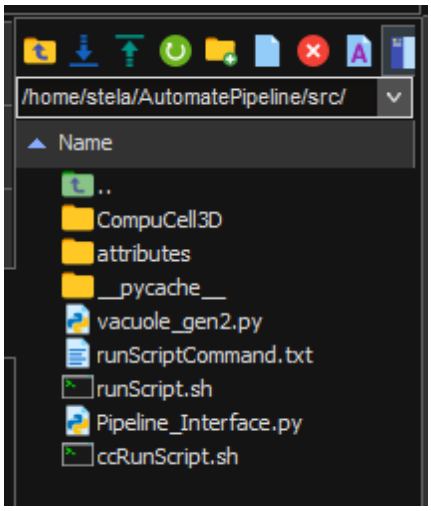
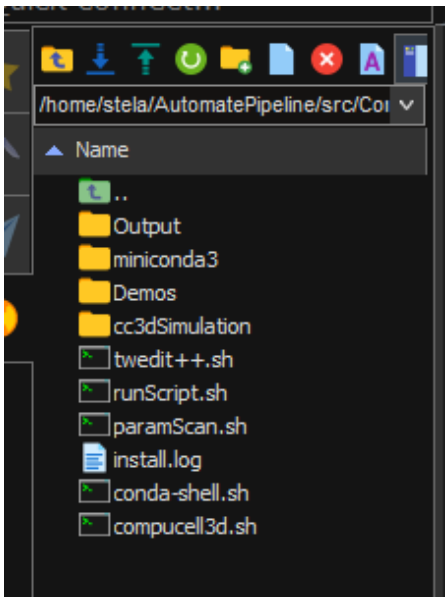
How to run CC3D in headless mode from the Linux Server

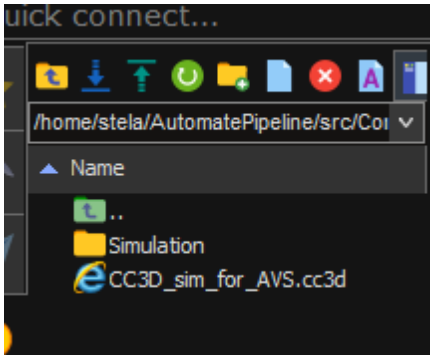
This are my folders setup:
/home/stela/AutomatePipeline/src/



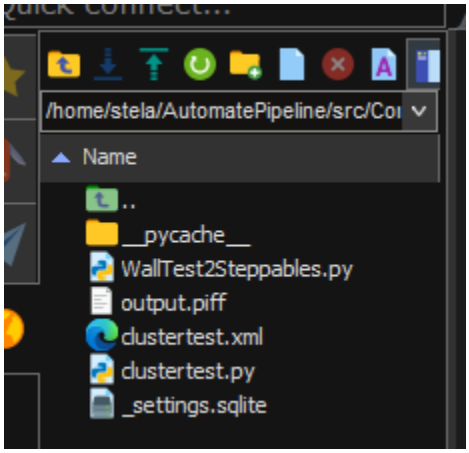
/home/stela/AutomatePipeline/src/CompuCell3D/



/home/stela/AutomatePipeline/src/CompuCell3D/cc3dSimulation



/home/stela/AutomatePipeline/src/CompuCell3D/cc3dSimulation/Simulation



In order for CompuCell3D to run with the Output.piff file we have to:

1. Change clustertest.xml at line 59:
   <PIFName>./Simulation/output.piff</PIFName>
2. Change CC3D_sim_for_AVS.cc3d at line 4:
   <PIFFile Type="PIFFile">Simulation/output.piff</PIFFile>
3. Depending on where the vacuole_gen.py generates the output.piff file we might have to move it inside the Simulation folder (pictured above)
   mv output.piff ./CompuCell3D/cc3dSimulation/Simulation

To have Pipeline_Interface.py invoke cc3d we have to:

1. Add the Shebang Line as the first line of runScript.sh:
   #!/bin/bash

   runScript.sh

```
1  #!/bin/bash
2
3  SCRIPT_DIR="$( cd -- "$( dirname -- "${BASH_SOURCE[0]}" )" &> /dev/null && pwd )"
4
5  source ${SCRIPT_DIR}/miniconda3/bin/activate base
6
7  export exit_code=0
8  python -m cc3d.run_script $* --current-dir=${SCRIPT_DIR}
9  exit_code=$?
10
11 cd ${SCRIPT_DIR}
12 exit ${exit_code}
```

   When we add the new lines in this file it will throw an error because it cannot read Windows-style line endings. To fix this run:
   sed -i 's/\r$//' /home/stela/AutomatePipeline/src/CompuCell3D/runScript.sh

2. Ensure Executable Permissions
   chmod +x /home/stela/AutomatePipeline/src/CompuCell3D/runScript.sh