

# GLASS User's Guide

## v0.1

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# Chapter 1

## Getting Started

- Where to download, make, etc.
- Dependencies (see other file)

## Chapter 2

# Lensing Theory

- Standard stuff from glass paper

## Chapter 3

# A Simple Example

- Running B1115.gls
- Saving/viewing some plots

## Chapter 4

# Analyzing the Output

- Some examples.

## Chapter 5

# Priors

- Complete list of priors with descriptions.

## Chapter 6

# Commands

- Complete list of commands with descriptions.

`pixrad asfsf`



## Chapter 7

# Extending Glass

- How to add new priors (in GLASS or in input file).
- What to watch out for.

# Bibliography