USNO ICE computes Celestial Navigation Bodies positions and height corrections from User defined Positions.

Non User selectable ICE Delta-T values " δT_{ice} " are gradually <u>shifting away from currently observed "Delta-T" values</u>. Sooner or later this nuisance is to make ICE obsolete while on the other hand ICE has some very nice features. Nonetheless, there does exist a simple repair patch ...

It is possible to compute all such *ICE* data for any chosen Latch, Lonch, UTch and δ Tch through feeding *ICE* with *fictitious UTf* and *Lonf* (Lat unchanged) as long as such *fictitious elements* fulfill both conditions:

(1) - Celestial Bodies Equatorial coordinates (α and δ) to remain computed for the same TT

Since TT = UT + δ T, this implies: UT_{ch} + δ T_{ch} = *UT_f* + δ T_{ice}. Hence:

 $UT_f = UT_{ch} + (\delta T_{ch} - \delta T_{ice})$

(2) - From the fictitious Position all Bodies LHA's to remain unchanged

Since (1) already guarantees that all Equatorial coordinates have remained unchanged, therefore LHA Aries is to remain the same as in the real/*chosen* world. This implies an adequate shift in Longitude equal to the angle covered by GAST during the ($\delta T_{ch} - \delta T_{ice}$) time interval. Hence:

(Lonf - LOnch) in arc minutes = (δ Tch - δ Tice) in seconds of Time * 1/4 * (366/365)

For (δ Tch - δ *Tice*) positive, the shift from chosen Longitude into *fictitious Longitude* is towards the WEST.

As a consequence all ensuing Celestial Bodies local positions and computed corrections remain unchanged whether seen from the real world/chosen position at UT_{ch} or seen from the *ICE fictitious position* at UT_f.

Example: For 2021 Oct 19th, 21:59:27 UT, with <u> $\delta T_{ch} = +70.1 s$ </u> from N41°18.4' / W072°30.0' (*real world* environment)

Full 3D parallax computation												
Object	GHA	Dec	Hc	Zn	NAL Refr	SD	PA	Sum				
	0 /	0 /	0 /	•	,	,	,	,				
SUN	153 39.08	S 10 18.43	- 0 15.19	256.45	-34.03	16.06	0.15	-17.82				
MOON	339 48.26	N 04 02.62	+ 0 38.86	85.18	-34.03	15.03	55.09	+36.09				

<u>Real World environment computations using δT_{ch} +70.1 s</u>

Fictitious environment computations using ICE with δTice= +88.1 s

 $(\delta T_{ch} - \delta T_{ice}) = -18 \text{ s. From } (1) : UT_f = UT_{ch} + (\delta T_{ch} - \delta T_{ice}) = 21:59:27 - 00:00:18$ $From (2) : (Lon_f - Lon_{ch})' = (\delta T_{ch} - \delta T_{ice}) \text{ s} * \frac{1}{4} * (366/365) = -4.5'$ $DT_f = 21:59:09$ $Lon_f = W072^{\circ}25.5'$

Celestial Navigation Data for 2021 Oct 19 at 21 59 09 UT (GMT) Delta T = 88.1 seconds N 41 18.4/W 72 25.5 Simplified 2D parallax computation and data by courtesy from Mr. Dave Walden

Almanac Data					Altitude corrections			
Object	GHA °,	Dec 。,	Hc 。,	Zn °	Refr ,	SD ,	РА ,	Sum ,
SUN	153 34.6	s10 18.4	- 0 15.2	256.4	-34.0	16.1	.1	-17.8
MOON	339 43.8	n 4 02.6	+ 0 38.9	85.2	-34.0	15.0	55.2	36.2

Conclusion: Same corrections with minor non-significant .1' difference due mainly to Parallax computation (2D vs. 3D).

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