Getting and building Fluidity

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Outline

About today

Getting Fluidity

Configuring and building

Installing

Installing

Updating



Today...

...we will learn how to:

- Build Fluidity
- Make a mesh
- Set up a Fluidity simulation
- Run a Fluidity simulation
- Look at the output
- Run Fluidity in parallel



Where to get Fluidity

- Prebuilt Debian package
- Bzr
- Source code archives (.tgz)

Important information in the Fluidity manual

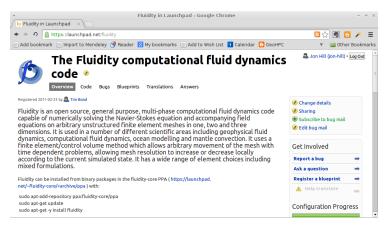


Bzr

```
cd /data/
mkdir <username>
cd <username>
bzr co lp:fluidity
```

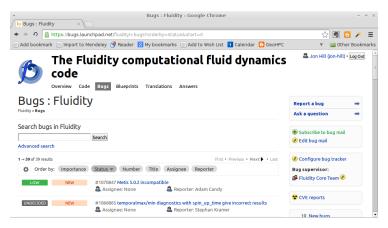


Launchpad



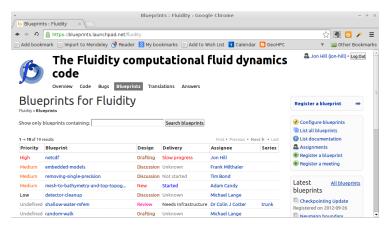


Launchpad



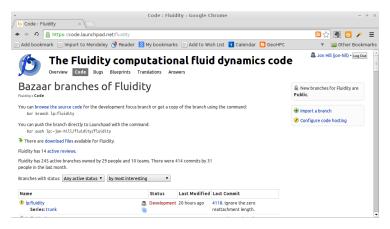


Launchpad



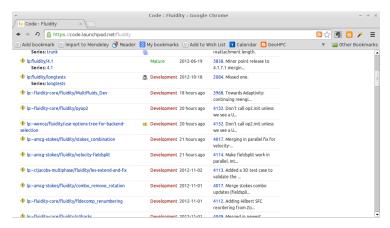


Launchpad





Launchpad





Buildbot



http://buildbot-ocean.ese.ic.ac.uk:8080/waterfall





Configure

Set up compile-time options, such as:

- External non-LGPL libraries
- Non-standard libray locations
- Compiler flags
- Debugging

```
cd fluidity
./configure --help
```



Configure

Before configuring:

```
module load petsc-gcc4
```

```
./configure --enable-2d-adaptivity
```





Python

export PYTHONPATH=\$PYTHONPATH:/data/fluidity/python



Running Fluidity

bin/fluidity



Building

```
make -j 4
make fltools
```



Tests

```
make unittest
make test
make mediumtest
```



Installing

```
make install
make install-diamond
make install-user-schemata
```



Debian packaging

```
sudo apt-add-repository -y ppa:fluidity-core/ppa
sudo apt-get update
sudo apt-get -y install fluidity
```





Updating

```
bzr up

M preprocessor/Populate_State.F90

bzr status
bzr status -SV
bzr diff filename
```



Linux commands

- Change directories: cd directory/another/../
- Make directory: mkdir directory
- ▶ List contents: ls ., ls -l directory
- Look at a text file: more file

