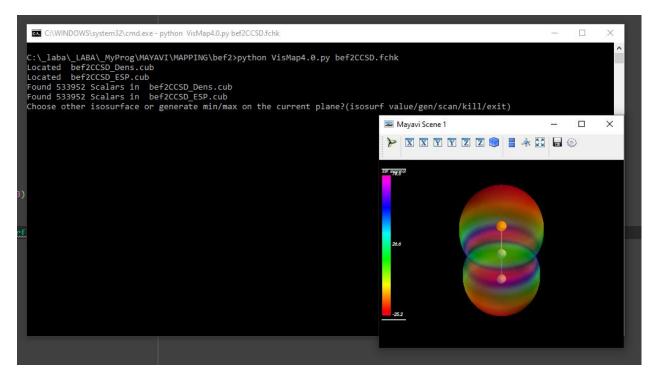
Examples

bef2.fchk

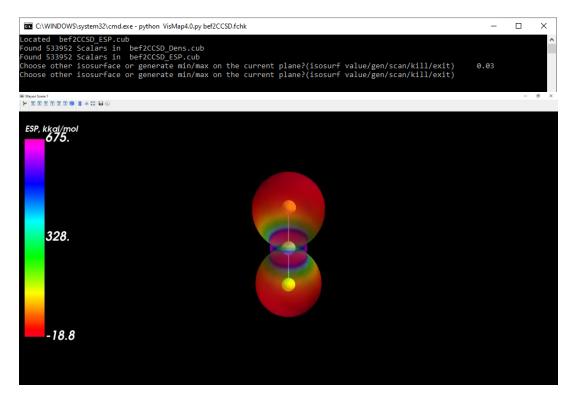
There are no cubes, so the script accesses the Multiwfn and generates them.

After generation, the Mayavi window appears, and the "interactive" mode is enabled in the command line.



For example, I am not satisfied with an isosurface of 0.001, I want 0.03

I write *0.03*



To find all the critical points of ESP on the surface, I write gen

```
C:\WINDOWS\system32\cmd.exe-python VisMap4.0.py bef2CCSD.fchk

Located bef2CCSD_ESP.cub

Found 533952 Scalars in bef2CCSD_Dens.cub

Found 533952 Scalars in bef2CCSD_ESP.cub

Choose other isosurface or generate min/max on the current plane?(isosurf value/gen/scan/kill/exit)

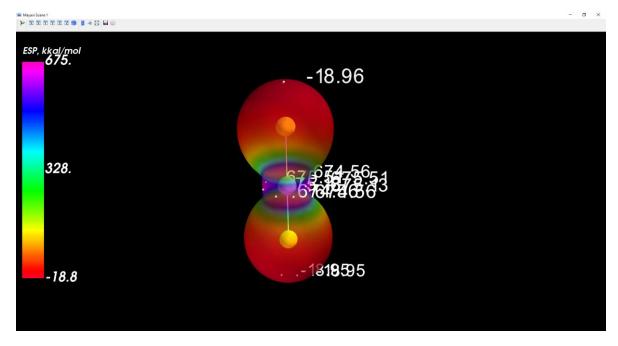
Choose other isosurface or generate min/max on the current plane?(isosurf value/gen/scan/kill/exit)

Searching surfanalysis.txt file with points

File not found. Calling Multiwfn for min/max locating
```

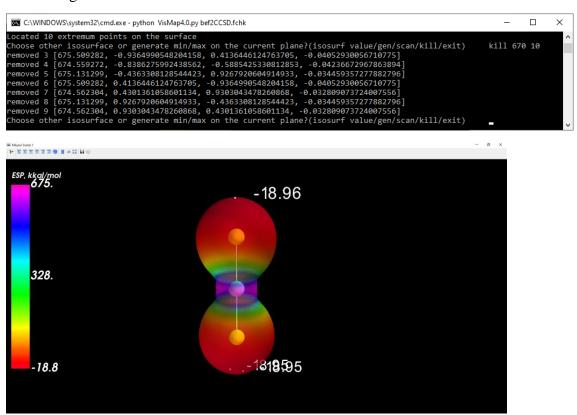
The file was not found – the script accesses the Multiwfn to generate it. After generation, the points are added to the visualizer.

```
Multiwfn.exe 00007FF7A3F94462 Unknown Unknown
```

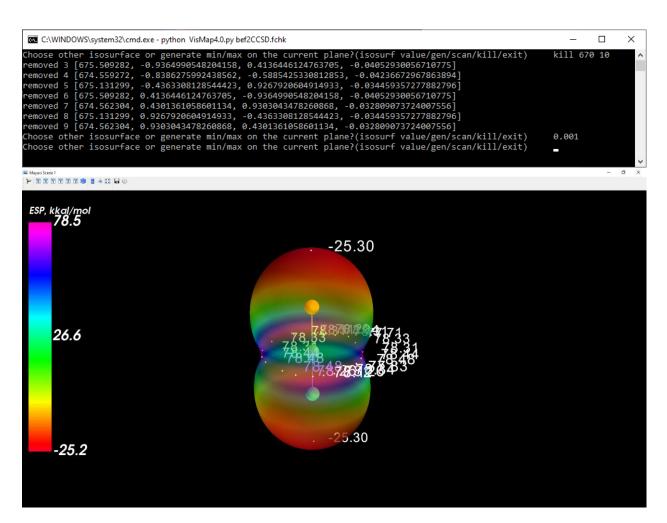


I don't need points on beryllium – I delete them

I'm writing kill 670 10



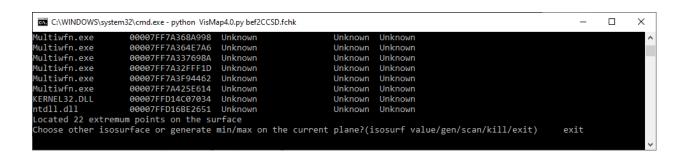
You can go back to the isosurface 0.001 and generate points for it I write 0.001 and then gen



To save the picture, click



To exit the "interactive" mode, I write exit



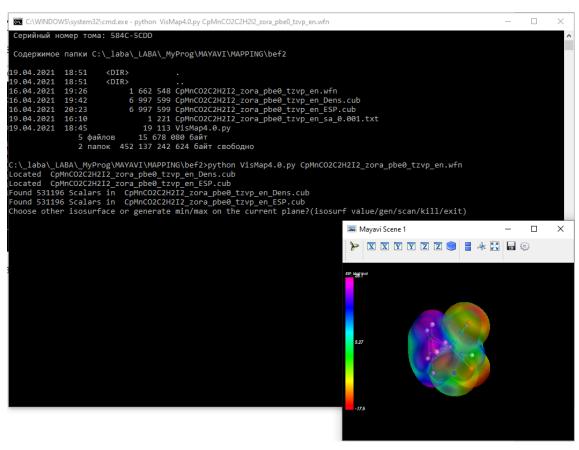
Only then I close the visualizer window.

CpMnCO2C2H2I2_zora_pbe0_tzvp_en.wfn

I have pre-generated all the files I am interested in

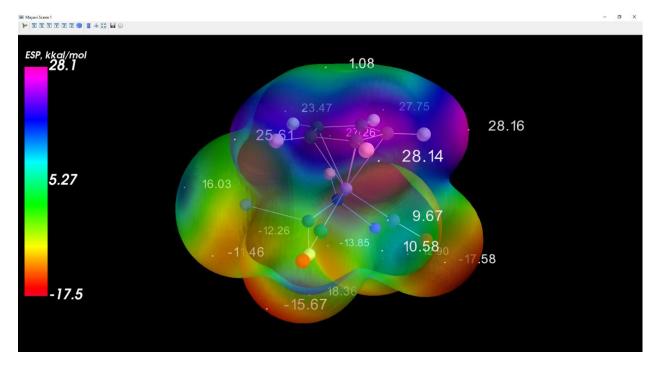
```
C:\WINDOWS\system32\cmd.exe
 :\_laba\_LABA\_MyProg\MAYAVI\MAPPING\bef2>dir
Том в устройстве С имеет метку Windows
Серийный номер тома: 584C-5CDD
 Содержимое папки C:\_laba\_LABA\_MyProg\MAYAVI\MAPPING\bef2
19.04.2021
                  18:51
                                 <DIR>
                                        1 662 548 CPMnCO2C2H2I2_zora_pbe0_tzvp_en.wfn
6 997 599 CpMnCO2C2H2I2_zora_pbe0_tzvp_en_Dens.cub
6 997 599 CpMnCO2C2H2I2_zora_pbe0_tzvp_en_ESP.cub
1 221 CpMnCO2C2H2I2_zora_pbe0_tzvp_en_sa_0.001.txt
16.04.2021
16.04.2021
16.04.2021
                  19:42
                  20:23
                  16:10
                                            19 113 VisMap4.0.py
15 678 080 байт
19.04.2021 18:45
                       5 файлов 15 678 080 байт
2 папок 452 137 242 624 байт свободно
C:\_laba\_LABA\_MyProg\MAYAVI\MAPPING\bef2>_
```

Launching



It finds all the cubes, I write *scan* to find the critical points of ESP on the surface closest to the atoms we are interested in.

```
C:\laba\LABA\_MyProg\MAYAVI\MAPPING\bef2>python VisMap4.0.py CpMnCO2C2H2I2_zora_pbe0_tzvp_en.wfn
Located CpMnCO2C2H2I2_zora_pbe0_tzvp_en_Dens.cub
Located CpMnCO2C2H2I2_zora_pbe0_tzvp_en_ESP.cub
Found 531196 Scalars in CpMnCO2C2H2I2_zora_pbe0_tzvp_en_Dens.cub
Found 531196 Scalars in CpMnCO2C2H2I2_zora_pbe0_tzvp_en_ESP.cub
Choose other isosurface or generate min/max on the current plane?(isosurf value/gen/scan/kill/exit)
Searching surfanalysis.txt file with points
Located 17 extremum points on the surface
Choose other isosurface or generate min/max on the current plane?(isosurf value/gen/scan/kill/exit)
```



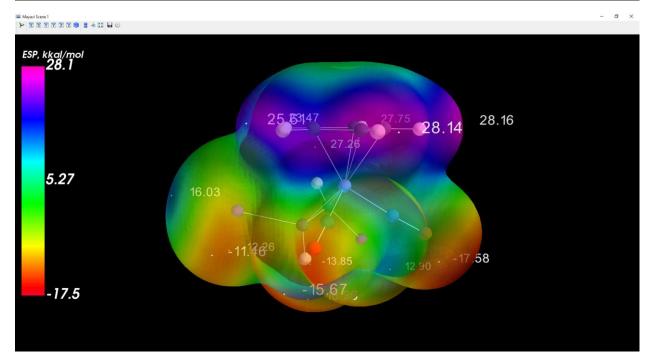
I am not satisfied with some points, I write

kill 1 1

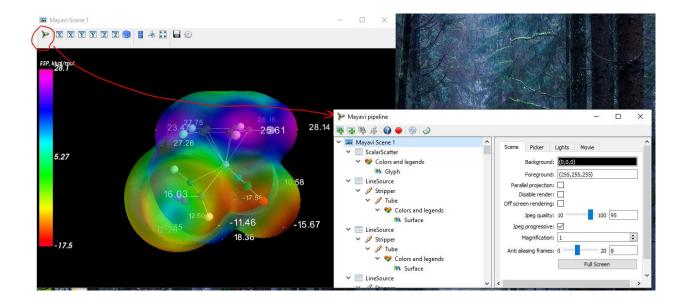
kill 9.67 0.02

kill 10.58 0.02

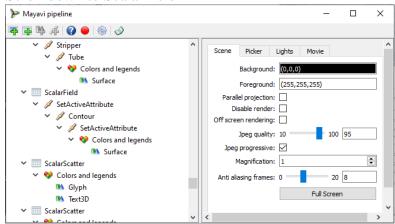
```
Searching surfanalysis.txt file with points
Located 17 extremum points on the surface
Choose other isosurface or generate min/max on the current plane?(isosurf value/gen/scan/kill/exit) kill 1 1
removed 2 [1.081536, 7.351474480151229, -1.5199829867674857, -11.367310018903591]
Choose other isosurface or generate min/max on the current plane?(isosurf value/gen/scan/kill/exit) kill 9.67 0.02
removed 5 [9.670631, 2.6149886578449903, 5.8184083175803405, -8.060391304347826]
Choose other isosurface or generate min/max on the current plane?(isosurf value/gen/scan/kill/exit) kill 10.58 0.02
removed 9 [10.578698, 1.2115576559546313, 6.71712854442344, -8.50787145557656]
Choose other isosurface or generate min/max on the current plane?(isosurf value/gen/scan/kill/exit) exit
```



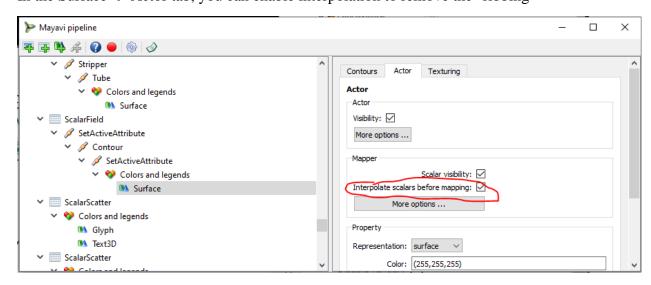
We are dealing with Mayavi itself (necessarily after exiting interactive mode!)



Scroll down to ScalarField



In the Surface → Actor tab, you can enable interpolation to remove the "ribbing"



Just below, the Opacity slider changes the transparency of the surface

