



Lmod 8.6 New Features

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- ► Release of Lmod 8.6
- ► New Features in Lmod web page
- ► \$LMOD_QUARANTINE_VARS
- ► /etc/lmod/lmod_config.lua configuration file
- ► source_sh() sourcing shell scripts inside a modulefile
- ► LmodBreak(): Stop processing modulefile but keep going!
- ► Now released as Lmod 8.5.23

New Features in Lmod web page

- https://lmod.readthedocs.io/en/latest/025_new.html
- ► A place where new features are and will continue to be announced.

\$LMOD_QUARANTINE_VARS

- ► A module at TACC turn-off \$LMOD PAGER
- ► This#%& module made me mad.
- ► Tmod has a new feature kinda like this.
- ► \$LMOD_QUARANTINE_VARS was invented.

\$LMOD_QUARANTINE_VARS (II)

- export LMOD_QUARAN-TINE_VARS=LMOD_PAGER:LMOD_REDIRECT
- ► This means that a module can't change those variables.
- ► This only works with regular env. vars.
- ► You can't quarantine PATH like variables.
- ightharpoonup A user sets this variable in their \sim /.bashrc or similar file.
- ► This obviously won't work for modules loaded during the processing of /etc/profile.d/*.sh files



/etc/lmod/lmod_config.lua configuration file

- ► This file is evaluated during Lmod startup.
- ► This location is the default during configuration.
- ► A site can change this location at configuration.

```
-- Example /etc/lmod/lmod_config.lua
require("strict")
local cosmic = require("Cosmic"):singleton()

cosmic:assign("LMOD_SITE_NAME", "XYZZY")
local function foo()
    ...
end
sandbox_registration { foo = foo }
```

Sourcing shell scripts inside a modulefile w/ source_sh()

- ► This was implemented in Tmod 4.7
- Xavier told me that he did this during Covid Lockdown in France.
- ► Lmod 8.6 re-implements this feature in a similar way.
- ► It knows about env. vars and shell functions and aliases.

source_sh() Implementation

- ► It captures the env. vars/functions/alias before and after the running the shell script.
- ► It computes the difference and saves it into the ModuleTable in env.
- ► It can be safely unloaded, shown.
- script path and arguments must not change between load and unload.
- ▶ module refresh works
- ► Obvious points:
 - ► It is better to use sh_to_modulefile and convert once.
 - ► But sh_to_modulefile is not dynamic (e.g. \$HOME)
 - ► Can't have run the script in the user environment before loading the script.



ml-mt

```
_ModuleTable_ = {
 MTversion = 3,
 mT = {
   wrapperSh = {
     fn = "/home/user/w/lmod/rt/sh to modulefile/mf/wrapperSh/1.0.lua",
      fullName = "wrapperSh/1.0",
      loadOrder = 1.
     mcmdT =
        ["/home/user/w/lmod/rt/sh to modulefile/second.sh arg1"] = {
          "setenv(\"SECOND\",\"FOO BAR\")".
        },
        ["/home/user/w/lmod/rt/sh to modulefile/tstScript.sh"] = {
          "setenv(\"MY NAME;\"tstScript.sh\")",
         "prepend_path(\"PATH\",\"/home/user/w/lmod/rt/sh_to_modulefile/bin\")",
          "set alias(\"fooAlias\",\"foobin -q -1\")"
          , [[set_shell_function("banner"," \
    local str=\"$1\":\
    local RED='\27[1;31m';\
    local NONE='\27[0m';\
   echo \"$RED$str$NONE\"\
")]],
```

LmodBreak()

- ► Tmod3 had a function called break
- ► It stop processing current module
- ► But it kept going otherwise.
- ► So it is different than erroring out.
- ► Lmod: If there is an error, no modules are loaded.

LmodBreak() (II)

- ► Lmod 8.6 adds LmodBreak (msg) function.
- ► TCL Modules use break msg
- ▶ No changes to environment from current module are kept.
- ► All other changes are kept.

LmodBreak() (III)

```
--Stdenv.lua load(A) load(BRK) load(C) --A/1.0.lua setenv("A","1.0") --BRK/1.0.lua setenv("BRK","1.0") LmodBreak() --C/1.0.lua setenv("C","1.0")
```

ml StdEnv

export A=1.0 export C=1.0



Conclusions

- ► Many new features added to Lmod 8.6
- ► \$LMOD QUARANTINE VARS
- ► /etc/lmod/lmod config.lua configuration file
- ► source sh()
- ► LmodBreak():

Future Topics

- ► Lmod Testing System?
- ► More internals of Lmod?
- ► Settarg?
- ► collections?
- ► Guest Presentation of special issues?