

# EEE Modules and Conventions

## Software dependencies

Software	Version
<b>General</b>	
Java Development Kit	> 6
Ruby	> 2
CMake	N/A
<b>Fusion</b>	
MKL/LAPACK	N/A
FFTW3	N/A
libxml2	N/A

## Getting Started

The following instructions currently only apply to SuperMUC, however all sites should eventually stick to similar conventions.

Add the ComPat modules directory to the MODULEPATH environment variable by appending the following line to your ~/.bash\_profile:

```
export MODULEPATH=$MODULEPATH:/gpfs/work/pr92ge/di25pul/Modules
```

Then run `module load compat`.

## Environment Variables

The command below will take you to the shared directory of the ComPat project.

```
cd $COMPAT_SHARED
```

The \$COMPAT\_SHARED directory is structured as follows:

```
$COMPAT_SHARED/  
  /Astro  
  /Bio  
  /Common  
  /Fusion  
  /Modules
```

## Available Modules

Use `module load name` to load the module by name and `module help name` to see information about that module. Use `module unload name` to unload the module and undo the changes to the environment.

To see all ComPat modules: `module avail compat`

Module	Description
compat	Will load the standard ComPat environment.
compat/common/ruby	Ruby
compat/common/muscle2	MUSCLE2
compat/common/amuse	AMUSE
compat/common/namd	NAMD

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