

GAMESS-2014Dec05 for UV2000

ウェブページ

<http://www.msg.ameslab.gov/GAMESS/GAMESS.html>

バージョン

Dec 5, 2014

ビルド環境

- ▶ Intel Compiler 15.0.2.164
- ▶ Intel MKL 2015.2.164

ビルドに必要なファイル

- ▶ [game-2014Dec05.tar.gz](#) (GAMESSのウェブページからダウンロードしたもの)

ビルド手順

```
#!/bin/csh -f
umask 022
set file_game-=/home/users/${USER}/build/game-2014Dec05/game-2014Dec05.tar.gz
set work=/work/users/${USER}
source /opt/intel/composer_xe_2015.2.164/bin/compilervars.csh intel64
set game-=game-2014Dec05
#-----
cd ${work}
if (-d ${game-}) then
  mv ${game-} ${game-}-erase
  rm -rf ${game-}-erase &
endif
#-----
tar xzf ${file_game-}
mv game- ${game-}
cd ${work}/${game-}
expect <<EXPECT
spawn ./config
expect "After the new window is open"
send "\r"
expect "please enter your target machine name:"
send "linux64\r"
expect "GAMESS directory?"
send "\r"
expect "GAMESS build directory?"
send "\r"
expect "Version?"
send "\r"
expect "Please enter your choice of FORTRAN:"
send "ifort\r"
expect "Version?"
send "12\r"
expect "hit <return> to continue after digesting this message."
send "\r"
expect "hit <return> to continue to the math library setup."
send "\r"
expect "Enter your choice of 'mkl' or 'atlas' or 'acml' or 'none':"
send "mkl\r"
expect "MKL pathname?"
send "/opt/intel/mkl\r"
expect "MKL version (or 'skip')?"
send "10.2.5.035\r"
expect "please hit <return> to compile the GAMESS source code activator"
send "\r"
expect "please hit <return> to set up your network for Linux clusters."
send "\r"
expect "communication library ('sockets' or 'mpi')?"
send "sockets\r"
expect "Do you want to try LIBCCHEM"
send "no\r"
expect eof
EXPECT
#-----
cd ${work}/${game-}/ddi
```

```
sed -i -e 's/MAXCPUS=32/MAXCPUS=1024/' -e 's/MAXNODES=1024/MAXNODES=2/' compddi
csh ./compddi
mv ddikick.x ../
cd ${work}/${games}
./compall
./lked
#-----
chmod -R o-rwx source object
find . -name "src" | xargs chmod -R o-rwx
```

runrmsの変更点

変更点は多数あるため、以下のファイルをコピーして使って下さい。

/local/apl/uv/games2014Dec05/samples/runrms
