$\begin{array}{c} \textbf{mpm_3d} \ \ Documentation \\ \text{Version } 3.0 \end{array}$

Aaron S. Baumgarten

November 2018

Contents

1	Installation		
	1.1	Downloading the Code	2
	1.2	Dependencies	2
	1.3	Building the Code	3

Chapter 1

Installation

1.1 Downloading the Code

mpm_3d is maintained in a git repository here: http://jabroni.mit.edu/gitlab/asbaumgarten/mpm_3d.git. After setting up a git account at http://jabroni.mit.edu and following the instructions to add your SSH key http://jabroni.mit.edu/gitlab/help/gitlab-basics/README.md, you can clone the git repo on the command line:

\$ git clone git@jabroni.mit.edu:asbaumgarten/mpm_3d.git

1.2 Dependencies

mpm_3d is built with CMake 3.2.2 using gcc 5.2.1, though earlier versions may be supported. mpm_3d also requires the Eigen linear algebra library for C++. CMake and Eigen can be installed on linux using the following commands:

- \$ sudo apt-get install cmake
- \$ sude apt-get install libeigen3-dev

If Eigen is installed somewhere other than /usr/include/eigen3, you will need to edit the CMakeLists.txt file in the main project folder. In particular, you will need to add:

include_directories(PATH-TO-EIGEN3)

1.3 Building the Code

mpm_3d can be built from the command line using CMake. After cloning the git repository, navigate to the main project directory and make a build directory:

- \$ cd mpm_v3
- \$ mkdir build

To build the code, simply call cmake from the build directory, then make:

- \$ cd build
- \$ cmake ..
- \$ make

If all goes according to plan, mpm_3d should now be installed!