### 1. Upload toppic suite to Big Red 3/Carbonate

`scp -r toppic/path username@bigred3.uits.iu.edu:target/path`<br/>

`scp -r toppic/path username@carbonate.uits.iu.edu:target/path`

For example:<br/>

`scp -r /home/inkwchoi/Documents/Work/Toppic inkwchoi@carbonate.uits.iu.edu:toppic/1.3.1`

In the case above, the uploaded files can be found in toppic/1.3.1 when logging in to Carbonate.

### 2. Load modules needed in toppic

3 modules are required to compile toppic.

Big Red 3:<br/>

`module load cmake`<br/>

`module load xerces-c++`<br/>

`module load boost/1.71.0`<br/>

Carbonate:<br/>

`module load cmake`<br/>

`module load xerces-c++`<br/>

`module load boost/gnu/1.64.0`<br/>

### 3. Link module directories in CMakeLists.txt

After loading the modules, the two modules need to be linked to the compiler. Link them by adding the command below to CMakeLists.txt.

`link\_directories(/module/path)`

The module path can be found by

`module show boost/1.71.0`<br/>

`module show xerces-c++`<br/>

Copy LD\_LIBRARY\_PATH from the result of the commands above, and paste it to link\_directories command.

Example result for BigRed3:<br/>

`link\_directories(/N/soft/cle6/xerces-c++/3.2.2/lib)`<br/>

`link\_directories(/N/soft/cle6/boost/1.71.0/lib)`<br/>

### 4. Compile

Compile following the same steps as in local machine.