EURO 3D

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Euro3D I/O Lyon-C-Libraries

Installation Guide

Version:	1.0
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Revision history

Version	Date	Sections affected	Comments
0.0	10/03/2003	all	Creation from the ASCII installation guide provided with the software distribution
1.0a	14/04/2003	all	Release of an α version of the document together with the Euro3D libraries v1.0a

Applicable documents

Ref.	Title & authors	Version
[1]	*Euro3D I/O libraries – Cookbooks*, P. Ferruit, A. Pécontal-Rousset and Y. Copin	1.0b 14/04/2003
[2]	*Euro3D I/O libraries – Developer's guide*, Y. Copin, P. Ferruit and A. Pécontal-Rousset	1.0b 14/04/2003

Documents [1] and [2] can be found on http://www.aip.de/Euro3D.

Typographic conventions

- *filename*
- directory/ and package name
- `command` and `shell_variables`

1 Introduction

This document describes, step by step, the procedure of installation of the Euro3D I/O libraries 1.0 (or any subsequent 1.1).

2 Installing the Euro3D libraries

To install the Euro3D LCL-libraries, you need to:

1. Create a new directory. We suggest to call it E3D/ but you can choose whatever name you like. In the following we will assume the complete path toward this directory is /Your/Path/To/E3D/
2. Download the most recent *E3D_io_LCL-1.1.tar.gz* compressed archive file from the AIP web site (www.aip.de/Euro3D) and copy it to your new E3D/ directory.
3. Uncompress and untar the file:

   ```
   tar xvzf E3D_io_LCL-1.1.tar.gz
   ```

   This will create a E3D_io_LCL-1.1/ directory which will contain the library sources.
4. Change directory to the newly created E3D_io_LCL-1.1/.
5. Type the commands:

   ```
   configure
   make
   ```

6. Setup the following environment variables:
   - `IFU_PATH` which will contain the path to the root directory of the libraries.
   - `IFU_DEFAULT_FMT` which will contain the file format you are going to use. In your case, this will be the `Euro3D` format. This variable is not case-sensitive so you can combine lower- and upper-case if you want.

   Therefore, if you are using the [t]csh shell, type:

   ```
   setenv IFU_PATH /Your/Path/To/E3D
   setenv IFU_DEFAULT_FMT Euro3D
   ```

   These two lines can be added to your startup files (e.g. *.cshrc* in your home directory).

   Similarly, for a bash shell, type:

   ```
   export IFU_PATH=/Your/Path/To/E3D
   export IFU_DEFAULT_FMT=Euro3D
   ```

   or add these two lines to your startup files (e.g. *~/.bashrc*).

This is it…

3 FAQ

Not yet available.