

Modules

Modules are a simple mean to update your environment variables to support different runtimes.



Whatever you can do with modules you can do with a shell script. But they're way more convenient!

Using

Default modules (and shared modules created by other users) are available under `/home/modules`.

To load a module you use a command like:

```
module load mpi/openmpi/4.1.4
```

The last argument is actually the path of the module file from `/home/modules`.

Easier access to scripts

To include `/home/software/utils` in your `$PATH`, you can now use

```
module load utils/utils
```

Own modules

To use modules in your own home dir you can

```
mkdir $HOME/modules  
module load utils/ownmods
```

then you'll be able to load modules from `$HOME/modules`.

Creating



Fix Me!

TODO

The easiest way to create a module is to copy an existing one and update it to suit your needs. Better to test changes [in your own home](#) before sharing.

[Complete documentation](#) is available. Quite a lot to swallow all at once.

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