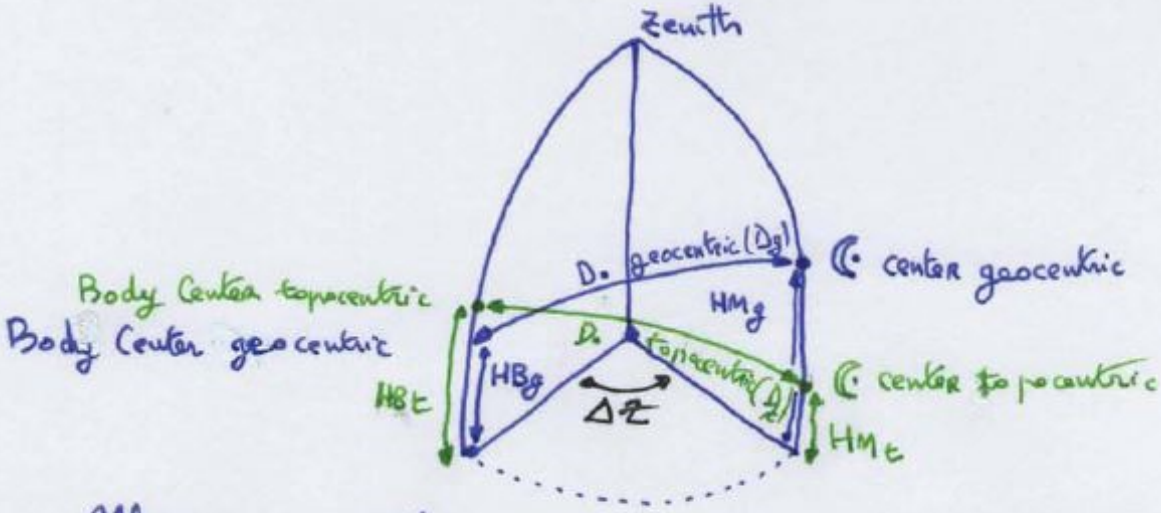
LUNARS "CLASSICAL" COMPUTATION



All geocentric values are for:
- BODY CENTERS
- NO PARALLAX, and
- NO REFRACTION

All topocentric values are for:
- BODY CENTERS
- with PARALLAX, and
- with REFRACTION

We have the following equations:

(1) $\cos D_t = \sin HM_t \sin HB_t + \cos HM_t \cos HB_t \cos \Delta Z$

(2) $\cos D_g = \sin HM_g \sin HB_g + \cos HM_g \cos HB_g \cos \Delta Z$

We know HM_t, HM_g, HB_t, HB_g and D_t

therefore we solve (1) for $\cos \Delta Z$, then solve (2) for D_g