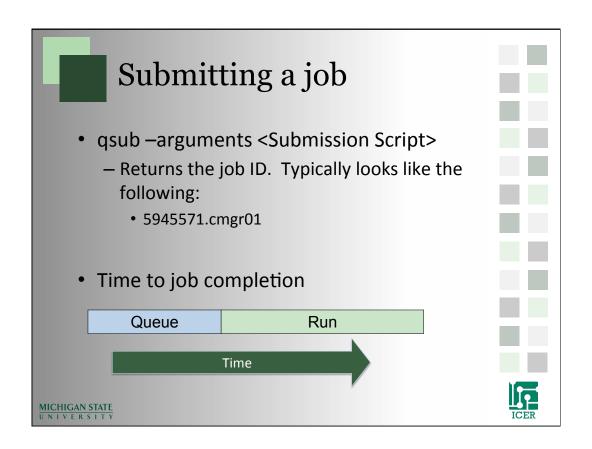
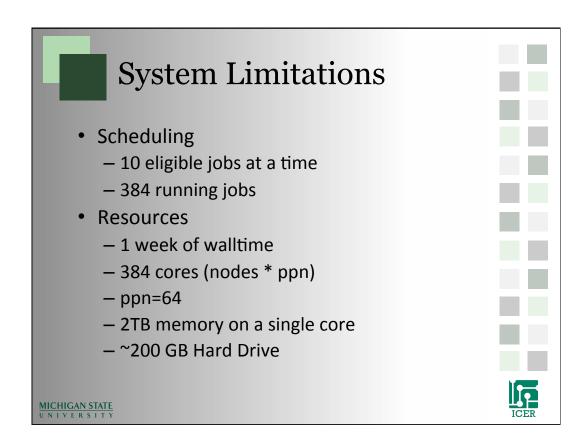


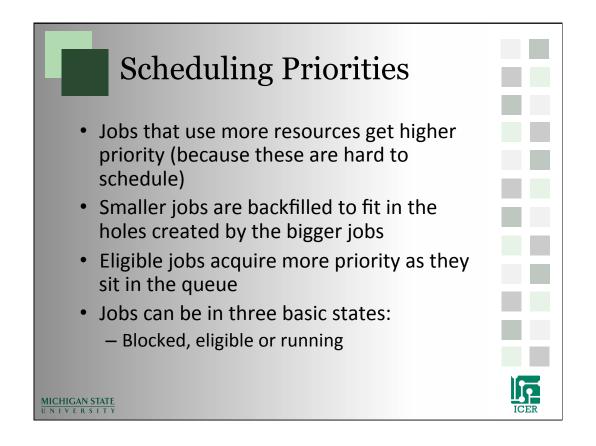
```
#!/bin/bash -login
#PBS -l walltime=00:01:00
#PBS -l nodes=1:ppn=1, feature=gbe

cd ${PBS_O_WORKDIR}
./hello

qstat -f ${PBS_JOBID}
```



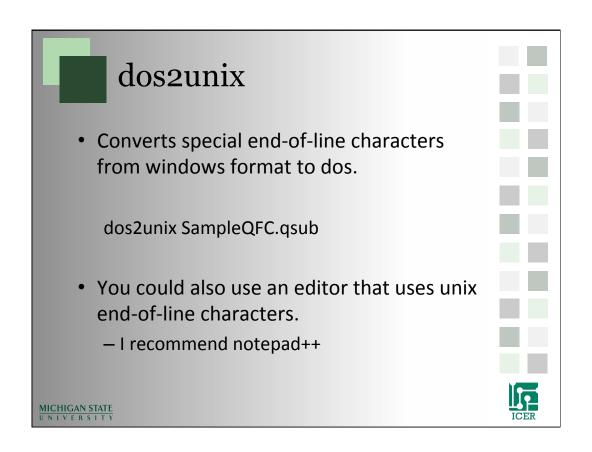












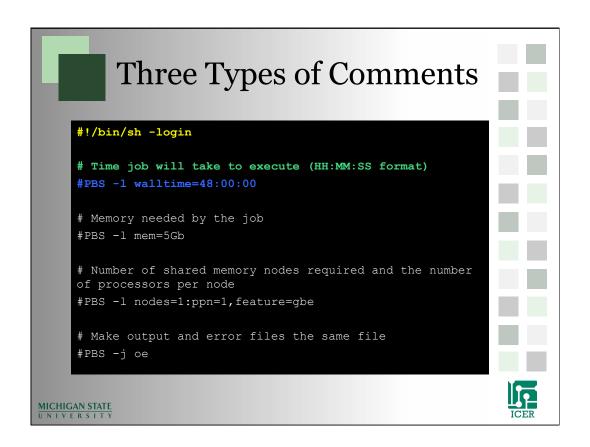
```
# Print out values of the current jobs PBS environment variables

++++++
#./nbhurygb -11 50000000 -12 50000000 -13 10000000 -n11 10000000 -n13 10000000

#Convert files to unix format dos2unix *.*

#here call your bash file or your executable file

++++++
admb -r nbhurygb
```

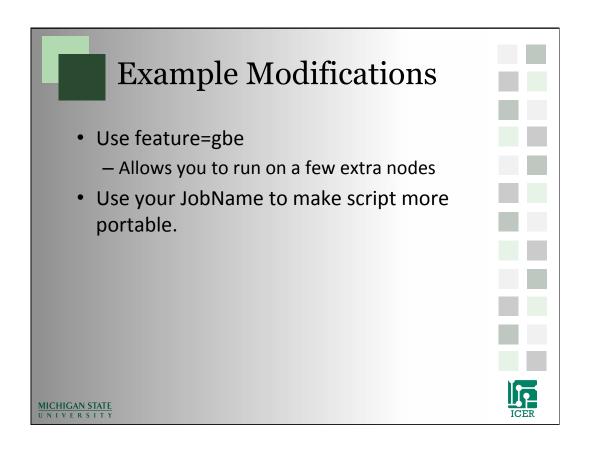


```
#!/bin/sh -login
#PBS -l walltime=48:00:00
#PBS -l mem=5Gb
#PBS -l nodes=1:ppn=1
#PBS -j oe
#PBS -m abe
#PBS -N nbhurygb
#PBS -l file=5gb

# Change to the Original Working Directory
cd ${PBS_O_WORKDIR}
cd nbhurygb

# Print PBS Environment Variables
env | grep PBS
```







```
#!/bin/sh -login
#PBS -l walltime=48:00:00
#PBS -l mem=5Gb
#PBS -l nodes=1:ppn=1,feature=gbe
#PBS -j oe
#PBS -m abe
#PBS -N nbhurygb
#PBS -l file=5gb

# Change to the Original Working Directory
cd ${PBS_O_WORKDIR}
cd ${PBS_JOBNAME}

# Output Contents of the PBS NODEFILE
env | grep PBS
```

```
#Convert files to unix format dos2unix *.*

#here call your bash file or your executable file admb -r nbhurygb

#Send output to this file
./nbhurygb >runtime.log

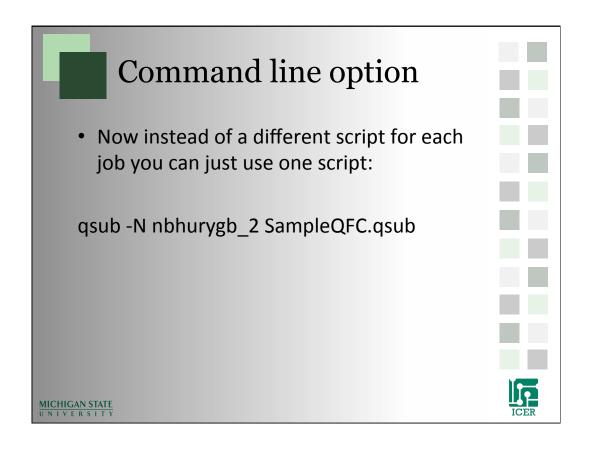
qstat -f ${PBS_JOBID}
```

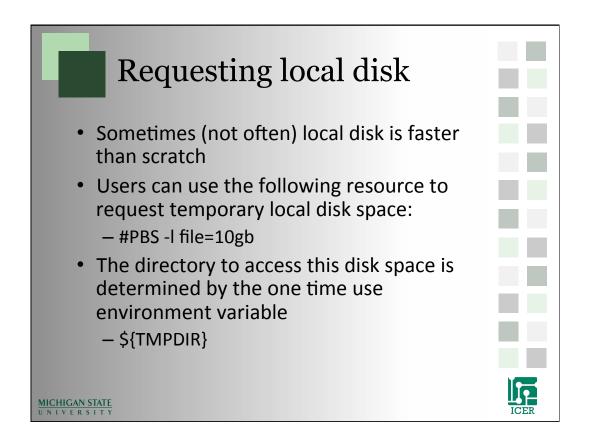
```
#Convert files to unix format
dos2unix *.*

#here call your bash file or your executable file
admb -r ${PBS_JOBNAME}}

#Send output to this file
./${PBS_JOBNAME} > runtime.log

qstat -f ${PBS_JOBID}
```





```
#!/bin/sh -login
#PBS -l walltime=48:00:00
#PBS -l mem=5Gb
#PBS -l nodes=1:ppn=1, feature=gbe
#PBS -j oe
#PBS -m abe
#PBS -N nbhurygb
#PBS -l file=5gb

# Change to the Original Working Directory
cd ${PBS_0_WORKDIR}
cd ${PBS_JOBNAME}

# Output Contents of the PBS NODEFILE
env | grep PBS
```

```
#Convert files to unix format
dos2unix *.*

#here call your bash file or your executable file
admb -r ${PBS_JOBNAME}

#Send output to this file
./${PBS_JOBNAME} > runtime.log

qstat -f ${PBS_JOBID}
```

