

Start running hii.in with PDR

- ◆ **Extend into PDR**
 - stop temperature off
 - stop Av 10

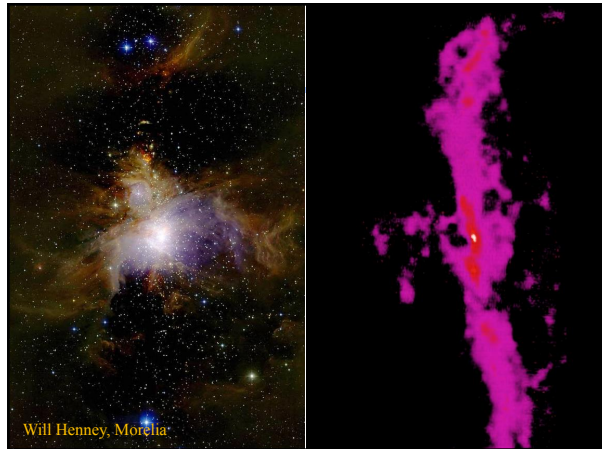
Intrinsic emission line spectrum

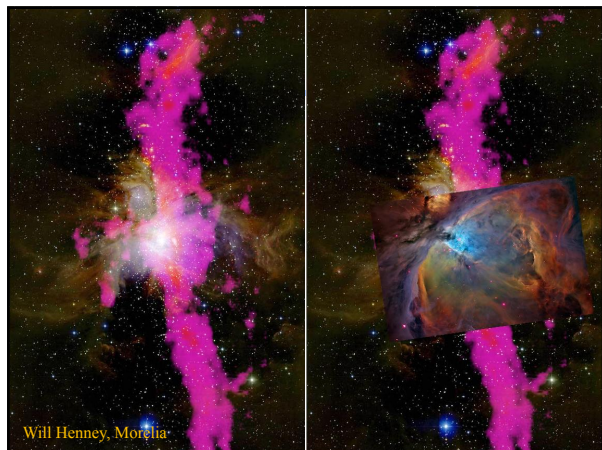
- ◆ **Line formation includes**
 - Continuum photo excitation (fluorescence)
 - Collisional excitation / deexcitation
 - Line trapping due to line optical depths
 - Line destruction due to “background opacity”
 - Background opacity includes continuum absorption / scattering such as
 - » Electron scattering
 - » Photoelectric absorption
 - » Grains
- ◆ **The intrinsic spectrum includes all this physics**

What about dusty regions?

- ◆ **The dust extinction across the H⁺ region must be small**
 - The H⁺ - H⁰ ionization front occurs at optical depth unity at 912A
 - That optical depth is usually dominated by hydrogen photoelectric opacity
 - The dust optical depth at 912A is almost certainly $\ll 1$
 - The dust optical depth in the optical is $\sim 10x$ smaller than that
- ◆ **Very high ionization parameters are an exception, discussed [here](#)**







Intrinsic, emitted spectra

◆ Hazy 2, Section 2.10



Figure 2.1: The geometry assumed in an open dusty geometry. The panel on the left is part of the HST image of M16, an H⁺ layer on the surface of a molecular cloud viewed nearly edge-on. The idealized geometry is shown on the right. The lightly shaded area is the H⁺ region, while the darker region to its right is the optically thick molecular cloud. Light produced by an atom in the H⁺ region can directly escape from the illuminated face of the cloud. If the atom emits isotropically then roughly half the emission will escape this way. The remaining fraction of the light is emitted towards the molecular cloud where a small part, determined by the albedo, can be reflected back towards the illuminated face.

Emitted spectrum

- ◆ Accounts for absorption and scattering *outside of the line formation region*
- ◆ This is very geometry dependent and can model an H⁺ layer on the face of a background molecular cloud
 - Most H II regions have this geometry
- ◆ For most geometries,, we recommend using the intrinsic spectrum and correcting for external reddening after the calculation
- ◆ Hazy2 Section 2.10

Don't try to predict what the command parser does

- ◆ It didn't evolve that way
- ◆ Check Hazy1
- ◆ Then check the output
- ◆ To see that it did what you wanted

Converging the optical depths

- ◆ Iterate command, hazy 10.7
- ◆ Iterate to convergence
- ◆ Hazy 10.7.3 Convergence problems
 - Trouble if outer edge of cloud changes between iterations
 - For instance, by lowest temperature
 - Set outer radius or column density

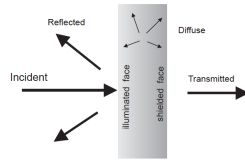


Figure 2.1: Several of the radiation fields that enter in the calculations.

Speed ups

- ◆ Hazy 1, Sec 19.17

Open source

- ◆ Contributions welcome!
- ◆ Cloudy user group on [Yahoo](#)
- ◆ Code must be compatible with our license

- ◆ Also, use the [Yahoo](#) user group to ask any questions, or to report bugs
