

## Installation

To compile the code, just type:

```
make
```

in the directory. This will create a executable file with name 'mcluster'.

In order to rebuild the whole code from scratch just re-type:

```
make clean; make
```

in the console.

## Creating initial conditions

To generate the initial conditions, mcluster.ini and jeans\_solutions files have to be placed in the same directory of the mcluster executable.

To execute, type in the console:

```
./mcluster
```

The option *output* = 0, will create two files: single\_nbody.dat and binary\_nbody.dat. The structure of those files are:

- single - mass [ $M_{\odot}$ ], x, y, z, Vx, Vy, Vz [N-body units], age, metallicity, index of the population
- binary - e, a [ $\log_{10}(\text{Ro})$ ], m1 [ $M_{\odot}$ ], m2 [ $M_{\odot}$ ], x, y, z, Vx, Vy, Vz [binary center of mass, N-body units], age, metallicity, index of the population

The first line contains:

- the scaling factors for virial ratio (sx, sv),
- the conversion from physical unit to Nbody (rvir),
- half mass radius in pc (Rhtot),
- rtide in Nbody units (rtide/rvir)

Instead, the option *output* = 1 will generate a dat.10 file. The structure of the file is:

- binaries in the beginning of the file, i.e.  $2 \cdot NBIN$  lines with the binary individual masses, positions and velocities in the cluster frame
- remaining single star lines, with mass, positions and velocities in the cluster frame of the single star
- All the data in physical units (Msol, pc, km/s)

## Initial conditions parameters

The initial condition parameters are set in 'mcluster.ini' file.

It is possible to create up to 10 different stellar populations.

The different properties for each population are separated by commas. In order to generate more than one stellar population, give more than one value to the 'n' parameter. For example, to generate two stellar population with  $n1 = 1000000$  and  $n2 = 500000$ , with binary fraction  $fb1 = 0.2$  and  $fb2 = 0.9$ , set the parameter as:

$$\begin{aligned} n &= 1000000, 500000 \\ fracb &= 0.2, 0.9 \end{aligned}$$

N.B.: If only one stellar population is going to be created, it is not necessary to delete all the properties for the second population (apart from "n" one). So, in order to generate one stellar population with  $n = 1000000$  and binary fraction  $fb1 = 0.2$ , it is possible to set the parameter as:

$$\begin{aligned} n &= 1000000 \\ fracb &= 0.2, 0.9 \end{aligned}$$