ASIPMEISTER -TUTORIAL

1. Login to any *i80labpcXX.ira.uka.de* directly or using SSH or using X2Go Client. For example, login as *asip-sajjad04* into *i80labpc02.ira.uka.de*
2. Open shell terminal from the start menu. It should be in your default home directory. Type "*pwd*"

```
asip04@i80labpc04:~:$pwd
/home/asip04
```

3. Create a new directory for your Lab e.g. "*ASIP_SS17*"

```
asip04@i80labpc04:~:$mkdir ASIP_SS17
asip04@i80labpc04:~:$cd ASIP_SS17/
```

4. Create a new directory for your lab session in "*ASIP_SS17*" e.g. "*Session1*"

```
asip04@i80labpc04:~/ASIP_SS17:$mkdir Session1
asip04@i80labpc04:~/ASIP_SS17:$cd Session1/
```

5. Create a directory for your ASIP project in "*Session1*"

```
asip04@i80labpc04:~/ASIP_SS17/Session1:$mkdir ASIPMeisterProjects
asip04@i80labpc04:~/ASIP_SS17/Session1:$cd ASIPMeisterProjects/
```

6. For each ASIPmeister CPU create a separate in "*ASIPMeisterProjects*". For example, copy template project and rename it e.g. "*brownie*" for ASIPmeister CPU "*brownie.pdb*"

```
asip04@i80labpc04:~/ASIP_SS17/Session1/ASIPMeisterProjects:$cp -r  /home/asip00/epp/ASIPMeisterProjects/TEMPLATE_PROJECT
./brownie
asip04@i80labpc04:~/ASIP_SS17/Session1/ASIPMeisterProjects:$ls
brownie
```

7. Set the parameters and settings of the ASIP project in "*env_settings*"
8. Open ASIPMeister CPU in the respective directory i.e. in brownie

```
asip04@i80labpc04:~/ASIP_SS17/Session1/ASIPMeisterProjects/brownie:$ASIPmeister brownie.pdb &
```

9. Modify the CPU in ASIPmeister and generate the required files. A "*meister*" directory will be created in your ASIP project directory i.e. in "*brownie*"
10. For another CPU copy template project and rename it e.g. "*brownieOPT*" for ASIPmeister CPU "*brownieSPEED.pdb*"

```
asip04@i80labpc04:~/ASIP_SS17/Session1/ASIPMeisterProjects:$cp -r  /home/asip00/ASIPMeisterProjects/TEMPLATE_PROJECT ./brownieOPT
asip04@i80labpc04:~/ASIP_SS17/Session1/ASIPMeisterProjects:$ls
brownie brownieOPT
```

11. Set the parameters and settings of the ASIP project in "*env_settings*"
12. Open ASIPMeister CPU in the respective directory i.e. in brownieOPT

```
asip04@i80labpc04:~/ASIP_SS17/Session1/ASIPMeisterProjects/brownieOPT:$ASIPmeister brownieSPEED.pdb &
```

13. Modify the CPU in ASIPmeister and generate the required files. A "*meister*" directory will be created in your ASIP project directory i.e. in "*brownieOPT*"