FLY'S EYE GLM SIMULATOR

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Objectives

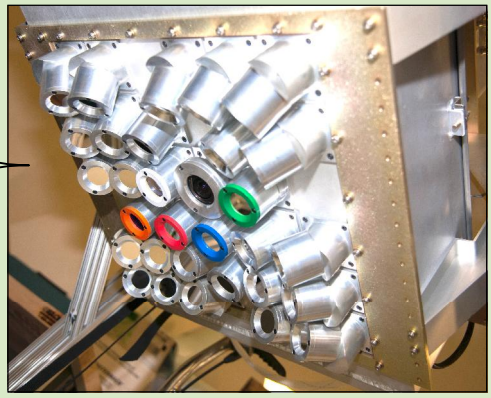
- Calibration of the Optical Energy observed by GLM
  - Background radiance (day/night)
  - Signal radiance
- Validate GLM events while observing the same storms
  - location accuracy in space and time
- Determine GLM Detection Efficiency

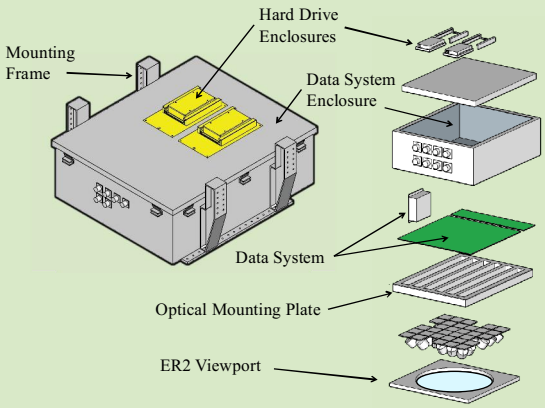
Constraints

Spec	Requirement	Constraints	Determine	
Spatial Resolution	> GLM spatial resolution (8 x 8 km)	ER-2 flight altitude	IFOV	18 deg
			FOV	90 deg
		Cloud top height	Looking Angles	Δ18 deg
			Resolution	2 x 2 km
Temporal Resolution	Resolve variation of signal over GLM integration (2 ms)	Previous measurements	Sample Rate	100 kHz
			Signal BW	≤ 50 kHz
			Disk Space	≥ 500 GB
			Memory Allocation	100 ms pre-trigger
			Triggering	Optical or External
Sensitivity	Detect signals below GLM threshold	Background and Signal estimates	RMS Noise	≤ 1.5 nA

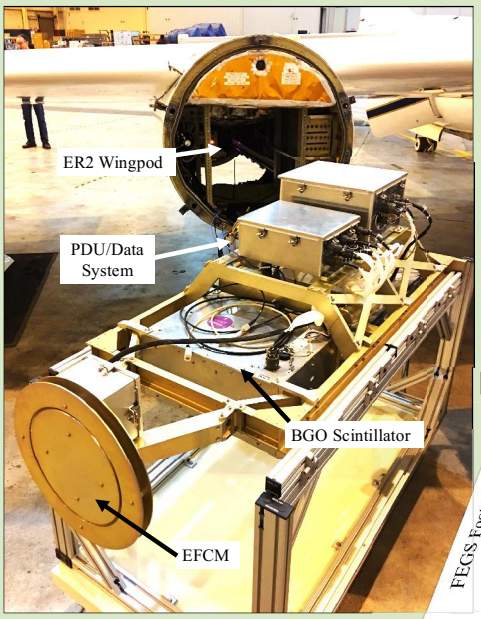
Design

- 5 x 5 array of radiometers
  - OI: 777 nm
- 5 extra spectral channels
  - UV: 337 nm
  - UV: 400 nm
  - NI: 500 nm
  - Hα: 660 nm
  - N2: 675 nm
  - WideBand: 400-1000 nm
- Wide Angle Camera, 60fps
- Electric Field Change Meter
- High Energy Particle Detectors

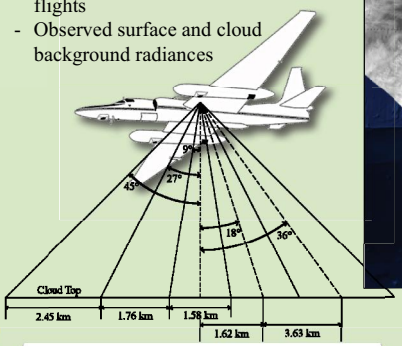


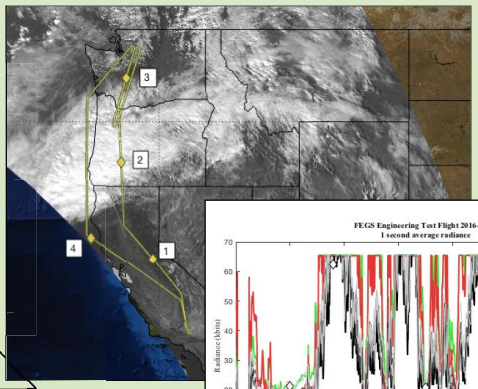


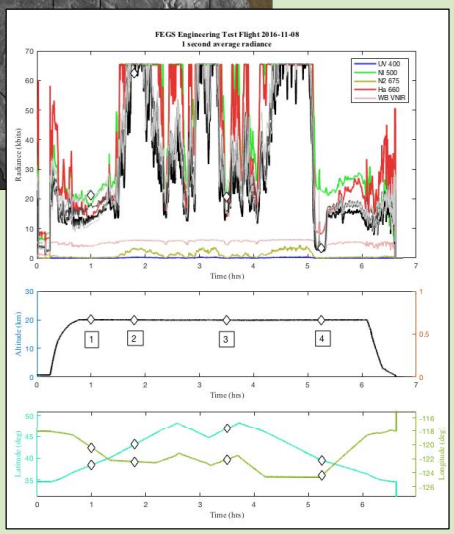
Integration and Test Flights

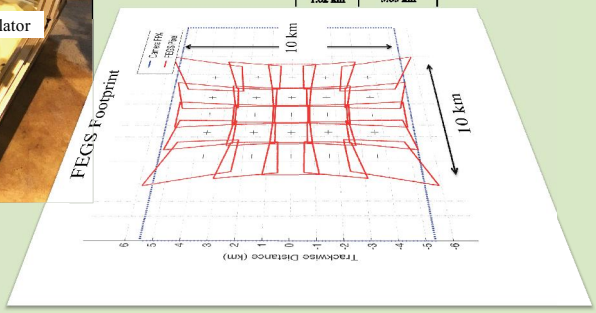


- ER2 integration at NASA AFRC in November 2016
- Conducted two engineering test flights
- Observed surface and cloud background radiances









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