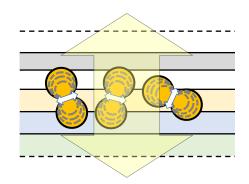
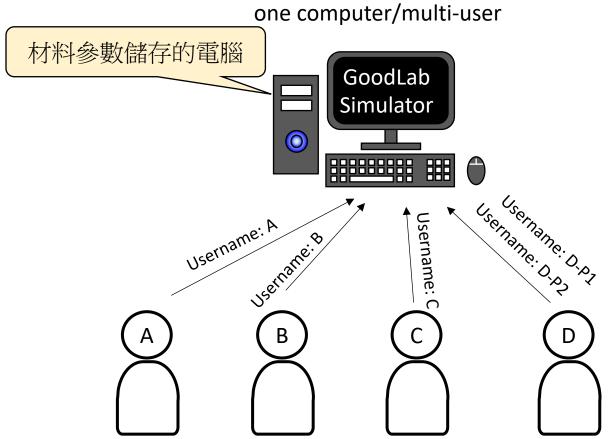
# Multi-User System

Author: Wei-Kai Lee

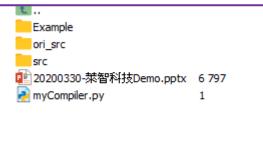


# **User System**



藉由輸入不同使用者名稱可以錯開不同使用者使用的材料參數和指令集的參數設定,或是同一個使用者可以藉由輸入不同的使用者名稱區隔不同專案。

#### python3 [execution file name]

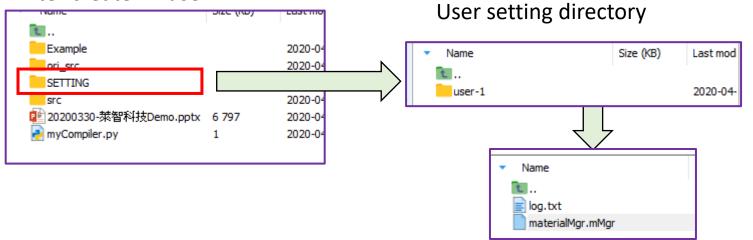


```
New account
>>> Please insert username : user-1
The user is not exists. The program
                                           omatical y create a new user [user-1].
Start running GOODLAB anisotropic simulator ver1.0 Thu Apr 09 01:51:25 2020
Cannot open material information file. ../../SETTING/user-1/materialMgr.mMgr
materialMgr.mMgr is missing. The program will generate a new material manager.
This program will automatically generate a new material manager file just b<u>efore the program finish.</u>
Now printing the information stored in the material manager...
[A]: er
                        /*Empty*/
[A]: Fluorescence
                        /*Empty*/
[A]: Phosphorescence
                        /*Empty*/
[A1: D0F
                        /*Empty*/
[A]: wavelengthunitstr
                         [N]nm(#1)
                         [N]um(#1)
                         [N]m(#1)
                                              Empty material library
[A]: Attribute/ [N]: Name(# of data)
                        Command name
<materialMgrCmd>
```

#### Before create 1st user

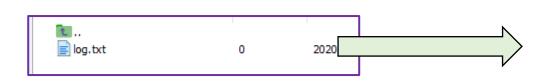


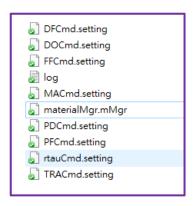
#### After create 1st user



The setting directory when the user is just created.

After execute some execution files

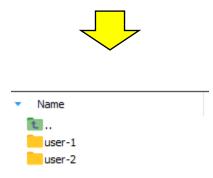




Different setting files for different commands

# Create 2<sup>nd</sup> new account

```
>>> Please insert username : user-2
The user is not exists. The program will automatically create a new user [user-2].
```



# Login the account

```
Login
>>> Please insert username : user-1
Start running GOODLAB anisotropic simulator ver1.0 Thu Apr 09 01:54:55 2020
Successfully reading materialMgr.mMgr
Now printing the information stored in the material manager...
[A]: er
                        /*Empty*/
                                                     Loading the material library
 [A]: Fluorescence
                        /*Empty*/
[A]: Phosphorescence
                        /*Empty*/
                                    The library is still empty because we
[A]: DOF
                        /*Empty*/
                                     have not add the material into the
[A]: wavelengthunitstr
                        [N]nm(#1)
                        [N]um(#1)
                                     library yet.
                        [N]m(#1)
[A]: Attribute/ [N]: Name(# of data)
```