Maintaining Your MESA Tree

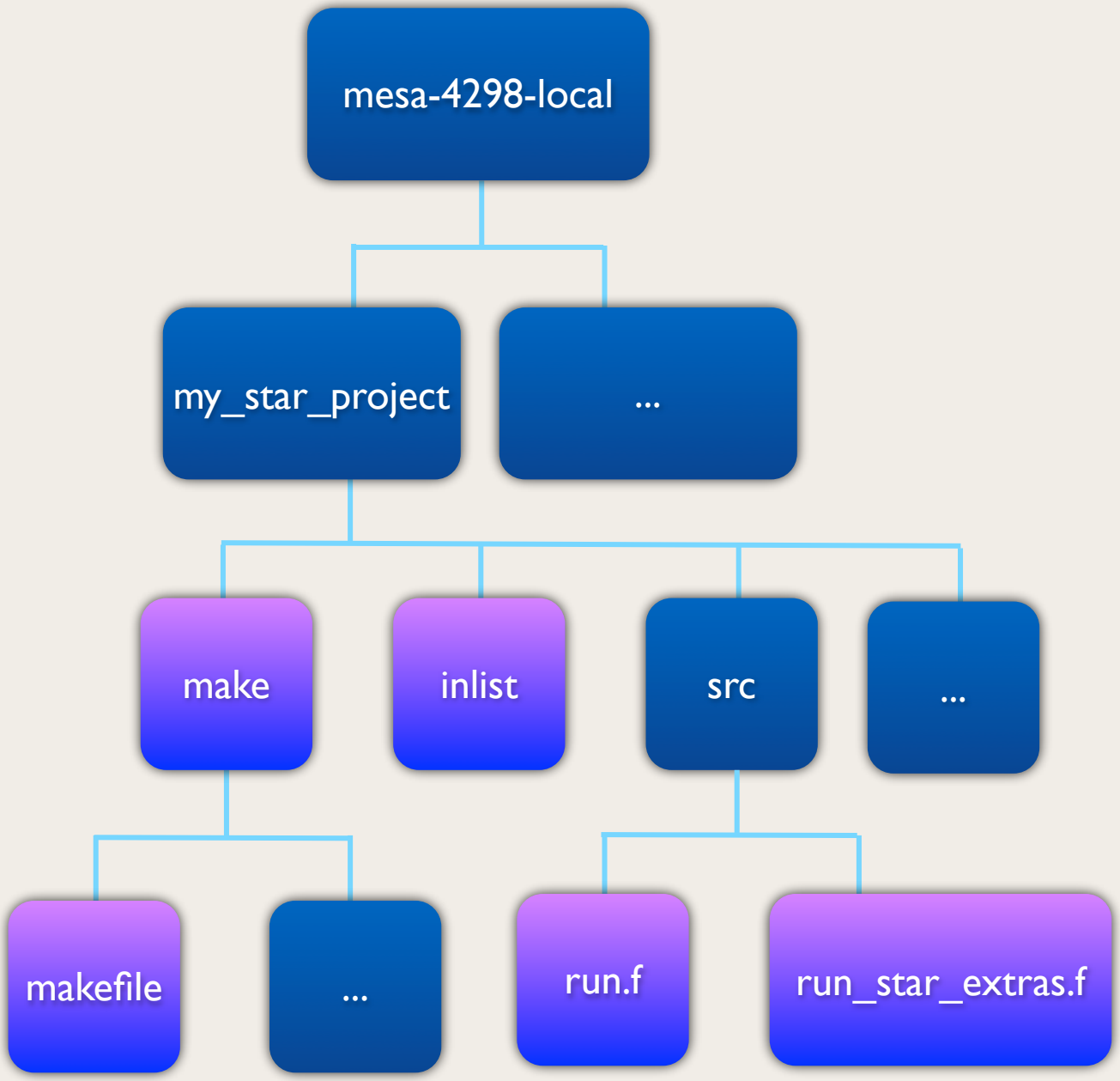
- Don't use `svn update` unless you are a developer*
- When checking out a new version, put it in a fresh tree:

```
svn co -r 4298 http://mesa.svn.sourceforge.net/svnroot/mesa/trunk mesa-4298
```

- Use `svn status` to see which files in the tree you've modified
- Don't modify files in the tree! (apart from running `./install`)
- Instead, create a separate 'local tree' for your own code — that way, it won't get clobbered

*or unless Bill tells you to, perhaps tomorrow morning, just sayin'

Building in a Separate Tree



Telling Your Project Where to Find MESA

- Your project needs to know where MESA is installed — in two places
- To build: edit `make/makefile` to set the `MESA_DIR` variable:

```
MESA_DIR=/Users/townsend/mesa-4298
include $(MESA_DIR)/star/work_standard_makefile
```

- To run: edit `inlist` to set the `mesa_data_dir` variable:

```
&star_job

   mesa_data_dir = '/Users/townsend/mesa-4298/data'

      ...

/ ! end of star_job namelist
```

Reporting Bugs

- We can read your mind
- However, out of respect for your privacy, we choose not to
- Bug reports should contain, at a bare minimum:
  - MESA revision number (e.g., 4298)
  - Computer Type
  - Operating System (OS X? Linux - which one? 32-bit or 64-bit)
  - Compiler name & compiler version (e.g., gcc 4.7.2 20120808)
  - Whether you are using the SDK
  - `inlist` file + relevant supporting files (`run_star_extras.f`, etc.)
- Post to the mailing list (for now)
- Post good news as well as bad!