

Stellarium 0.10.2



8 July 2009 presentation by
Blake Nancarrow
blaken@computer-ease.com

see my astronomy blog for
Stellarium tips & tricks
<http://blog.lumpydarkness.com>

who makes it

- started summer 2001 by Fabien Chéreau
- main doc author / developer Matthew Gates
- open source project
- any one can change code GNU GPL

who uses it

- teachers
- planetariums
- amateur astronomers

how much?

- free (really)
- donateware
- sponsors
- community developers

where to get it

- info site <http://Stellarium.org>
- download area
<http://SourceForge.net>

main features

- very realistic sky
 - sunrises, sunsets
 - Milky Way
 - light pollution, ground fog
- base 600 000 stars, to 2.1 million
- planet textures, planet rotation, moons
- photo images for nebula
- cultural art for constellations
- telescope control*
- clean interface
- easy to use
- customisable (e.g. landscapes)*
- extensible
- scripts*

other features

- star twinkling
- meteors
- eclipse & occultation simulations
- Moon scaling
- light-time compensation
- solar system fly-arounds
- object orbits
- object trails*
- alternate projections
- gravity labels
- language support
- screen snapshots

* Not accessible through GUI or not available at this time.

version issues

- 0.9.x
 - scripting
 - telescope control
- 0.10.x (spring '09)
 - cleaner, better interface
 - faster
 - improved back-end
 - future growth

missing

- distance of DSOs
- stars by type
- filter by type
- printing
- eyepiece field of view (TFOV)
 - use Disk Viewport feature
 - implement through telescope server
- distance between objects
 - AngleMeasure plug-in
- rotate field

issues

- young application
 - recently, big changes
 - options inaccessible
 - may crash or not function
- stars fainter than mag 12 or 13 not quite right

platforms

- Windows XP, Vista (32 & 64)
- Mac OS X
- Linux, UNIX

min. requirements

- OpenGL graphics card
- fairly fast processor
- 256 MB or more of RAM
- 350 MB of hard disk (for 0.9.x) all stars...

support

- main web site with FAQ
- user guide
- wiki
- SourceForge forums