

Installing & Compiling SeBa

SeBa is currently developed within the AMUSE (Astrophysical Multipurpose Software Environment). Amuse is a software framework for astrophysical simulations, in which existing codes from different domains, such as stellar dynamics, stellar evolution, hydrodynamics and radiative transfer can be easily coupled. SeBa is included in AMUSE as a possible (fast) stellar evolution code. SeBa can be ran by making use of AMUSE, but it can also be ran independently. This document explains how to install & compile SeBa for using it independently.

Installing:

Download amuse from the amuse website:

<http://amusecode.org/>

There you will find a link to their github.

Note that the AMUSE prerequisites do not need to be installed to run SeBa. The only prerequisite software for SeBa is a C++ compiler.

Compiling:

To compile the code, several steps are needed. Also after changing the code, I recoment repeating these steps.

In the director in which AMUSE is saved, go to the directory `~src/amuse/community/seba/src`

```
Then on the commandline  
make clean  
make  
cd dstar  
make
```

This will create an executable named SeBa in the subdirectory `~src/amuse/community/seba/src/dstar`

You can rename this executable to indicate the current version of SeBa.

You can move this executable to any directory. When you run SeBa, an output file is created called 'SeBa.data' in the current directory.