

## luscus-0.8.6 for LX

### Webpage

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

### Version

0.8.6

### Build Environment

- GCC 4.8.5 (system default)
- cmake 2.8.12.2 (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 2019-06-10 16:21:06.000000000 +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 "/local/apl/lx/luscus086/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("/local/apl/lx/luscus086/plugins"))
+ {
+   rcdir = strdup("/local/apl/lx/luscus086/plugins");
+
+ #ifdef EBUG
+   printf("checking path: %s\n", rcdir);
+ #endif
+
+   if (!check_file_exists(rcdir, RC_GV)) return;
+   return;
+ }
+
 /* 4. check luscus exe directory */
 rcdir=malloc(sizeof(char) * 1024);
 getcwd(rcdir, 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=/local/apl/lx/luscus086
make install
```

## Notes

- Module name is luscus/0.8.6. You can also load just by "luscus" (e.g. module load luscus).
- X11 forwarding required.
  - Please add -Y option upon login (in case of OpenSSH).
- Molecules might not be drawn if NVIDIA official driver or libraries installed on your system?