI.

Billboards

Stars, when close to the camera, are rendered with high quality billboards. Billboards are images which always face the camera (i.e. their normal vector is aligned with the vector that joins the camera position with the object's position).

The number of stars that will be rendered as billboards has a strong impact on performance, as we need to compute the quaternions to rotate the images correctly. This number is capped to a maximum value set in the configuration file. This number is set to 30 stars per star group by default, but you can edit it by editing the following line in your `config.yaml` file.

```
scene:
    star:
        group:
            # Maximum number of billboards per star group
            numBillboard: 30
```

Labels

Object labels or names in the Gaia Sky are rendered using a special shader which implements distance field fonts. This means that labels look great at all distances but it is costlier than the regular method.

The label factor basically determines the stars for which a label will be rendered if labels are active. It is a real number between 1 and 5, and it is used to scale the *threshold angle point*, which determines the solid angle boundary between rendering objects as *points* or as *quads* to select whether a label should be rendered or not.

The label is rendered if the formula below yields true.

```
solid_angle > threshold_angle_point / label_factor
```

The label number factor impacts how many labels are displayed. You can modify this value by editing your `config.yaml` file.

```
scene:
    label:
        # Label number factor. Controls how many stars have labels
        number: 1.3
```

Additionally, the maximum number of labels per star group has a huge impact on performance and is also defined in the configuration file. The default value is 50.

```
scene:
    star:
        group:
            # Maximum number of labels per star group
            numLabels: 50
```

Velocity vectors

When active, velocity vectors can become a big toll on performance. To mitigate that, you can adjust the number of vectors shown using the slider at the bottom of the type visibility pane.

Moreover, the maximum number of velocity vectors per star group is defined in the configuration file. The default value is 500.

```
scene:
    star:
        group:
            # Maximum number of velocity vectors per star group
            numVelocityVector: 500
```

Model detail

Some models (mainly spherical planets, planetoids, moons and asteroids) are automatically generated when the Gaia Sky is initializing and accept parameters which tell the loader how many vertices the model should have. These parameters are set in the `json` data files and can have an impact on devices with low-end graphics processors. Let's see an example:

```
{
    "model" : {
            "args" : [true],
            "type" : "sphere",
            "params" : {
                "quality" : 150,
                "diameter" : 1.0,
                "flip" : false
                },
```

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```
            "texture" : {
                "base" : "data/tex/neptune.jpg",
                }
        }
}
```

The `quality` parameter specifies here the number of both vertical and horizontal divisions that the sphere will have.

Additionally, some other models, such as that of the Gaia spacecraft, come from a binary model file `.g3db`. These models are created using a 3D modeling software and then exported to either `.g3db` (`bin`) or `.g3dj` (`JSON`) using fbx-conv. You can create your own low-resolution models and export them to the right format. Then you just need to point the `json` data file to the right low-res model file. The attribute's name is `model`.

```
{
    "model" : {
            "args" : [true],
            "model" : "data/models/gaia/gaia.g3db"
        }
}
```

Bloom, lens flare and light glow

All post-processing algorithms (those algorithms that are applied to the image after it has been rendered) take a toll on the graphics card and can be disabled.

> **Hint**
>
> Disable the **light glow** effect for a significant performance boost in low-end graphics cards

- The **bloom** is not very taxing on fairly capable GPUs, but might be on integrated graphics.
- The **lens flare** effect is a bit harder on the GPU, but most modern cards should be able to handle it with no problems. In order of cost, from less costly to more costly, the shaders are *SIMPLE*, *PSEUDO*, *COMPLEX*.
- The **light glow** effect is far more demanding, and disabling it can result in a significant performance gain in some GPUs. It samples the image around the principal light sources using a spiral pattern and applies a light glow texture which is rather large.

To disable these post-processing effects, find the controls in the UI window, as described in the *graphics configuration section*.

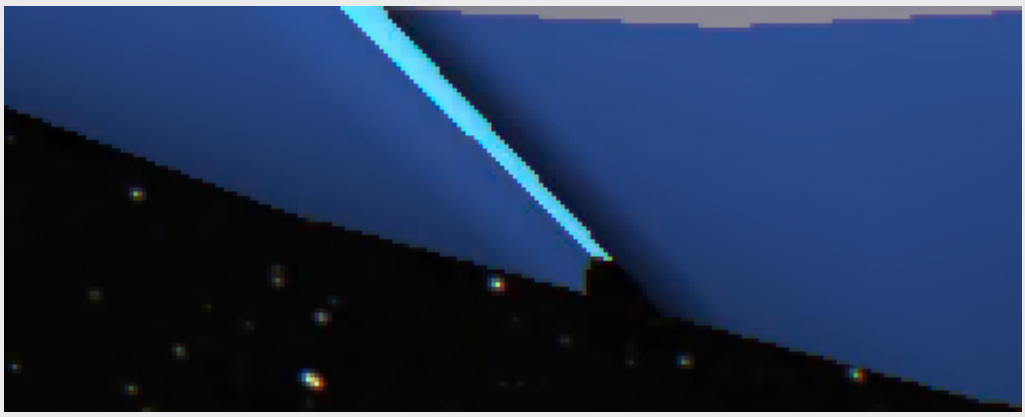
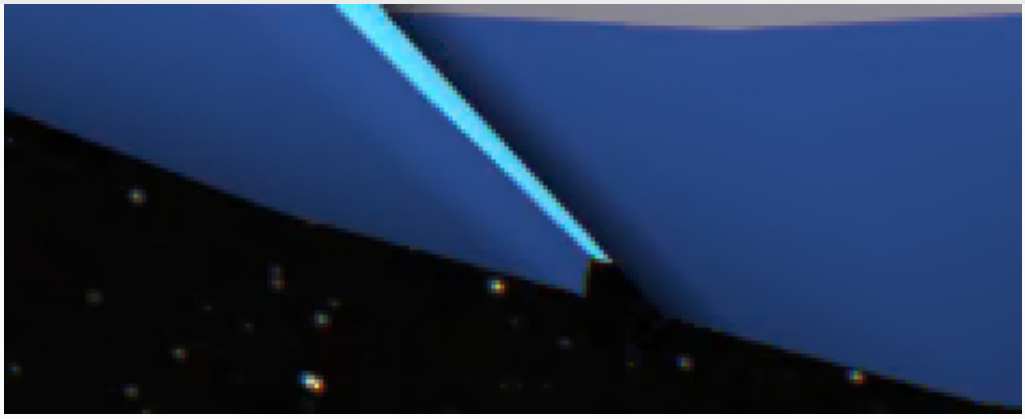
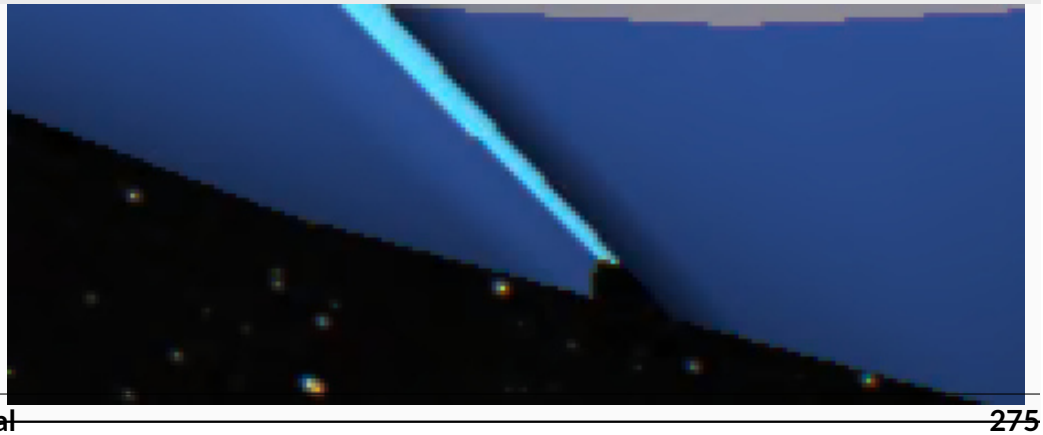
Antialiasing

Antialiasing is a term to refer to a number of techniques for **reducing jagged edges**, stairstep-like lines that should be smooth. It reduces the jagged appearance of lines and edges, but it also makes the image smoother. The result are generally better looking images, even though this depends on the resolution display device.

There are several groups of anti-aliasing techniques, some of them implemented in the Gaia Sky and available for you to choose from the *graphics settings*. They all come at a cost, which may vary depending on your system.

Name	Type	Description
No Antialiasing	No antialiasing	This has no cost since it does not apply any antialiasing technique.
SMAA	Post-processing	Very good results for a reasonable performance cost. Enabled by default.
FXAA	Post-processing	This has a mild performance cost and produces somewhat blurry results.
NFAA	Post-processing	Based on the creation of a normal map to identify edges. Considered obsolete.

Here are some sample images.

Name	Image
No Antialiasing	
SMAA	
FXAA	
NFAA	

Some graphics drivers allow you to override the anti-aliasing settings of applications with some default configuration (usually MSAA or FXAA). To use this, select *No antialiasing* in Gaia Sky.

Find more information on anti-aliasing in the *Anti-aliasing* section.

Data format

To display data, Gaia Sky first needs to load datasets. Dataset files contain objects, which Gaia Sky organizes into a `scenegraph`. A scenegraph is a tree that contains objects and orders them hierarchically depending on their geometrical and spatial relations.

Contents

- *Data format*
  - *Where are the data files defined?*
    - *$data/[dataset-name]/dataset.json example*
    - *default-data/dataset.json example file*
  - *Data loaders*
  - *Catalog formats*
    - *Star catalogs*
      - *Regular star catalogs*
      - *Level-of-detail star catalogs*
    - *Particle catalogs*
  - *JSON data format*
    - *Data morphology*
    - *Objects vs Updates*
    - *Basic attributes*
    - *Proper motions*
    - *Magnitudes*
    - *Labels*
    - *Locations*
    - *Coordinates and ephemerides*
      - *Orbit coordinates*
      - *Heliotropic orbit coordinates*
      - *Combining orbit coordinates*

            - *Static coordinates*
            - *VSOP87*
            - *VSOP2000*
            - *Chebyshev polynomials*
            - *Moon AA coordinates*
            - *Pluto coordinates*
            - *Python scripting coordinates*
        * *Model objects*
            - *Orientation*
            - *Model*
            - *Clouds*
            - *Atmospheric scattering parameters*
        * *Mesh objects*
        * *Volumes*
            - *Volume files*
            - *Volume materials and occlusion*
            - *Rendering*
        * *Orbits*
            - *TLE Orbits*
            - *Heliotropic orbits*
        * *Grids and other special objects*
        * *Affine transformations*
        * *Reference system transformations*
    – *Creating your own catalog loaders*
    – *Loading data using scripts*

All datasets are partially or totally described in a JSON format. Each dataset lives in its own directory in the data location (referred to as `$data/`, see *folders*), and must contain a description in the file `dataset.json`. If a dataset does not have this file in its directory, it won't be recognized by Gaia Sky.

Below is an example of the contents of the data location.

```
$data/
```

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```
├─ default-data/
│  ├─ dataset.json
│  └─ ...
├─ catalog-hipparcos/
│  ├─ dataset.json
│  └─ ...
├─ catalog-whitedwarfs-dr2/
│  ├─ dataset.json
│  └─ ...
└─ .../
```

Where are the data files defined?

Gaia Sky implements a very flexible and open data loading mechanism. The data files to be loaded are defined in a couple of keys in the `config.yaml` *configuration file*, which is usually located in the `$GS_CONFIG` folder (see *folders*). The keys are the following (double-colon indicates nesting):

- `data::dataFiles` – an array containing the list of enabled JSON data files. Each file should be a relative path from the data directory with the prefix `$data/`. For instance, the default dataset, containing the Solar System and some necessary objects for Gaia Sky to run, is specified in the array as `$data/default-data/dataset.json`.

$data/[dataset-name]/dataset.json example

Dataset descriptor files contain the metadata of a catalog (name, description, version, etc.) and a pointer to the actual data. Below is a made-up file, `dataset.json` which describes my super-awesome dataset.

```
{
"key" : "dataset-key-without-spaces",
"name": "Dataset name",
"version": 1,
"mingsversion" : 30106,
"type": "catalog-gaia",
"description": "The description here.\nCan contain line breaks.",
"releasenotes" : "- What changed since the last version?\n- List here.",
"link": "https://arxiv.org/abs/1805.00425",
"size": 368633,
"nobjects": 1365,
"check": "$data/my-dataset/dataset.json",
"files": [ "$data/my-dataset" ],
"data": [{
    "loader": "gaiasky.data.JsonLoader",
    "files": [ "$data/my-dataset/particles-particles.json" ]
}]
}
```

Notice that the data (`data::files`) points to another JSON file, which contains some additional info about how to load the data, and a pointer to the actual data file `particles-particles.json`. Here it is:

```
{
"objects": [{
    "name": "My dataset",
    "position": [0.0, 0.0, 0.0],
    "componentType": "Stars",
    "fadeout": [1.0e5, 0.5e8],
    "parent": "Universe",
    "archetype": "StarGroup",
    "provider": "gaiasky.data.group.STILDataProvider",
    "dataFile": "$data/my-dataset/catalog/dataset.vot"
    }]
}
```

As you can see, the `STILDataProvider` is the one in charge of loading the data for this dataset, which resides in a VOTable file, `dataset.vot`.

default-data/dataset.json example file

This is an example of what the default data pack contains. The dataset descriptor file loads different files using different loaders.

```
{
"data" : [
    {
        "loader": "gaiasky.data.JsonLoader",
        "files": [ "$data/default-data/planets-normal.json",
                   "$data/default-data/moons-normal.json",
                   "$data/default-data/satellites.json",
                   "$data/default-data/asteroids.json",
                   "$data/default-data/orbits_planet.json",
                   "$data/default-data/orbits_moon.json",
                   "$data/default-data/orbits_asteroid.json",
                   "$data/default-data/orbits_satellite.json",
                   "$data/default-data/extra-low.json",
                   "$data/default-data/locations.json",
                   "$data/default-data/locations_earth.json",
                   "$data/default-data/locations_moon.json"]
    },
    {
        "loader": "gaiasky.data.GeoJsonLoader",
        "files": [ "$data/default-data/countries/countries.geo.json" ]
    }]
}
```

The `dataset.json` file contains an array, `"data"`, which is a list of pairs containing `[loader: files]` correspondences. Each `"loader"` contains the classes that will load the list of files under the corresponding `"files"` property. The main loader, the `JsonLoader`, expects JSON files as inputs. Each of these files must have an attribute called `"objects"`, which is an array containing the metadata on the objects to load.

Data loaders

The files are sent to the Scene Graph JSON Loader, which iterates on each loader-files pair in each file, instantiates the loader and uses it to load the files. All loaders need to adhere to a contract, defined in the interface `ISceneLoader` (ISceneLoader). The `loadData()` method of each loader must return a list of objects, which is then added to a global list containing all the previously loaded objects. At the end, we have a list with all the objects in the scene. This list is passed on to the Scene Graph instance, which constructs the scene graph tree structure that will contain the object model.

As we said, each loader will load a different kind of data; the `JSONLoader` (JsonLoader) loads JSON files containing planets, satellites, orbits, star catalogs, etc. The `STILDataProvider` (STILDataProvider) loads `VOTables`, `FITS`, `CSV` and other files through the STIL library, `GeoJsonLoader` (GeoJsonLoader) loads geographic data, and so on.

Catalog formats

Catalogs refer to datasets which are essentially particle-based (stars, galaxies, etc.). There are several off-the-shelf options to get catalog data in various formats into Gaia Sky. The most important are `VOTable`, `FITS` and `CSV`. They are all handled by the *STIL data provider*. They are defined in the same way as any other object is, using *JSON descriptor files*.

Let's see an example of the definition of one such catalog (the Oort cloud) using JSON:

```
{
    "name" : "Oort cloud",
    "position" : [0.0, 0.0, 0.0],
    "color" : [0.9, 0.9, 0.9, 0.8],
    "size" : 2.0,
    "labelColor" : [0.3, 0.6, 1.0, 1.0],
    "labelPosition" : [0.0484814, 0.0, 0.0484814],
    "componentType" : "Others",

    "fadeIn" : [0.0004, 0.004],
    "fadeOut" : [0.1, 15.0],

    "profileDecay" : 1.0,

    "parent" : "Universe",
    "archetype" : "ParticleGroup",

    "provider" : "gaiasky.data.PointDataProvider",
```

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```
    "factor" :  149.597871,
    "dataFile" : "$data/oort-cloud/oortcloud/oort_10000particles.dat"
}
```

This is based on the `ParticleSet` component, which is fully documented *here*. Let's go over the attributes that appear in this example:

- `name` – The name of the particle group.
- `position` – The mean cartesian position (see *internal reference system*) in parsecs, used for sorting purposes and also for positioning the label. If this is not provided, the mean position of all the particles is used.
- `color` – The color of the particles as an `rgba` array.
- `size` – The size of the particles. In a non HiDPI screen, this is in pixel units. In HiDPI screens, the size will be scaled up to maintain the proportions.
- `labelColor` – The color of the label as an `rgba` array.
- `labelPosition` – The cartesian position (see *internal reference system*) of the label, in parsecs.
- `componentType` (alias: `ct`) – The `ComponentType` (see ComponentTypes). This is basically a `string` that will be matched to the entity type in `ComponentType` enum. Valid component types are `Stars`, `Planets`, `Moons`, `Satellites`, `Atmospheres`, `Constellations`, etc.
- `fadeIn` – The fade in interpolation distances, in parsecs. If this property is defined, there will be a fade-in effect applied to the particle group between the distance `fadeIn[0]` and the distance `fadeIn[1]`.
- `fadeOut` – The fade out interpolation distances, in parsecs. If this property is defined, there will be a fade-out effect applied to the particle group between the distance `fadeOut[0]` and the distance `fadeOut[1]`.
- `profileDecay` – This attribute controls how particles are rendered. This is basically the opacity profile decay of each particle, as in `(1.0 - dist)^profileDecay`, where dist is the distance from the center (center dist is 0, edge dist is 1).
- `parent` – The name of the parent object in the scene graph.
- `archetype` (alias: `impl`) – The *archetype* name (or legacy class name, but this should be avoided).
- `provider` – The full name of the data provider class. This must extend `gaiasky.data.api.IParticleGroupDataProvider` (see IParticleGroupDataProvider).
- `factor` – A factor to be applied to each coordinate of each data point. If not specified, defaults to 1.
- `dataFile` – The actual file with the data. It must be in a format that the data provider specified in `provider` knows how to load.
- `texture` – Optional attribute that points to a texture or directory with textures to render the particles of this set with. If this is available, `profileDecay` is ignored.

- `textures` – Same as `texture`, but with an array of textures and/or directories.

Star catalogs

Star catalogs are special because, in addition to positional information, they contain extra properties such as proper motions, magnitudes, colors and more. All of these are important to be able to render stars faithfully.

The easiest way to load star catalogs is by loading them from VOTable files. Let's see how these catalogs can be defined in Gaia Sky. For example, the new Hipparcos reduction uses this `dataset.json` file that contains some catalog metadata and pointers to the actual data files:

```
{
  "key": "catalog-hipparcos",
  "name" : "Hipparcos (new reduction)",
  "version" : 4,
  "mingsversion" : 30301,
  "type" : "catalog-star",
  "description" : "Hipparcos new reduction (van Leeuwen, 2007) with curated star␣
↪names.",
  "releasenotes" : "- Add type in catalog descriptor file.\n- Update to new data␣
↪format.",
  "link" : "http://adsabs.harvard.edu/abs/2007ASSL..350.....V",
  "size" : 5433174,
  "nobjects" : 177955,
  "check": "$data/catalog-hipparcos/dataset.json",
  "files" : [ "$data/catalog-hipparcos" ],
  "data" : [
  {
    "loader": "gaiasky.data.JsonLoader",
    "files": [ "$data/catalog-hipparcos/particles-hip.json" ]
  }]
}
```

The file `particles-hip.json` contains a single object with the actual pointer to the VOTable data file, and some additional metadata such as the color of labels, a description of the catalog or the data provider:

```
{
  "objects" : [
  {
    "name" : "Hipparcos (new red.)",
    "position" : [0.0, 0.0, 0.0],
    "color" : [1.0, 1.0, 1.0, 0.25],
    "size" : 6.0,
    "labelColor" : [1.0, 1.0, 1.0, 1.0],
    "labelPosition" : [0.0, -5.0e7, -4.0e8],
    "componentType" : "Stars",
```

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```
    "fadeout" : [21.0e2, 0.5e5],

    "profiledecay" : 1.0,

    "parent" : "Universe",
    "archetype" : "StarGroup",

    "catalogInfo" : {
      "name" : "Hipparcos",
      "description" : "Hipparcos new reduction (van Leeuwen, 2007). 117995 stars.",
      "type" : "INTERNAL"
    },

    "provider" : "gaiasky.data.group.STILDataProvider",
    "dataFile" : "$data/catalog-hipparcos/catalog/hipparcos/hipparcos.vot"
  }
]}
```

Regular star catalogs

Gaia Sky supports all formats supported by the `STIL` library. Since the data held by the formats supported by `STIL` is not of a unique nature, this catalog loader makes a series of assumptions. More information can be found in *STIL data provider*.

In particular, it is possible to load a `VOTable`, `CSV`, `FITS` or `ASCII` file directly into Gaia Sky using the `Open file` icon at the bottom of the control panel.

Level-of-detail star catalogs

Gaia Sky uses level-of-detail structures to represent catalogs with hundreds of millions of stars. This broad and deep topic is covered in its own section:

- *Level-of-detail: Octree*.

Particle catalogs

Particle catalogs (point cloud data) can be loaded from CSV, VOTable or FITS files (see *STIL data loader*), or also from a fast and compact binary format. More information can be found in the *particle catalogs section*.

JSON data format

Most of the entities and celestial bodies that are not stars in the Gaia Sky scene are defined in a series of JSON files and are loaded using the `JsonLoader` (JsonLoader). The format is very flexible and loosely mirrors the underlying object model, which is a scene graph tree.

An example about defining an extrasolar system with a couple of stars orbiting each other and a couple of planets can be found *here*.

Data morphology

Before starting, we need to do a little detour to cover the data morphology. In Gaia Sky, objects organize and store their data into *components*, conforming to the Entity Component System (ECS) paradigm. Components are simple bags of data (attributes). Objects in Gaia Sky are assigned an *archetype*, which are simple component groups.

- **Archetype** – an *archetype* is a definition of a group of components to create objects of a certain type. Every object has **one and only one** archetype. The archetype is specified with the `"archetype"` or the `"impl"` attributes, and take the name of the archetype (case sensitive!). For instance, the *Planet* archetype contains, amongst others, the components *Base*, *Model*, *Coordinates* and *Atmosphere*.
- **Component** – a *component* is a simple bag of data. For example, the *Base* component contains a color, the object type, and the object name or names. Components are mostly hidden from users, as they are not defined directly in the JSON data files. Instead, components define what attributes are accepted by each object. An exhaustive list of all the attributes per component, together with descriptions and data types, is provided in *Components*.

Depending on the archetype of an object (i.e. depending on the components it has), objects are processed differently by different systems. Additionally, archetypes can extend other archetypes, so that the extending archetype gets all the components defined in the parent.

You can find a full description of all the archetypes and components in the data format, together with their attributes, here:

- *Archetypes*.
- *Components*.

Objects vs Updates

Every JSON file that contains objects must have a named array as the only top-level object in the file. Depending on the name of this array, two things can happen:

- `objects` – when the array is named *objects*, it contains new objects to load.
- `updates` – when the array is named *updates*, it contains updates to pre-existing objects.

Objects in `updates` arrays are kept and applied at the end of the loading stage, when all objects in the `objects` array have been loaded. They are matched by name.

So far, only the following objects and attributes can be updated:

- `material` – material and all its sub-attributes. In particular, all regular textures, cubemaps and virtual textures: - `diffuse`, `diffuseCubemap`, `diffuseSVT`. - `specular`, `specularCubemap`, `specularSVT`. - `normal`, `normalCubemap`, `normalSVT`. - `height`, `heightCubemap`, `heightSVT`. - `emissive`, `emissiveCubemap`, `emissiveSVT`. - `metallic`, `metallicCubemap`, `metallicSVT`. - `roughness`, `roughnessCubemap`, `roughnessSVT`.

- `cloud` – describes the cloud layer. Can also have a virtual texture. - `diffuse`, `diffuseCubemap`, `diffuseSVT`.
- `atmosphere` – all its direct attributes.
- `rotation` – all its direct attributes.

See the *virtual textures section* for some examples.

Basic attributes

All *archetypes* have the *Base*, the *Body* and the *GraphNode* components. These components hold basic attributes, which can be specified with these (usually required) keys:

- `name` – The name of the object. You can specify multiple names in a string array by using the `names` key.
- `color` – The color of the object. This will translate to the line color in orbits, to the color of the point for planets when they are far away and to the color of grid lines.
- `componentType` (alias: `ct`) – The `ComponentType` (see ComponentTypes). This is basically a `string` that will be matched to the entity type in `ComponentType` enum. Valid component types are `Stars`, `Planets`, `Moons`, `Satellites`, `Atmospheres`, `Constellations`, etc.
- `archetype` (alias: `impl`) – The *archetype* name (or legacy package and class name of the implementing class).
- `parent` – The name of the parent entity.

Additionally, different types of entities accept different additional parameters which are matched to the model using reflection. Here are some examples of these parameters:

- `sizeKm` (with variants `sizePc`, `sizeM`, `sizeAU`, `size`) – The diameter of the entity. The unitless version uses internal units.
- `pos` (with variants `position`, `positionKm`, `positionPc`, `posKm`, `posPc`) – The position of the object. This is the position at epoch (if the object has proper motion), or just a static position. Given in cartesian coordinates in the internal reference system.
- `labelColor` – Color of the label of this object.

Below is an example of a simple entity, the equatorial grid:

```
{
    "name" : "Equatorial grid",
    "color" : [1.0, 0.0, 0.0, 0.5],
    "size" : 1.2e12,
    "componentType" : "Equatorial",

    "parent" : "Universe",
    "archetype" : "SphericalGrid"
}
```

Proper motions

Objects of an *archetype* with a *ProperMotion component* can define proper motion attributes:

- `muAlpha` (`muAlphaMasYr`) – The $\mu_{\alpha\star}$, in mas/yr.
- `muDelta` (`muDeltaMasYr`) – The μ_{δ}, in mas/yr.
- `radialVelocity` (`radialVelocityKms`) – The radial velocity in km/s.
- `epochJd` (`epochYear`) – The proper motion epoch as a Julian date, or as a year fraction (2015.5).

Magnitudes

Objects of an *archetype* with a *Magnitude component* can define an apparent and an absolute magnitude.

- `appMag` – The apparent magnitude.
- `absMag` – The absolute magnitude.

The apparent and absolute magnitudes are only used in celestial bodies. In stars, if only one is set, the other is computed automatically. If both are set, **no consistency check is done against the distance**. Also in stars, the absolute magnitude is used to compute a pseudo-size which is used for rendering purposes only. See the *star rendering section* for more information.

Labels

All labels in Gaia Sky get the component type of the object they are attached to, plus the "Labels" component type. Here are some of the attributes related to labels. Attributes marked with a star (*) can only be applied to objects whose *archetype* has a *Label component*.

- `label*` – Whether to render the label at all. Takes in a boolean.
- `labelColor` – The color of the label, as a RGBA array.
- `forceLabel` – Whether to force-display the label for this entity, regardless of distance and size.
- `labelPositionPc*` (`labelPositionKm`, `labelPosition`) – Override the position of the label.
- `labelFactor*` – Factor to apply to the size of the label for this object.
- `labelMax*` – Internal rendering factor, should not be set externally unless you know what you are doing.
- `textScale*` – Internal rendering factor, should not be set externally unless you know what you are doing.

Locations

Locations (or location marks) are annotations shown on certain positions on the surface of objects. For example, locations are used on the Earth to display the locations of countries, cities, oceans and continents. Locations are always shown with coordinates [longitude,latitude] on the surface of a sphere of radius equal to the size of the parent object. This radius can be modified for individual

locations using `distFactor` (see below). Location objects use the *archetype Loc*, and most of the attributes are in the *LocationMark component*.

As an example, let's see a location mark for the city of Heidelberg:

```
{
    "parent" : "Earth",
    "archetype" : "Loc",
    "componentType": [ "Locations" ],
    "name" : "Heidelberg",
    "locationType": "Cities",
    "markerTexture": "city",
    "location" : [8.68, 49.4],
    "sizeKm" : 5.3
}
```

- `parent` – The parent object where the location mark should be displayed.
- `archetype` – The archetype should be `Loc`.
- `componentType` – Ideally, `Locations`.
- `name` – Display name for the location label.
- `locationType` – Optional. This is used to categorize the locations in the individual visibility window. If this is not present, locations are categorized using the parent object's name.
- `markerTexture` – The Location marker texture (image). Set to `none` to disable the marker image. Possible values are `none`, `default`, `flag`, `city`, `town`, `landmark`, or a path to a PNG image. If the path directs to a data package, the format is `$data/[package-name]/path/to/file.png`.
- `location` – The location in degrees. Longitude and latitude.
- `sizeKm` – The size of the location marker and label, in kilometers. This also determines visibility. Large locations disappear when we get closer to the object, unless we use `ignoreSolidAngleLimit`.
- `ignoreSolidAngleLimit` – Ignore the solid angle upper limit when determining the visibility of this location. Setting this to true causes the location to not disappear, regardless of the camera distance.
- `color` – The color of the marker image.
- `labelColor` – The color of the label.
- `distFactor` – Factor to apply to the parent object's radius to get the distance from the center of the object, in case of non-spherical parent objects. This is essentially the radius, as the locations are given in [longitude, latitude, radius]. Typically the radius is that of the parent object, but this parameter overrides it.

Coordinates and ephemerides

Within the `coordinates` object (see the *Coordinates component*) one specifies how to get the positional data of the entity given a time. This object contains a reference to the implementation class (which must implement `IBodyCoordinates` IBodyCoordinates) and the necessary parameters to initialize it. There are currently a few implementations that can be used with the `"impl"` attribute. They are described in the following sub-sections.

Orbit coordinates

Using `OrbitLintCoordinates`, the coordinates of the object are linearly interpolated using its orbit, which is defined in a separate entity. See the *orbits section* for more info. The `name` of the orbit entity must be given. For instance, the Hygieia moon uses orbit coordinates.

```
{
    "coordinates" : {
        "impl" : "gaiasky.util.coord.OrbitLintCoordinates",
        "orbitName" : "Hygieia orbit"
    }
}
```

There are many types of orbit coordinates providers. The next sections describe the most important of them.

Periodicity

Some trajectories are not periodic, like those for spacecraft like the Voyagers. In this case, we can instruct the `coordinates` object to not extend beyond the time span in the orbit file by using the `periodic` attribute:

```
{
    "coordinates" : {
        "impl" : "gaiasky.util.coord.OrbitLintCoordinates",
        "periodic": false,
        "orbitName" : "Artemis2 orbit"
    }
}
```

Heliotropic orbit coordinates

This defines coordinates coming from a *heliotropic orbit*. These orbits rotate with the Solar longitude, L_s, which is the ecliptic longitude of the Sun. This only makes sense for objects attached or around the Earth.

Combining orbit coordinates

Sometimes, an object needs to combine coordinates from different orbits in different parts of its lifetime. For example, Gaia has its main Lissajous orbit around L2 during its operations phase, and then it was put in a heliocentric orbit around the Sun. Since this requires a reference system change (L2 vs the Sun), two different orbit objects must be used at different dates.

To do so, there are a couple of special coordinates providers:

- `TimedOrbitCoordinates` – wraps around a regular orbit coordinates object and includes a time range delimited by start and end, during which the coordinates of this object are active. It can also include a parent object, in which case, the owner of the orbit will change its parent when the orbit becomes active.
- `ComposedTimedOrbitCoordinates` – contains a list of `TimedOrbitCoordinates`, and selects and applies the right one depending on the current date.

For example, this is a valid coordinates provider for the Gaia spacecraft:

```
{
  "coordinates": {
     "impl": "gaiasky.util.coord.ComposedTimedOrbitCoordinates",
     "processOnlyActive": true,
     "sequence": [
       {
         "impl": "gaiasky.util.coord.TimedOrbitCoordinates",
         "start": "2013-01-01T00:00:00.00Z",
         "end": "2025-06-15T13:42:00.00Z",
         "parent": "Earth",
         "coordinates": {
           "impl": "gaiasky.util.coord.HeliotropicOrbitCoordinates",
           "orbitName": "Gaia orbit"
         }
       },
       {
         "impl": "gaiasky.util.coord.TimedOrbitCoordinates",
         "start": "2025-06-15T13:42:00.00Z",
         "end": "2050-03-25T18:30:00.00Z",
         "parent": "Sun",
         "coordinates": {
           "impl": "gaiasky.util.coord.OrbitLintCoordinates",
           "orbitName": "Gaia heliocentric orbit"
         }
       }
     ]
 }
```

This `ComposedTimedOrbitCoordinates` contains a sequence with two `TimedOrbitCoordinates` objects. One references the orbit object called “Gaia orbit”, and the other references “Gaia heliocentric orbit”. Note that the first one has “Earth” as parent, while the second one has “Sun” as parent. This

means that, whenever the provider changes the orbit selection, the Gaia object will be moved from one parent to the other.

The orbit objects referenced by these providers could look like this:

```
{"objects": [
  {
    "name": "Gaia orbit",
    "color": [ 1.0, 1.0, 0.2, 0.35 ],
    "componentTypes": [ "Orbits", "Satellites" ],
    "parent": "Gaia",
    "archetype": "HeliotropicOrbit",
    "provider": "gaiasky.data.orbit.OrbitFileDataProvider",
    "trail": true,
    "orbit": {
      "source": "path/to/orbit-L2.txt"
    }
  },
  {
    "name": "Gaia heliocentric orbit",
    "color": [ 1.0, 0.431, 0.161, 0.55 ],
    "componentTypes": [ "Orbits", "Satellites" ],
    "parent": "Sun",
    "archetype": "Orbit",
    "provider": "gaiasky.data.orbit.OrbitFileDataProvider",
    "trail": true,
    "trailMap": 0.9,
    "orbit": {
      "source": "path/to/orbit-heliocentric.txt"
    }
  }
]}
```

Static coordinates

Use `StaticCoordinates` to specify a static position (or a position at epoch for entities with proper motion). This is equivalent to using the top-level pos attribute, which also specifies the position at epoch. Static coordinates can also be applied a transformation using the `transformMatrix` and `transformName` attributes. The position may be given in cartesian or spherical coordinates.

- `position` (with variants: `positionKm`, `positionPc`) – position in cartesian coordinates in the internal reference system.
- `positionEquatorial` – equatorial coordinates (α [deg], δ [deg], and distance [parsecs]).
- `positionEcliptic` – ecliptic coordinates (λ [deg], β [deg], and distance [parsecs]).
- `positionGalactic` – galactic coordinates (l [deg], b [deg], and distance [parsecs]).

```
{
    "coordinates" : {
        "impl" : "gaiasky.util.coord.StaticCoordinates",
        "position" : [-2.169e17, -1.257e17, -1.898e16]
    }
}
```

VSOP87

All classes that extend `AbstractVSOP87` provide ephemerides for the major planets. These implement the `VSOP87` analytical solution. Our implementation of VSOP87 contains a class for each body, with all the terms hard-coded. For instance, to set up VSOP87 ephemeris for the Earth use the following:

```
{
    "coordinates" : {
        "impl" : "gaiasky.util.coord.vsop87.EarthVSOP87",
        "orbitName" : "Earth orbit"
    }
}
```

VSOP2000

Implementation of the analytical planetary solution VSOP2000. You just need to point to the file for the particular bodies. Data files are available for Mercury, Venus, Earth, Moon, the Earth-Moon barycentre, Mars, Jupiter, Saturn, Uranus, Neptune and Pluto in ftp://syrte.obspm.fr/francou/vsop2000/. In order to use those, use the VSOP2000 class with the desired data file.

```
{
    "coordinates" : {
        "impl" : "gaiasky.util.coord.vsop2000.VSOP2000",
        "dataFile" : "/path/to/data/vsop2000-p03.dat",
        "orbitName" : "Earth orbit"
    }
}
```

Chebyshev polynomials

Implementation of Chebyshev polynomials using the coefficients to compute the Ephemeris. Just like VSOP2000, each body needs a different data file, containing the coefficients for the body.

```
{
    "coordinates" : {
        "impl" : "gaiasky.util.coord.chebyshev.ChebyshevEphemeris",
        "dataFile" : "/path/to/data/EARTH.position.data",
        "orbitName" : "Earth orbit"
```

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```
    }
}
```

Moon AA coordinates

`MoonAACoordinates` contains a special implementation of the algorithm described in the book Astronomical Algorithms by Jean Meeus that provides the position of the Moon.

Pluto coordinates

`PlutoCoordinates` is a special implementation, described ppcomp.html#14, which provides very fast but not very accurate positions for Pluto.

Python scripting coordinates

`PythonBodyCoordinates`, reserved for coordinate providers implemented in Python via scripting. This object uses `IPythonCoordinatesProvider` instances implemented in a Python script to source coordinates. For more information, see *this section*.

Model objects

Planets, moons, asteroids, etc. all use the model component `Model` (Model), together with the `ModelComponent` record (ModelComponent). These provide a series of utilities that make their JSON specifications look similar.

Orientation

Orientations in Gaia Sky may be given in two different formats:

- *Rigid rotation* – the orientation is described with basic rotation parameters such as the period, inclination, axial tilt, etc.
- *Quaternion orientation* – the orientation of the object is sourced from an entity that provides quaternions.

Rigid rotation

The `rigidRotation` map (aliased to `rotation`) describes, as you may imagine, the rigid rotation of the body in question by means of a series of parameters. Rotations are stored in the *Orientation component*, and use the `rigidRotation` map. A rigid rotation is described by the following parameters:

- `period` – The rotation period in hours.
- `axialTilt` – The axial tilt is the angle between the equatorial plane of the body and its orbital plane. In degrees.
- `inclination` – The inclination is the angle between the orbital plane and the ecliptic. In degrees.

- `ascendingNode` – The ascending node in degrees.
- `meridianAngle` – The meridian angle in degrees.
- `angularVelocity` – The angular velocity in degrees/hour.

For instance, the rotation of Mars:

```
{
    "rigidRotation": {
        "period" : 24.622962156,
        "axialtilt" : 25.19,
        "inclination" : 1.850,
        "ascendingnode" : 47.68143,
        "meridianangle" : 176.630
    }
}
```

Quaternion orientation

Some objects like satellites are typically oriented using quaternions. Since every satellite may have its own attitude analytical implementation, we support a generic way of providing quaternions, based on the orientation provider and source. The orientation provider contains the name of a class that extends OrientationServer.

We provide two general implementations, based on the spherical linear interpolation of quaternions (QuaternionSlerpOrientationServer) and on normalized linear interpolation (QuaternionNlerpOrientationServer. These implementations read the quaternion data from a CSV file in the following format:

```
time-iso-8601,x,y,z,w
```

For example, a valid quaternion slerp file would be `quaternions.csv`:

```
#time,x,y,z,w
2020-01-01T12:00:00Z,0.0,0.0,0.0,1.0
2020-02-01T12:00:00Z,1.0,0.0,0.0,0.0
2020-03-01T12:00:00Z,0.0,1.0,0.0,0.0
2020-04-01T12:00:00Z,0.0,0.0,1.0,0.0
2020-05-01T12:00:00Z,0.0,0.0,0.0,1.0
```

Each line contains:

- **Time [ISO-8601]** – the time of the quaternion.
- **x** – x component.
- **y** – y component.
- **z** – z component.
- **w** – w component.

Once we have the file, we can use it in our object by using the *Orientation* properties `orientationProvider` and `orientationSource`.

```
{
    "orientationProvider": "gaiasky.data.orientation.QuaternionSlerpOrientationServer
↪",
    "orientationSource": "path/to/quaternions.csv"
}
```

We also offer a specific implementation of OrientationServer for Gaia in the form of the GaiaAttitudeServer.

Model

This section describes the format to specify models, but omits the procedural generation attributes. These are documented in the *procedural generation section*.

The model object describes the model which must be used to represent the entity. Models are described in the *Model component*, and can have two origins:

- They may come from a **3D model file**. In this case, you just need to specify the file.

```
{
    "model": {
      "args" : [true],
      "model" : "$data/default-data/models/gaia/gaia.g3db"
    }
}
```

- They may be **generated on the fly**. In this case, you need to specify the type of model, a series of parameters and the material.

```
{
    "model": {
      "args" : [true],
      "type" : "sphere",
      "staticLight" : true,
      "useColor" : "false",
      "ambientLevel" : 0.5,
      "ambientColor" : [0.1, 0.3, 0.6, 1.0],
      "params" : {
        "quality" : 180,
        "diameter" : 1.0,
        "flip" : false
        },
      "material" : {
        "diffuse" : "$data/default-data/tex/base/earth-day*.jpg",
        "diffuseCubemap" : "$data/default-data/tex/cubemap/earth-day*",
        "diffuseSVT" : {
```

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```
            "location" : "$data/virtualtex-earth-diffuse/tex",
            "tileSize" : 1024
        },
        "specular" : "$data/default-data/tex/base/earth-specular*.jpg",
        "normal" : "$data/default-data/tex/base/earth-normal*.jpg",
        "emissive" : "$data/default-data/tex/base/earth-night*.jpg",
        "height" : "$data/default-data/tex/base/earth-height*.jpg",
        "heightScale" : 8.12,
        "reflection" : [ 1.0, 1.0, 0.0 ]
    }
}
```

- `type` – the type of model. Possible values are `sphere`, `uvsphere`, `icosphere`, `cubesphere`, `octahedronsphere`, `plane`, `patch`, `surface`, `billboard`, `twofacedbillboard`, `quad`, `disc`, `cylinder`, `ring`, `cone`, `cube` and `box`. For a full list of types, check out ModelType.
- `staticLight` – this attribute takes in a boolean (`true` or `false`) or a floating point number. If present, this disconnects the ambient light of this model from the global ambient level, **and** does not apply directional lighting to the model. If set to `true`, the ambient level of this model is set to the default 0.6. Otherwise, it is set to the given floating-point value in [0,1].
- `useColor` – a boolean that indicates that the object color (in the `color` attribute) is to be used as the model color. If this is true, the object color is set as a model diffuse color attribute.
- `ambientLevel` – a single floating-point value with the ambient light level (in [0,1]) to apply to this model. If present, the model is disconnected from the global ambient light setting.
- `ambientColor` – a 3- or 4-component color (RGB or RGBA) for the ambient light of this model. If present, the model is disconnected from the global ambient light setting.
- `params` – parameters of the model. Which parameters are accepted **depends on the type**:
  - `sphere` and `uvsphere` accept `quality` (the number of horizontal and vertical divisions). `sphere` also accepts `oblateness`.
  - `icosphere` accepts `recursion` (the recursion level).
  - `cubesphere` and `octahedronsphere` accept `divisions`.
  - `plane`, `patch`, `surface`, `billboard`, `quad` and `cube` accept `divisionsu` and `divisionsv` (plus `width`/`height`, or `size`).
  - `disc`, `cylinder`, `cone`, `ring`, `box` and `cube` accept `diameter` and, where meaningful, `height`.
  - All types accept `flip`, which indicates whether the normals should be flipped to face outwards.
  - The `ring` type also accepts `innerradius` and `outerradius`.

  For a full list of parameters per type, check out ModelCache.
- `material` – properties of the material, such as textures, reflections, elevation, etc.

- `diffuse` – the diffuse texture to use.
- `diffuseCubemap` – the location of the 6 sides of the diffuse cubemap to use. Takes precedence over `diffuse`. The sides must be images with the `_bk.jpg`, `_ft.jpg`, `_up.jpg`, `_dn.jpg`, `_rt.jpg`, `_lf.jpg` suffixes. The file formats can be JPG or PNG. Can be applied to all channels (specular, normal, emissive, height, metallic, roughness, etc.) More information on this can be found in the *cubemaps section*.
- `diffuseSVT` – an object with a `location` (path) and a `tileSize` (integer). Defines a diffuse virtual texture for this model. Can be applied to more channels. More information on this can be found in the *virtual textures section*.
- `specular` – the specular map to produce specular reflections. This attribute also accepts a specular index or a specular color (RGB). More than one can be specified.
- `normal` – normal map to produce extra detail in the lighting.
- `emissive` – emissive texture, color or value. For planets, this acts as the night texture, which is applied to the part of the model in the shade. This attribute also accepts an emissive color (RGB) and an emissive index.
- `height` – height map which will be represented with tessellation or parallax mapping (see *elevation (height)*) and whose scale is defined in `heightScale` (in Km).
- `heightScale` – indicates the extent, in Km, of the top mapping value in the height map (corresponding to full white, or RGB [1,1,1]). When the elevation multiplier slider is set to 1, the highest point in the height map is displaced by this amount of kilometers.
- `roughness` – roughness texture, color or value for the PBR shader.
- `metallic` – metallic texture or value for the PBR shader.
- `ao` – ambient occlusion texture for the PBR shader.
- `diffuseScattering` – a color (vec[3]) or a single floating point number with the diffuse scattering value for this model. Diffuse scattering weighs the diffuse color and re-emits it if there are no shadows.
- `occlusionMetallicRoughness` – occlusion/metallic/roughness texture (in R, G and B channels respectively) texture for the PBR shader. Follows the glTF specification.
- `volume0`, `volume1`, `volume2`, `volume3` – path to a 3D volume to ray-march inside this model. See *volumes* and the *3D texture format*.
- `volumeDepthThreshold` – array of densities, one per volume slot, above which a volume is allowed to occlude. See *volumes*.
- `reflection` – specifies an index or a color. If this is present, the default skymap will be used to generate reflections on the surface of the material. Hint: look up the `Reflections` object in Gaia Sky. It is defined in `satellites.json`.
- `colorIfTexture` – if set to `true`, the color specified in the object's `color` attribute is set to the material and mixed with the diffuse texture in the shader. If set to `false`, the color is not used if a diffuse texture is already present. Defaults to `false`.

Additionally, we may use the following attributes for **ringed** models, also in the `material` group:

- `ringDiffuse` – diffuse texture for the ring.
- `ringNormal` – diffuse texture for the ring.
- `ringDiffuseScattering` – a color (vec[3]) or a single floating point number with the diffuse scattering value for this model. Diffuse scattering weighs the diffuse color and re-emits it if there are no shadows.

Clouds

This defines the clouds layer (see *Cloud component*). It can be *procedurally generated* or described with textures. Here we deal only with the textures mode. Let's see:

```
"cloud"          : {
    "size" : 6395.0,
    "diffuseCubemap": "$data/default-data/tex/cubemap/earth-cloud*",
    "params" : {
        "quality" : 200,
        "diameter" : 2.0,
        "flip" : false
    }
}
```

Contains the `size` of the cloud model, its `parameters` (`quality`, `diameter`, etc.) and the texture to use for the clouds. Clouds support only the diffuse channel, in any of its variations:

- `diffuse` – diffuse equirectangular texture path.
- `diffuseCubemap` – diffuse cubemap path. See *cubemaps*.
- `diffuseSVT` – diffuse Sparse Virtual Texture path. See *virtual textures*.

The clouds are combined with the planet using the equation:

$$\bar{C}_{result} = \bar{C}_{source} \times \bar{F}_{source} + \bar{C}_{destination} \times \bar{F}_{destination}$$

where $\bar{F}_{source}$ is 1, and $\bar{F}_{destination}$ is $1 - \bar{C}_{source}$.

Additionally, it is possible to pull up-to-date clouds textures from online resources. For instance, the live-cloud-maps repository offers high-resolution almost-live (updated every 3 hours) cloud texture maps. To make use of those for the Earth object, you need to add the `url` parameter:

```
"cloud": {
  "size": 6385.0,
  "url": "https://clouds.matteason.co.uk/images/8192x4096/clouds.jpg",
  "params": {
    "quality": 200,
    "diameter": 2.0,
    "flip": false
  }
}
```

Once this is done, Gaia Sky will attempt to pull the texture from the given URL and apply it as the cloud layer. If the `url` parameter is specified, it takes preference over the regular texture channels (`diffuse`, `diffuseCubemap`, etc.)

Atmospheric scattering parameters

Planet atmospheres can also be defined using this object (see *Atmosphere component*). The `atmosphere` object gets a number of physical quantities that are fed in the atmospheric scattering algorithm (Sean O'Neil, GPU Gems).

```
{
    "atmosphere" : {
        "size" : 6600.0,
        "wavelengths" : [0.650, 0.570, 0.475],
        "m_Kr" : 0.0025,
        "m_Km" : 0.0015,
        "m_eSun" : 1.0,
        "fogdensity" : 2.5,
        "fogcolor" : [1.0, 0.7, 0.6],
        "o3OpticalDepth": 0.4,

        "params" : {
            "quality" : 180,
            "diameter" : 2.0,
            "flip" : true
        }
    }
}
```

The parameters are the following:

- `size` – radius of the sphere model used for the atmosphere, in km.
- `wavelengths` – the values of $\frac{1}{\lambda^4}$ for the red (λ_0), green (λ_1) and blue (λ_2) channels. These are the Rayleigh scattering rates of different light wavelengths.
- `m_Kr` – Rayleigh scattering constant.
- `m_Km` – Mie scattering constant.
- `m_eSun` – the brightness of the illuminating star.
- `fogdensity` – density of the simulated fog when inside the atmosphere.
- `fogcolor` – the color of the fog.
- `o3OpticalDepth` – strength of ozone (O_3) absorption in the atmosphere. Set to 0 to disable it. (The old key `o3strength` is deprecated.)
- `mieAsymmetryG` – the asymmetry parameter of the Mie scattering phase function.
- `scaleDepth` – the scale height of the atmosphere, as a fraction of the planet radius.

Mesh objects

Gaia Sky supports arbitrary galaxy-sized meshes. These are usually used to represent iso-density surfaces for stars, dust or HII regions, among others. Mesh objects have all the regular attributes of model bodies (`name`, `description`, `color`, `size`, etc.). Additionally, we offer three shading modes for meshes:

- `additive` – renders the mesh with transparency via additive blending. The DR2 hot star and HII density meshes use this shading mode.
- `dust` – renders an opaque mesh. An opacity value is computed for the edges ($V \cdot N$), where V is the pixel view vector from the camera and N is the normal vector at that pixel. Opacity is rendered using dithering to avoid sorting issues.
- `regular` – renders the mesh with the regular, general-purpose per-pixel lighting shader.

The shading mode is set with the top-level attribute `"shading" : "additive|dust|regular"`:

```
{
    "name" : "DR3 star density",
    "description" : "Star density iso-surface based on DR3 data",
    "color" : [0.95, 0.2, 0.2, 0.75],
    "size" :  3.0856775814913705E7,
    "labelcolor" : [0.95, 0.1, 0.1, 1.0],
    "shading" : "regular",
    "labelposition" : [1000.0, 0.0, 0.0],
    "componentType" : "Meshes",
    "fadeout" : [60000.0, 90000.0],
    "parent" : "Universe",
    "archetype" : "MeshObject",
    "transformName" : "galacticToEquatorialF",
    "model"           : {
        "args" : [true],
        "staticLight" : true,
        "model" : "$data/mesh-dr3-stardenstiy/meshes/dr3/star_density.obj"
    }
}
```

Volumes

Gaia Sky can render volumetric data by ray-marching a three-dimensional grid of voxels, instead of drawing it with particles or as an iso-surface. Volume objects use the *Volume* archetype, which extends *ModelBody*, so they accept every regular attribute (`name`, `color`, `size`, `coordinates`, `fadeIn`/`fadeOut`, `parent`, etc.) plus the volume-specific ones described below. Up to four volumes can be declared per object, and all of them are ray-marched and composited in a single pass.

Here is the volumetric Milky Way of the default data pack:

```
{
  "name": "Milky Way (volume)",
```

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```
  "color": [1.0, 1.0, 1.0, 1.0],
  "sizePc": 26000.0,
  "componentType": "MilkyWay",
  "transformName": "galacticToEquatorial",
  "fadeIn": [1.0e3, 7.0e3],
  "fadeOut": [15e4, 60e4],
  "parent": "Milky Way",
  "archetype": "Volume",
  "label": false,
  "focusable": false,
  "cameraCollision": false,
  "vertexShader": "shader/pbr.vertex.glsl",
  "fragmentShader": "shader/volume.galaxy.fragment.glsl",
  "raymarchIterations": [50, 70, 90, 110],
  "coordinates": {
    "impl": "gaiasky.util.coord.StaticCoordinates",
    "transformName": "galToEqF",
    "positionPc": [0.0, 0.0, 0.0]
  },
  "model": {
    "args": [true],
    "type": "sphere",
    "useColor": true,
    "blendMode": "additive",
    "params": {
      "flip": true,
      "diameter": 1.3,
      "quality": 30
    },
    "material": {
      "volume0": "$data/default-data/galaxy/volume/gal*/galaxy_emissive_rgba.raw.gz",
      "volume1": "$data/default-data/galaxy/volume/gal*/galaxy_occlusive_rgba.raw.gz
↪",
      "volumeDepthThreshold": [0.0, 0.015]
    }
  }
}
```

The volume-specific attributes, described in the *Volume component*, are:

- `vertexShader` – vertex shader used by the model. Defaults to the PBR vertex shader.
- `fragmentShader` – fragment shader that ray-marches the volume. Defaults to `shader/volume.fragment.glsl`, a generic shader which draws any stack of additive volumes. Both shaders can live in a dataset by prefixing the path with `$data/`.
- `iterations` (aliases `raymarchIterations`, `iterationCount`) – number of ray-marching steps. Takes either a single integer, used for all graphics quality settings, or an array of four integers,

one per quality setting (low, normal, high, ultra). Values below 40 are raised to 40.

- `writeDepth` – whether the volume writes to the depth buffer, which it does by default, so that it hides whatever is drawn after it (labels, grids, stars, planets). Set it to `false` to always see through the volume.

The model is only the shell the ray-marcher starts from: it must be a closed mesh, typically a sphere with `"flip": true` so that its faces point inwards. The volume data itself comes from the material slots.

Volume files

Each `volume0` to `volume3` material slot points to a data file, which Gaia Sky binds as a 3D texture, and to a small text sidecar named after it that declares the resolution of the grid and the box it occupies. Both files, and the voxel layouts they can hold, are described in the *3D texture format* section.

Two sidecar keys shape the result. `Grid size:` is what makes a non-cubic grid possible: a flattened structure such as a galactic disc stores a small number of slices for the same voxel size, and without the key the loader can only infer a cube from the file length. `Volume bounds:` is the box the grid fills, in units of the object's `size`, so bounds from `-0.5` to `0.5` make the box exactly as large as the object; the shader normalises the texture over them, so they need not match the size of the object. The loader crops the empty shell of the grid at load time, which shrinks both the box the rays traverse and the memory the texture takes.

Volume materials and occlusion

Paths in the material accept the `*` wildcard, which is replaced by the suffix of the current graphics quality (`-low`, `-med`, `-high`, `-ultra`), so that a single attribute can select a different resolution of the same volume per quality setting. This is what `gal*/` does in the example above.

Emissive and absorbing volumes are combined by the shader. An emissive volume adds light, which requires additive blending. An absorbing volume (dust) emits nothing and only attenuates what is behind it, which requires the shader to know about the two volumes together, as `shader/volume.galaxy.fragment.glsl` does.

A volume can also act as an occluder for the rest of the scene: the fragment shader writes the depth of the first sample whose density is above a threshold, and everything drawn afterwards is tested against it. The threshold is set per slot in `volumeDepthThreshold`, a density in the same units as the alpha channel of the volume:

- `0.0` (the default) means that the slot never occludes. This is the right value for emissive volumes, whose faint outer haze is not opaque and would cut a hard hole in the star field behind it.
- A positive value means that only the voxels above that density occlude, so that the dense lanes of a dust volume hide the stars behind them while its diffuse tail does not.

`writeDepth` enables or disables the depth pre-pass of the whole object.

Rendering

The ray-marcher takes the step count from the `iterations` attribute and derives the step size from the length of the ray path through the box, so every ray samples the whole volume with the same number of steps. Empty space is skipped with a two-level scheme: the loader builds an occupancy grid with one texel per 4x4x4 brick of voxels, holding the maximum density of the brick, and the shader skips over the bricks that hold nothing.

Volumes need a GPU with 3D texture support (OpenGL 3.3 core), which is already a hard requirement of Gaia Sky, and memory proportional to the grid: a `798 x 80 x 800` RGBA grid is about 200 MB once decompressed, per volume.

Orbits

When we talk about orbits in this context we talk about trajectory lines. In Gaia Sky, trajectory lines may be created from two different sources. Each source is handled by a class implementing the `IOrbitDataProvider` (IOrbitDataProvider) interface, which is also specified in their `orbit` object. Parameters available for Orbit archetypes are documented in the *Trajectory component*.

- An **orbit data file**. In this case, the orbit data provider is `OrbitFileDataProvider`. This file contains four columns:
  - **Time** – the time, either as a string in the form `YYYY-MM-dd_HH:mm:ss`, or as a plain Julian date number.
  - **X**, **Y**, and **Z** coordinates, in the internal reference system and Kilometers.
- The **orbital elements**, where the orbit data provider is `OrbitalParametersProvider`.

A sampled orbit comes from an **orbit data file**. In Gaia Sky, the orbits of all major planets are sampled, as well as the orbit of Gaia. For instance, the orbit of **Venus**.

```
{
    "name" : "Venus orbit",
    "color" : [1.0, 1.0, 1.0, 0.55],
    "componentType" : "Orbits",

    "parent" : "Sol",
    "archetype" : "Orbit",
    "provider" : "gaiasky.data.orbit.OrbitFileDataProvider",

    "orbit" : {
        "source" : "$data/default-data/orb.VENUS.dat",
    }
}
```

If the orbit is defined with its orbital elements, the elements need to be specified in the `orbit` object. For example, the orbit of **Phobos**.

```
{
    "name" : "Phobos orbit",
```

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```
    "color" : [0.7, 0.7, 1.0, 0.4],
    "componentType" : "Orbits",

    "parent" : "Mars",
    "archetype" : "Orbit",
    "provider" : "gaiasky.data.orbit.OrbitalParametersProvider",

    "orbit" : {
        "period" : 0.31891023,
        "epoch" : 2455198,
        "semiMajorAxis" : 9377.2,
        "eccentricity" : 0.0151,
        "inclination" : 1.082,
        "ascendingNode" : 16.946,
        "argOfPericenter" : 157.116,
        "meanAnomaly" : 241.138,
        "mu" : 9.9e18
    }
}
```

The "orbit" object contains the Keplerian orbital elements:

- `period` – in days.
- `epoch` – in Julian days.
- `semiMajorAxis` – in km.
- `eccentricity` – no units.
- `inclination` – in degrees.
- `ascendingNode` – in degrees.
- `argOfPericenter` – in degrees.
- `meanAnomaly` – in degrees.
- `newMethod` – set to `true` to evaluate the orbit using the modern orbit-element algorithm, instead of the legacy one.
- `fadeIn` – the fade-in distances of the orbit line, in parsecs.
- `fadeOut` – the fade-out distances of the orbit line, in parsecs.
- `mu` – $G*M$ of the central body (gravitational constant). Defaults to the Sun's. It is recomputed automatically from the period (T) and the semi-major axis (a) when both are set, as $\mu = 4 * \pi^2 a^3 / T^2$.

The orbital elements of extrasolar systems are typically given in a special reference system. In this reference system, the **reference plane** is the plane whose normal is the line of sight vector from the Sun to the planet or star for which the orbit is defined. The **reference direction** is the direction from the object to the north celestial pole projected on the reference plane. In order to apply

such a transformation automatically, Gaia Sky provides an additional attribute `"model"` to objects of the *archetype* Orbit. When this attribute has the value `"extrasolar_system"`, the transformation described above is applied automatically. The default value of `"model"` is `"default"`. Below is an example:

```
{
   "name": "J0805+4812 star orbit",
   "color": [
     1.0,
     0.0,
     1.0,
     1.0
   ],
   "componentType": [
     "Orbits",
     "Stars"
   ],
   "parent": "J0805+4812 Center",
   "archetype": "Orbit",
   "provider": "gaiasky.data.orbit.OrbitalParametersProvider",
   "model": "extrasolar_system",
   "newMethod": true,

   "trail" : true,
   "trailMap" : 0.5,

   "fadeIn" : [ 50.0e3, 100.0e3 ],
   "fadeOut" : [ 100.0e3, 200.0e3 ],

   "orbit": {
     "period": 735.9078666506588,
     "epoch": 2457397.4170103897,
     "semiMajorAxis": 48464416.969729796,
     "eccentricity": 0.4203524474493615,
     "inclination": 107.89617887219426,
     "ascendingNode": 175.09066812003118,
     "argOfPericenter": 326.7130552945523,
     "meanAnomaly": 0.0,
     "mu": 9.9998e+21
   }
 }
```

Attributes available to Orbit archetypes are defined in the *Trajectory component* documentation.

TLE Orbits

Some satellite orbits need to update the orbital elements quite often to stay up to date. Gaia Sky provides the functionality of automatically updating orbital elements of satellites by reading them in TLE (Two-Line Element set) format from the internet. To use this, your object must use the *OrbitTLE* archetype. This has three additional attribute:

- `urlTLE` – URL to read the TLE data from.
- `nameTLE` – name in the TLE file for this particular craft. Typically, a TLE file contains the data for multiple objects. This name matches the name line in the file to select the object.
- `updateIntervalTLE` – the update interval, in days. Elements read from TLE are cached in special files in the data directory. These files are used unless they are older than the time specified here. This is the number of days (integer plus day fraction) that need to elapse until a new update of the TLE data is attempted. Set negative to update every time.

Heliotropic orbits

Provides coordinates of objects in heliotropic orbits using those orbits' data, like Gaia or JWST. The implementation is in `HeliotropicOrbitCoordinates`. Heliotropic orbits use the archetype *HeliotropicOrbit*, and their parent is typically the object they orbit. These orbits only make sense when attached to objects around the Earth, as they get rotated by the sun longitude angle.

Grids and other special objects

There is a last family of objects which do not fall in any of the previous categories. These are grids and other objects such as the Milky Way (inner and outer parts). These objects usually have a special implementation and specific parameters, so they are a good example of how to implement new objects.

```
{
    "name" : "Galactic grid",
    "color" : [0.3, 0.5, 1.0, 0.5],
    "size" : 1.4e12,
    "componentType" : "Galactic",
    "transformName" : "equatorialToGalactic",

    "parent" : "Universe",
    "archetype" : "Grid"
}
```

For example, the grids accept a parameter `transformName`, which specifies the geometric transform to use. In the case of the galactic grid, we need to use the `equatorialToGalactic` transform to have the grid correctly positioned in the celestial sphere.

Affine transformations

Model objects (meshes, shapes, models, etc.) of an *archetype* that contains an *AffineTransformations component* can define arbitrary affine transformations (rotation, translation, scale) in any order, as top-level attributes. These transformations will be applied to the local transformation matrix of the model in the same order they are defined in the JSON file.

The supported attributes, and their names, are:

- `translate` – contains a 3-vector with a translation in *internal units*.

  Example: `"translate" : [2.0, 0.0, 5.0]`.

- `translatePc` – contains a 3-vector with a translation in parsecs.

  Example: `"translatePc" : [2.0, 0.0, 5.0]`.

- `translateKm` – contains a 3-vector with a translation in kilometers.

  Example: `"translateKm" : [25000.0, 0.0, 0.0]`.

- `scale` – contains either a single floating-point value or a 3-vector with the scaling factor, in local model coordinates.

  Example: `"scale" : [1.0, 1.0, 2.0]`, scales the model $\times 2$ in the Z component.

- `rotate` – contains a 4-vector where the first three components are the rotation axis, and the last component is the rotation angle in degrees.

  Example: `"rotate": [1.0, 0.0, 0.0, 45.0]`, rotates the model $45°$ around the $\begin{pmatrix}1 & 0 & 0\end{pmatrix}$ vector.

For instance, the following JSON object,

```
{
  "name": "Object name",
  "color": [ 0.4, 0.4, 1.0, 0.4 ],
  "labelColor": [ 0.4, 0.4, 1.0, 1.0 ],
  "labelFactor": 0.0004,
  "sizePc": 1.0,
  "componentType": "Others",
  "parent": "Parent name",
  "archetype": "ShapeObject",
  "renderGroup": "MODEL_VERT_ADDITIVE",

  "rotate": [ 0.0, 1.0, 0.0, 60.0 ],
  "scale": [ 2.0, 0.5, 0.5 ],

  "coordinates": {
    "impl": "gaiasky.util.coord.StaticCoordinates",
    "position": [ 0.0, 0.0, 0.0 ]
  },
  "model": {
```

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```
    "args": [ true ],
    "staticLight": true,
    "type": "sphere",
    "primitiveType": "lines",
    "blendMode": "additive",
    "params": { "quality": 30, "diameter": 1.0, "flip": true }
  }
}
```

defines a sphere which is scaled $\times 2$ in X and $\times 0.5$ in Y and Z, and rotated around the Y axis $60°$.

Reference system transformations

Gaia Sky uses an equatorial *internal reference system*. Objects of an *archetype* that contains a *RefSysTransform component* can specify reference system transformations directly in the JSON file as top-level attributes using the `"transformName"` or `"transformFunction"` names. These attributes take in a string with the name of the transformation. The possible values are:

- "transformFunction": **"equatorialToEcliptic"**
- "transformFunction": **"equatorialToGalactic"**
- "transformFunction": **"eclipticToEquatorial"**
- "transformFunction": **"eclipticToGalactic"**
- "transformFunction": **"galacticToEquatorial"**
- "transformFunction": **"galacticToEcliptic"**

These are turned into a 4x4 matrix with the necessary reference system rotation.

Additionally, it is possible to specify the 16 values of the matrix themselves, in **column-major** order, using the top-level attributes `"transformMatrix"` or the alias `"transformValues"`.

Example:

```
{
  "name": "Object name",
  "color": [ 0.4, 0.4, 1.0, 0.4 ],
  "labelColor": [ 0.4, 0.4, 1.0, 1.0 ],
  "labelFactor": 0.0004,
  "sizePc": 1.0,
  "componentType": "Others",
  "parent": "Parent name",
  "archetype": "ShapeObject",
  "renderGroup": "MODEL_VERT_ADDITIVE",

  "transformMatrix": [0.7660444431189781, 0.0, -0.12855752193730788, 0.0,
                      0.0,                0.5,  0.0,                 0.0,
```

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```
                    0.6427876096865394, 0.0,  0.15320888862379564, 0.0,
                    0.0,                0.0,  0.0,                 1.0],
  "coordinates": {
    "impl": "gaiasky.util.coord.StaticCoordinates",
    "position": [ 0.0, 0.0, 0.0 ]
  },
  "model": {
    "args": [ true ],
    "staticLight": true,
    "type": "sphere",
    "primitiveType": "lines",
    "blendMode": "additive",
    "params": { "quality": 30, "diameter": 1.0, "flip": true }
  }
}
```

Creating your own catalog loaders

If you want to load your data files into Gaia Sky, chances are that the *STIL data provider* can already do it.

If you still need to create your own loader, keep reading.

In order to create a loader for your catalog, one only needs to provide an implementation to the `ISceneLoader` interface (`core/src/gaiasky/data/api/ISceneLoader.java`).

```
public interface ISceneLoader {
  void initialize(String[] files, Scene scene) throws RuntimeException;
  void initialize(String[] files, String dsLocation, Scene scene) throws␣
↪RuntimeException;
  void initialize(DataSource ds, Scene scene);

  Array<Entity> loadData() throws FileNotFoundException;

  void setKey(String key);
  void setName(String name);
  void setDescription(String description);
  void setParams(Map<String, Object> params);
  void setIndex(Map<String, Entity> index);
}
```

The main method to implement is `Array<Entity> loadData()` in `core/src/gaiasky/data/api/ISceneLoader.java`, which must return an array of Ashley `Entity` objects (libGDX `Array`, not `java.util.List`).

But how do we know which file to load? You need to create a `dataset.json` descriptor file, add your loader there and create the properties you desire. Usually, there is a property called `files` which contains a list of files to load. Once you've done that, implement one of the `initialize` overloads

– `(String[], Scene)` when the data comes from files, `(String[], String dsLocation, Scene)` when the dataset location is also needed, or `(DataSource, Scene)` when the data is streamed from a remote source – knowing that all the properties defined in the `dataset.json` file with your catalog loader as a prefix are passed to you, without the prefix, through the `setParams(Map<String, Object>)` method.

The remaining setters (`setKey`, `setName`, `setDescription`, `setIndex`) are called by Gaia Sky with the corresponding metadata from the dataset descriptor, so your loader gets the dataset key, name and description for free, plus the shared entity index built by other loaders.

Also, you will need to connect this new catalog file with the Gaia Sky configuration so that it is loaded at startup. To do so, locate your `config.yaml` file (usually under `$GS_CONFIG`, see *folders*) and add your new file to the property `data::dataFiles`. You can also drop your new catalog into a subdirectory in the data directory and enable it using the dataset manager in Gaia Sky.

Add your implementing `jar` file to the `classpath` (usually putting it in the lib/ folder should do the trick) and you are good to go.

You can use existing loaders as examples, such as the `OctreeLoader` (OctreeLoader) to see how it works.

Loading data using scripts

Data can also be loaded at any time from a `Python` script. See *the scripting section* for more info.

STIL data loader

Gaia Sky supports the loading of catalog data in **VOTable**, **FITS**, **CSV** and **ASCII**. using the STIL library. To ensure the catalogs are loaded correctly, some preparation might be needed in the form of UCDs and/or column names and units. The following sections describe the expected UCDs and column names for the different data types and units.

Contents

- *STIL data loader*
  - *Object IDs*
  - *Object names*
  - *Positions*
  - *Proper motions and radial velocities*
  - *Magnitudes*
  - *Colors*
  - *Variability*
  - *Other columns*

The class in charge of loading data using STIL is the STILDataProvider.

Note

In all cases, UCDs take precedence over column names. That is, if a UCD is present for a given column, the column name is ignored. This means that if the UCD is incorrect, the column data won't be recognized and used even if the column name is correct.

Object IDs

Columns with the UCD `meta.id` are recognized as generic identifiers. Otherwise, the actual matching is done by column name. The following are recognized:

- `id` – generic ID
- `hip` – HIP number
- `source_id` – Gaia source ID

Object names

Names are taken from the columns `name`, `proper`, `proper_name`, `common_name` and `designation`.

Also, the regular expression `"(name|NAME|refname|REFNAME)((_|-)[\\w\\d]+)?"` is matched against column names to find names. This matches anything which starts with `name` or `NAME` or `refname` plus an optional suffix starting with a hyphen or an underscore.

The loader supports multiple names in a single value. The connecting character used is `|`, so that if multiple names are to be loaded, they must be in a column with one of the above names and the format `name-1|name-2|...|name-n`.

Positions

For the **positional data**, Gaia Sky will look for spherical and cartesian coordinates. In the case of spherical coordinates, the following are UCDs supported:

- Equatorial: `pos.eq.ra`, `pos.eq.dec`
- Galactic: `pos.galactic.lon`, `pos.galactic.lat`
- Ecliptic: `pos.ecliptic.lon`, `pos.ecliptic.lat`

The units should be specified as column metadata. If units are not there, Gaia Sky will use degrees for coordinate angles (ra, dec, lat, lon, etc.), mas for parallaxes and parsecs for distances.

If UCDs are not possible (i.e. CSV format), the sky positions should be given in the equatorial system and have the following column names and units:

- Right ascension: `ra`, `right_ascension`, `alpha` in degrees
- Declination: `dec`, `de`, `declination`, `delta` in degrees

To work out the distance, it looks for the UCDs `pos.parallax` and `pos.distance`. If either of those are found, they are used. If no UCDs are to be found, the column names `plx`, `parallax`, `pllx` and `par` are accepted. If there are no parallaxes, the default parallax of 0.04 mas is used. As previously

mentioned, parallaxes are in mas by default, and distances are in parsecs, unless stated otherwise in column unit metadata.

With respect to cartesian coordinates, it recognizes the UCDs `pos.cartesian.x|y|z`, and they are interpreted in the equatorial system by default.

Proper motions and radial velocities

Proper motions are supported using only the UCDs `pm.eq.ra` and `pm.eq.dec`. Otherwise, the following column names are checked, assuming the units to be in `mas/yr`.

- RA: `pmra`, `pmalpha`, `pm_ra`
- DEC: `pmdec`, `pmdelta`, `pm_dec`, `pm_de`

Radial velocities are supported through the UCD `dopplerVeloc` and through the column names `radvel` and `radial_velocity`.

Magnitudes

Magnitudes are supported using the `phot.mag` or `phot.mag;stat.mean` UCDs. Otherwise, they are discovered using the column names `mag`, `bmag`, `gmag`, `phot_g_mean_mag`. If no magnitudes are found, the default value of 15 is used.

Apparent magnitudes are converted to absolute magnitudes with:

$$M = m - 5log_{10}(d_{pc}) + 5$$

where M is the absolute magnitude and m is the apparent magnitude. d_{pc} is the distance to the star in parsecs.

The absolute magnitude is then converted to a pseudo-size with an algorithm that converts first to a luminosity, and then adjusts the size with an experimental calibration.

Colors

Colors are discovered using the `phot.color` UCD. If not present, the column names `b_v`, `v_i`, `bp_rp`, `bp_g` and `g_rp` are used, if present. If no color is discovered at all, the default value of 0.656 is used as the color index.

The conversion from color index to RGB is done by converting the XP (BP-RP) color index to T_{eff}, and then the T_{eff} to RGB, using the `xp_to_teff()` and `teff_to_rgb()` methods implemented here.

Variability

Variable stars are loaded if light curves (magnitude vs time) and periods are found in the column list. The magnitude list, time list and period are looked up using their column names:

- **Magnitude list**: A list of [mag] is expected under `g_transit_mag`, `g_mag_list`, `g_mag_series`
- **Time list**: A list of Julian dates (offset from J2010, i.e. $t = JD - 2455197.5$) under `g_transit_time`, `time_list`, `time_series`

- **Period**: A period in Julian days under `pf`, `period`

Only variable stars with a period will be loaded. The rest will be skipped.

Other columns

All the columns which do not fit in the aforementioned categories are loaded as extra attributes. These attributes can be used for filtering and color mapping the dataset.

Right now, additional physical quantities (mass, flux, effective temperature (T_{eff}), radius, etc.) fall into the 'other columns' category and are also loaded as extra attributes.

Star catalog formats

Star catalogs can be loaded from well-known formats (VOTable, CSV, etc.) using the *STIL data loader*, or they can use a binary format tailor-made for Gaia Sky. In general, the binary format loads **much** faster and is more compact. That's why we use it for our big level-of-detail star catalogs based on Gaia data.

Contents

- *Star catalog formats*
  - *Binary format specification*
    - *Metadata file*
      - *Version 0*
      - *Version 1*
    - *Star particle files*
      - *Version 0*
      - *Version 1*
      - *Version 2*
  - *LOD catalog processing*
    - *Catalogs*
    - *Distances*
    - *Magnitude/color corrections*

This section discusses the level-of-detail (LOD) datasets (from Gaia DR2 on) where not all data fits into the CPU memory (RAM) and especially the GPU memory (VRAM).

In order to solve the issue, Gaia Sky implements a LOD structure based on the spatial distribution of stars into an octree. The culling of the octree is determined using a draw distance setting, called θ. θ is actually the minimum visual solid angle (as seen from the camera) of an octant for it to

be observed and its stars to be rendered. Larger θ values lead to less octants being observed, and smaller θ values lead to more octants being observed.

Balancing the loading of data depends on several parameters:

- The maximum java heap memory (set to 4 Gb by default), let's call it *maxheap*.
- The available graphics memory (VRAM, video ram). It depends on your graphics card. Let's call it *VRAM*.
- The draw distance setting, θ.
- The maximum number of loaded stars, ν. This is in the configuration file (`$GS_CONFIG/config.yaml`) under the key `scene::octree::maxstars`. The default value balances the *maximum heap memory space* and the default data set.

So basically, a low θ (below 50-60 degrees) means lots of observed octants and lots of stars. Setting θ very low causes Gaia Sky to try to load lots of data, eventually overflowing the heap space and creating an `OutOfMemoryError`. To mitigate that, one can also increase the *maximum heap space*.

Finally, there is the maximum number of loaded stars, ν. This is a number that is set according to the *maxheap* setting. When the number of loaded stars is larger than θ, the loaded octants that have been unobserved for the longest time will be unloaded and their memory structures will be freed (both in GPU and CPU). This poses a problem if the draw distance setting is set so that the observed octants at a single moment contain more stars than θ. That is why high values for θ are recommended. Usually, values between 60 and 80 are fine, depending on the dataset and the machine.

θ
: Draw distance, minimum visual solid angle for octants to be rendered

ν
: Maximum number of stars in memory at a given time

Binary format specification

Gaia catalogs contain typically hundreds of millions of stars. They are too large to fit in your neighbor's consumer GPU. In order to be able to represent such catalogs in real time, Gaia Sky implements a level-of-detail algorithm backed by an octree. The data format of all level-of-detail catalogs is a custom binary format to make it more compact and fast to load. This binary format can, however, also be used for smaller star catalogs. This section contains its specification.

There are two types of files: the metadata (`metadata.bin`) and the particle files (`particles_xxxxxxx.bin`). The metadata file contains all the nodes of the octree (called octants). Each octant points to a particle file, containing its particles. The number in the particle file name is the identifier of the octant. Additionally, the particle files can also be used for standalone smaller star catalogs.

All binary numbers in the metadata and particles files use **big-endian byte ordering**.

The distance units are *internal units*.

Metadata file

The metadata reader is implemented here. The metadata file contains the information of the octants of the octree. The metadata format has currently two possible versions, 0 and 1, which are automatically detected by Gaia Sky.

Version 0

Version 0 (legacy) does not contain its version number in the file itself. Instead, if the first four bytes interpreted as an integer are zero or positive, version 0 is assumed. All numbers are stored BE (big-endian). The format is the following.

- 1 single-precision integer (32-bit) – number of octants in the file
- For each octant:
  - 1 single-precision integer (32-bit) – Page ID - ID of current octant
  - 3 single-precision float (32-bit * 3) – X, Y, Z cartesian coordinates in internal units
  - 1 single-precision float (32-bit) – Octant half-size in X
  - 1 single-precision float (32-bit) – Octant half-size in Y
  - 1 single-precision float (32-bit) – Octant half-size in Z
  - 8 single-precision integer (32-bit * 8) – IDs of the 8 children (-1 if no child)
  - 1 single-precision integer (32-bit) – Level of octant (depth)
  - 1 single-precision integer (32-bit) – Cumulative number of stars in this node and its descendants
  - 1 single-precision integer (32-bit) – Number of stars in this node
  - 1 single-precision integer (32-bit) – Number of children nodes

Version 1

Version 1 was introduced in Gaia Sky `3.0.4`, and starts with a negative integer in the first four bytes, typically -1. Then comes the version number. The main difference with the legacy version is that the page IDs are encoded with a 64-bit integer instead of 32.

- 1 single-precision integer (32-bit) – special token number `-1`, signaling the presence of a version number
- 1 single-precision integer (32-bit) – version number (`1` in this case)
- 1 single-precision integer (32-bit) – number of octants in the file
- For each octant:
  - 1 double-precision integer (64-bit) – Page ID - ID of current octant
  - 3 single-precision float (32-bit * 3) – X, Y, Z cartesian coordinates in internal units
  - 1 single-precision float (32-bit) – Octant half-size in X

  - 1 single-precision float (32-bit) – Octant half-size in Y
  - 1 single-precision float (32-bit) – Octant half-size in Z
  - 8 double-precision integer (64-bit * 8) – IDs of the 8 children (-1 if no child)
  - 1 single-precision integer (32-bit) – Level of octant (depth)
  - 1 single-precision integer (32-bit) – Cumulative number of stars in this node and its descendants
  - 1 single-precision integer (32-bit) – Number of stars in this node
  - 1 single-precision integer (32-bit) – Number of children nodes

Star particle files

A particle file contains the information of a number of stars. These can be the stars belonging to a particular octant in a LOD octree, or all the stars in a particular star catalog.

The class in charge of loading and writing binary star particle files is the BinaryDataProvider.

The binary readers/writers are implemented in the following files:

- Interface (BinaryIO)
- Base implementation (BinaryIOBase)
- Version 0 (DR1 and DR2, now outdated)
- Version 1 (used in the currently public eDR3 catalogs, same as version 0, but without tycho IDs)
- Version 2 (the new version, much more compact and small)

Version 0 was used in DR2, version 1 was used mainly in the first batch of eDR3. Version 2 is used in the second batch of eDR3 and future DRs. Versions 0 and 1 are not annotated, so they are detected using the file name. Starting from version 2, the version number is in the file header, using a special token (negative integer).

Version 0

The version 0 is specified below. It contains a header with the number of stars and then a bunch of data for each star. It contains a 3-integer set which is the Tycho identifier, mainly for compatibility with TGAS. All numbers are stored BE (big-endian).

- 1 single-precision integer (32-bit) – number of stars in the file
- For each star:
  - 3 double-precision floats (64-bit * 3) – X, Y, Z cartesian coordinates in internal units
  - 3 double-precision floats (64-bit * 3) – Vx, Vy, Vz - cartesian velocity vector in internal units per year
  - 3 double-precision floats (64-bit * 3) – mualpha, mudelta, radvel - proper motion

  - 4 single-precision floats (32-bit * 4) – appmag, absmag, color, size - Magnitudes, colors (encoded), and size (a derived quantity, for rendering)
  - 1 single-precision integer (32-bit) – HIP number (if any, otherwise negative)
  - 3 single-precision integer (32-bit * 3) – Tycho identifiers
  - 1 double-precision integer (64-bit) – Gaia SourceID
  - 1 single-precision integer (32-bit) – namelen -> Length of name
  - namelen * char (16-bit * namelen) – Characters of the star name, where each character is encoded with UTF-16

Version 1

Version 1 is the same as version 0 but without the Tycho identifiers.

- 1 single-precision integer (32-bit) – number of stars in the file
- For each star:
  - 3 double-precision floats (64-bit * 3) – X, Y, Z cartesian coordinates in internal units
  - 3 double-precision floats (64-bit * 3) – Vx, Vy, Vz - cartesian velocity vector in internal units per year
  - 3 double-precision floats (64-bit * 3) – mualpha, mudelta, radvel - proper motion
  - 4 single-precision floats (32-bit * 4) – appmag, absmag, color, size - Magnitudes, colors (encoded), and size (a derived quantity, for rendering)
  - 1 single-precision integer (32-bit) – HIP number (if any, otherwise negative)
  - 1 double-precision integer (64-bit) – Gaia SourceID
  - 1 single-precision integer (32-bit) – namelen -> Length of name
  - namelen * char (16-bit * namelen) – Characters of the star name, where each character is encoded with UTF-16

Version 2

This version is much more compact, and it uses smaller data types when possible. The header contains a token integer (-1) marking the following version number, plus the number of stars. All numbers are stored BE (big-endian).

- 1 single-precision integer (32-bit) – special token number `-1`, signaling the presence of a version number
- 1 single-precision integer (32-bit) – version number (`2` in this case)
- 1 single-precision integer (32-bit) – number of stars in the file
- For each star:
  - 3 double-precision floats (64-bit * 3) – X, Y, Z cartesian coordinates in internal units

- 3 single-precision floats (32-bit * 3) – Vx, Vy, Vz - cartesian velocity vector in internal units per year
- 3 single-precision floats (32-bit * 3) – mualpha, mudelta, radvel - proper motion
- 4 single-precision floats (32-bit * 4) – appmag, absmag, color, size - Magnitudes, colors (encoded), and size (a derived quantity, for rendering)
- 1 single-precision integer (32-bit) – HIP number (if any, otherwise negative)
- 1 double-precision integer (64-bit) – Gaia SourceID
- 1 single-precision integer (32-bit) – namelen -> Length of name
- namelen * char (16-bit * namelen) – Characters of the star name, where each character is encoded with UTF-16

The RGB color of stars uses 8 bits per channel in RGBA, and is encoded into a single float using the libgdx Color class.

Some discussion on memory issues and the streaming loader can be found *here*.

LOD catalog processing

All LOD catalogs are based on one of the Gaia data releases (DR2, DR3, etc.), and they also include the brighter stars from the Hipparcos catalog. The official Gaia-Hipparcos crossmatch is used to identify stars that are contained in both catalogs. In this case, the parallax is taken from the source that has the smaller parallax error. The rest of de data is taken from the Gaia catalog, but some attributes are merged (for instance, the final star contains both the HIP number and the Gaia source id).

The LOD catalogs are generated using a program written in Rust, called `gaiasky-catgen`. The source code can be found in this repository. In the LOD generation process, each star is processed individually. The catalog is filtered according to the input parameters, and some corrections are applied to star attributes.

Catalogs

For each Gaia data release, we offer a selection of subsets which contain different cuts of the whole data. These subsets are typically computed using the criterion of parallax relative error, which measures how large the error in parallax is with respect to the parallax value. We define a cut-off value, s, which is the maximum percentage of the parallax allowed for the errors, in [0,1]:

$$err_{pllx} < pllx * s$$

where err_{pllx} is the parallax error, and $pllx$ is the parallax for that source. As we mentioned above, s is the cut-off percentage value, in [0,1]. The cut-off value is usually split into two different values, one for **bright** stars and one for **faint** stars. What are bright stars and what are faint stars?

- **Bright** – $G_{mag} < 13.1$
- **Faint** – $G_{mag} >= 13.1$

So, for example, the **DR3 default** catalog contains all stars up to 20%/1.5% parallax relative error for bright/faint stars. This means that all bright stars where the error is not larger than 20% of the parallax are included, and all faint stars where the error is not larger than 1.5% of the parallax are also included.

See all the LOD catalogs we offer in our data server:

- Current catalogs (DR3).

Distances

In most catalogs, distances are derived from parallaxes, using the formula

$$d[pc] = 1000/pllx[mas].$$

All parallaxes are zero-point corrected as instructed in the official DR documentation before being converted to distances. Sometimes, some parallaxes are negative. In this case, Gaia Sky opts for keeping the star and assigning it a default parallax of 0.04 mas, which corresponds to 25 kpc instead of discarding it.

However, some catalogs use distances determined elsewhere by different methods and injected into the generation process as additional columns. This is the case for the geometric (Bayesian) distances and the photometric distances catalogs.

Magnitude/color corrections

Extinction and reddening factors are applied to star magnitudes and colors, respectively.

When the extinction value A_g is present in the catalog or in an additional column, it is applied directly to the magnitude. Otherwise, we default to the following analytical extinction,

$$A_g = \min(3.2, \frac{150}{|\sin(b)|} * 5.9e-4),$$

where b is the galactic longitude of the star.

Similarly, we apply the reddening value E_{BP-RP} when it is in the catalog or in an additional column. Otherwise, we fall back to the following analytical determination, based on the extinction:

$$E_{BP-RP} = \min(1.6, A_g * 2.9e-4).$$

Particle catalog formats

In order to load simple particles (also referred to as point clouds), Gaia Sky accepts catalogs in common formats like VOTable or CSV (see *the STIL data loader section*), but also in a tailor-made binary format that is fast and compact. This binary format can load simple particles (of type `PARTICLE`, only contain a position) and also extended particles (of type `PARTICLE_EXT`, which contain positions, but also proper motions, colors, magnitudes, etc.). This format is used, for instance, in the most recent versions of the SDSS catalogs.

The class in charge of loading and writing binary particle catalogs is the BinaryPointDataProvider.

The binary format loads much faster than regular VOTable or CSV files, and is described below.

- 1 single-precision integer (32-bit) – number of particles in the file
- 1 byte (8-bit) – boolean (1: true, 0: false) indicating whether to use extended particles or not
- For each particle:
  - 1 double-precision integer (64-bit) – particle identifier
  - 1 single-precision integer (32-bit) – namelen -> Length of name
  - namelen * char (16-bit * namelen) – characters of the particle name. Each character is encoded with UTF-16
  - 1 double-precision float (64-bit) – right ascension [deg]
  - 1 double-precision float (64-bit) – declination in [deg]
  - 1 double-precision float (64-bit) – distance [pc]
  - if extended particles:
    - 1 single-precision float (32-bit) – $\mu_{\alpha}\star$ [mas/yr]
    - 1 single-precision float (32-bit) – μ_{δ} [mas/yr]
    - 1 single-precision float (32-bit) – radial velocity [km/s]
    - 1 single-precision float (32-bit) – apparent magnitude
    - 1 single-precision float (32-bit) – packed color
    - 1 single-precision float (32-bit) – particle pseudo-size

The packed color format uses 8 bits per channel in RGBA, and is encoded into a single-precision floating point number using the libgdx Color class.

3D texture format

This section describes the 3D texture format used by Gaia Sky to represent volumes.

A volume is a raw dump of a voxel grid, optionally gzip-compressed, together with an optional plain-text sidecar that declares the grid resolution and the box the grid occupies in world space. Gaia Sky binds the voxels as a 3D texture, so any 3D tool that can write an RGBA8 grid can produce one. Volumes are loaded by the VolumeTextureLoader.

For how these files are declared in an object, and how they are blended and used to occlude the scene, see the *volumes section* of the data format.

File pair

A volume is two files that share a base name:

```
<base>_rgba.raw.gz     the voxels
<base>_metadata.txt    the grid resolution and the world-space box
```

The voxel file is gzipped if its extension is `.gz`, and read as-is otherwise. The recognised suffixes, which the loader strips to recover `<base>`, are `_density`, `_color` and `_rgba`, each followed by `.raw` or `.raw.gz`. The same suffix also terminates the metadata file name.

Voxel format

Voxels are stored as unsigned bytes, contiguously, without padding or a header. The number of bytes per voxel selects the format:

Suffix	Bytes/voxel	GL format	Density byte
`_density`	1	`GL_R8`	`0` (`.r`)
`_color`	3	`GL_RGB8`	none
`_rgba`	4	`GL_RGBA8`	`3` (`.a`)

The decision is taken from the file length, not from the suffix: the byte count divided by the number of voxels must be 1, 3 or 4.

Each voxel is written in the order R, G, B, A. In a colour+density volume the alpha channel carries the density, which is the quantity the renderer ray-marches and integrates. The galaxy volumes use the alpha channel as brightness and the RGB channels as the chromaticity of the light, so the emitted radiance is the product `RGB * A`. An occlusive volume (dust) uses the same layout, with `A` holding the normalised density.

Voxels are written in C order, `(W, H, D)`, so the third axis varies fastest: the row of `D` voxels along that axis is contiguous, and the whole file is the concatenation of the `W * H` such rows.

Metadata file

The sidecar is plain text, one `key: value` per line. Lines without a colon are ignored, so `#` comments and free-form extra keys are harmless. Only two keys are read:

- `Grid size:` — the grid resolution. Either a single edge, which means a cube (`400`), or three extents separated by `x`, `*` or a comma (`400x400x40`, `400 * 400 * 40`, `400, 400, 40`).
- `Volume bounds:` (or `World bounds:`) — the box in world space, as `[x0, y0, z0] to [x1, y1, z1]`. It is the box the shader intersects, and the texture coordinate of a point is its position normalised over it, per axis.

A typical file:

```
# Generated by particles-to-volume.py
Volume: emissive
Grid size: 399x40x400
Galactic grid (x, y, z): 399x400x40
World size: [0.998040, 0.099562, 1.000000]
Volume bounds: [-0.473301, -0.048570, -0.475536] to [0.477213, 0.046252, 0.476845]
Voxel size: 0.00250000 (cubic; the largest box side is 1, in units of the object's␣
↪size)
```

`Data bounds:` is the extent of the source particles rather than of the box, and is ignored by the loader. The `Galactic grid` and `World size` lines above are informational.

Note

The grid and the bounds are in the file's own `(W, H, D)` order, i.e. the order the voxels are written in. The loader reverses the three extents and the three bounds components together when it hands them to OpenGL, so a file is described entirely in the axis order it is dumped in. This only matters for a grid that is not a cube. Declaring `Grid size:` is what makes a non-cubic grid possible; without it, the resolution can only be inferred as a cube.

When the sidecar is missing or declares no grid, the resolution is inferred from the file length as a cube: `n` voxels per side for a density volume, `n` for a colour volume (`3 * n^3` bytes) and `n` for a colour+density one (`4 * n^3` bytes). The box defaults to the unit cube centred on the origin, `[-0.5, -0.5, -0.5]` to `[0.5, 0.5, 0.5]`.

Loading

On load, Gaia Sky crops the grid to the range of voxels that hold any density, plus one voxel of padding, and builds a brick occupancy grid from it, both of which speed up the ray march. Neither changes the format, and the cropped grid is mapped onto the same world-space box, so writing the empty shell in the file costs file size and load time only.

The galaxy volumes shipped with Gaia Sky are produced from particle data by `particles-to-volume.py`, in the core repository under `scripts/other/volumes/`.

Archetypes

Below is a table with all the archetypes in Gaia Sky. For each archetype, we list its parent (if any) and its *Components*.

A general description of archetypes and components is provided in *Data morphology*.

All archetypes are: *SceneGraphNode*, *Universe*, *CelestialBody*, *ModelBody*, *Planet*, *Volume*, *Particle*, *Star*, *Satellite*, *HeliotropicSatellite*, *GenericSpacecraft*, *Spacecraft*, *StarCluster*, *Billboard*, *BillboardGalaxy*, *VertsObject*, *Polyline*, *Orbit*, *OrbitTLE*, *HeliotropicOrbit*, *FadeNode*, *GenericCatalog*, *MeshObject*, *BackgroundModel*, *SphericalGrid*, *RecursiveGrid*, *BillboardGroup*, *Text2D*, *Axes*, *Loc*, *Area*, *ParticleGroup*, *StarGroup*, *Constellation*, *ConstellationBoundaries*, *CosmicRuler*, *OrbitalElementsGroup*, *Invisible*, *OctreeWrapper*, *Model*, *ShapeObject*, *KeyframesPathObject*, *VRDeviceModel*.

Table 2: Archetypes table

Archetype	Parent	Components
SceneGraphNode		*Base* *Body* *GraphNode* Octant Render
Universe		*Base* *Body* *GraphNode* GraphRoot
CelestialBody	*SceneGraphNode*	*Celestial* *Magnitude* *Coordinates* *Orientation* *Label* *SolidAngle* *Focus* Billboard
ModelBody	*CelestialBody*	*Model* *ModelScaffolding* *AffineTransformations*
Planet	*ModelBody*	*Atmosphere* *Cloud*
Volume	*ModelBody*	*Volume* *RefSysTransform* *Fade*
Particle	*CelestialBody*	*ProperMotion* *ParticleExtra*
Star	*Particle*	Hip Distance *Model* *ModelScaffolding*

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Table 2 – continued from previous page

Archetype	Parent	Components
Satellite	*ModelBody*	ParentOrientation
HeliotropicSatellite	*Satellite*	TagHeliotropic
GenericSpacecraft	*Satellite*	*RenderFlags*
Spacecraft	*GenericSpacecraft*	*MotorEngine*
StarCluster	*SceneGraphNode*	*Model* Cluster *SolidAngle* *ProperMotion* *Label* *Focus* Billboard
Billboard	*ModelBody*	TagBillboardSimple *Fade*
BillboardGalaxy	*Billboard*	*ProceduralTrigger* TagBillboardGalaxy
VertsObject	*SceneGraphNode*	Verts
Polyline	*VertsObject*	Arrow Line
Orbit	*Polyline*	*Trajectory* *RefSysTransform* *AffineTransformations* *Label*
OrbitTLE	*Orbit*	*TLESource*
HeliotropicOrbit	*Orbit*	TagHeliotropic
FadeNode	*SceneGraphNode*	*Fade* *Label*

continues on next page

Table 2 – continued from previous page

Archetype	Parent	Components
GenericCatalog	*FadeNode*	*DatasetDescription* Highlight *RefSysTransform* *AffineTransformations*
MeshObject	*FadeNode*	*Mesh* *Model* *DatasetDescription* *RefSysTransform* *AffineTransformations*
BackgroundModel	*FadeNode*	TagBackgroundModel *RefSysTransform* *Model* *Label* *Coordinates*
SphericalGrid	*BackgroundModel*	GridUV
RecursiveGrid	*SceneGraphNode*	GridRecursive *Fade* *RefSysTransform* *Model* *Label* Line
BillboardGroup	*GenericCatalog*	*BillboardSet* *Coordinates* *Focus* *Celestial*
Text2D	*SceneGraphNode*	*Fade* *Label*
Axes	*SceneGraphNode*	*Axis* *RefSysTransform* Line
Loc	*SceneGraphNode*	*LocationMark* *Label*

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Table 2 – continued from previous page

Archetype	Parent	Components
Area	*SceneGraphNode*	Perimeter Line TagNoProcessGraph
ParticleGroup	*GenericCatalog*	*ParticleSet* *Focus*
StarGroup	*GenericCatalog*	*StarSet* *Model* *Label* Line *Focus* Billboard
Constellation	*SceneGraphNode*	*Constel* Line *Label* TagNoProcessGraph
ConstellationBoundaries	*SceneGraphNode*	*Boundaries* Line
CosmicRuler	*SceneGraphNode*	Ruler Line *Label*
OrbitalElementsGroup	*GenericCatalog*	OrbitElementsSet *Focus* TagNoProcessChildren
Invisible	*CelestialBody*	*Raymarching* TagInvisible

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Table 2 – continued from previous page

Archetype	Parent	Components
OctreeWrapper	*SceneGraphNode*	*Fade* *DatasetDescription* Highlight Octree Octant *Label* TagNoProcessChildren *AffineTransformations*
Model	*SceneGraphNode*	*Model* *Focus* *Coordinates* *SolidAngle* *RefSysTransform* *AffineTransformations*
ShapeObject	*Model*	*Shape* *Label* Line
KeyframesPathObject	*VertsObject*	Keyframes *Label*
VRDeviceModel	*SceneGraphNode*	VRDevice *Model* Line TagNoClosest

Components

This section lists all components, together with a description and all the attributes. For each attribute, we provide a description and list its units and possible aliases. We also note the *Archetypes* that have the component.

A general description of archetypes and components is provided in *Data morphology*.

All components are: *Base*, *Body*, *GraphNode*, *Coordinates*, *Orientation*, *Celestial*, *Magnitude*, *ProperMotion*, *SolidAngle*, *Shape*, *Trajectory*, *TLESource*, *ModelScaffolding*, *Model*, *Volume*, *Atmosphere*, *Cloud*, *RenderFlags*, *MotorEngine*, *RefSysTransform*, *AffineTransformations*, *Fade*, *DatasetDescription*, *Label*, *Render*, *BillboardSet*, *Axis*, *LocationMark*, *Constel*, *Boundaries*, *ParticleSet*, *StarSet*, *OrbitElementsSet*, *ParticleExtra*, *Mesh*, *Focus*, *Raymarching*, *Highlight*, *ProceduralTrigger*.

Base

Defines basic attributes common to all objects.

This component is in the following archetypes: *SceneGraphNode*, *Universe*.

Table 3: Base attributes

Attribute	Description	Aliases
`id`	The ID of the object, typically set automatically by Gaia Sky.	
`name`	A single object name, used to identify the object and as a label text, if any. If the object already has names, this attribute overrides the first one in the name list. The first name in the list is also used as the i18n key for translations.	
`names`	A list of names, used to identify the object. It overrides the full name list. The first name in the list is used as a label text, and as a i18n key.	
`altName`	Adds a new name to the name list of this object, at the end.	`altname`
`opacity`	Static opacity value. Typically, this gets overwritten internally in the update process.	
`componentType`	The content type string (or list) for this object. Content types control the visibility of objects. Examples of content types are 'Planets', 'Asteroids', 'Stars', 'Labels', etc.	`ct`, `componentTypes`

Body

Defines physical body attributes common to all objects.

This component is in the following archetypes: *SceneGraphNode*, *Universe*.

Table 4: Body attributes

Attribute	Description	Aliases
position	The position of the object. This is the position at epoch if the object has a proper motion, or just a static position. Given in the internal reference system and in internal units by default (see aliases for other units).	pos, positionKm, posKm, positionPc, posPc
size	The diameter of the entity (in some archetypes this is the radius). The default attribute uses internal units (see aliases for other units).	sizeKm, sizePc, sizepc, sizeM, sizeAU, diameter, diameterKm, diameterPc
cameraCollision	Enable or disable camera collision with this object's bounding sphere. This means that the camera is not permitted to enter this object's radius.	
radius	The half-size. See size attribute.	radiusKm, radiusPc
color	The color of the entity, as a RGBA quartet. Used as the general color of the entity. The last value in the list, alpha, also acts as a transparency value. The color is also applied to the object label unless 'labelColor' is specified.	
labelColor	The color of the label of this entity. If set, the label of this entity uses this color. Otherwise, it uses the global entity color.	labelcolor

GraphNode

Defines attributes pertaining to the scene graph hierarchy.

This component is in the following archetypes: *SceneGraphNode*, *Universe*.

Table 5: GraphNode attributes

Attribute	Description	Aliases
parent	Name of the parent entity in the scene graph. Positions for every object are typically relative to the position of the parent. In some cases, the orientation of the parent is also contemplated.	

Coordinates

Defines attributes that provide coordinates and positions to objects.

This component is in the following archetypes: *CelestialBody*, *BackgroundModel*, *BillboardGroup*, *Model*.

Table 6: Coordinates attributes

Attribute	Description	Aliases
coordinatesProvider	The coordinates provider object for this object. The coordinates provider computes the position of the object for each time. This is an object containing, at least, the full reference to a Java class that implements IBodyCoordinates in the "impl" attribute. **Values:** gaiasky.util.coord.StaticCoordinates gaiasky.util.coord.ComposedTimedOrbitCoordinates gaiasky.util.coord.PythonBodyCoordinates gaiasky.util.coord.SpacecraftCoordinates gaiasky.util.coord.TimedOrbitCoordinates gaiasky.util.coord.OrbitLintCoordinates gaiasky.util.coord.chebyshev.ChebyshevEphemeris gaiasky.util.coord.HeliotropicOrbitCoordinates gaiasky.util.coord.VSOP2000 See *Coordinates and ephemerides* for more information.	coordinates

Orientation

Defines the orientation model of objects. Can be defined as a rigid rotation (given parameters like rotation period, axial tilt, etc.) or via quaternion-based orientations.

This component is in the following archetypes: *CelestialBody*, *Satellite*.

Table 7: Orientation attributes

Attribute	Description	Aliases
`rotation`	The rotation object for this object. This attribute describes a rigid body rotation. This is given in the form of a map with the attributes: `angularVelocity` – in deg/h. Overwrites `period`, if set. `period` – in `hours`. Overrides `angularVelocity`, if set. `axialTilt` – in degrees. `inclination` – in degrees. `ascendingNode` – in degrees. `meridianAngle` – in degrees. See *Orientation* for more information.	`rigidRotation`
`orientationProvider`	Provider class for the quaternion orientations. **Values:** `gaiasky.util.gaia.GaiaAttitudeServer` `gaiasky.data.orientation.LVLHOrientationServer` `gaiasky.data.orientation.QuaternionNlerpOrientationServer` `gaiasky.data.orientation.QuaternionSlerpOrientationServer`	`provider`, `attitudeProvider`
`orientationSource`	Location of the data file(s), necessary to initialize the quaternion orientation provider. In the LVLH orientation server, this must contain the name of the entity this server is attached to.	`attitudeLocation`

Celestial

Defines attributes common to all celestial objects (stars, planets, moons, etc.).

This component is in the following archetypes: *CelestialBody*, *BillboardGroup*.

Table 8: Celestial attributes

Attribute	Description	Aliases
`wikiName`	The name to look up this object in the wikipedia, if any. If this is set, a '+ info' button appears in the focus info interface when this object is the focus, enabling the user to pull information on the object directly from Gaia Sky and display it in a window.	`wikiname`
`colorBV`	The color index B-V of this object. This is only ever used in single particles/stars, and when no 'color' attribute has been specified. If that is the case, we convert the B-V index into an RGB color and use it as the object's global color.	`colorbv`, `colorBv`, `colorIndex`

Magnitude

Defines magnitude attributes, both apparent and absolute.

This component is in the following archetypes: *CelestialBody*.

Table 9: Magnitude attributes

Attribute	Description	Aliases
appMag	The apparent magnitude. If it is not given, it is computed automatically from the absolute magnitude (if present) and the distance.	appmag, apparentMagnitude
absMag	The absolute magnitude. If it is not given, it is computed automatically from the apparent magnitude (if present) and the distance. In single stars, the absolute magnitude is used to compute the pseudo-size. See the 'star rendering' section for more information.	absmag, absoluteMagnitude

ProperMotion

Defines proper motion attributes.

This component is in the following archetypes: *Particle*, *StarCluster*.

Table 10: ProperMotion attributes

Attribute	Description	Aliases
muAlpha	Proper motion in right ascension, the $\mu_{\alpha\star}$, in mas/yr.	muAlphaMasYr
muDelta	Proper motion in declination, the μ_{δ}, in mas/yr.	muDeltaMasYr
radialVelocity	The radial velocity, in km/s.	rv, rvKms, radialVelocityKms
epochJd	The epoch as a Julian date. For instance, 2015.5 corresponds to a Julian date of 2457206.125.	
epochYear	The epoch as a year plus fraction (e.g. 2015.5). This gets converted to a Julian date internally.	

SolidAngle

Defines solid angle thresholds for the various rendering modes.

This component is in the following archetypes: *CelestialBody*, *StarCluster*, *Model*.

Table 11: SolidAngle attributes

Attribute	Description	Aliases
thresholdNone	Solid angle threshold to start rendering this object at all. Mainly for internal use. Gets overwritten during initialization.	
thresholdPoint	Solid angle threshold boundary between rendering the object as a point and as a quad. Mainly for internal use. Gets overwritten during initialization.	
thresholdQuad	Solid angle threshold boundary between rendering the object as a quad and as a model. Mainly for internal use. Gets overwritten during initialization.	

Shape

Defines attributes related to shape objects

This component is in the following archetypes: *ShapeObject*.

Table 12: Shape attributes

Attribute	Description	Aliases
track	Shape objects can use the position of other objects as their own. This is useful when, for example, we want to add a wireframe sphere around an object. This attribute contains the name of the object whose position we are to track.	trackName

Trajectory

Defines attributes related to orbits and trajectory objects. See *Orbits* for more information.

This component is in the following archetypes: *Orbit*.

Table 13: Trajectory attributes

Attribute	Description	Aliases
orbitProvider	In *Orbit* archetype objects, this is the fully-qualified Java class that provides orbit data. This class needs to implement IOrbitDataProvider. **Values:** gaiasky.data.orbit.OrbitalParametersProvider – orbit is defined with orbital elements. gaiasky.data.orbit.OrbitFileDataProvider – orbit defined from a file of 3D sample points, in Km. See *Orbits* for more information.	provider
orbit	This map defines the Keplerian elements for orbits with orbitProvider set to [...].OrbitalParametersProvider. **Attributes:** period – the period in days. epoch – the epoch in Julian days. semiMajorAxis – the semi-major axis, in km. e – the eccentricity. i – the inclination, in degrees. ascendingNode – longitude of the ascending node, in degrees. argOfPericenter – argument of the periapsis, in degrees. meanAnomaly – the mean anomaly at epoch, M0, in degrees. mu – $G*M$ of the central body (gravitational constant), in km^3/s^2. Defaults to the Sun's. See *Orbital Elements* for more information and examples.	
orientationModel	The orientation model of this orbit. **Values:** default – the default orientation, where the reference plane is the equator. Use this for orbits in the Solar System. extrasolar_system – orientation for extrasolar systems, using the reference plane defined by the line of sight from the Sun to the parent object. inherit – inherit the extrasolar-system reference frame from the nearest parent or system ancestor. Use this for child orbits, such as moons, whose orbital elements use the same reference system as the parent system. See *Orbits* for more information.	model
onlyBody	In object-less orbits (orbits not attached to any object), it may be interesting to not render the orbit itself as a line, but only a point at the head of that orbit in the current time. If this attribute is set to true, the orbit is rendered as a single point at the head. Useful essentially to render many particles using orbital elements. **This attribute is deprecated, use bodyRepresentation instead**.	onlybody
bodyRepresentation	The body representation type for this orbit/trajectory. This only works with orbits defined via orbital elements. **Values:** only_orbit – the body is not visually represented at all. only_body – only the body is visually repre-	

TLESource

Defines attributes used to update a trajectory by fetching data in TLE format from a URL.

This component is in the following archetypes: *OrbitTLE*.

Table 14: TLESource attributes

Attribute	Description	Aliases
`urlTLE`	URL of the TLE file to fetch. This URL must return a file with the data for a number of objects. Each object has exactly three lines of text in the file. The first line contains the object name. The other two lines contain the data in TLE (Two-Line Element set) format. A good TLE provider is celestrak.	
`nameTLE`	Name of the object, exactly as it appears in the TLE file referenced by `url`.	
`updateIntervalTLE`	Update interval, in days. This is the number of days (integer plus fraction) that need to elapse until a new update of the TLE data is attempted. Set negative to update every time.	`updateInterval`, `tleUpdateInterval`

ModelScaffolding

Defines attributes related objects with 3D models.

This component is in the following archetypes: *ModelBody*, *Star*.

Table 15: ModelScaffolding attributes

Attribute	Description	Aliases
`referencePlane`	The reference plane to use for this model object. **Values:** `ecliptic` `galactic` `equatorial`	`refPlane`, `refplane`
`randomize`	A list with the components of this model that need to be randomized via procedural generation. Can contain 'model', 'atmosphere', and/or 'cloud'.	
`seed`	In case the 'randomize' attribute is defined, this attribute defines the RNG seed to use.	
`sizeScaleFactor`	Scale factor to apply to the 3D model of this object. Mainly used internally. Using the model or object attributes directly to specify the size is recommended.	`sizescalefactor`
`locVaMultiplier`	Solid angle multiplier for children location objects (Loc) of this object. If set, this scales the solid angle of the object for children locations.	`locvamultiplier`
`locThresholdLabel`	Threshold label value for children locations. Mainly used internally, should not be touched externally.	`locThOverFactor`, `locthoverfactor`
`selfShadow`	Whether to render self-shadows for this object.	
`shadowValues`	Deprecated as of Gaia Sky 3.6.1.	`shadowvalues`

Model

Defines the actual model of objects with 3D models. See *Model* for more information.

This component is in the following archetypes: *ModelBody*, *Star*, *StarCluster*, *MeshObject*, *BackgroundModel*, *RecursiveGrid*, *StarGroup*, *Model*, *VRDeviceModel*.

Table 16: Model attributes

Attribute	Description	Aliases
`model`	Model definition for this object. See the *Model* documentation for more information.	

Volume

Defines a volume to be rendered inside a model, typically a bounding box.

This component is in the following archetypes: *Volume*.

Table 17: Volume attributes

Attribute	Description	Aliases
`vertexShader`	The vertex shader to use. Prefix with `"$data/"` to use a shader in a dataset. Defaults to the PBR vertex shader.	
`fragmentShader`	The fragment shader to use. Prefix with `"$data/"` to use a shader in a dataset.	
`writeDepth`	Whether this volume writes to the depth buffer. Enabled by default, so the volume occludes whatever is drawn after it (labels, grids, stars, planets), using the depth of the first sample that found material. Set to false to always see through the volume.	
`iterations`	The number of iterations for the ray-marcher volume shader. This can be a single positive integer, or an array of 4 integers, one for each of the graphics quality settings: low, normal, high, ultra.	`raymarchIterations`, `iterationCount`

Atmosphere

Defines the atmosphere of a planet or moon. See the *Atmospheric scattering parameters* documentation for more information.

This component is in the following archetypes: *Planet*.

Table 18: Atmosphere attributes

Attribute	Description	Aliases
`atmosphere`	Atmosphere definition for this object. See the *Atmospheric scattering parameters* documentation for more information.	

Cloud

Defines the cloud layer of a planet or moon. See the *Clouds* documentation for more information.

This component is in the following archetypes: *Planet*.

Table 19: Cloud attributes

Attribute	Description	Aliases
`cloud`	Cloud layer definition for this object. See the *Clouds* documentation for more information.	

RenderFlags

Defines rendering flags.

This component is in the following archetypes: *GenericSpacecraft*.

Table 20: RenderFlags attributes

Attribute	Description	Aliases
`renderQuad`	Whether to render this entity as a billboard (quad).	`renderquad`

MotorEngine

Defines machines for the spacecraft mode.

This component is in the following archetypes: *Spacecraft*.

Table 21: MotorEngine attributes

Attribute	Description	Aliases
`machines`	Provides machine definitions for the spacecraft mode. Check out the spacecraft object definition in the default data pack for more information.	

RefSysTransform

Defines an arbitrary reference system transformation via a 4x4 matrix. See *Reference system transformations* for more information.

This component is in the following archetypes: *Volume*, *Orbit*, *GenericCatalog*, *MeshObject*, *BackgroundModel*, *RecursiveGrid*, *Axes*, *Model*.

Table 22: RefSysTransform attributes

Attribute	Description	Aliases
`transformFunction`	Defines a transformation matrix to apply to the position of the object. The name of the transformation to apply. **Values:** `equatorialToEcliptic` `eclipticToEquatorial` `equatorialToGalactic` `galacticToEquatorial` `eclipticToGalactic` `galacticToEcliptic` See *Reference system transformations* for more information.	`transformName`
`transformMatrix`	The 16 values of the 4x4 transformation matrix, in column-major order. See *Reference system transformations* for more information.	`transformValues`

AffineTransformations

Defines arbitrary affine transformations, applied in the order they are defined. See *Affine transformations* for more information.

This component is in the following archetypes: *ModelBody*, *Orbit*, *GenericCatalog*, *MeshObject*, *OctreeWrapper*, *Model*.

Table 23: AffineTransformations attributes

Attribute	Description	Aliases
`matrix`	A generic 4x4 matrix transform that will be applied to the sequence of affine transformations. The matrix values need to be in column-major order. See *Affine transformations* for more information.	`transformMatrix`
`translate`	A translation vector, in internal units (see aliases for other units). See *Affine transformations* for more information.	`translatePc`, `translateKm`
`rotate`	A rotation axis and angle, in degrees. The vector is expected as [X, Y, Z, angle]. See *Affine transformations* for more information.	
`scale`	A scale transformation. Can be a 3-vector or a single value. See *Affine transformations* for more information.	
`transformations`	Describe the transformations directly in a map, with 'impl', and whatever attributes. The usage of the attributes `translate`, `scale` and `rotate` is strongly recommended over this.	

Fade

Defines the properties that control the fading in and out of the object.

This component is in the following archetypes: *Volume*, *Billboard*, *FadeNode*, *RecursiveGrid*, *Text2D*, *OctreeWrapper*.

Table 24: Fade attributes

Attribute	Description	Aliases
`fadeIn`	The starting and ending fade-in distances, in parsecs, from the reference system origin (unless `fadeObjectName` or `fadePosition` are defined, in which case the distances are relative to the given object or position), where the object starts and ends its fade-in transition.	`fadein`
`fadeInMap`	The alpha/opacity values to which the fade-in starting and ending distances are mapped. They default to [0,1].	
`fadeOut`	The starting and ending fade-out distances, in parsecs, from the reference system origin (unless 'fadeObjectName' or 'fadePosition' are defined, in which case the distances are relative to the given object or position), where the object starts and ends its fade-out transition.	`fadeout`, `fadeOutPc`
`fadeOutAU`	Same as `fadeOut`, but in AU (Astronomical Units).	
`fadeOutKm`	Same as `fadeOut`, but in km.	
`fadeOutMap`	The alpha/opacity values to which the fade-out starting and ending distances are mapped. They default to [1,0].	
`fadeObjectName`	The name of the object to be used to compute the current distance for the fade in and out operations.	`positionobjectname`
`fadePosition`	The position, in the internal reference system and internal units, to be used to compute the current distance for the fade in and out operations.	

DatasetDescription

Contains metadata about the dataset represented by this object. All objects with this component get an entry in the datasets list.

This component is in the following archetypes: *GenericCatalog*, *MeshObject*, *OctreeWrapper*.

Table 25: DatasetDescription attributes

Attribute	Description	Aliases
datasetCard	A map containing the metadata for the catalog represented by this object. **Attributes:** name – the name of the catalog. description – description of the catalog. type – dataset source typee, for informative purposes. One of INTERNAL, SCRIPT, LOD, SAMP, UI. objectType – type of objects contained in the dataset. One of STAR_SET, PARTICLE_SET, MISSION, OTHER. Best left empty, as it is auto-populated. nParticles – number of particles or objects contained in the catalog. sizeBytes – size in bytes of the catalog file. See *Catalog formats* for more information.	catalogInfo, datasetInfo, cataloginfo
addDataset	Whether to add the dataset to the dataset manager or not. Typically used with star and particle sets that already belong to a higher-level dataset.	addToDatasetManager

Label

Defines attributes that control how labels are processed and rendered. See *Labels* for more information.

This component is in the following archetypes: *CelestialBody*, *StarCluster*, *Orbit*, *FadeNode*, *BackgroundModel*, *RecursiveGrid*, *Text2D*, *Loc*, *StarGroup*, *Constellation*, *CosmicRuler*, *OctreeWrapper*, *ShapeObject*, *KeyframesPathObject*.

Table 26: Label attributes

Attribute	Description	Aliases
`label`	A boolean to disable or enable label rendering for this object.	
`label2d`	Unused, here for backwards compatibility.	
`labelPosition`	Override the position at which to render this label, in the internal reference system and internal units (see aliases for more unit options). If this is not given, the position of the object is used.	`labelposition`, `labelPositionPc`, `labelPositionKm`
`renderLabel`	Defaults to true, this flag enables or disables the actual rendering of the label in the attached object.	
`forceLabel`	Force-display the label of this object, regardless of its solid angle. If 'true', the label for this object is always displayed.	
`labelFactor`	Factor to apply to the size of the label for this object.	
`labelBias`	Bias to compute the label visibility. >1 to increase visibility.	
`labelMax`	Internal rendering factor, should not be set externally.	
`textScale`	Internal rendering factor, should not be set externally.	

Render

Defines attributes that control rendering operations for this object.

This component is in the following archetypes: *SceneGraphNode*, *GenericSpacecraft*.

Table 27: Render attributes

Attribute	Description	Aliases
`halfResolutionBuffer`	Whether this object is to be rendered in a post-pass to a half-resolution buffer. Defaults to `false`.	
`renderGroup`	This is an internal property used to fine-tune exactly the environment and shader to use to render the object. See RenderGroup.java for more information.	`rendergroup`

BillboardSet

Defines attributes related to billboard set objects.

This component is in the following archetypes: *BillboardGroup*.

Table 28: BillboardSet attributes

Attribute	Description	Aliases
procedural	Indicates whether the particles for this billboard set are generated procedurally in a compute shader, or whether they are loaded from a file. If this is set to true, each entry in the data attribute must contain a particleCount, and the attribute file is ignored. Otherwise, you can also only specify the morphology and omit data altogether. In this case, the data entries are procedurally generated as well according to the given morphology.	
morphology	Indicates the galaxy morphology for the procedural generation, according to the Hubble sequence. If set, the billboard datasets are generated to create a galaxy with the given morphology, and the data attribute is ignored. Possible values are: E0 – near circular. E3 – elliptical with eccentricity ~0.3. E5 – elliptical with eccentricity ~0.5. E7 – elliptical with eccentricity ~0.7. S0 – lenticular. Sa – spiral, tightly wound, smooth arms, large, bright central bulge. Sb – spiral, less tightly wound spiral arms than Sa. Sc – spiral, loosely wound spiral arms. SBa – same as Sa, but with a bar. SBc – same as Sb, but with a bar. SBc – same as Sc, but with a bar.|eli| Im – irregular.	
seed	This attribute defines the RNG seed to use for the procedural generation.	
data	A list of BillboardDataset objects. Renders particles using camera-facing billboards. Each object may contain: impl – implementation class. This should be gaiasky.scene.record.BillboardDataset. particleCount – number of particles to generate. Only used if procedural is true in the parent billboard set object. file – source file location. Only used if procedural is false. type – particle type. For BillboardDataset``s, this is one of ``DUST, BULGE, STAR, HII, GALAXY, POINT. distribution – spatial distribution of the particles. Options include SPHERE, DISK, SPIRAL, SPIRAL_LOG, BAR, ELLIPSOID, DISK_GAUSS, SPHERE_GAUSS, CONE, and IRREGULAR. translation – channel translation in the local frame, expressed as an array [x, y, z]. rotation – rotation of the channel in degrees, expressed as an array [rx, ry, rz]. scale – scaling factors along X, Y, and Z axes, expressed as an array [sx, sy, sz]. colors – up to four base RGB colors used to generate particle colors, expressed as an array	

Axis

Defines attributes related to reference system axes.

This component is in the following archetypes: *Axes*.

Table 29: Axis attributes

Attribute	Description	Aliases
`axesColors`	A 3x3 matrix with the color for each of the axes in the reference system.	

LocationMark

Defines attributes related to location objects. Location objects usually mark special points on the surface of objects, like cities, craters, etc. They have a label (text) and an optional marker. The label color is defined in the attribute 'labelColor', and the marker color is defined in the attribute 'color'. See *Locations* for more information.

This component is in the following archetypes: *Loc*.

Table 30: LocationMark attributes

Attribute	Description	Aliases
`location`	A 2-dimensional position [longitude, latitude] on the surface of the parent, in degrees.	
`tooltipText`	Descriptive text to display as a tooltip when the mouse hovers over the location mark. Only locations with markers display tooltips.	
`link`	A link (URL) to an external resource, preferably Wikipedia, with more information about this location.	
`locationType`	Additional categorization of locations. This is used only in the UI so that all locations in the same category can be turned on and off at the same time with a single click.	
`ignoreSolidAngleLimi`	Ignore the solid angle upper limit when determining the visibility of this location. Setting this to true causes the location to not disappear, regardless of the camera distance.	
`locationMarkerTextur`	Location marker texture (image). Set to `none` to disable maker. **Possible values are:** `none` – disable marker. `default` – use the default marker, a cross. `flag` – use an icon of a flag as marker. `city` – use an icon of a city as marker. `town` – use an icon of a town as marker. `landmark` – use landmark icon as a marker. Path to a PNG image. If the path directs to a data package, the format is `$data/[package-name]/path/to/file.png`.	`markerTexture`
`distFactor`	Factor to apply to the radius of the parent object to get distance from the center of the object, in case of non-spherical parent objects. This modulates the distance of the location from the center of the object (radius), as the locations are given in [longitude, latitude, radius]. If this is not specified, the radius is that of the parent object. If you want the location to show at double the radius distance, use 2.0.	

Constel

Defines attributes related to constellation objects.

This component is in the following archetypes: *Constellation*.

Table 31: Constel attributes

Attribute	Description	Aliases
ids	Contains a list of segments (a list of lists of points) with the HIP identifiers for each of the stars of this constellation.	

Boundaries

Defines attributes related to constellation boundary objects.

This component is in the following archetypes: *ConstellationBoundaries*.

Table 32: Boundaries attributes

Attribute	Description	Aliases
boundaries	Contains a list of lists of sky coordinates (α, δ), in degrees, defining the lines of the constellation boundaries.	boundariesEquatorial

ParticleSet

Defines attributes related to particle set objects, which contain a point cloud.

This component is in the following archetypes: *ParticleGroup*.

Table 33: ParticleSet attributes

Attribute	Description	Aliases
provider	The class to be used to load the data. This class must implement IParticleGroupDataProvider. This should have the fully-qualified class name. For instance, gaiasky.data.group.STILDataProvider.	
providerParams	Parameters to be passed into the provider class.	providerparams
meanPosition	The mean position of this particle set, in the internal reference system and internal units (see aliases for more units). If not given, this is computed automatically from the particle positions.	meanPositionKm, meanPositionPc, pos, posKm, posPc, position
dataFile	The path to the data file with the particles to be loaded by the provider.	datafile
factor	A multiplicative factor to apply to the positions of all particles during loading.	

continues on next page

Table 33 – continued from previous page

Attribute	Description	Aliases
numLabels	Number of labels to render for this particle group. Defaults to the configuration setting.	
renderTarget	Render target for the particles of this set. **Possible values are:** SCENE_LAYER – the regular scene buffer, affected by post-processing effects. EXTRA_LAYER – the layer used by labels and lines, unaffected by post-processing effects.	
profileDecay	The profile decay of the particles in the shader, when using the default shading type, shadingType``=``PLAIN. Controls how sudden is the color and intensity fall-off from the center.	profiledecay
colorNoise	Noise factor for the color, in [0,1]. This randomly generates colors from the main color. The larger the color noise, the more different the generated colors from the main color.	colornoise
sizeNoise	Noise factor for the sizes, in [0,1]. This only has effect if particles themselves do not provide a size. In that case, the final size is computed as clamp(body.size + rand.gaussian() * body.size * sizeNoise).	
particleSizeLimits	Minimum and maximum solid angle limits of the particles in radians. They are used as $(dist * tan(\alpha_{min}), dist * tan(\alpha_{max}))$. The minimum and maximum values must be in [0,1.57].	particlesizelimits, particleSizeLimitsDeg
colorMin	The color of the particles at the closest distance, as RGBA. If this is set, the color of the particles gets interpolated from colorMin to colorMax depending on the distance of the particles to the origin.	
colorMax	The color of the particles at the maximum distance, as RGBA. If this is set, the color of the particles gets interpolated from colorMin to colorMax depending on the distance of the particles to the origin.	
colorFromTexture	If true, color of this particle depends on the texture assigned to it. This is useful when using textureAttribute, for instance, where the texture is assigned depending on the value of an attribute for this object. This feature requires a non-zero 'colorNoise', as it is used to generate the colors.	

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Table 33 – continued from previous page

Attribute	Description	Aliases
fixedAngularSize	Set a fixed angular size for all particles in this set, as a solid angle in radians (see aliases for other units).	fixedAngularSizeDeg, fixedAngularSizeRad
generateIndex	Generate the index for this particle set so that the particles can be looked up by name. Typically, this is off for particle sets. Set this to true if your particles have meaningful names.	
renderSetLabel	Enable or disable the global label of this particle set. If true, the name of this particle set is rendered at the given label position.	
renderParticles	Disable particle rendering by setting this to false. Labels, in case of star sets, will still be rendered.	
texture	Texture file to render the particles of this group. This can also point to a directory, in which case all the image files within are used (they must have the same dimensions). If this is provided, profileDecay is ignored.	
textures	List of texture files to render the particles of this group. If more than one texture is provided, each particle is assigned a texture randomly. This can also point to one or more directories, in which case all the image files within are used. All images must have the same dimensions. If this is provided, profileDecay is ignored.	
textureAttribute	If present, this attribute is used to assign textures to particles. It should be an integer attribute in [1,n], where n is the number of textures. If the value of the attribute is out of this range, it is clamped. The attribute value is used as an index to query the texture array, where the textures are sorted using the natural order of their file names. If the attribute is of any other type, Gaia Sky will do its best to use it to assign textures as well, but no guarantees.	
shadingType	The shading type to use to light the particles in the set. **Values:** PLAIN – plain uniform lighting. BILLBOARD_LIGHTING – per-billboard flat lighting, computed from the closest light source. SPHERICAL_LIGHTING – particles are lighted as if they were spheres. See sphericalPower. Defaults to PLAIN.	

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Attribute	Description	Aliases
sphericalPower	Controls how sharply the sphere edges darken (higher values = more pronounced sphere appearance with darker edges). Defaults to 3.0.	
ambientLight	The ambient light for the BILLBOARD_LIGHTING and SPHERICAL_LIGHTING shading types. The final ambient light used is this value plus the global ambient light setting, capped between 0 and 1.	
shadingStyle	Special shading style to apply to the particles of this set. **Values** default – no special shading (default). twinkle – particles twinkle randomly with (app) time.	shadingstyle
allowStreaks	Allow the star streaks effect for this set, where particles get stretched in the direction of motion when the camera moves. Note that there is a global setting (star streaks) that needs to be on for this to work.	
modelFile	Path to the model file to use (obj, obj.gz g3db, g3dj, gltf, glb). If present, the modelType and modelParams attributes are ignored. The model should have only positions (vector-3), normals (vector-3), and texture coordinates (vector-2) as vertex attributes. Only the first mesh of the model is used. Textures, lighting and material are ignored. This is only used in extended particle groups.	

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Table 33 – continued from previous page

Attribute	Description	Aliases
modelType	The model type to use for this particle set. A new model will be constructed from this type and additional parameters and rendered using instancing. This is only relevant if modelFile is not used. **Values:** sphere – UV sphere. icosphere – Icosahedron-based sphere. octahedronsphere – Octahedron sphere. plane, patch, surface, billboard – a flat quad composed of two triangles. For billboards. disc – a flat disc. twofacedbillboard – a two planes, or billboards, in the same position and facing in opposite directions. cylinder – a simple cylinder. cone – a cone. cube, box – a cube. ring – Ringed planet. Defaults to quad. This is only used in extended particle groups. To enable extended particle groups, you need to set type to PARTICLES_EXT in the providerParams map. Check out ModelCache for more info.	
modelParams	Model parameters in a map. Usually, the diameter, width, height, recursion or quality go here. For more info, see the ModelCache class. This is only used in extended particle groups.	
modelPrimitive	The GL primitive to use. **Values:** GL_TRIANGLES GL_TRIANGLE_STRIP GL_TRIANGLE_FAN GL_LINES GL_LINE_STRIP GL_LINE_LOOP Defaults to GL_TRIANGLES. The GL_LINE primitives enable wireframe rendering, which is currently only supported by sphere and ico-sphere model types. This is only used in extended particle groups.	

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Table 33 – continued from previous page

Attribute	Description	Aliases
proximityDescriptorsL	Sometimes, it is desirable to load additional data whenever the camera gets close to specific particles. This attribute contains the location of a directory that contains descriptor JSON files that bear the names of objects in the dataset. These get loaded whenever the camera gets close to a particle. Whenever the solid angle of a particle gets over proximityThreshold, the system checks this location for a file with the same name as that particle. If the particle has more than one name, every single one is tested for matching files. If it exists, it is automatically loaded.	proximityDescriptors, descriptorsLocation
proximityThreshold	Solid angle above which the proximity descriptor loading is triggered. See proximityDescriptorsLocation. If proximity threshold is set, particles fade out as the solid angle overcomes this threshold to enable for the newly loaded representation to show up.	proximityThresholdDeg, proximityThresholdRad
proximityLoadOnFocus	If set to true, loading of proximity descriptors (see proximityDescriptorsLocation) also happens on focus. This means that the corresponding descriptor file is loaded when the user selects and focuses the particle. Defaults to true.	
epochJd	The epoch for the positions of this particle group as a Julian date.	epoch

StarSet

Defines attributes related to star set objects, which contain a star catalog or group.

This component is in the following archetypes: *StarGroup*.

Table 34: StarSet attributes

Attribute	Description	Aliases
provider	The class to be used to load the data. This class must implement IParticleGroupDataProvider. This should have the fully-qualified class name. For instance, gaiasky.data.group.STILDataProvider.	
providerParams	Parameters to be passed into the provider class.	providerparams
meanPosition	The mean position of this particle set, in the internal reference system and internal units (see aliases for more units). If not given, this is computed automatically from the particle positions.	meanPositionKm, meanPositionPc, pos, posKm, posPc, position
dataFile	The path to the data file with the particles to be loaded by the provider.	datafile
factor	A multiplicative factor to apply to the positions of all particles during loading.	
profileDecay	The profile decay of the particles in the shader, when using the default shading type, *shadingType* `= `*PLAIN*. Controls how sudden is the color and intensity fall-off from the center.	profiledecay
colorNoise	Noise factor for the color, in [0,1]. This randomly generates colors from the main color. The larger the color noise, the more different the generated colors from the main color.	colornoise
particleSizeLimits	Minimum and maximum solid angle limits of the particles in radians. They are used as $(dist * tan(\alpha_{min}), dist * tan(\alpha_{max}))$. The minimum and maximum values must be in [0,1.57].	particlesizelimits, particleSizeLimitsDeg
colorMin	The color of the particles at the closest distance, as RGBA. If this is set, the color of the particles gets interpolated from colorMin to colorMax depending on the distance of the particles to the origin.	
colorMax	The color of the particles at the maximum distance, as RGBA. If this is set, the color of the particles gets interpolated from colorMin to colorMax depending on the distance of the particles to the origin.	
fixedAngularSize	Set a fixed angular size for all particles in this set, as a solid angle in radians (see aliases for other units).	fixedAngularSizeDeg, fixedAngularSizeRad
renderParticles	Disable particle rendering by setting this to false. Labels, in case of star sets, will still be rendered.	
variabilityEpochJd	The light curve epoch for the variable stars in this star group as a Julian date.	variabilityEpoch
numLabels	Number of labels to render for this star group. Defaults to the configuration setting.	

OrbitElementsSet

Defines attributes related to orbita elements sets.

This component is in the following archetypes: *OrbitalElementsGroup*.

Table 35: OrbitElementsSet attributes

Attribute	Description	Aliases
provider	The class to be used to load the data. This class must implement IParticleGroupDataProvider. This should have the fully-qualified class name. For instance, gaiasky.data.group.ElementsGroupVOTableProvider.	
dataFile	The path to the data file with the orbital elements to be loaded by the provider.	
profileDecay	The profile decay of the particles in the shader, when using the default shading type, shadingType``=``PLAIN. Controls how sudden is the color and intensity fall-off from the center.	profiledecay
colorNoise	Noise factor for the color, in [0,1]. This randomly generates colors from the main color. The larger the color noise, the more different the generated colors from the main color.	colornoise
sizeNoise	Noise factor for the sizes, in [0,1]. This only has effect if particles themselves do not provide a size. In that case, the final size is computed as clamp(body.size + rand.gaussian() * body.size * sizeNoise).	
particleSizeLimits	Minimum and maximum solid angle limits of the particles in radians. They are used as $(dist * tan(\alpha_{min}), dist * tan(\alpha_{max}))$. The minimum and maximum values must be in [0,1.57].	particlesizelimits, particleSizeLimitsDeg
texture	Texture file to render the particles of this group. This can also point to a directory, in which case all the image files within are used (they must have the same dimensions). If this is provided, profileDecay is ignored.	
textures	List of texture files to render the particles of this group. If more than one texture is provided, each particle is assigned a texture randomly. This can also point to one or more directories, in which case all the image files within are used. All images must have the same dimensions. If this is provided, profileDecay is ignored.	
textureAttribute	If present, this attribute is used to assign textures to particles. It should be an integer attribute in [1,n], where n is the number of textures. If the value of the attribute is out of this range, it is clamped. The attribute value is used as an index to query the texture array, where the textures are sorted using the natural order of their file names. If the attribute is of any other type, Gaia Sky will do its best to use it to assign textures as well, but no guarantees.	
shadingType	The shading type to use to light the particles in	

ParticleExtra

Defines attributes related to single particles and single star objects.

This component is in the following archetypes: *Particle*.

Table 36: ParticleExtra attributes

Attribute	Description	Aliases
`primitiveRenderScale`	Artificial scale factor for the size of this particle during rendering.	
`tEff`	Effective temperature of the star or body, in Kelvin.	`teff`
`logG`	Surface gravity of the star in log(cm.s**2).	`logg`, `surfaceGravity`
`mh`	Metallicity of the star in dex.	`metallicity`

Mesh

Defines attributes related to meshes and iso-density surfaces. See *Mesh objects* for more information.

This component is in the following archetypes: *MeshObject*.

Table 37: Mesh attributes

Attribute	Description	Aliases
`shading`	Shading mode for the mesh. **Values:** `additive` – additive blending. `dust` – opaque mesh with dither transparency at the edges. `regular` – regular general-purpose PBR shader.	
`additiveBlending`	Sets the shading mode to 'additive'.	`additiveblending`

Focus

Defines attributes related to objects that can be focussed.

This component is in the following archetypes: *CelestialBody*, *StarCluster*, *BillboardGroup*, *ParticleGroup*, *StarGroup*, *OrbitalElementsGroup*, *Model*.

Table 38: Focus attributes

Attribute	Description	Aliases
`focusable`	Defines whether the object is focusable or not. Non-focusable objects do not appear in the search results and can't be selected with the mouse. By default, this is true.	

Raymarching

Defines attributes related to ray-marched objects.

This component is in the following archetypes: *Invisible*.

Table 39: Raymarching attributes

Attribute	Description	Aliases
`shader`	Path to the fragment shader GLSL file to use to render this object. The fragment shader is processed for each pixel in the image, and must produce a ray-marched representation of the object. The file must have one of the following extensions: `.glsl`, `.frag`, `.fragment`, `.glslf`, `.fsh`. The fragment shader file is typically distributed with the dataset, and has the form `$data/[dataset-name]/path/to/file.glsl`.	`raymarchingShader`
`additionalTexture`	Texture file to pass to the ray-marching shader (u_additionalTexture uniform) as additional texture. This is usually a noise texture, but can be anything, really.	`raymarchingTexture`
`additional`	Array of up to 4 components to pass to the ray-marching shader (u_additional uniform) as additional data.	`additionalData`

Highlight

Defines attributes that apply to the visual representation of particle and star sets.

This component is in the following archetypes: *GenericCatalog*, *OctreeWrapper*.

Table 40: Highlight attributes

Attribute	Description	Aliases
`pointScaling`	Scale factor that applies to the the visual representation for each object of this dataset.	

ProceduralTrigger

Defines attributes related to the procedural generation of galaxies.

This component is in the following archetypes: *BillboardGalaxy*.

Table 41: ProceduralTrigger attributes

Attribute	Description	Aliases
`proceduralGeneration`	Whether procedural generation is enabled for the given object.	

Defining an extrasolar system

In this little example we will define a made-up extrasolar system with two stars orbiting the common barycenter and four planets doing the same. We call the stars *Exonia A* and *Exonia B*, and the planets *Exonia c*, *d*, *e* and *f*. Additionally, we'll give *Exonia c* a small moon called *Exonia c1*. The system we'll create in this short tutorial can be downloaded directly from the download manager in Gaia Sky (with Gaia Sky 3.2.0+) or manually here.

Contents

- *Defining an extrasolar system*
  - *Initial set up*
  - *Defining the objects*
    - *Stars*
    - *Planets*

Initial set up

First, we need to create the JSON file where we define the objects. Go to the `$data` directory (see *System Directories*) and create the directory and file `system-exonia/dataset.json`:

```
cd $data
mkdir system-exonia && cd system-exonia
echo "{'objects':[]}" > dataset.json
```

We have created a file with no objects. Since we have added the `dataset.json` file, Gaia Sky will recognize the dataset (now it is still empty, but we'll get to that), and you'll be able to select it in the dataset manager at startup.

The dataset descriptor file contains some metadata about the new catalog. Let's have a look:

```
{
    "key" : "system-exonia",
    "name" : "Exonia extrasolar system",
    "type" : "system",
    "version" : 2,
    "description" : "A made-up, partially procedurally
```

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```
                    generated extra-solar system with
                    two stars, three planets and a moon.",
    "size" : 2600000,
    "nobjects" : 7,
    "data" : [
        {
            "loader": "gaiasky.data.JsonLoader",
            "files": [ "$data/system-exonia/system-exonia.json" ]
        }
    ]
}
```

As we can see, it has the catalog name, its version, its type, the description, the size, the number of objects and a pointer to the actual data file. All JSON files in Gaia Sky are loaded with the `JsonLoader` class, so that part is more or less constant.

Defining the objects

Now we are ready to start adding our objects. First, since all the objects orbit the barycenter of the system, we need an object to represent its position. This object must not be visible, but it must allow us to represent a position in space, and it must be the parent of all other objects in the system. We can do that with an object of the archetype `Invisible`.

```
{
    "objects" : [
        {
            "names" : ["Exonia Center"],
            "componentType" : ["Others"],
            "size" : 6.0e4,

            "parent" : "Universe",
            "archetype" : "Invisible",

            "coordinates" : {
                "impl" : "gaiasky.util.coord.StaticCoordinates",
                "positionPc" : [20.0, 90.0, 10.0]
            }
        }
    ]
}
```

This object has the name *Exonia Center*. We will use this name in the `"parent"` attribute when we crate the rest of the objects. Since the barycenter of this system will not move, we use `StaticCoordinates`. Here he have used the property `"positionPc"`, so we need to enter the position in parsecs in the *internal reference system*. We could have used `"positionKm"` to use kilometers, or simply `"position"` to use *internal units*.

The internal reference system is based on the equatorial system, so we need equatorial Carteisan coordinates. However, we can also use ecliptic or galactic cartesian coordinates by specifying a transformation:

```
{
    "coordinates" : {
       "impl" : "gaiasky.util.coord.StaticCoordinates",
       "positionPc" : [20.0, 90.0, 10.0],
       "transformName" : "galacticToEquatorial"
    }
}
```

Here, the properties `"transformName"` and `"transformFunction"` can be used interchangeably to specify the transformation.

Finally, we also accept spherical equatorial, galactic and ecliptic coordinates. They are set using `"positionEquatorial"` (alpha, delta, distance), `"positionEcliptic"` (l, b, distance) and `"positionGalactic"` (gal_lon, gal_lat, distance). The angles are in degrees and the distances are in parsecs. If you choose to use spherical coordinates, please do not specify a transformation!

Stars

Catalog stars in Gaia Sky are not single objects, so we can't just use them. If we need a star to do fancy things (e.g., move around in an orbit, have children exoplanets, etc.), we need to define a model object using the archetype `Star`. In our case, for each star we need an *orbit* object (as we want the star to move in an elliptical orbit) and a *star* object. The orbit is in charge of constructing the trajectory data and rendering it, while the star is the model object representing the star itself. We have two stars in the system, *Exonia A* and *Exonia B*. More information on the orbit format can be found *here*. Let's see how we define them and then we go over the attributes:

```
{
    "name" : "Exonia A orbit",
    "color" : [1.0, 0.0, 1.0, 0.8],
    "componentType": [ "Orbits", "Stars" ],

    "parent" : "Exonia Center",
    "archetype" : "Orbit",
    "provider" : "gaiasky.data.orbit.OrbitalParametersProvider",

    "transformFunction" : "galacticToEquatorial",
    "newmethod": true,
    "orbit"                  : {
        "period" : 130.7655287755297,
        "epoch" : 2455198.0,
        "semimajoraxis" : 77112085.246326,
        "eccentricity" : 0.28862,
        "inclination" : 7.134,
        "ascendingnode" : 3.91,
```

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```
        "argofpericenter" : 0.84,
        "meananomaly" : 307.80
    }
},
{
    "names" : ["Exonia A"],
    "color" : [1.0, 0.9213, 0.8818, 1.0],
    "colorbv" : 0.656,
    "componentType" : "Stars",

    "absmag" : 2.85,
    "appmag" : 8.73,

    "parent" : "Exonia Center",
    "archetype" : "Star",

    "coordinates" : {
        "impl" : "gaiasky.util.coord.OrbitLintCoordinates",
        "orbitname" : "Exonia A orbit"
    }
},
{
    "name" : "Exonia B orbit",
    "color" : [0.0, 1.0, 1.0, 0.8],
    "componentType": [ "Orbits", "Stars" ],

    "parent" : "Exonia Center",
    "archetype" : "Orbit",
    "provider" : "gaiasky.data.orbit.OrbitalParametersProvider",

    "transformFunction" : "galacticToEquatorial",
    "newmethod" : true,
    "orbit"                 : {
        "period" : 120.7655287755297,
        "epoch" : 2455198.0,
        "semimajoraxis" : 71112085.246326,
        "eccentricity" : 0.4,
        "inclination" : 0.93415027853740,
        "ascendingnode" : 130.74959784132,
        "argofpericenter" : 140.31984971,
        "meananomaly" : 0.40983227102735
    }
},
{
    "names" : ["Exonia B"],
    "color" : [0.9, 0.8213, 0.7818, 1.0],
```

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```
    "colorbv" : 0.656,
    "componentType" : "Stars",

    "absmag" : 4.85,
    "appmag" : 10.73,

    "parent" : "Exonia Center",
    "archetype" : "Star",

    "coordinates" : {
        "impl" : "gaiasky.util.coord.OrbitLintCoordinates",
        "orbitname" : "Exonia B orbit"
    }
}
```

Note that we have two orbits and two stars. Orbits are objects of archetype `Orbit`. Each orbit is essentially a vessel for the orbital elements (period, semi-major axis, eccentricity, etc.). More information on the format and units can be found *here*. Since our *Internal reference system* is an equatorial system, we add the `"galacticToEquatorial"` transformation so that our reference plane is actually the galactic plane instead of Earth's equatorial plane.

Single stars are objects of archetype `Star`. Note that the parent of all objects is the invisible object *Exonia Center*. Additionally, the coordinates of the stars are provided by the respective orbit objects in the "coordinates" key. The rest is adding the star parameters like color, magnitudes, etc.

Colors can be specified in RGB or using the B-V color index. If both are specified, RGB takes precedence. In case Gaia Sky only finds the B-V color index, it translates it to RGB using this procedure.

Star absolute magnitudes and sizes, `"absmag"` and `"size"`, are intertwined. If only the absolute magnitude is specified, it is converted to a radius. The conversion is callibrated with the Sun, so that an absolute magnitude of ~4.85 produces roughly the radius of the Sun, ~3.5e4 km. Otherwise, the size can be specified directly. Since single stars and star catalogs use different render paths, the relatve brightness of single stars with respect to stars in catalogs may not be entirely accurate.

Planets

Now, let's have a look at the planets. They are very similar to the stars in that they also need orbit objects. They differ in the object type and attributes tough. *Exonia e* uses JPG images as textures, so at this point you should get the Exonia data pack, which contains these textures. The rest of the objects use *procedurally generated* data.

Here is the definition of the planets:

```
{
    "name" : "Exonia c orbit",
    "color" : [0.3, 0.2, 0.9, 0.7],
    "componentType": [ "Orbits", "Planets" ],
```

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```
    "parent" : "Exonia Center",
    "archetype" : "Orbit",
    "provider" : "gaiasky.data.orbit.OrbitalParametersProvider",

    "transformFunction" : "galacticToEquatorial",
    "newmethod": true,
    "orbit" : {
        "period" : 1325.85,
        "epoch" : 2455400.5,
        "semimajoraxis" : 353350171.0,
        "eccentricity" : 0.08862,
        "inclination" : 7.134,
        "ascendingnode" : 103.91,
        "argofpericenter" : 149.84,
        "meananomaly" : 307.80
    }
},
{
    "name" : "Exonia c",
    "color" : [0.5, 0.6, 1.0, 1.0],
    "size" : 2410.3,
    "componentType" : "Planets",

    "absmag" : 0.5,

    "parent" : "Exonia Center",
    "archetype" : "Planet",

    "coordinates" : {
        "impl" : "gaiasky.util.coord.OrbitLintCoordinates",
        "orbitname" : "Exonia c orbit"
    },

    "rotation"              : {
        "period" : 400.536,
        "axialtilt" : 0.0,
        "inclination" : 0.281,
        "meridianangle" : 200.39
    },
    "model"                 : {
        "args" : [true],
        "type" : "sphere",
        "params" : {
            "quality" : 400,
            "diameter" : 1.0,
```

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```
            "flip" : false
        },
        "material" : {
            "height" : "generate",
            "diffuse" : "generate",
            "normal" : "generate",
            "specular" : "generate",
            "biomelut" : "data/tex/base/biome-smooth-lut.png",
            "biomehueshift" : 80.0,
            "noise" : {
                "seed" : 5229243,
                "scale" : 0.2,
                "type" : "simplex",
                "fractaltype" : "ridgemulti",
                "frequency" : 4.34,
                "octaves" : 10,
                "range" : [-1.8, 1.0],
                "power" : 4.0
            },
            "heightScale" : 3.0
        }
    },
    "cloud"          : {
        "size" : 2430.0,
        "cloud" : "generate",
        "noise" : {
            "seed" : 1234,
            "scale" : [1.0, 1.0, 0.4],
            "type" : "simplex",
            "fractaltype" : "ridgemulti",
            "frequency" : 4.34,
            "octaves" : 6,
            "range" : [-1.5, 0.4],
            "power" : 10.0
        },

        "params" : {
            "quality" : 200,
            "diameter" : 2.0,
            "flip" : false
        }
    },
    "atmosphere"     : {
        "size" : 2580.0,
        "wavelengths" : [0.7, 0.8, 0.9],
        "m_Kr" : 0.0025,
```

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```
        "m_Km" : 0.0015,
        "m_eSun" : 1.0,
        "fogdensity" : 2.5,
        "fogcolor" : [1.0, 0.7, 0.6],

        "params" : {
            "quality" : 600,
            "diameter" : 2.0,
            "flip" : true
        }
    }
},
{
    "name" : "Exonia c1 orbit",
    "color" : [0.8, 0.4, 0.4, 0.7],
    "componentType": [ "Orbits", "Moons" ],

    "parent" : "Exonia c",
    "archetype" : "Orbit",
    "provider" : "gaiasky.data.orbit.OrbitalParametersProvider",

    "newmethod": true,
    "orbit"                 : {
        "mu" : 4.2e13,
        "period" : 1.2624407,
        "epoch" : 2455198.0,
        "semimajoraxis" : 23463.2,
        "eccentricity" : 0.00033,
        "inclination" : 1.791,
        "ascendingnode" : 0.370,
        "argofpericenter" : 0.233,
        "meananomaly" : 0.554
    }
},
{
    "name" : "Exonia c1",
    "color" : [0.5, 0.6, 1.0, 1.0],
    "size" : 410.3,
    "componentType" : "Moons",

    "absmag" : 0.5,

    "parent" : "Exonia c",
    "archetype" : "Planet",

    "coordinates" : {
```

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```
        "impl" : "gaiasky.util.coord.OrbitLintCoordinates",
        "orbitname" : "Exonia c1 orbit"
    },

    "rotation"              : {
        "period" : 40.536,
        "axialtilt" : 0.0,
        "inclination" : 0.281,
        "meridianangle" : 200.39
    },
    "model"                 : {
        "args" : [true],
        "type" : "sphere",
        "params" : {
            "quality" : 400,
            "diameter" : 1.0,
            "flip" : false
        },
        "material" : {
            "height" : "generate",
            "diffuse" : "generate",
            "normal" : "generate",
            "specular" : "generate",
            "biomelut" : "data/tex/base/rock-smooth-lut.png",
            "biomehueshift" : 289.0,
            "noise" : {
                "seed" : 963249243,
                "scale" : 0.12,
                "type" : "simplex",
                "fractaltype" : "ridgemulti",
                "frequency" : 3.0,
                "octaves" : 8,
                "range" : [0.0, 1.0],
                "power" : 1.0
            },
            "heightScale" : 20.0
        }
    }
},
{
    "name" : "Exonia d orbit",
    "color" : [1.0, 0.7, 0.5, 0.7],
    "componentType": [ "Orbits", "Planets" ],

    "parent" : "Exonia Center",
    "archetype" : "Orbit",
```

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```
    "provider" : "gaiasky.data.orbit.OrbitalParametersProvider",

    "transformFunction" : "galacticToEquatorial",
    "newmethod" : true,
    "orbit"                 : {
        "period" : 3851.7655287755297,
        "epoch" : 2455198.0,
        "semimajoraxis" : 719622085.246326,
        "eccentricity" : 0.1,
        "inclination" : 0.93415027853740,
        "ascendingnode" : 130.74959784132,
        "argofpericenter" : 180.31984971,
        "meananomaly" : 0.40983227102735
    }

},
{
    "name" : "Exonia d",
    "color" : [0.71, 0.32, 0.08, 1.0],
    "size" : 7439.7,
    "componentType" : "Planets",

    "absmag" : -2.67,
    "appmag" : 5.73,

    "parent" : "Exonia Center",
    "archetype" : "Planet",
    "refplane" : "equatorial",

    "coordinates" : {
        "impl" : "gaiasky.util.coord.OrbitLintCoordinates",
        "orbitname" : "Exonia d orbit"
    },

    "rotation"              : {
        "period" : 1407.509405,
        "axialtilt" : 2.1833,
        "inclination" : 7.005,
        "meridianangle" : 329.548
    },

    "model"                 : {
        "args" : [true],
        "type" : "sphere",
        "params" : {
            "quality" : 400,
```

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```
            "diameter" : 1.0,
            "flip" : false
        },
        "material" : {
            "height" : "generate",
            "diffuse" : "generate",
            "normal" : "generate",
            "specular" : "generate",
            "biomelut" : "data/tex/base/biome-smooth-lut.png",
            "biomehueshift" : -15.0,
            "noise" : {
                "seed" : 993390,
                "scale" : 0.1,
                "type" : "simplex",
                "fractaltype" : "ridgemulti",
                "frequency" : 5.34,
                "octaves" : 10,
                "range" : [-1.4, 1.0],
                "power" : 7.5
            },
            "heightScale" : 14.0
        }
    },
    "cloud"          : {
        "size" : 7475.0,
        "cloud" : "generate",
        "noise" : {
            "seed" : 1983,
            "scale": [1.8, 1.8, 1.0],
            "type" : "simplex",
            "fractaltype" : "ridgemulti",
            "frequency" : 2.34,
            "octaves" : 4,
            "range" : [-1.5, 0.8],
            "power" : 7.0
        },

        "params" : {
            "quality" : 200,
            "diameter" : 2.0,
            "flip" : false
        }
    },
    "atmosphere"     : {
        "size" : 7730.0,
        "wavelengths" : [0.6, 0.56, 0.475],
```

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```
        "m_Kr" : 0.0025,
        "m_Km" : 0.0015,
        "m_eSun" : 3.0,
        "fogdensity" : 4.5,
        "fogcolor" : [0.8, 0.9, 1.0],

        "params" : {
            "quality" : 600,
            "diameter" : 2.0,
            "flip" : true
        }
    }
},
{
    "name" : "Exonia e orbit",
    "color" : [0.2, 1.0, 0.5, 0.7],
    "componentType": [ "Orbits", "Planets" ],

    "parent" : "Exonia Center",
    "archetype" : "Orbit",
    "provider" : "gaiasky.data.orbit.OrbitalParametersProvider",

    "transformFunction" : "galacticToEquatorial",
    "newmethod": true,
    "orbit" : {
        "period" : 9905.85,
        "epoch" : 2455400.5,
        "semimajoraxis" : 1353350171.0,
        "eccentricity" : 0.08862,
        "inclination" : 9.134,
        "ascendingnode" : 83.91,
        "argofpericenter" : 149.84,
        "meananomaly" : 209.80
    }
},
{
    "name" : "Exonia e",
    "color" : [0.71, 0.32, 0.08, 1.0],
    "size" : 3389.7,
    "componentType" : "Planets",

    "absmag" : -2.67,
    "appmag" : 5.73,

    "parent" : "Exonia Center",
    "archetype" : "Planet",
```

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```
    "refplane" : "equatorial",

    "coordinates" : {
        "impl" : "gaiasky.util.coord.OrbitLintCoordinates",
        "orbitname" : "Exonia e orbit"
    },

    "rotation"              : {
        "period" : 1407.509405,
        "axialtilt" : 2.1833,
        "inclination" : 7.005,
        "meridianangle" : 329.548
    },

    "model"                 : {
        "args" : [true],
        "type" : "sphere",
        "params" : {
            "quality" : 400,
            "diameter" : 1.0,
            "flip" : false
        },
        "material" : {
            "diffuse" : "data/tex/base/exoniae-diffuse.jpg",
            "emissive" : "data/tex/base/exoniae-emissive.jpg",
            "normal" : "data/tex/base/exoniae-normal.jpg",
            "metallic" : "data/tex/base/exoniae-metallic.jpg",
            "height" : "data/tex/base/exoniae-height.jpg",
            "heightScale" : 25.9848
        }
    },
    "atmosphere"    : {
        "size" : 3500.0,
        "wavelengths" : [0.55, 0.5, 0.45],
        "m_Kr" : 0.0025,
        "m_Km" : 0.0015,
        "m_eSun" : 3.0,
        "fogdensity" : 4.5,
        "fogcolor" : [0.8, 0.9, 1.0],

        "params" : {
            "quality" : 600,
            "diameter" : 2.0,
            "flip" : true
        }
    }
```

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```
},
{
    "name" : "Exonia f orbit",
    "color" : [1.0, 1.0, 0.4, 0.7],
    "componentType": [ "Orbits", "Planets" ],

    "parent" : "Exonia Center",
    "archetype" : "Orbit",
    "provider" : "gaiasky.data.orbit.OrbitalParametersProvider",

    "transformFunction" : "galacticToEquatorial",
    "newmethod": true,
    "orbit" : {
        "period" : 11095.85,
        "epoch" : 2455400.5,
        "semimajoraxis" : 1453350171.0,
        "eccentricity" : 0.08862,
        "inclination" : 9.134,
        "ascendingnode" : 83.91,
        "argofpericenter" : 149.84,
        "meananomaly" : 209.80
    }
},
{
    "name" : "Exonia f",
    "color" : [0.71, 0.72, 0.78, 1.0],
    "size" : 3389.7,
    "componentType" : "Planets",

    "absmag" : -2.67,
    "appmag" : 5.73,

    "parent" : "Exonia Center",
    "archetype" : "Planet",
    "refplane" : "equatorial",

    "coordinates" : {
        "impl" : "gaiasky.util.coord.OrbitLintCoordinates",
        "orbitname" : "Exonia f orbit"
    },

    "rotation"              : {
        "period" : 1407.509405,
        "axialtilt" : 2.1833,
        "inclination" : 7.005,
        "meridianangle" : 329.548
```

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```
    },
    "seed" : [9858457687, 11448],
    "randomize" : [ "model", "atmosphere" ],
    "cloud"          : {
        "size" : 3400.0,
        "cloud" : "generate",
        "noise" : {
            "seed" : 1234,
            "scale": [0.05, 0.05, 0.4],
            "type" : "gradval",
            "fractaltype" : "decarpenterswiss",
            "frequency" : 5.34,
            "octaves" : 9,
            "range" : [-0.1, 1.0],
            "power" : 2.0
        },

        "params" : {
            "quality" : 200,
            "diameter" : 2.0,
            "flip" : false
        }
    }
}
```

The orbits are essentially the same as in the case of stars. The objects are now using the archetype `Planet`, and they define a rotation and a model. The rotation specifies the parameters of the orientation and rotation of the planet like the period, the axial tilt and the inclination. The model defines the 3D model object properties. In this case we use spheres. Within the model is the material, which defines the textures to use for each of the material attributes and optionally the procedural generation parameters. We also have clouds and atmospheres, but these are covered in the *procedural generation section*.

Here is a short clip of the system once loaded into Gaia Sky:

Star rendering

This section provides a bird's eye view of the star rendering process implemented in Gaia Sky, with pointers to source files implementing the different aspects of it.

The star rendering process in Gaia Sky consists of two parts. First, we compute a pseudo-size for each star, and then we use all the pseudo-sizes in the star shaders to render the stars.

Pseudo-size determination

We determine the pseudo-size from each star based on the star's apparent magnitude. First, we get the apparent magnitude as seen from the Sun from whatever star catalog. Then, we correct it using extinction data (if available, see *the magnitude/color corrections section*).

The Java code that implements this (`STILDataProvider` class, used to load external catalogs in CSV or VOTable into Gaia Sky) does not include magnitude/color corrections, the Rust code in the catalog generator program does:

- Magnitude corrections - load.rs#L799.

Once we have the corrected apparent magnitude, we convert it to an absolute magnitude with the common formula

$$M = m - 5(log_{10}d_{pc} - 1),$$

where M is the absolute magnitude and m is the apparent one. Finally, we do a conversion from absolute magnitude to *pseudo*-size using the luminosity,

$$L = L_0 * 10^{-0.4*M_o},$$

where M_o is the bolometric magnitude. Obviously, this is not physically accurate, as the bolometric magnitude should include the contributions of the radiation at all wavelengths, but we found it works quite well in practice for rendering stars. Then we apply a constant factor and a square root, but this is tailored to Gaia Sky's rendering and should probably be adapted to your own renderer. The routine we use is here:

- Magnitude to pseudo-size routine - load.rs#L826.

Or in Java, look at method `absoluteMagnitudeToPseudoSize(double)` of `STILDataProvider` here.

Star shader and rendering

That is only half of the picture though. That gets us the pseudo-size from the apparent magnitude.

On the rendering side, Gaia Sky has the option of rendering stars using billboards (quads implemented as two triangles sharing two vertices) or using native driver points (`GL_POINTS`). The code using `GL_POINTS` is faster but has some important drawbacks like points being drawn in screen space, which ignores effects like perspective distortion, so we focus here on the billboard quads.

We pass the pseudo-size p into the shader and compute the solid angle α from this size and the current distance d from the camera to the star:

$$\alpha = \text{atan}(p/d)$$

Since we are dealing with distant stars most of the time, we can probably get away with using the small-angle formula (i.e. omit atan). We found it does not have much of an impact on performance on relatively modern GPUs, and it gives us accurate angles when stars get closer. Then, we use the solid angle, together with the pseudo-size and some additional parameters (like the brightness power, which applies a power function to the solid angle to artificially widen the difference between bright and faint stars) to work out the quad size. This is implemented in various shaders. For example, have a look at:

- Star shader code - star.group.quad.vertex.glsl#L83

The whole star rendering process involves many parameters (i.e. see the *visual settings section*) and is quite complex, but with the topics discussed in this section you should have a solid understanding of what is going on behind the scenes.

Cubemaps

Gaia Sky supports cubemaps, in addition to regular equirectangular (spherically projected) images, to texture planets, moons and other spherical or semi-spherical objects.

The use of cubemaps instead of plain textures helps eliminate the artifacts happening at the poles with UV sphere models. Other possible solutions are using icospheres or octahedronspshers, but in these seams may appear due to the uneven texture coordinates. The image below illustrates this iusse.

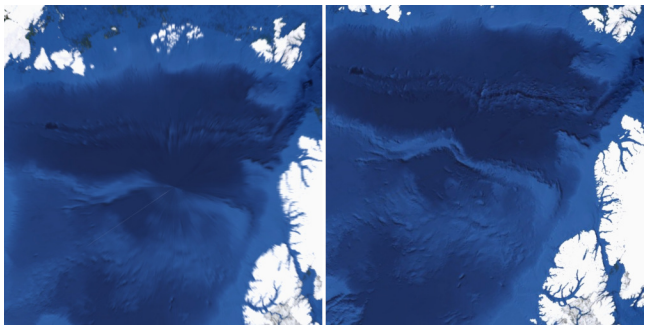


Fig. 107: Detail of the north pole region of the Earth, using a regular texture (left) and using a cubemap (right). Note the artifacts on the left image.

Cubemaps are supported for the diffuse, specular, normal, emissive, metallic, roughness and height channels. All these can be applied to regular models. Additionally, the diffuse cubemap can be applied to the cloud layer. The keys are the following:

- `"diffuseCubemap"`
- `"specularCubemap"`
- `"normalCubemap"`
- `"emissiveCubemap"`
- `"metallicCubemap"`
- `"roughnessCubemap"`
- `"heightCubemap"`

Cubemaps are composed of six individual textures for the up, down, right, left, front and back directions. They can be easily generated from equirectangular images by using this python converter. To generate a cubemap from an equirectangular texture, clone the repository and use the *equitocubemap* script:

```
equitocubemap IMAGE CUBEMAP_SIDE_RES OUTPUT_LOCATION
```

The six cubemap image will be saved in `OUTPUT_LOCATION` with the prefixes `_ft.jpg`, `_bk.jpg`, `_up.jpg`, `_dn.jpg`, `_rt.jpg` and `_lf.jpg`. PNG is also supported.

In Gaia Sky, you need to point the `"diffuseCubemap"` property to the location of these six cubemap sides. Gaia Sky will take the appropriate image for each cubemap side using the file name suffixes. The following suffixes are recognized by Gaia Sky:

Table 42: File name suffixes for each cubemap side.

Side	Suffixes
back	`bk`, `back`, `b`
front	`ft`, `front`, `f`
up	`up`, `top`, `u`, `t`
down	`dn`, `bottom`, `d`
right	`rt`, `right`, `r`
left	`lf`, `left`, `l`

Virtual Textures

Gaia Sky supports Sparse Virtual Textures (SVT), which enable ultra-high resolution partially resident textures to be used to map planets and other objects. From the user's perspective, virtual textures are *transparent*, meaning that the user does not even need to be aware they are being used.

Contents

- *Virtual Textures*
  - *Overview*
  - *Creating Virtual Texture Datasets*
  - *Preparing the tiles*
  - *Tools*
  - *Limitations*

Hint

The implementation of Sparse Virtual Textures in Gaia Sky is thoroughly explained in this external article.

Overview

Virtual Textures (VT), also known as **Sparse Virtual Textures** (SVT), **MegaTextures**, and **Partially Resident Textures** (PRT), have at their core the idea of splitting large textures into several tiles and only streaming the necessary ones (i.e. the ones required to render the current view) to graphics memory in order to optimize memory usage and enable the display of textures so large that they can't be handled effectively by the graphics hardware. In this article we use VT and SVT interchangeably to refer to virtual textures.

This technique aims at drastically increasing the size of usable textures in real time rendering applications by splitting them up in tiles and streaming only the necessary ones to graphics memory. It was initially described in a primitive form by Chris Hall in 1993 and has subsequently been improved upon. My understanding is that most modern implementations are based on Sean Barret's GDC 2008 talk on the topic.

Committed texture pages are kept in a texture, called cache, which is unique for all virtual textures. The size of the cache (in tiles) can be adjusted in the Graphics Settings, *virtual textures section*.

Creating Virtual Texture Datasets

An SVT is essentially a quadtree which contains a downsized version of the whole texture in the root node. Each level contains 4 times the amount of tiles as the level above, and each tile covers 4 times less area. The pixel count and resolution of all tiles in all levels is always the same.

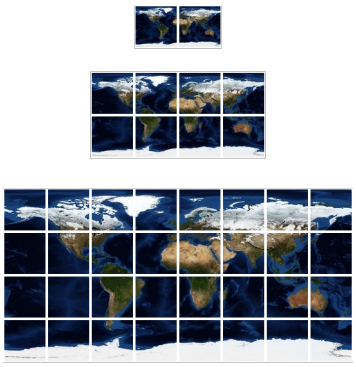


Fig. 108: An example of a virtual texture with 3 levels (0 to 2) for the Earth laid out as a quadtree. Note that the root (level 0, top), covers the whole area, while successive levels have equally-sized tiles that cover less and less area each. This VT has an aspect ratio of 2:1, so it has two root nodes at the top.

In Gaia Sky, SVTs can be packed into a dataset. To do so, we create a new directory for the dataset, preferably using the naming convention *vt-[object]-[channel]-[source]*. For example, *vt-earth-diffuse-nasa* is a good name for a VT for the Earth's surface generated from a NASA dataset. Virtual Textures, like regular textures and cubemaps, can be applied to several material properties:

- Diffuse – the color of the surface of a planet or moon, for shading.
- Specular – the specular map, for shading.
- Normal – the normal map, for shading.
- Height – the elevation map, to be used by the tessellation shader or by the parallax mapping process, depending on the height representation chosen.
- Metallic – the metallic map, for PBR shading.
- Roughness – the roughness map, for PBR shading.
- Clouds – the cloud layer.

Typically, we create a virtual texture dataset for a pre-existing object, like the Earth, the Moon or Mars. The Gaia Sky JSON format incorporates some syntax to update already loaded objects. For instance, we can add a diffuse virtual texture to the Earth with the following JSON descriptor in the file `vt-earth-diffuse-nasa.json`:

```
{"updates" : [
  {
    "name" : "Earth",
    "model": {
      "material" : {
        "diffuseSVT" : {
          "location" : "$data/virtualtex-earth-diffuse/tex",
          "tileSize" : 1024
        }
      }
    }
  }
]}
```

The `"updates"` object name at the top marks the objects in the list as *updates*. Then, we define the name of the object and the properties we need to update, with the same structure as in the original description file. For instance, if `diffuseSVT` is a property of `material`, which is inside `model`, the same structure must be maintained in the update file.

The following are the objects and attributes that can be updated:

- `material` – material and all its sub-attributes. In particular all, regular textures, cubemaps and virtual textures: - `diffuse`, `diffuseCubemap`, `diffuseSVT`. - `specular`, `specularCubemap`, `specularSVT`. - `normal`, `normalCubemap`, `normalSVT`. - `height`, `heightCubemap`, `heightSVT`. - `emissive`, `emissiveCubemap`, `emissiveSVT`. - `metallic`, `metallicCubemap`, `metallicSVT`. - `roughness`, `roughnessCubemap`, `roughnessSVT`.
- `cloud` – describes the cloud layer. Can also have a virtual texture. - `diffuse`, `diffuseCubemap`, `diffuseSVT`.
- `atmosphere` – all its direct attributes.
- `rotation` – all its direct attributes.

Any SVT needs to specify a `location` and a `tileSize`. The location is the directory where the tiles for the different levels are located. The tile size is just the resolution of the tiles of this SVT.

Gaia Sky can work with multiple SVTs, but they all need to have the same tile size. Additionally, the tile size needs to be a power of two in [4, 1024].

Preparing the tiles

The dataset directory must contain a dataset descriptor file named `dataset.json`, and the actual data descriptor seen in the previous section (`vt-earth-diffuse-nasa.json`).

A VT dataset directory looks like this:

```
tex/
dataset.json
vt-earth-diffuse-nasa.json
```

Tiles for a certain level are grouped inside a directory. The directories for all tiles are all in the same place. By convention, we use the `tex/` directory. Level directory name format is determined by the regular expression `^(level)?0{1,2}$`. For example, for level 5, these would be correct directory names:

1. `tex/level05`
2. `tex/level5`
3. `tex/05`
4. `tex/5`

If we use the format in (1), an SVT with 7 levels (0 to 6) would look like this on disk:

```
tex/level00
tex/level01
tex/level02
tex/level03
tex/level04
tex/level05
tex/level06
```

The first level typically contains two tiles (for virtual textures with a 2:1 aspect ratio), the second level contains 4 times that number, and so on (each tile is subdivided into 4 sub-tiles in the next level). Tile files are named `tx_[col]_[row].ext`, where `col` is the column, and `row` is the row. Supported formats are JPG and PNG.

The `tex/level01` directory looks like this:

```
tx_0_0.jpg
tx_0_1.jpg
tx_1_0.jpg
tx_1_1.jpg
tx_2_0.jpg
```

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```
tx_2_1.jpg
tx_3_0.jpg
tx_3_1.jpg
```

When in doubt, look at the existing VT datasets.

It is important to know that **levels (except level 0) do not need to be complete**. Missing tiles will be queried at higher levels automatically.

Tools

We have created our own tools to create and prepare VTs for Gaia Sky. Find them in the virtual texture tools repository.

The repository contains scripts to split a large texture into several tiles, generate the lower levels given a matrix of tiles at a particular (higher) level, get information of tile coordinates, extent, and resolution, and pull data from the Sentinel-2 satellite. Refer to the readme file in the repository for more information.

Limitations

The limitations of our implementation are the following:

- Due to the fact that all SVTs in the scene share the same cache, right now we can't have SVTs with different tile sizes in the same scene.
- Similarly, only square tiles are supported. Actually, I can't think of a single good use case for non-square tiles.
- Supported virtual texture aspect ratios are n:1, with $n \geq 1$. This is due to the fact that VT quadtrees are square by definition (1:1), and we have an array of root quadtree nodes that stack horizontally in the tree object. It is currently not possible to have a VT with a greater height than width.
- Performance is not very good on integrated GPUs, especially with many SVTs running at once. This may be due to the shader mimpmap level lookups. This produces $depth$ texture lookups (mip levels) in the worst-case scenario when only the root node is available in the cache.
- All SVTs in the scene share the same tile detection pass. This means that for the same object, all VTs must have the same tile size.

Mesh warping

It is possible to apply an arbitrary warping mesh to distort the final image using a **PFM** (portable float map) file.

The file format is rather simple, and is described here. The file contains an array of NxM 3-component pixels in RGB (grayscale not supported). Each position contains the mapped resulting location in UV, in the R and G components respectively, in $[0, 1]$. The geometry warp format is the same as in the MPCDI v2.0 specification, section 3.6.2 (see here).

This file is read and converted into a mesh by Gaia Sky. The mesh is used to distort the final image at the end of the rendering pipeline.

In order to specify a PFM warping mesh file, you need to edit the *configuration file* of Gaia Sky and add a few lines in the `postprocess` section:

```
postprocess:
  [...]
  warpingMesh:
    pfmFile: /path/to/your/warping-mesh.pfm
```

A few warping mesh examples (big endian) are provided below:

- **Identity** – `warp-identity.pfm` – identity function, $x' = x, y' = y$.
- **Flip X** – `warp-invert-x.pfm` – flips the X coordinate, $x' = 1 - x, y' = y$.
- **Flip Y** – `warp-invert-y.pfm` – flips the Y coordinate, $x' = x, y' = 1 - y$.
- **Flip XY** – `warp-invert-xy.pfm` – flips the X and Y coordinates, $x' = 1 - x, y' = 1 - y$.
- **X ^ 2** – `warp-x2.pfm` – applies a square function to X, $x' = x^2, y' = y$.
- **X ^ 2, Y ^ 2** – `warp-x2y2.pfm` – applies a square function to X and Y, $x' = x^2, y' = y^2$.

1.2.35 System logs

Gaia Sky provides a couple of ways of accessing system logs.

Session log

Gaia Sky always saves the log of the last session to `$GS_DATA/log/gaiasky_log_lastsession.log` (check where `$GS_DATA` is *here*). If you need to check the full log of your last session, you can always find it there.

Crash reports

If Gaia Sky crashes, a crash report, together with a full session log to `$GS_DATA/crashreports` (check where `$GS_DATA` is *here*). Files with the form `gaiasky_crash_[date].txt` are crash reports, while files with the form `gaiasky_log_[date].txt` are full session logs. You can attach these whenever a crash happens and you want to submit a bug report to our buck tracker.

1.2.36 Changelog

- Comprehensive version history
- Detailed changelog
- Full commit history

1.2.37 Additional resources

This page gathers a list of learning resources about Gaia Sky. Find them below in the video tutorials and workshops sections.

Video tutorials

- Gaia Sky video tutorials
- Gaia Sky videos channel

Presentations

- Gaia Sky crash course – Web presentation to learn the basics.
- Gaia Sky scripting workshop – Presentation accompanying the Workshop given at the 2025 DPAC meeting in Cambridge, UK. 2025.
- Gaia Sky general tutorial – Web presentation, MWGaiaDN Induction School, PLNT Leiden, Leiden, The Netherlands. 2024.
- Gaia Sky VR – AR/VR for Space Programmes, ESA/ESTEC, Noordwijk, The Netherlands. 2023.

Workshop notes

Scripting workshop (DPAC 2025)

> **Hint**
>
> This tutorial is designed to be followed with Gaia Sky 3.6.6+!

This page contains the notes of the Gaia Sky scripting workshop in the DPAC consortium meeting 2025 in Cambridge, UK (April 2025).

The main aim of this tutorial is to provide a general understanding of the scripting system in Gaia Sky, and to train the participants in the creation of scripts with the main aim to render videos.

Presentation (slides): Find the accompanying presentation for this tutorial here.

The topics covered in this tutorial are the following:

- Gaia Sky introduction (see presentation).
  - Dataset manager.
  - Controls, movement, selection.
  - User interface.
  - Video tools (frame output, camera paths, keyframes).
- Scripting workshop:
  - *1. Installing the environment*.

- *2. The full API*.
- *3. Go to object calls*.
- *4. Orbit around focus*.
- *5. Saving/restoring settings*.
- *6. Start/stop time, time warp factor*.
- *7. Time and camera transitions*.
- *8. Component type visibility*.
- *9. Record/play camera path files*.
- *10. Use frame output system*.
- *11. Advanced topics: camera and scene parking runnables*.
- *12. Advanced topics: console*.

Estimated duration: 2.5 hours

Before starting...

Have a look at our *quick start guide* to learn the basic usage of Gaia Sky. This guide covers the first few slides of the presentation and more.

- *Quick start guide*.

Scripting workshop

This is the start of the hands-on session.

Gaia Sky exposes an API that is accessible through Python (via Py4j) or through HTTP over a network (using the *REST API HTTP server*).

1. Installing the environment

In this tutorial, we focus on the writing of Python scripts that tap into the Gaia Sky API. You will need:

- Python 3 to run the scripts.
- Pipenv to manage the environment.
- Git, optional, to get the code.
  - On Linux, Git is probably already installed.
  - On macOS, use `brew install git`.
  - On Windows, use Git for windows.

First, install `pipenv` with `pip`, which already comes with Python:

```
pip install --user pipenv
```

Now, get the code:

- If you have `git` available, clone the workshop project from the repository:

  ```
  git clone https://codeberg.org/gaiasky/gaiasky-workshop2025.git
  cd gaiasky-workshop2025
  ```

  Now, you can install the dependencies automatically.

  ```
  pipenv install
  ```

- If you don't have `git` installed, you can just download the `gaiasky-script.py` file, and install the required dependencies manually.

  ```
  pipenv install py4j numpy
  ```

You are now ready to enter the virtual environment.

```
pipenv shell
```

Once in the virtual environment, you can run a script with the Python 3 interpreter.

Hint

Before running a script, make sure that an instance of Gaia Sky is running in the same computer. Otherwise, the script will fail.

In order to run the script `gaiasky-script.py`, you would run this in a terminal:

```
python3 gaiasky-script.py
```

2. API

Here is the full documentation of the API.

3. Our first script

You can either start with `gaiasky-script-commented.py` and uncomment the required lines, or you can start with an empty file and copy-paste the code. We'll assume you start with an empty file.

We'll start simple. Copy paste the following code in a file named `my-script.py` within your `workshop` directory.

```
1  from py4j.clientserver import ClientServer, JavaParameters
2
3  # Create the gateway to connect to the Gaia Sky instance.
```

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```
gateway = ClientServer(java_parameters=JavaParameters(auto_convert=True, auto_
↪field=True))
# gs is our entry point to call API methods.
gs = gateway.entry_point

# We just go to Mars. This method also puts the camera in focus mode.
gs.goToObject("Mars")

# Terminate the connection and exit.
gateway.close()
```

This is a very simple script that moves the camera to Mars and stops. You can test it by running `python my-script.py`. Remember that you need to open Gaia Sky first!

4. Orbiting around

Now we want our camera to go to Mars, and to orbit around for a while. To achieve this, we can edit our `my-script.py` so that it looks like this:

```
from py4j.clientserver import ClientServer, JavaParameters

# Create the gateway to connect to the Gaia Sky instance.
gateway = ClientServer(java_parameters=JavaParameters(auto_convert=True, auto_
↪field=True))
# gs is our entry point to call API methods.
gs = gateway.entry_point

# We just go to Mars. This method also puts the camera in focus mode.
gs.goToObject("Mars")

# Make sure the camera is in cinematic mode so that it keeps its momentum.
gs.setCinematicCamera(True)
# Set the orbiting speed of the camera in focus mode (in [0,100]).
gs.setCameraRotationSpeed(40)

# Add a gentle push in X. First parameter is deltaX, second is deltaY.
gs.cameraRotate(-0.4, 0.0)

# Now we wait for 5 seconds, and stop the camera.
gs.sleep(5)
gs.cameraStop()

# Close the connection and exit.
gateway.close()
```

Run again and see the result.

5. Backing up and restoring settings

You may have noted that after the previous script finishes, the camera is left in cinematic mode, even if the script started with the camera in non-cinematic mode. This is because settings modified in scripts are not rolled back when the scripts end. To solve this, you can backup and restore the settings at the beginning and end of your scripts:

- `backupSettings()` – backs up the current settings in the settings stack [link].
- `restoreSettings()` – restores the most recent backup from the top of the settings stack [link].

To try it in our script, edit it like this:

```
from py4j.clientserver import ClientServer, JavaParameters

# Create the gateway to connect to the Gaia Sky instance.
gateway = ClientServer(java_parameters=JavaParameters(auto_convert=True, auto_
↪field=True))
# gs is our entry point to call API methods.
gs = gateway.entry_point

# Back up the current settings.
gs.backupSettings()

# We just go to Mars. This method also puts the camera in focus mode.
gs.goToObject("Mars")

# Make sure the camera is in cinematic mode so that it keeps its momentum.
gs.setCinematicCamera(True)
# Set the orbiting speed of the camera in focus mode (in [0,100]).
gs.setCameraRotationSpeed(40)

# Add a gentle push in X. First parameter is deltaX, second is deltaY.
gs.cameraRotate(-0.4, 0.0)

# Now we wait for 5 seconds, and stop the camera.
gs.sleep(5)
gs.cameraStop()

# Restore settings before exit.
gs.restoreSettings()

# Terminate the connection and exit.
gateway.close()
```

Run it, and you should see the camera back in non-cinematic mode at the end (if this is how it started!). An unfortunate side effect of `restoreSettings()` is that the camera is put in free mode after the call. The reason for this is that the camera mode is indeed saved in the settings, but the focus object is not. When the camera is put in focus mode without specifying the focus object, the last focus (or the home object if the camera was never in focus mode) is used. To avoid this causing

unexpected behaviour, we put the camera in free mode after calling `restoreSettings()`.

6. Playing with time

In Gaia Sky, you can also start and stop time so that satellites, planets, and stars move. The most important API calls that manipulate time are:

- `startSimulationTime()` – [link].
- `stopSimulationTime()` – [link].
- `setTimeWarp(double factor)` – [link].
- **Set the current time** (here and here), and **get the current time** (here and here).

`setTimeWarp(double)` sets the pace at which time passes. Set it to 1 to use real world time speed. Increase it to make time run faster. `start-` and `stopSimulationTime()` start and stop the time respectively. Let's edit our script to have a look at the rotation of Mars.

Docs

See the *time pane section* in the user manual.

```
from py4j.clientserver import ClientServer, JavaParameters

# Create the gateway to connect to the Gaia Sky instance.
gateway = ClientServer(java_parameters=JavaParameters(auto_convert=True, auto_
↪field=True))
# gs is our entry point to call API methods.
gs = gateway.entry_point

# Back up the current settings.
gs.backupSettings()

# We just go to Mars. This method also puts the camera in focus mode.
gs.goToObject("Mars")

# Make sure the camera is in cinematic mode so that it keeps its momentum.
gs.setCinematicCamera(True)
# Set the orbiting speed of the camera in focus mode (in [0,100]).
gs.setCameraRotationSpeed(40)

# Add a gentle push in X. First parameter is deltaX, second is deltaY.
gs.cameraRotate(-0.4, 0.0)

# Now we wait for 5 seconds, and stop the camera.
gs.sleep(5)
gs.cameraStop()
```

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```
25
26 # Time pace is 800x faster than normally.
27 gs.setTimeWarp(800.0)
28 # Start time.
29 gs.startSimulationTime()
30 gs.sleep(8)
31 # Stop time.
32 gs.stopSimulationTime()
33
34 # Restore settings before exit.
35 gs.restoreSettings()
36
37 # Close connection and exit.
38 gateway.close()
```

Why always different?

You may have noted that the outcome is different every time you run the script. This is because we are not taking into account the initial state of Gaia Sky. In this case, the most important factors that play a role in how the script develops as it runs are:

- Starting position and orientation of our camera.
- Starting time.

As we'll see later, those are not the only factors. But they are indeed the most important. Let's control them by setting an initial camera location and initial time.

To achieve this, first we need to set a starting position (and orientation!) for our camera. The camera orientation is defined by two vectors, the **direction** vector (where the camera looks), and the **up** vector. To capture the position and orientation of the camera at any time, we can use these calls:

- `getCameraPosition(string units)` – returns the camera position vector in the given units [here]. If no parameters are passed, the position is given in Km. There is a test script here that prints out the camera position in various units and orientation. This script is reproduced below. You can just open a python REPL shell and paste the contents in.

```
1 # Test script. Tests getCameraPosition(units) with different units,
2 # getCameraDirection() and getCameraUp().
3 # Created by Toni Sagrista
4
5 import math
6 from py4j.clientserver import ClientServer, JavaParameters
7
8 gateway = ClientServer(java_parameters=JavaParameters(auto_convert=True, auto_
  ↪field=True))
9 gs = gateway.entry_point
```

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```
print("Camera position:")
gs.getCameraPosition("internal")
print( " -  Internal:     [%.10f, %.10f, %.10f]" %(pos[0], pos[1], pos[2]))
pos = gs.getCameraPosition("km")
print( " -  Km:           [%.10f, %.10f, %.10f]" %(pos[0], pos[1], pos[2]))
pos = gs.getCameraPosition("au")
print( " -  AU:           [%.10f, %.10f, %.10f]" %(pos[0], pos[1], pos[2]))
pos = gs.getCameraPosition("ly")
print( " -  Light years:  [%.10f, %.10f, %.10f]" %(pos[0], pos[1], pos[2]))
pos = gs.getCameraPosition("pc")
print( " -  Parsecs:      [%.10f, %.10f, %.10f]" %(pos[0], pos[1], pos[2]))


print()
print("Camera orientation:")
dir = gs.getCameraDirection()
print( " -  Direction:     [%.10f, %.10f, %.10f]" %(dir[0], dir[1], dir[2]))
up = gs.getCameraUp()
print( " -  Up:     [%.10f, %.10f, %.10f]" %(up[0], up[1], up[2]))

gateway.close()
```

- `getCameraDirection()` – returns the direction unit vector of our current camera [here].
- `getCameraUp()` – returns the up vector of our current camera [here].

We can set the state with the analogous `setCamera[Position|Direction|Up]()` methods.

For the initial time, we can just set it like this:

- `setSimulationTime(int year, int month, int day, int hour, int min, int sec, int millisec)` – [here].

We use these methods to capture the following initial state:

- Cam pos (km): [7765514.7261459418, 3367392.3812921559, -148604366.1028463840]
- Cam direction: [0.7297110211, 0.3130747529, -0.6078700723]
- Cam up: [-0.2821898299, 0.9476653108, 0.1493296977]
- Time: 17 Mar 2025, 10:39:13 UTC

Now, we can initialize the state of our script:

```
from py4j.clientserver import ClientServer, JavaParameters

# Create the gateway to connect to the Gaia Sky instance.
gateway = ClientServer(java_parameters=JavaParameters(auto_convert=True, auto_
↪field=True))
```

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```
# gs is our entry point to call API methods.
gs = gateway.entry_point

# Back up the current settings.
gs.backupSettings()

# Initialize state with position and time.
gs.setCameraFree()
gs.setSimulationTime(2025, 3, 17, 10, 39, 13, 0)
gs.setCameraPosition([7765514.7261459418, 3367392.3812921559, -148604366.
↪1028463840])
gs.setCameraDirection([0.7297110211, 0.3130747529, -0.6078700723])
gs.setCameraUp([-0.2821898299, 0.9476653108, 0.1493296977])
gs.sleep(3)

# We just go to Mars. This method also puts the camera in focus mode.
gs.goToObject("Mars")

# Make sure the camera is in cinematic mode so that it keeps its momentum.
gs.setCinematicCamera(True)
# Set the orbiting speed of the camera in focus mode (in [0,100]).
gs.setCameraRotationSpeed(40)

# Add a gentle push in X. First parameter is deltaX, second is deltaY.
gs.cameraRotate(-0.4, 0.0)

# Now we wait for 5 seconds, and stop the camera.
gs.sleep(5)
gs.cameraStop()

# Time pace is 800x faster than normally.
gs.setTimeWarp(800.0)
# Start time.
gs.startSimulationTime()
gs.sleep(8)
# Stop time.
gs.stopSimulationTime()

# Restore settings before exit.
gs.restoreSettings()

# Terminate the connection and exit.
gateway.close()
```

Run the script multiple times, and it should now always start from the same position, orientation and time.

There are other things that play a role in how a script runs. Some of the calls we are using (like `goToObject()`) implement a lot of functionality in the background for us, and they use the current camera speed settings to move the camera around. It is possible to fully control the camera state frame-by-frame, but this requires some more advanced techniques that we'll see later on. However, we offer some **middle-ground** which enables setting-up smooth camera (position, orientation) and time transitions.

7. Creating transitions

The family of API calls that starts with `cameraTransition(pos, dir, up, seconds)` (here) enables the definition of smooth transitions that use different mapping functions (logistic sigmoid, logit) from the current state to a user-defined final camera position, camera orientation, or time. The full documentation for these transition methods is *here*.

If, after the end of the current script, we want to return to the Earth and do it with more granular control, we can use transitions.

```
from py4j.clientserver import ClientServer, JavaParameters

# Create the gateway to connect to the Gaia Sky instance.
gateway = ClientServer(java_parameters=JavaParameters(auto_convert=True, auto_
↪field=True))
# gs is our entry point to call API methods.
gs = gateway.entry_point

# Back up the current settings.
gs.backupSettings()

# Initialize state with position and time.
gs.setCameraFree()
gs.setSimulationTime(2025, 3, 17, 10, 39, 13, 0)
gs.setCameraPosition([7765514.7261459418, 3367392.3812921559, -148604366.
↪1028463840])
gs.setCameraDirection([0.7297110211, 0.3130747529, -0.6078700723])
gs.setCameraUp([-0.2821898299, 0.9476653108, 0.1493296977])
gs.sleep(3)

# We just go to Mars. This method also puts the camera in focus mode.
gs.goToObject("Mars")

# Make sure the camera is in cinematic mode so that it keeps its momentum.
gs.setCinematicCamera(True)
# Set the orbiting speed of the camera in focus mode (in [0,100]).
gs.setCameraRotationSpeed(40)

# Add a gentle push in X. First parameter is deltaX, second is deltaY.
gs.cameraRotate(-0.4, 0.0)

```

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```
# Now we wait for 5 seconds, and stop the camera.
gs.sleep(5)
gs.cameraStop()

# Time pace is 800x faster than normally.
gs.setTimeWarp(800.0)
# Start time.
gs.startSimulationTime()
gs.sleep(8)
# Stop time.
gs.stopSimulationTime()

# Back to Earth. We first need to set the camera free,
# as we are using a transition.
gs.setCameraFree()
gs.cameraTransition([7.6099302829, 3.3000312627, -148.6345636443], # pos
                    "internal",                                    # units
                    [-0.8321802084, -0.2822031396, 0.4765726385], # dir
                    [-0.3583614028, 0.9301845136, -0.0749524287],  # up
                    15.0,                                          # duration (pos)
                    "logisticsigmoid",                             # mapping function (pos)
                    30.0,                                          # smoothing factor (pos)
                    5.0,                                           # duration (orient)
                    "logisticsigmoid",                             # mapping function (orient)
                    12.0,                                          # smoothing factor (orient)
                    True)                                          # sync

# Restore settings before exit.
gs.restoreSettings()

# Terminate the connection and exit.
gateway.close()
```

Doing camera (and time!) motions like this is a bit more involved, but it typically results in much better looking scripts due to the smooth movement produced by the mapping functions. Keep in mind that you need to capture the final camera state with get-cam-state.py.

Docs

See the *transitions section* in the user manual.

8. Component visibility

Objects in Gaia Sky are organized into types, which we call **component types**. These component types can be hidden and shown all at once. Examples of component types are **planets**, **moons**, **stars**, **grids**, or **labels** (see full list *here*).

While scripting, we can toggle types on and off with:

- `setComponentTypeVisibility(String key, boolean visible)` – enables or disables (`True` or `False`) the component type identified with the given `key`. The key is in the form `"element.planets"`, `"element.stars"`, etc. See call here.

Let's modify our script so that we mute the labels half-way through.

```
from py4j.clientserver import ClientServer, JavaParameters

# Create the gateway to connect to the Gaia Sky instance.
gateway = ClientServer(java_parameters=JavaParameters(auto_convert=True, auto_
↪field=True))
# gs is our entry point to call API methods.
gs = gateway.entry_point

# Back up the current settings.
gs.backupSettings()

# Initialize state with position and time.
gs.setCameraFree()
gs.setSimulationTime(2025, 3, 17, 10, 39, 13, 0)
gs.setCameraPosition([7765514.7261459418, 3367392.3812921559, -148604366.
↪1028463840])
gs.setCameraDirection([0.7297110211, 0.3130747529, -0.6078700723])
gs.setCameraUp([-0.2821898299, 0.9476653108, 0.1493296977])
gs.sleep(3)

# We just go to Mars. This method also puts the camera in focus mode.
gs.goToObject("Mars")

# Make sure the camera is in cinematic mode so that it keeps its momentum.
gs.setCinematicCamera(True)
# Set the orbiting speed of the camera in focus mode (in [0,100]).
gs.setCameraRotationSpeed(40)

# Add a gentle push in X. First parameter is deltaX, second is deltaY.
gs.cameraRotate(-0.4, 0.0)
```

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```
29
30  # Disable labels.
31  gs.setComponentTypeVisibility("element.labels", False)
32
33  # Now we wait for 5 seconds, and stop the camera.
34  gs.sleep(5)
35  gs.cameraStop()
36
37  # Time pace is 800x faster than normally.
38  gs.setTimeWarp(800.0)
39  # Start time.
40  gs.startSimulationTime()
41  gs.sleep(8)
42  # Stop time.
43  gs.stopSimulationTime()
44
45  # Back to Earth. We first need to set the camera free,
46  # as we are using a transition.
47  gs.setCameraFree()
48  gs.cameraTransition([7.6099302829, 3.3000312627, -148.6345636443], # pos
49                      "internal",                                     # units
50                      [-0.8321802084, -0.2822031396, 0.4765726385], # dir
51                      [-0.3583614028, 0.9301845136, -0.0749524287],  # up
52                      15.0,                                           # duration (pos)
53                      "logisticsigmoid",                              # mapping␣
↪function (pos)
54                      30.0,                                           # smoothing␣
↪factor (pos)
55                      5.0,                                            # duration␣
↪(orient)
56                      "logisticsigmoid",                              # mapping␣
↪function (orient)
57                      12.0,                                           # smoothing␣
↪factor (orient)
58                      True)                                           # sync
59
60  # Restore settings before exit.
61  gs.restoreSettings()
62
63  # Terminate the connection and exit.
64  gateway.close()
```

As you see, now labels disappear when the camera starts to orbit Mars. Note that after the script ends, labels are re-enabled due to the call to `gs.restoreSettings()`!

Hint

You can enable a representation of star velocities as 3D vectors with `"element.velocityvectors"`! The length, number, and color map of those vectors can be tuned with the family of calls `setProperMotions[...]()` (see here).

Docs

See the *component types section* in the user manual.

9. Camera paths

Gaia Sky includes a feature to record and play back camera paths. This comes in handy if we want to showcase a certain itinerary through a dataset, for example.

Recording a camera path – The system will capture the camera state at every frame and save it into a `.gsc` (for Gaia Sky camera) file. We can start a recording by clicking on the  icon in the camera pane of the control panel. Once the recording mode is active, the icon will turn red  . Click on it again in order to stop recording and save the camera file to disk with an auto-generated file name (default location is `$GS_DATA/camera` (see the *folders* section in the Gaia Sky documentation).

Playing a camera path – In order to playback a previously recorded `.gsc` camera file, click on the  icon and select the desired camera path. The recording will start immediately.

Tip

Mind the FPS! The camera recording system stores the position of the camera for every frame! It is important that recording and playback are done with the same (stable) frame rate. To set the target recording frame rate, edit the "Target FPS" field in the camcorder settings of the preferences window. That will make sure the camera path is using the right frame rate. In order to play back the camera file at the right frame rate, we can edit the "Maximum frame rate" input in the graphics settings of the preferences window.

Of course, you can also instruct your scripts to start and stop recording a camera path. These are the relevant methods:

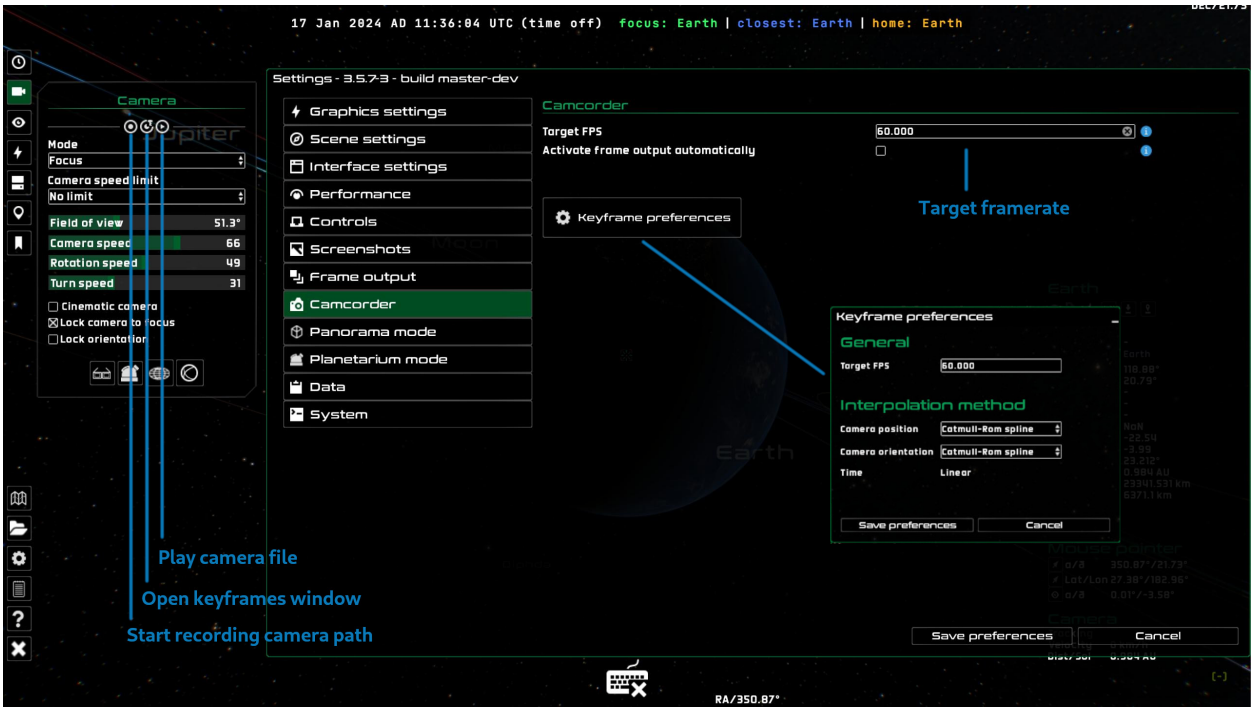


Fig. 109: Location of the controls of the camcorder in Gaia Sky UI.

- `startRecordingCameraPath(String fileName)` – starts recording a camera path file that will be saved with the given name [here].
- `stopRecordingCameraPath()` – stops the current recording (if any) and saves it as a file [here].
- `playCameraPath(String fileName)` – plays the given camera path file (absolute path) [here].

Camera paths are totally deterministic, as they save the full state (camera position and direction, time) at every frame. They have a specific frame rate.

Docs

See the *camera paths section* in the user manual.

10. Frame output system

Here we learn about the frame output system to produce high-quality videos. In order to create high-quality videos, Gaia Sky offers the possibility to export every single still frame to an image file using the *frame output subsystem*. The resolution of these still frames can be set independently of the current screen resolution.

We can start the frame output system by pressing *F6*. Once active, the system starts saving each still frame to disk (frame rate goes down, most probably). The save location of the still frame images is, by default, `$GS_DATA/frames/[prefix]_[num].jpg`, where `[prefix]` is an arbitrary string that can be defined in the preferences. The save location, mode (simple or advanced), and the resolution can also be defined in the preferences.

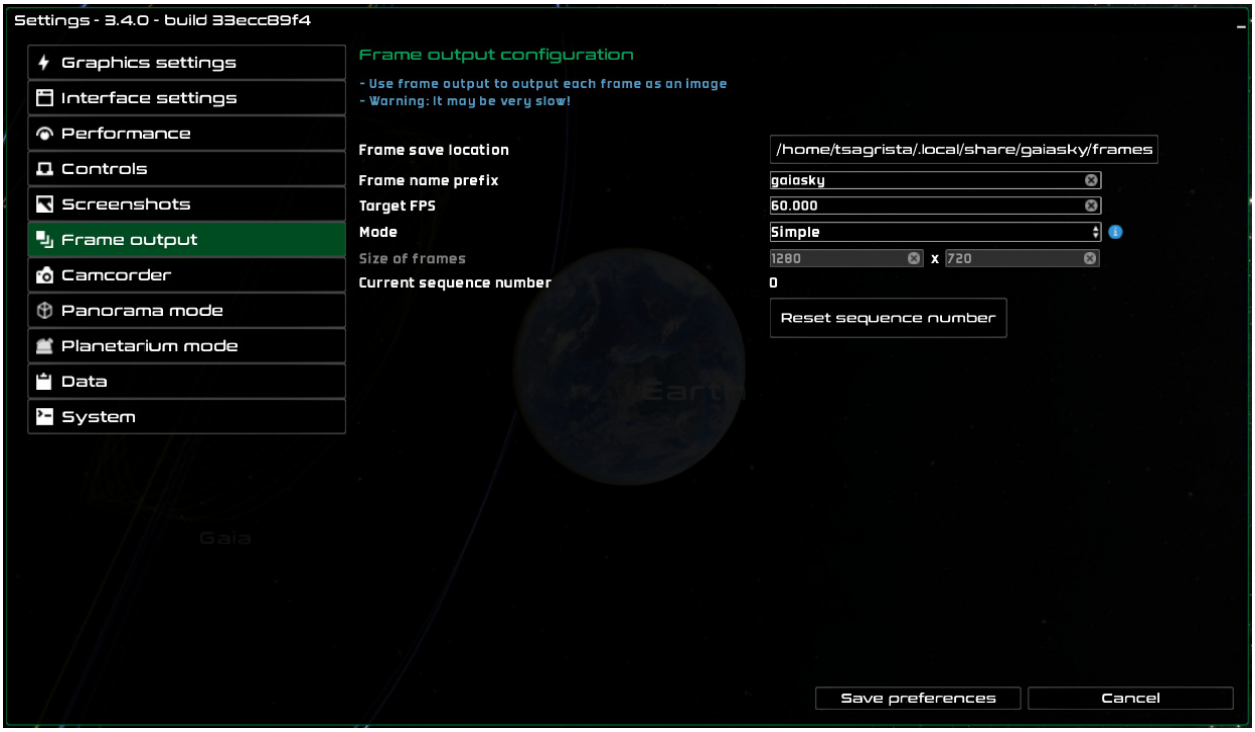


Fig. 110: The configuration screen for the frame output system

Gaia Sky offers some calls to start, stop, and configure the frame output system:

- `setFrameOutput(boolean active)` – start and stop the frame output system [here].
- `configureFrameOutput(int width, int height, double fps, String directory, String namePrefix)` – configure the frame output system with the resolution of the frames, the frame rate, the output directory, and the prefix to use for the image files [here].

Once we have the still frame images, we can convert them to a video using `ffmpeg` or any other encoding software. You can convert the frames into a video with:

```
ffmpeg -framerate 30 -start_number [start_img_num] -i [prefix]%05d.jpg  -vframes␣
↪[num_images] -s 1280x720 -c:v libx264 -pix_fmt yuv420p -crf 23 -r 30  [out_video_
↪filename].mp4
```

- The input and output framerate (`-framerate`, `-r`) must match that defined in Gaia Sky.
- The resolution (`-s`) must be the resolution of the still frames.
- Use `-crf` to change the quality, in [0-51]. Lower numbers lead to better quality videos, with 0 being lossless. 23 is a good default.

Additional information on how to convert the still frames to a video can be found in the *capturing videos section* of the Gaia Sky user manual.

Alternatively, we can use OBS to record the script directly. In this case, since we are capturing the window of our OS, we are limited by the resolution of our display.

Docs

See the *frame output section* in the user manual.

11. Advanced: syncing with main thread

If there's still time, here we learn how to park runnables that run in sync with the main update-render cycle in Gaia Sky.

Let's suppose we want to count the number of frames during the execution of our script, and print the number at the end. To that effect, we need a piece of code that runs after every frame to increment a variable. We can achieve this by parking a runnable in the main thread.

- `parkRunnable(String name, Runnable object)` – parks a runnable whose `run()` method will be executed after every frame, until it is unparked [here].
- `removeRunnable(String name)` – unparks the runnable identified by the given name so that it does not run anymore [here].

With these two methods, we just need to create the runnable object with the code we require. Let's edit our script with these lines:

```
from py4j.clientserver import ClientServer, JavaParameters

# Create the gateway to connect to the Gaia Sky instance.
gateway = ClientServer(java_parameters=JavaParameters(auto_convert=True, auto_
↪field=True))
# gs is our entry point to call API methods.
gs = gateway.entry_point

# Back up the current settings.
gs.backupSettings()

class FrameCounterRunnable(object):
  def __init__(self):
      self.nframes = 0

  def run(self):
      self.nframes = self.nframes + 1

  class Java:
      implements = ["java.lang.Runnable"]

# Create runnable object and submit it.
my_runnable = FrameCounterRunnable()
gs.parkRunnable("framecounter", my_runnable)

# Initialize state with position and time.
```

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```
  gs.setCameraFree()
  gs.setSimulationTime(2025, 3, 17, 10, 39, 13, 0)
  gs.setCameraPosition([7765514.7261459418, 3367392.3812921559, -148604366.
↪1028463840])
  gs.setCameraDirection([0.7297110211, 0.3130747529, -0.6078700723])
  gs.setCameraUp([-0.2821898299, 0.9476653108, 0.1493296977])
  gs.sleep(3)

  # We just go to Mars. This method also puts the camera in focus mode.
  gs.goToObject("Mars")

  # Make sure the camera is in cinematic mode so that it keeps its momentum.
  gs.setCinematicCamera(True)
  # Set the orbiting speed of the camera in focus mode (in [0,100]).
  gs.setCameraRotationSpeed(40)

  # Add a gentle push in X. First parameter is deltaX, second is deltaY.
  gs.cameraRotate(-0.4, 0.0)

  # Disable labels.
  gs.setComponentTypeVisibility("element.labels", False)

  # Now we wait for 5 seconds, and stop the camera.
  gs.sleep(5)
  gs.cameraStop()

  # Time pace is 800x faster than normally.
  gs.setTimeWarp(800.0)
  # Start time.
  gs.startSimulationTime()
  gs.sleep(8)
  # Stop time.
  gs.stopSimulationTime()

  # Back to Earth. We first need to set the camera free,
  # as we are using a transition.
  gs.setCameraFree()
  gs.cameraTransition([7.6099302829, 3.3000312627, -148.6345636443], # pos
                      "internal",                                    # units
                      [-0.8321802084, -0.2822031396, 0.4765726385], # dir
                      [-0.3583614028, 0.9301845136, -0.0749524287],  # up
                      15.0,                                          # duration (pos)
                      "logisticsigmoid",                             # mapping␣
↪function (pos)
                      30.0,                                          # smoothing␣
↪factor (pos)
```

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```
                        5.0,                                    # duration
↪(orient)
                        "logisticsigmoid",                      # mapping
↪function (orient)
                        12.0,                                   # smoothing
↪factor (orient)
                        True)                                   # sync

  # Remove runnable object and print frames.
  gs.removeRunnable("framecounter")
  print(f"Number of frames: {my_runnable.nframes}")

  # Restore settings before exit.
  gs.restoreSettings()

  # Terminate the connection and exit.
  gateway.close()
```

Of course, this is a very simple example only. Much more complex operations can be performed with this technique, like adding or updating objects, manipulating the camera, etc. There are more examples in the showcase scripts directory of our repository. For instance:

- `camera-constant-turn.py` – creates a constant camera turn using a parked runnable.
- `earth-nea-s.py` – demonstrates the motions of NEAs relative to the Earth-Moon system.
- `earth-venus-dance.py` – creates and updates lines between the Earth and Venus at fixed time intervals.
- `epycicles.py` – demonstrates the apparent retrograde motion of Marse from the geocentric reference system.
- `lunar-libration.py` – demonstrates the libration of the Moon, viewed from the Earth's surface.

There are many more examples in the sowcases directory.

Docs

See the *synchronizing with the main loop section* in the user manual.

12. Console

Since version 3.6.4 Gaia Sky includes an *in-app console* that can be used to directly call the API. You can open it with ~ or :.

From the console, you can call several commands:

- `help` – list API calls and shortcuts

- `help api` – list API calls
- `help shortcuts` – list shortcuts

You can call methods with parameters by giving the method name, followed by the parameters separated by spaces. String must be delimited by double quotes (`"`), booleans must be in lower case (`true`, `false`), and arrays may not have spaces.

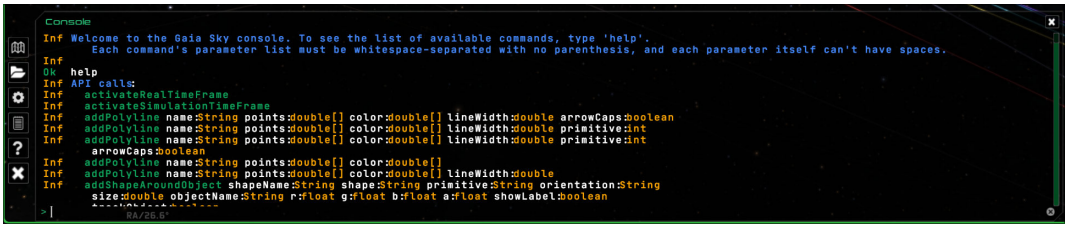


Fig. 111: The console displaying the available API calls.

Go ahead and try to call some methods interactively!

Docs

See the *console section* in the user manual.

Conclusion

In this workshop, we have seen how to write a small, fully functional script against the Gaia Sky API using a small subsample of the API methods. If you want to know more, have a look at the *scripting section* of the docs.

Outreach tutorial (MWGaiaDN 2024)

This page has been retired. However, you can still browse the tutorial notes in the link below:

- Outreach tutorial (MWGaiaDN 2024)

Scripting workshop (DPAC 2023)

This page has been retired. However, you can still browse the workshop notes in the link below:

- Scripting workshop notes (DPAC 2023)

General tutorial (DPAC 2021)

This page has been retired. However, you can still browse the tutorial notes in the link below:

- Tutorial notes (DPAC 2021)

Video production tutorial (DPAC 2020)

This page has been retired. However, you can still browse the tutorial notes in the link below:

- Video production tutorial notes (DPAC 2020)

1.2.38 FAQ

Q: What is the base-data package?

The *Base data package* is required for Gaia Sky to run and contains basically the Solar System data (textures, models, orbits and attitudes of planets, moons, satellites, etc.). You can't run Gaia Sky without the *base data package*.

Q: Why do you have two different download pages?

We list the most important downloads in the official webpage of Gaia Sky (here) for convenience. The server listing (here) provides access to current and old releases.

At the end of the day, if you use the download manager of Gaia Sky, you will never see any of these. If you want to download the data manually, you can do so using either page.

Q: Why so many Gaia-DR catalogs?

We offer several different catalogs based on the latest Gaia data release. **Only one** should be used at a time, as they are different subsets of the same data, meaning that smaller catalogs are contained in larger catalogs. For example, the stars in `edr3-default` are contained in `edr3-large`. We offer so many to give the opportunity to explore the Gaia data to everyone. Even if you have a low-end PC, or don't have lots of disk space to spare, you can still run Gaia Sky with the smaller subsets, which only contain the best stars in terms of parallax relative error. If you have a more capable machine, you can explore larger and larger slices and get more stars in.

Q: Gaia Sky crashes at start-up, what to do?

First, make sure that your drivers are up to date and your graphics card supports OpenGL `3.2` and GLSL `3.3`.

Some startup crashes are due to inconsistencies in the data. Usually, removing the data folder (`~/.local/share/gaiasky/data` on Linux, `%userprofile%\.gaiasky\data` on Windows, `~/.gaiasky/data` on macOS) solves the problem. When Gaia Sky starts again, you will need to re-download the base data pack and the datasets.

Debug mode

You can activate *debug mode* to force Gaia Sky to print out much more information, which may help in pinpointing what is going wrong. To do so, you need to launch Gaia Sky from the command line (PowerShell or cmd on Windows) using the *-d* flag.

```
$ gaiasky -d
```

Configuration file

Sometimes, the configuration file may get corrupted. To fix this, remove it (`~/.config/gaiasky/config.yaml` on Linux, `%userprofile%\.gaiasky\config.yaml` on Windows, `~/.gaiasky/config.yaml` on macOS) and start Gaia Sky again. The default configuration file will be copied to that location and used.

Getting a crash log

For modern Gaia Sky versions (> 2.2.0), you can *find the logs in this location*.

For old Gaia Sky versions (< 2.2.0), you may need to run Gaia Sky from a terminal. In this case, the procedure depends on your Operating System.

On **Linux**, just run Gaia Sky from the command line and copy the log.

On **Windows**, files named `output.log` and `error.log` should be created in the installation folder of Gaia Sky. Check if they exist and, if so, attach them to the bug report. Otherwise, just open Power Shell, navigate to the installation folder and run the `gaiasky.cmd` script. The log will be printed in the Power Shell window.

On **macOS**, open a Terminal window and write this:

```
$ cd /Applications/Gaia\ Sky.app/Contents/Resources/app
$ chmod u+x ./gaiasky
$ ./gaiasky
```

This will launch Gaia Sky in the terminal. Copy the log and paste it in the bug report. Here is a video demonstrating how to do this on macOS.

Once you have a log, create a bug report here, attach the log, and we'll get to it ASAP.

Q: I'm running out of memory, what to do?

Don't fret. Check out the *maximum heap space section* to learn how to increase the maximum heap memory allocated to Gaia Sky. If you computer does not have enough physical RAM, try using a smaller dataset.

Q: I can't see the elevation data on Earth or other planets!

First, make sure you are using at least version *2.2.0*. Then, make sure that your graphics card supports tessellation (OpenGL 4.x). Then, download the High-resolution texture pack using the download manager and select `High` or `Ultra` in graphics quality. This is not strictly necessary, but it is much better to use higher resolution data if possible. Finally, select *Tessellation* in the "Elevation representation" drop-down of the graphics pane in the settings window. See the *elevation (height) section*.

Q: What is the internal reference system used in Gaia Sky?

The reference system is described in *Internal reference system*. The internal workings of Gaia Sky are described in this paper.

Q: Can I contribute?

Yes. You can contribute translations (currently EN, DE, CA, FR, SK, ES and BG are available) or code. Please, have a look at the contributing guidelines.

Q: I like Gaia Sky so much, can I donate to contribute to the project?

Thanks a lot, but no. You may donate to any other awesome open source project of your choosing instead.

1.3 About

1.3.1 Contact

If you have doubts or issues you can contact us using one of the following methods.

- Submit an issue to our bug tracking system.
- Drop us a line at tsagrista@ari.uni-heidelberg.de.

Visit our homepage at gaiasky.space.

1.3.2 Author

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1.3.3 Acknowledgements

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- DLR
- BMFTR

1.3.4 Stats

Gaia Sky download numbers (including documentation requests and data packages) can be found here.