Instructions for creating f2base file

Create the following files

F2BASE\_ME Stucture is as per f2structure.txt

F2BASE\_SU Stucture is as per f2structure.txt

F2BASE\_MO Stucture is as per f2structure.txt

F2BASE\_VE Stucture is as per f2structure.txt

F2BASE\_MA Stucture is as per f2structure.txt

F2BASE\_JU Stucture is as per f2structure.txt

F2BASE\_SA Stucture is as per f2structure.txt

Stucture is as per f2structure.txt

Loading of the above files

|  |  |
| --- | --- |
| F2BASE\_ME | Load from f2me.txt |
| F2base\_ju | Load from f2ju.txt |
| F2base\_sa | Load from f2sa.txt |
| F2base\_mo | Load from f2mo.txt |
| F2base\_su | Load from f2su.txt |
| F2base\_ve | Load from f2ve.txt |
| F2base\_ma | Load from f2ma.txt |

Create the following expode files (structure Is f2base\_explode)

F2BASE\_EXPLODE\_ME

F2BASE\_EXPLODE\_MO

F2BASE\_EXPLODE\_VE

F2BASE\_EXPLODE\_MA

F2BASE\_EXPLODE\_SU

F2BASE\_EXPLODE\_SA

F2BASE\_EXPLODE\_JU

F2BASE\_EXPLODE\_ASC\_ME

F2BASE\_EXPLODE\_ASC\_MO

F2BASE\_EXPLODE\_ASC\_VE

F2BASE\_EXPLODE\_ASC\_MA

F2BASE\_EXPLODE\_ASC\_SU

F2BASE\_EXPLODE\_ASC\_SA

F2BASE\_EXPLODE\_ASC\_JU

Creation of explode files (run f2base\_explode program for each planet with appropriate input and output files)

|  |  |
| --- | --- |
| OUTPUT | INPUT |
| F2BASE\_explode\_ME, f2base\_explode\_asc\_me | F2base\_me |
| F2base\_explode\_SU, f2base\_exlode\_asc\_su | F2base\_SU |
| F2base\_explode\_MO, f2base\_explode,asc,MO | F2base\_MO |
| F2base\_explode\_MA, f2base,explode,asc\_mo | F2base\_MA |
| F2base\_explode\_VE,f2base\_explode,asc\_VE | F2base\_VE |
| F2base\_explode\_JU,f2base\_exlode\_asc\_ju | F2base\_JU |
| F2base\_explode\_SA,f2base\_explocde,asc\_sa | F2base\_SA |

Creation of match\_file (as per match.txt structure)

MATCH\_FILE\_ME

MATCH\_FILE\_SA

MATCH\_FILE\_JU

MATCH\_FILE\_VE

MATCH\_FILE\_MA

MATCH\_FILE\_SU

MATCH\_FILE\_MO

MATCH\_FILE\_ASC\_ME

MATCH\_FILE\_ASC\_SA

MATCH\_FILE\_ASC\_JU

MATCH\_FILE\_ASC\_VE

MATCH\_FILE\_ASC\_MA

MATCH\_FILE\_ASC\_SU

MATCH\_FILE\_ASC\_MO

Filling up of match files (MATCH\_FILE\_ME etc)

1. Use parsenew program with different m\_Planet (SA,JU,VE,MA,SU,MO,ME,RA,KE).

Filling up of match files (MATCH\_FILE\_ASC\_ME etc)

1. Use parsenew\_1 program with different m\_Planet (SA,JU,VE,MA,SU,MO,ME). NO RA AND KE in this case.