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

```
mesa-4298-local

my_star_project

make
makefile

inlist

src
run.f

... ...

run_star_extras.f
```
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:

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

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

```bash
&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!