

## Luscus-0.8.6

### Webpage

<http://luscus.sourceforge.net/>

### Version

0.8.6

### Build Environment

- GCC 8.5.0 (system default)
- cmake 3.20.2 (system default)

### Files Required

- luscus\_0.8.6.tar.gz
- CMakeLists.txt.diff

```
--- ../luscus_0.8.6/CMakeLists.txt 2018-10-13 00:09:50.000000000 +0900
+++ CMakeLists.txt 2023-10-03 10:21:06.000000000 +0900
@@ -31,7 +31,8 @@
     set(CONFIG_DIR "/etc/luscus")
 # message(status " CMAKE_PREFIX_PATH NOT DEFINED!") # DEBUG
 else ()
- set(CONFIG_DIR "$ENV{HOME}/.luscus")
+ #set(CONFIG_DIR "$ENV{HOME}/.luscus")
+ set(CONFIG_DIR "/apl/luscus/0.8.6/plugins")
 # message(status " CMAKE_PREFIX_PATH DEFINED!") # DEBUG
 endif ()
 set(TMP_CONFIG_DIR ${CMAKE_CURRENT_BINARY_DIR}/luscusrc)
```

- gv\_system.c.diff

```
--- ../luscus_0.8.6/gv_system.c 2018-10-12 23:46:41.000000000 +0900
+++ gv_system.c 2019-06-10 16:22:20.000000000 +0900
@@ -237,6 +237,18 @@
     return;
 }

+ if (dir_exists("/apl/luscus/0.8.6/plugins"))
+ {
+ rmdir = strdup("/apl/luscus/0.8.6/plugins");
+
+ #ifdef EBUG
+ printf("checking path: %s\n", rmdir);
+ #endif
+
+ if (!check_file_exists(rmdir, RC_GV)) return;
+ return;
+ }
+
 /* 4. check luscus exe directory */
 rmdir=malloc(sizeof(char) * 1024);
 getcwd(rmdir, 1024);
```

### Build Procedure

```
#!/bin/sh
tar zxvf luscus_0.8.6.tar.gz
cd luscus_0.8.6/
patch -p0 < ../CMakeLists.txt.diff
patch -p0 < ../gv_system.c.diff
```

```
cd build
cmake .. -DCMAKE_INSTALL_PREFIX=/apl/luscus/0.8.6
make install
```

## Notes

- Module name is luscus/0.8.6. "module load luscus" also works.
- X11 forwarding required.
  - Please add -Y option upon ssh login (in case of OpenSSH).