

## GAMESS-2014Dec05 for UV2000

### Webpage

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

### Version

Dec 5, 2014

### Tools for Compiling

- Intel Compiler 15.0.2.164
- Intel MKL 2015.2.164

### Necessary Files for Compiling

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

### Procedure of Compiling

```

#!/bin/csh -f
umask 022
set file_gamess=/home/users/${USER}/build/gamess2014Dec05/gamess-2014Dec05.tar.gz
set work=/work/users/${USER}
source /opt/intel/composer_xe_2015.2.164/bin/compilervars.csh intel64
set gamess=gamess2014Dec05
#-----
cd ${work}
if (-d ${gamess}) then
    mv ${gamess} ${gamess}-erase
    rm -rf ${gamess}-erase &
endif
#-----
tar xzf ${file_gamess}
mv gamess ${gamess}
cd ${work}/${gamess}
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 ${work}/${gamess}/ddi
sed -i -e 's/MAXCPUS=32/MAXCPUS=1024/' -e 's/MAXNODES=1024/MAXNODES=2/' compddi
csh ./compddi
mv ddikick.x ../
cd ${work}/${gamess}
./compall
./lked
#-----
chmod -R o-rwx source object
find . -name "src" | xargs chmod -R o-rwx

```

## Changes of 'rungms'

There are too many changes of 'rungms', so please copy and use it. The file exists in the following.  
`/local/apl/uv/gameess2014Dec05/samples/rungms`